



# Doughboy Match

## LIPSA

## Peek-A-Boo

**RULES:** Practical Shooting Handbook, Latest Edition **Course Designer:** Tony Bykov

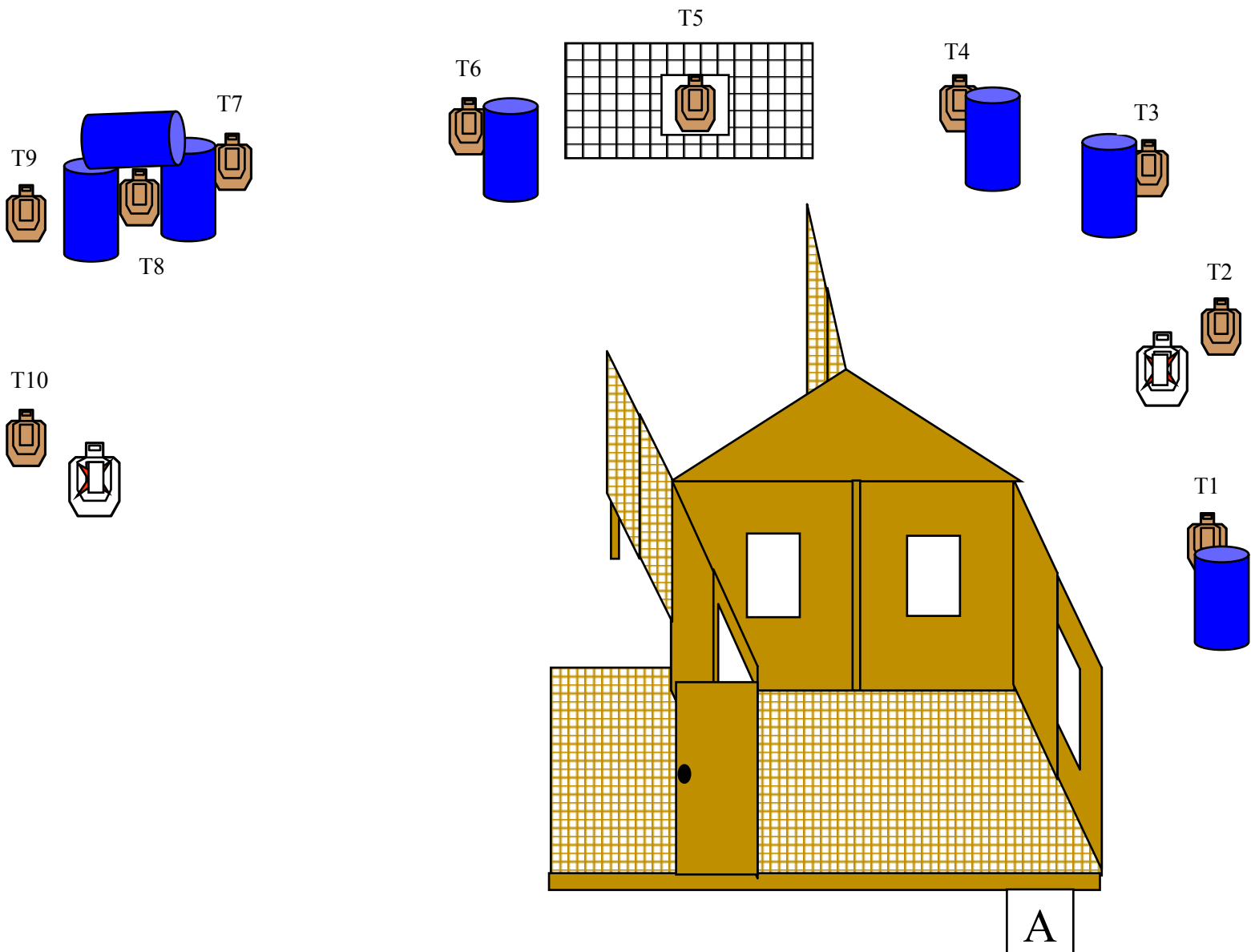
**START POSITION:** Standing in Box A. Gun loaded. Safety on. Held at Low Ready.

### STAGE PROCEDURE

At signal, step into house and engage T1-T10 with 1 round each as they become visible through windows and door. **No shoots in front of T2 and T10 have the A-zones cut out. You must engage T2 and T10 through A-zone cut out.**

### SCORING

<b>SCORING:</b>	Comstock, 10 rounds, 50 points
<b>TARGETS:</b>	10 small rifle target
<b>SCORED HITS:</b>	Best 1 per IPSC
<b>START-STOP:</b>	Audible-Last Shot
<b>PENALTIES:</b>	Procedural -10
	No-shoot hit -10
	Miss -10



