

Spring Blast 2016

Stage 1- Plankton.....31 rounds

Stage 2- The Long Haul II.....31 rounds

Stage 3- This Bud's 4 U.....28 rounds

Stage 4- The Gamble.....32 rounds

Stage 5- The Bunker.....31 rounds

Stage 6- You Need A Strong Hand.....25 rounds

Stage 7 (S pit 1)- UFO's.....28 rounds

Stage 8 (S pit 2)- Lori's Madness28 rounds

Total- 234 rounds



Spring Blast 16

Plankton

Special Thanks: Holmen Practical Shooters

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

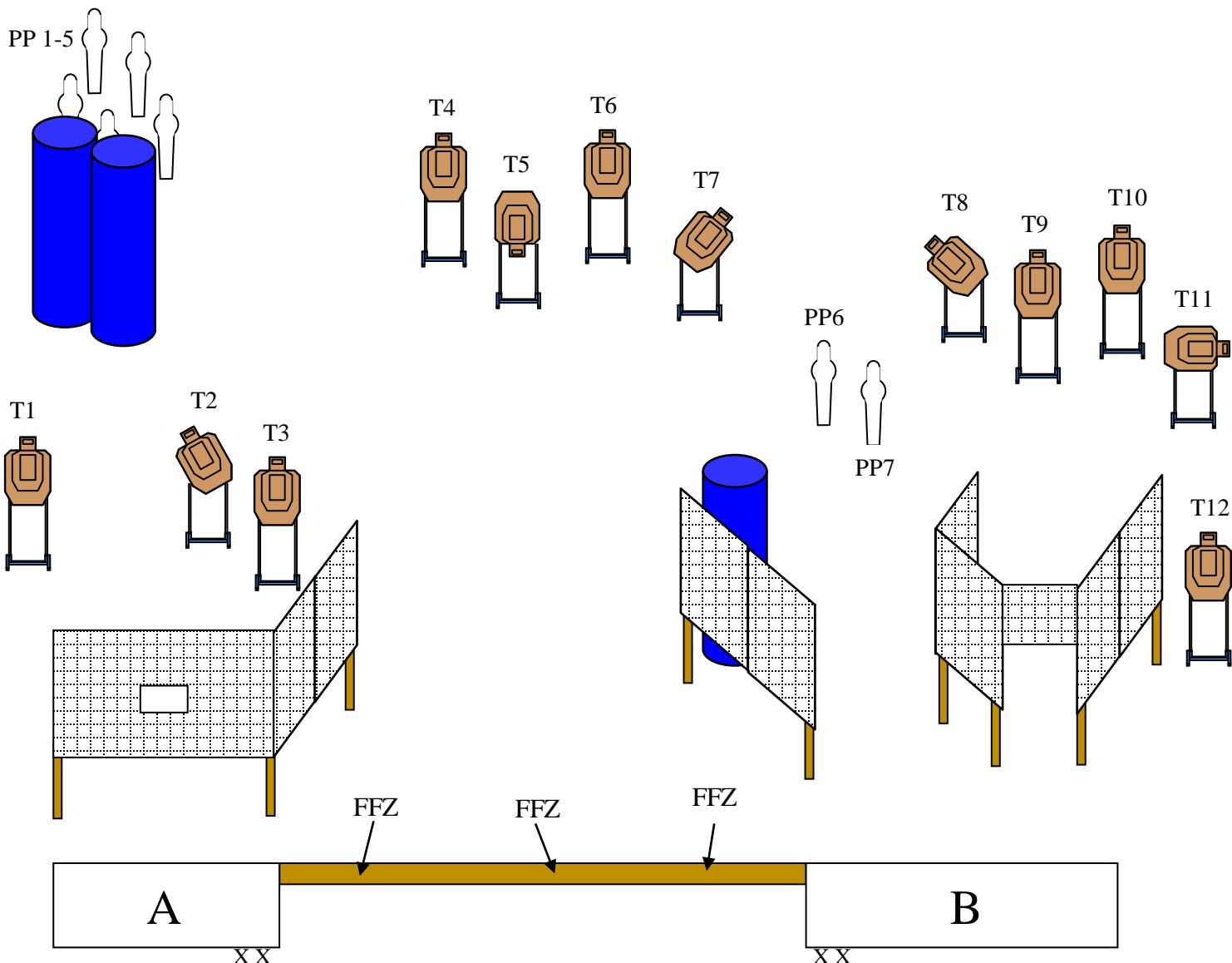
START POSITION: Standing with toes touching X's, on either side, hands relaxed at sides. Gun loaded and holstered.

