



# LIPSA

# One-Eighty

Special Thanks:

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

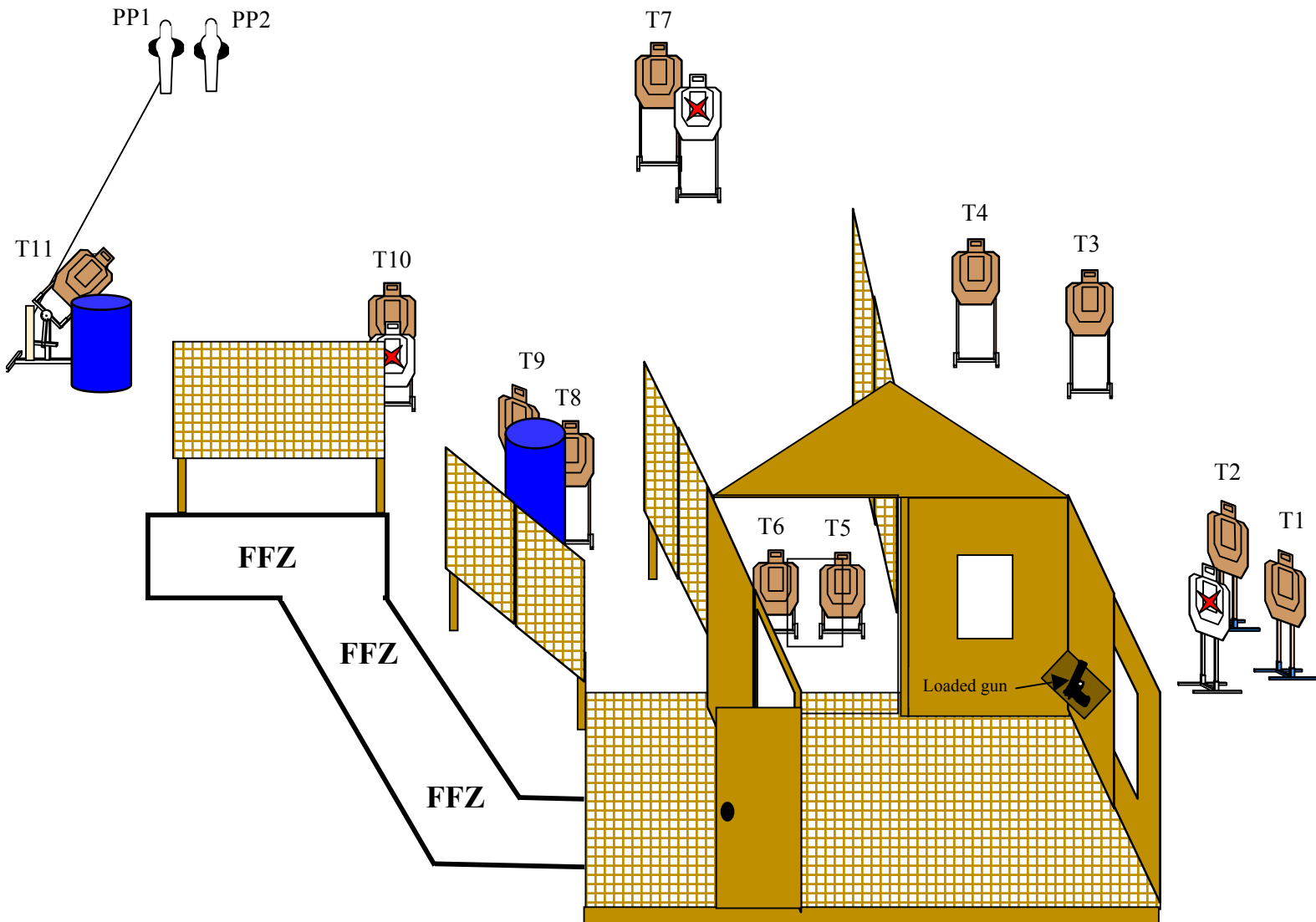
**START POSITION:** Standing in Box A, hands relaxed at sides. Loaded gun on shelf.

