



LIPSA

Gett'er Done

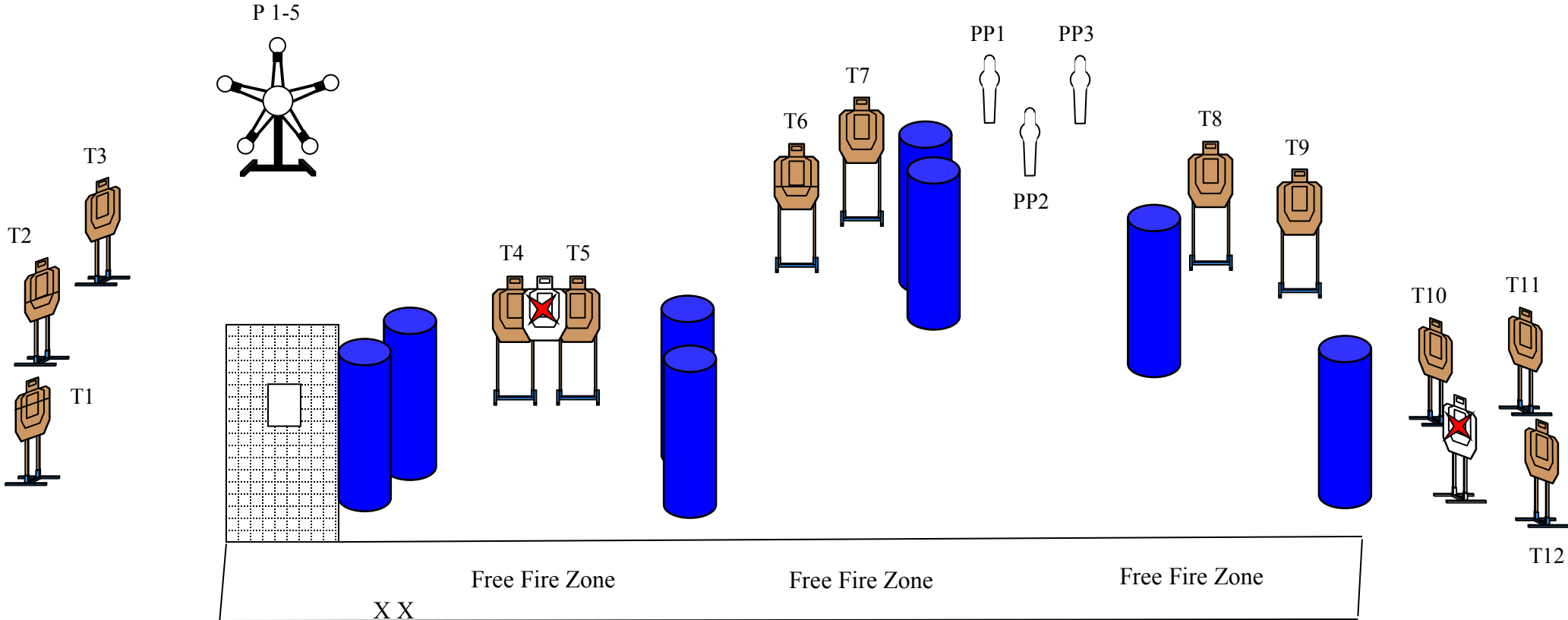
Special Thanks:

RULES: Practical Shooting Handbook, Latest Edition **Course Designer: Kevin O'Brien**

START POSITION: Standing with toes touching X's, facing up range. Wrists above shoulders. Gun loaded and holstered.

STAGE PROCEDURE
At signal, engage T1-T12 and PP1-3 as they become visible from the Free Fire Zone. Texas Star (P1-5), must be shot through Port.

