

# 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:

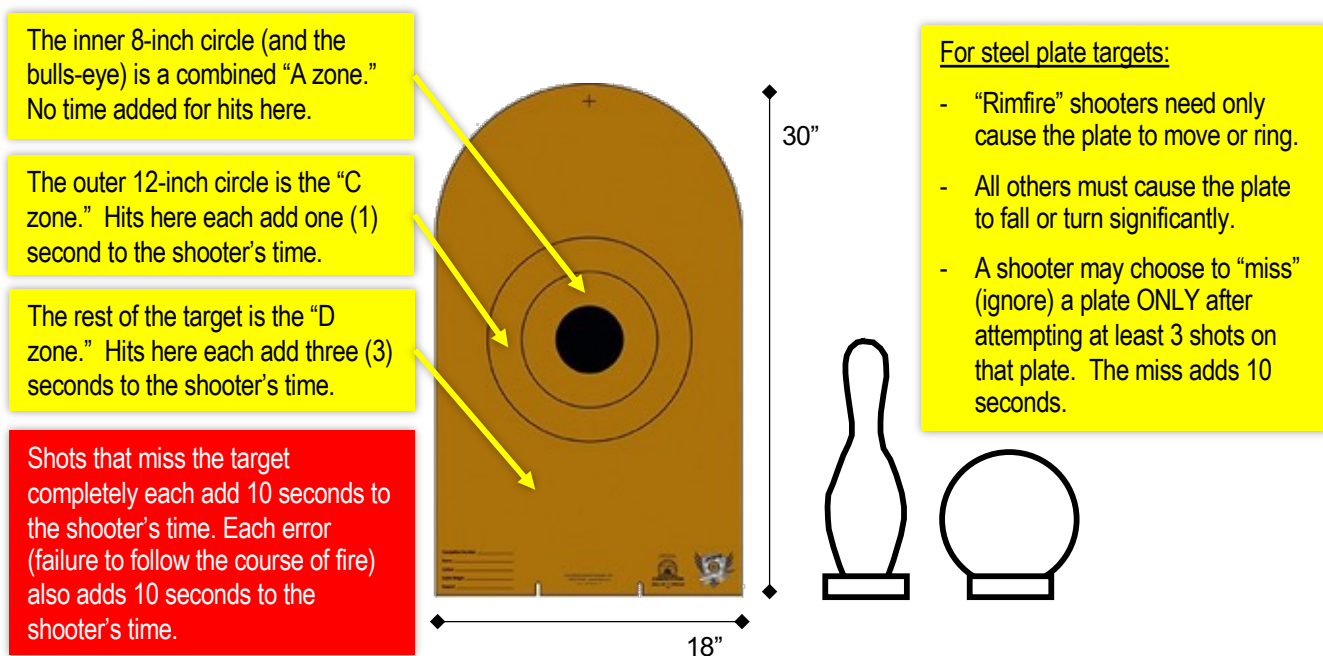
- The "Pistol" category includes all full-power (9mm/38spl or above) handguns WITHOUT optics and magazine capacity above 8 rounds. (Glock 19, S&W M&P, Sig P226, etc.)
- The "Optics" category includes all full-power handguns WITH optics, REGARDLESS OF MAGAZINE CAPACITY.
- The "Rimfire" category includes 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.



