

Backup Gun Match

L.I.P.S.A- WestHampton

Sunday, May 29th, 2016 9:00 AM Start

8:30 AM Sign-up - \$20.00 1st Gun \$10.00 2nd Gun

6 Stages - 90 Rounds - 5 Round Friendly

6 Categories

Sub Compact Auto - 3 ½" Barrel Max - 9MM & up

Mini Auto - 3 ½ " Barrel Max - .25 .32 380 Caliber

Small Revolver - up to 2 1/4 " Barrel - .32 Cal. & up

Large Revolver -Up to 4" Barrel - 32 Cal. & up

.22 Pistol-Any.22 pistol with a 4" or less barrel

Other- Any center fire handgun that doesn't fit in above

- Each stage is 15 rounds, consisting of three 5 shot arrays
- Virginia Count
- All guns scored USPSA Minor
- Mandatory reload after every 5 rounds
- Heads Up Targets get 2 shots each
- Heads Down Targets get 1 shot each
- Target distance will average 21 feet
- USPSA Safety and General Regulations Apply

- Guns must be carried in a strong side belt or paddle concealment type holster
(NO speed rigs, in the pants, cross draw, shoulder, etc.)
- Spare ammo carried on belt or in pocket
- You will need 3 Mags & at least 3 Speed loaders

- Magazines loaded to 5 rounds only (Start is 4+1)
- If your Revolver has a higher capacity than 5 Rounds you may load and reload to that higher capacity - HOWEVER, you may only fire 5 Rounds before reloading
- You will be penalized for taking extra shots

Not sure of Barrel length???

Revolver measured from front of cylinder to muzzle

Autos are measured from front of breech face to muzzle

Questions?? Call Nick (631) 361 - 8681 Evenings

B.U.G. MATCH 16

SPIDERMAN 2

RULES: Practical Shooting Handbook, Latest Edition **Course Designer:** Michael Linsalata, Nick Bonis

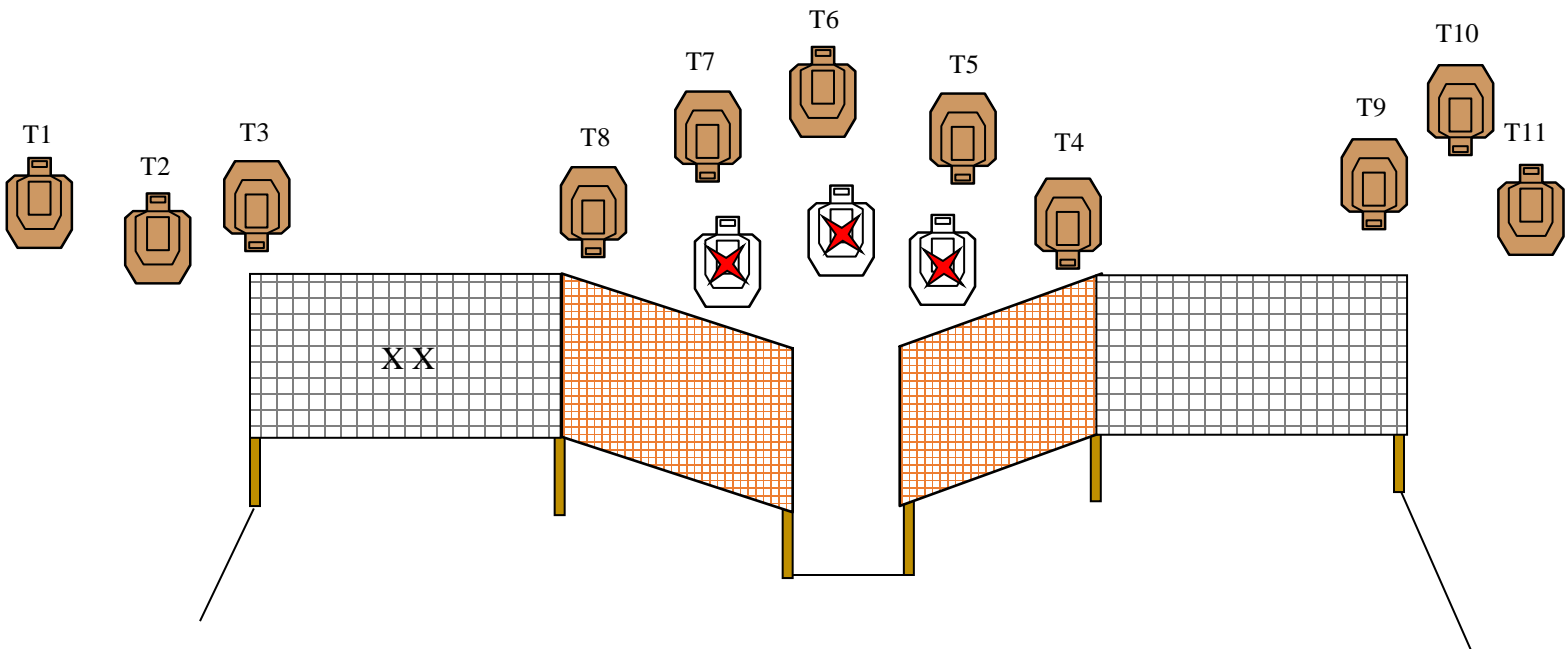
START POSITION: Standing with hands touching X's. Gun loaded with 5 rounds and holstered.

