



# LIPSA 2019 Annual USPSA Shotgun Match



**6 stages**

**113 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.
- A functioning shotgun plate **MUST** fall to score. IT is not range equipment failure if a functioning shotgun plate is hit insufficiently enough to fall (rule 8.4.24.2)

## 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).

# Shotgun



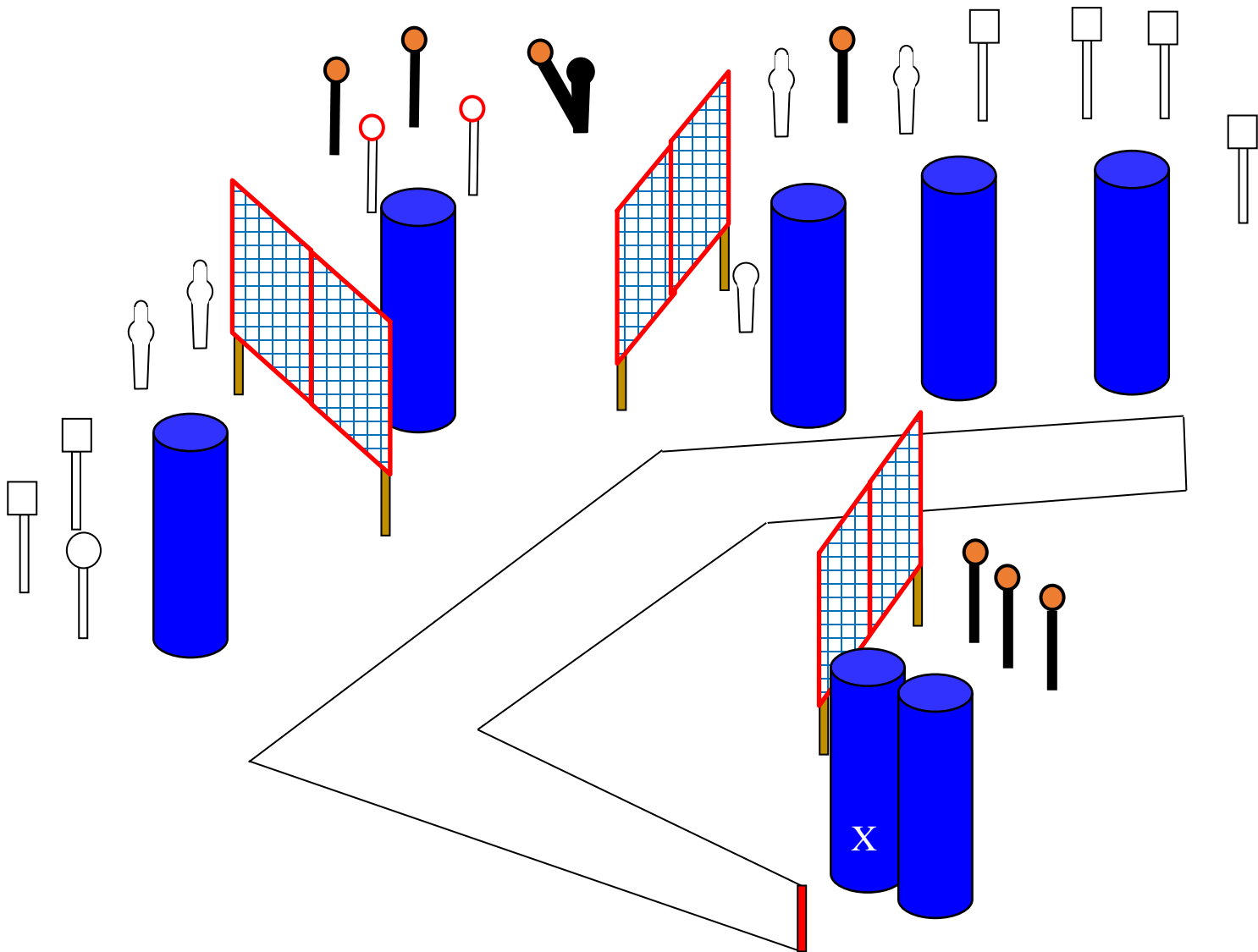
