

POULSBO SPORTSMAN CLUB - MONTHLY ACTION PISTOL SHOOT

NOVEMBER 2025 RESULTS

SHOOTERS USING OPTICS Regardless of Capacity			
Shooter	Stage 1	Stage 2	Stage 3
Phillip	38.22	28.31	33.55
Brine	37.28	26.52	29.93
Wyatt	29.01	18.29	20.99
Riley	24.58	18.05	---
Sean B	29.66	21.57	23.03
Ivan	33.17	19.68	25.30
Conell	24.30	15.80	32.66
Jonathan	47.82	37.98	33.70
Alex	45.48	30.72	37.65
Timmy	46.21	33.65	32.89

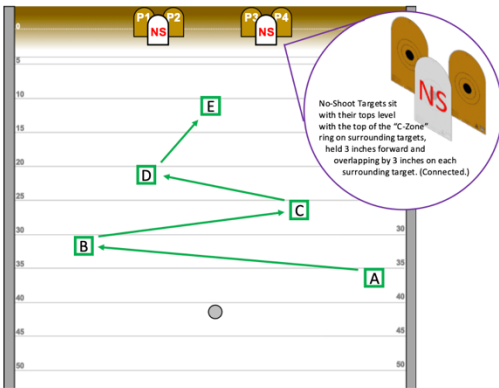
SHOOTERS NOT USING OPTICS Full-capacity (9+) Autoloading Pistol			
Shooter	Stage 1	Stage 2	Stage 3
Ken	25.53	20.26	30.56
John	43.46	24.89	35.21
Austin	52.16	34.29	61.63
Bill B	59.17	36.31	46.26
Donovan	32.57	26.86	32.76

PISTOL CALIBER CARBINE (PCC) Shoulder-fired, pistol-caliber firearm			
Shooter	Stage 1	Stage 2	Stage 3
Hilton	42.43	27.72	29.99

SHOOTERS NOT USING OPTICS Low-Capacity / Revolver (8 or less)			
Shooter	Stage 1	Stage 2	Stage 3
Rudy (Revolver)	51.29	60.26	45.28

Stage 1: "Ziggety Zag"

This stage requires shooter to turn around and engage 4 targets, around no-shoot targets, from multiple positions in rapid succession. Total of 20 rounds required to complete this stage.



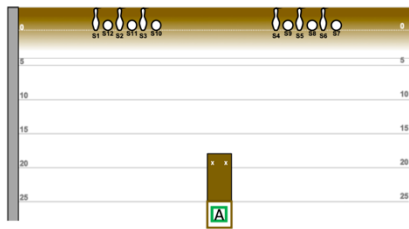
- Shooter loads and makes ready in Box "A" (35ft line) and awaits start.
- At start signal, shooter turns around, draws, and engages all paper targets (P1-P4) with ONE ROUND on each target.
- Shooter then moves to "B" (30ft line) and repeats, engaging all paper targets (P1-P4) with ONE ROUND on each target.
- Shooter then moves to "C" (25ft line) and repeats, engaging all paper targets (P1-P4) with ONE ROUND on each target.
- Shooter then moves to "D" (20ft line) and repeats, engaging all paper targets (P1-P4) with ONE ROUND on each target.
- Shooter then moves to "D" (10ft line) and repeats, engaging all paper targets (P1-P4) with ONE ROUND on each target.

- No shooting on the move, all targets must be engaged inside A/B/C/D/E box.
- A hit on a no-shoot is -20
- No makeup shots or extra shots

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

Stage 2: "Across the Edge"

This stage challenges the shooter to engage steel targets around a barricade while executing a required reload. Minimum of 12 rounds and two magazines are required for this stage, assuming all hits on steel



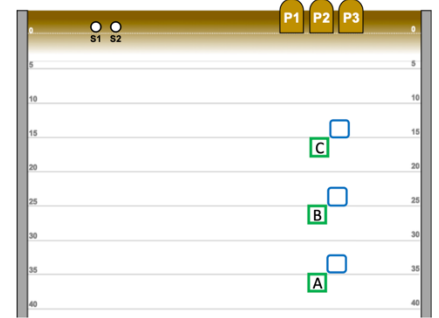
- Shooter stands in box "A" immediately behind barricade (25ft from line) and loads pistol and makes ready. Both hands are on the barricade "x-points" and the pistol is holstered.
- At start, shooter draws and engages LEFT three steel PIN targets (S1-S3) around RIGHT side,
- Shooter then transitions behind the barricade to the LEFT side and engages the RIGHT three steel PIN targets (S4-S6) around the LEFT side of the barricade.
- Shooter then conducts a mandatory first reload. **NOTE: If shooter already has conducted a reload by this point, no additional reload is required.**
- Shooter then engages RIGHT three steel ROUND targets (S7-S9) around LEFT side of barricade,
- Shooter then transitions behind the barricade to the RIGHT side and engages the LEFT three steel ROUND targets (S10-S12).

- NOTES:
- No magazine load limit.
 - Failure to conduct magazine change is an error (10 sec)
 - Shooting the wrong type of steel target is an error (10 sec)
 - Shooter must have one feet either in or on the box.
 - Shooter may shoot with either, or both, hands for grip (freestyle).

SCORE: Combined time for all three runs, plus penalties.

Stage 3: "Pick-up Game"

This stage requires the shooter to engage targets after retrieving loaded magazines from various locations, leaving the magazine at those locations before moving on. 22 rounds and 3 magazine are required to complete stage, assuming all hits on steel.



- Shooter makes ready (weapon EMPTY and holstered) in box "A" with one magazine loaded with SIX rounds sitting on the table. Another 6-round magazine is sitting at the table on B, and a 10-round magazine is sitting on the table at C.
- At the start, Shooter retrieves a magazine loaded with SIX ROUNDS, loads, and engages paper targets P1-P3 (35ft away) with two rounds per target
- Shooter then moves to box "B," retrieves a magazine loaded with SIX ROUNDS, executes a slide-lock reload, and engages paper targets P1-P3 (25ft away) with two rounds per target
- Shooter then moves to box "C," retrieves a magazine loaded with TEN ROUNDS, executes a slide-lock reload, and engages paper targets P1-P3 (15ft away) with two rounds per target
- Shooter then turns to the left and engages steel targets S1 and S2 from Box C (approximately 30ft away)

- NOTES:
- Shooter moves with muzzle always in range fan and trigger outside trigger guard
 - Three magazines are required for this stage.

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