

LIPSA USPSA Shotgun

6 Stages

101 Rounds Birdshot

Divisions

Stock Pump: Max 5 rnds. (4+1) loaded at start. Max 5 rounds in gun during course of fire. Optics & speed loaders not allowed

Limited Pump: Max 9 rnds. (8+1) to start. Max 11 rounds in gun during course of fire. Optics & speed loaders not allowed

Stock Auto: Max 5 rnds. (4+1) loaded at start. Max 5 rounds in gun during course of fire. Optics & speed loaders not allowed

Limited Auto: Max 9 rnds. (8+1) to start. Max 11 rounds in gun during course of fire. Optics & speed loaders not allowed

Open: Max 11 rnds. (10+1 loaded at start. Max 11 rounds in gun during course of fire. **Optics & speed loaders permitted**

Match Rules:

No ammunition or speed loading devices in shooters hand at start signal (rule 2.3.1)

Stock & Limited Shooters found exceeding the round count limitations of their declared divisions after the start signal up to and including the unload show clear command shall be bumped to Open. Any shooters found exceeding 11 rounds shall be disqualified for un-sportsmen like conduct (rule 10.6.1).

Penalties:

Miss: + 10 sec

FTE: + 5 sec

Procedural: + 5

SAFETY

Shotguns **MUST** have a chamber safety flag (aka open bolt indicator) that is easily visible when transporting gun from stage to stage (**rule 2.2.3.2**).

Un-bagged shotguns **MUST** be carried shouldered or slug from the shoulder “vertically upwards” (**rule 2.2.3.3**).

Shotguns may be transported or stored without a case, whether or not reasonably vertical, in a mobile rack or carrier as long as a chamber safety flag is used (**rule 2.2.3.4**).

Pre-load areas: Pre-loading **SHALL** only be allowed under the supervision of an RO. Only the tube will be pre-loaded. Anyone arriving to the line with a preloaded shotgun with a round in the chamber will be DQ'd (**rule 3.3.1.3**).

Pre-loading activity begins with a “Make Ready” command. All pre-loading activity including transporting loaded guns to start position(s) is subject to the provisions of relevant safety regulations, including (but not limited to) [5.2.4] (shot while loading), [5.3.1] (handling firearms without RO supervision), [5.3.2] (unsafe muzzle direction), [5.3.3] (dropped gun), [5.3.11] (finger inside trigger guard during loading), etc.

example 1: Anyone bringing a pre-loaded shotgun to the start position without permission of the R.O. will be DQ'd (**rule 5.3.1**)

example 2: Anyone transporting a pre-loaded shotgun from pre-load table to the start position, without the muzzle pointed vertically upwards will be DQ'd (**rule 2.2.3.6 and 5.3**)

Final Safety Check @ conclusion of COF: Point firearm downrange, close action, **pull trigger**, re-open action, apply safety (**rule 3.3.9.1**).

Cleared shotguns shall not be placed back in pre-load areas.

All firearms in staging areas must have their actions locked open or have a chamber flag on a closed bolt or be cased (**rule 10.9.1**).

Shotgun

LIPSA

STAGE NAME: Pumped Up

RULES: USPSA Shotgun

Course Designer: Kevin O'Brien, 12/6/2017

POSITION: Standing facing downrange with toes on marks outside of shoot house.

Gun Ready Condition: Loaded on shelf with muzzle safely pointed downrange.

