



LIPSA 2017 MARCH MADNESS
Stage 1 – Should You Run?
Course Designer: R. Esposito

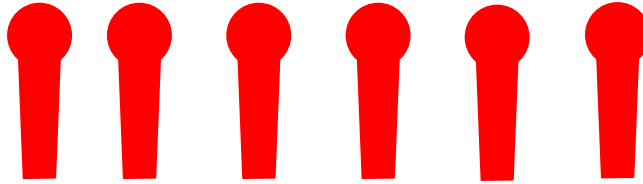
START POSITION: Seated in chair, hands flat on X's.

GUN READY CONDITION: Gun loaded and holstered per USPSA rules.

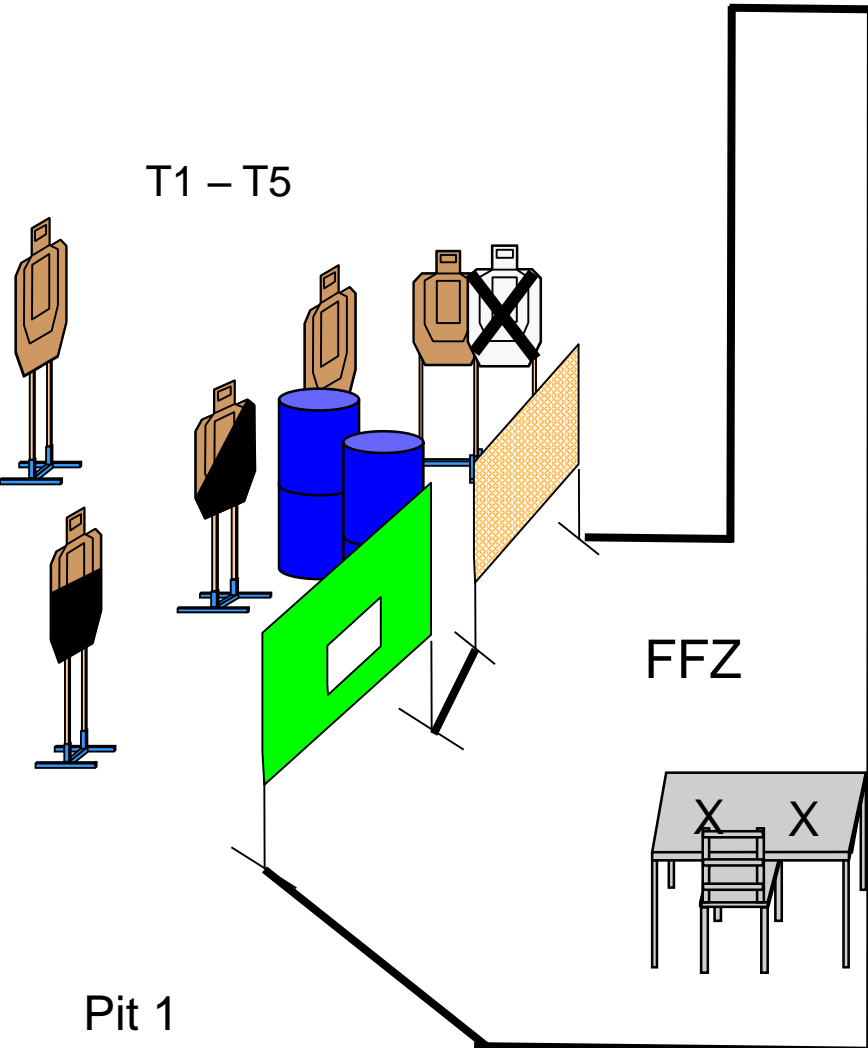
STAGE PROCEDURE: Upon start signal, engage all targets as they appear from within the FFZ.

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 5 IPSC, 6 PP
SCORED HITS: Best 2 per paper, KD steel = 1A
START-STOP: Audible - Last shot
RULES: USPSA current edition