STAGE PROCEDURE

At signal, step into FFZ and engage all targets and steel as they become visible from the two boxes and the Free Fire Zone. **(The wood planks are the Free Fire Zone).**

SCORING

SCORING: Comstock, 31 rounds, 155 points
TARGETS: 12 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



Stage 1
(Pit 1)



Spring Blast 16

The Long Haul II

Special Thanks: NISA

RULES: Practical Shooting Handbook, Latest Edition **COURSE DESIGNER:** Michael Linsalata

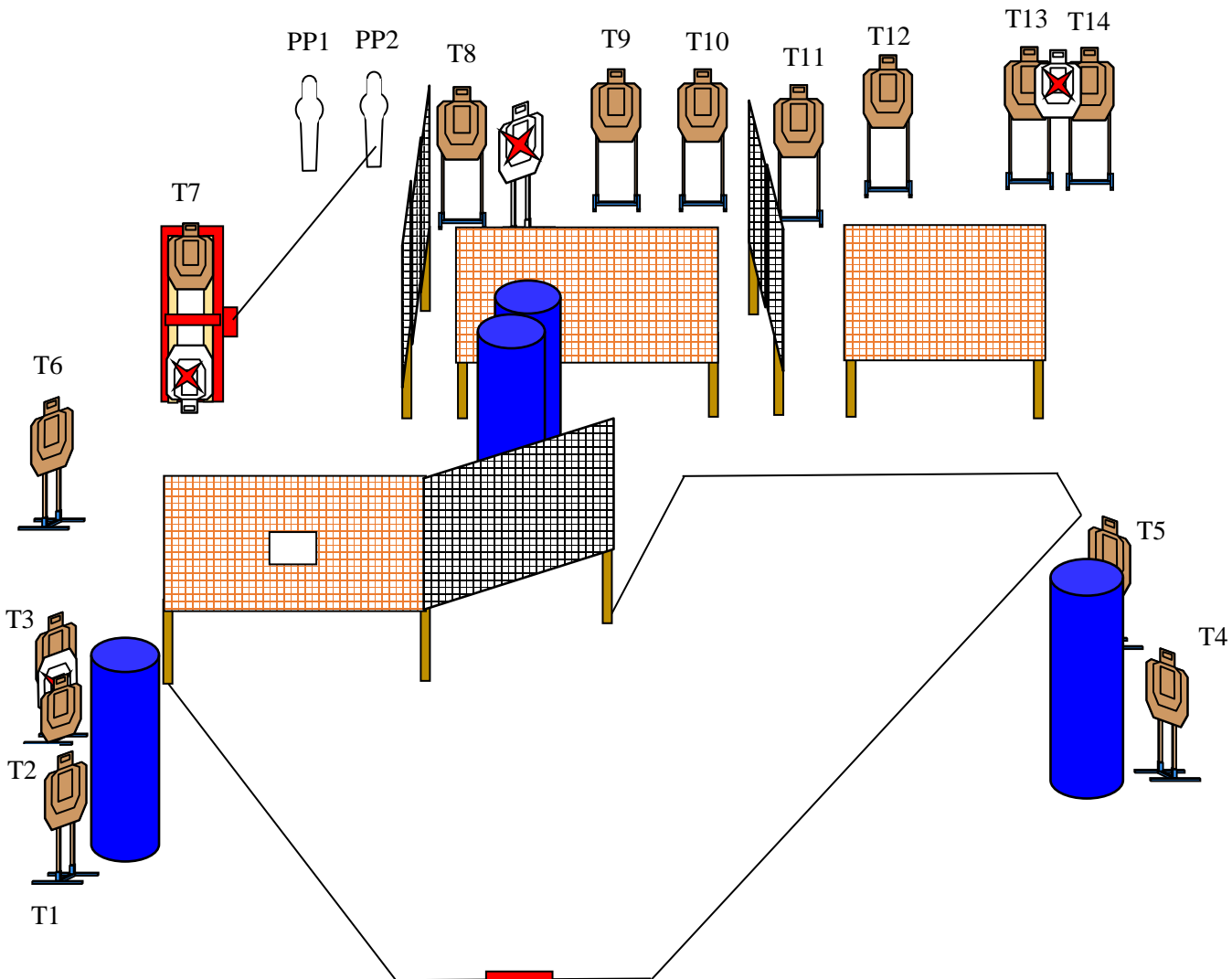
START POSITION: Standing with heels touching **RED** mark, hands relaxed at sides. Gun loaded and holstered.

