

# Knockdown Steel



**LIPSA**

## Hat Tricks Of Steel

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

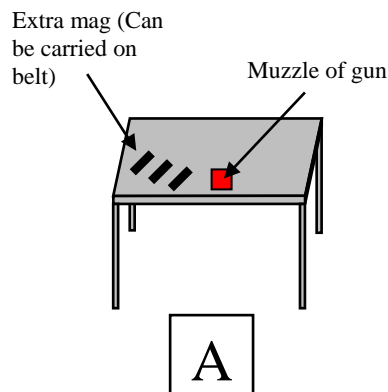
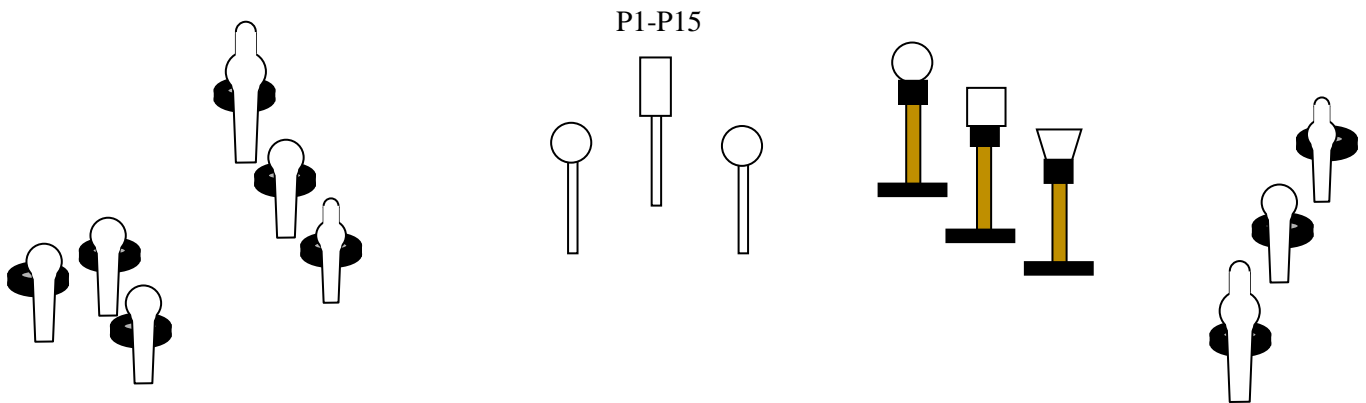
**START POSITION:** Standing in Box A. Gun is loaded with 10 rounds only. Muzzle of gun is touching table. Mags can be kept on table or on belt.

### STAGE PROCEDURE

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

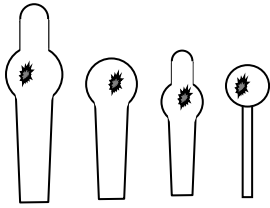
### SCORING

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



**Stage 1**  
**(Pit 4)**

# Knockdown Steel



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**Cold Steel**

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

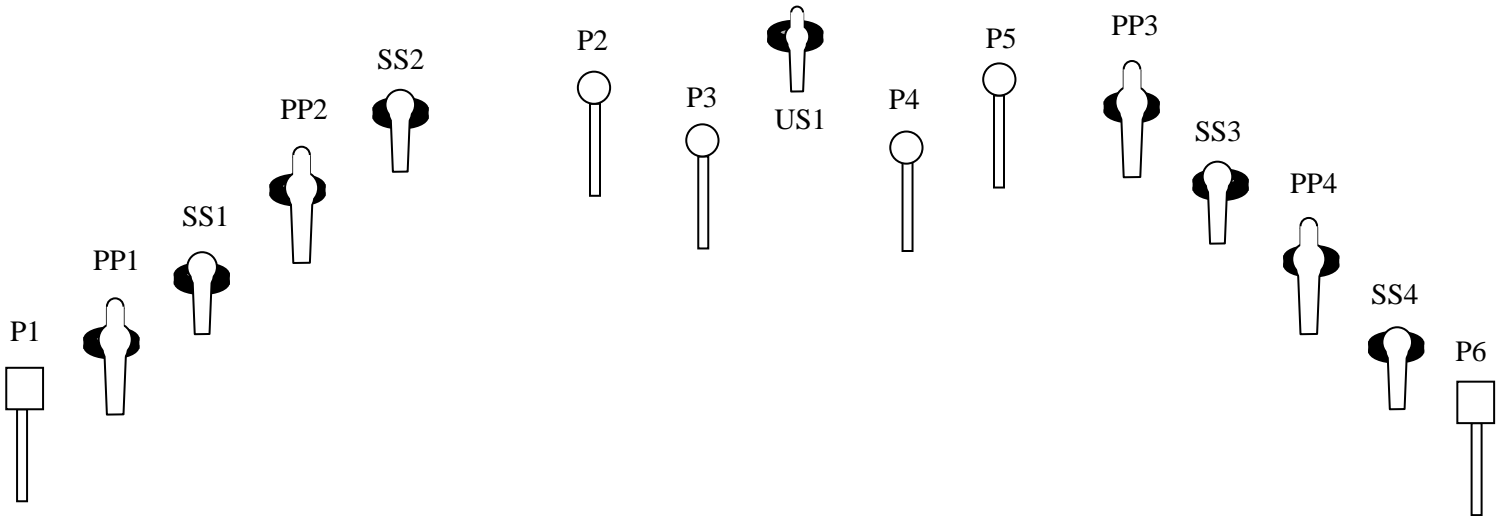
**START POSITION:** Standing in Box A. Gun is loaded with 10 rounds only. Muzzle of gun is touching table. Mags can be kept on table or belt.

