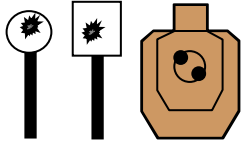


# Action Shooting Match



**LIPSA**

## The Land Of Waste

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

**START POSITION:** Standing with toes touching **RED** mark, wrists below belt. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready. 22 pistol can be holstered or held at Low Ready.

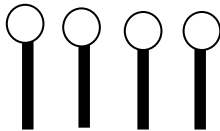
### STAGE PROCEDURE

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

### SCORING

**SCORING:** 26 rounds  
**TARGETS:** 10 IDPA, 6 steel  
**SCORED HITS:** A+0, C+1 sec, D+3 sec, hit on steel (static)  
**START-STOP:** Audible-Last Shot

S 1-4



S5



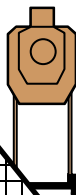
S6



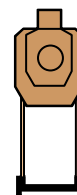
T7



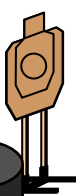
T6



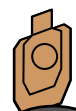
T8



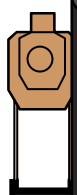
T5



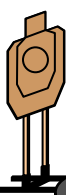
T4



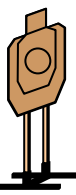
T3



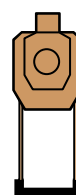
T2



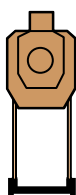
T1



T9

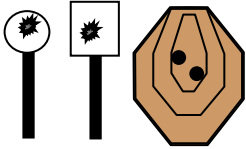


T10



**Stage 1**

# Action Shooting Match



**LIPSA**

**Scattered**

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

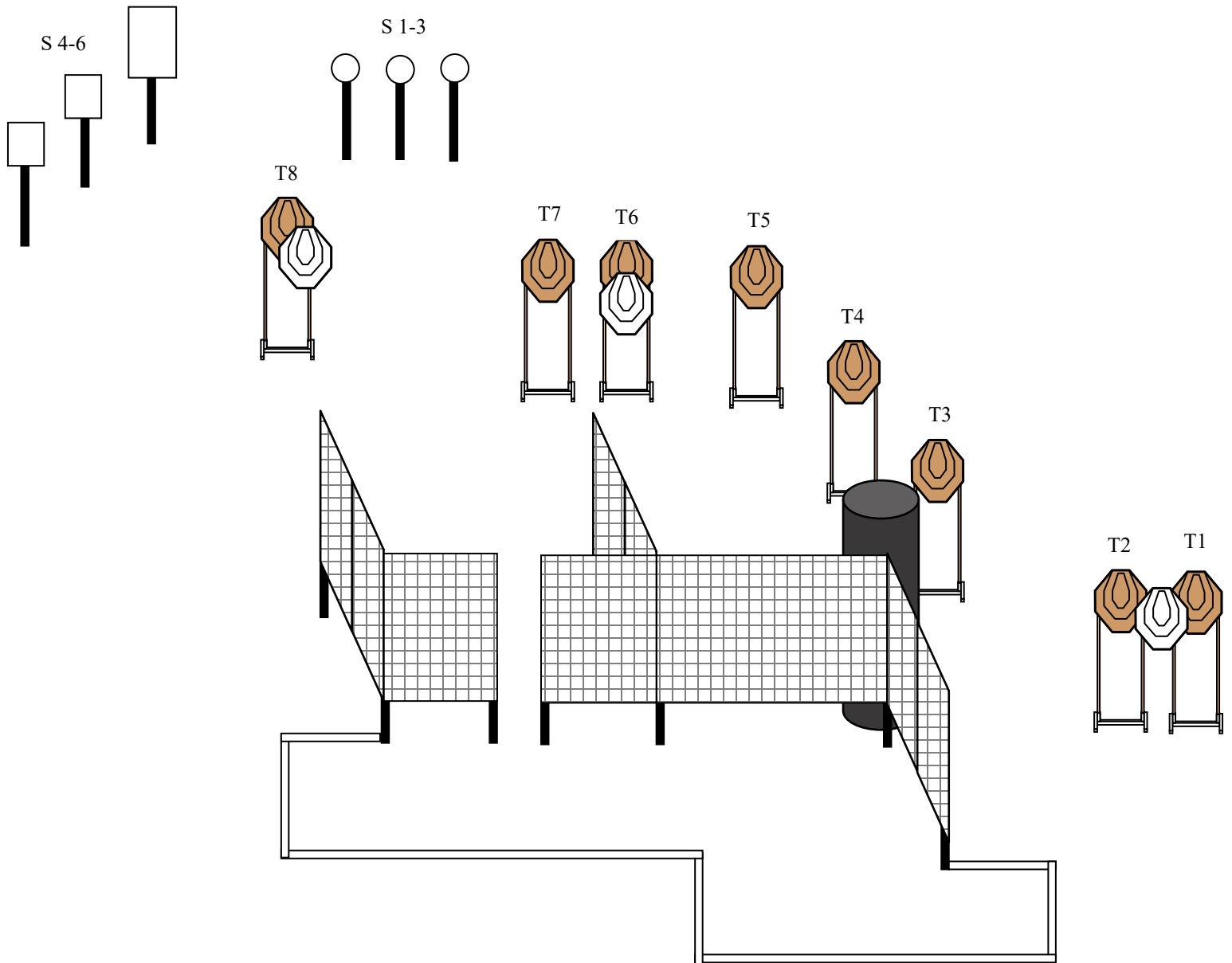
**START POSITION:** Standing anywhere in shooting Area, wrists below belt. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready. 22 pistol can be holstered or held at Low Ready.