PP1 – PP6



T1 – T5



Pit 1



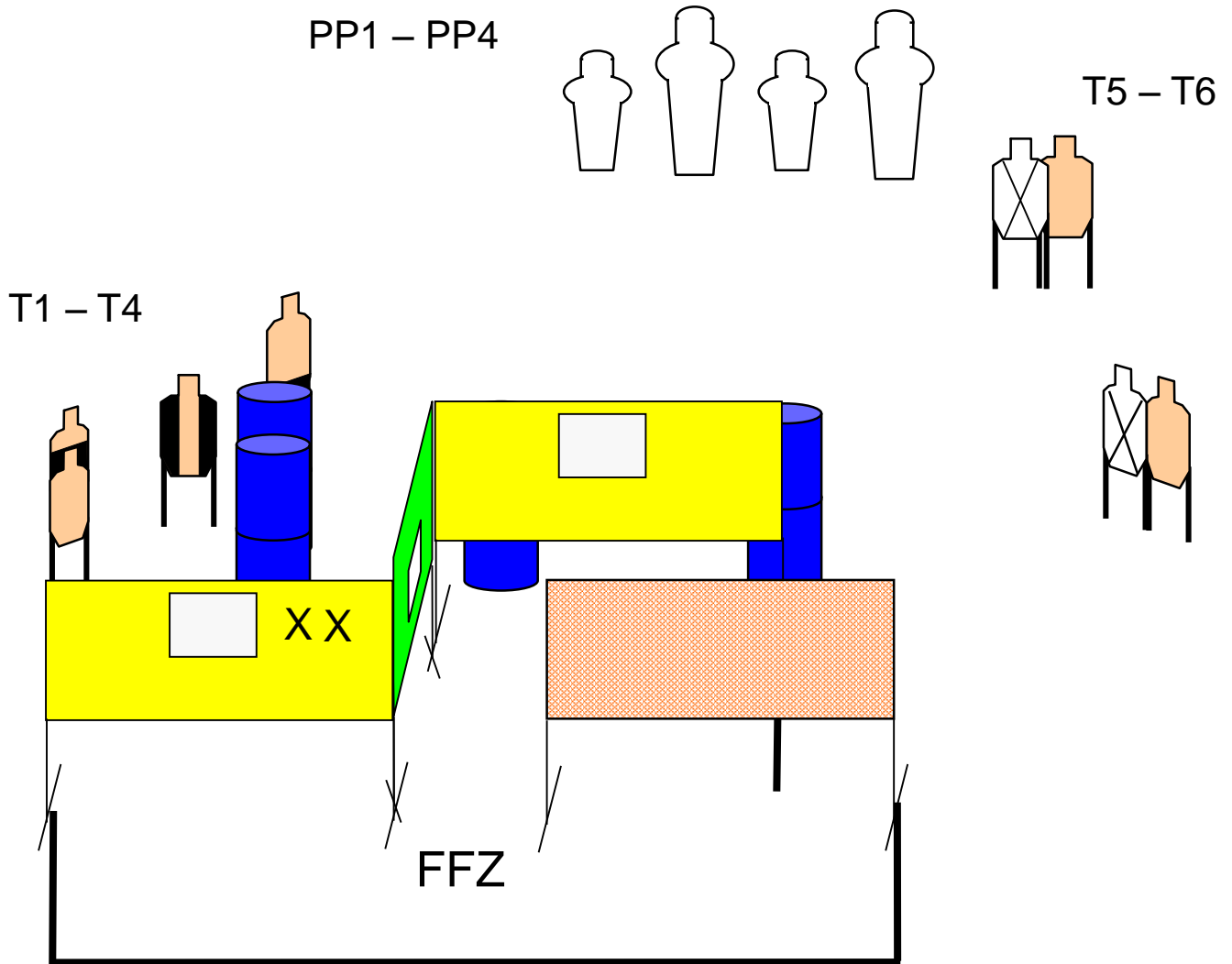
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Stage 2 – Dead End
 Course Designer: R. Esposito

START POSITION: Facing downrange hands flat on X's

GUN READY CONDITION: Gun loaded and holstered per USPSA rules.

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 6 IPSC, 4 PP
SCORED HITS: Best 2 per paper, KD steel = 1A
START-STOP: Audible - Last shot
RULES: USPSA current edition

STAGE PROCEDURE: Upon start signal, engage all targets as they appear from within the FFZ.