STAGE PROCEDURE

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

SCORING

SCORING: Virginia, 15 rounds, 75 points
TARGETS: 11 IPSC
SCORED HITS: Best 2 per heads up, 1 per heads down
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
No-shoot hit -10
Miss -10



SPECIAL INSTRUCTIONS:

STAGE 1
(Pit 4)

B.U.G. MATCH 16

Bug Bunker

RULES: Practical Shooting Handbook, Latest Edition **Course Designer:** Michael Linsalata, Nick Bonis

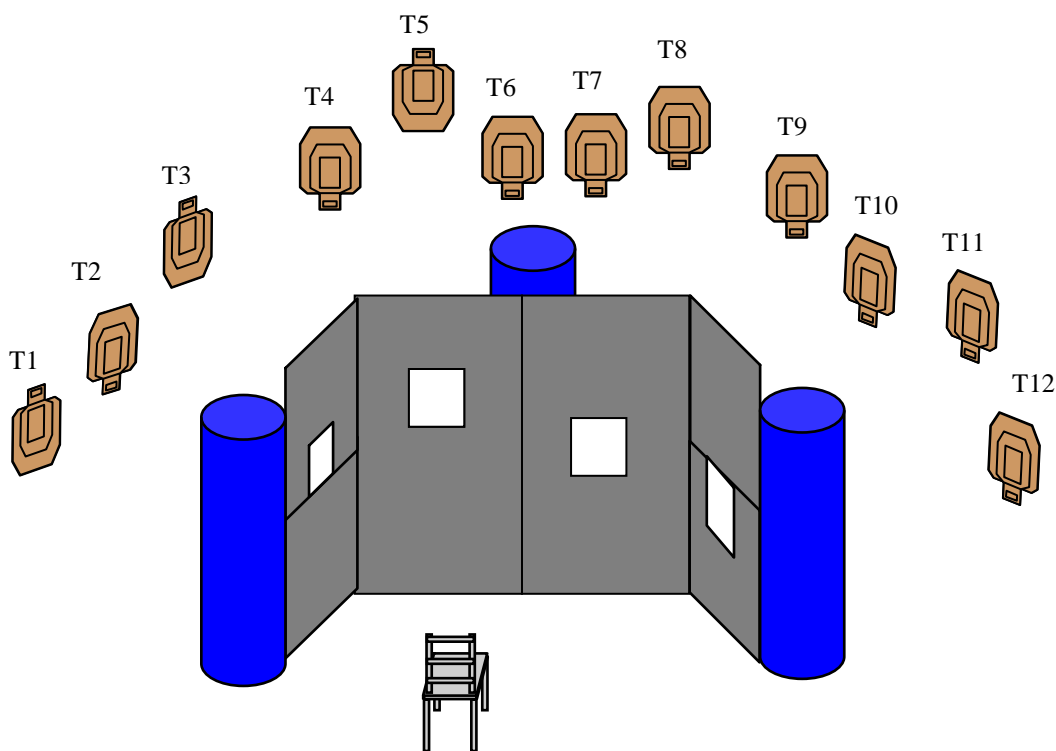
START POSITION: Sitting in chair with hands on knees. Gun loaded with 5 rounds and holstered.

STAGE PROCEDURE

At signal, engage all targets as they become visible through Ports.

