

Action Pistol Shoot

Poulsbo Sportsman Club

WHAT IS IT?

Our monthly Action Pistol Shoot is a fun, friendly competition that also allows shooters to develop practical pistol skills. We generally follow NRA rules and procedures. Both members and non-members are welcome. Any safe handgun (revolver or autoloading pistol) may be used. To encourage the use of firearms comfortable for the shooter, there are no rules on weights, lengths, features, etc.. There are also no awards, prizes, or rankings for our shoot, but we do post scores to help shooters see how they performed. In order to allow friendly, informal competition and to give shooters an idea of how well they shoot compared to similarly-equipped others, we group shooters into these categories when posting results:

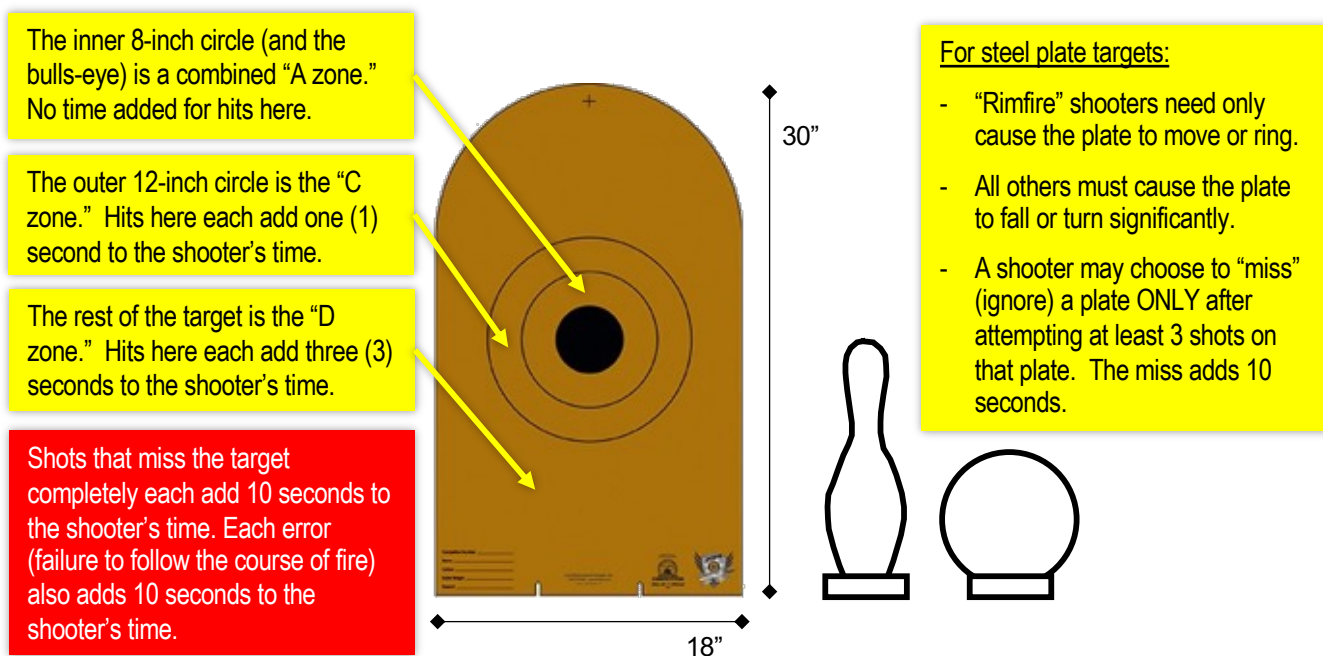
- The "Pistol" category includes all full-power (9mm/38spl or above) handguns WITHOUT optics and magazine capacity above 8 rounds. (Glock 19, S&W M&P, Sig P226, etc.)
- The "Optics" category includes all full-power handguns WITH optics, REGARDLESS OF MAGAZINE CAPACITY.
- The "Rimfire" category includes ALL handguns in a chambering less powerful than full-power (9mm/38spl and up).
- The "Low-Cap" category includes all full-power handguns WITHOUT optics and capacity of 8 rounds or less. (1911's, S&W Shield, revolvers, etc.). Any "Pistol" shooter may voluntarily be participate in "Low-Cap" by limiting their loads/mags to 8 rounds max.
- The PCC category includes all pistol-caliber carbines and similar weapons. Rifle-caliber pistols or long guns are not allowed. Pistol-caliber AR-type pistols with a brace attached will be categorized as PCC.