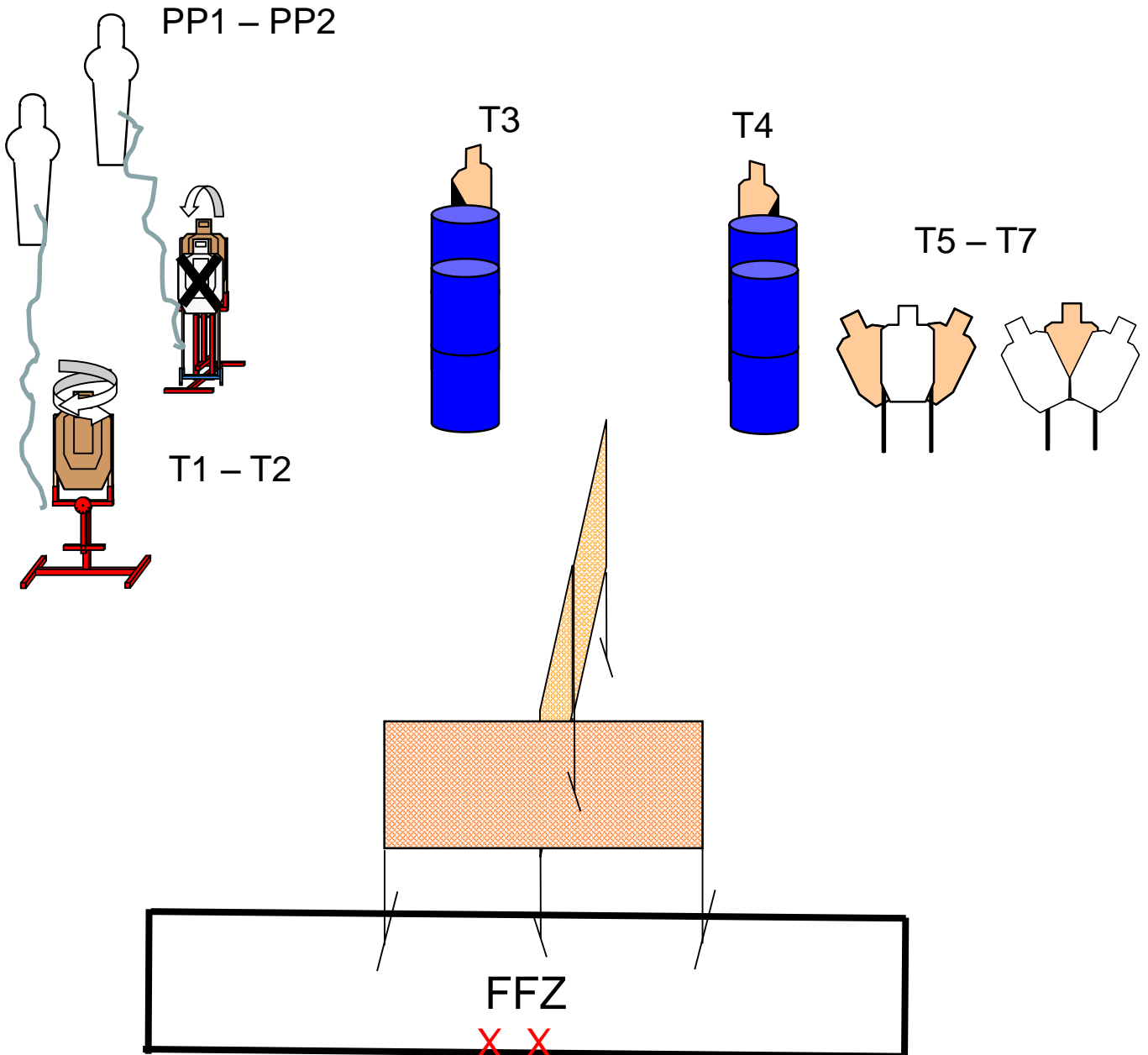
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Stage 3 – Rick’s Revenge
Course Designer: R. Esposito

START POSITION: Toes touching X's, facing uprange, wrists above shoulders

GUN READY CONDITION: Gun loaded and holstered per USPSA rules.

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 7 IPSC, 2 PP
SCORED HITS: Best 2 per paper, KD steel = 1A
START-STOP: Audible - Last shot
RULES: USPSA current edition

STAGE PROCEDURE: Upon start signal, engage all targets as they appear from within the FFZ. T1 is activated by PP1 and is a disappearing target. T2 is activated by PP2.