STAGE PROCEDURE

At signal, engage all targets and steel as they become visible from within the fault lines. **(PP2 activates T7. T7 is an appearing target. T7 must be activated before being engaged).**

SCORING

SCORING: Comstock, 30 rounds, 150 points
TARGETS: 14 IPSC, 2 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 2
(Pit 2)



**SPRING
BLAST
2016**

THIS BUD'S 4 U

Special Thanks: Bud Berthold

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

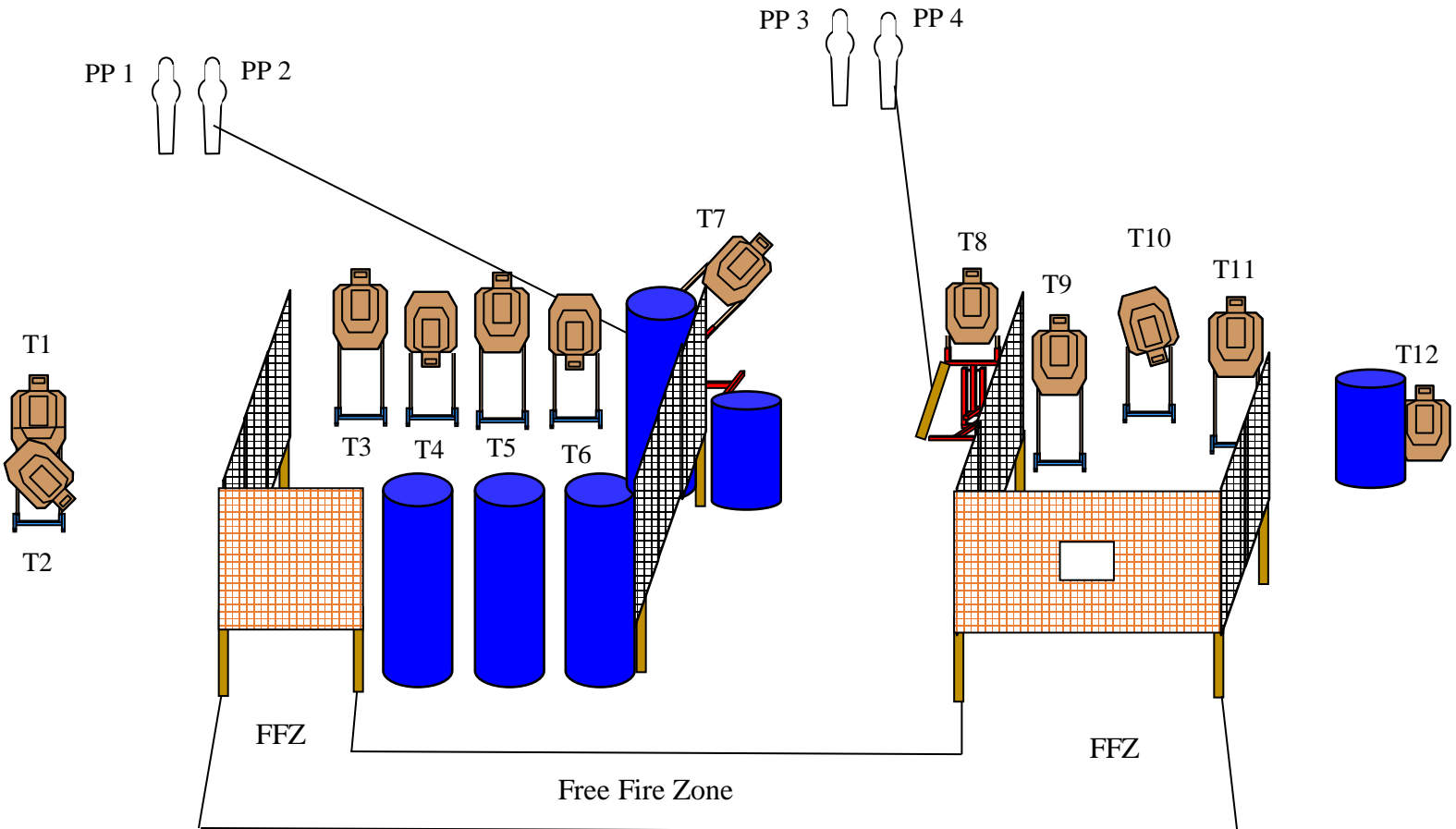
START POSITION: Standing **ANYWHERE** in Free Fire Zone, hands relaxed at sides. Gun loaded and holstered.

