



**IS EXCITED TO ANNOUNCE  
THE RETURN OF OUR MONTHLY**

# **ACTION PISTOL SHOOT!!!**

**SATURDAY, JULY 10TH  
GATE OPENS AT 0800**

**SIGN IN BY 0830, RANGE HOT AT 0900**

**OPEN TO  
MEMBERS (\$5) **AND** NON-MEMBERS (\$10)**

**PARTICIPANTS NEED TO BRING:**

- A safe, functioning handgun (ALL CALIBERS WELCOME)
- 50 rounds of ammunition
- A holster that covers the gun's trigger area
- The entry fee (cash only)

**NOTE:** We have a very small number of 50-round boxes of new-manufacture ammunition (in 9mm) available for purchase to use at the event. If you are interested in participating in the shoot but cannot find ammunition, you may contact the Event Organizer / Range Officer: Sean Mangan ([sean.mangan@me.com](mailto:sean.mangan@me.com)) to reserve a single 50-round box of ammo to purchase for use at the match. Price is \$30.00. Ammo is 124gr Norma FMJ.

# 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:

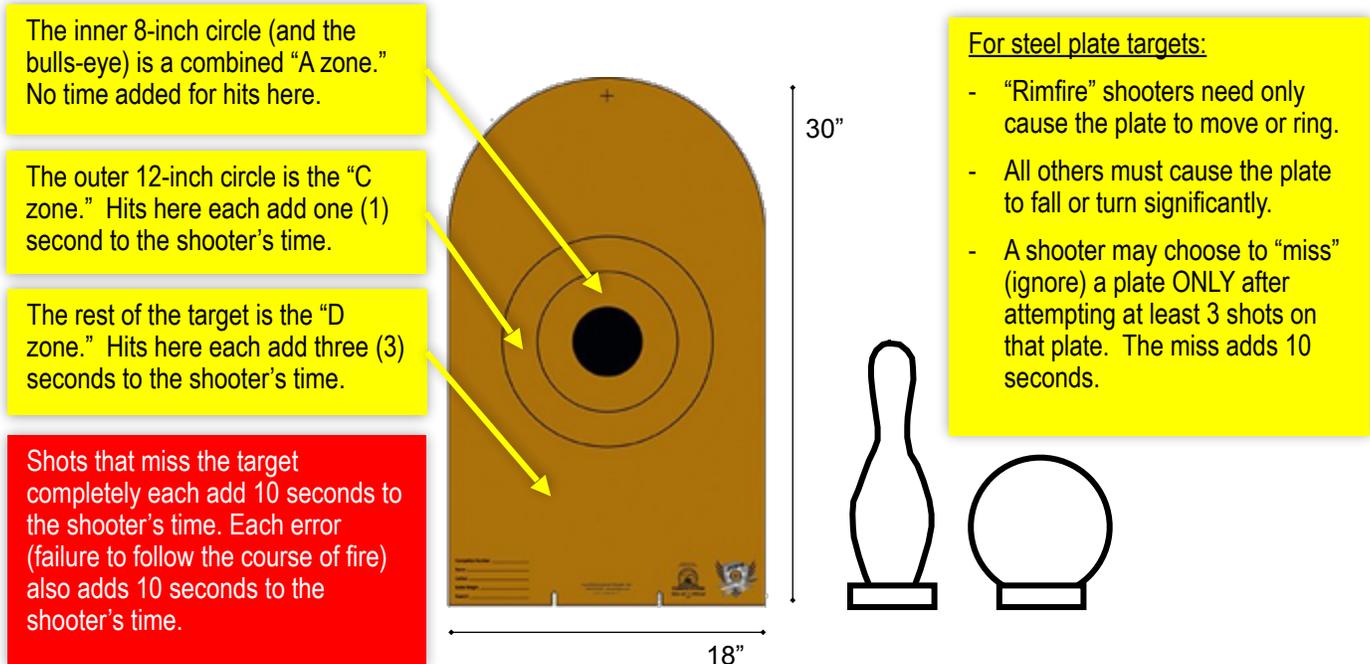
- The "Pistol" category includes all full-power (9mm/38spl or above) handguns WITHOUT optics and magazine capacity above 8 rounds. (Glock 19, S&W M&P, Sig P226, etc.)
- The "Optics" category includes all full-power handguns WITH optics, REGARDLESS OF MAGAZINE CAPACITY.
- The "Rimfire" category includes 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 for club members and \$10 for non-members.
- Shooters will need 50 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:

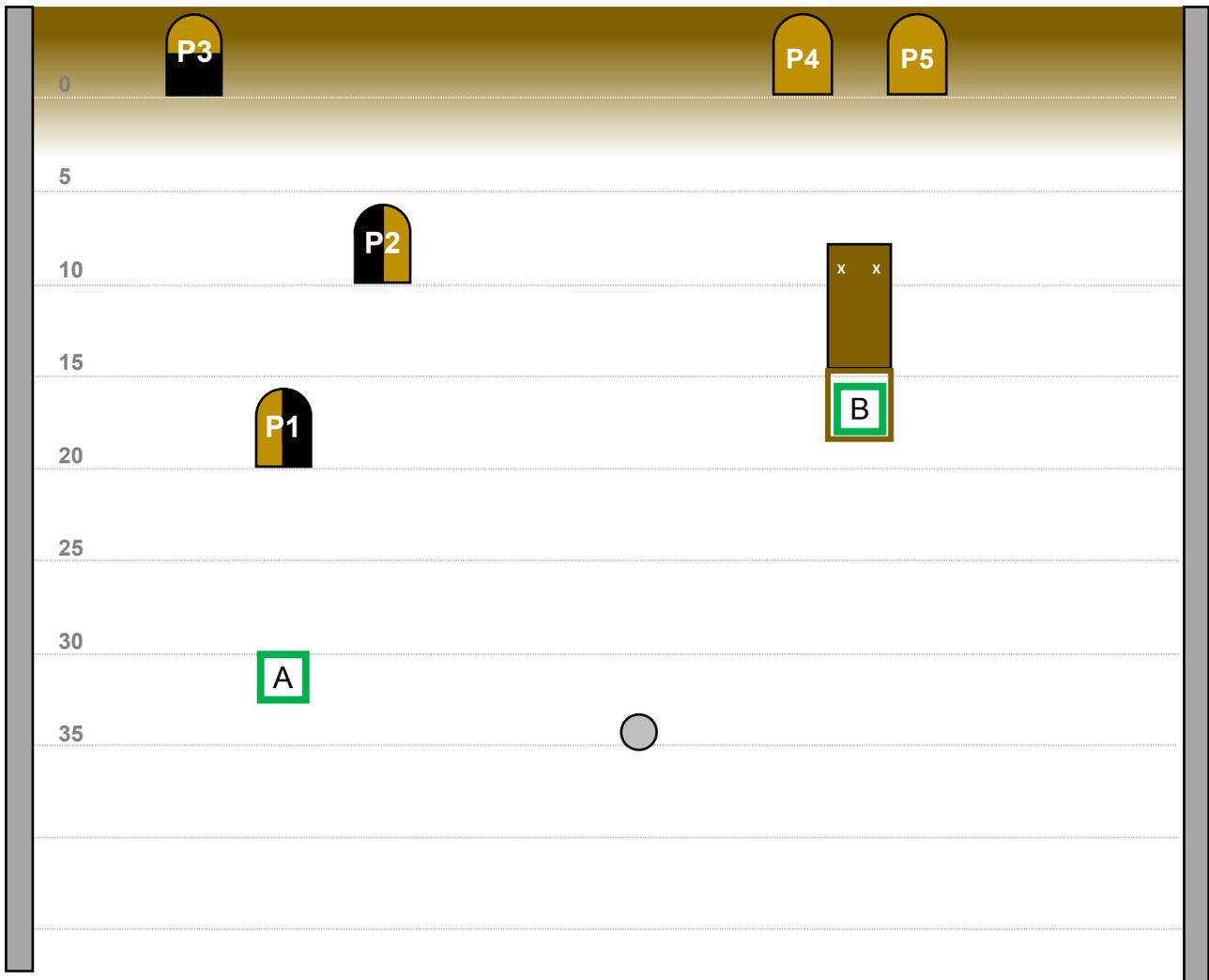
- Participants should sign in no later than 0830 to pay and receive the safety brief. The first stage begins at 0900.
- Participants will receive a safety and operations briefing at the start of the match.
- Targets may be a mix of NRA cardboard, 8" steel round-plates, and 15" tall steel pin-plates, 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.