## STAGE PROCEDURE

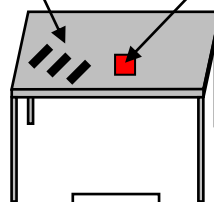
At signal, engage all steel as they become visible from within Box A. Reload when necessary with mags from table or belt.

## 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

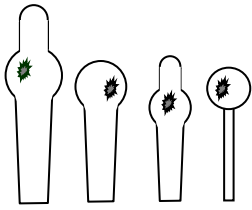


Extra mag (Can be carried on belt)  
Muzzle of gun



A

**Stage 2**  
**(Pit 5)**



# Knockdown Steel



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## In Line Plating

**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

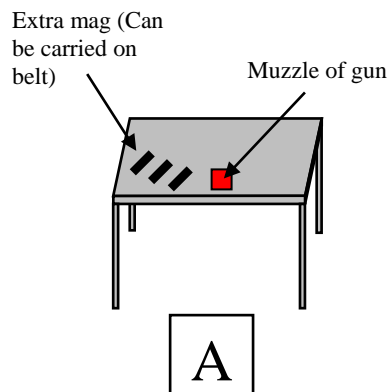
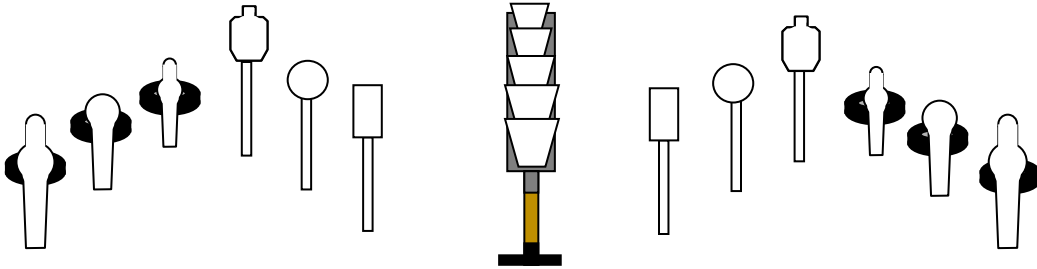
### STAGE PROCEDURE

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

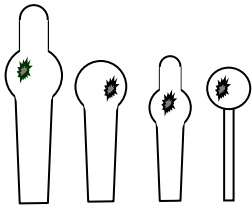
### SCORING

<b>SCORING:</b>	Time plus
<b>TARGETS:</b>	17 pieces of steel
<b>SCORED HITS:</b>	KD steel
<b>START-STOP:</b>	Audible-Last Shot
<b>PENALTIES:</b>	Procedural +5 seconds
	Miss +5 seconds

P1-P17



**Stage 3**  
**(Pit 6)**



# Knockdown Steel



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**Six, 3, Six**

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

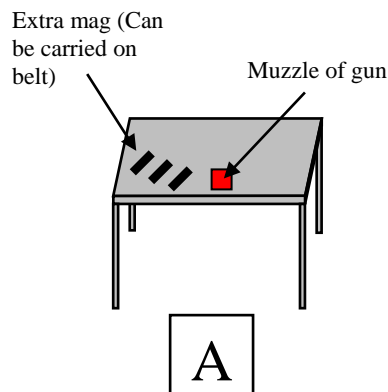
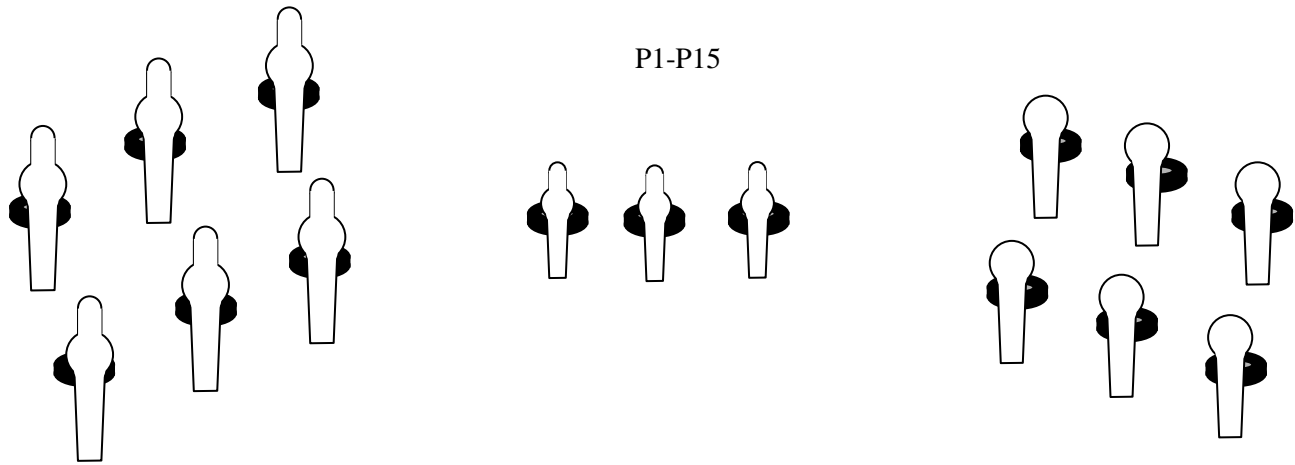
**START POSITION:** Standing in Box A. Gun is loaded with 10 rounds only. Muzzle of gun is touching table. Mags can be kept on table or on belt