### STAGE PROCEDURE

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

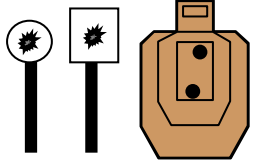
### SCORING

**SCORING:** 22 rounds  
**TARGETS:** 8 IPSC, 6 steel  
**SCORED HITS:** A+0, C+1 sec, D+3 sec, hit on steel (static)  
**START-STOP:** Audible-Last Shot



**Stage 2**

# Action Shooting Match



**LIPSA**

Special Thanks:

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

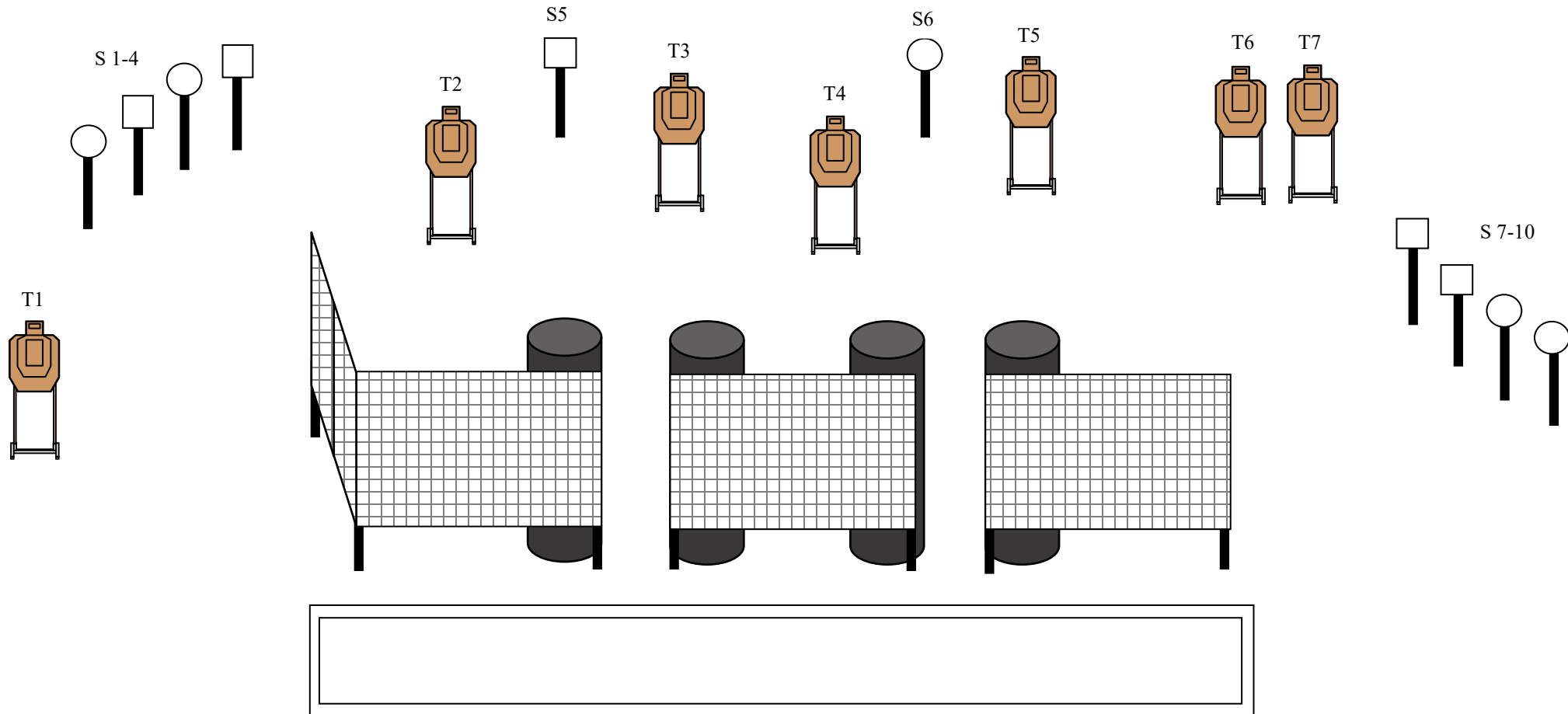
**START POSITION:** Standing anywhere in shooting area, wrists below belt. Gun loaded and Holstered. Rifle start is gun loaded. Safety on. Held at Low Ready. 22 pistol can be holstered or held at Low Ready.

## STAGE PROCEDURE

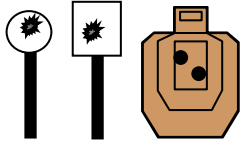
At signal, all targets and steel as they become visible from within the shooting area.

## SCORING

**SCORING:** 24 rounds  
**TARGETS:** 7 USPSA, 10 steel  
**SCORED HITS:** A+0, C+1 sec, D+3 sec, hit on steel (Static)  
**START-STOP:** Audible-Last Shot