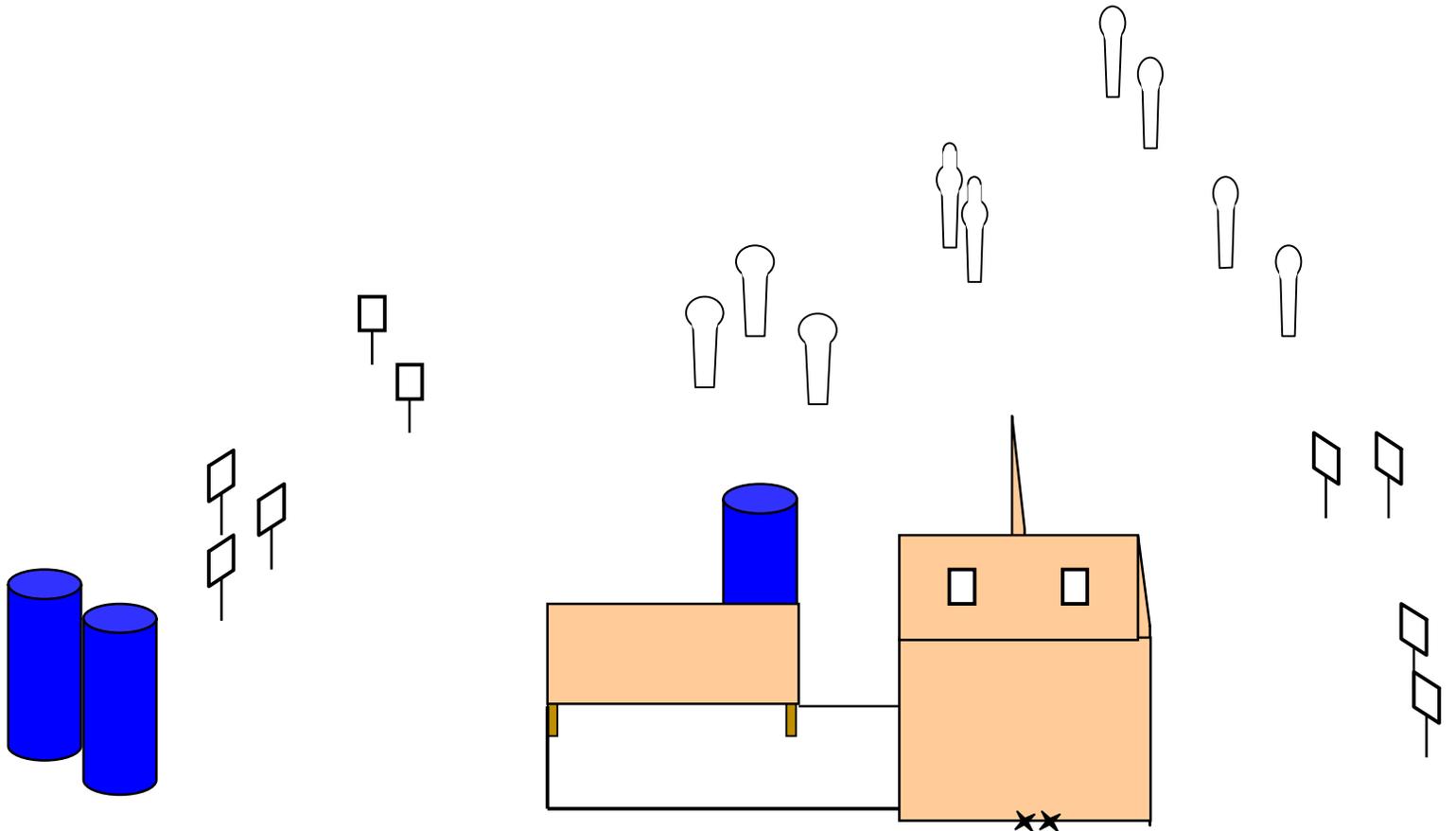
SCORING: Comstock, 18 rounds, 90 points

SCORED HITS: KD Steel = 1A

TARGETS: 18 Steel

SIGNAL: Audible – Last Shot