**STAGE PROCEDURE**

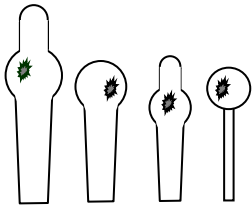
At signal, engage all steel as they become visible from within Box A. Reload when necessary with mags from table or belt.

**SCORING**

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



**Stage 4**  
**(Pit 7)**



# Knockdown Steel



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## A Star Is Born

**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

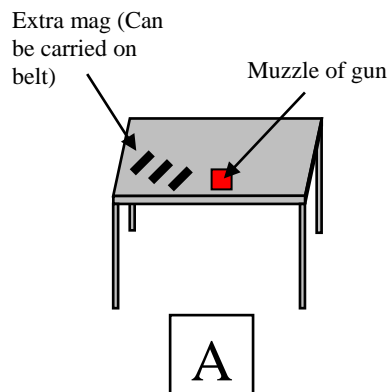
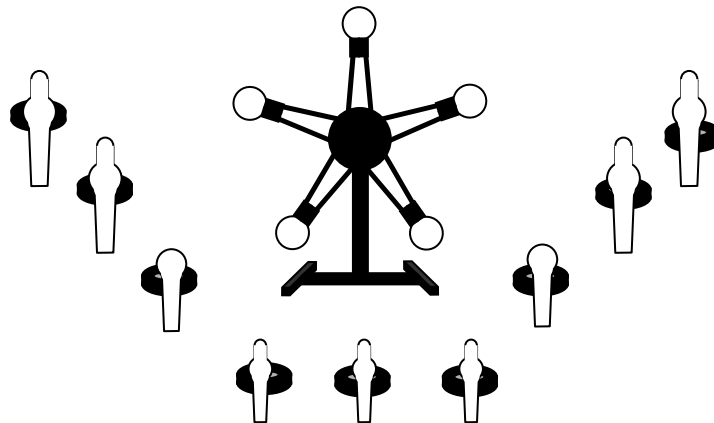
### STAGE PROCEDURE

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

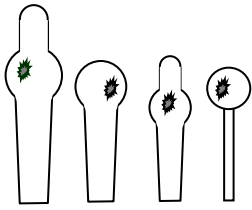
### SCORING

**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**  
(S Pit 1)



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## All Different Plates

**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

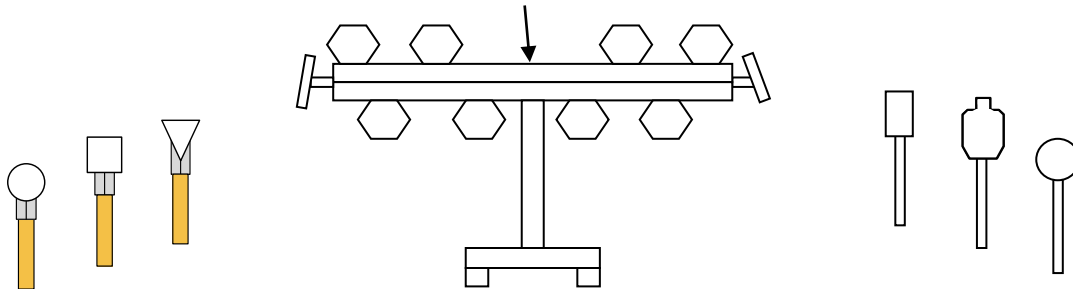
At signal, engage all steel as they become visible from within Box A. Reload when necessary with mags from table or belt.

### 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

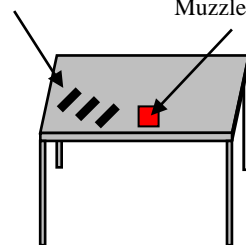
P1-P14

Spinning



Extra mag (Can be carried on belt)

Muzzle of gun



A

**Stage 6**  
(S Pit 2)