# Action Shooting Match



**LIPSA**

## Universal Remote

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

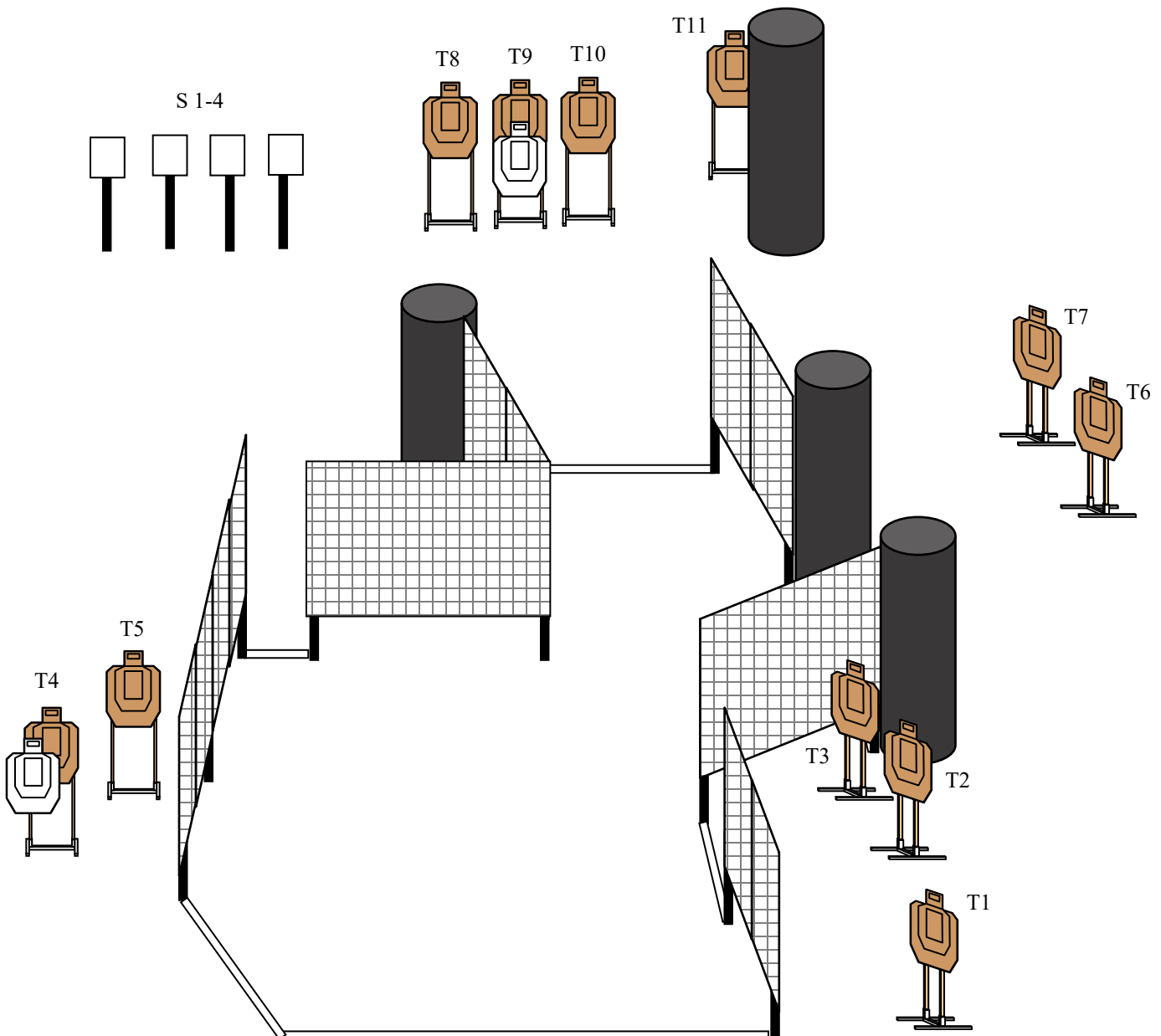
**START POSITION:** Standing anywhere in shooting Area, wrists below belt. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready. 22 pistol can be holstered or held at Low Ready.

### STAGE PROCEDURE

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

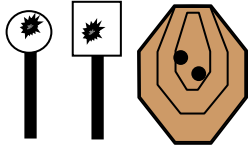
### SCORING

**SCORING:** 24 rounds  
**TARGETS:** 11 USPSA, 2 steel  
**SCORED HITS:** A+0, C+1 sec, D+3 sec, hit on steel (static)  
**START-STOP:** Audible-Last Shot



