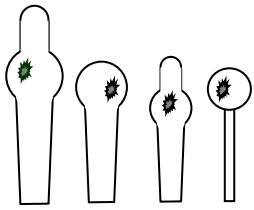


Knockdown Steel



LIPSA

The Fab 15



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

START POSITION: Standing in Box A. Gun is loaded with 10 rounds only. Muzzle of gun is touching table. Mags can be kept on table or on belt

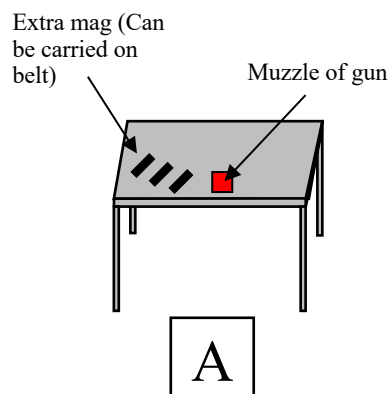
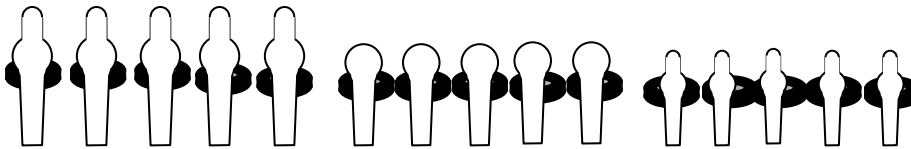
STAGE PROCEDURE

At signal, engage all steel as they become visible from within Box A. Reload when necessary with mags from table or belt.

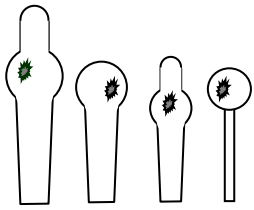
SCORING

SCORING: Time plus
TARGETS: 15 pieces of steel
SCORED HITS: KD steel
START-STOP: Audible-Last Shot
PENALTIES: Procedural +5 seconds
Miss +5 seconds

P1-P15



Stage 1
(Pit 4)



Knockdown Steel



LIPSA Ummm, That's Not Steel

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

START POSITION: Standing in Box A. Gun is loaded with 10 rounds only. Muzzle of gun is touching table. Mags can be kept on table or on belt

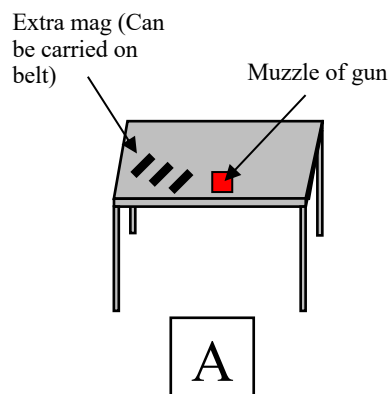
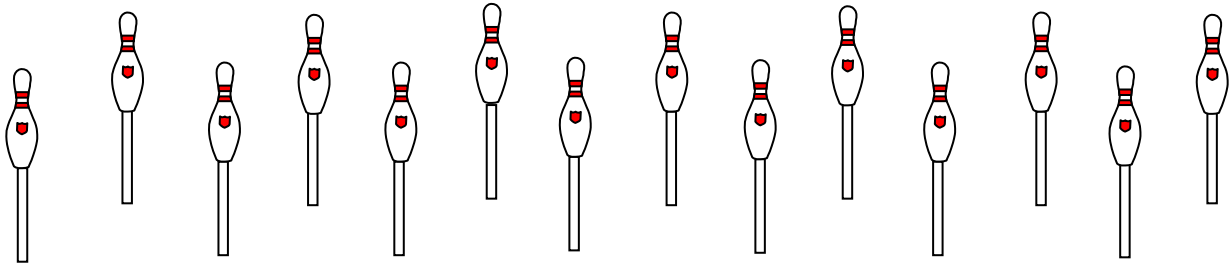
STAGE PROCEDURE

At signal, engage all steel as they become visible from within Box A. Reload when necessary with mags from table or belt.

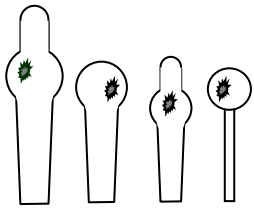
SCORING

SCORING:	Time plus
TARGETS:	14 Pins
SCORED HITS:	KD Pins
START-STOP:	Audible-Last Shot
PENALTIES:	Procedural +5 seconds
	Miss +5 seconds

Pin 1-Pin 14



Stage 2
(Pit 5)



Knockdown Steel



LIPSA

Transitions

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

START POSITION: Standing in Box A. Gun is loaded with 10 rounds only. Muzzle of gun is touching table. Mags can be kept on table or on belt

