



LIPSA 2018 Annual USPSA Shotgun Match



7 stages

112 rounds birdshot

Divisions:

- **Stock Pump:** max 5 rds. (4+1) loaded at start. Max 5 rounds in gun during course of fire
- **Limited Pump:** max 9 rds. (8 +1) to start. Max 11 rounds in gun during COF.
- **Stock Auto:** max 5 rds. (4+1) loaded at start. Max 5 rounds in gun during COF.
- **Limited Auto:** Max 9 rds. (8+1) loaded at start. Max 11 rds. in gun during COF.
- **Open:** Max 11 rds. (10+1) loaded at start. Max 11 rds. in gun during COF. Optics and speed loaders permitted.

Match Rules:

- No ammunition or speed loading devices in shooters hand at start signal (rule 2.3.1)
- Shooters found exceeding the round count limitations of their declared divisions after the start signal up to and including the unload and show clear command will be moved to Open.

Penalties:

Miss: + 10 sec

FTE: + 5 sec

Procedural: + 5 sec



SAFETY



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

Unbagged shotguns **MUST** be carried shouldered or slung from shoulder “vertically upwards” (rule 2.2.3.3).

Shotguns may be transported or stored without a slip or 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).



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Stage 1 – House Rules

Course Designer: R. Esposito

START POSITION: Facing downrange, hands naturally at sides, heels on top of X's

GUN READY CONDITION: Shotgun loaded and placed on table with muzzle pointed safely downrange IAW USPSA rules.

