

Action Pistol Shoot

Poulsbo Sportsman Club

WHAT IS IT?

Our monthly Action Pistol Shoot is a fun, friendly competition that also allows shooters to develop practical pistol skills. We generally follow NRA rules and procedures. Both members and non-members are welcome. Any safe handgun (revolver or autoloading pistol) may be used. To encourage the use of firearms comfortable for the shooter, there are no rules on weights, lengths, features, etc.. There are also no awards, prizes, or rankings for our shoot, but we do post scores to help shooters see how they performed. In order to allow friendly, informal competition and to give shooters an idea of how well they shoot compared to similarly-equipped others, we group shooters into these categories when posting results:

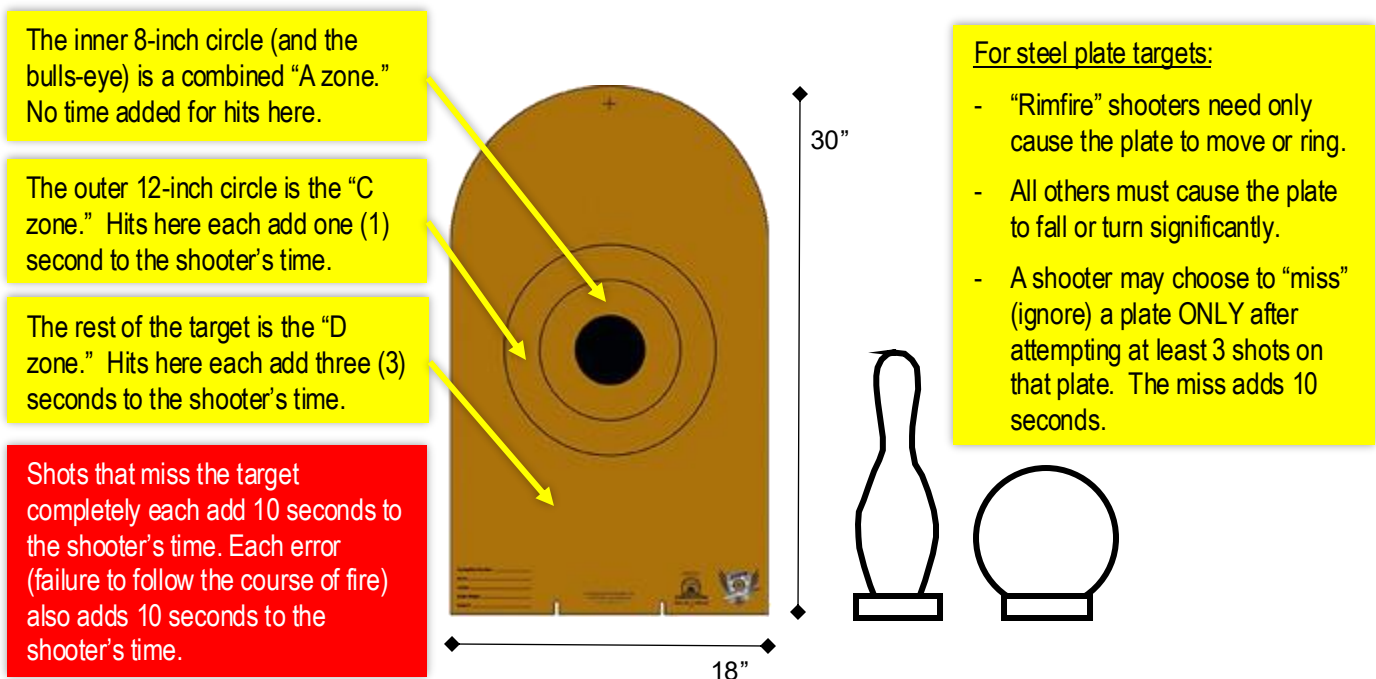
- The "Pistol" category includes all full-power (9mm/38spl or above) handguns WITHOUT optics and magazine capacity above 8 rounds. (Glock 19, S&W M&P, Sig P226, etc.)
- The "Optics" category includes all full-power handguns WITH optics, REGARDLESS OF MAGAZINE CAPACITY.
- The "Rimfire" category includes ALL handguns in a chambering less powerful than full-power (9mm/38spl and up).
- The "Low-Cap" category includes all full-power handguns WITHOUT optics and capacity of 8 rounds or less. (1911's, S&W Shield, revolvers, etc.). Any "Pistol" shooter may voluntarily participate in "Low-Cap" by limiting their loads/mags to 8 rounds max.
- The PCC category includes all pistol-caliber carbines and similar weapons. Rifle-caliber pistols or long guns are not allowed. Pistol-caliber AR-type pistols with a brace attached will be categorized as PCC.