## LIPSA Pass It And Blast It

**RULES:** Practical Shooting Handbook, Latest Edition **Course Designer: Manic, Joe Mercuri**

**START POSITION:** Standing with toes touching **RED** mark. Shotgun is loaded. Safety on. Muzzle touching X on barrel.

**STAGE PROCEDURE**  
At signal, engage all targets and clays as they become visible from

**SCORING**  
**SCORING:** Comstock, 20 rounds  
**TARGETS:** 13 steel, 7 clays  
**SCORED HITS:** Time Plus  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural + 3  
 No-shoot hit +5  
 Miss +5



**Stage 1**



# Shotgun

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## Bowling Stones

**RULES:** Practical Shooting Handbook, Latest Edition **Course Designer:** Manic, Joe Mercuri

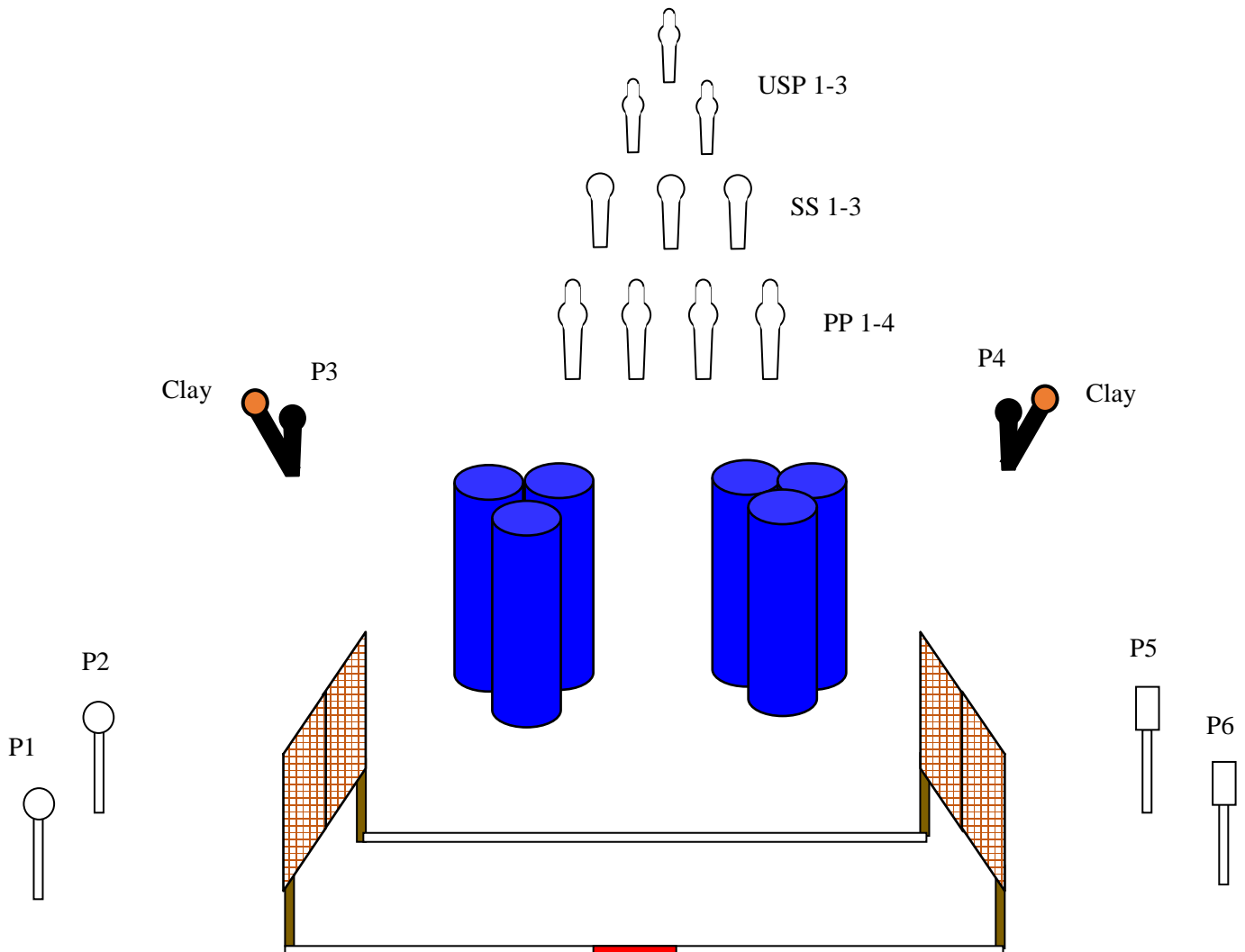
**START POSITION:** Standing with heels touching **RED** mark. Shotgun is loaded. Safety on. Held at Low Ready.