SCORING: Comstock, 16 rounds, 80 points

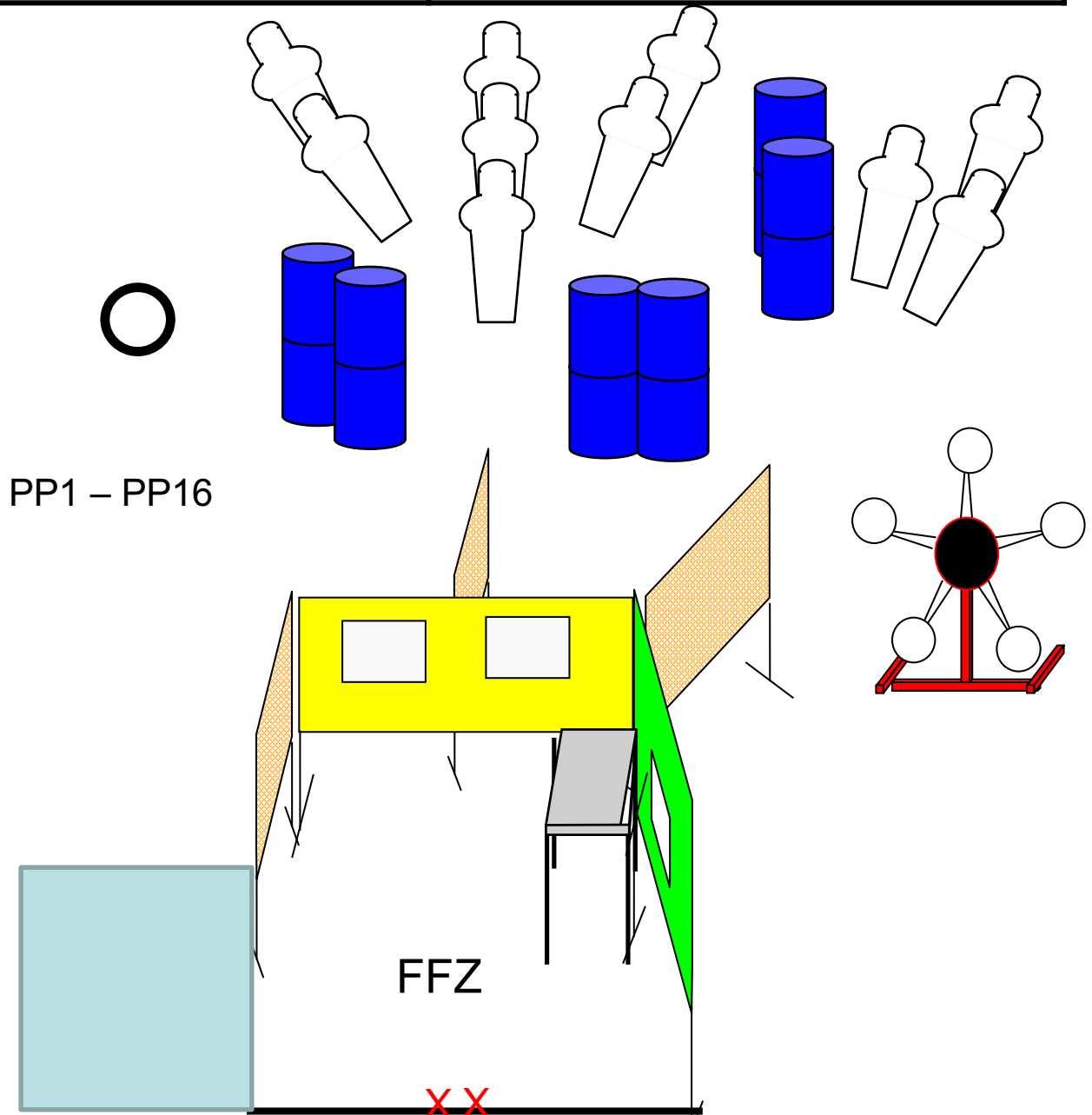
TARGETS: 16 Steel

SCORED HITS: 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.



Pit 1

Set-up Notes: Use the shoot house in pit#1



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Stage 2 – Seems Simple

Course Designer: R. Esposito

START POSITION: Facing downrange, wrists above shoulders, toes touching X's

GUN READY CONDITION: Shotgun loaded and on barrel per USPSA rules.