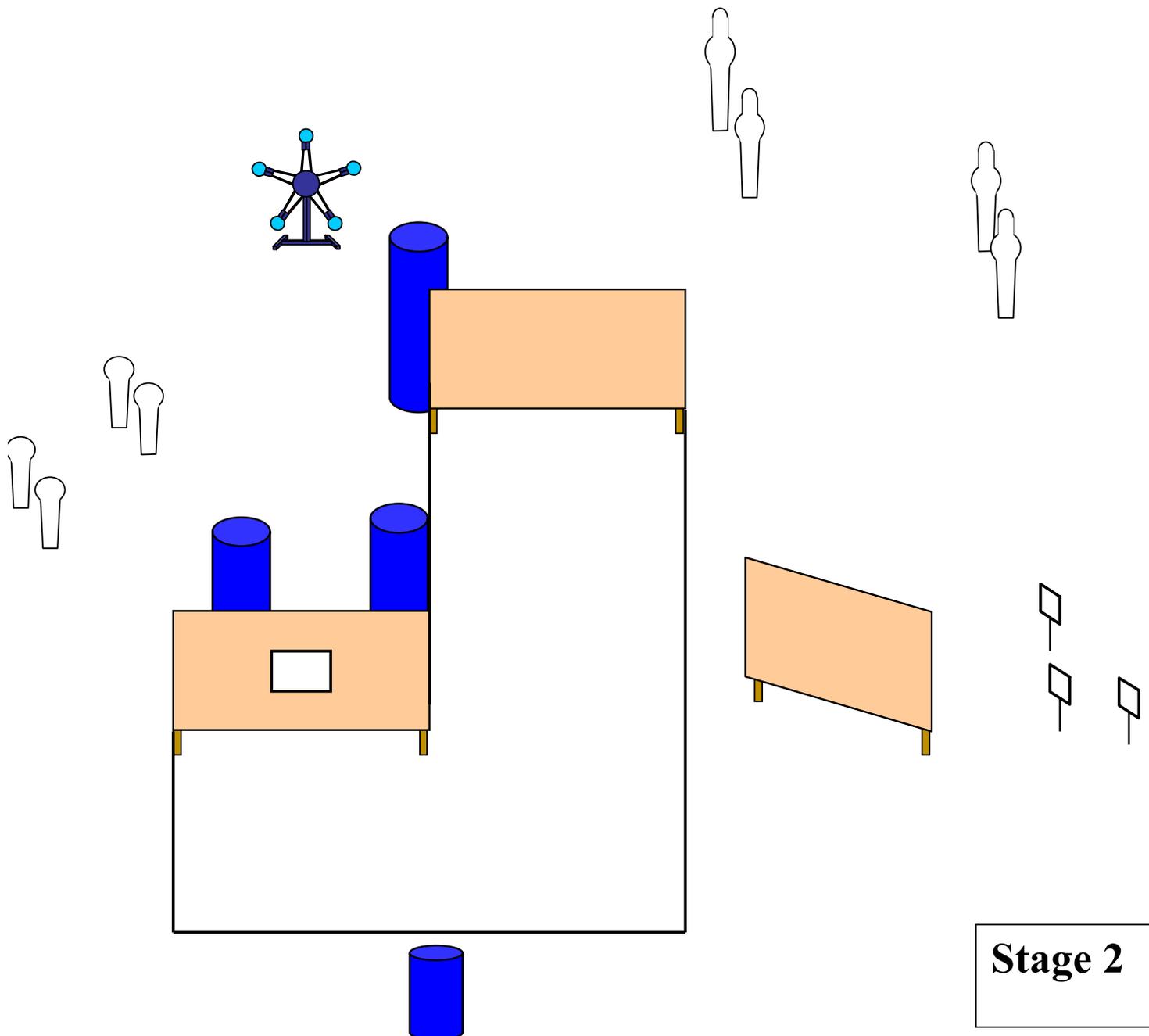
Procedure: At start signal engage all steel as they appear from within the free fire zone



