

POULSBO SPORTSMAN CLUB

MAY 2026 ACTION PISTOL - RESULTS

Shooter Name	Category	Firearm / Caliber	Stage 1	Stage 2	Stage 3
Josh Fry	Pistol	Sig P320 / 9mm	109.43	47.97	80.21
Terry Jull	Pistol	9mm	82.16	36.5	47.72
Mason Ludy	Pistol	Jericho / 9mm	55.72	—	—
Mark Banta	Pistol	G17 / 9mm	52.76	38.75	31.21
Louis Gaulden II	Pistol	Glock 17 / 9mm	140.85	55.3	76.66
Seth Needham	Pistol	Sig P228 / 9mm	82.4	43.06	56.81
Joshua Bauer	Pistol	S&W M&P 2.0 / 9mm	46.87	46.84	81.21
Kevin Cummins	Pistol	Glock 19	59.57	65.19	—
Tiffany Amarel	Pistol	CZ P-09 Nocturne / 9mm	58.27	70.88	—
Stuart Moore	Pistol	P320 / 9mm	64.04	42.18	54.97
Jason Bjorkman	Pistol	S&W M&P 2.0 / 9mm	58.18	32.67	47.99
Kevin Whitfield	Pistol	Ruger / 9mm	97.23	60.25	63.92
Bill Burdick	Pistol	S&W Shield EZ / 9mm	74.84	46.59	—
Don Davidson	Pistol	Dagger / 9mm	88.77	58.55	39.3
Seth Richards	Pistol	Glock G45 / 9mm	61.57	40.65	57.37
Mike Allen	Pistol	SAR 9 SC / 9mm	90.76	110.03	98.35
Ken Needham	Pistol	P365 / 9mm	30.29	28.68	54.44
Jonathan Richards	Pistol	P320 / 9mm	64.83	53.43	54.91
Kyle Medaya	Optics	Fusion XP / 9mm	34.67	21.18	21.28
Malo Castro	Optics	Mac 9 DS / 9mm	47.76	42.52	52.04
Timmy Chinn	Optics	Staccato C / 9mm	42.16	38.8	64.52
Mike Schiano	Optics	Platypus / 9mm	37.83	35.18	52.7
Eugene	Optics	Fusion XP / 9mm	53.53	34.58	96.29
Joshua Udell	Optics	2011 / 9mm	71.67	43.74	53.76
Denver Carlile	Optics	9mm	135.36	57.44	112.67
Thomas Childs	Optics	Walther PDP / 9mm	53.97	43.77	—
Rudy Tiburcio	Optics	Walther PDP / 9mm	52.14	35.52	52.17
Owen Hinds	Optics	Glock 43X / 9mm	58.61	38.02	61.29
Tim Johnsrude	LowCap	1911 / .45ACP	97.64	73.42	73

Stage 1: Getting Around

SUMMARY:

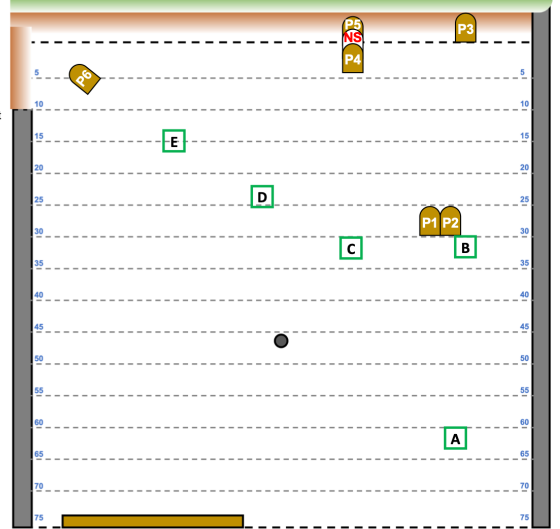
This stage takes the classic IDPA 25-round classifier and reimagines it by spread the targets out to different locations, re-ordering the sequence of targets, and requiring the shooter to do all of it in a single string.

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" (30ft line) 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:

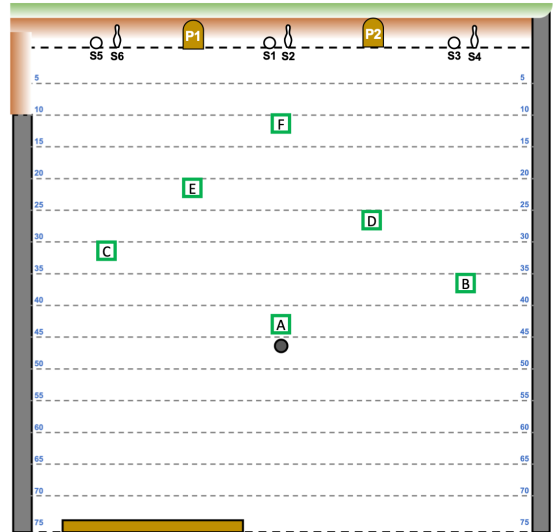
This stage makes the shooter run back and forth, engaging a mix of steel and paper targets and decreasing distances.

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:

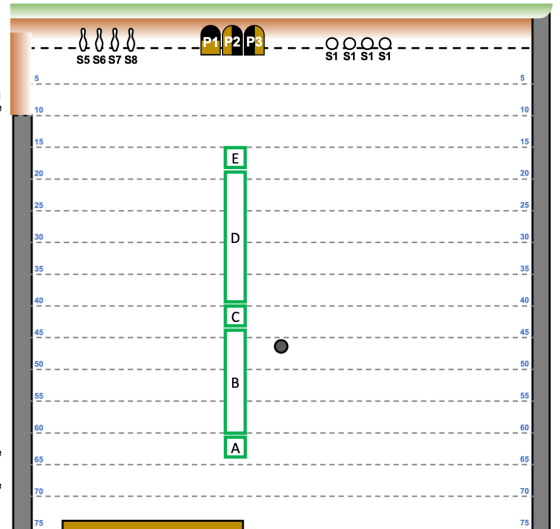
This stage forces the shooter to adjust for varying distances and offers a choice: move to progressively closer firing positions, which requires hitting steel at an angle, or stay put and take careful aim.

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.