JUNE 2026  
COURSES OF FIRE

# Stage 1: Weave it be

## SUMMARY:

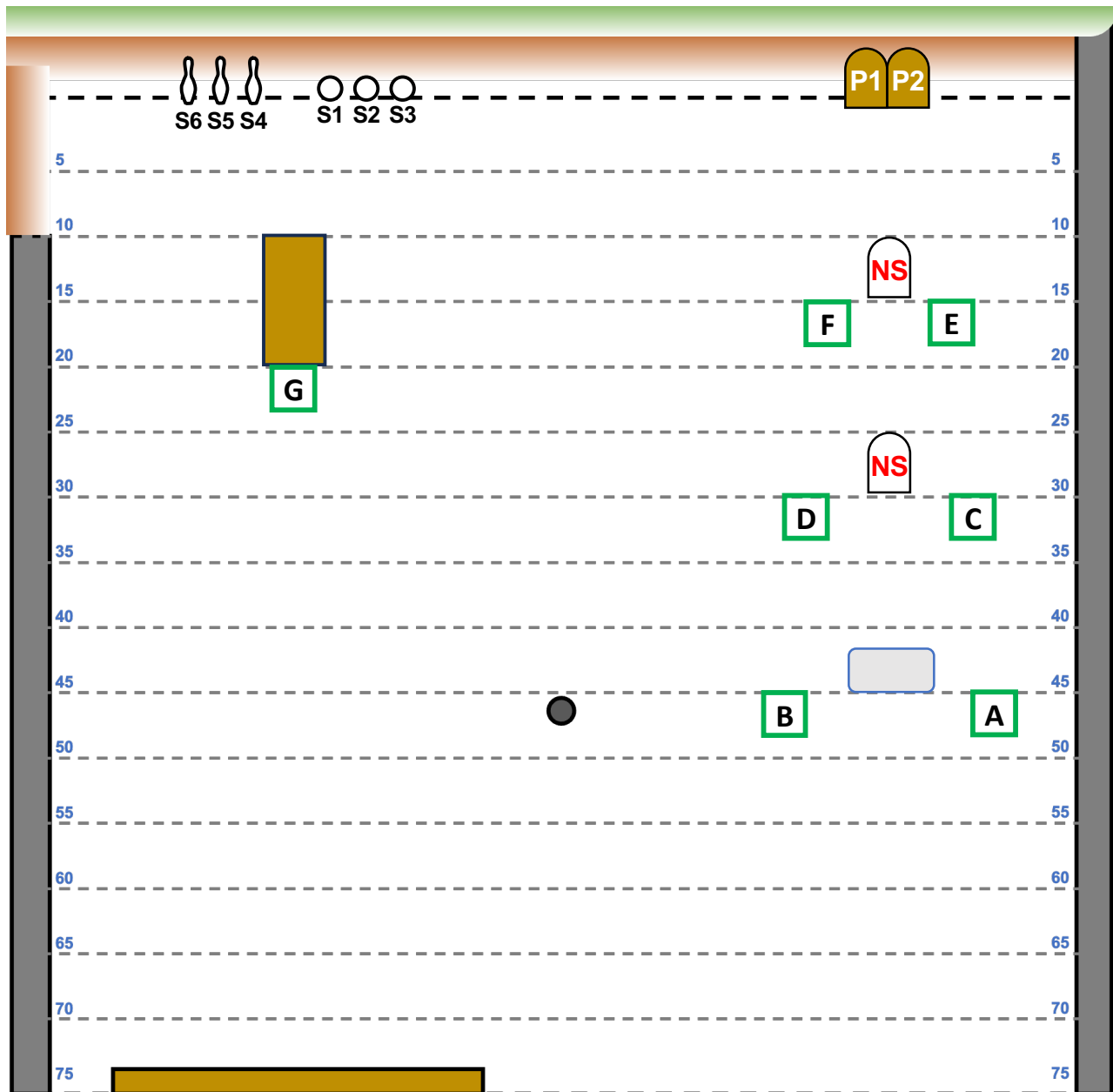
This stage tests movement and target engagement by requiring the shooter to maneuver around no-shoots and repeatedly engage paper targets before transitioning to rapid steel plate sets.

**MIN ROUNDS:** 18

**MIN MAGS:** 2

## NOTES:

- Mags have no load limit.
- No makeup/extra shots on paper.
- At barricade, at least 1 foot must be on ground inside box
- Score is total time plus penalties and errors
- 3-shot attempts required for each steel target



## COURSE OF FIRE:

1. Shooter loads and makes ready in Box "A" (45ft line, to the right of table) and awaits start.
2. At start, shooter draws and engages paper targets P1 & P2 with 1 round each from Box "A"
3. Shooter then moves laterally to box "B" (also 45ft line, to the left of table) and repeats (1 round each on P1 & P2).
4. Shooter then moves forward and across to box "C" (30ft line, to the right) engages paper targets P1 & P2 with 1 round each
5. Shooter then moves laterally to box "D" (also 30ft line, to the left) and repeats (1 round each on P1 & P2).
6. Shooter then moves forward and across to box "E" (15ft line, to the right) engages paper targets P1 & P2 with 1 round each
7. Shooter then moves laterally to box "F" (also 15ft line, to the left) and repeats (1 round each on P1 & P2).
8. Shooter then moves laterally to box "G" and makes a mandatory reload (if no reload completed already).
9. From "G" at barricade, and engages all steel rounds (S1 – S3) around RIGHT side of barricade, then engages steel pins (S4 - S6) around LEFT side of barricade.
10. Time stops when last plate falls.

