

AUGUST 2026 RESULTS

Action Pistol Shoot  
Poulsbo Sportsman Club

| Name      | Class   | Firearm / Caliber     | Stage 1 | Stage 2 | Stage 3 |
|-----------|---------|-----------------------|---------|---------|---------|
| Javier    | Optics  | Kimber 2K11, 9mm      | 14.19   | 14.73   | 28.97   |
| Kyle      | Optics  | Fusion XP, 9mm        | 11.95   | 12.26   | 22.20   |
| Eugene    | Optics  | Fusion XP, 9mm        | 14.87   | 14.87   | 14.87   |
| Brian H   | Optics  | Spr. Prodigy, 9mm     | 22.28   | 24.08   | 55.81   |
| T-Mess    | Optics  | Romulus 2011, 9mm     | 51.33   | 51.33   | 51.33   |
| Mike E.   | Optics  | Tisas 2011, 9mm       | 17.65   | 17.65   | 17.65   |
| Justin S  | Optics  | Glock 20, 40 S&W      | 15.38   | 17.02   | 30.88   |
| Malo      | Optics  | MAC 9 DS / 9mm        | 14.25   | 15.27   | 35.00   |
| Max       | Optics  | Glock 17 COA, 9mm     | 18.58   | 18.70   | 28.19   |
| Ken N.    | Optics  | Sig P365, 380 ACP     | 13.71   | 14.99   | 36.78   |
| Ethan     | Optics  | Stealth Platypus, 9mm | 14.61   | 17.09   | 40.94   |
| Erik A    | Optics  | Sig P211, 9mm         | 17.61   | 23.88   | 31.76   |
| Hilton    | Optics  | Spr. Prodigy, 9mm     | 25.80   | 24.27   | 48.78   |
| Ben       | Optics  | P365 Rose, 9mm        | 30.09   | 28.03   | 47.32   |
| J. Griff  | Optics  | Kimber 2K11, 9mm      | 15.39   | 20.15   | 27.25   |
| Stephanie | Pistol  | Sig P226 / 9mm        | 86.32   | 51.84   | 100.29  |
| Mulligani | Pistol  | Echelon, 9mm          | 28.62   | 32.40   | 48.35   |
| Tim       | Pistol  | Sig P226 / 9mm        | 29.47   | 31.67   | 45.60   |
| Ashley    | Low Cap | 1911, 45 ACP          | 46.35   | 43.74   | 100.64  |

Stage 1: Pick a Side

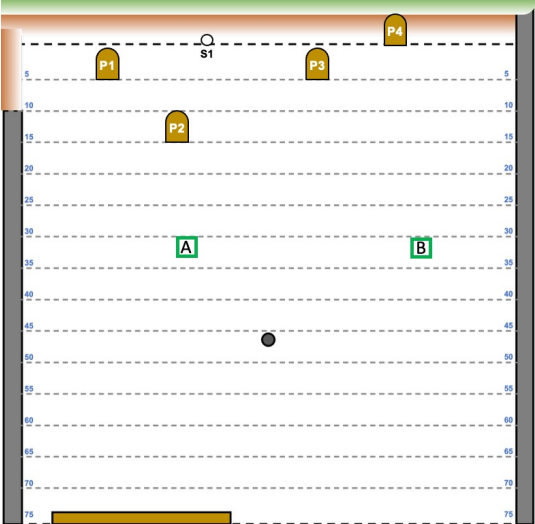
**SUMMARY:** This course requires the shooter to plan how to execute the stage, utilizing two different firing boxes, to a mix of potential target/box combinations, while remembering magazine load limitations.

**MIN ROUNDS: 13**

**MIN MAGS: 2**

**NOTES:**

- First magazines loaded to 5 rounds.
- No limit on other magazines
- Shooter make do makeup shots ONLY FROM current box
- Score is total time plus penalties and errors
- Engaging targets incorrectly is a 10-second penalty per target incorrectly engaged



COURSE OF FIRE:

1. Shooter chooses which box to start in (A or B), loads one 5-round magazine, and makes ready.
2. On start signal, Shooter must engage THREE of the FOUR paper targets (P1-P4) with three rounds each from ONE box (A or B) and the ONE REMAINING paper target (P1-P4) with three (3) rounds from THE OTHER BOX (A or B), then finish by engaging the one steel target (S1) last
3. Shooter may engage the three (3) paper targets first OR the one (1) paper target first, but MUST engage the steel target last.