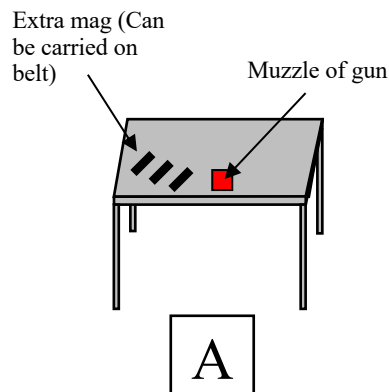
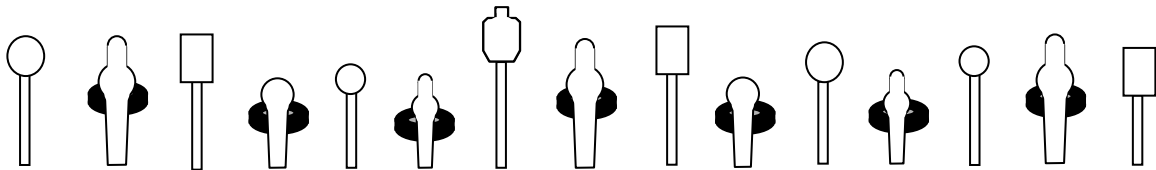
STAGE PROCEDURE

At signal, engage all steel as they become visible from within Box A. Reload when necessary with mags from table or belt.

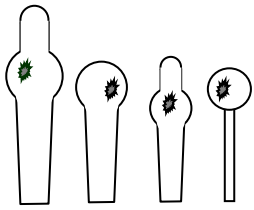
SCORING

SCORING: Time plus
TARGETS: 15 pieces of steel
SCORED HITS: KD steel
START-STOP: Audible-Last Shot
PENALTIES: Procedural +5 seconds
 Miss +5 seconds

P1-P15



Stage 3
(Pit 6)



Knockdown Steel



LIPSA

Mini Waves

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

START POSITION: Standing in Box A. Gun is loaded with 10 rounds only. Muzzle of gun is touching table. Mags can be kept on table or on belt

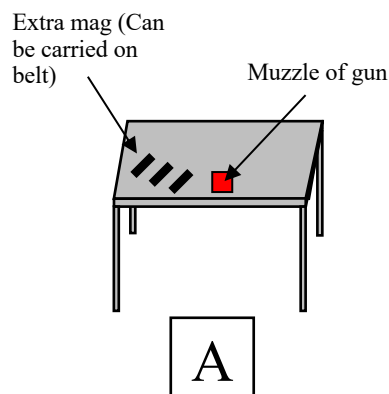
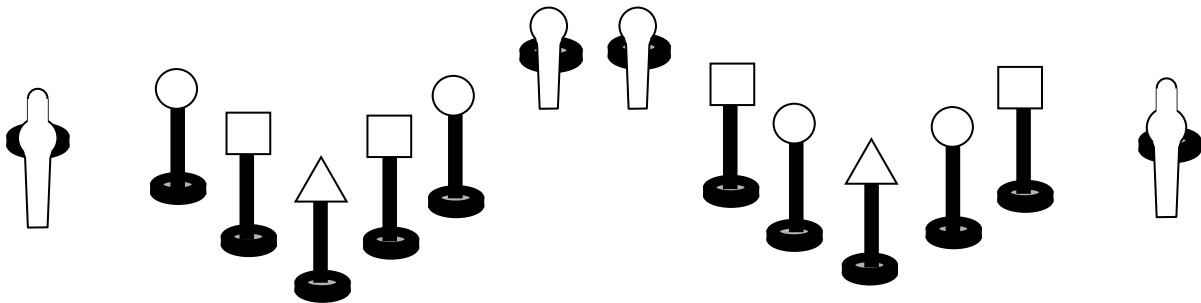
STAGE PROCEDURE

At signal, engage all steel as they become visible from within Box A. Reload when necessary with mags from table or belt.

SCORING

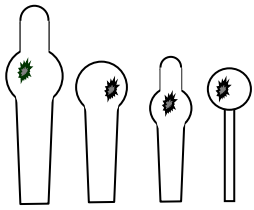
SCORING: Time plus
TARGETS: 14 pieces of steel
SCORED HITS: KD steel
START-STOP: Audible-Last Shot
PENALTIES: Procedural +5 seconds
 Miss +5 seconds

P1-P14



Stage 4
(Pit 7)

Knockdown Steel



LIPSA

Pairs



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

START POSITION: Standing in Box A. Gun is loaded with 10 rounds only. Muzzle of gun is touching table. Mags can be kept on table or on belt

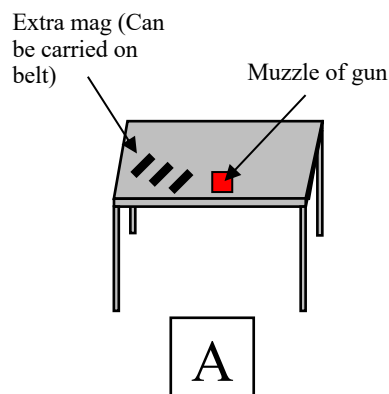
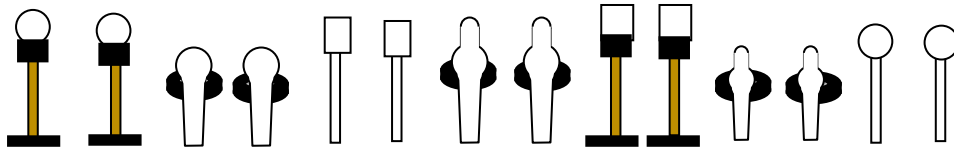
STAGE PROCEDURE

At signal, engage all steel as they become visible from within Box A. Reload when necessary with mags from table or belt.

