



Band of Brothers

Safe House (Maybe)

RULES: LIPSA rules and regulations, **Course Designer:** George Schmaeling

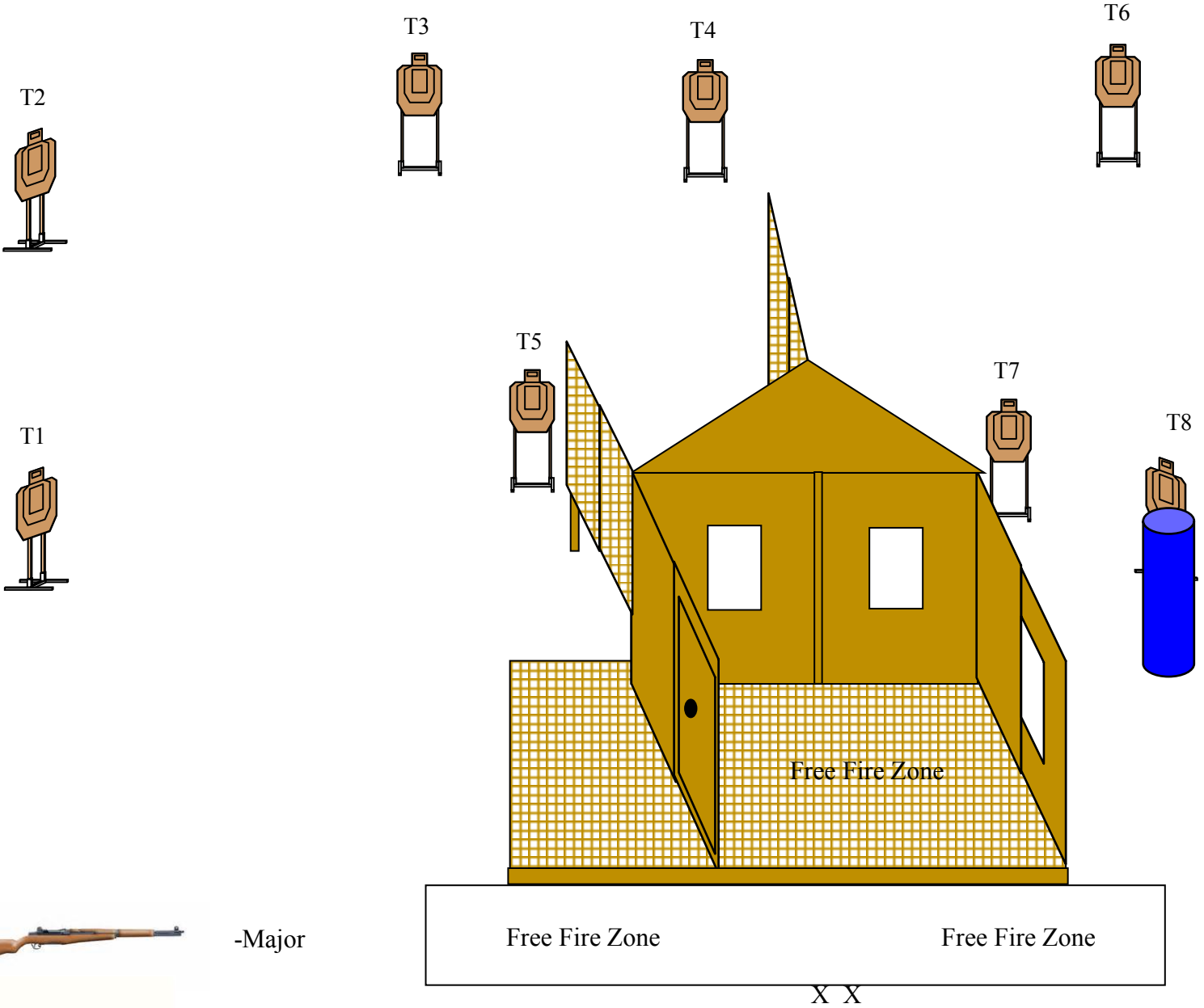
START POSITION: Standing with toes touching X's. Rifle is loaded and held at Low Ready.

STAGE PROCEDURE

At signal, step into Free Fire Zone and engage all targets with 2 rounds each as they become visible.