### STAGE PROCEDURE

At signal, retrieve loaded gun from shelf. Then engage all targets as they become visible through windows. Exit door and engage all other targets and steel as they become visible from the Free Fire Zone. **(The porch is part of FFZ). (Wall is shown as clear so you can see low targets).**

### SCORING

**SCORING:** Comstock, 24 rounds, 120 points  
**TARGETS:** 11 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



PP1 activates T11. T11 is a swinging target. It must be activated before being engaged.

**STAGE 1**



# LIPSA Side To Side II

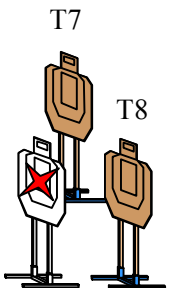
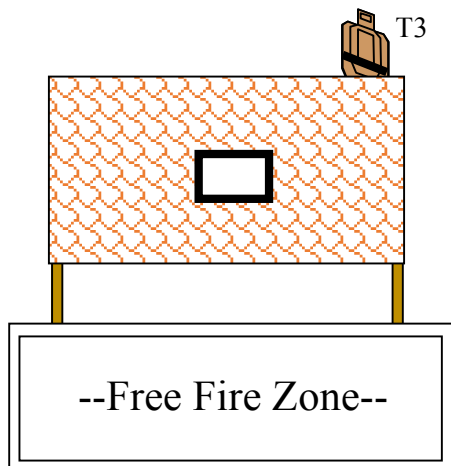
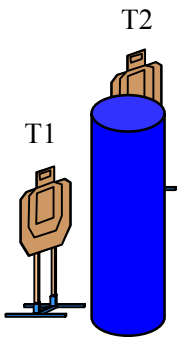
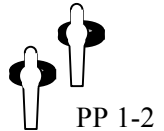
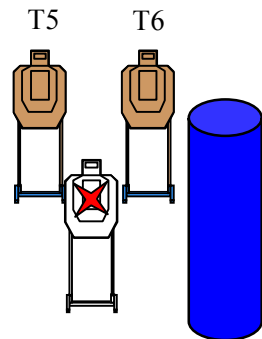
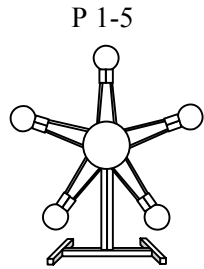
**Special Thanks:**

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**START POSITION:** Standing anywhere in FFZ, hands relaxed at sides. Gun loaded and holstered.

**STAGE PROCEDURE**  
At signal, engage all targets and steel as they become visible from the Free Fire Zone.

**SCORING**  
**SCORING:** Comstock, 23 rounds, 115 points  
**TARGETS:** 8 IPSC, 7 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