WHAT DO YOU NEED TO PARTICIPATE?

- The match fee is \$5.00.
- Shooters will need approximately 100 rounds of ammunition. (See stages for specifics.).
- Shooters are asked to wear a holster that covers the pistol's trigger guard. (Shooters without holsters may participate but will follow slightly different procedures.)

EVENT DETAILS:

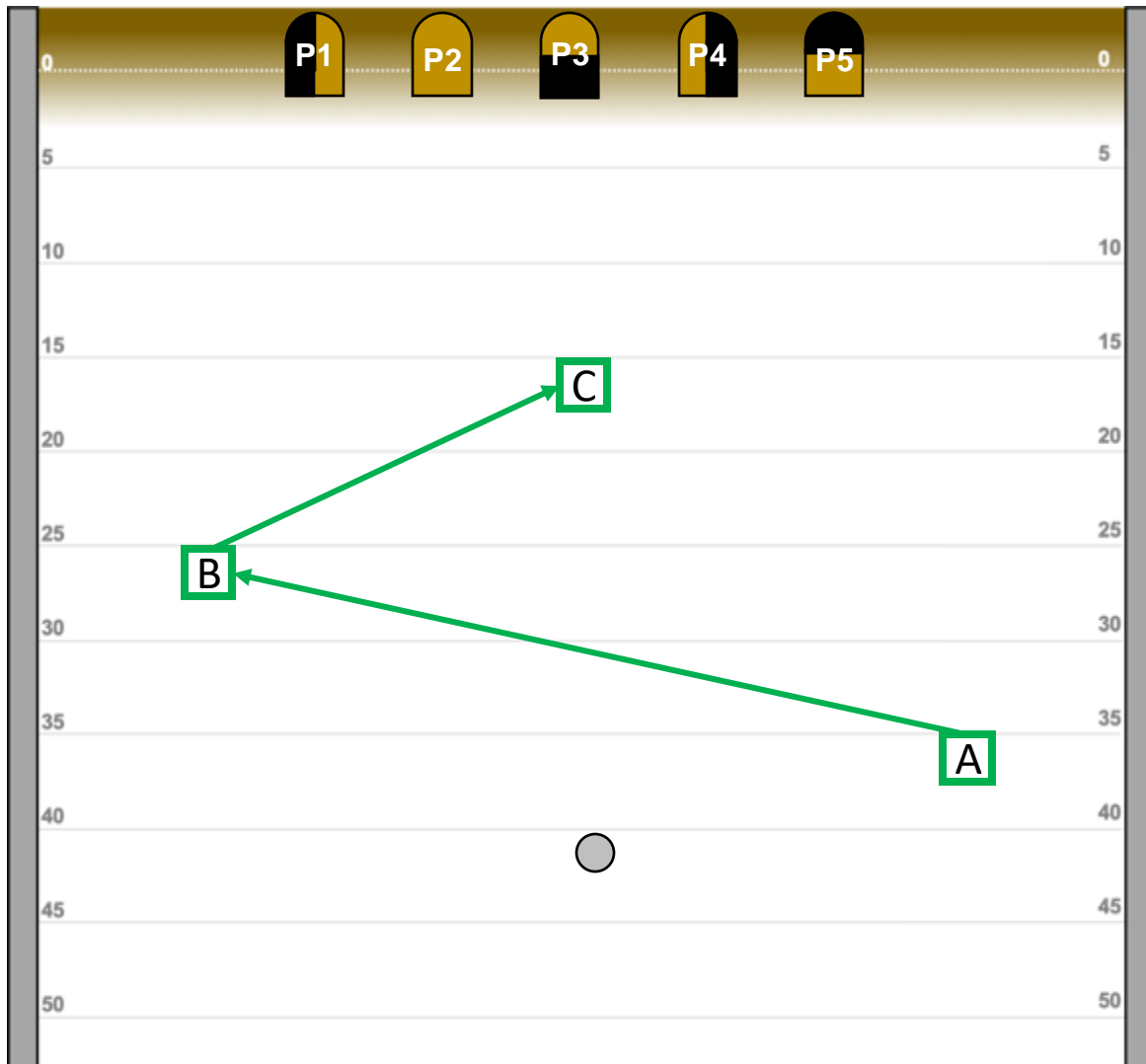
- Participants should sign in no later than 0830 to pay and receive the safety brief. The first stage begins at 0900.
- Participants will receive a safety and operations briefing at the start of the match.
- Targets may be a mix of NRA cardboard, 8" steel round-plates, and 15" tall steel pin-plates, scored as shown below.
- The shoot will have 3 stages (shown on the following pages).
- Depending on participation, the shoot lasts 3 - 5 hours. Shooters are asked to help with take-down/clean-up at the end of the shoot.