SCORING: Comstock, 16 rounds, 80 points

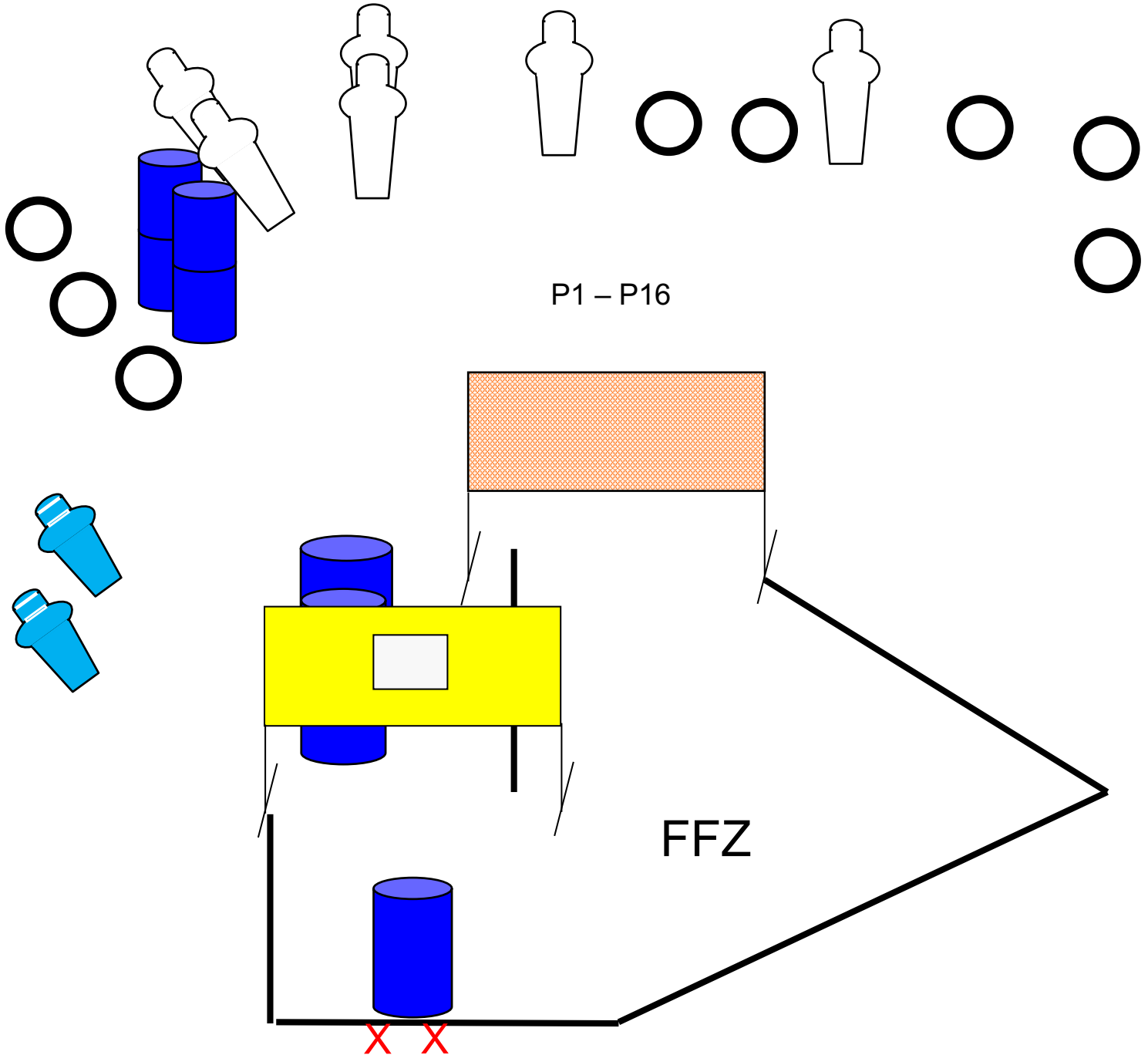
TARGETS: 16 Steel

SCORED HITS: 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.



Pit 2



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Stage 3 – Barricade Bummer

Course Designer: R. Esposito

START POSITION: Standing in Box A, facing downrange.

GUN READY CONDITION: Shotgun loaded and shouldered with muzzle pointed at either "X".