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# Maryland Twist

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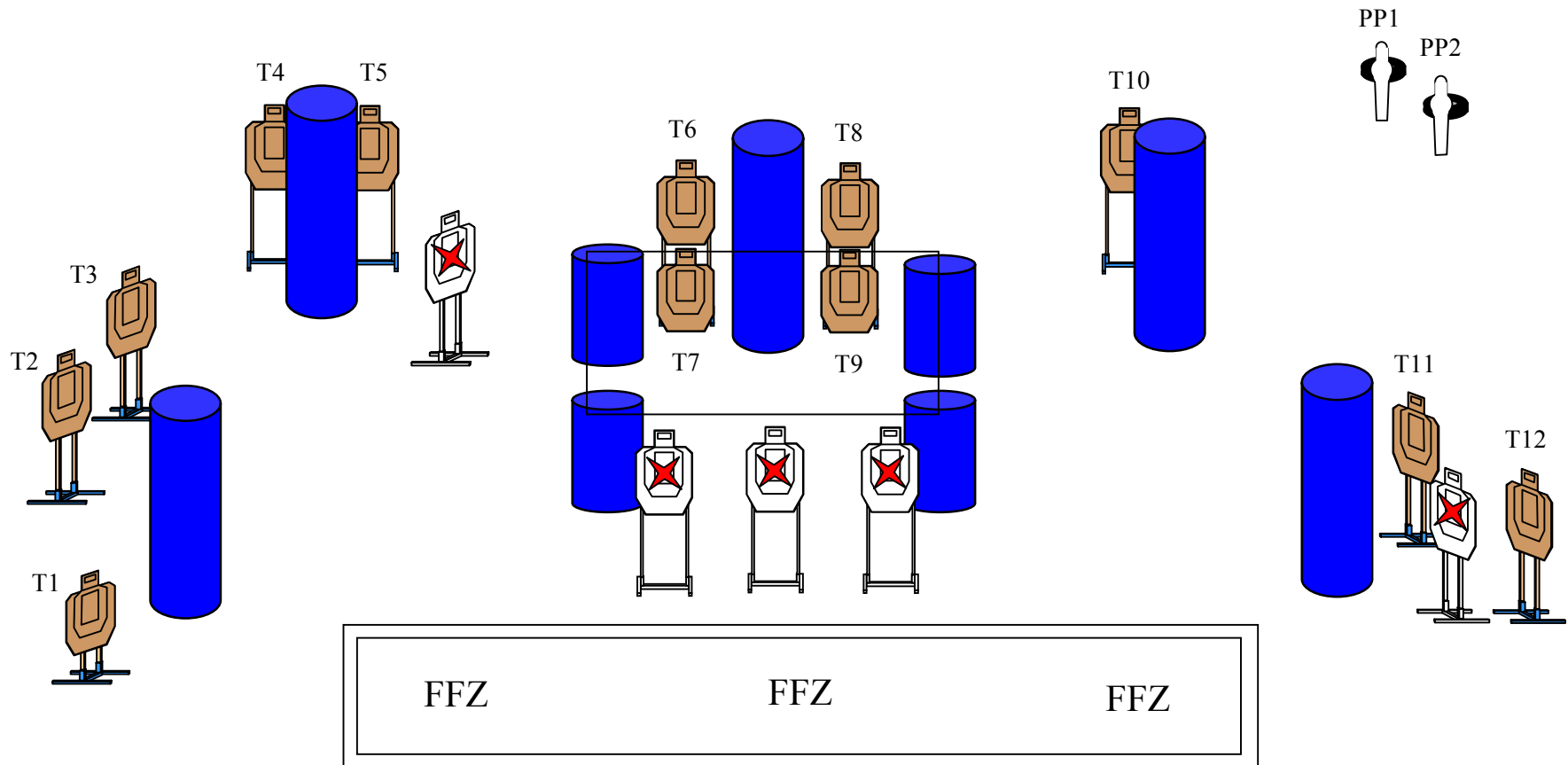
**START POSITION:** Standing anywhere in Free Fire Zone, hands relaxed at sides. Gun loaded and holstered.

**SCORING:**  
**TARGETS:**  
**SCORED HITS:**  
**START-STOP:**  
**PENALTIES:**

**SCORING**  
Comstock, 26 rounds, 130 points  
12 IPSC, 2 pieces of steel  
Best 2 per IPSC, Steel Down = 1A  
Audible-Last Shot  
Procedural -10  
No-shoot hit -10  
Miss -10

### STAGE PROCEDURE

At signal, engage all targets and steel as they become visible from within the Free Fire Zone. **(Wall is shown as clear so you can see targets).**