**JULY 2021**  
**COURSES OF FIRE**

## Stage 1: “Anti-Social Distancing”

This stage requires rapid engagement of multiple targets either from behind cover or at targets that are behind cover. 12 rounds are required to complete this stage. No specific magazine requirements for this stage.



1. Shooter moves to “A” and loads/makes ready. Weapon is holstered.
2. At start, shooter draws and engages paper half-targets P1 (10 ft), P2 (20 ft), and P3 (30 ft) with 2 rounds each, in any order.
3. Shooter moves to box “B.”
4. From “B”, shooter engages P4 and P5 (15 ft), with 3 rounds each, in any order, by shooting around the barrier directly in front of shooter.

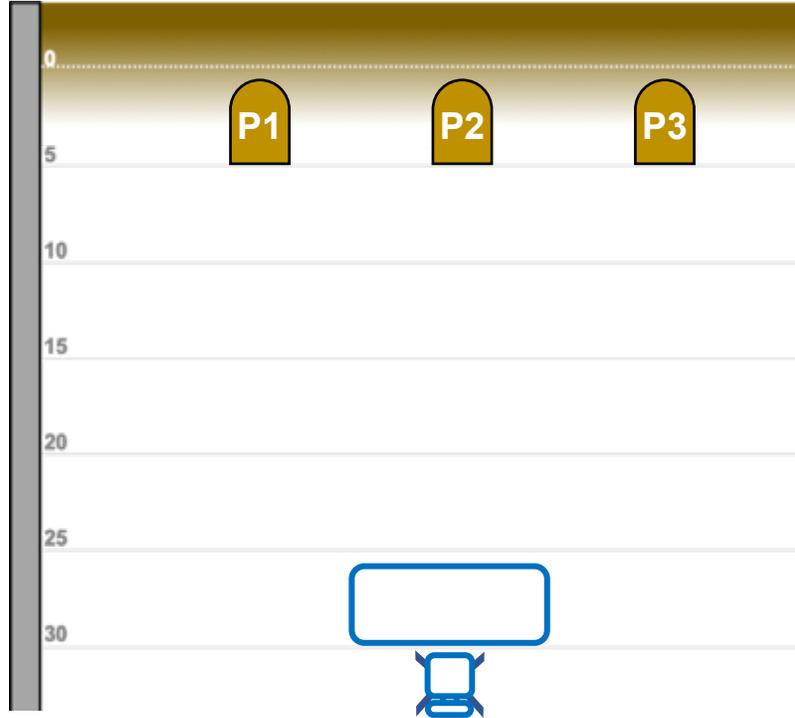
NOTE: - Targets may be NOT engaged outside of engagement positions (“A” & “B”)  
- Shooter may shoot freestyle. Shooter may reload as needed to complete stage.

SCORE: Timed total plus any penalties from paper targets, misses, or errors. Virginia Count.

## Stage 2: “Super Spreader Event”

This stage challenges the shooter to engage targets immediately after retrieving a pistol using two-handed, strong-handed, and weak-handed shooting.

18 rounds total (6 rounds per run) are required to complete stage. No specific magazine requirements for this stage.