SCORING: Comstock, 16 rounds, 80 points

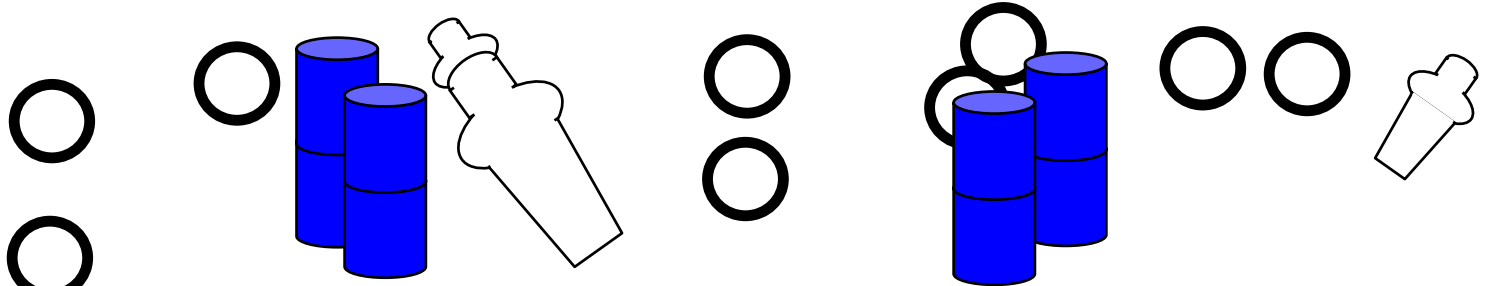
TARGETS: 16 Steel

SCORED HITS: KD steel = 1A

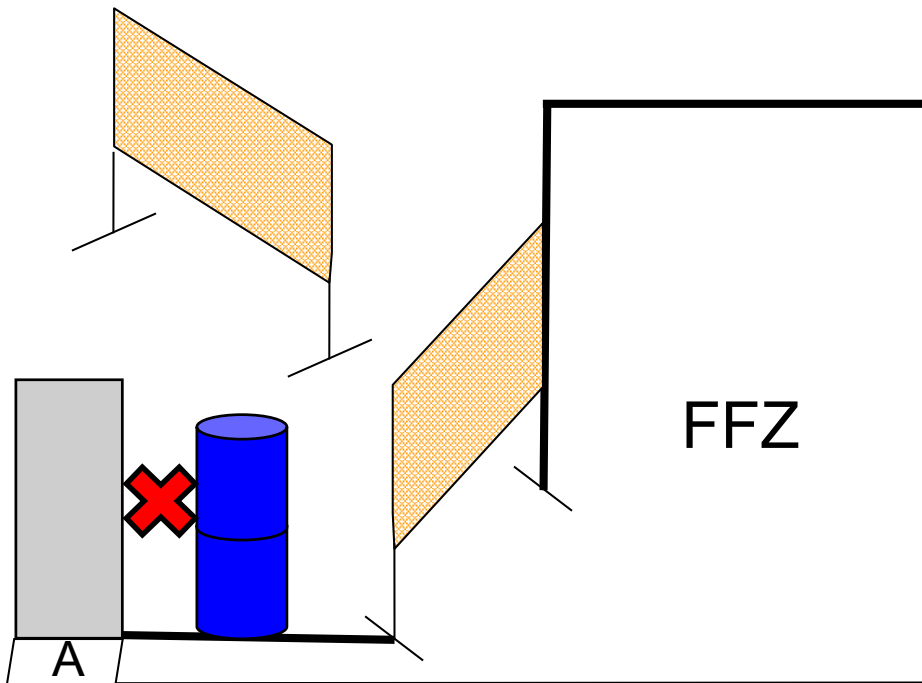
START-STOP: Audible - Last shot

RULES: USPSA current edition

STAGE PROCEDURE: Upon start signal, engage all targets as they appear from within the FFZ. Box A is NOT part of the FFZ.



P1-P16





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Stage 4 – Crossfire

Course Designer: R. Esposito

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

GUN READY CONDITION: loaded shotgun on table IAW USPSA rules.