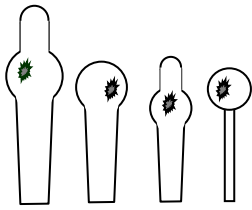
SCORING

SCORING: Time plus
TARGETS: 14 pieces of steel
SCORED HITS: KD steel
START-STOP: Audible-Last Shot
PENALTIES: Procedural +5 seconds
Miss +5 seconds

P1-P14



Stage 5
(22 Pit)



Knockdown Steel



LIPSA

Star In The Middle

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

START POSITION: Standing in Box A. Gun is loaded with 10 rounds only. Muzzle of gun is touching table. Mags can be kept on table or on belt

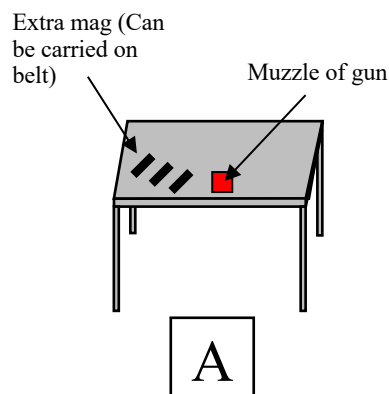
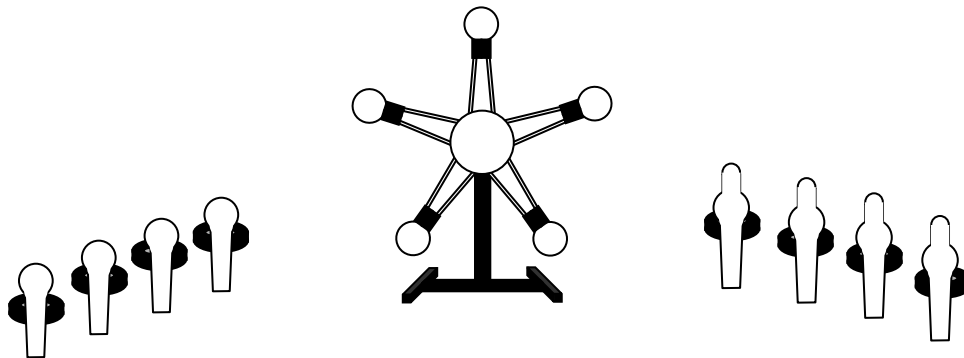
STAGE PROCEDURE

At signal, engage all steel as they become visible from within Box A. Reload when necessary with mags from table or belt.

SCORING

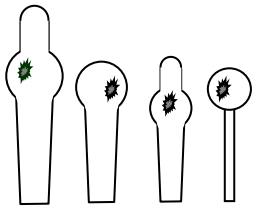
SCORING: Time plus
TARGETS: 13 pieces of steel
SCORED HITS: KD steel
START-STOP: Audible-Last Shot
PENALTIES: Procedural +5 seconds
 Miss +5 seconds

P1-P13



Stage 6
(S Pit 1)

Knockdown Steel



LIPSA

Head Spinning



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

START POSITION: Standing in Box A. Gun is loaded with 10 rounds only. Muzzle of gun is touching table. Mags can be kept on table or on belt

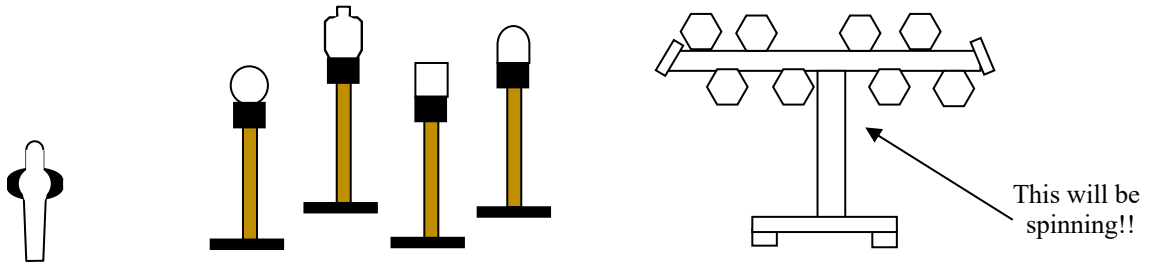
STAGE PROCEDURE

At signal, engage all steel as they become visible from within Box A. Reload when necessary with mags from table or belt.

SCORING

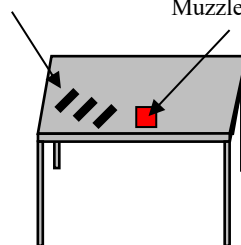
SCORING: Time plus
TARGETS: 13 pieces of steel
SCORED HITS: KD steel
START-STOP: Audible-Last Shot
PENALTIES: Procedural +5 seconds
Miss +5 seconds

P1-P13



Extra mag (Can be carried on belt)

Muzzle of gun



A

Stage 7
(S Pit 2)