



**LIPSA**

# Toleno's Tough Targets

**Special Thanks:** He shoots open now. Screw us peons

**RULES:** Practical Shooting Handbook, Latest Edition **Course Designer:** Joe Toleno

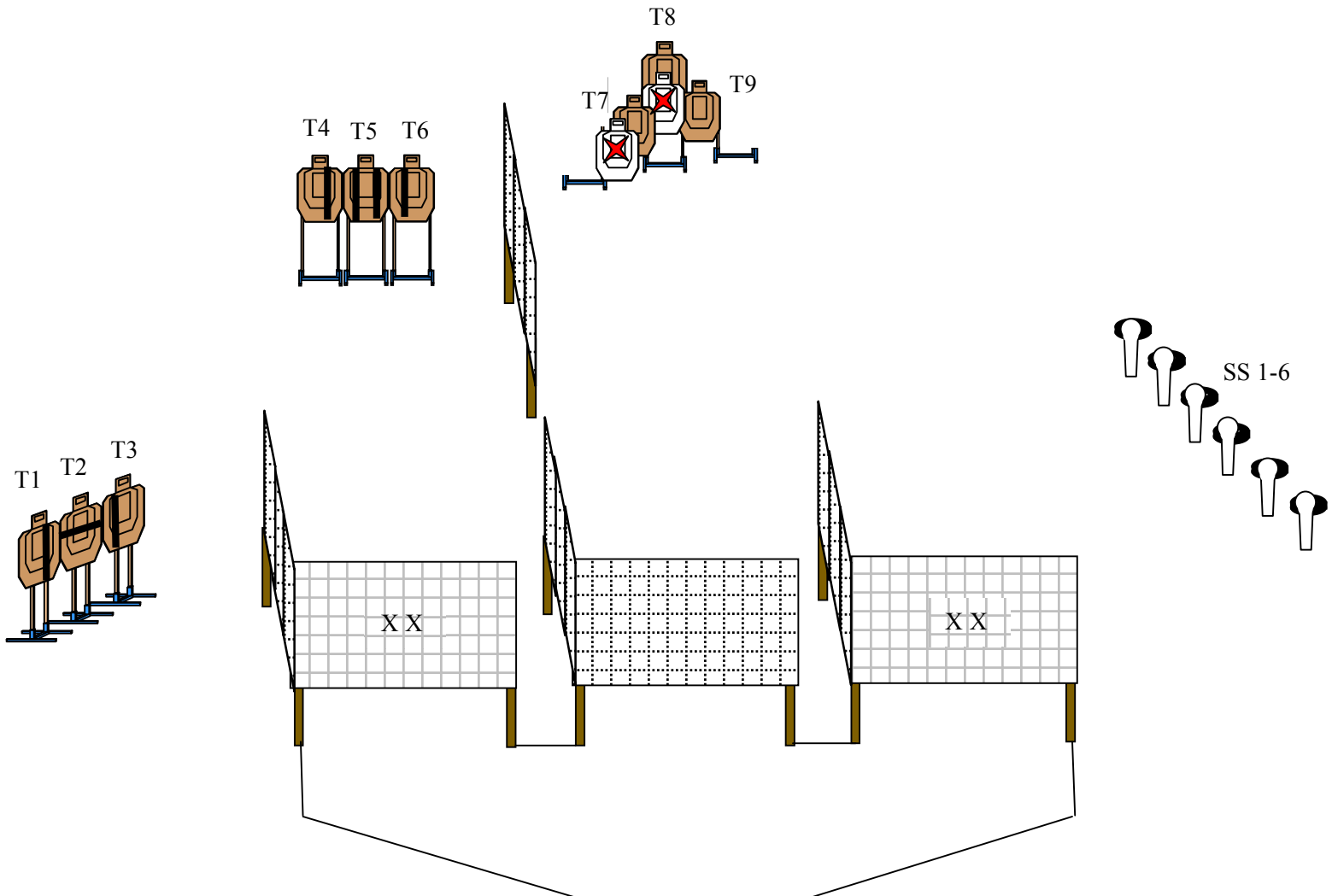
**START POSITION:** Standing with hands touching X's on either side. Gun loaded and holstered.