SCORING
Comstock, 32 rounds, 160 points
TARGETS: 12 IPSC, 8 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 1



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Swing & A Miss

Special Thanks:

RULES: Practical Shooting Handbook, Latest Edition **Course Designer: Kevin O'Brien**

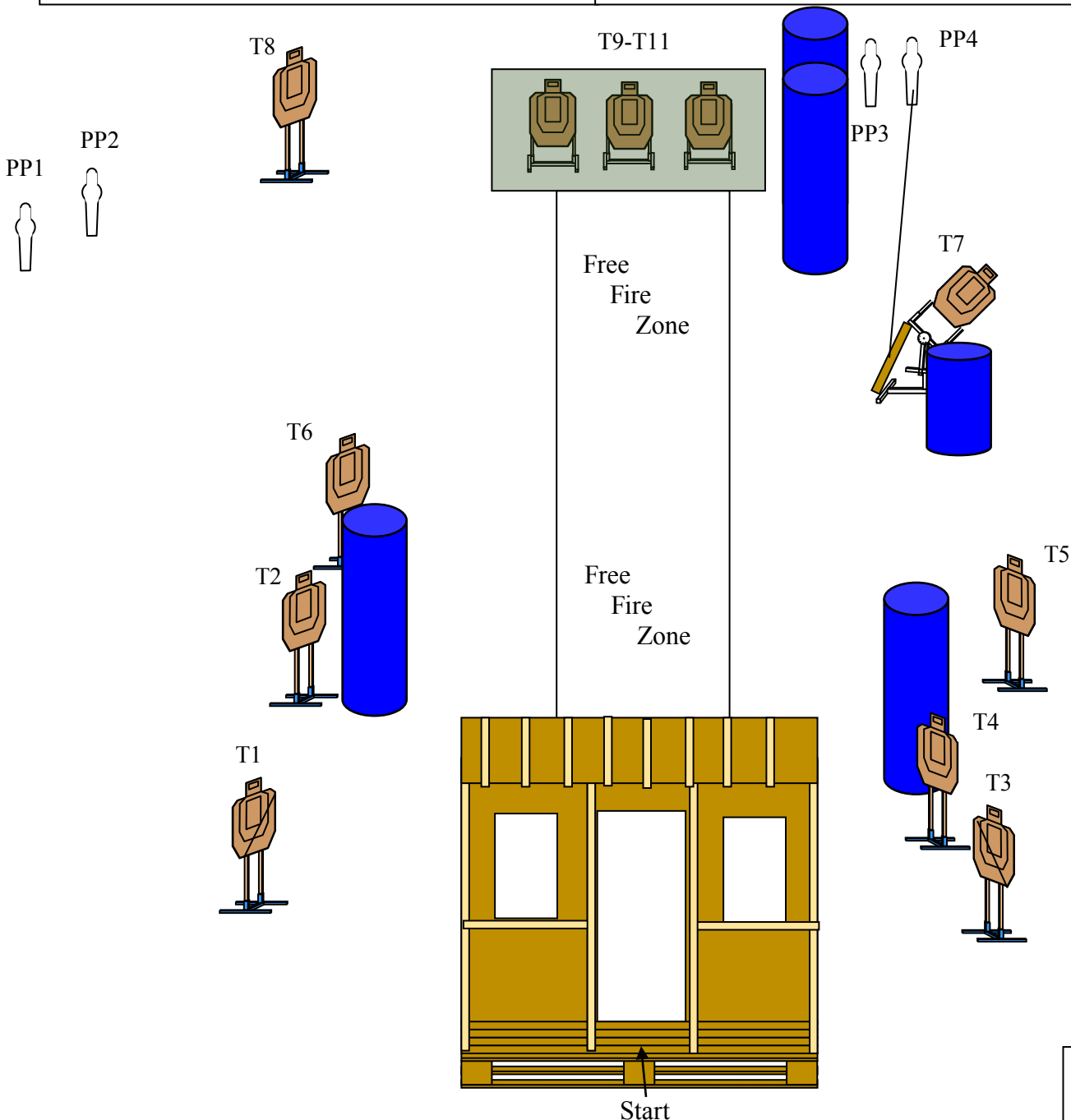
START POSITION: Standing on porch in front of door, hands relaxed at sides. Gun loaded and holstered.

STAGE PROCEDURE

At signal, step into Free Fire Zone and engage all targets and steel as they become visible from within the fault lines. (P4 activates T7. T7 is a swinging target. T7 must be activated before being engaged).