### STAGE PROCEDURE

At signal, engage all steel and clays as they become visible from within the FFZ.

### SCORING

**SCORING:** Comstock, 18 rounds  
**TARGETS:** 16 steel, 2 clays  
**SCORED HITS:** Time Plus  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural +3  
 No-shoot hit +5  
 Miss +5



**Stage 2**

# Shotgun



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## Double Star

**RULES:** Practical Shooting Handbook, Latest Edition **Course Designer:** Manic, Joe Mercuri

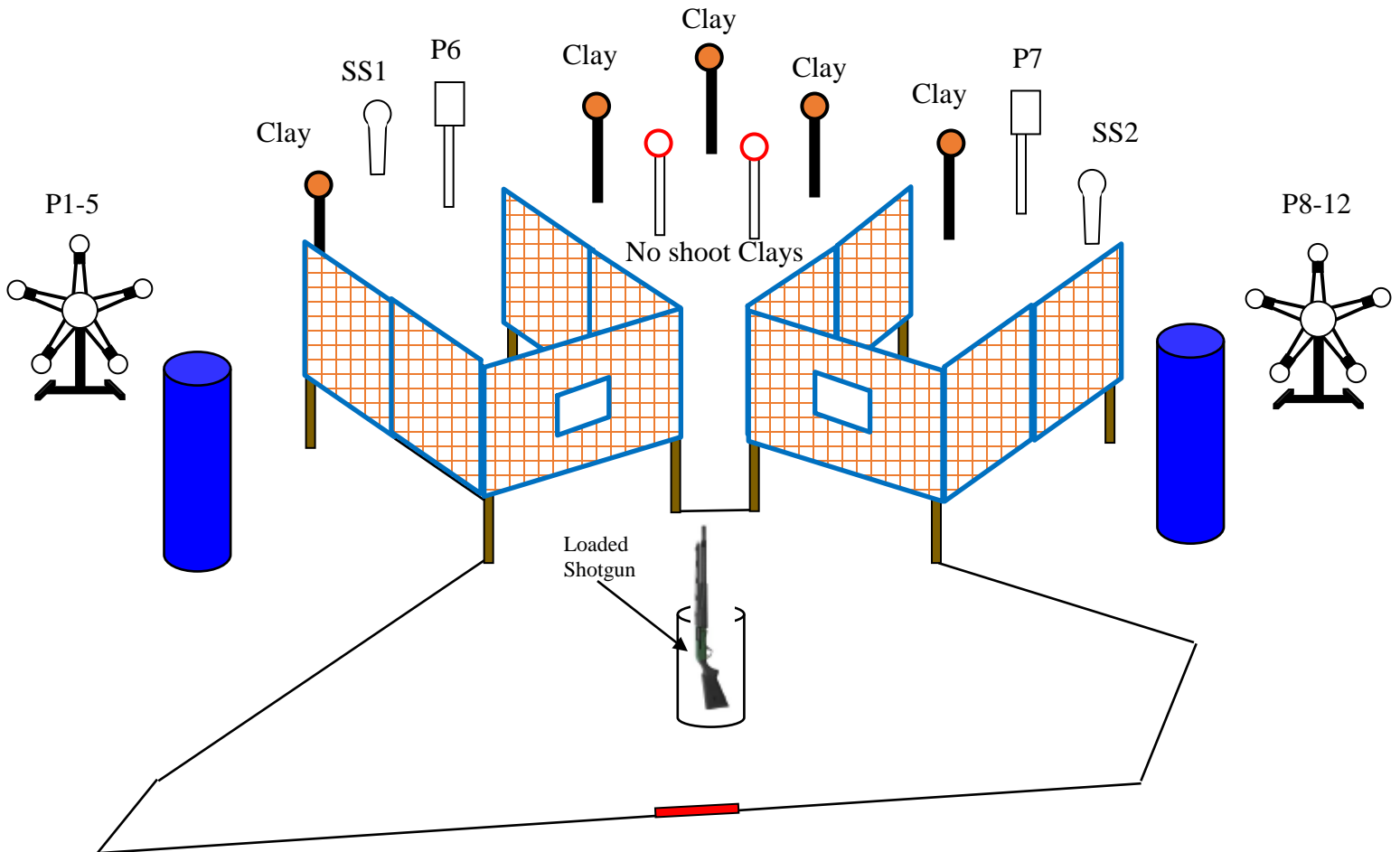
**START POSITION:** Standing with toes touching **RED** mark. Hands relaxed at sides. Shotgun loaded on barrel.