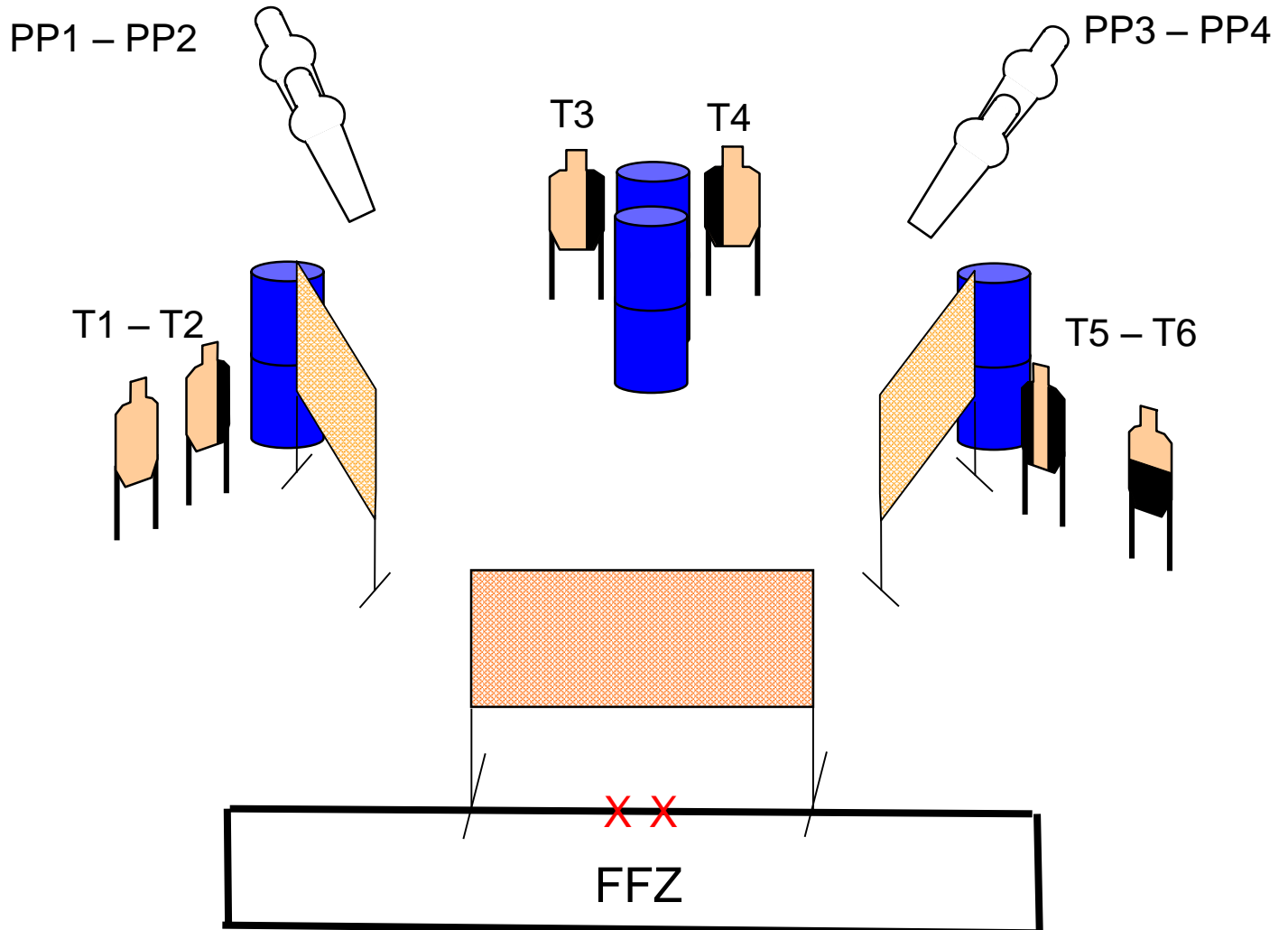
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Stage 4 – Seems Easy
Course Designer: R. Esposito

START POSITION: Toes touching X's, facing downrange, hands naturally at sides

GUN READY CONDITION: Gun loaded and holstered per USPSA rules.

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 6 IPSC, 4 PP
SCORED HITS: Best 2 per paper, KD steel = 1A
START-STOP: Audible - Last shot
RULES: USPSA current edition

STAGE PROCEDURE: Upon start signal, engage all targets as they appear from within the FFZ.