Stage 1

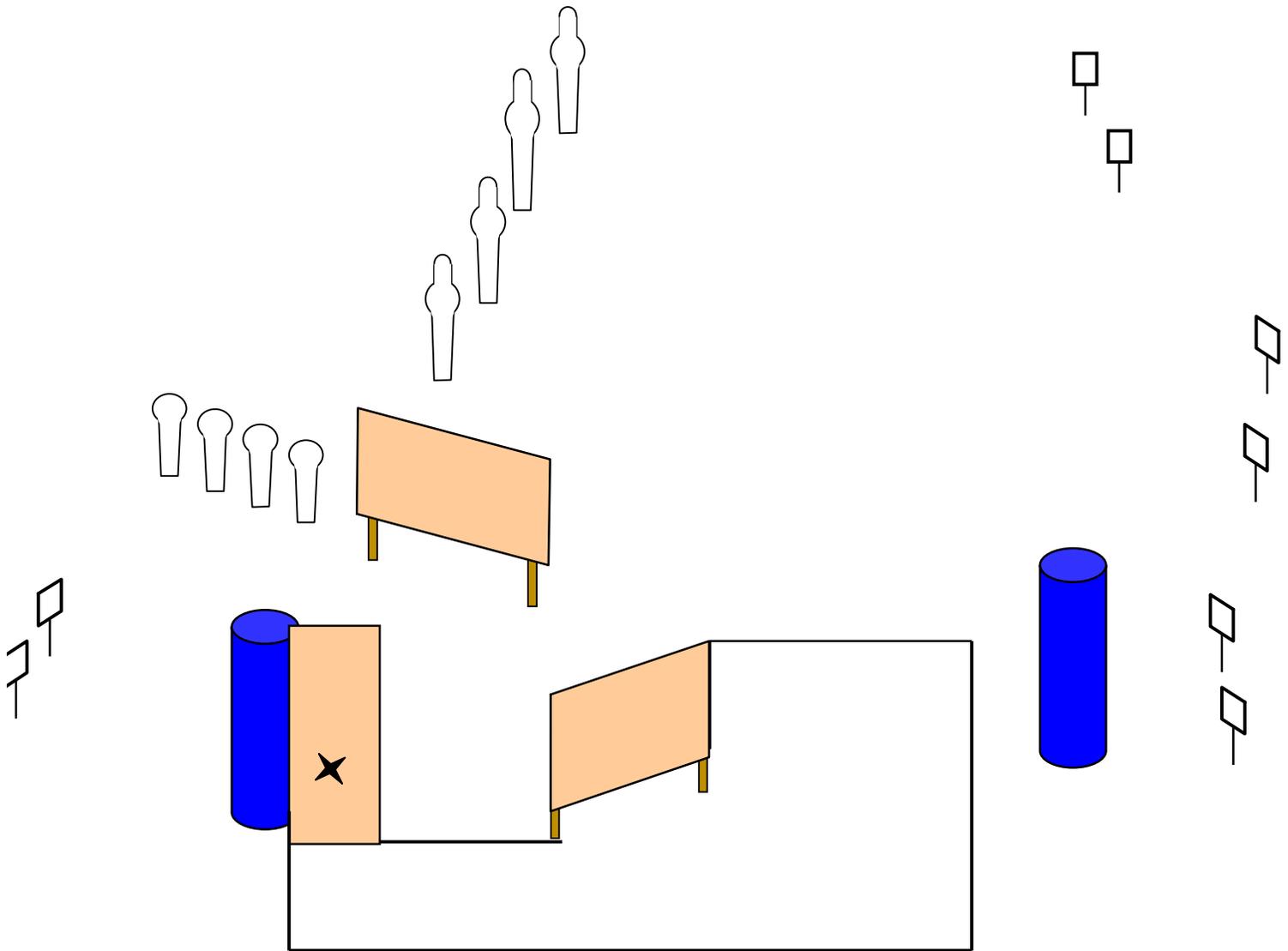
Shotgun

LIPSA	STAGE NAME: Popping Star
RULES: USPSA Shotgun	Course Designer: Kevin O'Brien, 12/6/2017
POSITION: Standing behind barrel w/ both hands touching sides of barrel	
Gun Ready Condition: Loaded on barrel with muzzle safely pointed downrange.	SCORING: Comstock, 16 rounds, 80 points SCORED HITS: KD Steel = 1A
Procedure: At start signal engage all steel from within the free fire zone	TARGETS: 16 Steel SIGNAL: Audible – Last Shot



Shotgun

LIPSA	STAGE NAME: Free Fall'n	
RULES: USPSA Shotgun	Course Designer: Kevin O'Brien, 12/6/2017	
POSITION: Standing behind wall with muzzle on X		
Gun Ready Condition: Loaded with muzzle safely pointed downrange touching X on wall.	SCORING: Comstock, 16 rounds, 80 points SCORED HITS: KD Steel = 1A	
Procedure: At start signal engage all steel as they appear from within the free fire zone	TARGETS: 16 Steel SIGNAL: Audible – Last Shot	



Stage 3

Shotgun

LIPSA

STAGE NAME: Stick'n Move

RULES: USPSA Shotgun

Course Designer: Kevin O'Brien, 12/6/2017

POSITION: Standing with toes touching marks facing downrange outside of fault lines

Gun Ready Condition: Loaded with muzzle safely pointed downrange.