STAGE PROCEDURE

At signal, engage all targets and steel as they become visible from within the fault lines. (**PP2** activates **T7**. **T7** is a swinging target. **PP4** activates **T8**. **T8** is a disappearing target. Both have to be activated before being engaged).

SCORING

SCORING: Comstock, 28 rounds, 140 points
TARGETS: 12 IPSC, 4 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 3
(Pit 3)**



Spring Blast 16

LIPSA

The Gamble

Special Thanks: Spanky

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

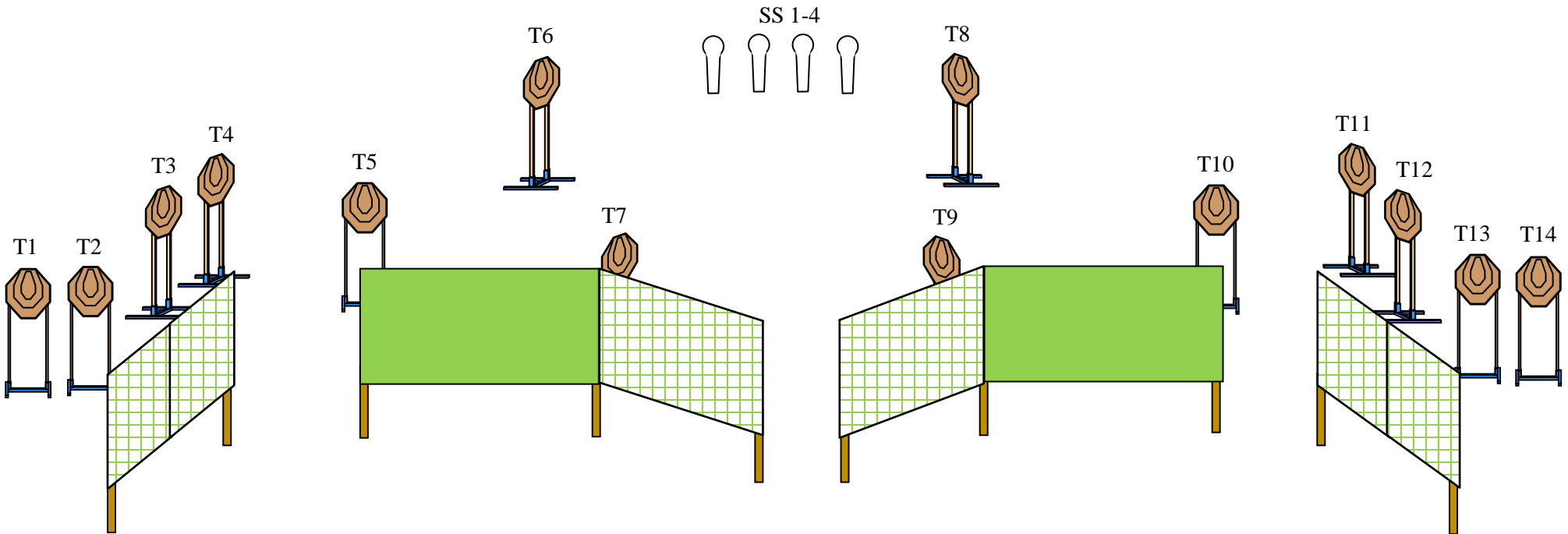
START POSITION: Standing **ANYWHERE** in Free Fire Zone, hands relaxed at sides.
Gun loaded and holstered.

STAGE PROCEDURE

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

SCORING

SCORING:	Comstock, 32 rounds, 160 points
TARGETS:	14 IPSC "Classic", 4 SS
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

Free Fire Zone

Free Fire Zone

Stage 4 (Pit 4)



Spring Blast 16

The Bunker

Special Thanks: Chris B.

