

POULSBO SPORTSMAN CLUB - MONTHLY ACTION PISTOL SHOOT

FEBRUARY 2026 RESULTS

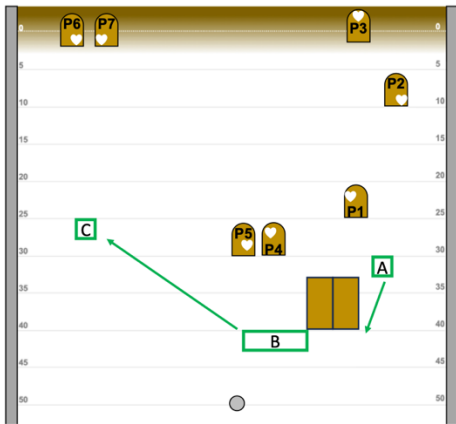
SHOOTERS USING OPTICS Regardless of Capacity			
Shooter	Stage 1	Stage 2	Stage 3
Matt	25.97	74.27	44.00
Jason	21.26	88.26	--
Eugene	37.60	68.60	63.30
Kyle L	28.24	116.08	52.08
Malo	39.32	124.70	39.70
Bill B	36.83	106.51	65.74
Ivan	30.89	90.18	40.65
Mike S	42.04	95.49	37.52
Adam	111.43	143.34	--
Lee	13.40	94.15	57.08
Hilton	93.53	116.73	57.89
Timmy C	29.22	149.59	46.24
Owen	66.44	112.19	63.15
Kyle M	82.77	68.16	31.57

SHOOTERS NOT USING OPTICS Full-capacity (9+) Autoloading Pistol			
Shooter	Stage 1	Stage 2	Stage 3
T Mess	37.00	98.57	56.11
Don D	34.98	125.22	91.63
Mulligani	47.91	150.37	118.64

SHOOTERS NOT USING OPTICS Low-Capacity / Revolver (8 or less)			
Shooter	Stage 1	Stage 2	Stage 3
Rudy (Revolver)	56.37	148.99	94.33
Chris B	67.76	149.58	98.08
Brian H	31.85	198.54	81.13
Ashley H	73.05	147.00	207.77

Stage 1: "Heart Breaker"

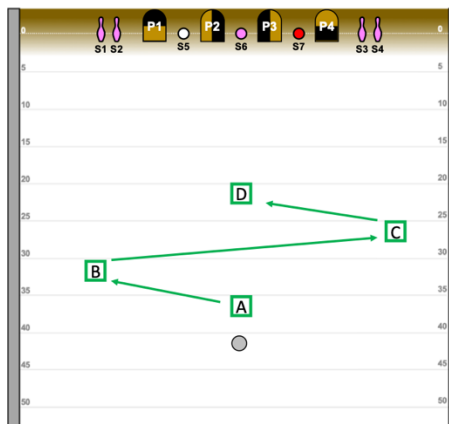
This stage requires the shooter to engage paper targets from various distances, each having one heart-shaped no-shoot (white) sections placed across the A/C/D zones. 18 rounds are required to complete stage. Virginia count (highest 3 hits are counted, no limit on number of shots taken).



1. Shooter loads and makes ready (weapon safe and holstered) in box "A," at the 30ft line.
2. At the start, shooter draws and engages P1 (5ft), P2 (20ft), and P2 (30ft), with 2 shots each.
3. Shooter then moves to backwards to the barricades, executing a reload from cover behind the barricades.
4. After completing the reload, shooter exits cover and enters movement-box "B" to engage From P and P5 (10ft), with 3 rounds each, while moving
5. Shooter then moves towards Box "C" while executing a reload on the move.
6. Lastly, Shooter engages P6 and P7 (25ft), 3 rounds each.

Stage 2: "Candy Sampler"

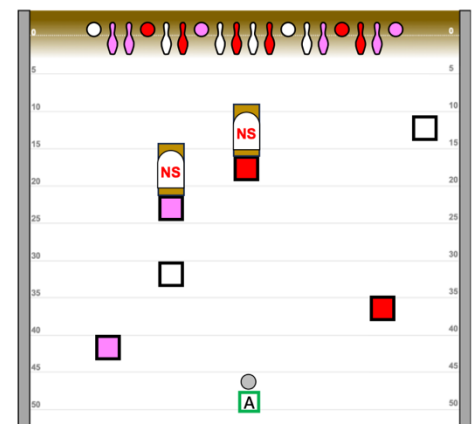
This stage requires shooter to turn around and engage 4 targets with a variety of partial cover, plus steel targets, from multiple positions. Minimum of 31 rounds required to complete this stage, assuming all hits on steel.



1. Shooter loads and makes ready in Box "A" (35ft line) and awaits start.
2. At start, shooter draws and engages all STEEL PINS (S1-S4) in any order.
3. Shooter then moves to "B" (30ft line) and engages all paper targets (P1-P4) with 2 rounds each PLUS 1 STEEL ROUND (any color).
4. Shooter then moves to "C" (25ft line) and engages all paper targets (P1-P4) with 2 rounds each PLUS 1 STEEL ROUND (any color).
5. Shooter then moves to "D" (20ft line) and engages all paper targets (P1-P4) with 2 rounds each PLUS 1 STEEL ROUND (any color).

Stage 3: "Sweet Spots"

This stage requires the shooter to engage color-coated steel targets from possible engagement boxes tied to that color. Minimum of 18 rounds are required to complete stage.



1. Shooter loads and makes ready (weapon safe and holstered) in box "A," hands on pole.
 2. At the start, shooter draws and is free to move about the range area but may only engage targets from boxes that match the color of the steel target.
 3. Time ends when last steel target falls.
- NOTES:
- No magazine load limit. Shooter may reload as needed to complete stage.
 - Finger out of trigger guard and muzzle downrange while moving.
 - Barricades are No-Shoots, any contact with a barricade adds 20 sec.