### STAGE PROCEDURE

At signal, retrieve loaded shotgun from barrel, then engage all steel and clays as they become visible from within the FFZ.

### SCORING

**SCORING:** Comstock, 19 rounds  
**TARGETS:** 14 steel, 5 clays  
**SCORED HITS:** Time plus  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural +3 seconds  
No-shoot hit +5 seconds  
Miss + 5 seconds



**Stage 3**

# Shotgun



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## Cleaning House

**RULES:** Practical Shooting Handbook, Latest Edition **Course Designer:** Manic, Joe Mercuri

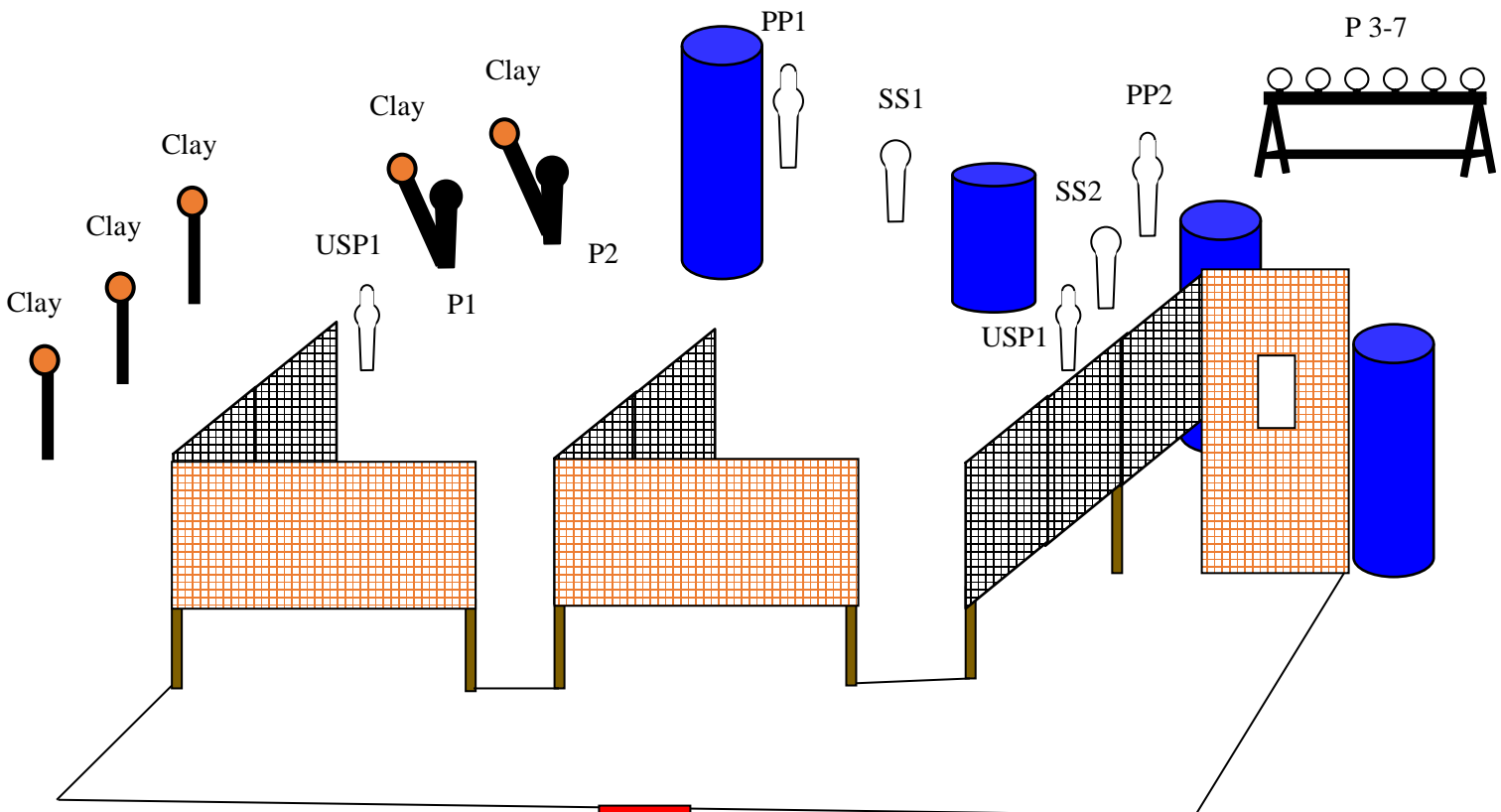
**START POSITION:** Standing with toes touching **RED** mark. Shotgun loaded. Safety on. Held at Low Ready.

### STAGE PROCEDURE

At signal, step into FFZ, then engage all steel and clays as they become visible.

### SCORING

**SCORING:** Comstock, 19 rounds  
**TARGETS:** 14 steel, 5 clays  
**SCORED HITS:** Steel Down= 1A  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural +3  
No-shoot hit +5  
Miss +5