**Stage 3**



# LIPSA Shoot Fast, Don't????

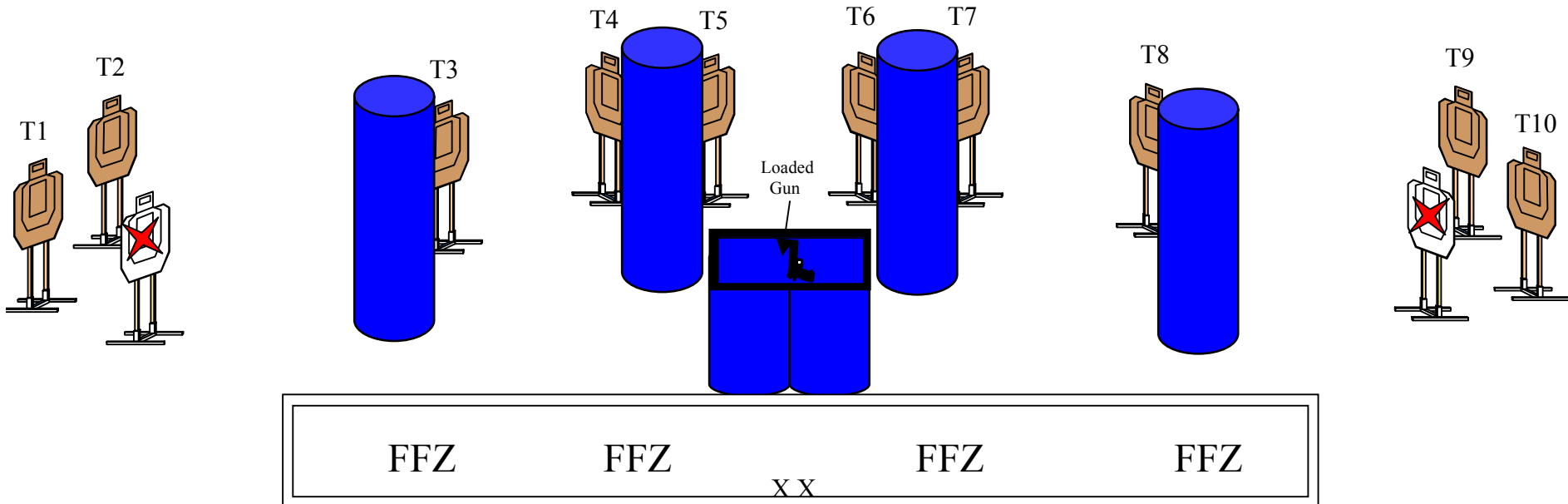
Special Thanks:

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

**START POSITION:** Standing with heels touching X's, hands relaxed at sides. Loaded gun on table. **(Gun can't be propped up in any way).**

**SCORING:** Comstock, 30 rounds, 150 points  
**TARGETS:** 10 IPSC  
**SCORED HITS:** Best 3 per IPSC  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Procedural -10  
 No-shoot hit -10  
 Miss -10

**STAGE PROCEDURE**  
 At signal, engage all targets as they become visible from within The Free Fire Zone. **(All targets get 3 rounds each).**