SCORING

SCORING: Virginia, 15 rounds, 75 points
TARGETS: 12 IPSC
SCORED HITS: Best 2 per heads up, 1 per heads down
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
No-shoot hit -10
Miss -10



Stage 2
(Pit 5)

B.U.G. MATCH 16

Nick & Rick's Ticks

RULES: Practical Shooting Handbook, Latest Edition **Course Designer:** Michael Linsalata, Nick Bonis, Rick Esposito

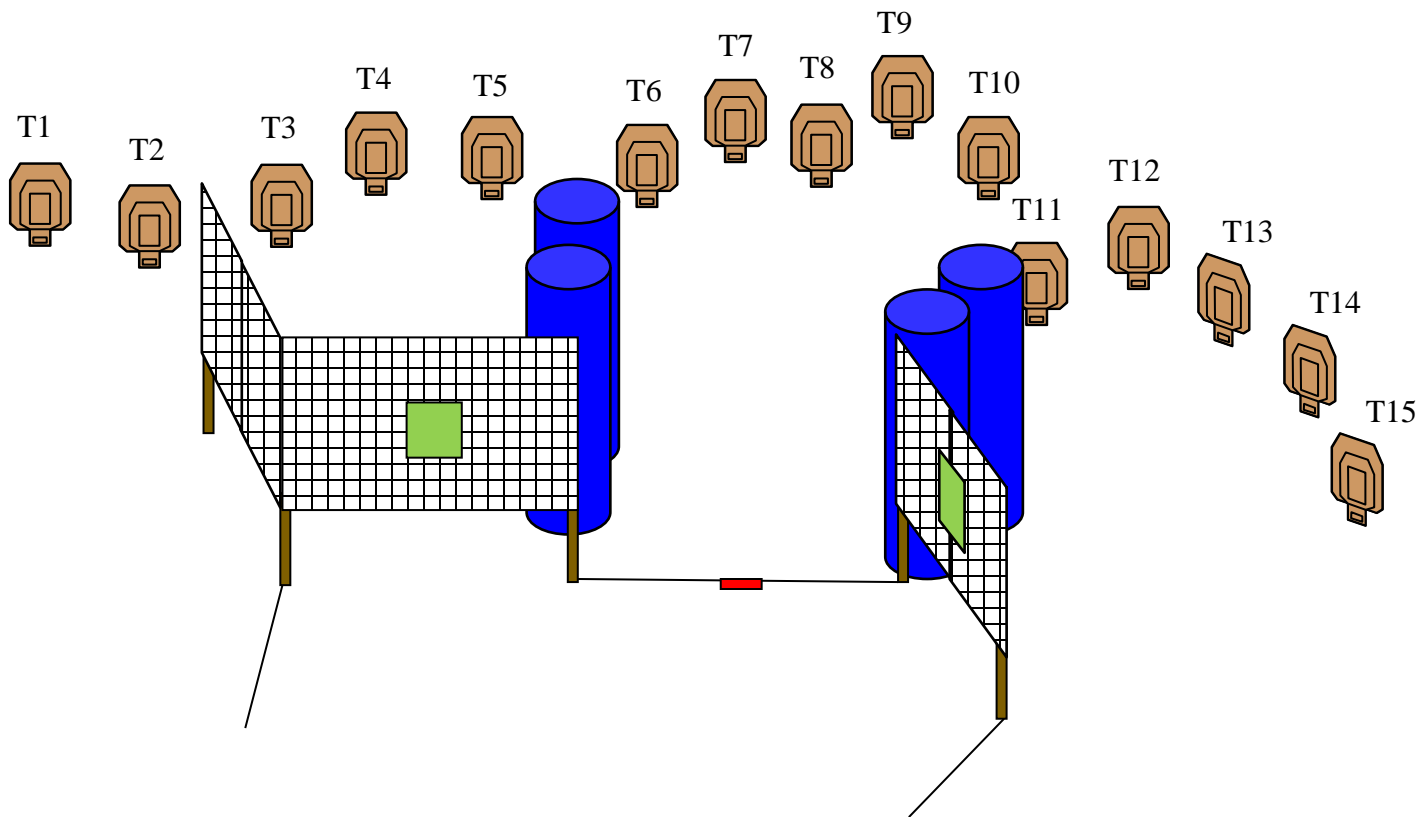
START POSITION: Standing with toes touching **RED** mark, wrists above shoulders. Gun is loaded with 5 rounds and holstered.