**Stage 4**



# Shotgun

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## Another Manic Stage

**RULES:** Practical Shooting Handbook, Latest Edition **Course Designer:** Manic, Joe Mercuri

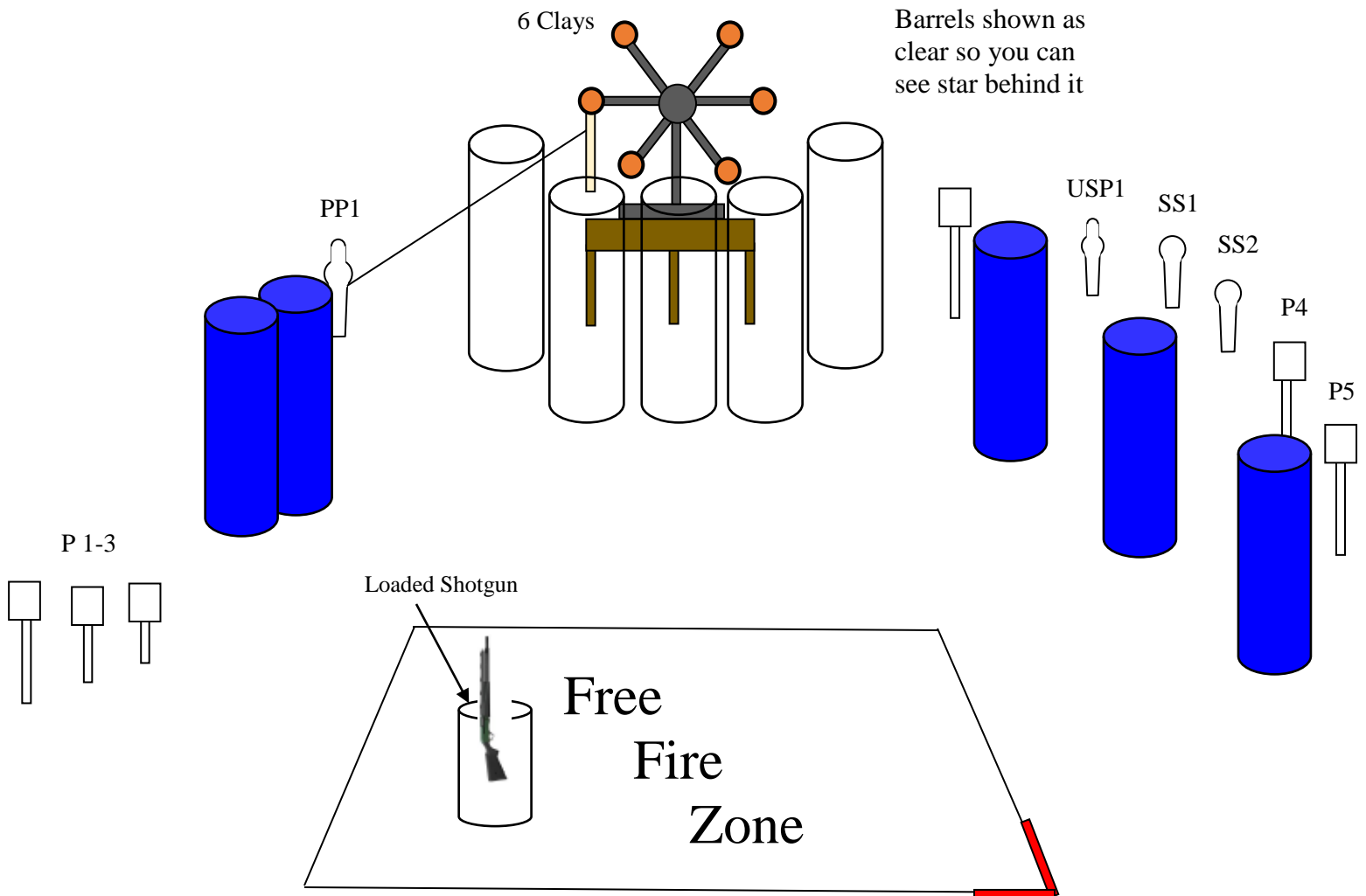
**START POSITION:** Standing with inside of feet touching **RED** marks. Loaded shotgun on barrel.

### STAGE PROCEDURE

At signal, retrieve shotgun from barrel. Then engage all steel and clays as they become visible from within the fault lines. **PP1 activates clay star. It must be activated before engaging.**

### SCORING

**SCORING:** Comstock, 16 rounds  
**TARGETS:** 10 steel, 6 clays  
**SCORED HITS:** Time plus  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural +3  
 No-shoot hit +5  
 Miss +5



