



LIPSA

MAN OF STEEL

Special Thanks: Superman, DC comics

RULES: Practical Shooting Handbook, Latest Edition **Course Designer:** Adam Gordon

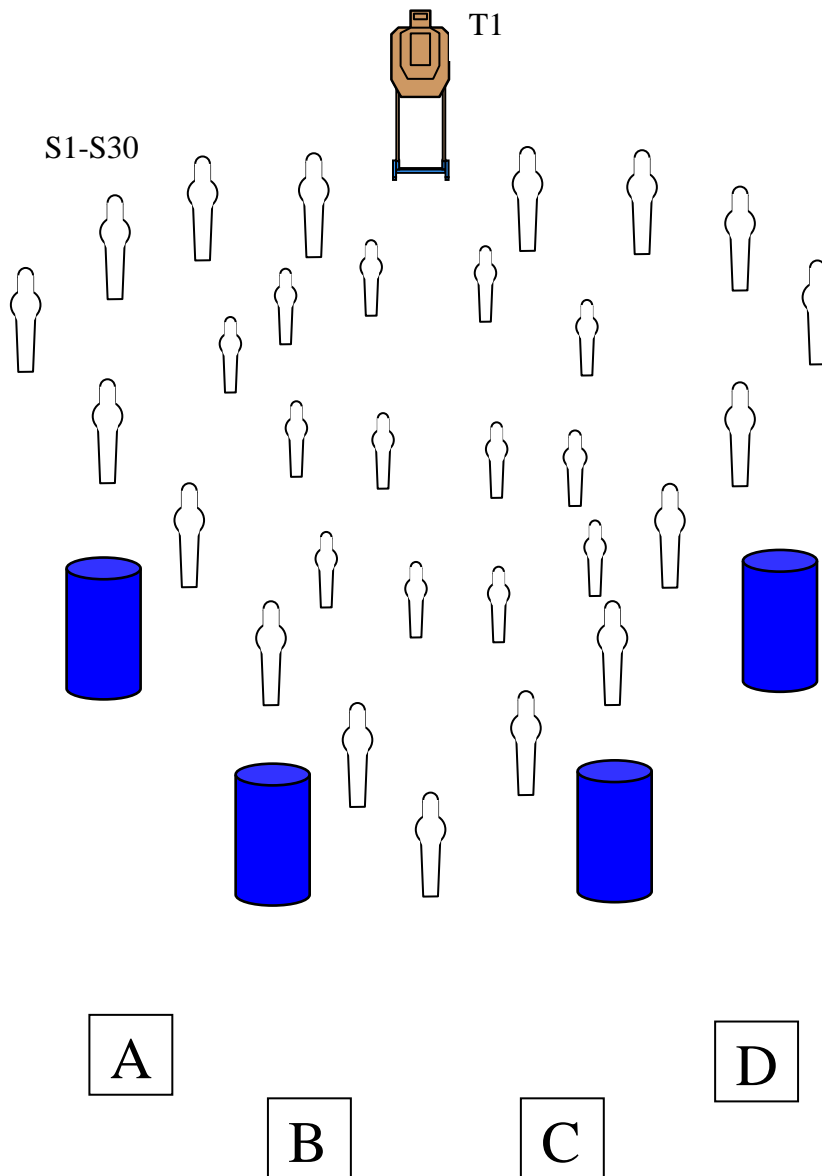
START POSITION: Standing in ANY BOX, wrists above shoulders. Gun loaded and holstered.

STAGE PROCEDURE

At signal, engage all steel and target as they become visible from the 4 Boxes. (**All steel must fall to score**).

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 30 pieces of steel, 1 IPSC
SCORED HITS: Best 2 per IPSC, Steel Down = 1A
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
 No-shoot hit -10
 Miss -10



Stage 1



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CAPTAIN AMERICA

Special Thanks:

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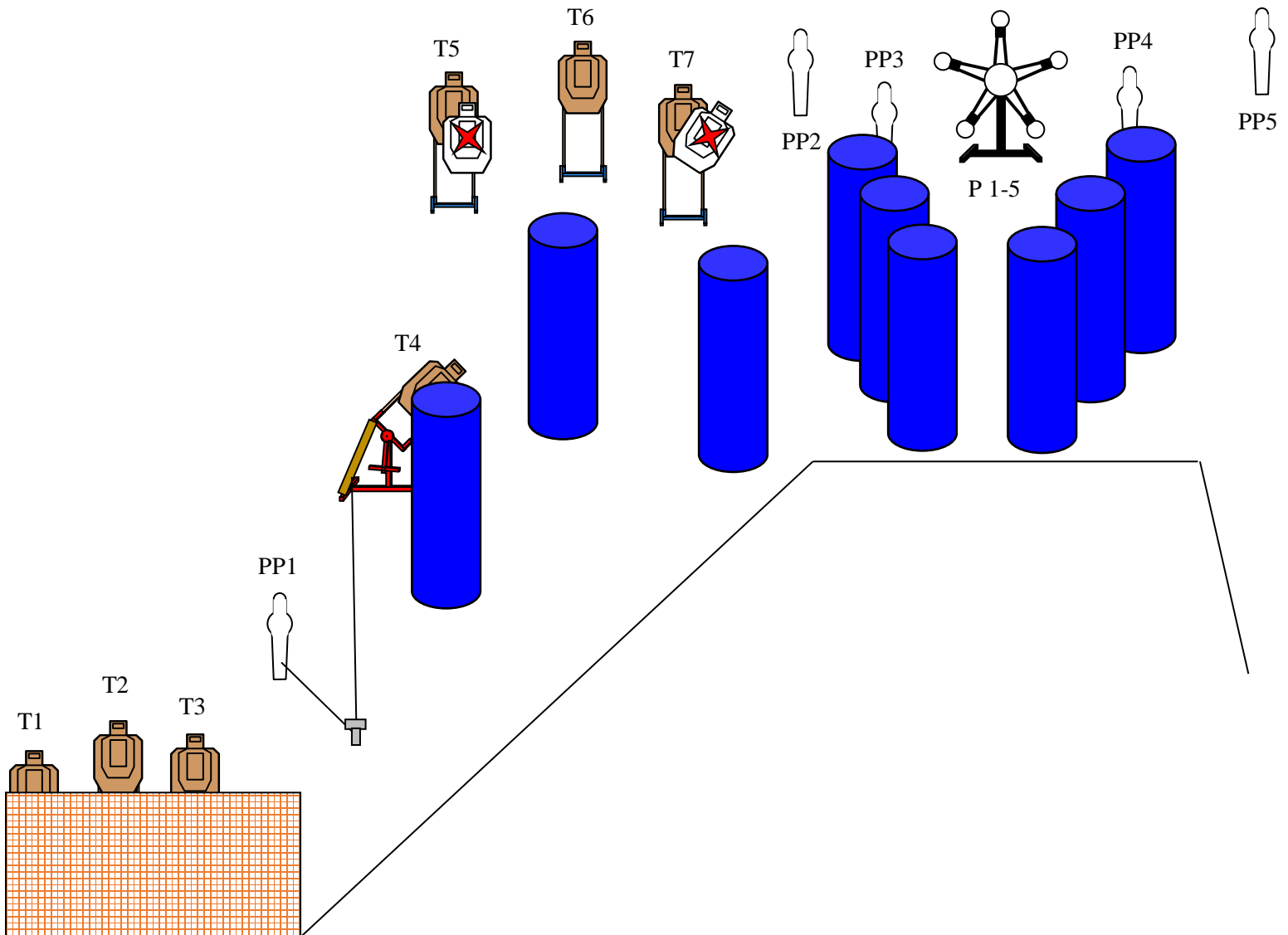
START POSITION: Standing in Box A, holding shield in weak hand. Gun loaded and holstered.

STAGE PROCEDURE

At signal, engage T1-T3 and PP1 **strong hand only**. Drop shield, step into Free Fire Zone and engage all other targets and steel as they become visible.

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 7 IPSC, 10 pieces of steel
SCORED HITS: Best 2 per IPSC, Steel Down = 1A
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
 No-shoot hit -10
 Miss -10