**Stage 1**  
**(Pit 1)**

# Doughboy Match



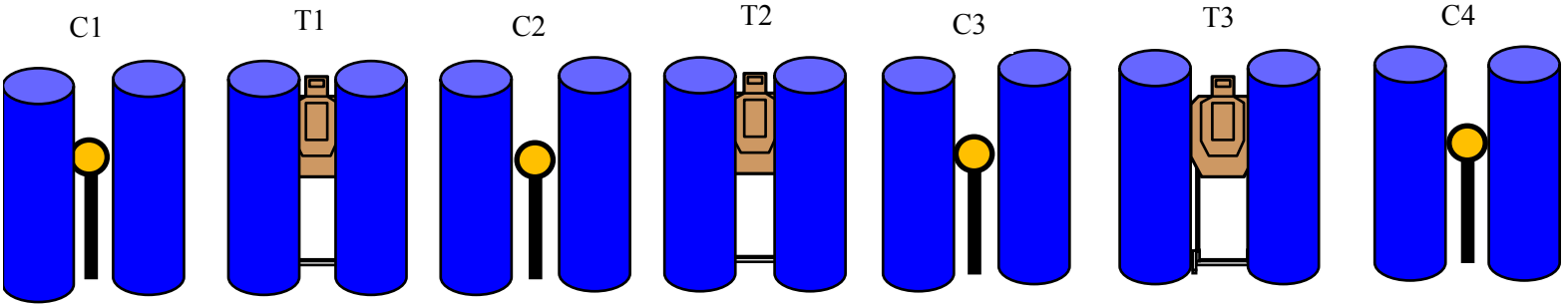
## LIPSA Can You See Me

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** George Schmaeling

**START POSITION:** Standing in Box A, rifle loaded. Safety on. Held at Low Ready.

**STAGE PROCEDURE**  
 At signal, step into Free Fire Zone and engage all targets and Clays as they become visible from within the fault lines.

**SCORING**  
**SCORING:** Comstock, 10 rounds, 50 points  
**TARGETS:** 3 IPSC, 4 Clays  
**SCORED HITS:** Best 2 per IPSC, Hit on clay=1A  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural -10  
 No-shoot hit -10  
 Miss -10



**A**

**Stage 2  
(Pit 2)**

# Doughboy Match



**LIPSA**

**Plate Date**

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** George Schmaeling

**START POSITION:** Standing in Box A. Rifle loaded. Safety on. Held at Low Ready.

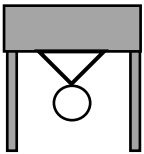
### STAGE PROCEDURE

At signal, engage P1-P5 with 1 round each.  
Reload and re-engage P1-P5 with 1 round each.

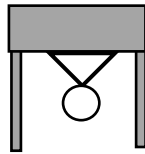
### SCORING

**SCORING:** Comstock, 10 rounds, 50 points  
**TARGETS:** 5 Plates  
**SCORED HITS:** Audible shot on steel  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural -10  
No-shoot hit -10  
Miss -10

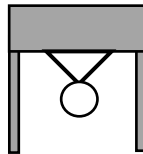
P1



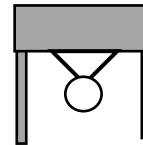
P2



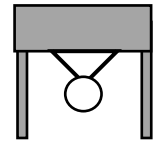
P3



P4



P5



A

**Stage 3**  
**(100 yd)**

# Doughboy Match



## LIPSA Pinned Down

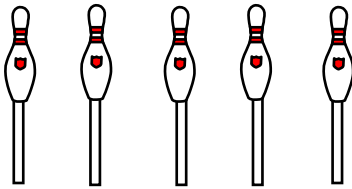
**RULES:** Practical Shooting Handbook, Latest Edition **Course Designer:** George Schmaeling

**START POSITION:** Standing in Box A. Rifle is loaded, safety on and placed on either barrel.

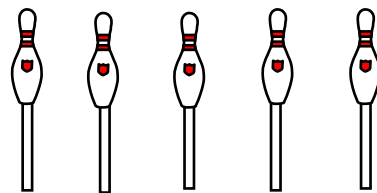
**STAGE PROCEDURE**  
 At signal, retrieve rifle and engage designated pins from that barrel.

Barrel 1- Pins 1-5  
 Barrel 2- Pins 6-10

**SCORING**  
**SCORING:** Comstock, 10 rounds, 50 points  
**TARGETS:** 10 Pins  
**SCORED HITS:** Pins down=1A  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural -10  
 No-shoot hit -10  
 Miss -10

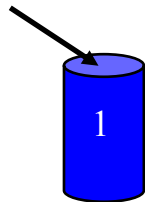


Pin 1-5

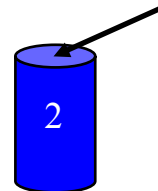


Pin 6-10

Loaded Rifle



Loaded Rifle



**Stage 4**  
**(22Pit)**

# Doughboy Match



**LIPSA**

## Can You Count

**RULES:** Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** George Schmaeling

**START POSITION:** Standing in Box A. Rifle loaded. Safety on. Held at Low Ready.

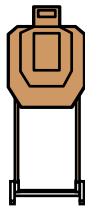
### STAGE PROCEDURE

At signal, engage T1 with 1 round. T2 with 2 rounds. T3 with 3 rounds. And T4 with 4 rounds.