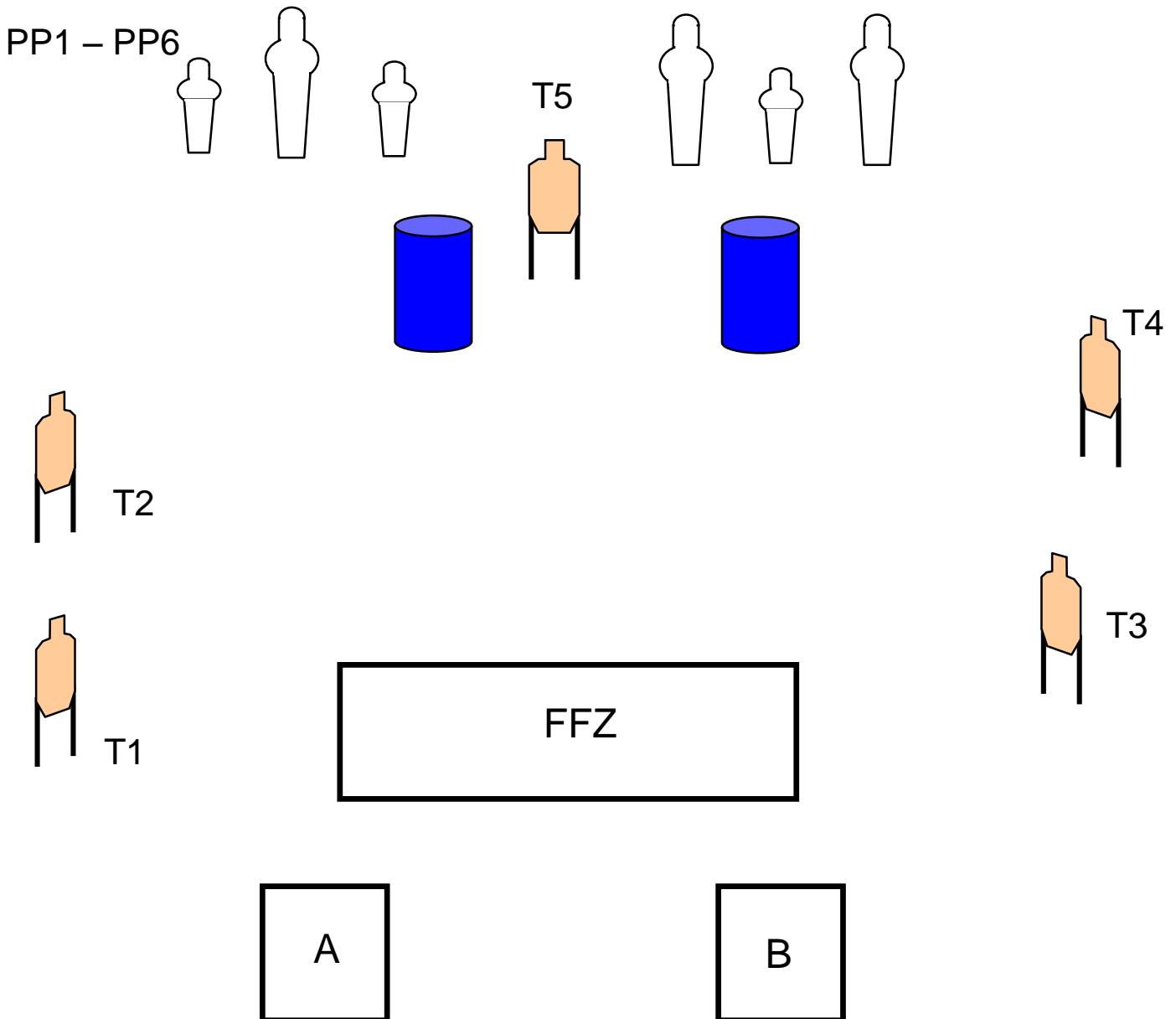
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Stage 5 – DVC Challenge
Course Designer: R. Esposito

START POSITION: Standing in Box A, facing downrange, hands naturally at sides

GUN READY CONDITION: Gun loaded and holstered per USPSA rules.

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 5 IPSC, 3 PP, 3 USP
SCORED HITS: Best 2 per paper, KD steel = 1A
START-STOP: Audible - Last shot
RULES: USPSA current edition

STAGE PROCEDURE: Upon start signal, engage T1-T2 from Box A only. Proceed to Box B and engage only T3 – T5. Proceed to FFZ and engage PP1-PP6 **strong hand only**.