**Stage 4**



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# Shake, Rattle -n- Roll 2

Special Thanks: Bill's Bridge

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

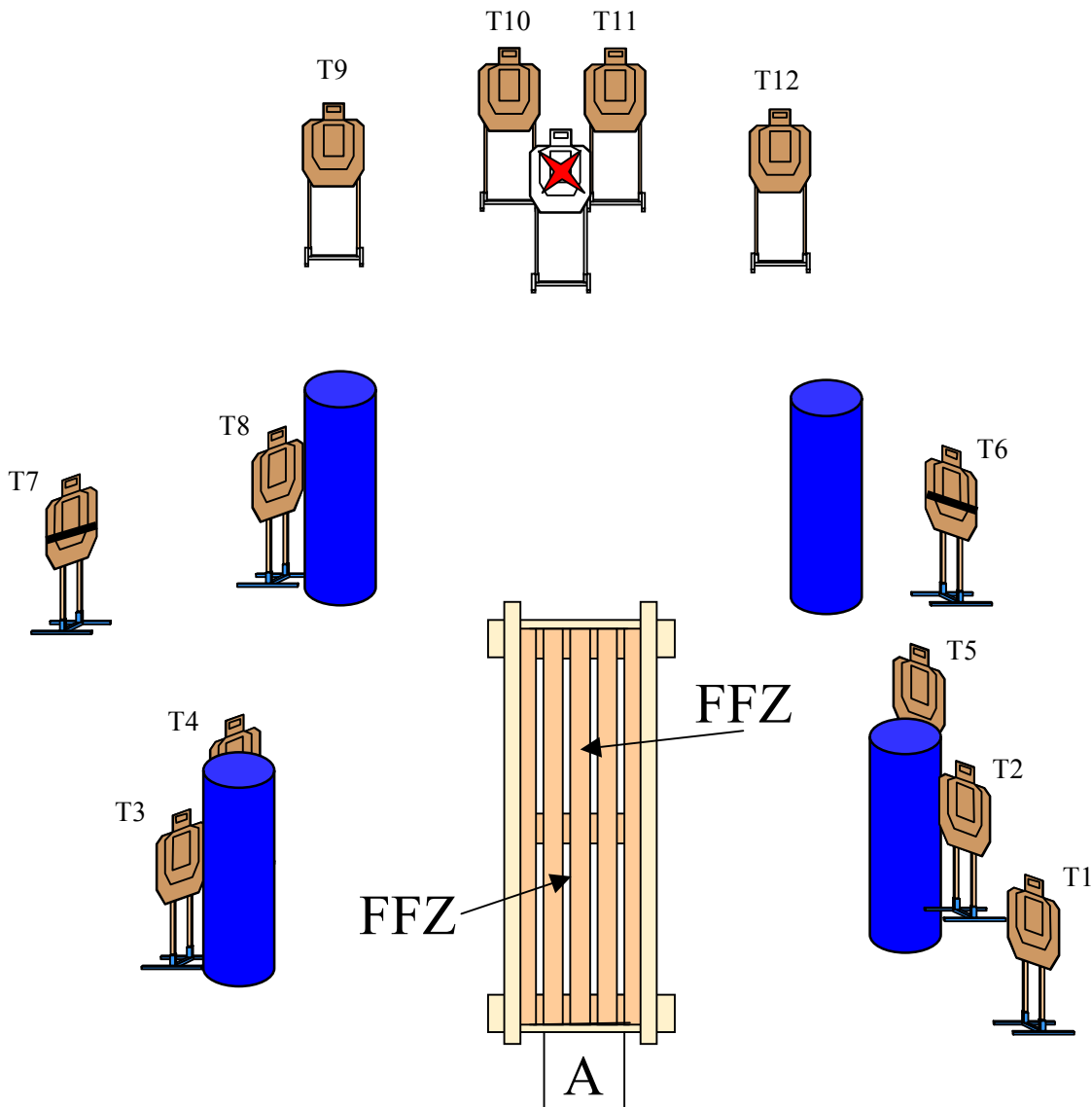
**START POSITION:** Standing in Box A, hands relaxed at sides. Gun loaded and holstered.

**STAGE PROCEDURE**

At signal, engage all targets as they become visible from the Free Fire Zone. **(Box A is part of the Free Fire Zone).**