SCORING

SCORING: Comstock, 26 rounds, 130 points
TARGETS: 11 IPSC, 4 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 2



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Flip Flop

RULES: Practical Shooting Handbook, Latest Edition **Course Designer:** Kevin O'Brien

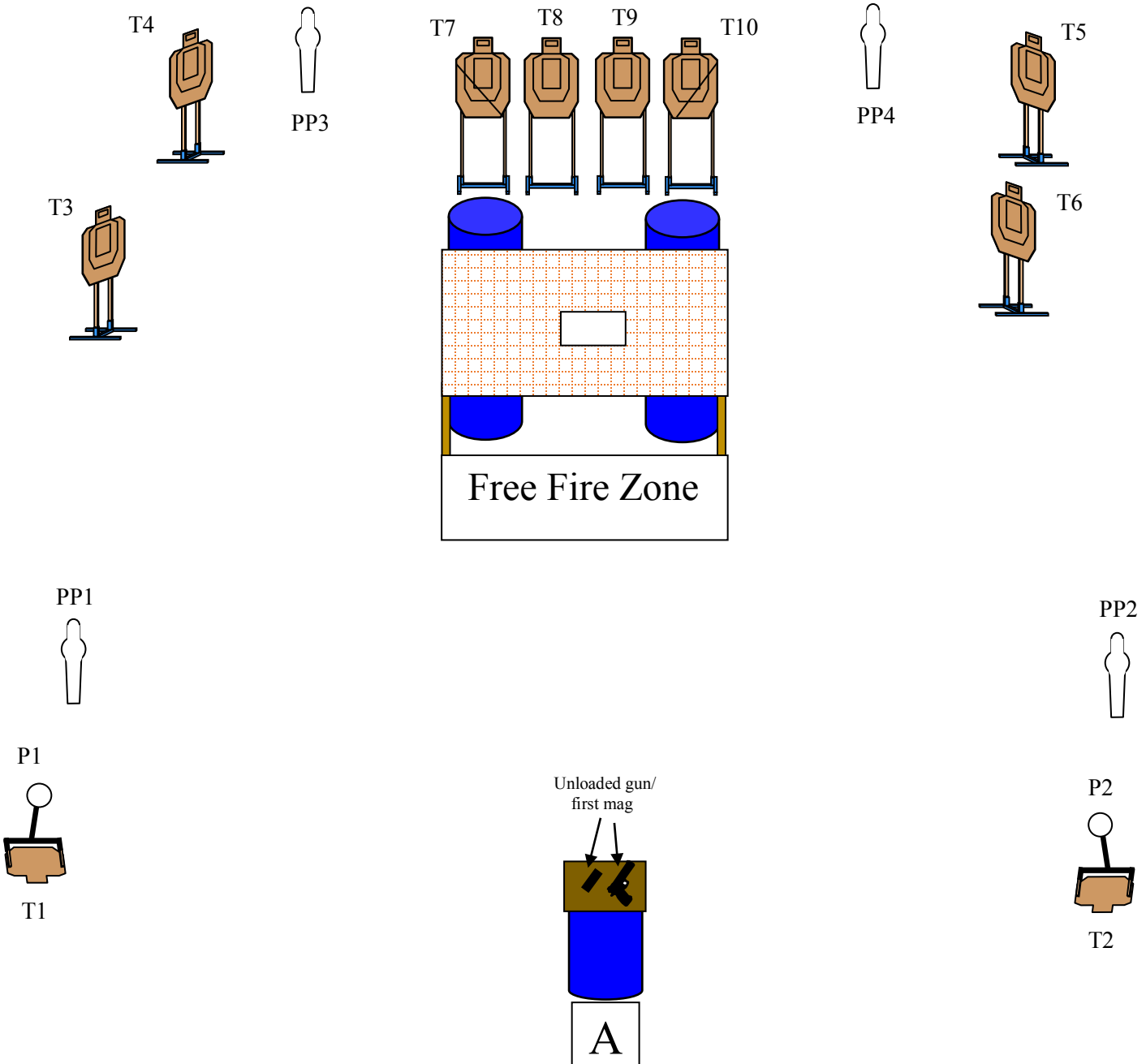
START POSITION: Standing in Box A, hands relaxed at sides. Unloaded gun and first mag on barrel.