APRIL 2025
COURSES OF FIRE

Stage 1: "Two and Fro"

This stage requires shooter to engage 5 targets with varying amounts of cover, then move in to subsequently closer positions. 30 rounds are required for this stage, and at least two magazines (depending on capacity).



1. In Box "A," shooter loads and makes ready and awaits start.
2. At start signal, shooter draws and engages all paper targets (P1-P5) with TWO rounds on each target.
3. Shooter then moves to "B" and engages all paper targets (P1-P5) with TWO rounds on each target.
4. Shooter then moves to "C" and engages all paper targets (P1-P5) with TWO rounds on each target.

NOTES: - Shooter may engage P1-P5 in any order, only ONE round on each from each box.

- No shooting on the move, all targets must be engaged inside A/B/C box.

- A hit on cover is a miss (-10)

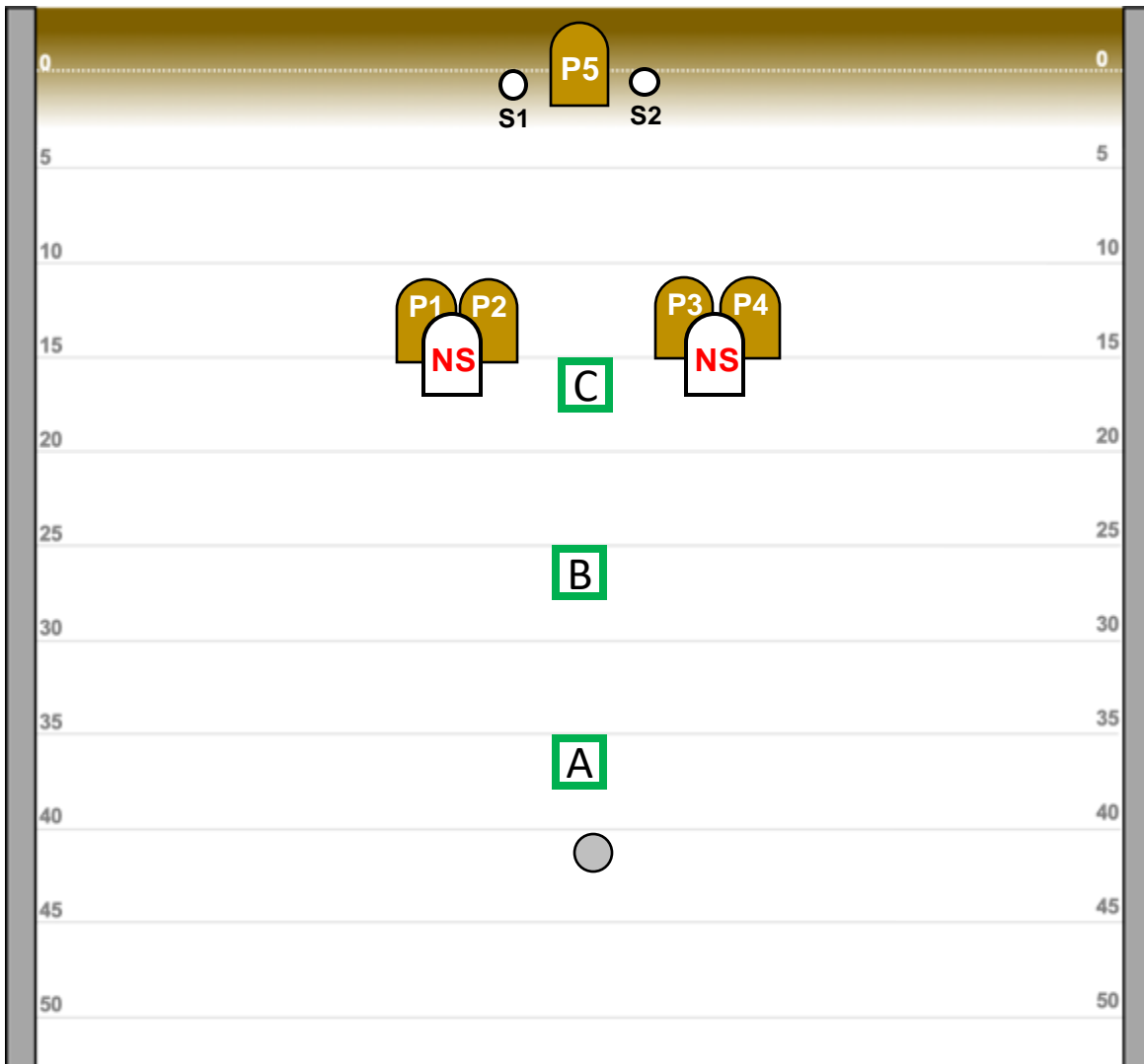
- No makeup shots, extra shots (Comstock style scoring)

- Shooter reloads as needed, no magazine limit on reload mags

SCORE: Timed total plus any penalties from paper targets or errors.