## Stage 2: Six of One, Half on Some

### SUMMARY:

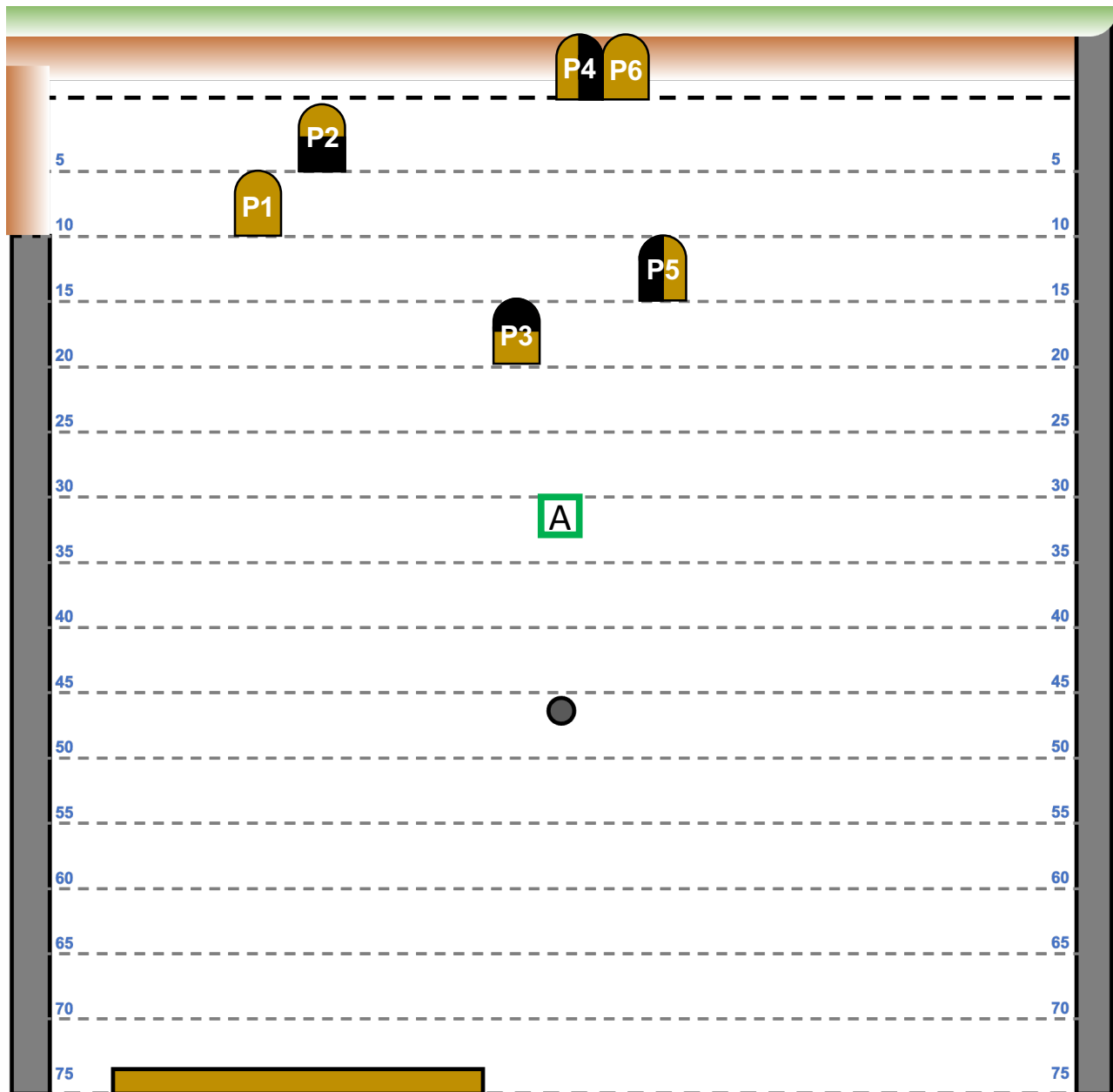
This stage requires tests transitions and reloads, requiring the shooter to begin each "pass" with a 6-round magazine.

**MIN ROUNDS: 18**

**MIN MAGS: 3**

### NOTES:

- All magazines loaded to 6 rounds.
- Each run must start with a reload
- No makeup/extra shots on paper
- Score is total time plus penalties and errors
- Hits on half-cover targets are a miss (+10)



### COURSE OF FIRE:

1. Shooter loads and makes ready in Box "A" (30ft line) with a SIX ROUND MAGAZINE.
2. At start, shooter draws and engages all paper targets (P1-P6) in any order, with ONE ROUND EACH;
3. Shooter executes a mandatory reload, then engages all paper targets (P1-P6) in any order, with ONE ROUND EACH;
4. Shooter executes ANOTHER mandatory reload, then engages all paper targets (P1-P6) in any order, with ONE ROUND EACH;

