

POULSBO SPORTSMAN CLUB - MONTHLY ACTION PISTOL SHOOT

JANUARY 2026 RESULTS

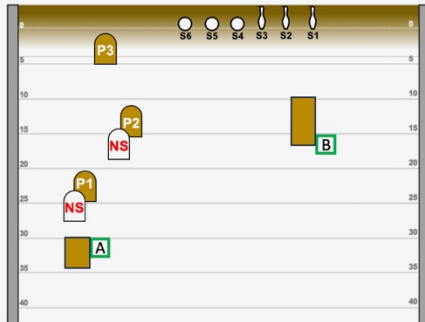
SHOOTERS USING OPTICS Regardless of Capacity			
Shooter	Stage 1	Stage 2	Stage 3
Javier	12.88	62.62	20.20
Steve F.	22.30	88.41	26.72
Thomas	24.83	89.55	24.71
Kyle L.	29.79	82.93	30.67
Malo	41.39	104.00	21.73
Justin	52.14	71.25	25.08
Chris B.	28.01	98.65	27.67
Phillip	22.02	77.80	21.47
Timmy	18.62	73.27	22.34
John	19.58	92.30	37.20
Hilton	19.07	145.61	29.07

SHOOTERS NOT USING OPTICS Full-capacity (9+) Autoloading Pistol			
Shooter	Stage 1	Stage 2	Stage 3
Terry	25.23	129.42	34.62
Michael W.	21.49	72.18	24.54
Austin	31.44	148.10	30.51
William	40.60	109.35	32.74
Mulligani	21.46	170.89	37.15
BA	26.01	85.65	23.97

SHOOTERS NOT USING OPTICS Low-Capacity / Revolver (8 or less)			
Shooter	Stage 1	Stage 2	Stage 3
Rudy (Revolver)	38.26	118.05	31.56
Ken	17.08	58.62	17.84
Sean S	96.54	162.67	39.29
Tim (Revolver)	59.86	163.68	35.54

Stage 1: "ATM Ambush"

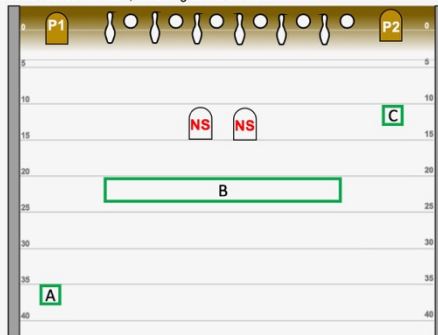
This stage requires the shooter to engage targets during a simulated ATM withdrawal, first by shooting around bystander no-shoots and then moving to a position of cover before engaging a six steel targets. 12 rounds minimum, assuming all hits on steel.



1. Shooter loads and makes ready, the faces "ATM" and places both hands on "ATM".
2. On start, Shooter turns, draws, and engages paper targets P1-P3 (5, 15, 25 ft away) with 2 rounds each, while avoiding bystander no-shoots.
3. Shooter then moves to cover barricade at "B."
4. At "B," Shooter engages steel targets S1-S6 (15-20ft away) around RIGHT side of barricade, engaging targets as they appear (right to left).

Stage 2: "One Hand Passing"

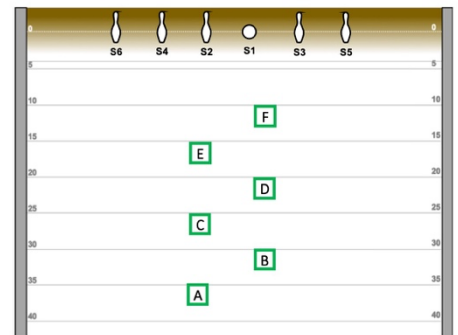
This stage challenges the shooter to engage sets of steel targets, grouped by shape, with only strong and weak hand, while moving and shooting between no-shoots. Before and after doing so, the shooter must engage paper targets at varying distances. This stage requires 20 rounds minimum, assuming all hits on steel.



1. Shooter loads makes ready in box "A."
2. At the start, shooter draws and engages paper target P1 (35ft) with 4 rounds.
3. Shooter then moves forward to the right end of lane "B." Once in the lane, Shooter must engage all steel rounds with WEAK HAND ONLY. Shooter must move from left to right, shooting BETWEEN the no-shoots, and engage ALL rounds.
4. At the right end of lane B, after engaging all rounds, Shooter turns and begins moving back to the left, engaging all steel pins with STRONG HAND ONLY. Shooter must move right to left, shooting BETWEEN the no-shoots, and engage ALL pins.
5. After all pins are down, Shooter moves to box "C" and engages P2 (10ft) with 4 rounds.

Stage 3: "Steel Slalom"

This stage requires the shooter to zig-zag through a series of successively closer positions to engage six steel targets. Minimum of 6 rounds are required to complete stage, assuming all hits on steel.



1. Shooter loads and makes ready in box "A" (35ft).
2. On start, shooter engages steel round target S1 then moves to box "B" (30ft).
3. At B, Shooter engages steel pin target S2 then moves to box "C" (25ft).
4. At C, Shooter engages steel pin target S3 then moves to box "D" (20ft).
5. At D, Shooter engages steel pin target S4 then moves to box "E" (15ft).
6. At E, Shooter engages steel pin target S5 then moves to box "F" (10ft).
7. At F, Shooter engages steel pin target S6.