

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:

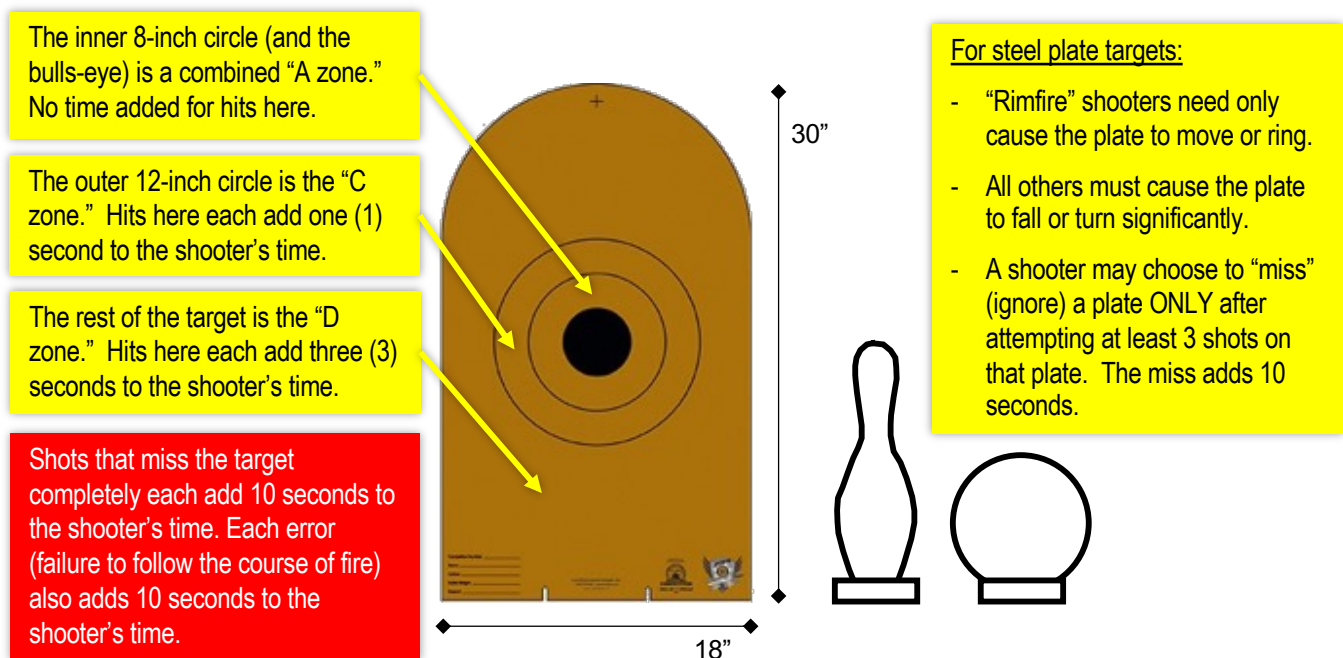
- The "Pistol" category includes all full-power (9mm/38spl or above) handguns WITHOUT optics and magazine capacity above 8 rounds. (Glock 19, S&W M&P, Sig P226, etc.)
- The "Optics" category includes all full-power handguns WITH optics, REGARDLESS OF MAGAZINE CAPACITY.
- The "Rimfire" category includes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



OCTOBER 2026 COURSES OF FIRE

Stage 1: Handy Accelerator

SUMMARY:

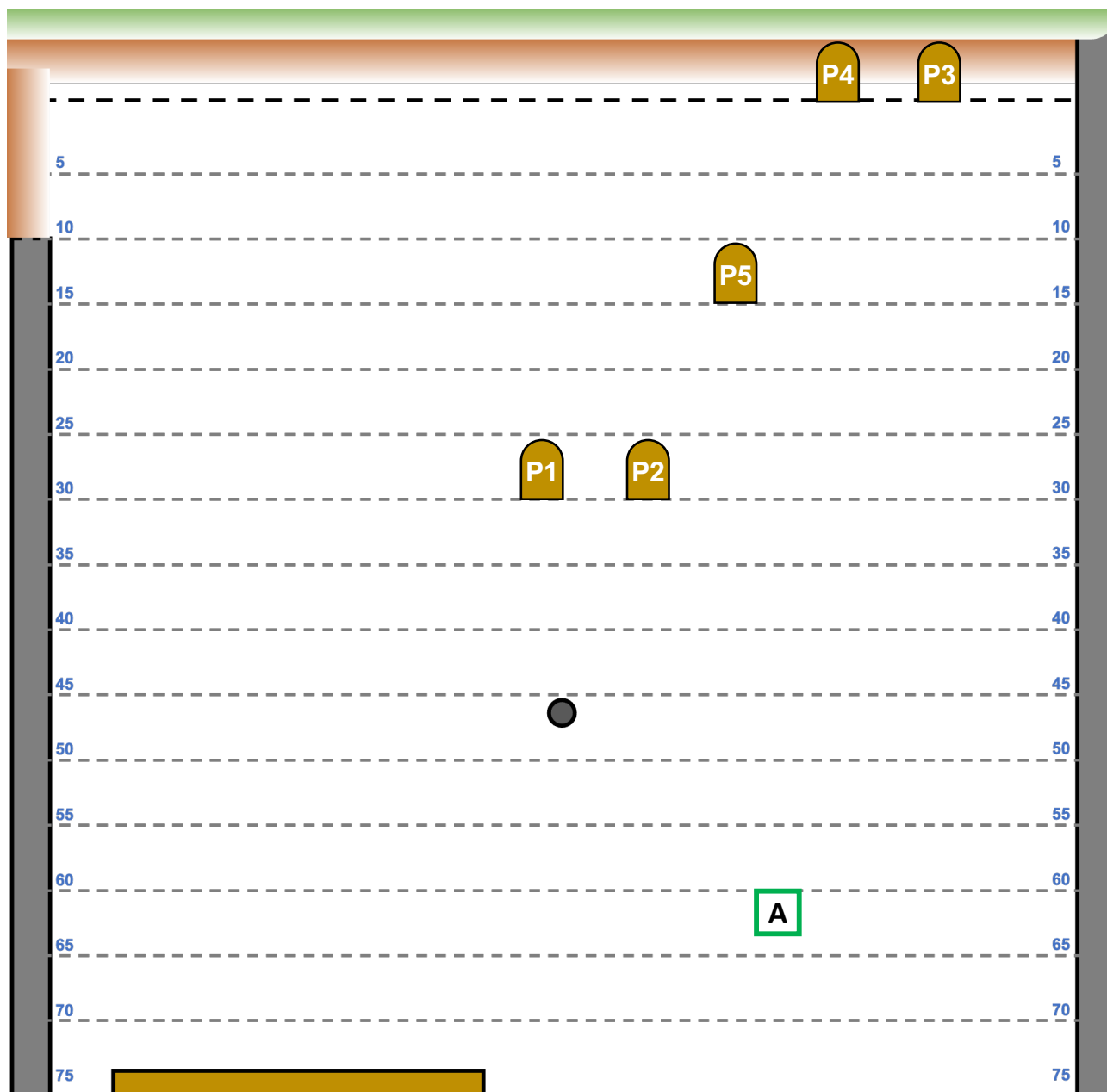
The famous Steel Challenge "Accelerator" stage, re-imagined with paper targets and the requirement to change shooting hand/grip.

MIN ROUNDS: 15

MIN MAGS: 1

NOTES:

- No mag load limit, shooters may reload as needed.
- No makeup/extra shots
- P5 must be the last in each string (shooting out of order is an Error (+10) per string)
- Use of support hand allowed for reloads only during one-handed strings.



COURSE OF FIRE:

1. Shooter loads and makes ready in Box "A" (60ft line) and awaits start.
2. On start, shooter draws and engages paper targets P1-P5 with ONE (1) round each, P1-P4 in any order, but P5 last.
3. Shooter then switches to STRONG HAND ONLY and repeats (P1-P4 any order, P5 last, ONE (1) round each).
4. Shooter then switches to WEAK HAND ONLY and repeats (P1-P4 any order, P5 last, ONE (1) round each).
5. Time stops on last shot (P5, weak hand, third string).

Stage 2: Shuttle Shoot

SUMMARY:

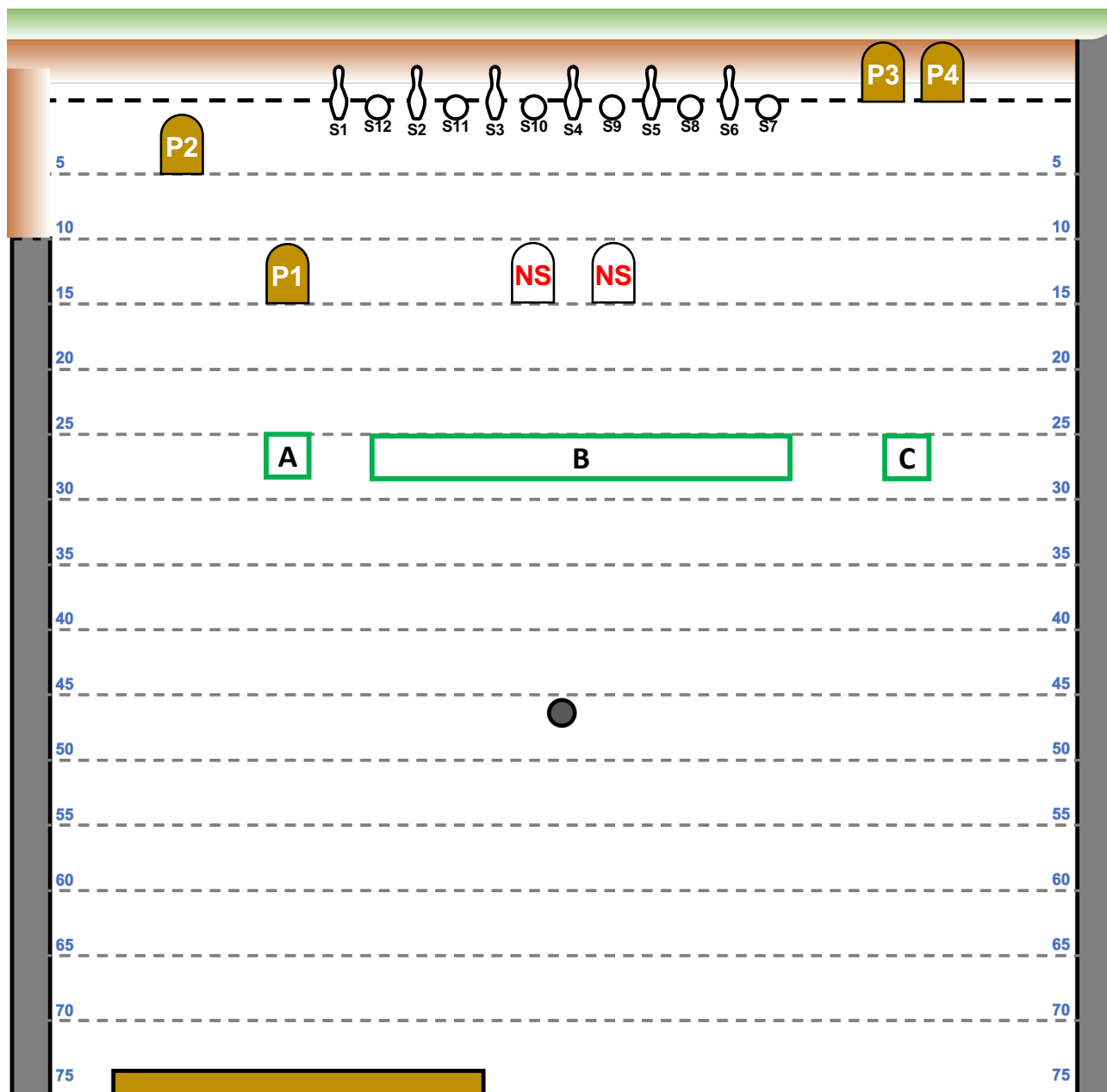
This stage prompts the shooter to engage steel targets through a narrow opening while moving back and forth.

MIN ROUNDS: 24

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" (25ft line) and awaits start.
2. At start, shooter draws and engages paper target P1 (10ft away) and P2 (20ft away) with 2 rounds each
3. Shooter then moves THROUGH box "B" (25ft line) and engages all STEEL PINS (S1-S6)
4. Shooter then moves to box "C" (30ft line) and paper targets P3 and P4 (25ft away) with 2 rounds each
5. Shooter then moves BACK THROUGH box "B" (25ft line) and engages all STEEL ROUNDS (S7-S12)
6. Shooter then returns to box "A" (25ft line) engages paper target P1 (10ft away) and P2 (20ft away) with 2 rounds each

Stage 3: Ziggety Zag

SUMMARY:

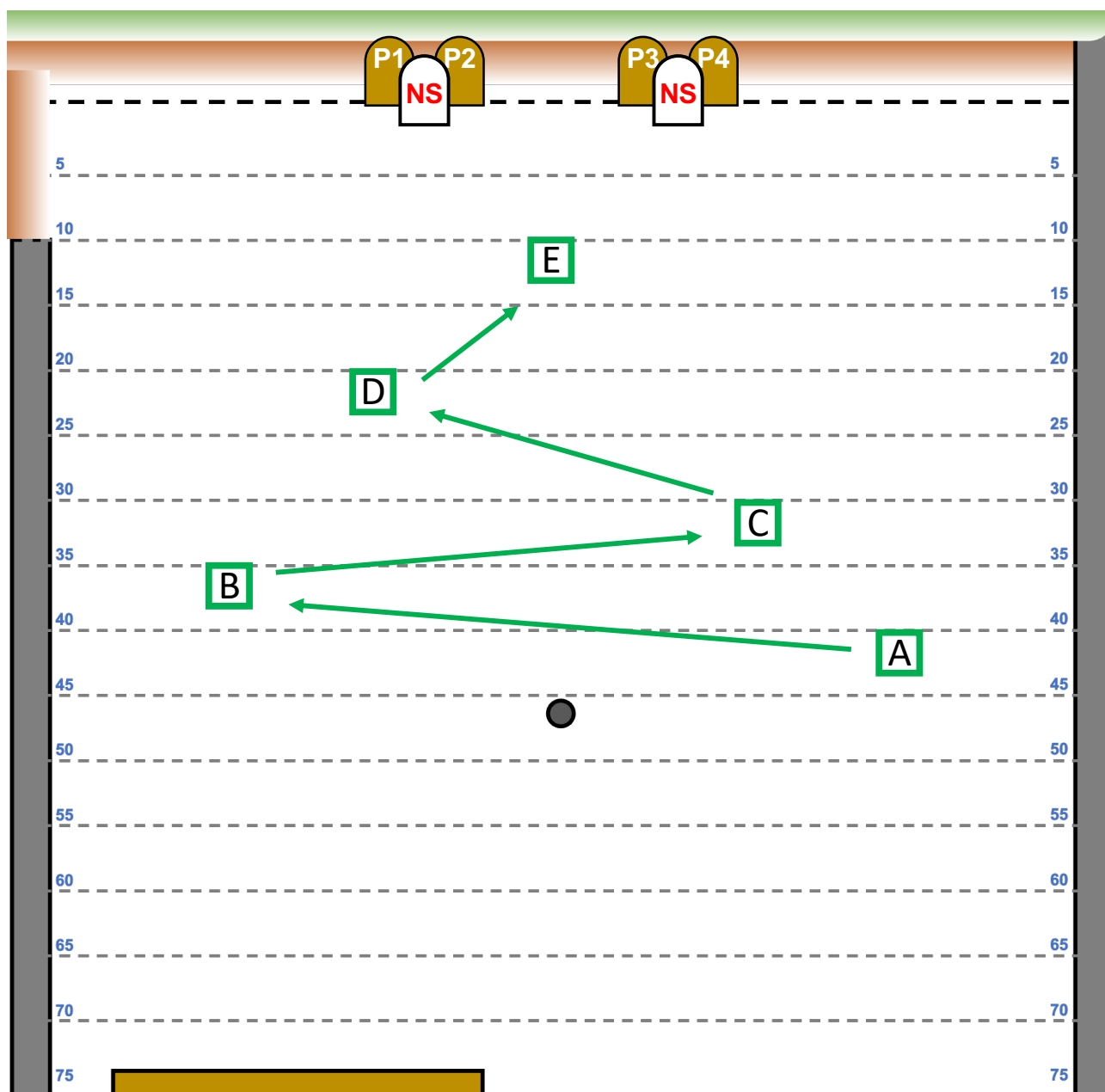
This stage requires shooter to engage 4 targets, around no-shoot targets, while moving between multiple positions in rapid succession. Total of 20 rounds required to complete this stage.

MIN ROUNDS: 20

MIN MAGS: 1

NOTES:

- No magazine load limit, reload as needed
- No makeup/extra shots
- Score is total time plus penalties and errors
- No shooting on the move, all targets much be engaged inside A/B/C/D/E box.
- A hit on a no-shoot is -20



COURSE OF FIRE:

1. Shooter loads and makes ready in Box "A" (40ft line) and awaits start.
2. At start signal, shooter turns around, draws, and engages all paper targets (P1-P4) with ONE ROUND on each target.
3. Shooter then moves to "B" (35ft line) and repeats, engaging all paper targets (P1-P4) with ONE ROUND on each target.
4. Shooter then moves to "C" (30ft line) and repeats, engaging all paper targets (P1-P4) with ONE ROUND on each target.
5. Shooter then moves to "D" (20ft line) and repeats, engaging all paper targets (P1-P4) with ONE ROUND on each target.
6. Shooter then moves to "D" (10ft line) and repeats, engaging all paper targets (P1-P4) with ONE ROUND on each target.