SCORING: Comstock, 16 rounds, 80 points

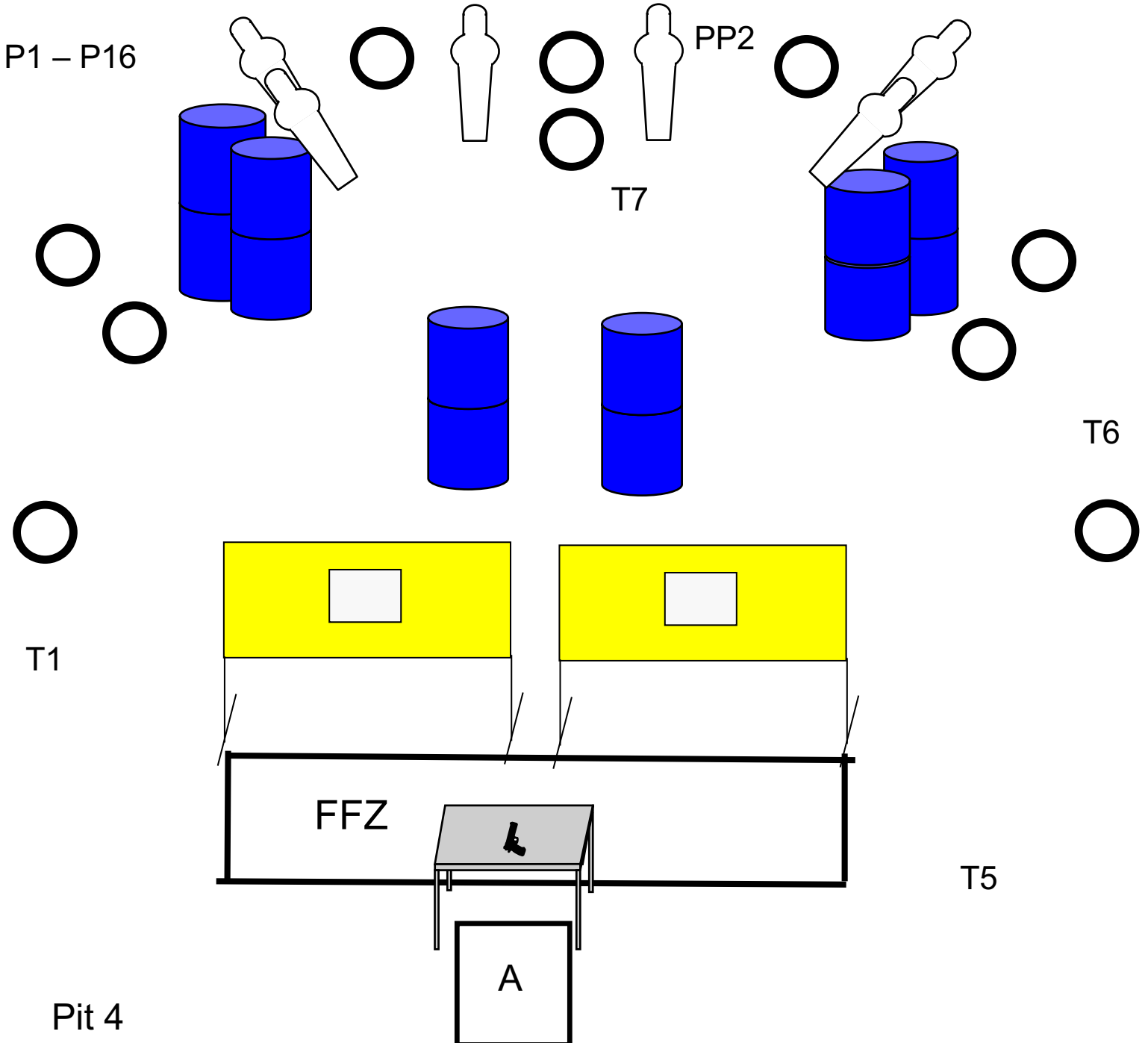
TARGETS: 16 steel

SCORED HITS: KD steel = 1A

START-STOP: Audible - Last shot

RULES: USPSA current edition

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





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Stage 5 – Motor City

Course Designer: R. Esposito

START POSITION: Standing behind table, facing downrange, hands naturally at sides

GUN READY CONDITION: Loaded shotgun on table with muzzle pointed safely downrange per USPSA rules.