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

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

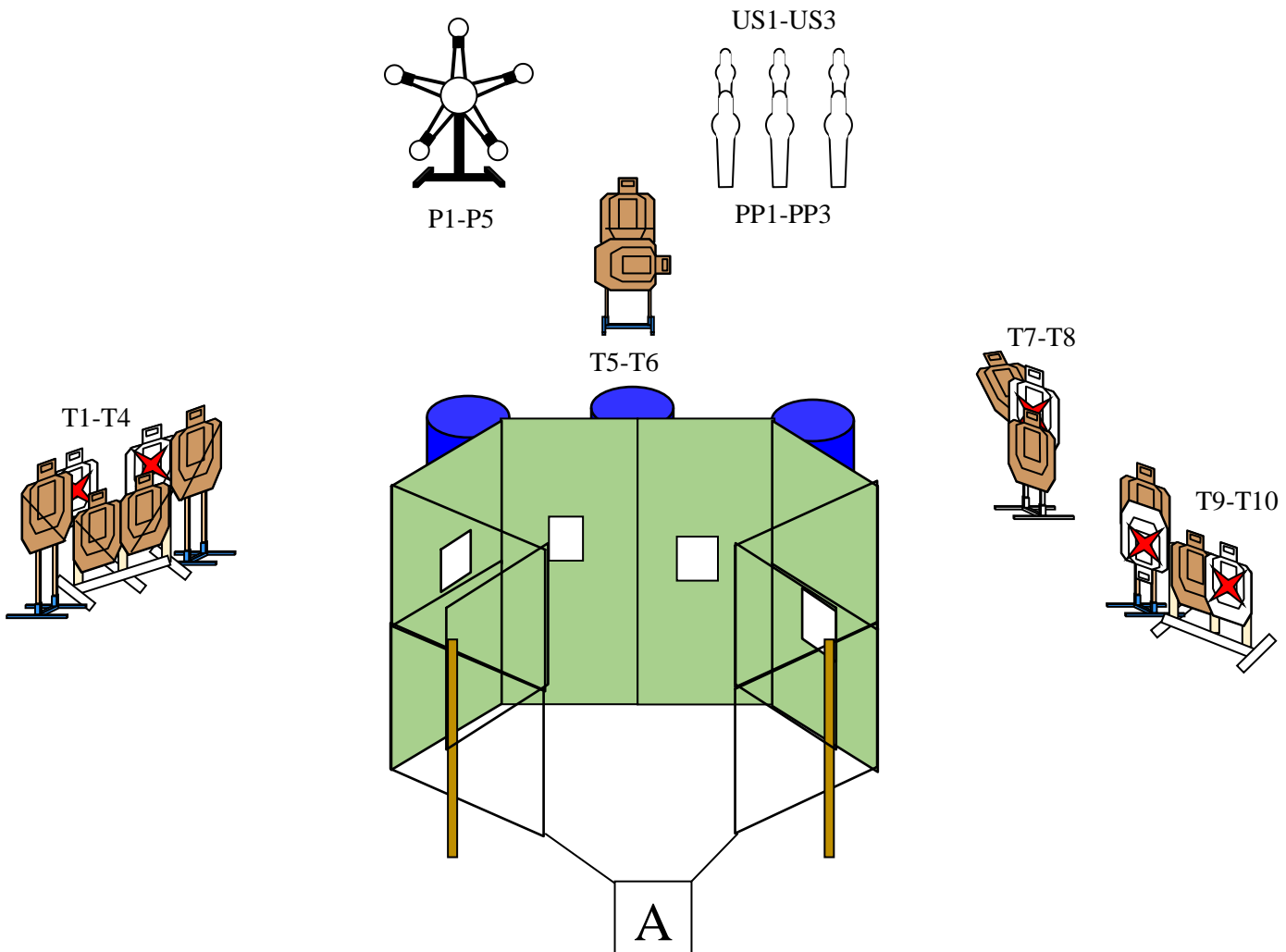
STAGE PROCEDURE

At signal, step into Bunker and engage all targets and steel as they become visible within the fault lines. **(Steel must fall to score).**

Setup Notes: Front walls are shown as clear so you can see inside.

SCORING

SCORING: Comstock, 31 rounds, 155 points
TARGETS: 10 IPSC, 11 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 5
(Pit 5)