### STAGE PROCEDURE

At signal, engage all targets and steel as they become visible from within the fault lines.

### SCORING

**SCORING:** Comstock, 24 rounds, 120 points  
**TARGETS:** 9 IPSC, 6 SS  
**SCORED HITS:** Best 2 per IPSC, Steel Down = 1A  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural -10  
No-shoot hit -10  
Miss -10



**Stage 1**



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# Toleno's Table

**Special Thanks:**

**RULES:** Practical Shooting Handbook, Latest Edition **Course Designer: Joe Toleno**

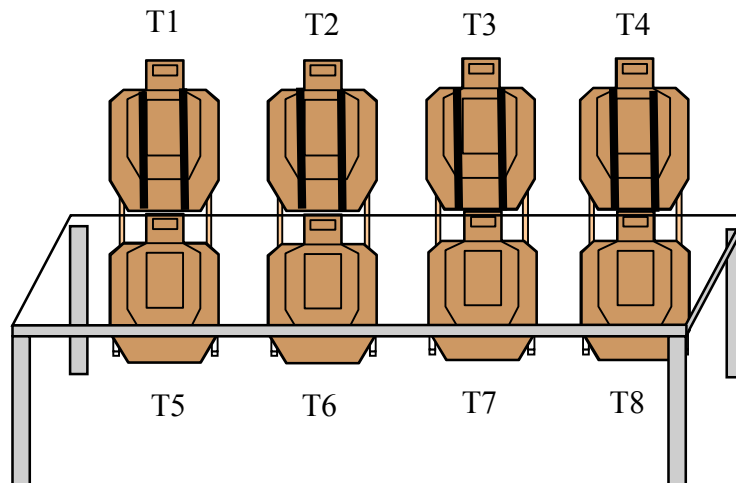
**START POSITION:** Standing in Box A, hands relaxed at sides. Gun loaded and holstered.

### STAGE PROCEDURE

At signal, engage T1-T4 with 2 rounds each. Perform a mandatory reload and engage T5-T8 with 2 rounds each. SS1 and SS2 may be engaged at any time. **(Top of table is shown as clear so you can see targets).**

### SCORING

**SCORING:** Comstock, 18 rounds, 90 points  
**TARGETS:** 8 IPSC, 2 SS  
**SCORED HITS:** Best 2 per IPSC, Steel Down = 1A  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural -10  
No-shoot hit -10  
Miss -10



**Stage 2**



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# Joe's Turtles

Special Thanks:

**RULES:** Practical Shooting Handbook, Latest Edition **Course Designer:** Joe Toleno

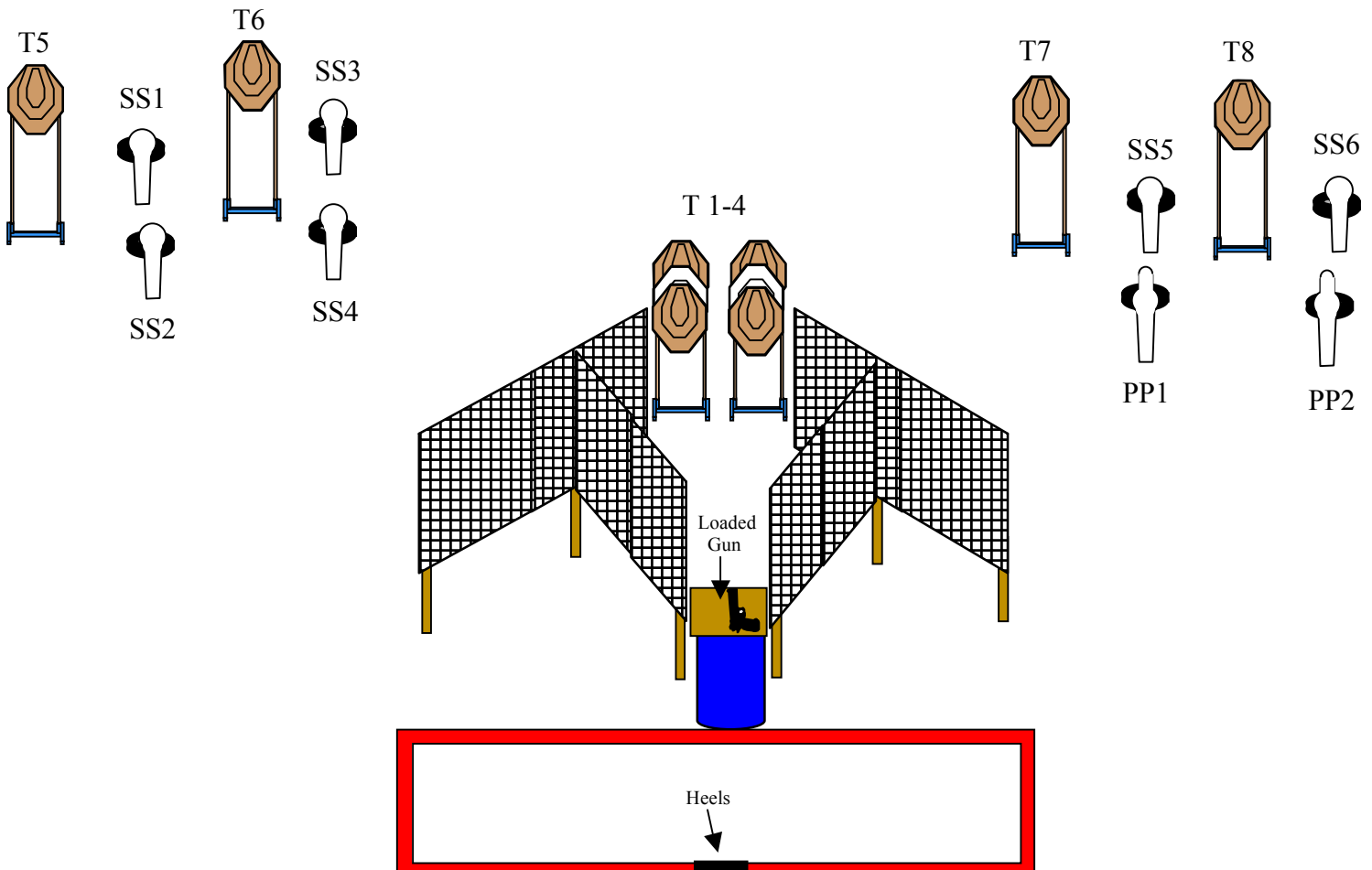
**START POSITION:** Standing with heels touching **BLACK** mark, hands relaxed at sides. Loaded gun on Barrel.

### STAGE PROCEDURE

At signal, pick up loaded gun from barrel. Then engage all targets and steel as they become visible from within the fault lines.

### SCORING

**SCORING:** Comstock, 24 rounds, 120 points  
**TARGETS:** 8 IPSC "Classic", 8 pieces of steel  
**SCORED HITS:** Best 2 per IPSC, Steel Down = 1A  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural -10  
No-shoot hit -10  
Miss -10