**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





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# Don't Miss

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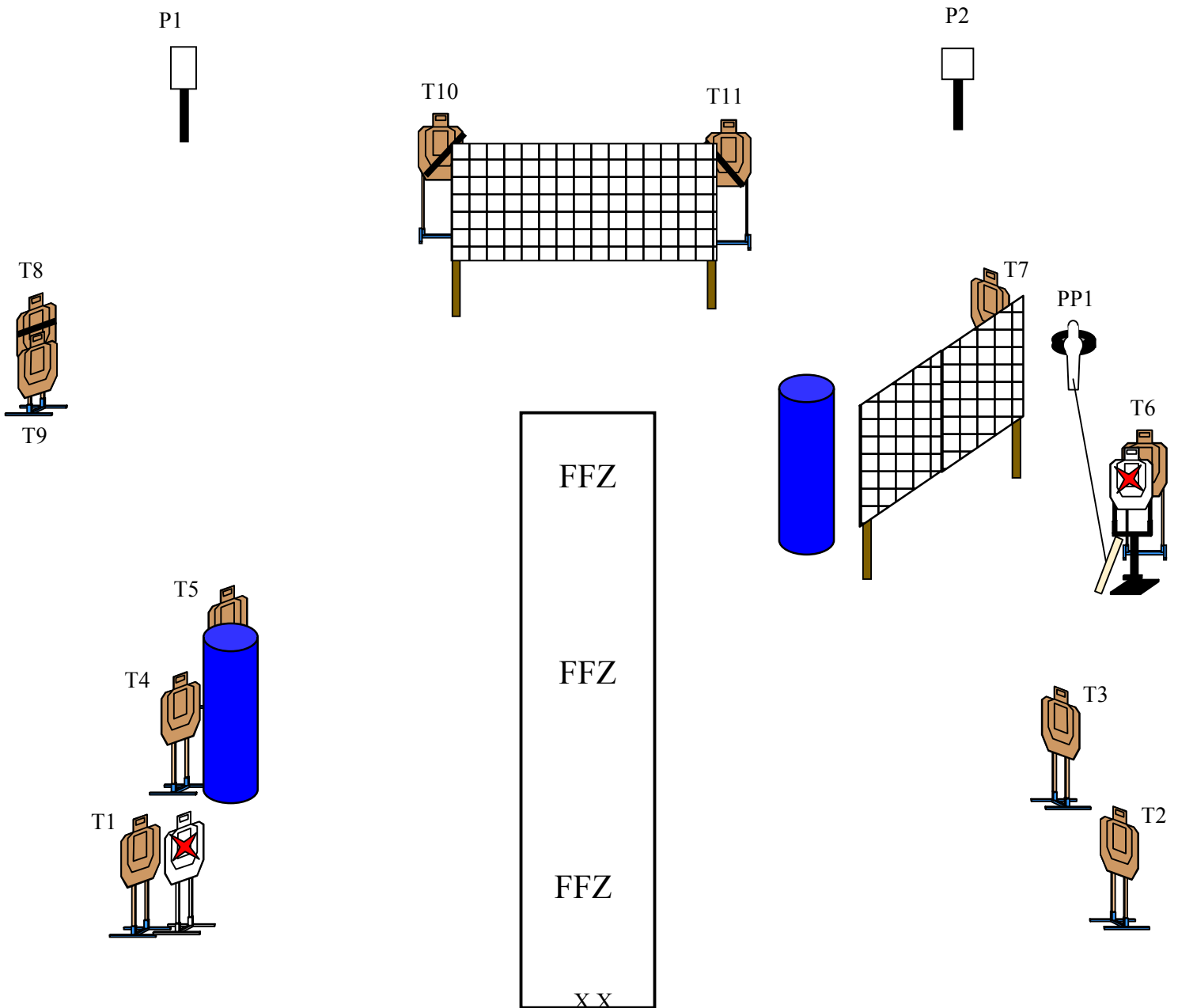
**START POSITION:** Standing with heels on X's, hands relaxed at sides. Gun loaded and holstered.