STAGE PROCEDURE

At signal, engage all targets as they become visible from within the fault lines. **(Ports must be opened manually to engage targets in that area).**

SCORING

SCORING: Virginia, 15 rounds, 75 points
TARGETS: 15 IPSC
SCORED HITS: Best 1 per heads down
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
No-shoot hit -10
Miss -10



Stage 3
(Pit 6)

B.U.G. MATCH 16

Roach Coach

RULES: Practical Shooting Handbook, Latest Edition **Course Designer:** Michael Linsalata, Nick Bonis

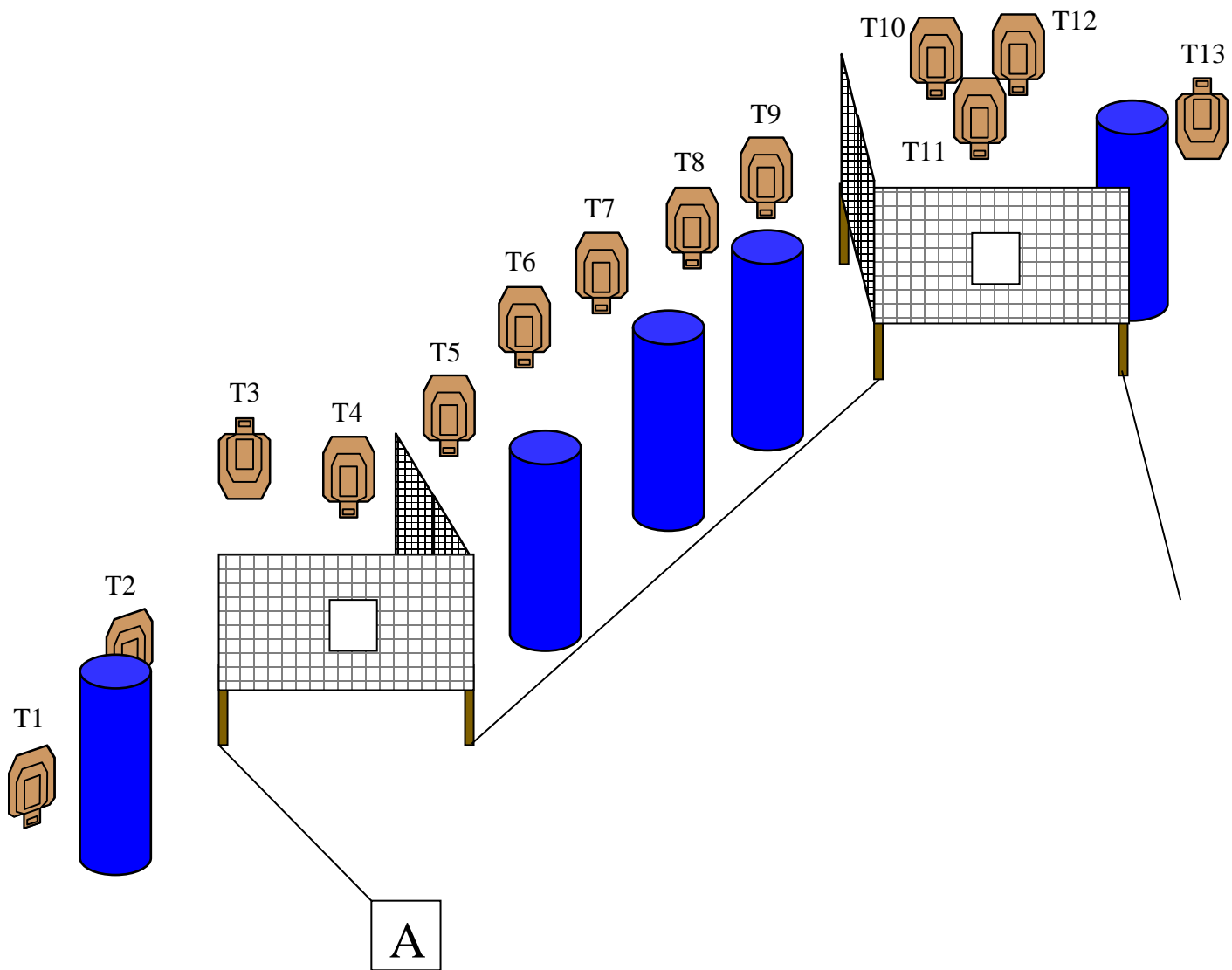
START POSITION: Standing in Box A, hands relaxed at sides. Gun loaded with 5 rounds and holstered.