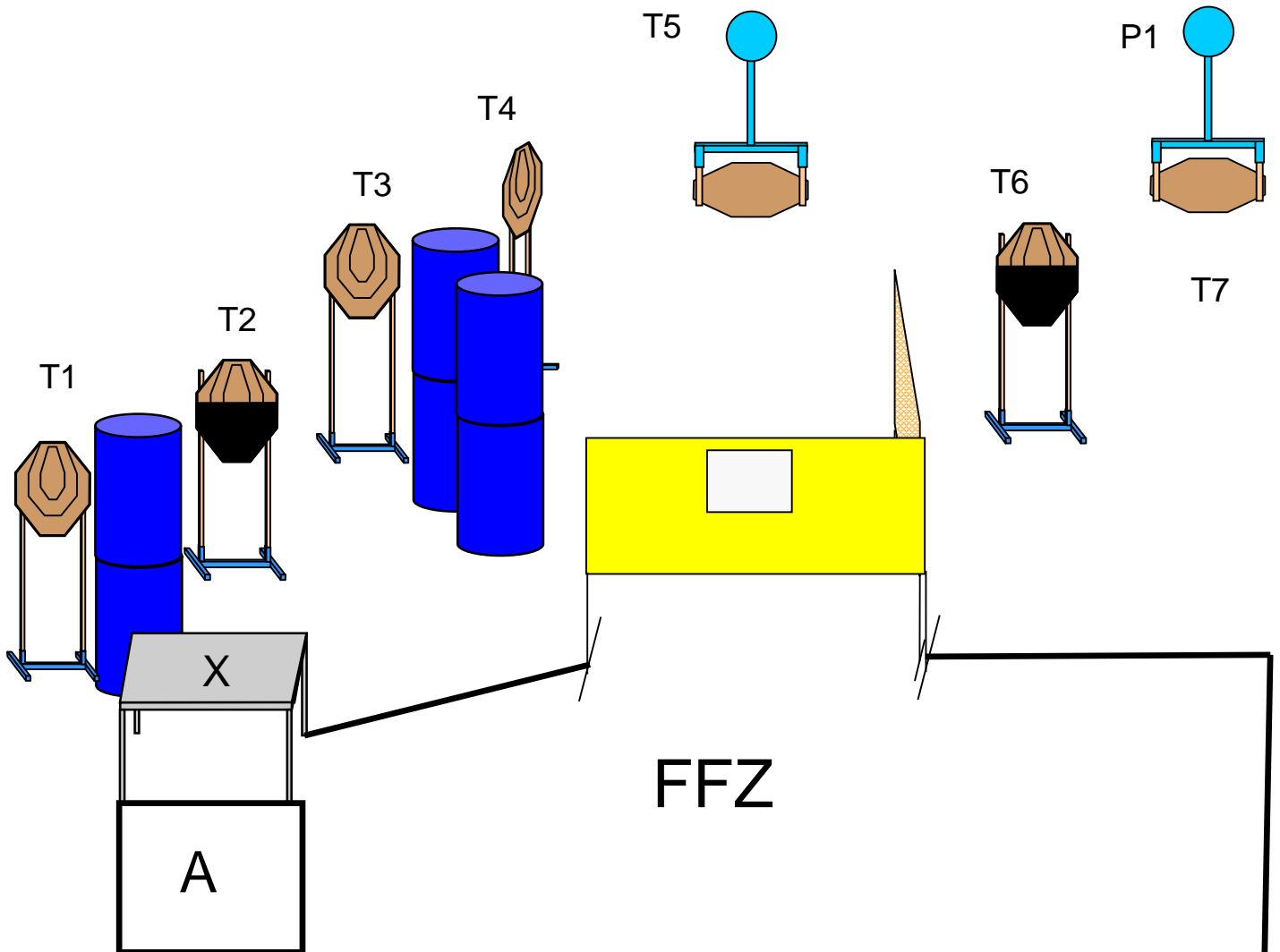
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Stage 6 – The “Classic”
Course Designer: R. Esposito

START POSITION: Standing in Box A, facing downrange, wrists above shoulders

GUN READY CONDITION: Loaded gun on table, with muzzle pointed safely downrange with trigger guard on the “X”.

STAGE PROCEDURE: Upon start signal, engage all targets as they appear from within the FFZ. T7 is an appearing target activated by P1.