Stage 2: Back Tracking

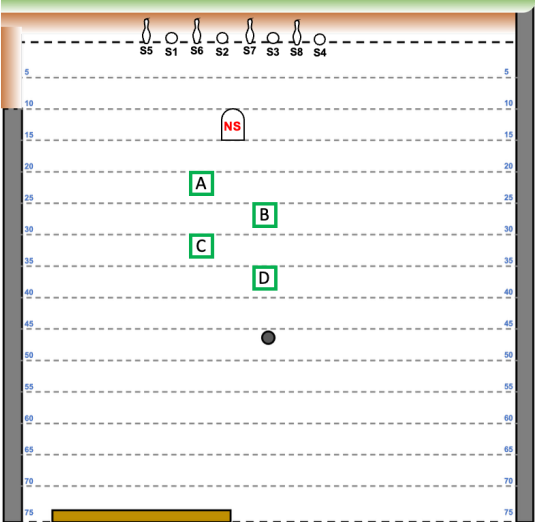
**SUMMARY:** This stage challenges the shooter to engage steel targets in pairs around a no-shoot while moving backwards through a series of successively more distant locations, altering target availability as the stage progresses.

**MIN ROUNDS: 8**

**MIN MAGS: 1**

**NOTES:**

- No mag load limit
- Unlimited reloads
- Score is total time plus penalties and errors
- Shooter must attempt at least 3 shots on each steel target failure to do so is an error (+10 sec)
- Any hit on the No-Shoot target is an error (+10 sec)



COURSE OF FIRE:

1. Shooter loads and makes ready in box A (20 ft line)
2. On start, shooter draws and engages ONE steel ROUND targets (S1-S4) and ONE steel PIN target (S5-S8)
3. Shooter then moves backward to Box "B" and repeats
4. Shooter then moves backwards to Box "C" and repeats
5. Shooter then moves backwards to Box "D" and repeats

Stage 3: Pickup Run

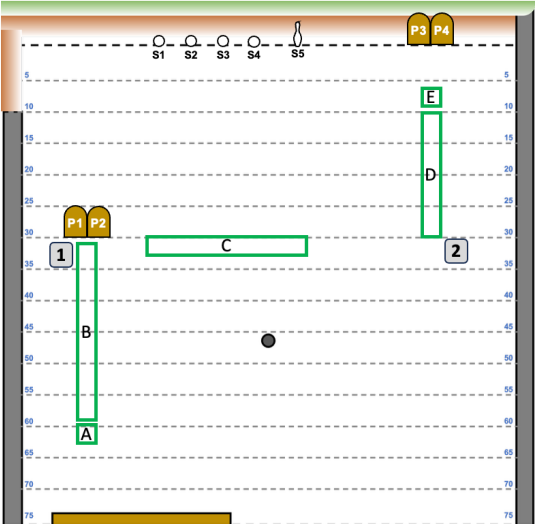
**SUMMARY:** This course requires shooting on the move, both forward and laterally. Shooters must also get to two pick-up locations for magazines to conduct mandatory reloads.

**MIN ROUNDS: 17**

**MIN MAGS: 3**

**NOTES:**

- No makeup shots on paper.
- No mag load limit
- Shooter must be moving (no two shots can be with feet in same place) in boxes B, C, D
- Score is total time plus penalties
- Engaging targets incorrectly is a 10-second penalty per target incorrectly engaged
- Shooter must attempt at least 3 shots on each steel target failure to try is an error (+10s)



COURSE OF FIRE:

1. Shooter loads and makes ready in box A (60 ft line) with magazine #1
2. On start, shooter draws moves forward through box "B" while engages paper targets P1 and P2 (30 ft line) with 3 rounds each.
3. Shooter conducts mandatory reload with magazine #2, which is pre-positioned at Table 1
4. Shooter then moves laterally across Box "C" (along 30 ft line) and engages steel ROUND targets (S1-S4)
5. Shooter conducts mandatory reload with magazine #3, which is pre-positioned at Table 2
6. Shooter then moves forward through box "D" while engages paper targets P3 and P4 (0 ft line) with 3 rounds each
7. Shooter then moves into to Box "E" and engages steel PIN target (S5).