# Stage 3: Family Three

## SUMMARY:

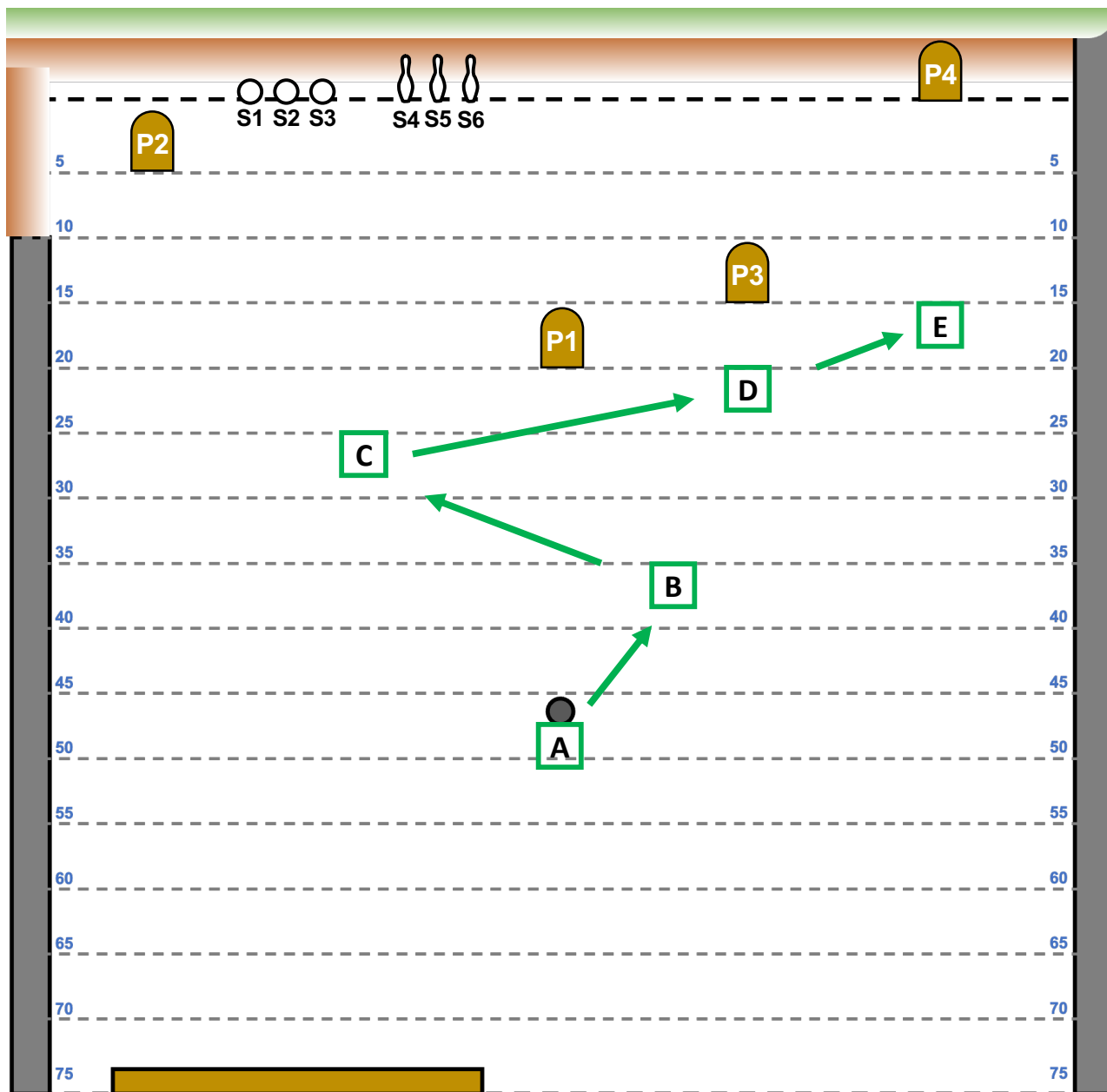
This stage prompts the shooter to engage a variety of targets with 3-shot sets.

MIN ROUNDS: 18

MIN MAGS: 1

## NOTES:

- No mag load limit
- No makeup/extra shots on paper
- Score is total time plus penalties and errors
- 3-shot attempts required for each steel target



## COURSE OF FIRE:

1. Shooter loads and makes ready in Box "A" (45ft line, next to baffle pole) and awaits start.
2. At start, shooter draws and places weak hand on pole, then engages paper target P1 (30ft away) with 3 rounds, STRONG HAND ONLY.
3. Shooter then moves to box "B" (35ft line) and engages paper target P2 (50ft away) with 3 rounds
4. Shooter then moves to box "C" (35ft line) and engages all steel rounds (S1-S3), then all steel pins (S4-S6)
5. Shooter then moves to box "D" (20ft line) engages paper target P3 (5ft away) with 3 rounds
6. Shooter then moves to box "E" (15 ft line) engages paper target P4 (15ft away) with 3 rounds