

SEPTEMBER 2026 RESULTS

Action Pistol Shoot
Poulsbo Sportsman Club

Name	Class	Firearm / Caliber	Stage 1	Stage 2	Stage 3
Sung	Optics	Sig P320 / 9mm	30.26	20.34	31.08
Kyle	Optics	Canik / 9mm	23.14	38.43	31.33
Josh	Optics	Glock 19 / 9mm	35.80	23.10	35.21
Ethan	Optics	S.A. Prodigy / 9mm	30.38	39.24	27.18
Tristan	Optics	Glock 19 / 9mm	45.93	21.54	32.54
Luke	Optics	HK VP9 / 9mm	32.13	33.49	36.89
Eugene	Optics	Fusion XD Pro / 9mm	47.10	28.20	33.04
Erik	Optics	Sig P211 GT5 / 9mm	50.92	25.98	34.39
Sean B	Optics	Glock 19 / 9mm	27.39	58.13	27.03
Matt S	Optics	Glock 45 / 9mm	68.80	20.97	31.67
Duane	Optics	LTT Beretta 92 / 9mm	42.04	49.66	67.24
Max	Optics	Glock 19 COA / 9mm	24.67	41.85	44.20
Stuart	Pistol	P320 / 9mm	44.11	40.30	41.47
Seth	Pistol	Glock 45 / 9mm	54.22	37.36	38.24
Tim J	Pistol	Sig P226 / 9mm	42.64	60.27	47.43
Terry	Pistol	Glock 45 / 9mm	69.42	42.41	50.31
John N	Pistol	[Not Listed] / 9mm	107.76	55.20	92.02
Kevin	Pistol	Ruger P85 / 9mm	101.43	77.85	93.20
Rick H	Pistol	Glock 19 / 9mm	66.57	53.95	71.17
Justin S	Low Cap	1911 / .45 ACP	45.09	23.25	46.38
Chris K	PCC	APC9K / 9mm	31.19	52.81	31.39

Stage 1: Fire Hose

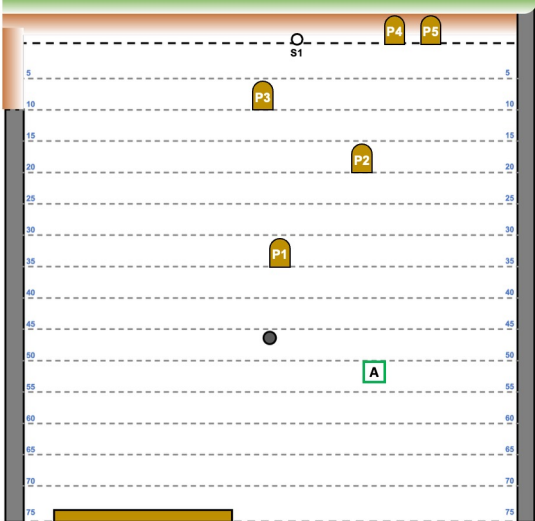
SUMMARY:
A high-volume, stationary stage focused on pacing and target transitions at different distances.

MIN ROUNDS: 26

MIN MAGS: 1

NOTES:

- No mag load limit, shooters may reload as needed.
- No makeup/extra shots
- Steel round must fall fast, 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

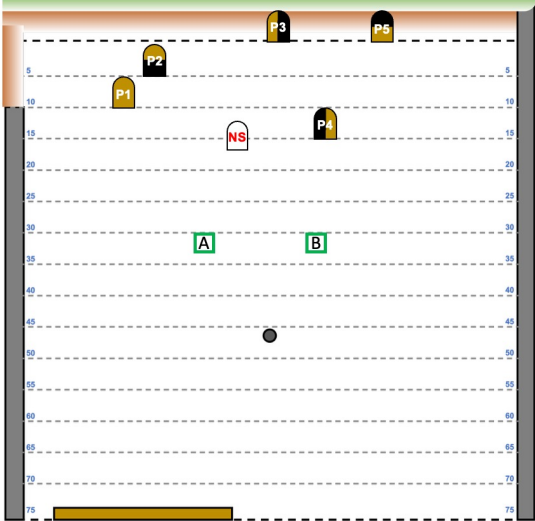
SUMMARY:
This stage shooter to repeatedly transition between two shooting positions and engage multiple targets, with varying degrees of cover, around a no-shoot.

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

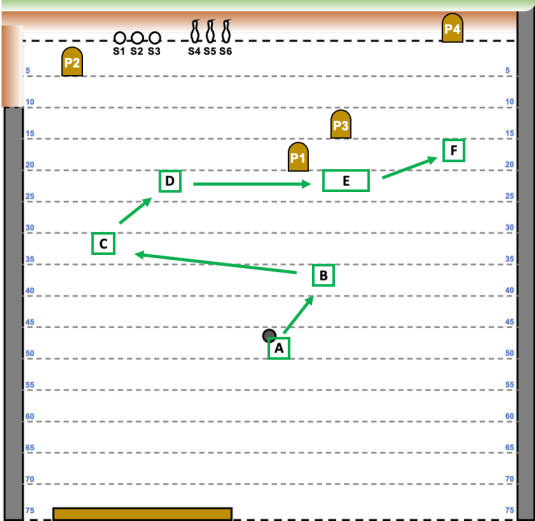
SUMMARY:
This stage prompts the shooter to engage a variety of targets with 3-shot sets while moving through a series of shooting positions.

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" (15ft line) engages paper target P3 (5ft away) with 3 rounds
 7. Shooter then moves to box "F" (10 ft line) engages paper target P4 (15ft away) with 3 rounds