A

Stage 2



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THE JOKER

Special Thanks: Batman, DC comics

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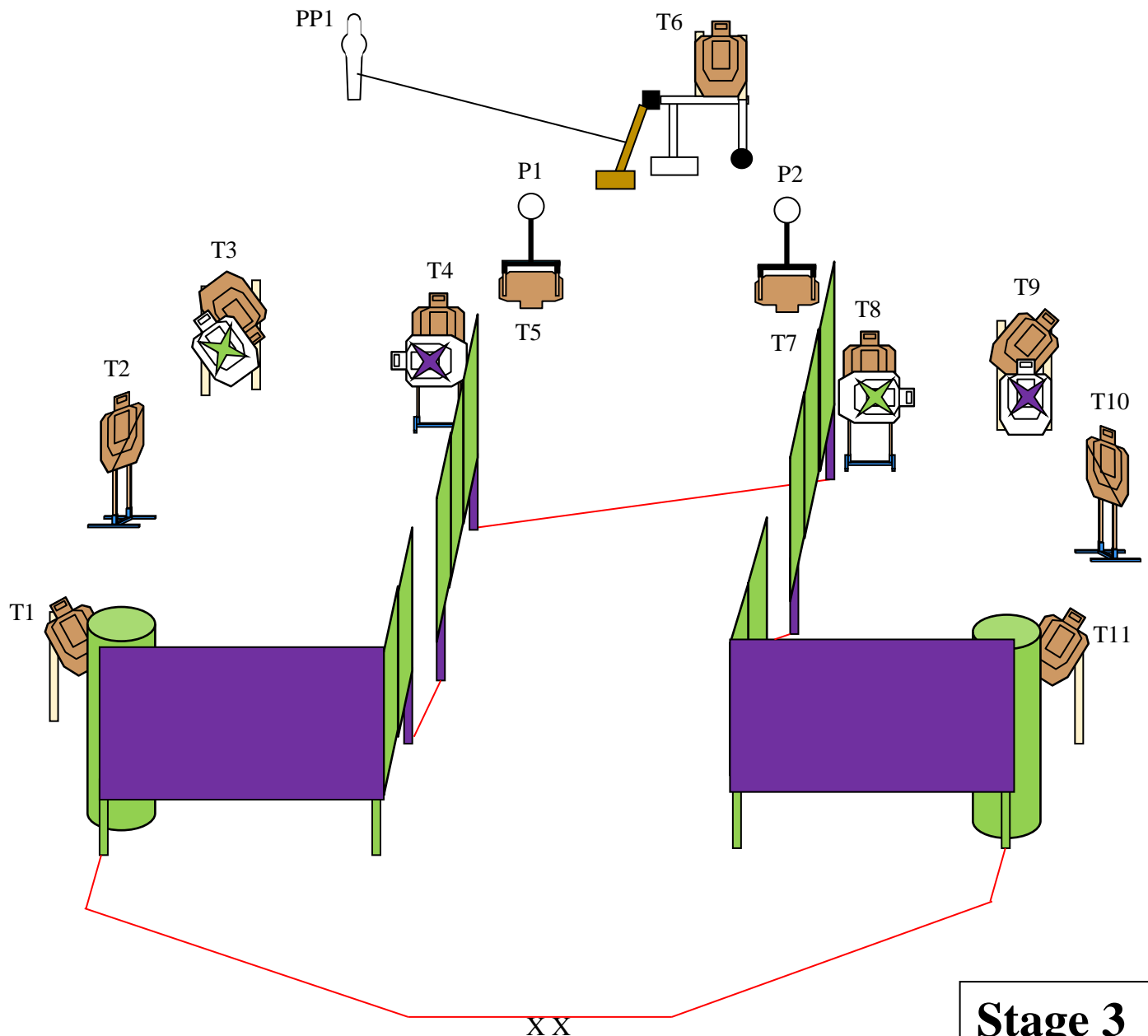
START POSITION: Standing with toes touching X's, hands relaxed at sides. Gun loaded and holstered.

STAGE PROCEDURE

At signal, step into Free Fire Zone, then engage all targets and steel as they become visible from within the fault lines. (PP1 activates T6. T6 is a crazy swinger. It must be activated before being engaged). (P1 activates T5. P2 activates T7. Both have to be activated before being engaged).

SCORING

SCORING:	Comstock, 25 rounds, 125 points
TARGETS:	11 IPSC, 3 pieces of steel
SCORED HITS:	Best 2 per IPSC, Steel Down = 1A
START-STOP:	Audible-Last Shot
PENALTIES:	Procedural -10
	No-shoot hit -10
	Miss -10