### STAGE PROCEDURE

At signal, engage all targets and steel as they become visible from within the Free Fire Zone.  
**(PP1 activates no-shoot in front of T6. It must be activated before engaging T6).**

### 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 6**



# CM 09-09

# Lightning And Thunder

**RULES:** USPSA Handgun Competition Rules, current edition **COURSE DESIGNER:** US Nationals Design Team

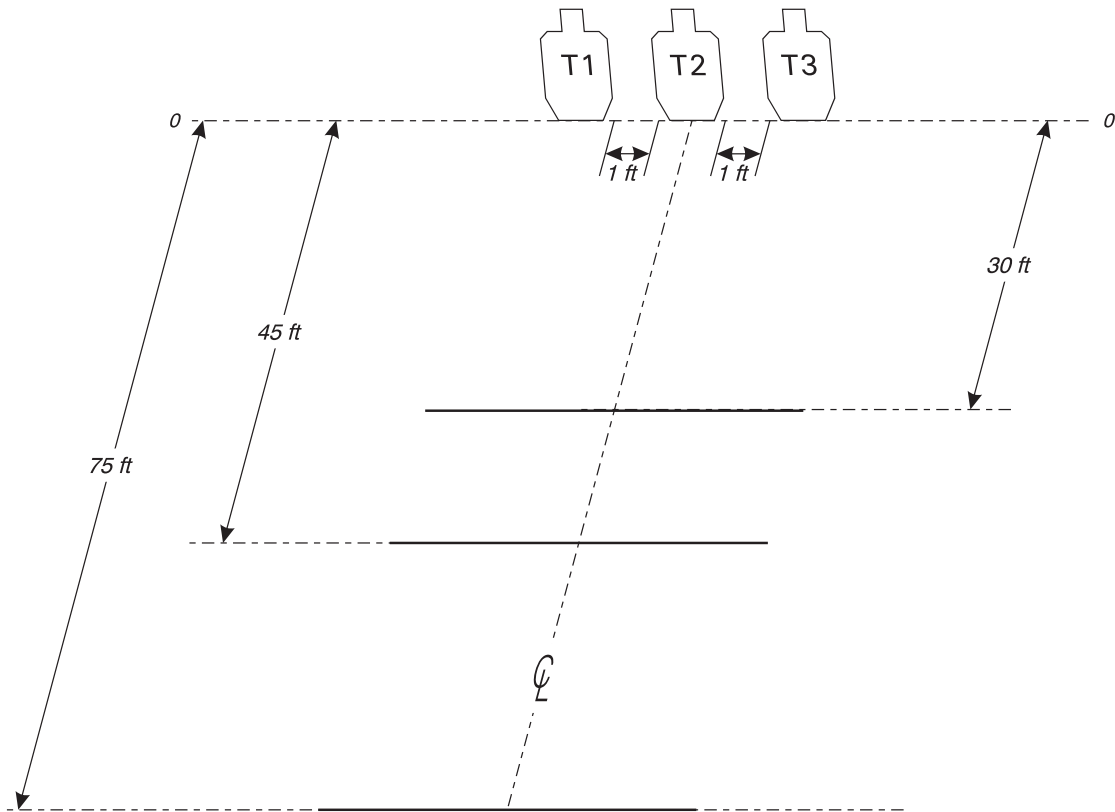
**START POSITION:** Standing behind the line, facing down range, hands relaxed at sides. Handgun is loaded and holstered.

### STAGE PROCEDURE

- Set timer to five seconds for all strings.
- String 1: 75 ft. On signal, draw and engage targets with only two rounds each.
- String 2: 45 ft. On signal, draw and engage targets with only one round each, make a mandatory reload, and reengage targets with only one round each.
- String 3: 30 ft. On signal, draw and engage targets with only two rounds each strong hand only.

### SCORING

- SCORING:** Fixed Time, 18 rounds, 90 points
- TARGETS:** 3 Metric
- SCORED HITS:** Best 6/paper
- START - STOP:** Audible - Audible
- PENALTIES:** Per current edition of USPSA Handgun Competition Rules



**SETUP NOTES:** Set paper targets to 5 feet high at shoulders. Targets are 12 inches edge to edge. T2 is at the center of the array.



Set timer according to rule 9.4.6.2.