**Stage 3**



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# Toleno's 10

**Special Thanks:**

**RULES:** Practical Shooting Handbook, Latest Edition **Course Designer: Joe Toleno**

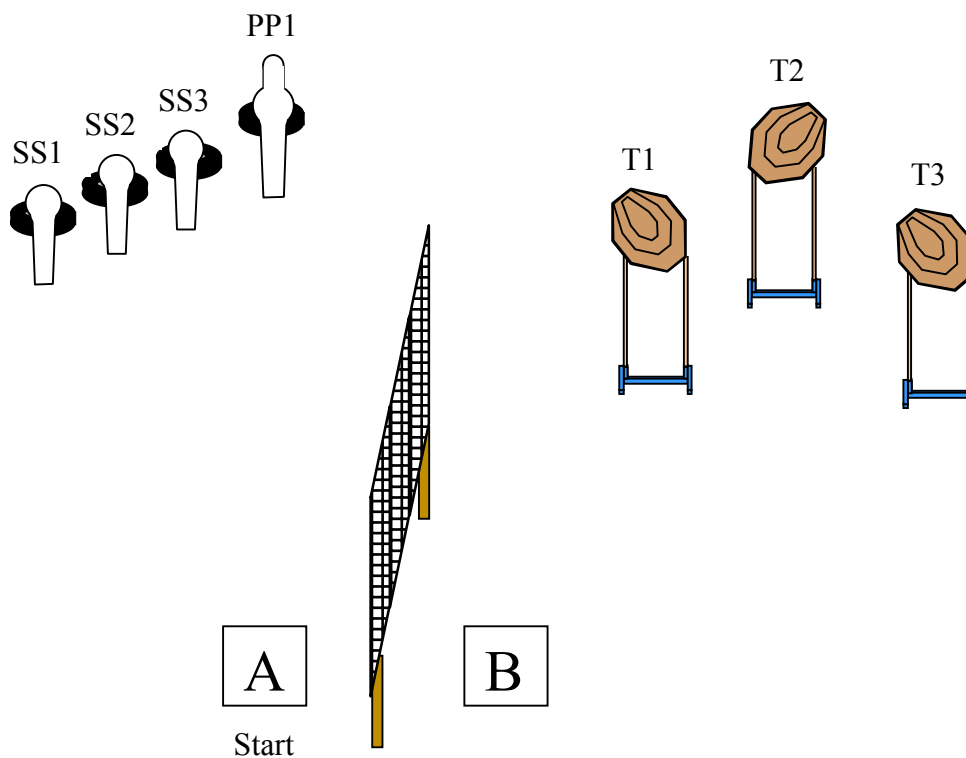
**START POSITION:** Standing behind Box A, wrists above shoulders. Gun loaded and holstered.

### STAGE PROCEDURE

At signal, step into Box A and engage SS1-3 and PP1. Step over to Box B and engage T1-T3.

### SCORING

**SCORING:** Comstock, 10 rounds, 50 points  
**TARGETS:** 3 IPSC "Classic", 4 pieces of steel  
**SCORED HITS:** Best 2 per IPSC, Steel Down = 1A  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural -10  
No-shoot hit -10  
Miss -10



**Stage 4**



# CM 03-05

# Paper Poppers

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** Clif King – Modifications by US Design Team

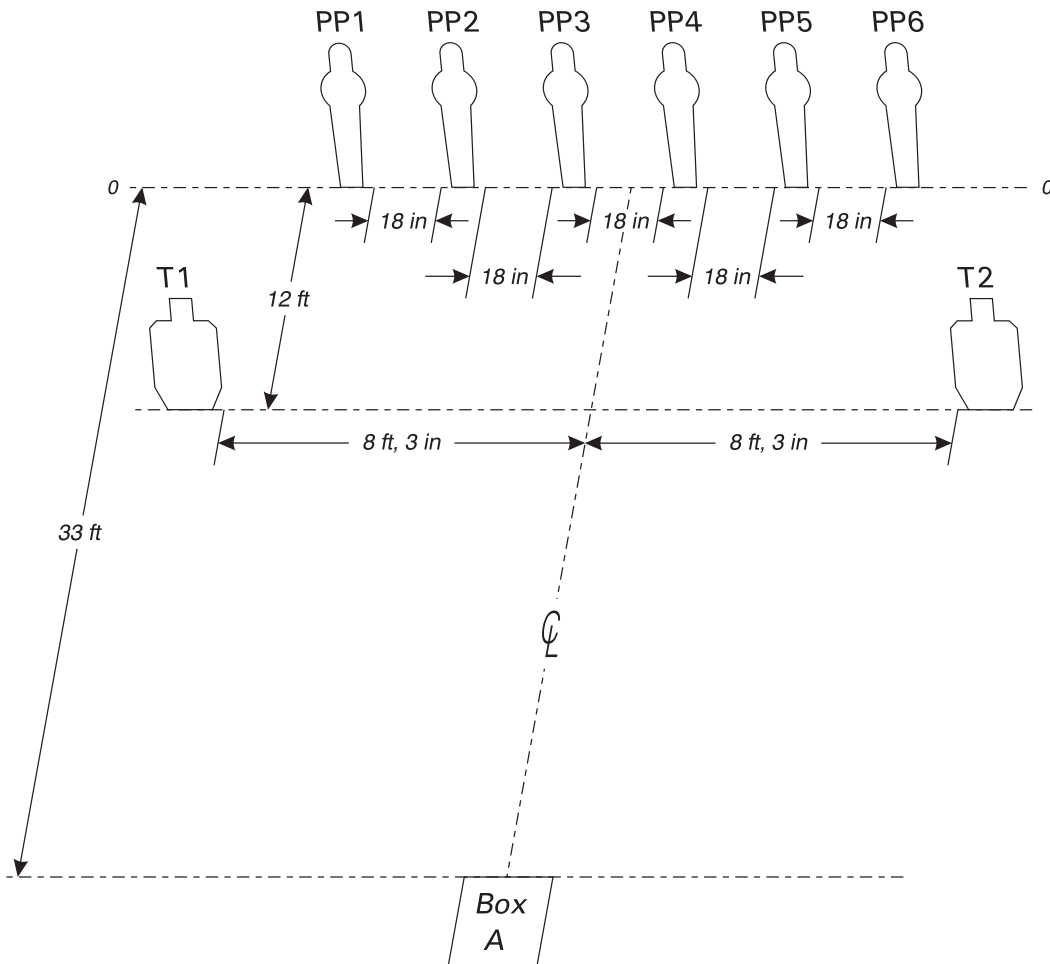
**START POSITION:** Standing in Box A, hands at surrender position (wrists above shoulders). Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