SCORING: Comstock, 16 rounds, 80 points

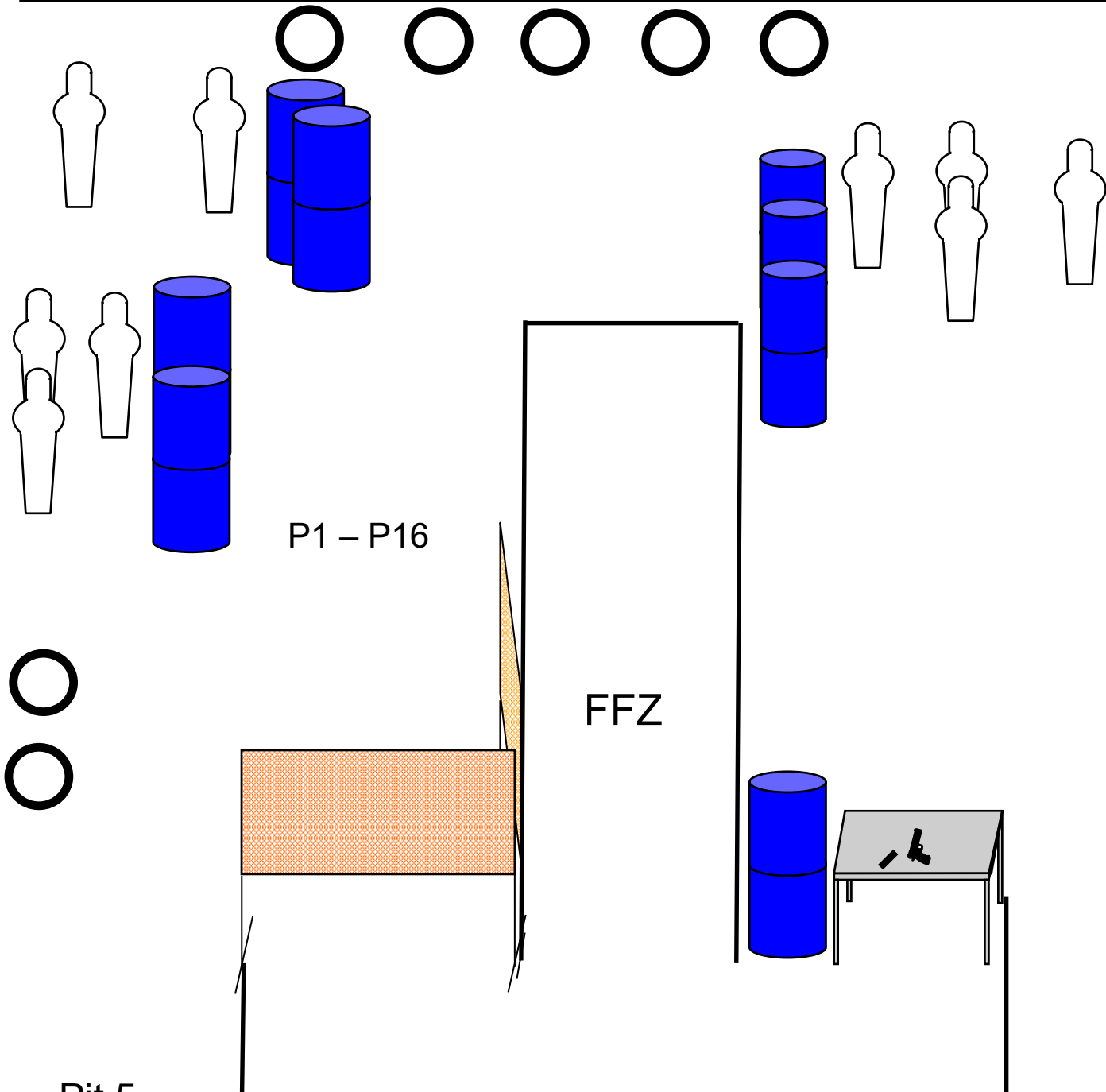
TARGETS: 16 Steel

SCORED HITS: KD steel = 1A

START-STOP: Audible - Last shot

RULES: USPSA current edition

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





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Stage 6 – The Cobbler

Course Designer: R. Esposito

START POSITION: Seated in cobblers bench facing downrange, palms of hands flat on knees.

GUN READY CONDITION: Shotgun loaded and placed in cobblers cradle with muzzle pointed safely downrange IAW USPSA rules.