1. Shooter loads pistol (full mag) and makes ready, placing pistol on table. Pistol is in ready condition (loaded, safety engaged as applicable, hammer down as applicable), barrel pointed downrange. Shooter decides which side of pistol is facing up.
2. Shooter sits in chair, hands on knees.
3. On start, shooter engages paper targets P1, P2, and P3 (25 ft away) with 2 rounds each, freestyle.
4. Time stops on last shot.
5. Shooter returns pistol to the table and makes ready for the next run.
6. Shooter repeats steps 1-4 with strong-hand only 2<sup>nd</sup> run.
7. Shooter repeats steps 1-4 with weak-hand only for the 3<sup>rd</sup> run.

NOTE: - Shooter may fire from standing or sitting, supported (by the table) or unsupported.

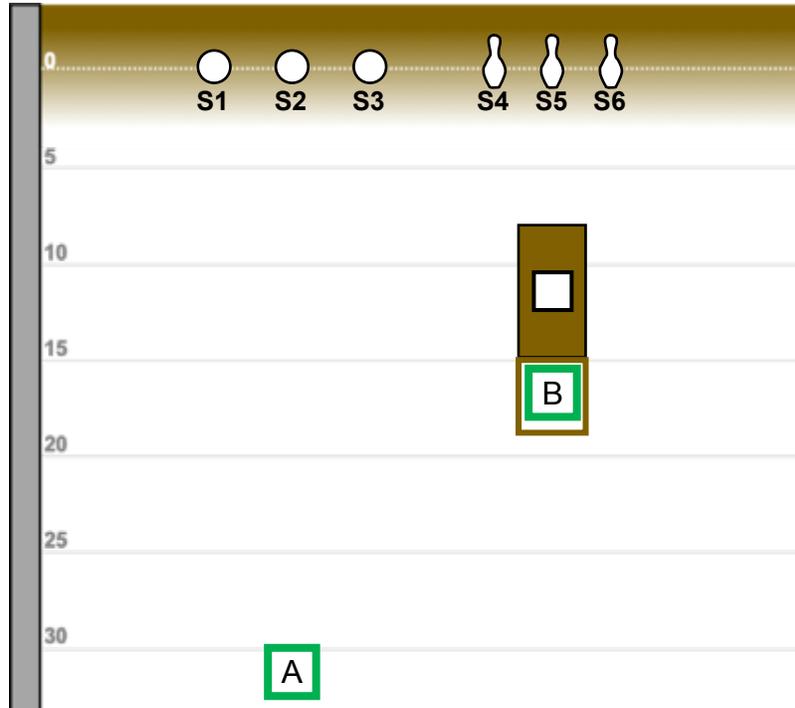
- No magazine load limit.
- Limited to 6 shots per run

SCORE: Timed total of all 3 runs plus any penalties from paper targets.

## Stage 3: "Outbreak Clusters"

This stage challenges the shooter to engage steel targets from different distances and through a barrier.

10 rounds total allowed (6 rounds for a perfect score) are required to complete stage.



1. Shooter loads pistol (10 rounds MAX) and makes ready in box "A."
2. On start, shooter engages steel targets S1, S2, and S3 (30 ft away).
3. Shooter moves to box "B" behind barricade
4. Firing THROUGH the barrier opening, shooter engages steel targets S4, S5, and S6 (15 ft away).