WHAT DO YOU NEED TO PARTICIPATE?

- The match fee is \$5.00.
- Shooters will need approximately 100 rounds of ammunition. (See stages for specifics.)
- Shooters are asked to wear a holster that covers the pistol's trigger guard. (Shooters without holsters may participate but will follow slightly different procedures.)

EVENT DETAILS:

- Participants should sign in no later than 0830 to pay and receive the safety brief. The first stage begins at 0900.
- Participants will receive a safety and operations briefing at the start of the match.
- Targets may be a mix of NRA cardboard, 8" steel round-plates, and 15" tall steel pin-plates, scored as shown below.
- The shoot will have 3 stages (shown on the following pages).
- Depending on participation, the shoot lasts 3 - 5 hours. Shooters are asked to help with take-down/clean-up at the end of the shoot.



MAY 2026
COURSES OF FIRE

Stage 1: Getting Around

SUMMARY:

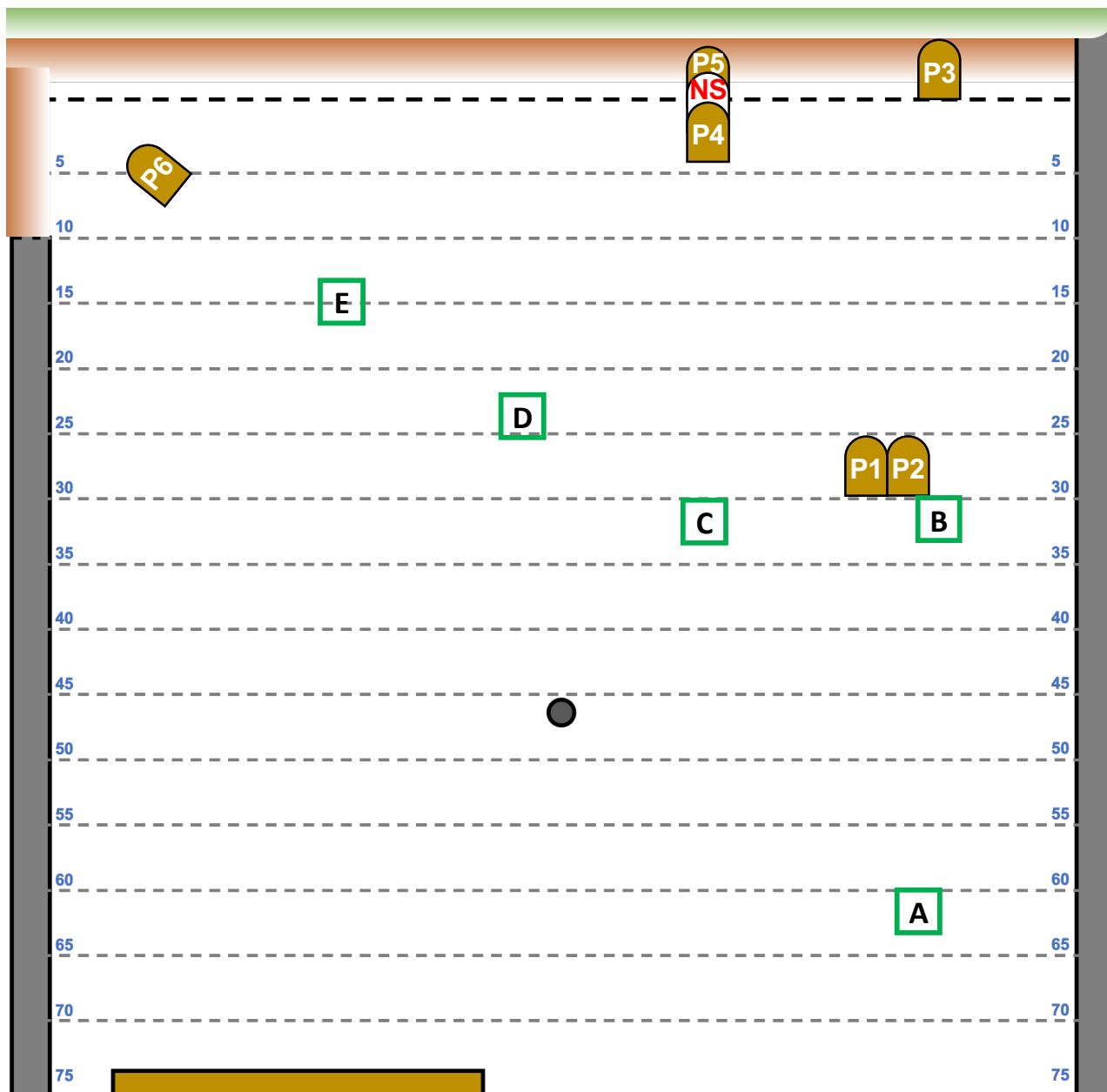
This stage takes the classic IDPA 25-round classifier and reimagines it by spread the targets out to different locations, re-ordering the sequence of targets, and requiring the shooter to do all of it in a single string.