Barrels shown as clear so you can see star behind it

# Shotgun



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## Highs & Lows

**RULES:** Practical Shooting Handbook, Latest Edition **Course Designer: Manic, Joe Mercuri**

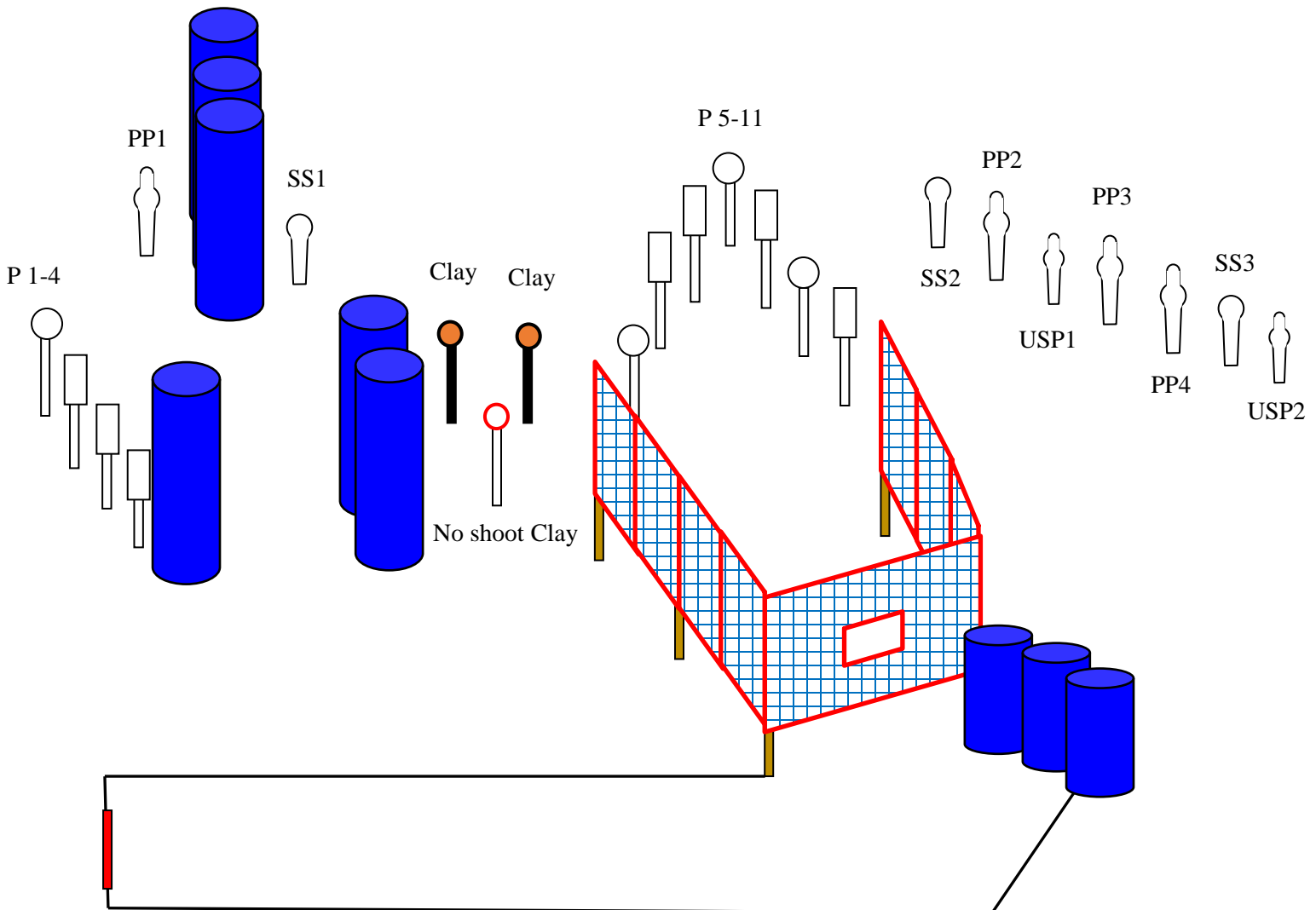
**START POSITION:** Standing with right foot touching inside of **RED** mark. Shotgun is loaded. Safety on. Held at Low Ready.

### STAGE PROCEDURE

At signal, step into FFZ and engage all steel and clays as they become visible.

### SCORING

**SCORING:** Comstock, 22 rounds  
**TARGETS:** 20 steel, 2 clays  
**SCORED HITS:** Time Plus  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural +3  
 No-shoot hit +5  
 Miss +5



**Stage 6**