

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:

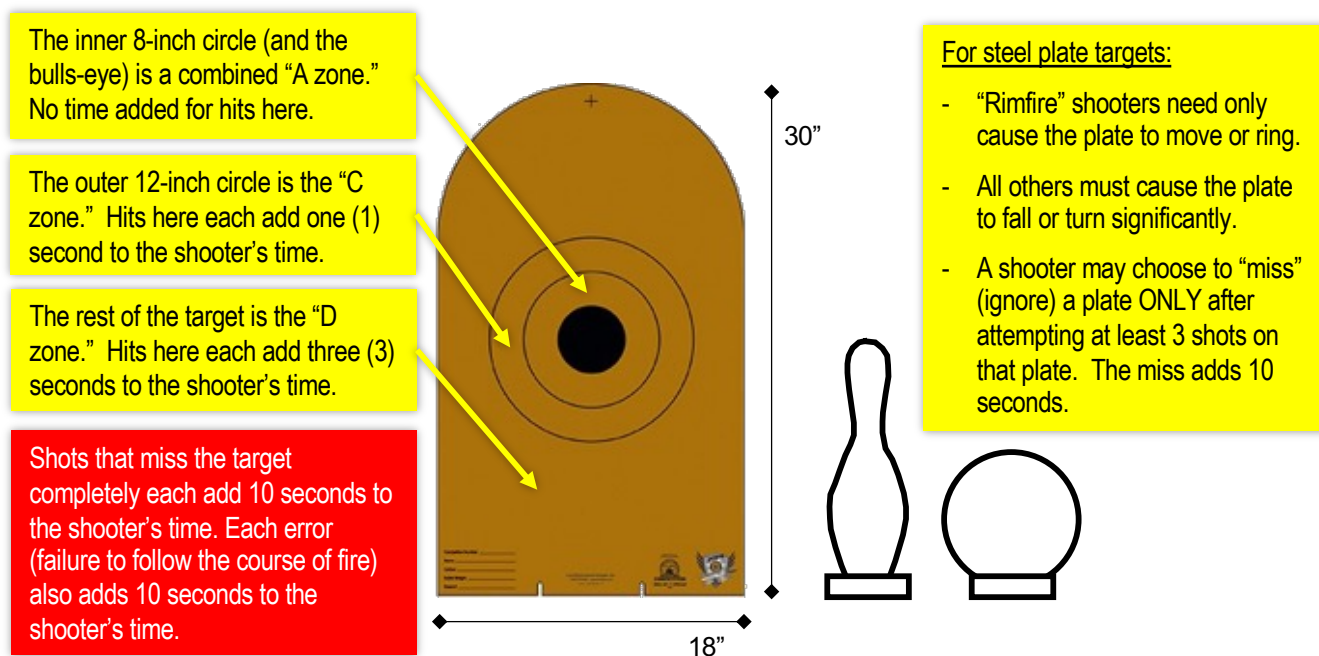
- The "Pistol" category includes all full-power (9mm/38spl or above) handguns WITHOUT optics and magazine capacity above 8 rounds. (Glock 19, S&W M&P, Sig P226, etc.)
- The "Optics" category includes all full-power handguns WITH optics, REGARDLESS OF MAGAZINE CAPACITY.
- The "Rimfire" category includes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



SEPTEMBER 2026 COURSES OF FIRE

Stage 1: Fire Hose

SUMMARY:

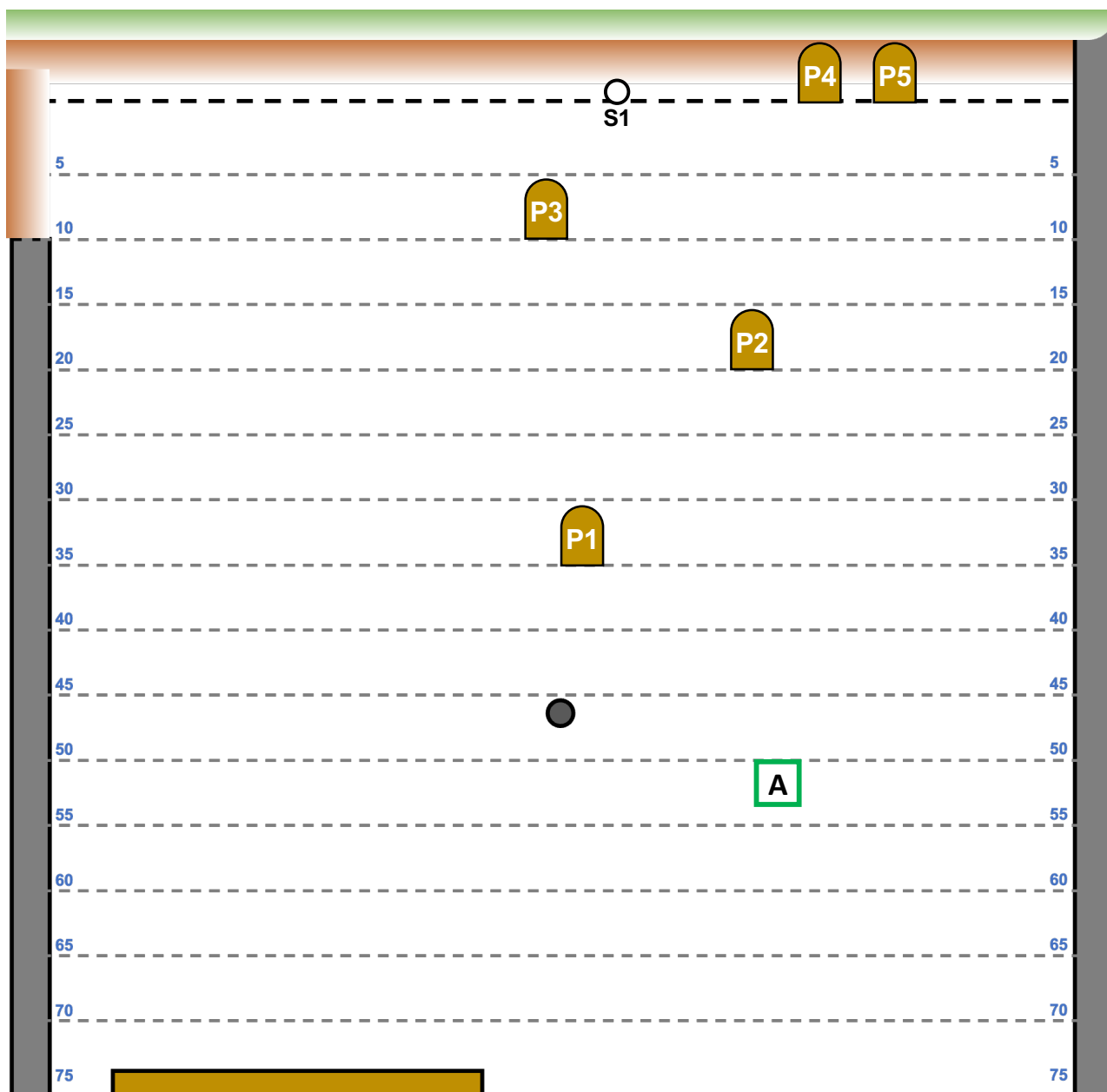
A high-volume, stationary stage focused on pacing and target transitions at different distances.

MIN ROUNDS: 26

MIN MAGS: 1

NOTES:

- No mag load limit, shooters may reload as needed.
- No makeup/extra shots
- Steel round must fall last, all other engagement at shooter's discretion.



COURSE OF FIRE:

1. Shooter loads and makes ready in Box "A" (50ft line) and awaits start.
2. On start, shooter draws and engages paper targets P1-P5 with five (5) rounds each, in any order.
3. Shooter then engages the one steel round (S1)

Stage 2: Combat Commute

SUMMARY:

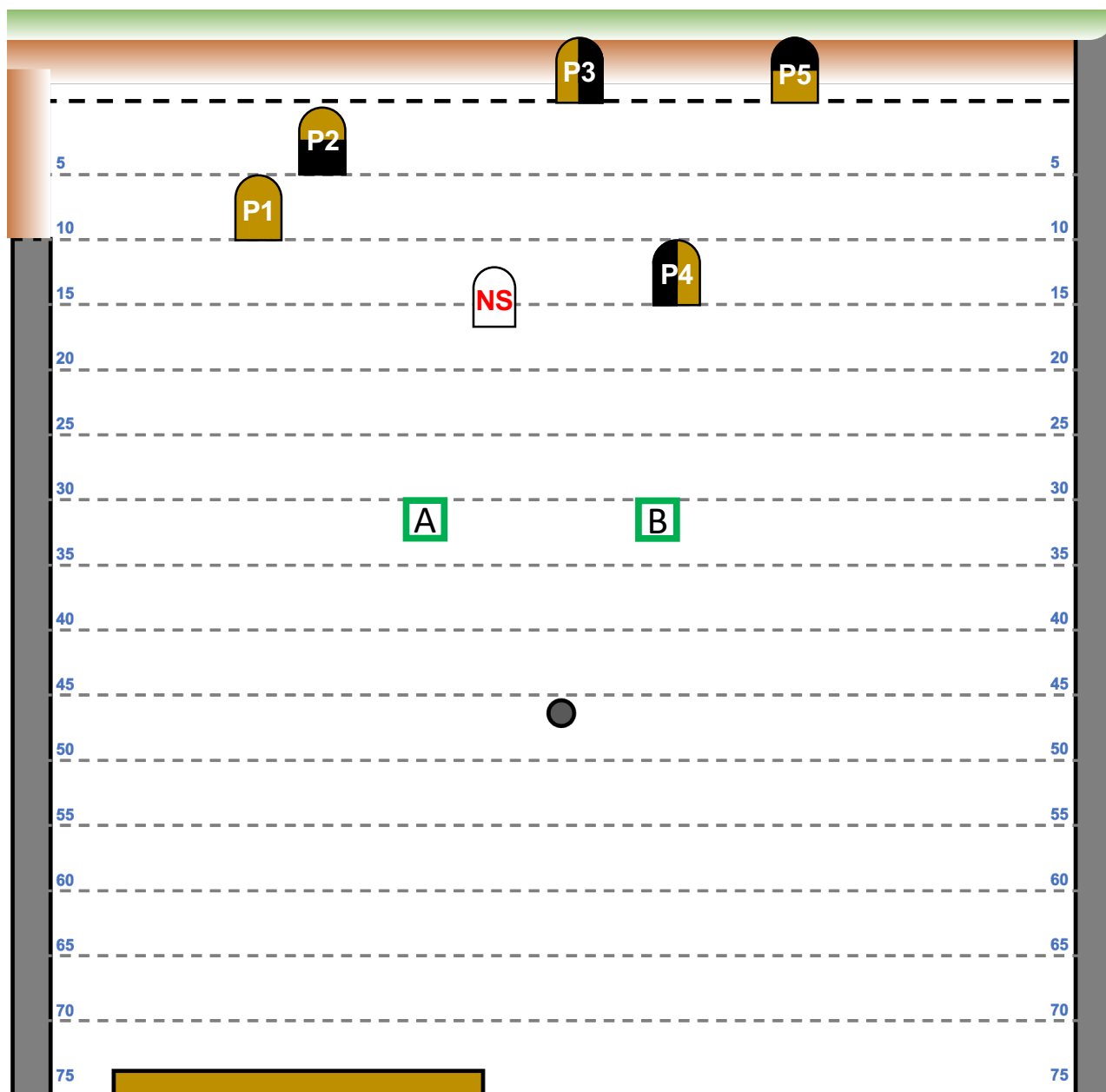
This stage shooter to repeatedly transition between two shooting positions and engage multiple targets, with varying degrees of cover, around a no-shoot.

MIN ROUNDS: 10

MIN MAGS: 2

NOTES:

- First magazine loaded to 5 rounds.
- No makeup/extra shots
- Score is total time plus penalties and errors
- Hits on half-cover targets are a miss (+10)
- Hits on no-shoots are (+20)



COURSE OF FIRE:

1. Shooter loads and makes ready in Box "A" or "B" (both at 30ft line) with a FIVE (5) ROUND MAGAZINE.
2. On start signal, Shooter must engage ONE of ANY paper targets (P1-P5) with two (2) rounds.
3. Shooter then moves to the other box ("A" or "B"), then engages another paper target (P1-P5) with two (2) rounds.
4. Shooter continues moving back and forth, engaging one paper target from each box.