LIPSA 2016 SPRING BLAST

Stage ? – You need a Strong Hand

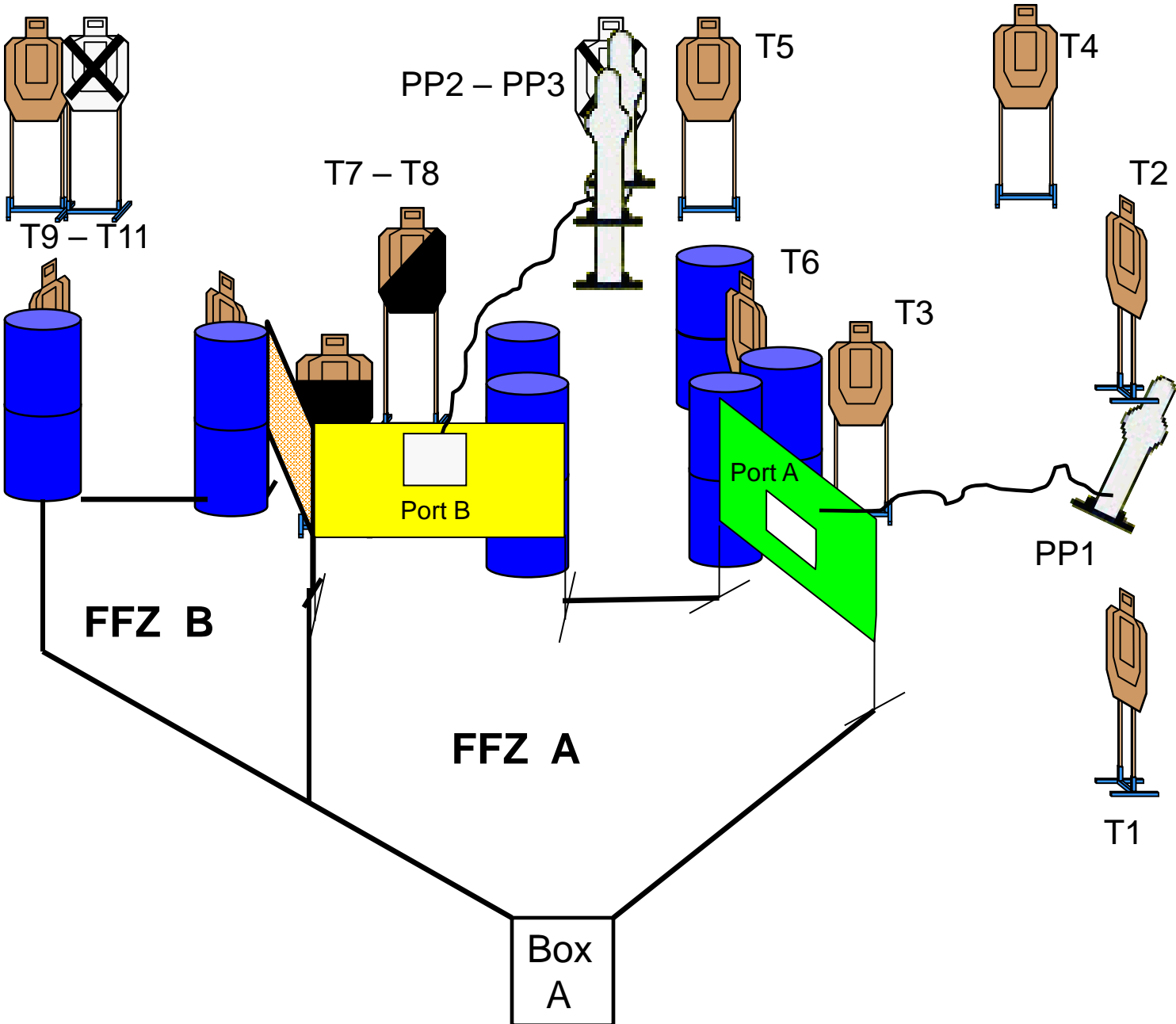
Course Designer: R. Esposito

START POSITION: Standing in Box A, facing uprange, wrists above shoulders

GUN READY : Gun loaded and holstered per USPSA rules.

STAGE PROCEDURE: Upon start signal, turn and engage only PP1 – PP3 from Box A only. Enter FFZ A and engage targets as they appear. Enter FFZ B and engage all remaining targets strong hand only. PP1 activates Port A and PP2 activates Port B.

SCORING: Comstock, 25 rounds, 125 points
TARGETS: 11 IPSC, 3 PP
SCORED HITS: Best 2 per paper, KD steel = 1A
START-STOP: Audible - Last shot
RULES: USPSA current edition



Pit ?