SCORING: Comstock, 16 rounds, 80 points

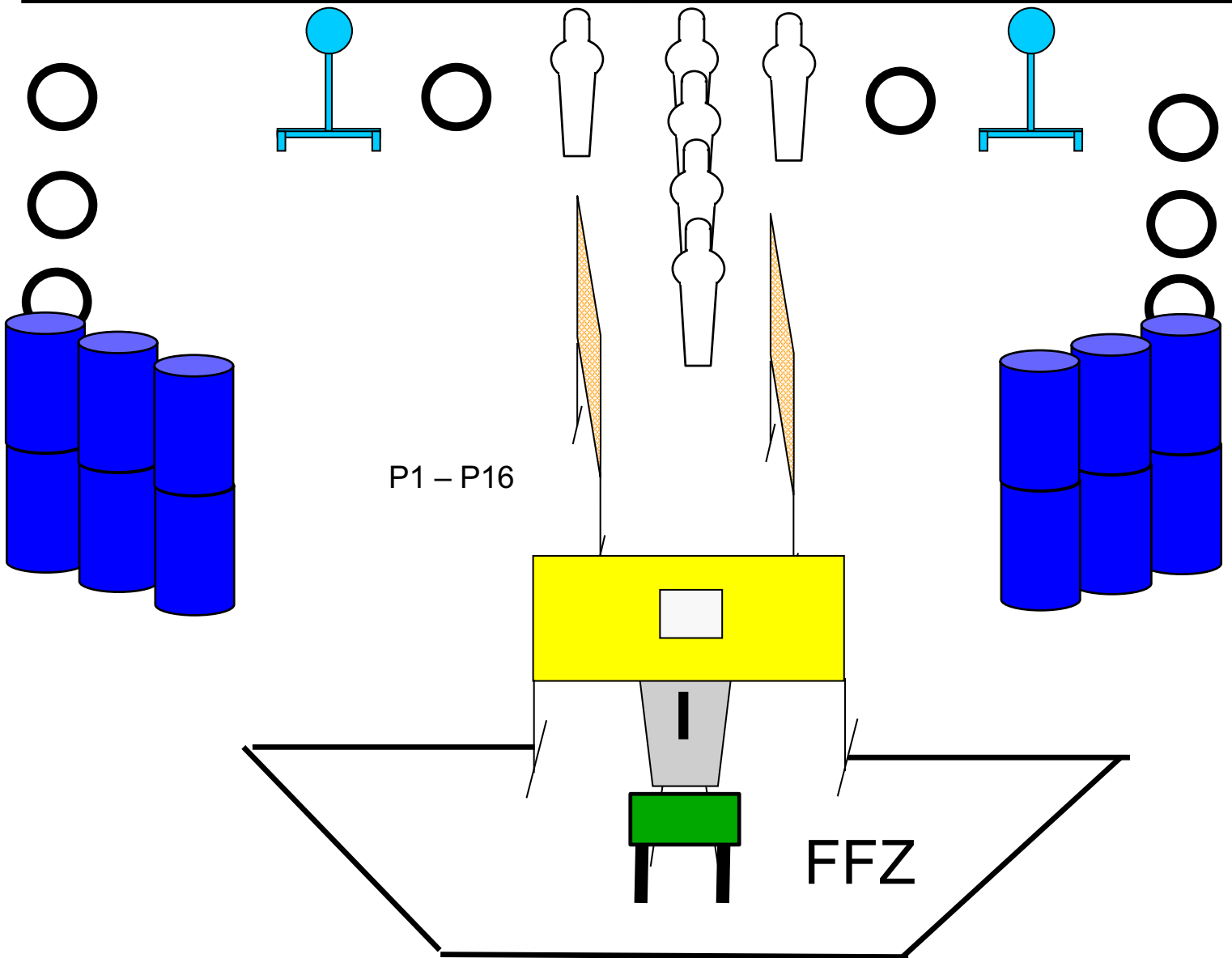
TARGETS: 16 Steel

SCORED HITS: 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 7 – Diamond

Course Designer: R. Esposito

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

GUN READY CONDITION: Shotgun loaded and shouldered with muzzle pointing at "X".

SCORING: Comstock, 16 rounds, 80 points

TARGETS: 16 Steel

SCORED HITS: KD steel = 1A

START-STOP: Audible - Last shot

RULES: USPSA current edition

STAGE PROCEDURE: Upon start signal, engage only PP1 – PP5 from Box A only. Enter FFZ and engage all remaining targets as they appear from within FFZ.