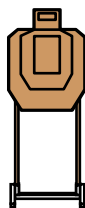
### SCORING

**SCORING:** Comstock, 10 rounds, 50 points  
**TARGETS:** 4 IPSC  
**SCORED HITS:** T1-1, T2-2, T3-3, T4-4  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural -10  
No-shoot hit -10  
Miss -10

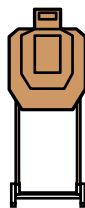
T1



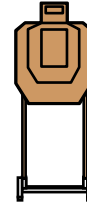
T2



T3



T4



A

**Stage 5**  
**(S Pit 1)**

# Doughboy Match



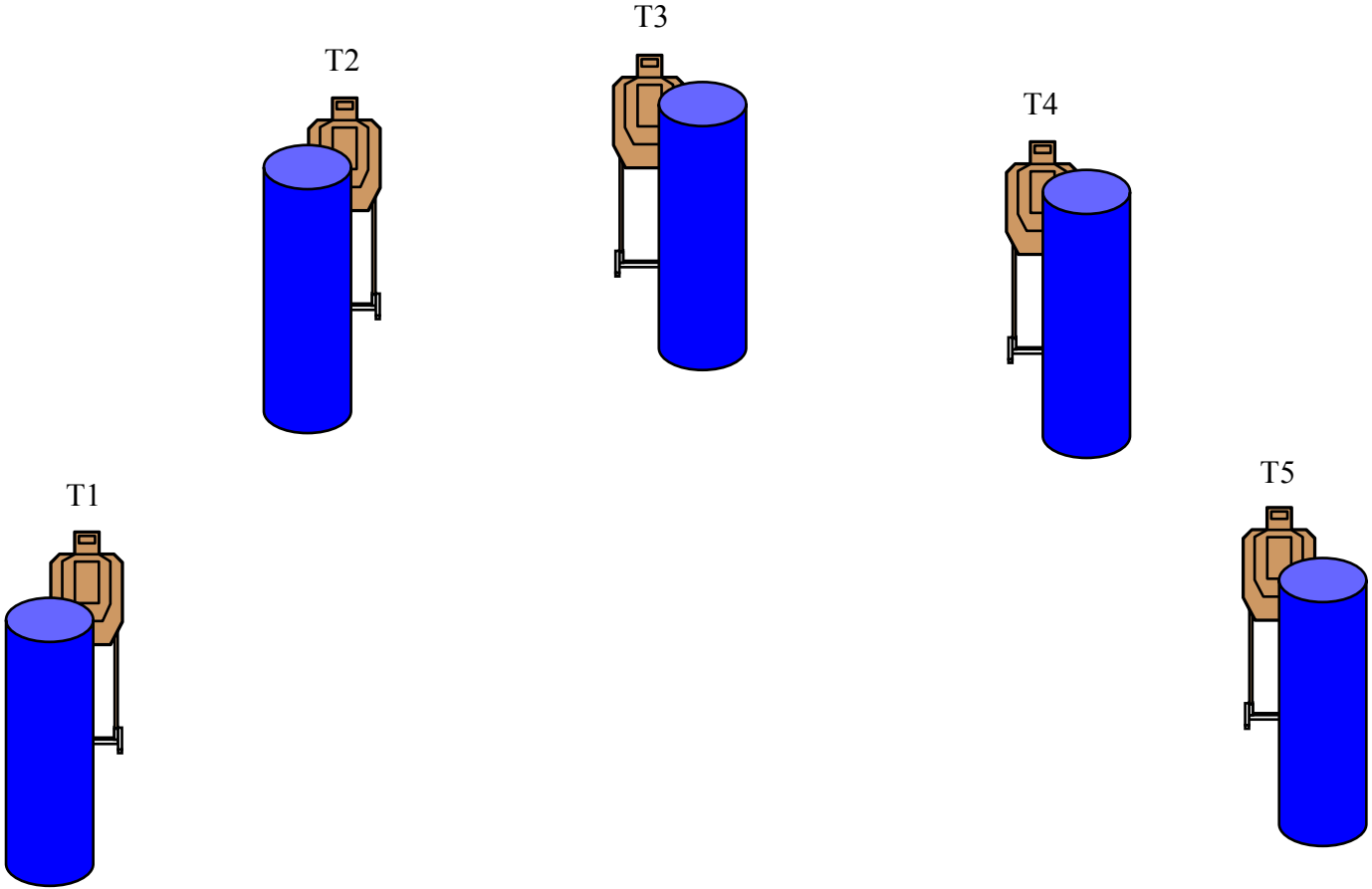
## LIPSA Criss Cross

**RULES:** Practical Shooting Handbook, Latest Edition **Course Designer:** George Schmaeling

**START POSITION:** Standing in Box A. Rifle loaded. Safety on. Held at Low Ready.

**STAGE PROCEDURE**  
At signal, advance to Free Fire Zone and engage T1-T5 with 2 rounds each as they become visible from within the fault lines.

**SCORING**  
**SCORING:** Comstock, 10 rounds, 50 points  
**TARGETS:** 5 IPSC  
**SCORED HITS:** Best 2 per IPSC  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural -10  
No-shoot hit -10  
Miss -10



A

**Stage 6**  
(S Pit 2)