STAGE PROCEDURE

At signal, pick up and load gun with mag from barrel. Then engage P1, P2, T1, T2, PP1 and PP2 from Box A. Advance to Free Fire Zone and engage all other targets and steel as they become visible from within the fault lines. **(P1 activates T1. P2 activates T2. Both must be activated before being engaged).**

SCORING

SCORING: Comstock, 26 rounds, 130 points
TARGETS: 10 IPSC, 6 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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Standoff-ish

Special Thanks: Kevin O'Brien, Standoff DP

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

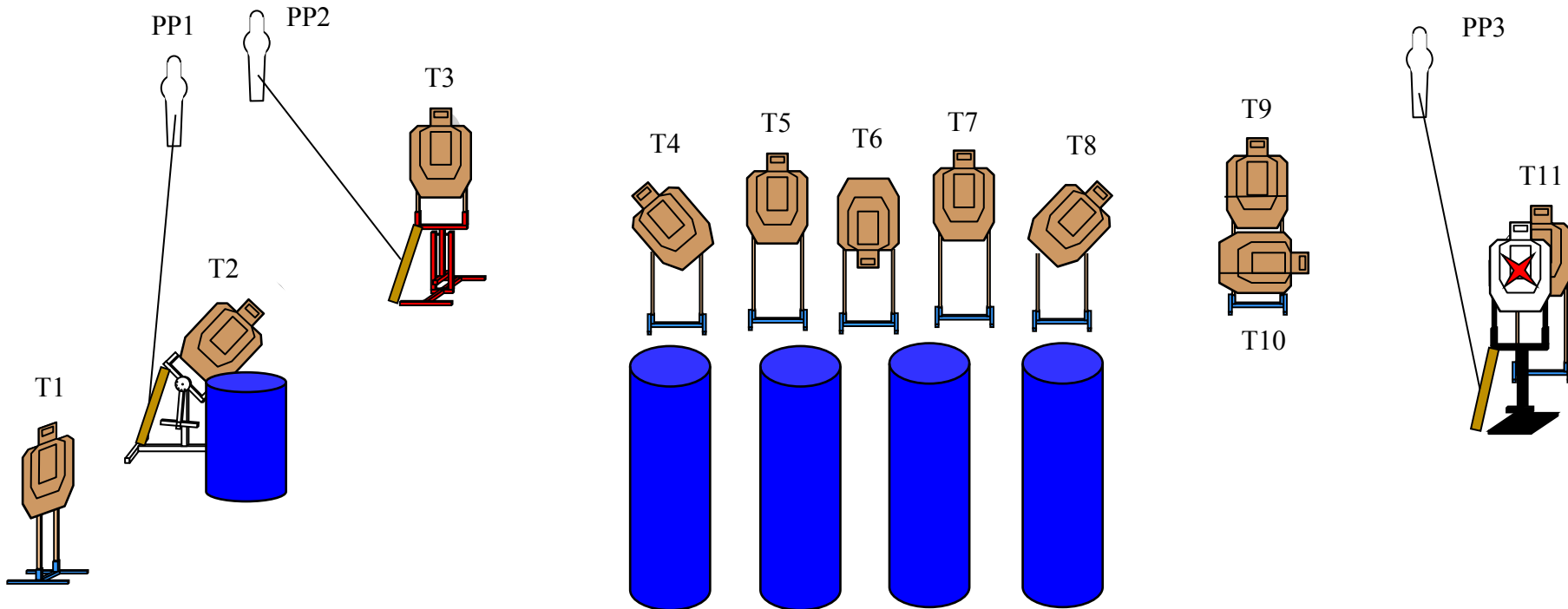
START POSITION: Standing with toes touching X's, hands relaxed at sides. Gun loaded and holstered.

STAGE PROCEDURE

At signal, step into Free Fire Zone and engage all targets and steel as they become visible. (PP1 activates T2. PP2 activates T3. PP3 activates T11. All must be activated before engaging).

SCORING

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



-----Free Fire Zone-----

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Stage 4



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Run & Gun!