### STAGE PROCEDURE

Upon start signal, engage either Array 1, or Array 2, perform a mandatory reload and engage the second array. Paper requires two rounds each and steel must fall to score. A mandatory reload is required whenever changing arrays. Array 1 = paper; Array 2 = steel.

### SCORING

**SCORING:** Comstock, 10 rounds, 50 points  
**TARGETS:** 2 Metric, 6 Pepper poppers  
**SCORED HITS:** Best 2/paper, KD = 1 A  
**START - STOP:** Audible - Last shot  
**PENALTIES:** Per current edition USPSA Handgun Competition Rules



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. Box A is 3-feet by 3-feet.





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# Open Shooter's Delight

RULES: Practical Shooting Handbook, Latest Edition Course Designer: Joe Toleno

**START POSITION:** Standing with left foot touching **RED** mark, hands relaxed at sides. Unloaded gun and first mag on table.

### STAGE PROCEDURE

At signal, pick up and load gun with mag from table. Then engage all targets and steel as they become visible from within the fault lines.

**(Stepping on platform activates T1 and T2. They both must be activated before being engaged). (Be careful of breaking the 180 when backing up)!**

### SCORING

Comstock, 21 rounds, 105 points

**SCORING:** Comstock, 21 rounds, 105 points  
**TARGETS:** 10 IPSC, 1PP

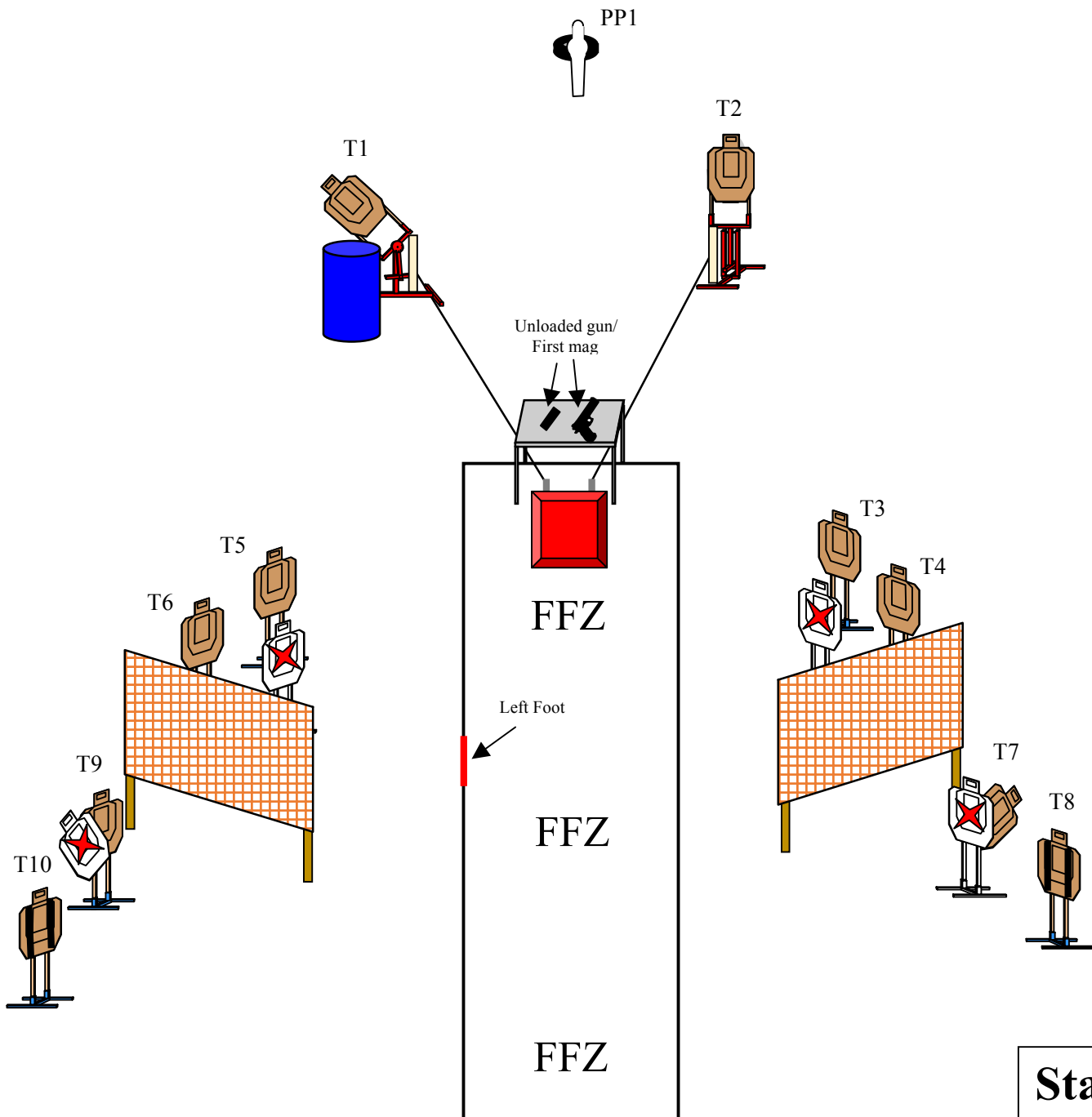
**SCORED HITS:** Best 2 per IPSC, Steel Down = 1A

**START-STOP:** Audible-Last Shot

**PENALTIES:** Procedural -10

No-shoot hit -10

Miss -10



**Stage 6**



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# Joe's Reloads

**Special Thanks:**

**RULES:** Practical Shooting Handbook, Latest Edition **Course Designer: Joe Toleno**

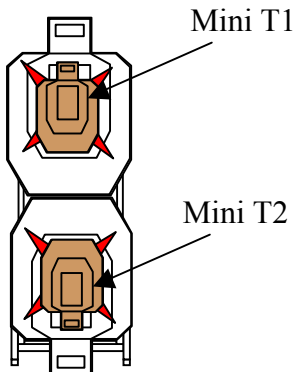
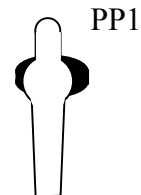
**START POSITION:** Standing in Box A, wrists above shoulders. Gun loaded and holstered.

### STAGE PROCEDURE

**String 1-** At signal, engage Mini T1 with 6 rounds each. Perform a mandatory reload and engage Mini T2 with 6 rounds each. (**Virginia**)  
**String 2-** At signal, engage PP1. (**Steel must fall to score**) (**Comstock**)

### SCORING

**SCORING:** Virginia, 13 rounds, 65 points  
**TARGETS:** 2 Mini IPSC  
**SCORED HITS:** Best 6 per IPSC, Steel Down = 1A  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural -10  
No-shoot hit -10  
Miss -10



Targets should be changed often. Manny will be thrilled



**Stage 7**