**Stage 4**

# Action Shooting Match



**LIPSA**

## Arm-ed Candy

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

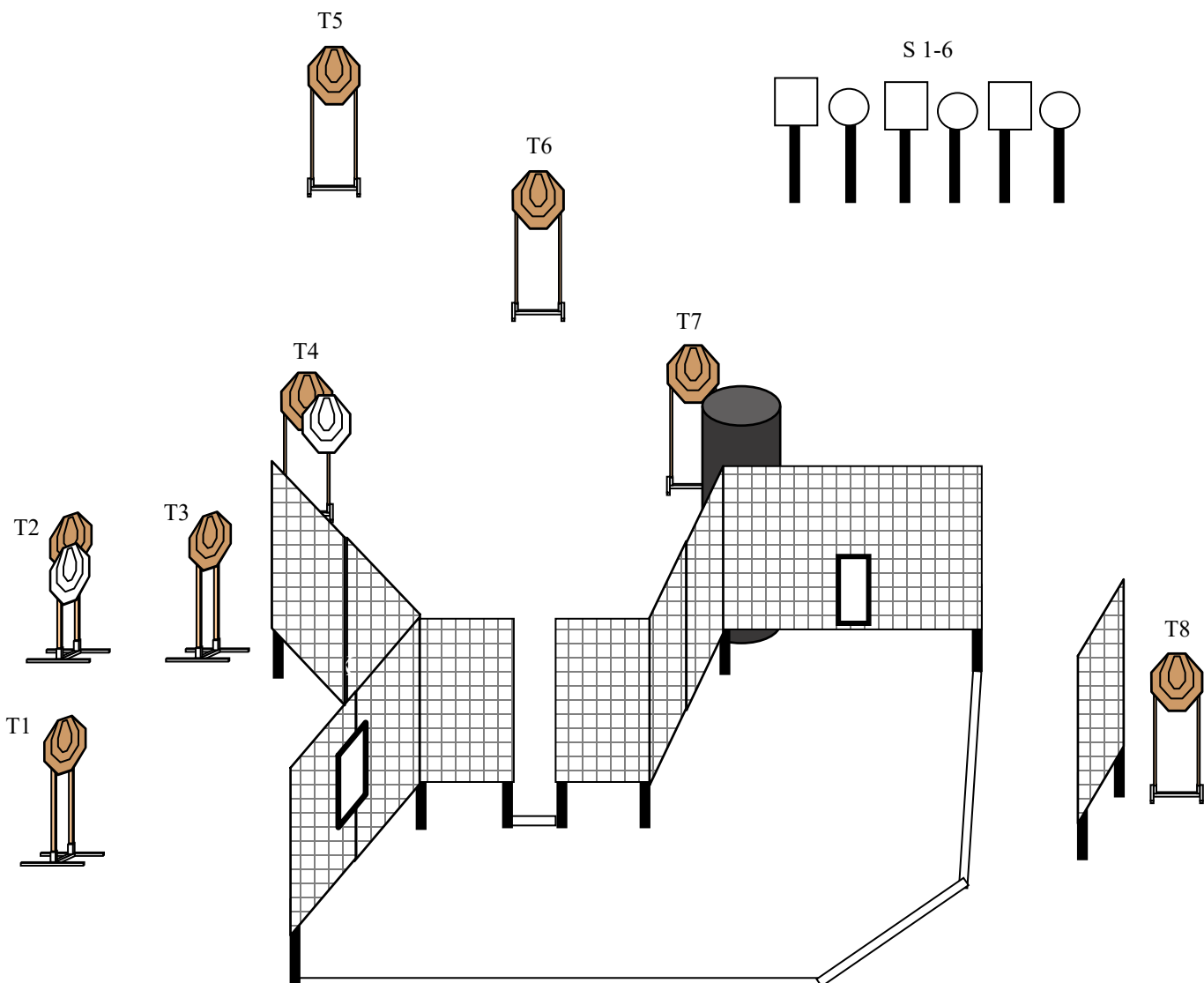
**START POSITION:** Standing anywhere in shooting Area, wrists below belt. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready. 22 pistol can be holstered or held at Low Ready.

### STAGE PROCEDURE

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

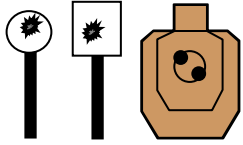
### SCORING

**SCORING:** 22 rounds  
**TARGETS:** 8 IPSC, 6 steel  
**SCORED HITS:** A+0, C+1 sec, D+3 sec, hit on steel (static)  
**START-STOP:** Audible-Last Shot



**Stage 5**

# Action Shooting Match



**LIPSA**

## Bad Intentions

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

**START POSITION:** Standing anywhere in shooting Area, wrists below belt. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready. 22 pistol can be holstered or held at Low Ready.

### STAGE PROCEDURE

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

### SCORING

**SCORING:** 24 rounds  
**TARGETS:** 10 IDPA, 4 steel  
**SCORED HITS:** A+0, C+1 sec, D+3 sec, hit on steel (static)  
**START-STOP:** Audible-Last Shot