SCORING: Comstock, 15 rounds, 75 points
TARGETS: 7 IPSC, 1 Plate
SCORED HITS: Best 2 per paper, KD steel = 1A
START-STOP: Audible - Last shot
RULES: USPSA current edition





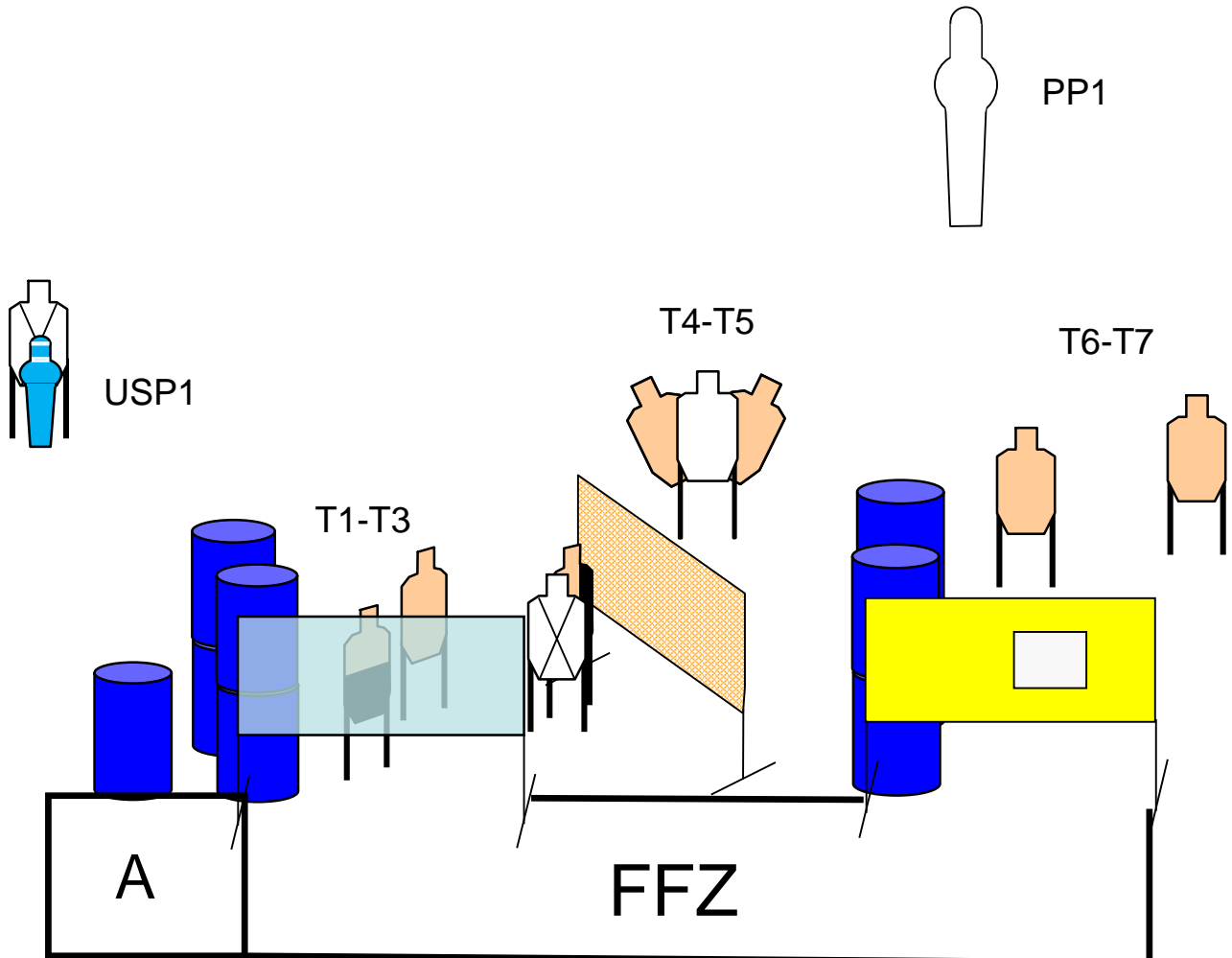
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Stage 7 – DVC School
Course Designer: R. Esposito

START POSITION: Standing in Box A, facing downrange, wrists above shoulders

GUN READY CONDITION: Unloaded gun and 1st mag on the table IAWUSPSA rules.

STAGE PROCEDURE: Upon start signal, engage all targets as they appear from within the FFZ.