MIN ROUNDS: 25

MIN MAGS: 2

NOTES:

- First mag: 4 rounds, all other mags have no limit.
- No makeup/extra shots
- Score is total time plus penalties and errors



COURSE OF FIRE:

1. Shooter loads and makes ready WITH 4 ROUNDS in Box "A" (60ft line) and awaits start.
2. At start, shooter draws and engages paper target P1 (30ft away) with 4 rounds, conducts a slide-lock reload, then engages paper target P2 (also 30ft away) with 4 rounds.
3. Shooter then moves to box "B" (30ft line, next to P2) and engages paper target P3 (30ft away) with 4 rounds, STRONG HAND ONLY.
4. Shooter then moves to box "C", Shooter then engages paper target P4 (30ft away) with 4 rounds, then immediately engages paper target P5 (30ft away, partially blocked by no-shoot) with 2 rounds.
5. Staying in Box "C", Shooter then turns left and engages paper target P6 (angled, 30ft away) with 2 rounds
6. Shooter then moves to box "D," where Shooter engages paper target P6 (now 20ft away) with 2 more rounds
7. Shooter then moves to box "E," where Shooter engages paper target P6 (now 10ft away) with 2 more rounds

Stage 2: The Run Around

SUMMARY:

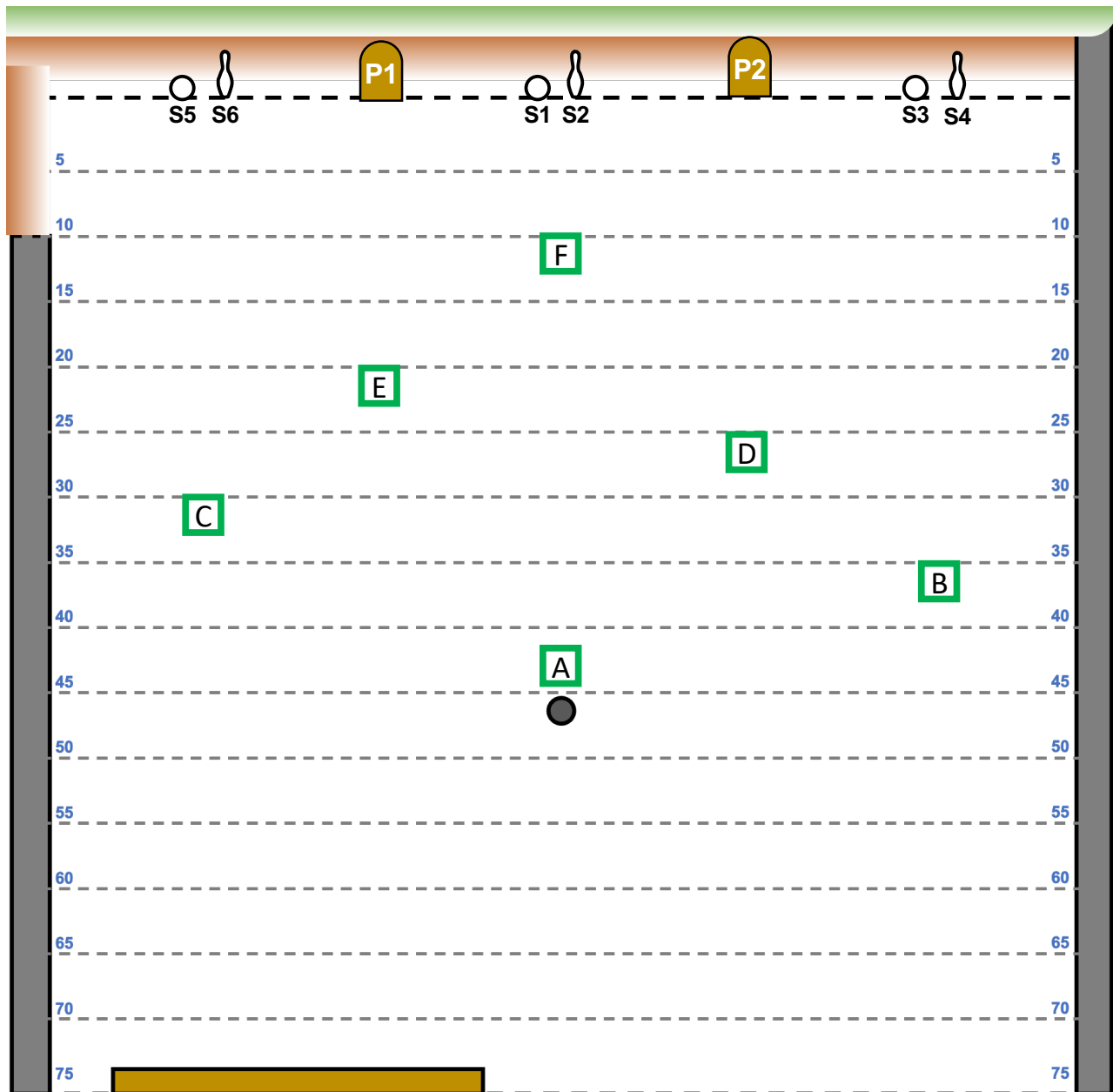
This stage makes the shooter run back and forth, engaging a mix of steel and paper targets and decreasing distances.

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 loads and makes ready in Box "A" (40ft line) and awaits start.
2. At start, shooter draws and engages steel targets S1, S2
3. Shooter then moves to box "B" (35ft line) and engages steel targets S3, S4
4. Shooter then moves to box "C" (30ft line) and engages steel targets S5, S6
5. Shooter then moves to box "D" (25ft line) and engages paper targets P1 and P2 with 2 rounds each.
6. Shooter then moves to box "E" (20ft line) and engages paper targets P1 and P2 with 2 rounds each.
7. Shooter then moves to box "F" (10ft line) and engages paper targets P1 and P2 with 2 rounds each.

Stage 3: Long Distance Stop and Go

SUMMARY:

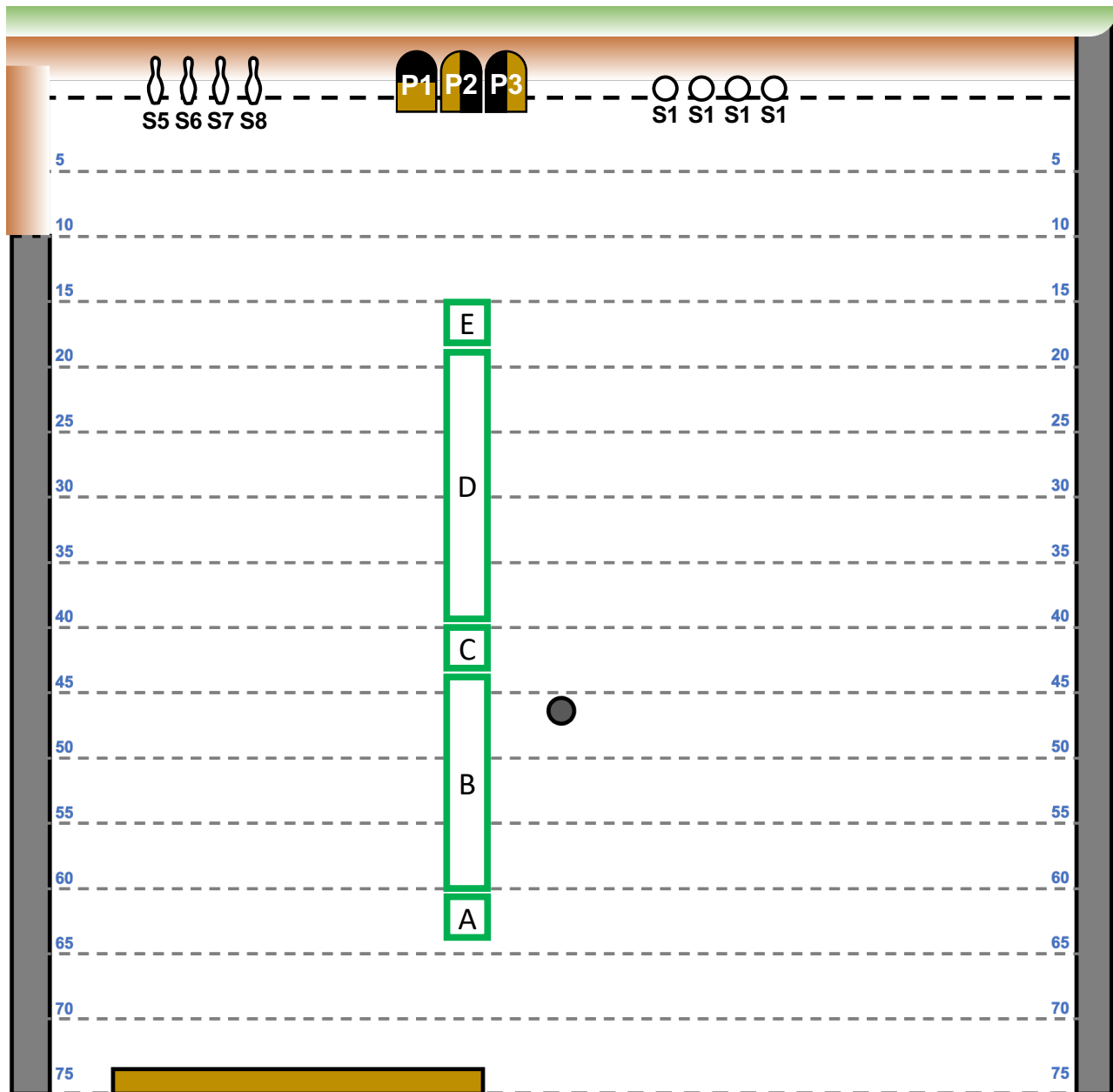
This stage forces the shooter to adjust for varying distances and offers a choice: move to progressively closer firing positions, which requires hitting steel at an angle, or stay put and take careful aim.

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 and D are on the move
- Boxes C and E are stationary



COURSE OF FIRE:

1. Shooter begins in box "A" where shooter loads and makes ready.
2. At start, shooter begins moving forward in box "B" while engaging half-cover paper targets P1, P2, and P3 with 2 rounds each, in any order, ON THE MOVE.
3. Shooter enters box "C" where shooter engages steel targets S1-S4 in any order, STATIONARY
4. Shooter then moves forward in box "D" while engaging half-cover paper targets P1, P2, and P3 with 2 rounds each, in any order, ON THE MOVE.
5. Shooter enters box "E" where shooter engages steel targets S5-S8 in any order, STATIONARY
6. Time stops when all steel targets have fallen.