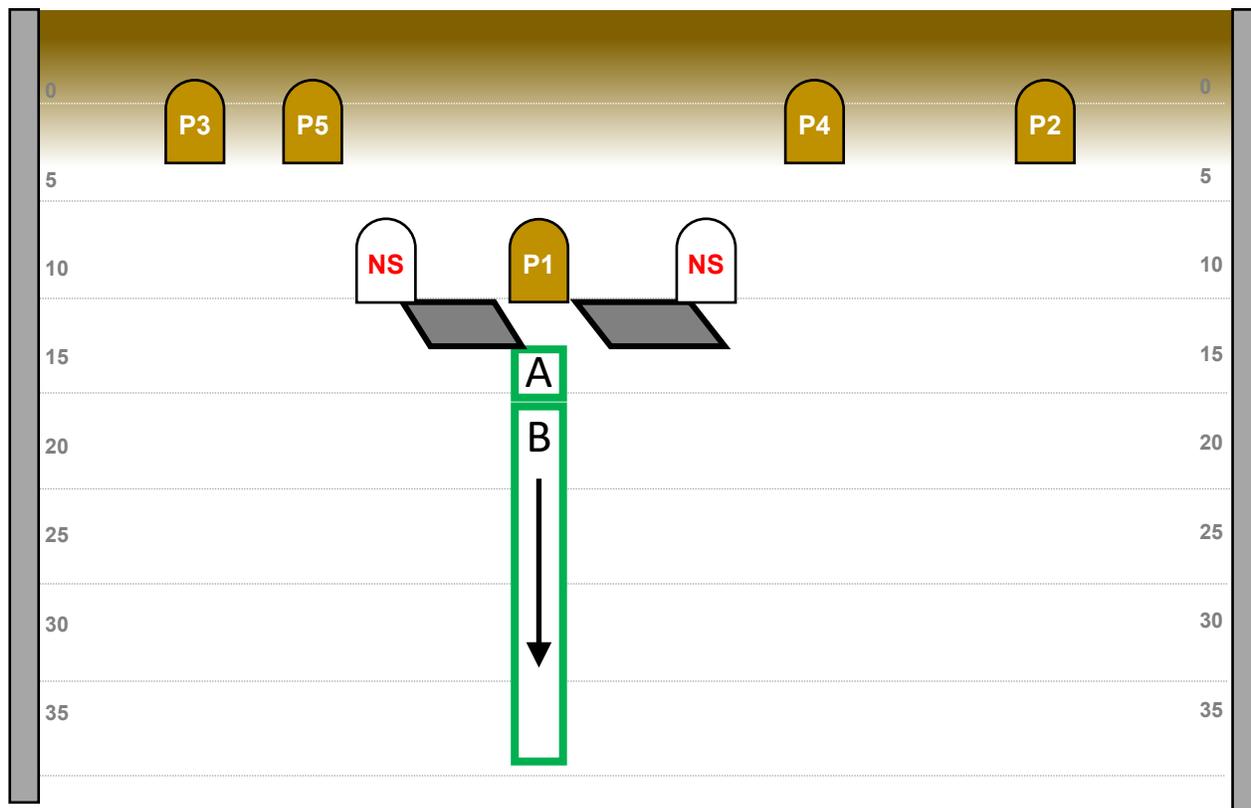
NOTE: - No more than 10 total rounds. No other magazine/loading restrictions.

- Shooter may shoot through OR place the gun through the barricade opening at "B."

SCORE: Timed total plus 10 sec penalty for any plate left standing after 10 rounds have been fired.

## Stage 4: "Flattening the Curve"

This stage challenges shooters to engage targets while moving backwards and while dealing with a reload. A total of 10 rounds are required to complete stage. This stage requires 2 magazines minimum.



1. Shooter is in box "A." Shooter loads pistol with 3 rounds and makes ready (holstered).
2. At start, shooter engages paper targets P1 (3 ft away) with 2 rounds.
3. Shooter then conducts a slide-lock reload and begins backing away in a straight line from "A."
4. As shooter backs away along path "B", paper targets P2, P3, P4, and P5 will come into view as the angle changes on the barriers on either side of the P1. Shooter engages each with 2 rounds.
5. Time stops after shooter has engaged all paper targets.

NOTES: - No magazine load limit FOR EXTRA MAGS. Shooter may reload as needed to complete stage after mandatory slide-lock reload.

- Shooter must stay on a direct line back from "A"
- Hits on no-shoots each count as a miss (+10) AND a as an error (+10), for +20 total.
- Shooter moves with weapon out, finger outside of trigger guard and muzzle in range fan.
- Shooter may reload while moving. Shooter may shoot while moving.

SCORE: Combined time plus penalties from P1-P5 and/or errors.