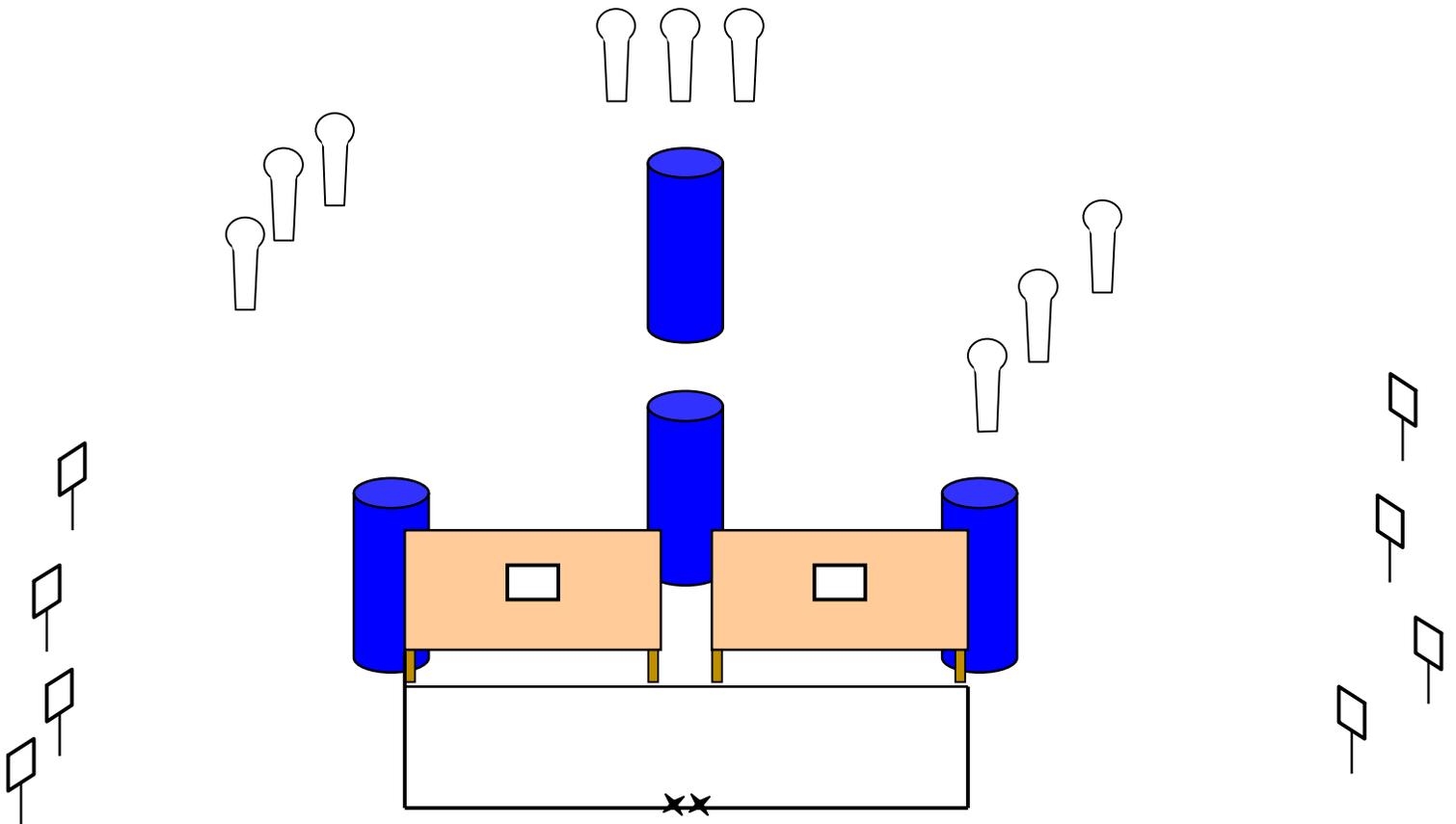
SCORING: Comstock, 17 rounds, 85 points

SCORED HITS: KD Steel = 1A

TARGETS: 17 Steel

SIGNAL: Audible – Last Shot

Procedure: At start signal engage all steel as they appear from within the free fire zone



Stage 4

Shotgun

LIPSA

STAGE NAME: Low Brass

RULES: USPSA Shotgun

Course Designer: Kevin O'Brien, 12/6/2017

POSITION: Standing facing downrange with gun low ready, muzzle safely on X.

Gun Ready Condition: Loaded with muzzle safely pointed downrange on x.