Stage 3



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PROFESSOR X

Special Thanks: Marvel, Stan Lee

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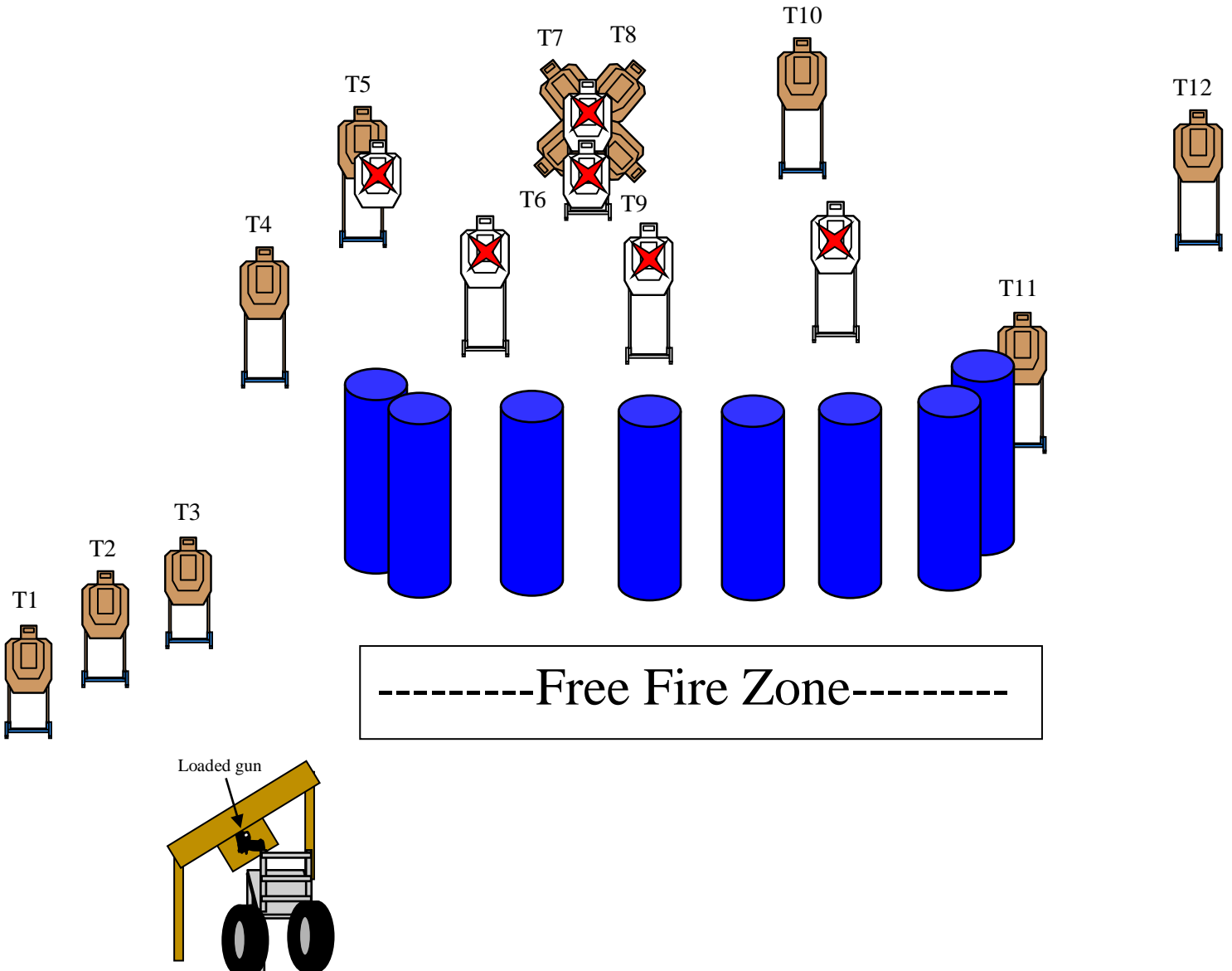
START POSITION: Sitting in wheelchair, both hands on knees. Gun loaded on shelf.

STAGE PROCEDURE

At signal, pick up gun from shelf and engage T1-T3 from wheelchair. Advance to Free Fire Zone and engage all other targets as they become visible.