Stage 3: Extended Family Three

SUMMARY:

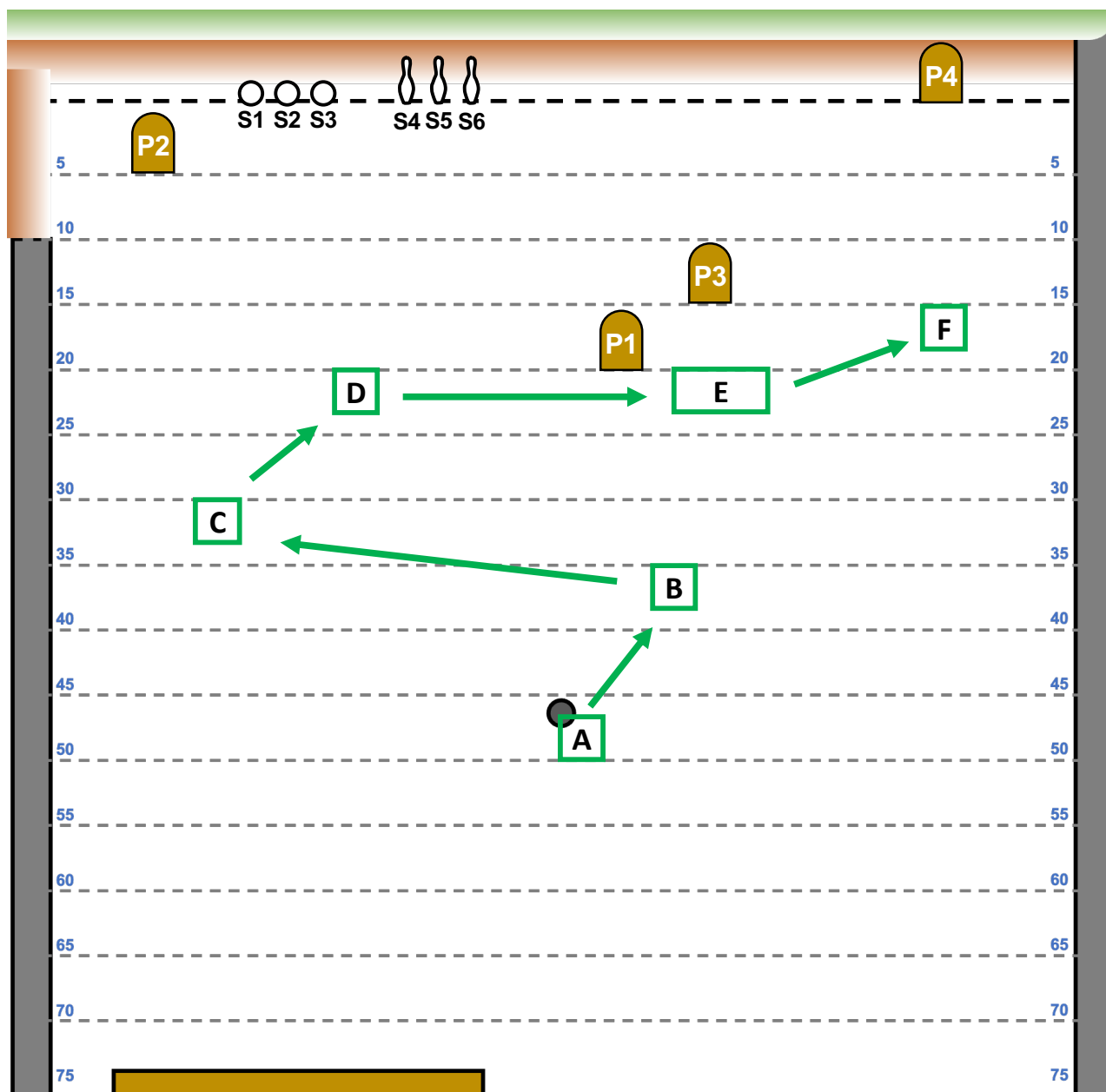
This stage prompts the shooter to engage a variety of targets with 3-shot sets while moving through a series of shooting positions.

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" (30ft line) and engages all steel rounds (S1-S3),
5. Shooter then moves to box "D" (20ft line) and engages all steel pins (S4-S6)
6. Shooter then moves to box "E" (20ft line) engages paper target P3 (5ft away) with 3 rounds
7. Shooter then moves to box "F" (15 ft line) engages paper target P4 (15ft away) with 3 rounds