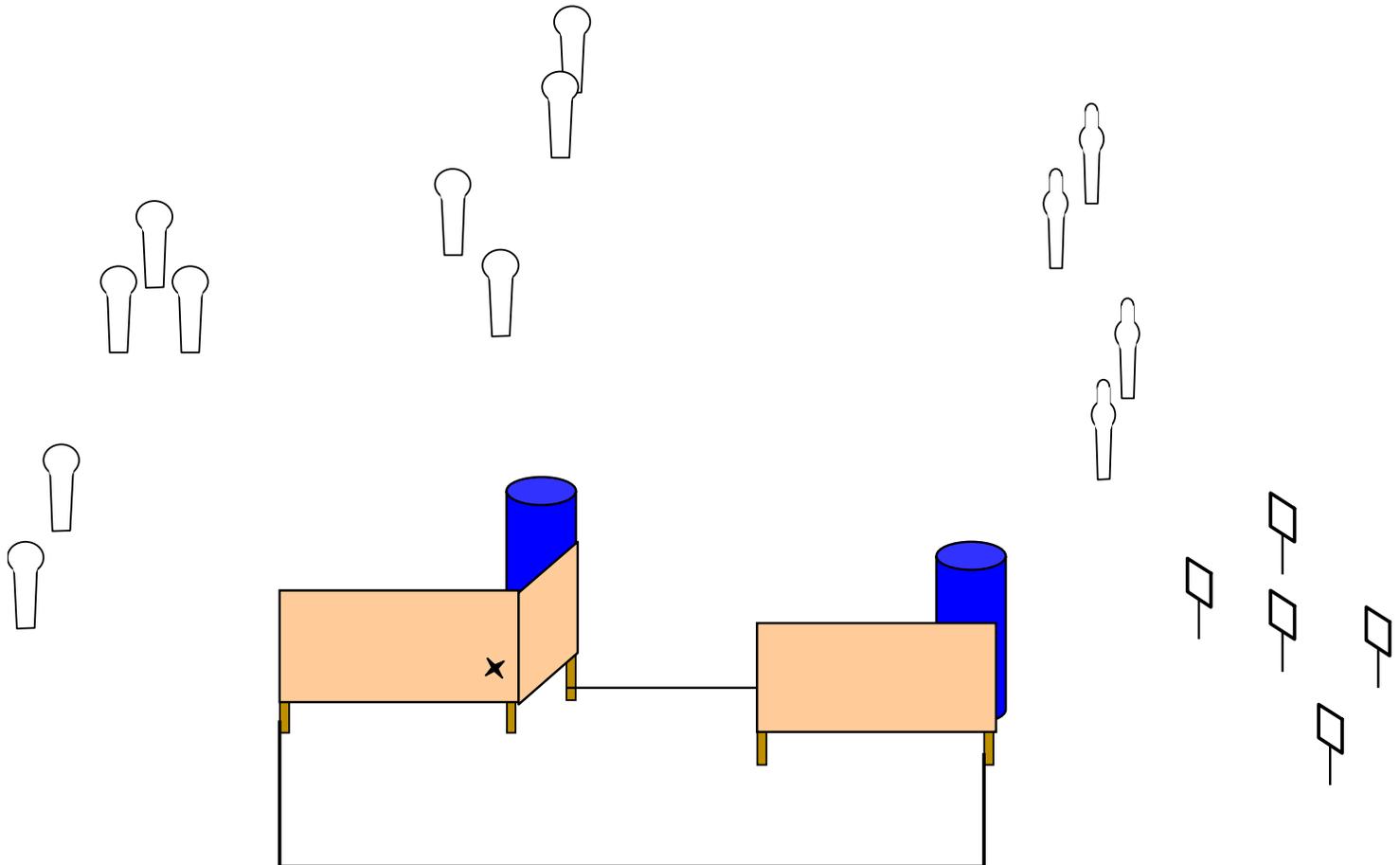
SCORING: Comstock, 18 rounds, 90 points

SCORED HITS: KD Steel = 1A

TARGETS: 18 Steel

Procedure: At start signal engage all steel as they appear from within the free fire zone