SCORING

SCORING:	Comstock, 24 rounds, 120 points
TARGETS:	12 IPSC
SCORED HITS:	Best 2 per IPSC
START-STOP:	Audible-Last Shot
PENALTIES:	Procedural -10
	No-shoot hit -10
	Miss -10



Stage 4



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THOR

Special Thanks: Marvel, The Avengers

RULES: Practical Shooting Handbook, Latest Edition Course Designer: Adam Gordon

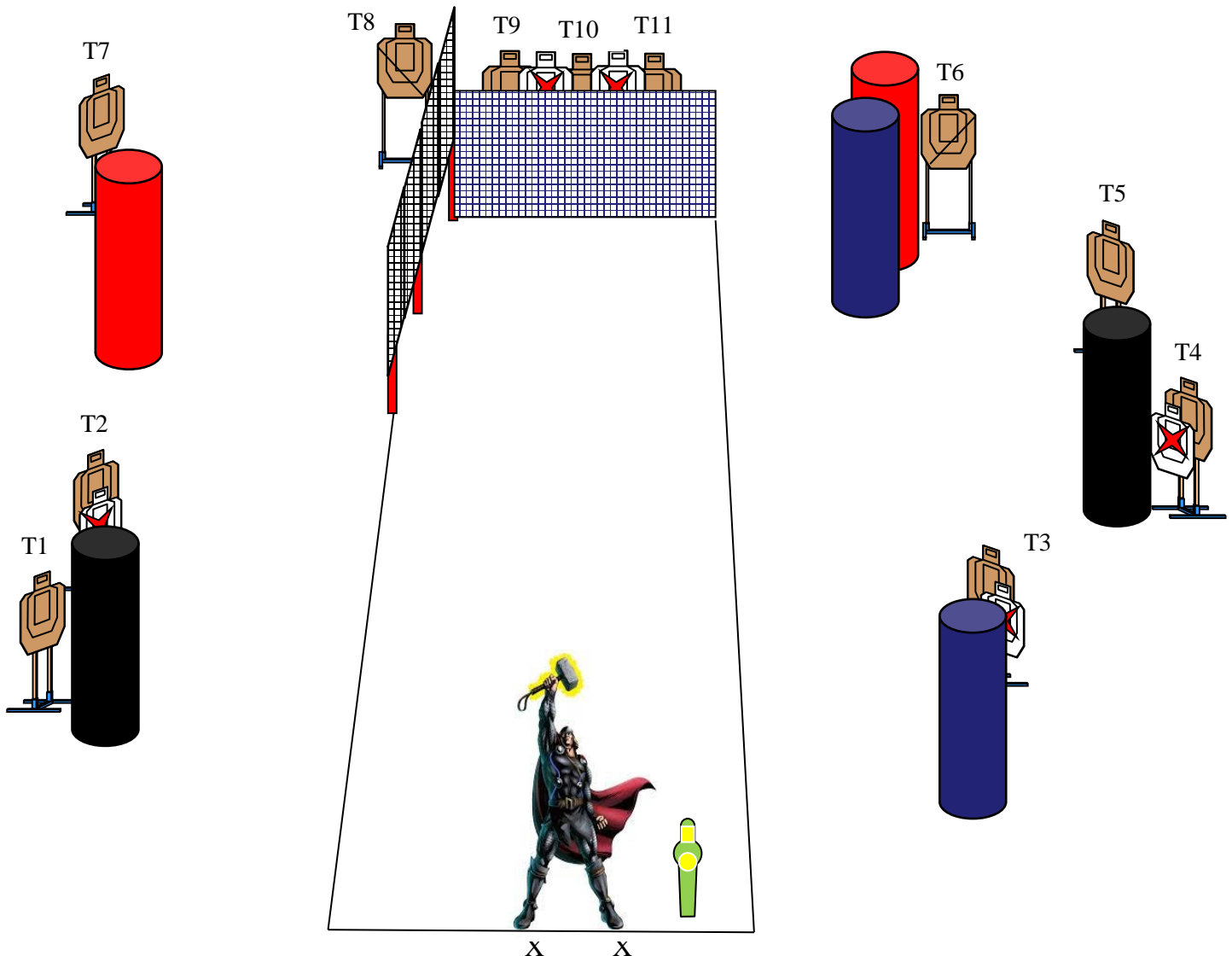
START POSITION: Standing with toes touching X's, facing up range. Holding Hammer straight above your head in strong hand. Gun loaded and holstered.

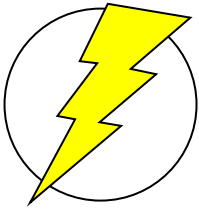
STAGE PROCEDURE

At signal, turn and bring the hammer down on Loki, (PP1). Then engage all targets as they become visible from within the fault lines. (Failure to knock down PP1 will result in a procedural. It'll also piss off **The Hulk**).