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 7 IPSC, 1 PP, 1 USP
SCORED HITS: Best 2 per paper, KD steel = 1A
START-STOP: Audible - Last shot
RULES: USPSA current edition





CM 03-09

On The Move

RULES: USPSA Handgun Competition Rules, current edition COURSE DESIGNER: Bill Chunn — Modifications by US Design Team

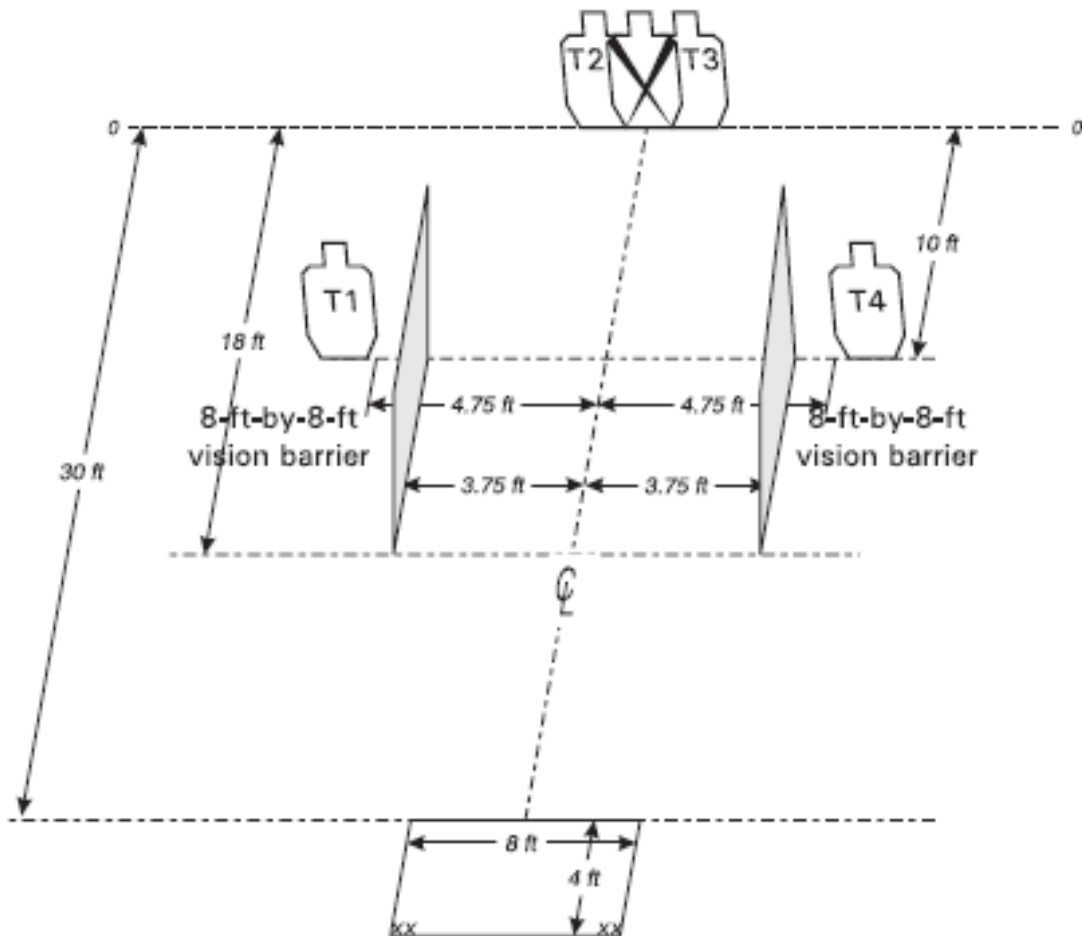
START POSITION: String 1 - Standing at either end of shooting area with heels touching X marks, hands hanging naturally at sides. String 2 - Standing at opposite end with heels touching X marks, hands hanging at sides. Handgun is loaded and holstered as per ready condition in rule 8.1.1 and 8.1.2.

STAGE PROCEDURE

- String 1. Upon start signal, engage T1-T4 with two rounds each as they become visible.
- String 2. Upon start signal, engage T1-T4 with two rounds each as they become visible.

SCORING

SCORING: Virginia Count, 16 rounds, 80 points
 TARGETS: 4 Metric
 SCORED HITS: Best 4/paper
 START - STOP: Audible - Last shot
 PENALTIES: Per current edition USPSA Handgun Competition Rules



Sandy
Pit # 1
Stage 8

SETUP NOTES: Set paper targets to 5 feet at shoulders. The perforations of the no-shoot borders overlay the perforations of the lower A zones on T2 and T3.