RULES: Practical Shooting Handbook, Latest Edition **Course Designer:** Kevin O'Brien

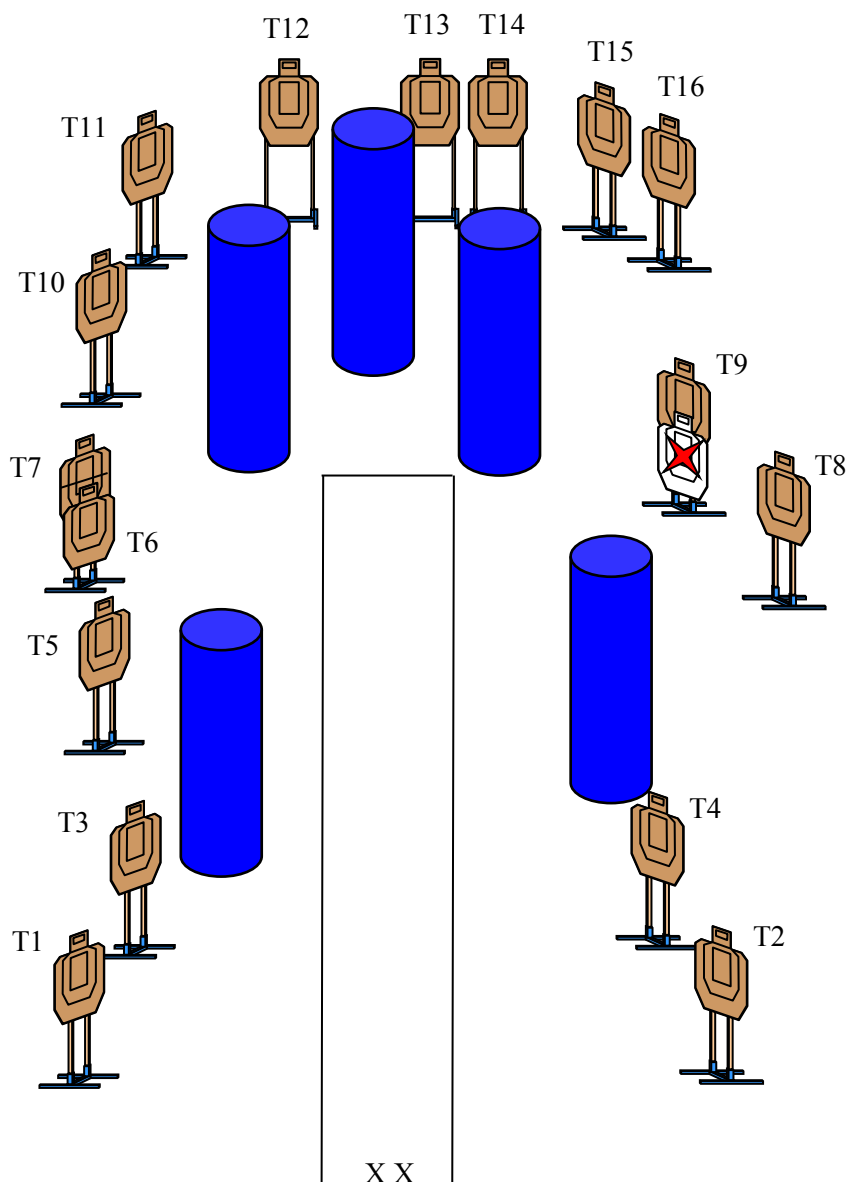
START POSITION: Standing with heels touching X's, hands relaxed at sides. Gun loaded and holstered.

STAGE PROCEDURE

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

SCORING

SCORING: Comstock, 32 rounds, 160 points
TARGETS: 16 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
No-shoot hit -10
Miss -10





CM 13-03

Short Sprint Standards

RULES: USPSA Handgun Competition Rules, Current Edition **COURSE DESIGNER:** Chad Rausch

START POSITION: Standing in Area A, facing downrange, hands naturally at sides. Gun loaded and holstered.

STAGE PROCEDURE

String 1: Upon start signal, engage all targets with one round only, freestyle, from area A, then make a mandatory reload and engage all targets with one round only, strong hand only, from area B. Remain in area B for string two.