Spring Blast 16

UFO's

Special Thanks: Nisa

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

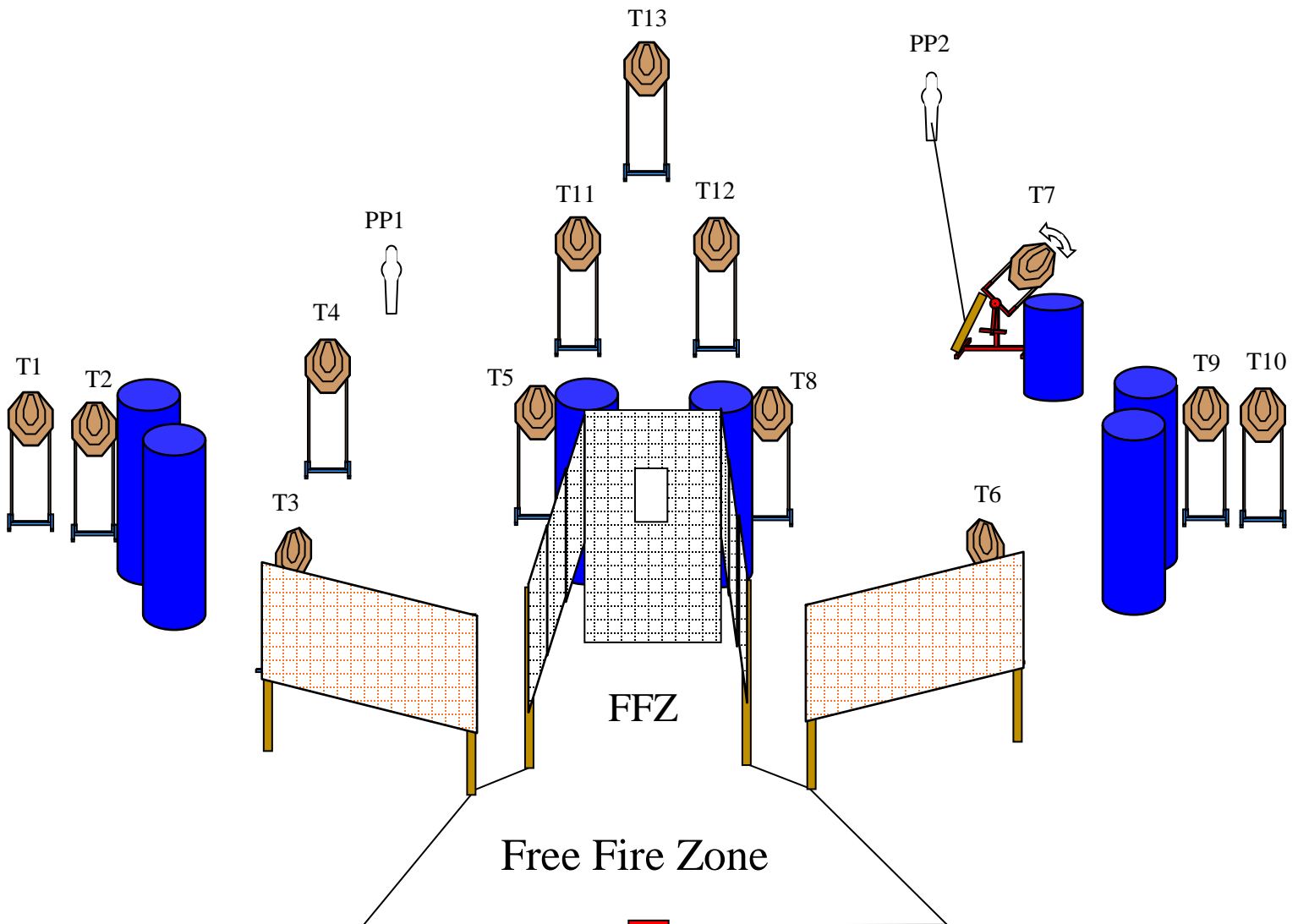
START POSITION: Standing with toes touching **RED** mark, hands relaxed at sides. Gun loaded and holstered.

STAGE PROCEDURE

At signal, step into Free Fire Zone and engage all targets and steel as they become visible from within the fault lines. (**PP2 activates T7. T7 is a swinging target, T7 must be activated before being engaged**).

