

POULSBO SPORTSMAN CLUB - MONTHLY ACTION PISTOL SHOOT

OCTOBER 2025 RESULTS

SHOOTERS USING OPTICS Regardless of Capacity			
Shooter	Stage 1	Stage 2	Stage 3
Hilton	29.66	56.88	64.09
Kyle	23.09	38.35	39.15
Eugene	50.37	67.18	48.73
Javier	23.62	45.82	52.28
Chris B	47.46	64.29	97.84
Rudy	33.74	51.67	63.13
Malo	23.43	44.77	60.34
Alex	44.50	72.06	75.50
Tab	48.30	80.34	84.59

SHOOTERS NOT USING OPTICS Full-capacity (9+) Autoloading Pistol			
Shooter	Stage 1	Stage 2	Stage 3
Terry	38.43	66.49	86.31
Lenston	56.06	98.98	106.46
Mary	79.56	115.29	140.24
Austin	55.76	50.92	97.53
Bill B	55.09	99.13	107.38

PISTOL CALIBER CARBINE (PCC) Shoulder-fired, pistol-caliber firearm			
Shooter	Stage 1	Stage 2	Stage 3
Ken	37.46	29.17	41.44

Stage 1: Graveyard Shift

SUMMARY:
This stage has the shooter moving across the graveyard, engaging tombstones with no-shoot ghosts and then using those gravestones for cover... plus a few pins thrown in for good measure.

MIN ROUNDS: 22

MIN MAGS: 1

NOTES:

- No magazine load limit
- Unlimited reloads
- No makeups/extra shots on paper
- Score is total time plus penalties and errors
- A hit on a ghost is a miss (+10)

COURSE OF FIRE:

- Shooter loads and makes ready in Box "A" (40ft line) and awaits start.
- At start, shooter draws and engages paper target P1-P3 (15ft away) with 2 rounds each.
- Shooter then moves to box "B" (25ft line, behind P1 as cover) and engages paper target P4-P6 (15ft away) with 2 rounds each.
- Shooter then moves to box "C" (15ft line, behind P4 as cover) engages steel targets S1-S4 (20ft away)
- Shooter then moves to box "D," and engages paper target P7-P9 (15ft away) with 2 rounds each.

Stage 2: Pumpkin Patch

SUMMARY:
This stage makes the shooter engage pumpkin targets (and orange steel rounds) from decreasing distances using 2-hand, strong-hand and weak-hand grips.

MIN ROUNDS: 28

MIN MAGS: 1

NOTES:

- No magazine load limit
- Unlimited reloads
- No makeups/extra shots on paper
- Score is total time plus penalties and errors
- A/B Zone is pumpkin, there is no C Zone, brown background is D Zone

COURSE OF FIRE:

- Shooter loads and makes ready in Box "A" (40ft line) and awaits start.
- At start, shooter draws and engages steel targets S1-S4
- Shooter then moves to box "B" (20ft line) and engages paper targets P-1P4, one round ON EACH PUMPKIN, freestyle
- Shooter then moves to box "C" (20ft line) and engages paper targets P-1P4, one round ON EACH PUMPKIN, strong hand only
- Shooter then moves to box "D" (10ft line) and engages paper targets P-1P4, one round ON EACH PUMPKIN, weak hand only

Stage 3: Spider's Web

SUMMARY:
This stage forces the shooter to move around the engagement area to engage targets before challenging the shooter to shoot through paired openings and steel targets

MIN ROUNDS: 30

MIN MAGS: 1

NOTES:

- No magazine load limit
- Unlimited reloads
- No makeups/extra shots on paper
- Score is total time plus penalties and errors
- A/B Zone is spider body, legs/orange is C Zone, brown background is D Zone

COURSE OF FIRE:

- Shooter begins in box "A" where shooter loads and makes ready.
- At start, shooter draws and engages paper targets P1, P2 (10ft) with 3 rounds each
- Shooter then moves to box "B" where shooter engages paper targets P3, P4 (25ft), 3 rounds each
- Shooter then moves to box "C" where shooter engages paper targets P5, P6 (25ft), 3 rounds each
- Shooter enters box "D" where shooter moves laterally engages steel targets S1-S12 in any order, THROUGH MATCHING SECTIONS OF the spiderweb barrier at the 20ft line.
- Time stops when all steel targets have fallen.