SCORING

SCORING:	Comstock, 16 rounds, 80 points
TARGETS:	8 IPSC
SCORED HITS:	Best 2 per IPSC
START-STOP:	Audible-Last Shot
PENALTIES:	Procedural -10
	No-shoot hit -10
	Miss -10



Stage 1



**Band
Of
Brothers**

Any Port In A Storm (Trooper)

RULES: LIPSA rules and regulations **Course Designer:** George Schmaeling

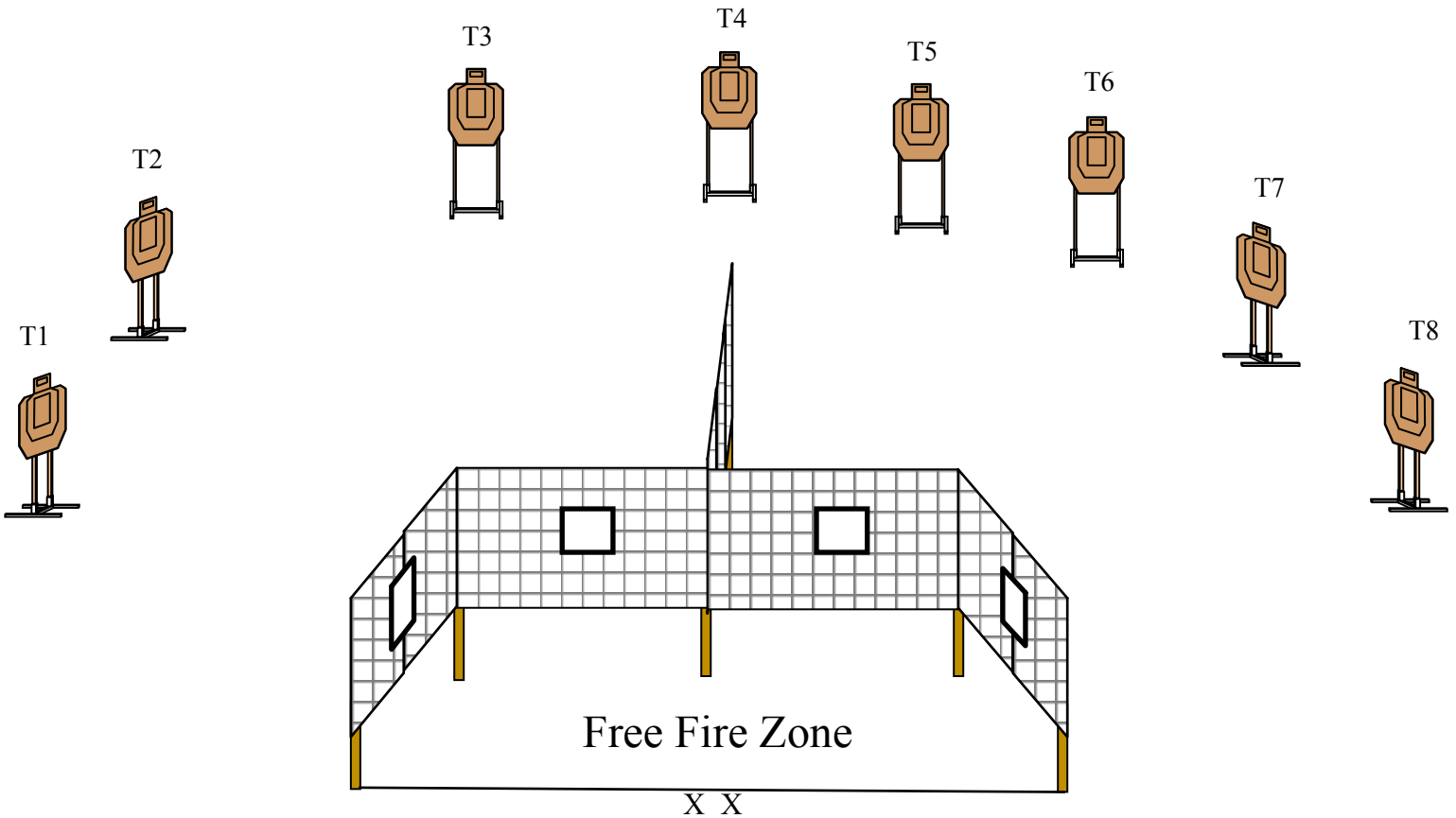
START POSITION: Standing with toes touching X's, loaded rifle held at Low Ready.

STAGE PROCEDURE

At signal, step into Free Fire Zone and engage all targets as they become visible through ports.