SCORING

SCORING: Comstock, 28 rounds, 140 points
TARGETS: 13 IPSC "Classic", 2PP
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
(S Pit 1)



**SPRING
BLAST
2016**

LORI'S MADNESS

Special Thanks: Lori Casper

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

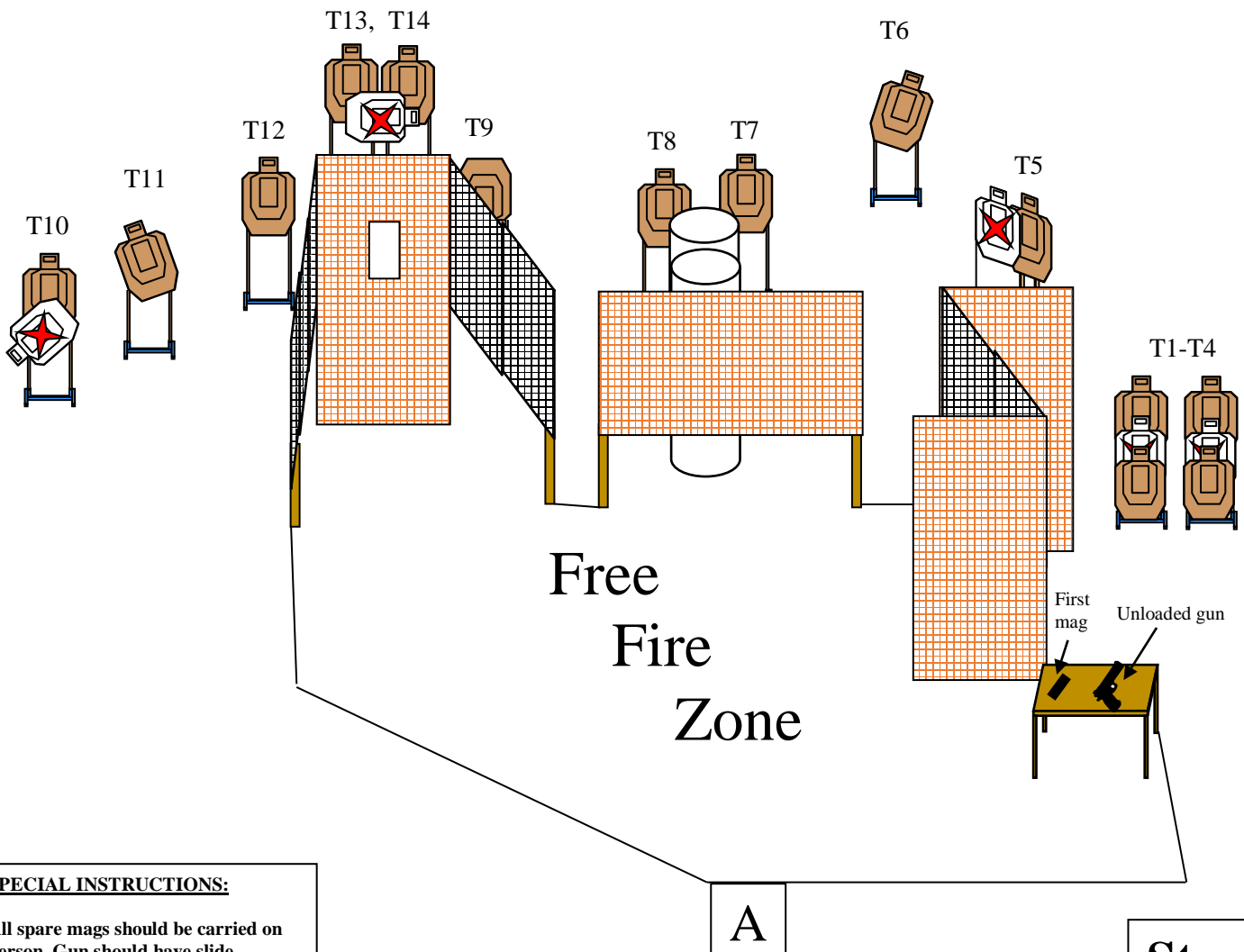
START POSITION: Standing in Box A, hands relaxed at sides. Unloaded gun and first mag on table,

STAGE PROCEDURE

At signal, advance to table and pick up and load gun with mag from table. Then engage all targets as they become visible from within the Free Fire Zone.

SCORING

SCORING: Comstock, 28 rounds, 140 points
TARGETS: 14 IPSC
SCORED HITS: Best 2 per IPSC
START-STOP: Audible-Last Shot
PENALTIES: Procedural -10
 No-shoot hit -10
 Miss -10



SPECIAL INSTRUCTIONS:

All spare mags should be carried on person. Gun should have slide forward, hammer down, and cannot be propped up in any way.

**Stage 8
(S.Pit 2)**