String 2: Upon start signal, engage all targets with one round only from area B, freestyle, then make a mandatory reload and engage all targets with one round only from area C, weak hand only.

SCORING

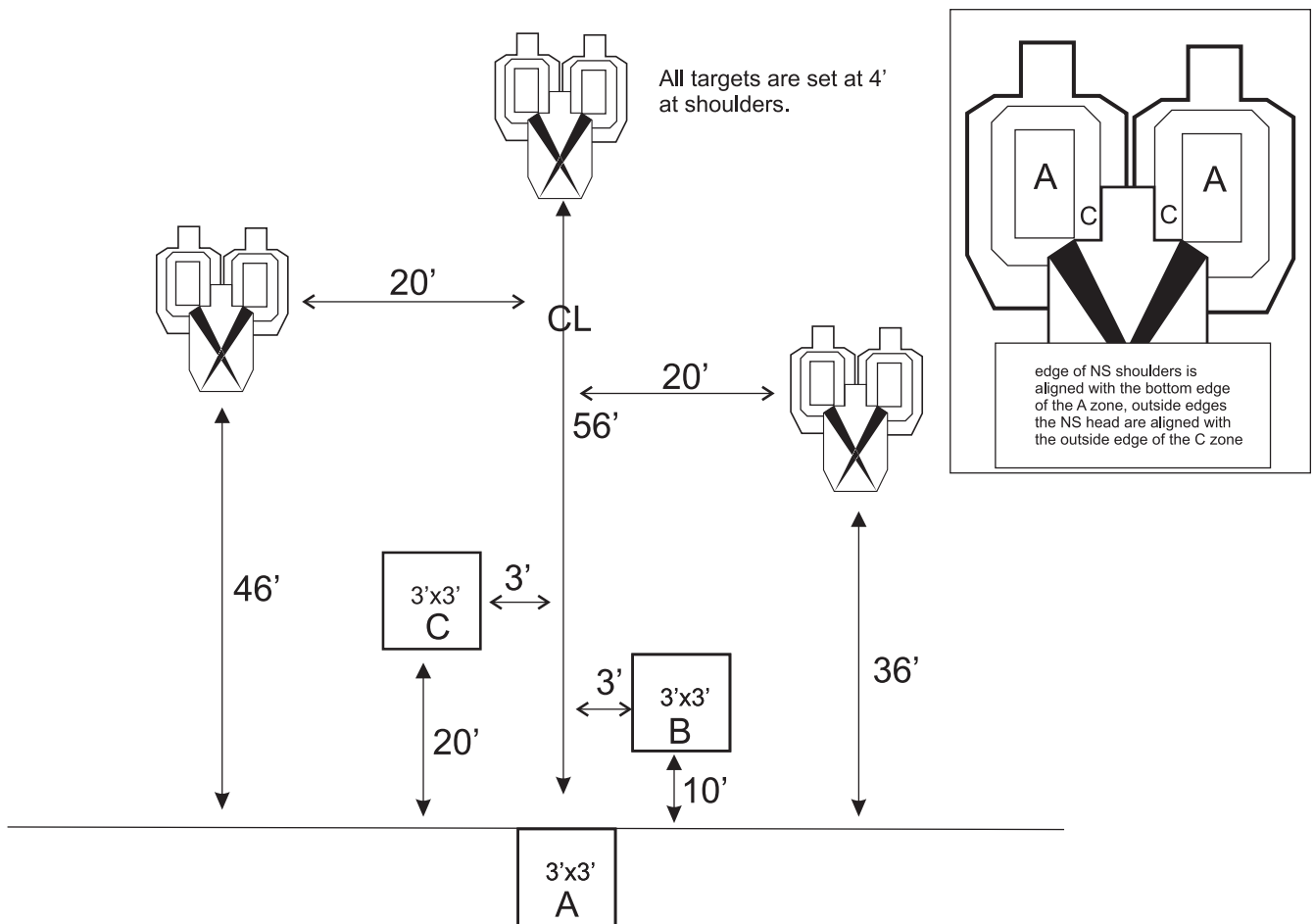
SCORING: Virginia Count, 24 rounds, 120 points