Stage 2: "Moving Reload"

This stage requires shooter to turn around and engage a variety targets, then move in to subsequently closer positions while executing reloads. 15 rounds minimum required for this stage.



1. Shooter loads and makes ready in Box "A", facing away from the firing line. At start signal, shooter turns around, THEN draws, and engages paper targets (P1-P4) with ONE (1) round each, then ONE steel target (S1).
2. Shooter then executes a mandatory reload while moving forward to "B"
3. Shooter then engages paper targets (P1-P4) with ONE round on each target, then ONE steel target (S2).
4. Shooter then executes a mandatory reload while moving forward to "B"
5. Shooter then engages paper target (P5) with FIVE (5) rounds.

NOTES:

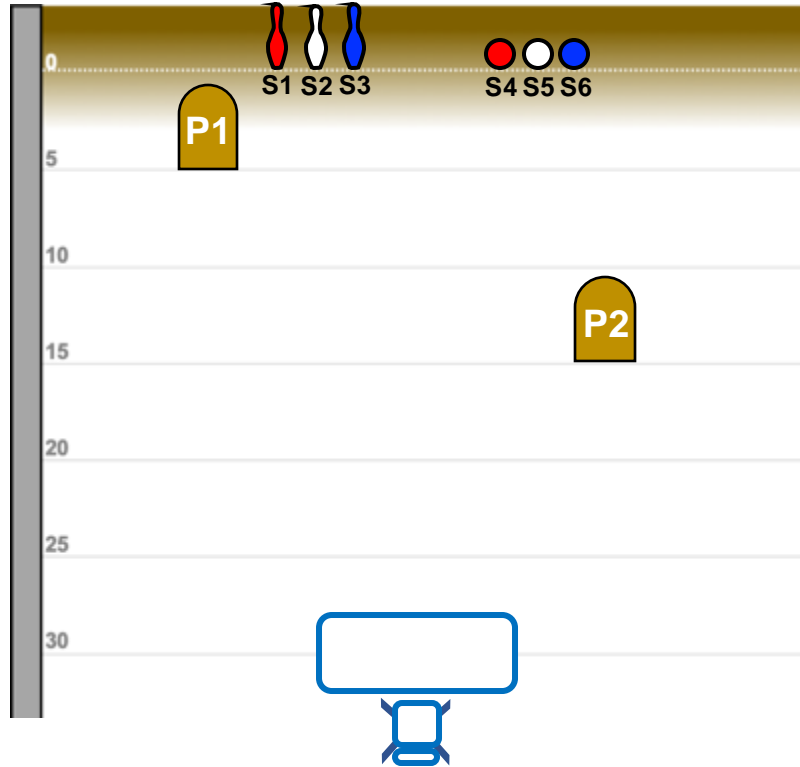
- No order required when engaging paper targets P1-P4 from A or B
- No shooting on the move, all targets must be engaged inside A/B/C box.
- A hit on a no-shoot is a miss (-10) PLUS and error (-10) for -20 total
- No makeup shots, extra shots

-SCORE: Timed total plus any penalties from paper targets or errors.

Stage 3: "Table for One"

This stage challenges the shooter to engage targets immediately after retrieving a pistol using two-handed, strong-handed, and weak-handed shooting.

Minimum of 18 rounds total (6 rounds per run) are required to complete stage, assuming all hits on steel. No specific magazine requirements for this stage.



1. Shooter loads pistol (full mag) and makes ready, placing pistol on table. Pistol is in ready condition (loaded, safety engaged as applicable, hammer down as applicable), barrel pointed downrange. Shooter decides which side of pistol is facing up.
2. Shooter sits in chair, hands on knees.
3. On start, shooter engages paper targets P1 (25 ft), and P2 (15 ft) with 2 rounds each, in any order.
4. Shooter then engages ONE ROUND steel target (S1-3, 30 ft) and ONE PIN steel target (S4-6, 30 ft) in any order. Times stops when both steel have fallen.
5. Shooter returns pistol to the table and makes ready for the next run.
6. Shooter repeats steps 1-4 with STRONG-HAND ONLY 2nd run.
7. Shooter repeats steps 1-4 with WEAK-HAND ONLY for the 3rd run.

NOTE: - Shooter may fire from standing or sitting, supported (by the table) or unsupported.
- No magazine load limit. Shooter may reload as needed to complete stage.

SCORE: Timed total of all 3 runs plus any penalties.