STAGE PROCEDURE

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

SCORING

SCORING: Virginia, 15 rounds, 75 points
TARGETS: 13 IPSC
SCORED HITS: Best 2 per heads up, 1 per heads down
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
No-shoot hit -10
Miss -10



Stage 4
(Pit 7)

B.U.G. MATCH 16

A Different Bug's Life

RULES: Practical Shooting Handbook, Latest Edition **Course Designer:** Michael Linsalata, Nick Bonis

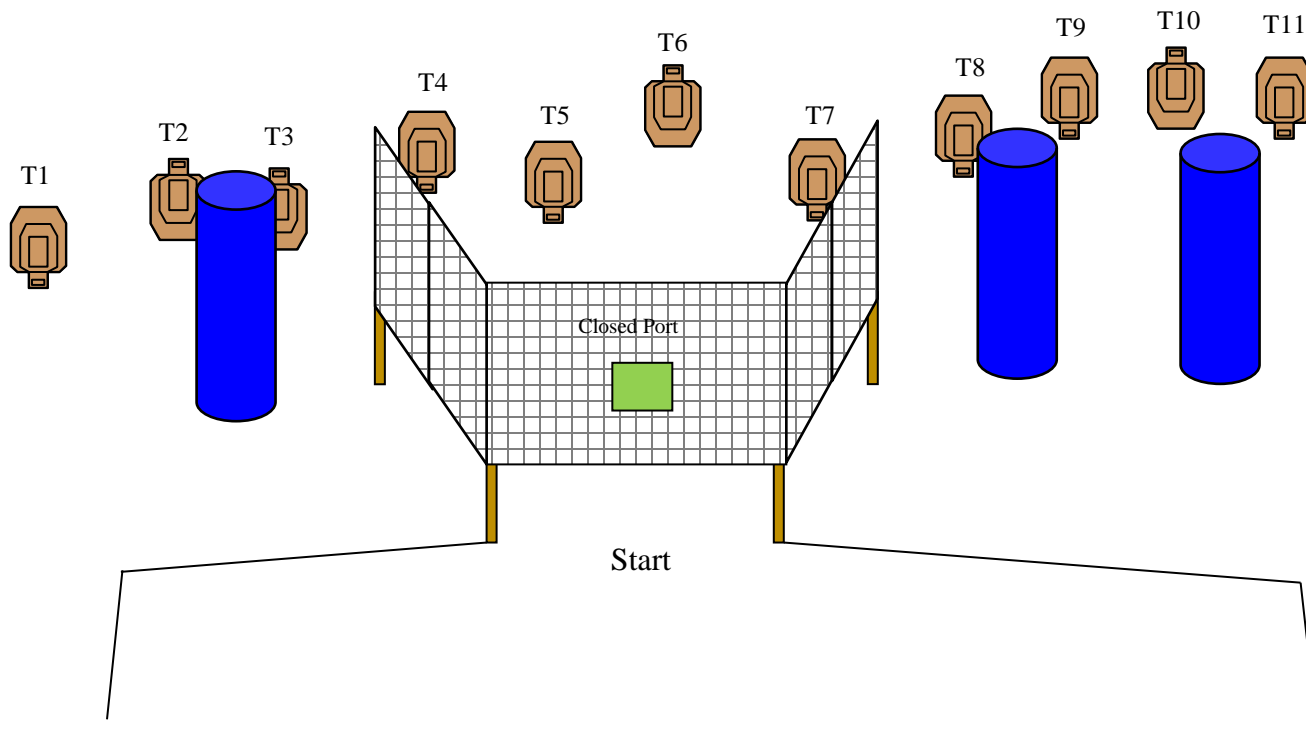
START POSITION: Standing in front of Closed Port. Hands relaxed at sides. Gun loaded with 5 rounds and holstered.

STAGE PROCEDURE

At signal, engage all targets as they become visible from behind the fault lines. **(You must open port manually to engage targets in that area).**

SCORING

SCORING: Virginia, 15 rounds, 75 points
TARGETS: 11 IPSC
SCORED HITS: Best 2 per heads up, 1 per heads down
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
No-shoot hit -10
Miss -10



Stage 5
(SP 1)

B.U.G. MATCH 16

Bill's Beetles

RULES: Practical Shooting Handbook, Latest Edition **Course Designer:** Michael Linsalata, Nick bonis, Bill Rodgers

START POSITION: Standing in Bill's new Box A. hands relaxed at sides. Unloaded gun and first mag on barrel.

STAGE PROCEDURE

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

SCORING

SCORING: Virginia, 15 rounds, 75 points
TARGETS: 12 IPSC
SCORED HITS: Best 2 per heads up, 1 per heads down
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
No-shoot hit -10
Miss -10