TARGETS: 6 Metric

SCORED HITS: Best 4/paper

START - STOP: Audible - Last shot

PENALTIES: Per current edition of USPSA Handgun Competition Rules



SETUP NOTES: Target arrays are set at 56, 46, and 36 feet respectively, from the front of Area A. Arrays to left and right of center line are set at 20 feet to edge of inside target. No-shoots are aligned with the shoulders at the bottom of the A zone on the scoring target,



and the edges of the head touching the outside edge of the C zone. (see detail). Areas B and C are 10 and 20 feet away from the front edge of Area A, respectively, and 3 feet off the center line.



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Around The Bend

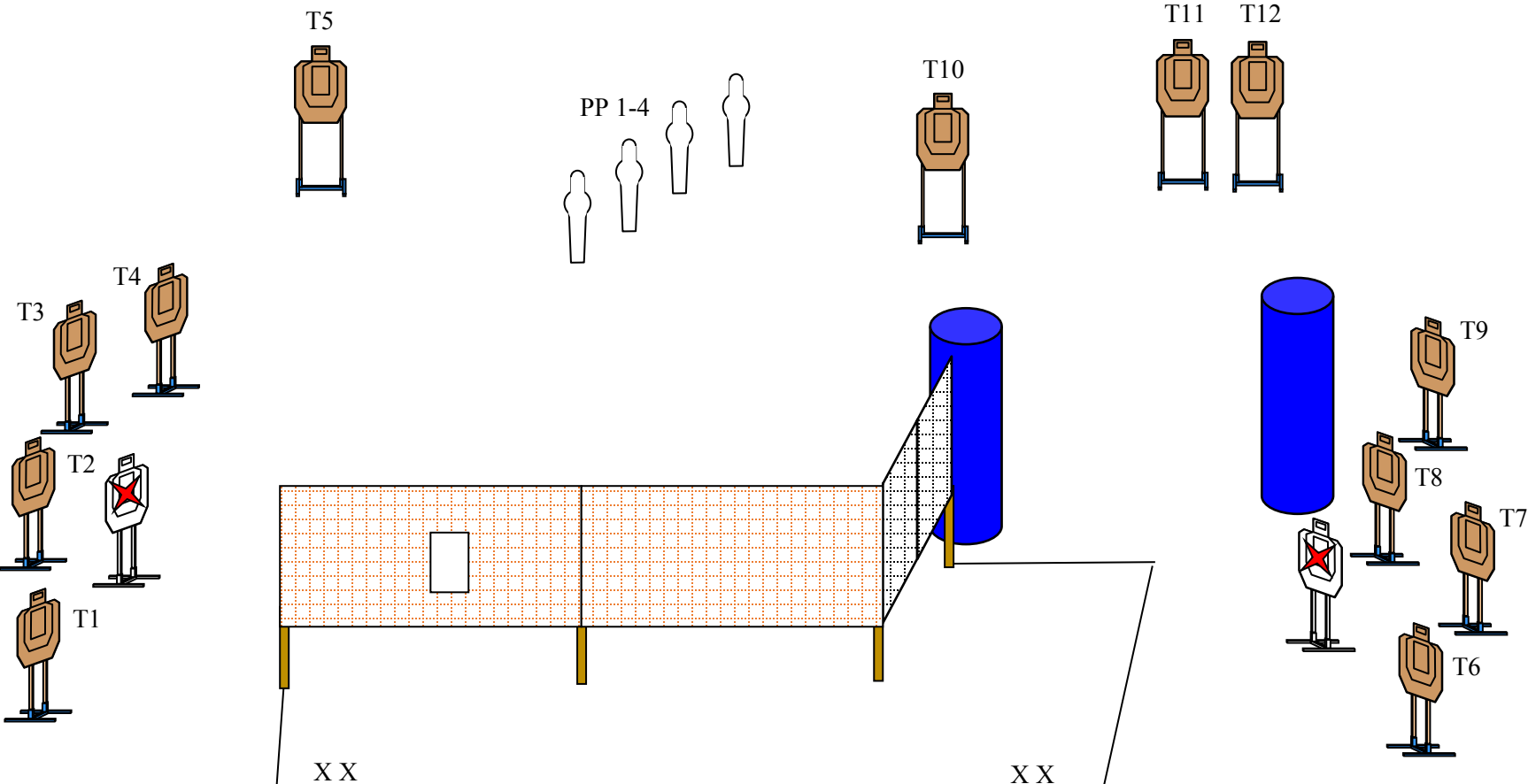
Special Thanks:

RULES: Practical Shooting Handbook, Latest Edition **Course Designer:** Kevin O'Brien

START POSITION: Standing with heels touching X's 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 within the fault lines.

SCORING:	Comstock, 28 rounds, 140 points
TARGETS:	12 IPSC, 4 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 7



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Simplicity

Special Thanks:

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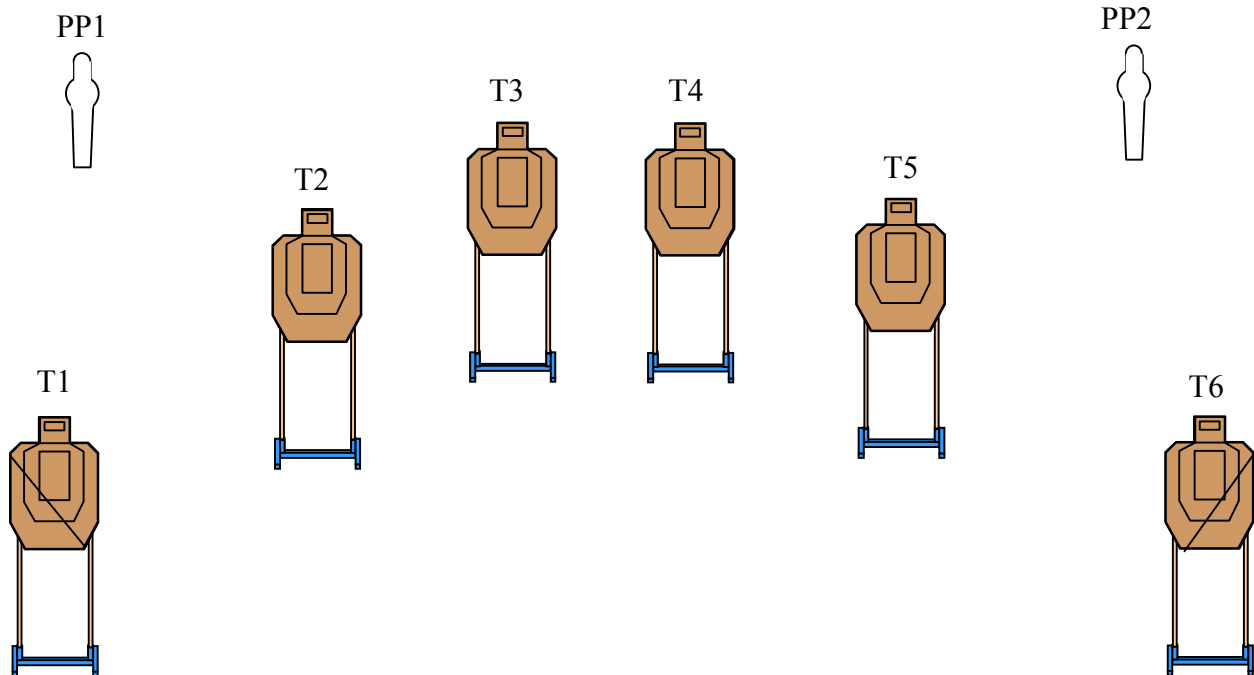
START POSITION: Standing in any Box, wrists above shoulders. Gun loaded and holstered.

STAGE PROCEDURE

At signal, engage T1-T6 with 1 round each from all 3 boxes. PP1 and PP2 may be engaged from any box.

SCORING

SCORING: Comstock, 20 rounds, 100 points
TARGETS: 6 IPSC, 2 PP
SCORED HITS: Best 3 per IPSC, Steel Down = 1A
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
No-shoot hit -10
Miss -10



A

B

C

Stage 8