SCORING

SCORING:	Comstock, 22 rounds, 110 points
TARGETS:	11 IPSC
SCORED HITS:	Best 2 per IPSC
START-STOP:	Audible-Last Shot
PENALTIES:	Procedural -10
	No-shoot hit -10
	Miss -10





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THE FLASH

Special Thanks: DC Comics

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START POSITION: Standing with toes touching **RED** mark on either side, hands relaxed at sides. Gun loaded and holstered.

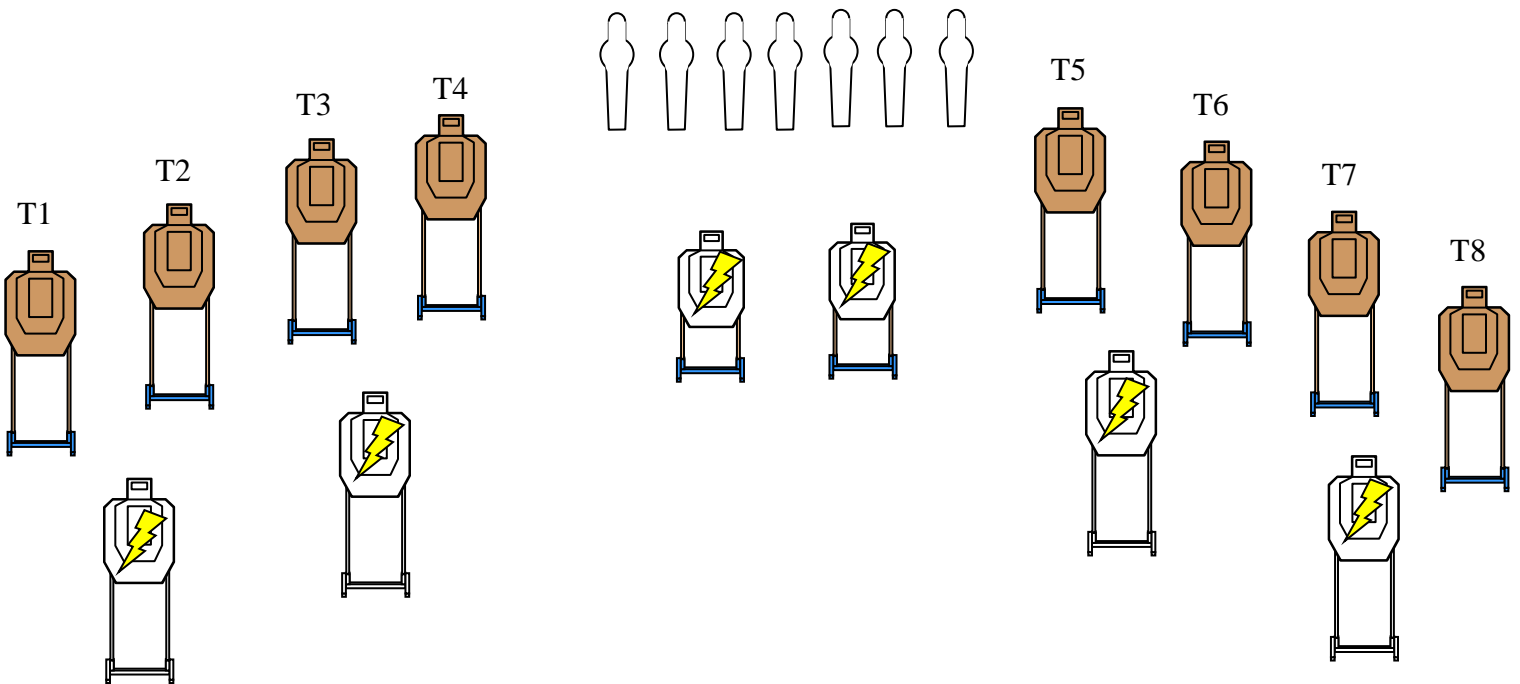
STAGE PROCEDURE

At signal, engage all targets and steel as they become visible from behind the fault lines.

SCORING

SCORING: Comstock, 23 rounds, 115 points
TARGETS: 8 IPSC, 7 PP
SCORED HITS: Best 2 per IPSC, Steel Down = 1A
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
 No-shoot hit -10
 Miss -10

PP1-PP7





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THE RIDDLER

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START POSITION: Standing in Box A, wrists above shoulders. Gun loaded and holstered.