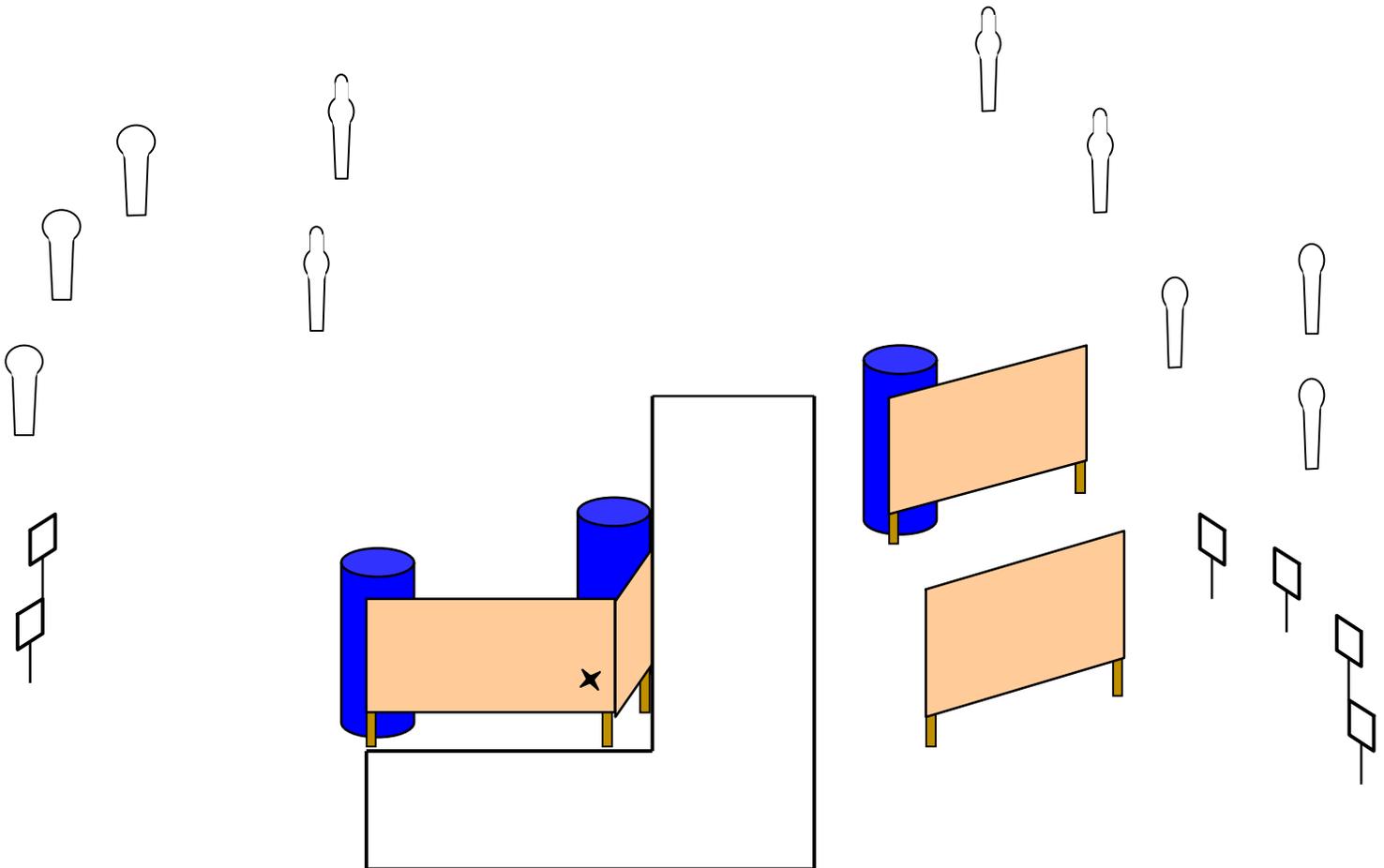
SIGNAL: Audible – Last Shot



Stage 5

Shotgun

LIPSA	STAGE NAME: Short Stroke	
RULES: USPSA Shotgun	Course Designer: Kevin O'Brien, 12/6/2017	
POSITION: Standing facing downrange with gun low ready, muzzle safely on X.		
Gun Ready Condition: Loaded with muzzle safely pointed downrange on x.	SCORING: Comstock, 16 rounds, 80 points SCORED HITS: KD Steel = 1A	
Procedure: At start signal engage all steel as they appear from within the free fire zone	TARGETS: 16 Steel	SIGNAL: Audible – Last Shot



Stage 6