

Action Pistol Shoot

MARCH 2026 RESULTS

Poulsbo Sportsman Club

Name	Class	Stage 1	Stage 2	Stage 3
Sean B	Optic	33.03	15.01	31.85
RG	Optic	35.02	22.71	51.73
Timmy C	Optic	24.63	19.33	33.78
Bill B	Optic	36.54	39.00	42.06
Noah	Optic	30.00	16.01	23.85
Wyatt	Optic	24.07	14.65	29.51
Hilton	Optic	45.65	31.94	35.21
Nina	Optic	84.66	27.34	50.69
Eugene	Optic	27.50	28.38	27.45
Matt S	Optic	27.89	23.21	34.65
Kyle M	Optic	20.65	14.00	32.45
Mike S	Optic	16.66	15.84	19.19
PJ	Optic	21.75	13.19	25.55
Louis G	Optic	36.68	39.03	47.78
Lee	Optic	22.62	13.55	20.57
Ivan	Optic	24.59	14.71	27.27
Terry	Pistol	43.15	31.10	52.37
Don	Pistol	51.06	29.23	53.97
Rudy	Pistol	46.43	37.14	57.93
Mulligani	Pistol	60.04	28.57	48.95
Tyson	Pistol	42.35	25.61	42.81
Brian H	LowCap	43.39	41.21	69.76
Tim	LowCap	46.01	47.12	60.11

Stage 1: Far Off Fives

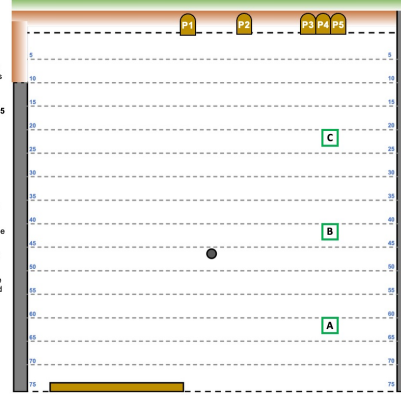
SUMMARY:
This stage requires engagement of multiple targets from decreasing distances with reloads in between.

TOTAL ROUNDS: 15

MIN MAGS: 3

NOTES:

- ALL mags are 5 rounds each.
- No makeup/extra shots
- No shooting on the move
- All reloads on the move
- Score is total time plus penalties and errors



COURSE OF FIRE:

1. Shooter loads and makes ready WITH 5 ROUNDS in Box "A" (60ft line) and awaits start.
2. On start, in Box "A" shooter draws and engages paper targets P1-P5 (60ft away) with 1 round each, in any order.
3. Shooter then moves forward, conducting a slide-lock reload, to Box "B" (40ft).
4. At Box "B" shooter draws and engages paper targets P1-P5 (40ft away) with 1 round each, in any order.
5. Shooter then moves forward, conducting a slide-lock reload, to Box "C" (20ft).
6. At Box "C" shooter draws and engages paper targets P1-P5 (20ft away) with 1 round each, in any order.

Stage 2: Pass-through Blast

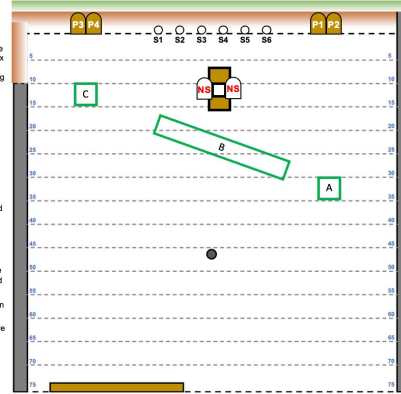
SUMMARY:
This stage makes the shooter engage a mix of steel and paper targets while shooting through a barricade and avoiding no-shoots.

MIN ROUNDS: 14

MIN MAGS: 1

NOTES:

- No magazine load limit
- Unlimited reloads
- No makeup/extra shots on paper
- Score is total time plus penalties and errors
- Boxes B is shot on the move
- Boxes A and C are stationary



COURSE OF FIRE:

1. Shooter loads and makes ready in Box "A" (30ft line) and awaits start.
2. At start, at "A" shooter draws and engages paper targets P1 and P2 (30ft) with TWO (2) rounds each.
3. Shooter then moves along area "B" and engages all steel targets (S1-6) THROUGH the barricade opening while moving.
4. Shooter then moves to Box "C" (10ft line) and engages paper targets P3 and P4 (10ft) with TWO (2) rounds each.

Stage 3: Counting Up

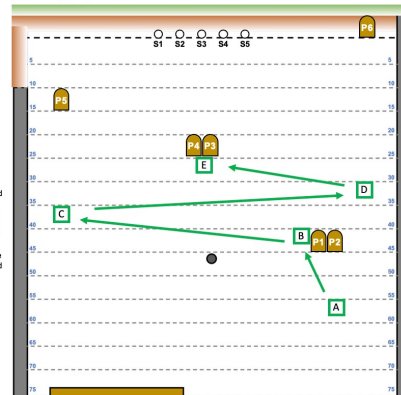
SUMMARY:
This stage requires significant shooter movement and changing number of shots per target.

MIN ROUNDS: 18

MIN MAGS: 1

NOTES:

- No magazine load limit
- Unlimited reloads
- No makeup/extra shots on paper
- Score is total time plus penalties and errors



COURSE OF FIRE:

1. Shooter begins in box "A" (60ft line) where shooter loads and makes ready.
2. On start, at "A" shooter draws and engages paper targets P3 and P2 (10ft) with ONE (1) round each, in any order.
3. Shooter then moves forward to box "B" (40ft line) and engages paper targets P3 and P4 (20ft) with TWO (2) rounds each, in any order.
4. Shooter then moves laterally to box "C" (35ft line) and engages paper target P5 with THREE (3) rounds.
5. Shooter then moves laterally to box "D" (30ft line) and engages paper target P6 with FOUR (4) rounds.
6. Shooter enters box "E" (25ft line) where shooter engages steel targets S1-S5 in any order, shooting around/over paper targets.