SCORING

SCORING:	Comstock, 16 rounds, 80 points
TARGETS:	8 IPSC
SCORED HITS:	Best 2 per IPSC
START-STOP:	Audible-Last Shot
PENALTIES:	Procedural -10
	No-shoot hit -10
	Miss -10



-Major



-Minor

**Stage 2
(Pit 2)**



Band Of Brothers

Confusion

RULES: LIPSA rules and regulations Course Designer: George Schmaeling

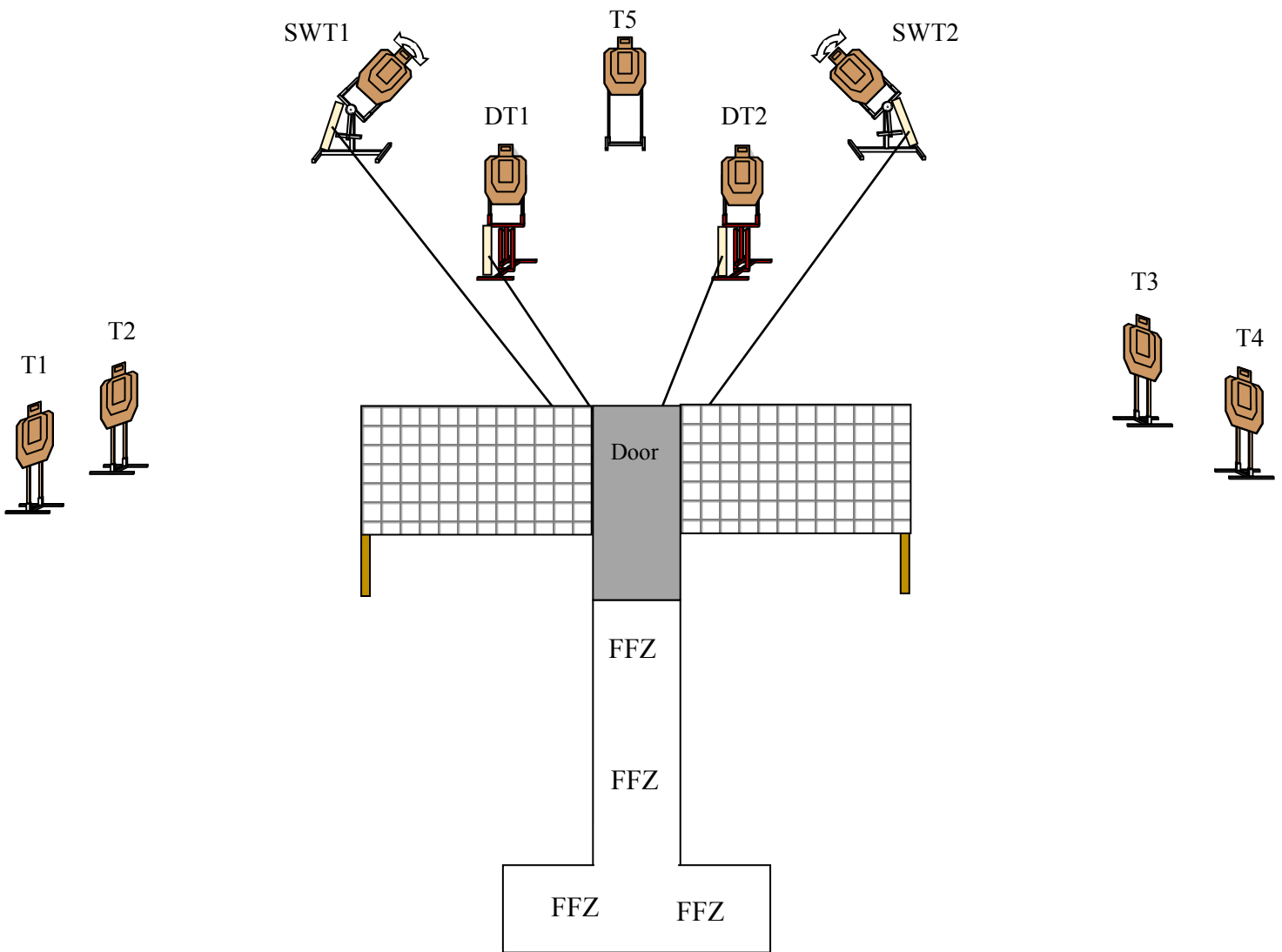
START POSITION: Standing in Box A, loaded rifle held at Low Ready.

STAGE PROCEDURE

At signal, step into Free Fire Zone and engage T1-T4 with 2 rounds each. Proceed to door and push open. Engage T5, SWT1 and SWT 2 with 2 rounds each and DT1 and DT 2 with 1 round each. (Pushing open door activates SWT1-2 and DT1-2). **A miss on DT targets will result in a penalty.**

SCORING

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 8 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
No-shoot hit -10
Miss -10



-Major



-Minor

A

Stage 3
(Pit 3)



**Band
Of
Brothers**

Steel Me Away

RULES: LIPSA rules and regulations **Course Designer:** George Schmaeling

START POSITION: Standing in Box C, loaded rifle held at Low Ready.

STAGE PROCEDURE

At signal, advance to either Box A or Box B and engage T1-T4 with 2 rounds each and steel plates with 1 round each. Advance to other Box and engage T1-T4 with 2 rounds each and steel plates with 1 round each. (Steel and paper can be engaged in any order).