STAGE PROCEDURE

At signal, engage PP1-PP8 from Box A. Step out of Box A and engage all targets as they become visible from behind the fault lines.

PP1 activates T1 and T2

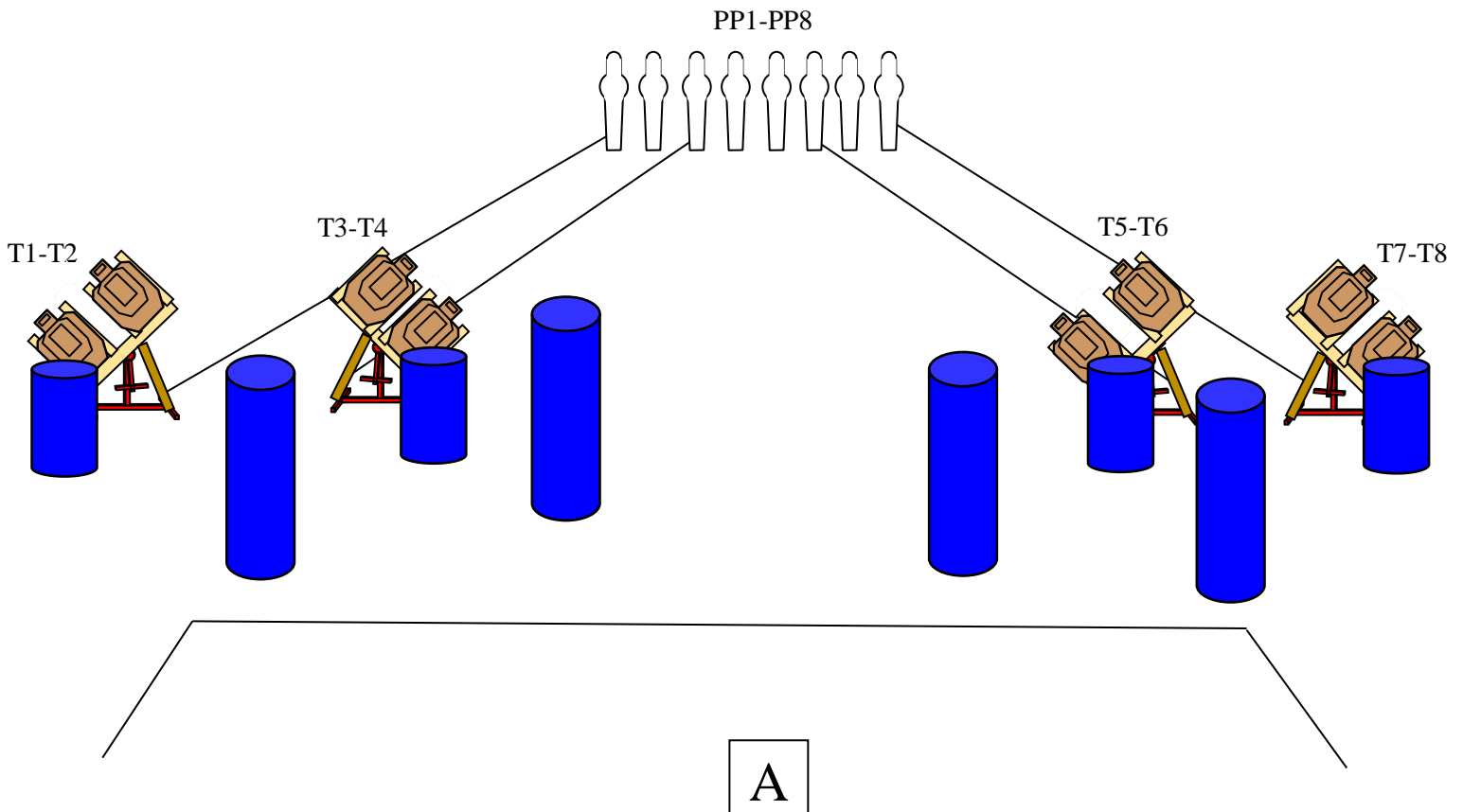
PP3 activates T3 and T4

PP6 activates T5 and T6

PP8 activates T7 and T8

SCORING

SCORING: Comstock, 24 rounds, 120 points
TARGETS: 8 IPSC, 8 PP
SCORED HITS: Best 2 per IPSC, Steel Down = 1A
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
No-shoot hit -10
Miss -10



Stage 7