SCORING

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 4 IPSC, 4 steel
SCORED HITS: Best 2 per IPSC, audible steel
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
No-shoot hit -10
Miss -10

P1



P2



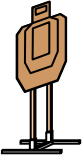
P3



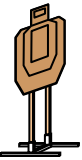
P4



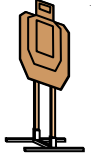
T2



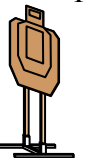
T1



T3



T4



A

B

C



-Major



-Minor

**Stage 4
(100 yard)**



**Band
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Brothers**

Strike Force

RULES: LIPSA rules and regulations **Course Designer:** George Schmaeling

START POSITION: Standing in Box A, loaded rifle held at Low Ready.

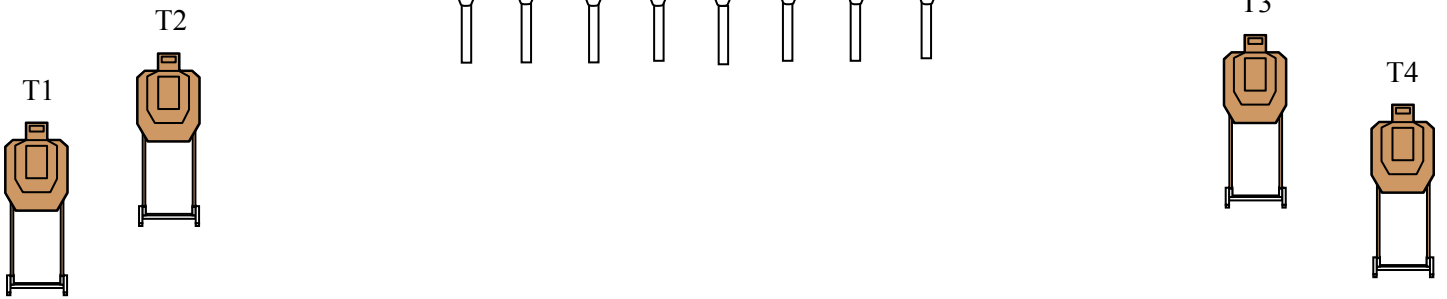
STAGE PROCEDURE

At signal, engage T1-T4 with 2 rounds each from Box A. Advance to Box B and engage Pin 1-8. (Pins must fall to score)

SCORING

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 4 IPSC, 8 pins
SCORED HITS: Best 2 per IPSC, Pin down=1A
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
No-shoot hit -10
Miss -10

Pin 1-8



B

A



-Major



-Minor

**Stage 5
(22 Pit)**



Band Of Brothers

I See You (Almost)

RULES: LIPSA rules and regulations **Course Designer:** George Schmaeling

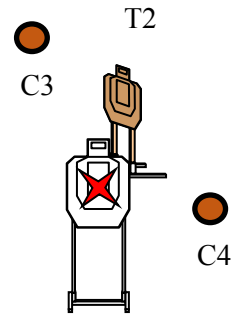
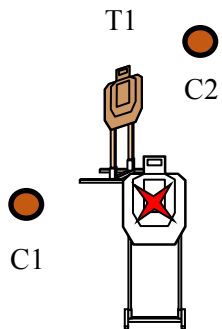
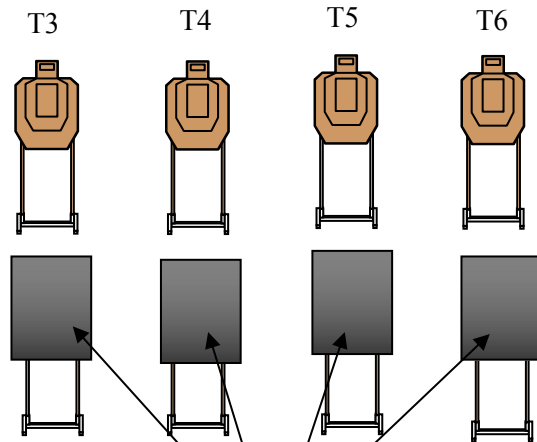
START POSITION: Standing in Box A, loaded rifle held at Low Ready.

STAGE PROCEDURE

At signal, step out of Box A and engage T1-T6 with 2 rounds each and Clays 1-4 in any order. (T3-T6 will be shot through soft cover).
Setup notes: T1 and T2 are small IPSC targets

SCORING

SCORING: Comstock, 16 rounds, 80 points
TARGETS: 6 IPSC, 4 clays
SCORED HITS: Best 2 per IPSC, break clays
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
No-shoot hit -10
Miss -10



-Major



-Minor

Stage 6
(S Pit 1)