

L.I.P.S.A.-Defensive Pistol Match

Welcome to L.I.P.S.A.'s DEFENSIVE PISTOL match. This is an IDPA style match. Defensive Pistol is different than USPSA. It focuses on more of "Real Life" scenarios. It teaches you to use cover and how to engage targets in a manner that exposes the least amount of your body as possible. Also to retain ammo. You never know if you'll need that ammo later in a gun fight. Below are the divisions and some of the rules we'll be following. Remember- Any day spent on the range shooting, is a good day!

CDP (Custom Defense Pistol) - Any .45 caliber semi-automatic handgun. To start, gun is loaded with 8 rounds in the mag and 1 in the chamber (Optional). All other mags loaded to 8 unless otherwise specified in course description.

SSP (Standard Service Pistol) – Similar to USPSA's production division. Any 9mm or larger handgun. To start, gun is loaded with 10 rounds in the mag and 1 in the chamber (Optional). All other mags are loaded to 10 unless otherwise specified in course description.

ESP (Enhanced Service Pistol) – Any 9mm or larger handgun with slight modifications. Included are mag wells and magazines with extended base pads. To start, gun is loaded with 10 rounds in magazine and 1 in the chamber (Optional). All other mags are loaded to 10 unless otherwise specified in course description.

SSR (Standard Service Revolver) – Any 6 shot revolver, .38 caliber or larger that uses speedloaders.

ESR (Enhanced Service Revolver) – Any 6 shot revolver, .38 caliber or larger that uses moon clips.

CCP (Concealed Carry Pistol)- Any 9mm or larger handgun with slight modifications. Included are mag wells and magazines with extended base pads. A maximum barrel length is 4 inches. To start, gun is loaded with 8 rounds in magazine and 1 in the chamber (Optional). All other mags are loaded to 8 rounds unless otherwise specified in course description.

BUG (Back Up Gun)- Any automatic, .380 or larger with a 3 ½ in barrel or less. Or any 6 shot revolver with a 2 ½ in barrel or less. Autos are loaded with 6 rounds in the magazine and 1 in the chamber (Optional). Revolvers are loaded to 6 rounds.

NFC (Not For Competition)- Bring your 22. Bring your Limited gun. Bring your Carry Optics. You can even bring your Open gun. Come out and have fun. All rules apply except for the cover garment. You can leave that at home.

- **Holsters-** Any strong side belt holster. No speed rigs. No drop holsters. No inside the pants holsters. No shoulder rigs.
- **Concealment-** All shooting must be done while wearing a cover garment. Vest, shirt or jacket. (Not for NFC).
- **Tactical order-** Targets must be engaged in Tactical order. If shooting from side of cover, you engage the outside target first and work your way in. (Slicing the pie). If targets are right in front of shooting position or through a port, you engage closest target first. That target poses the greatest threat.
- **Reloading-** All reloads must be done from behind cover. No re-loading in the open or on the move.
- **Magazines/ Cylinders-** All magazines and cylinders should be shot dry before reloading. If you want to reload and your magazine or cylinder is partially full, then you must retain the magazine or bullets on person either in mag pouches or pocket.

DEFENSIVE PISTOL

LIPSA

STAGE NAME: **Zombie Apocalypse**

RULES: LIPSA Defensive Pistol

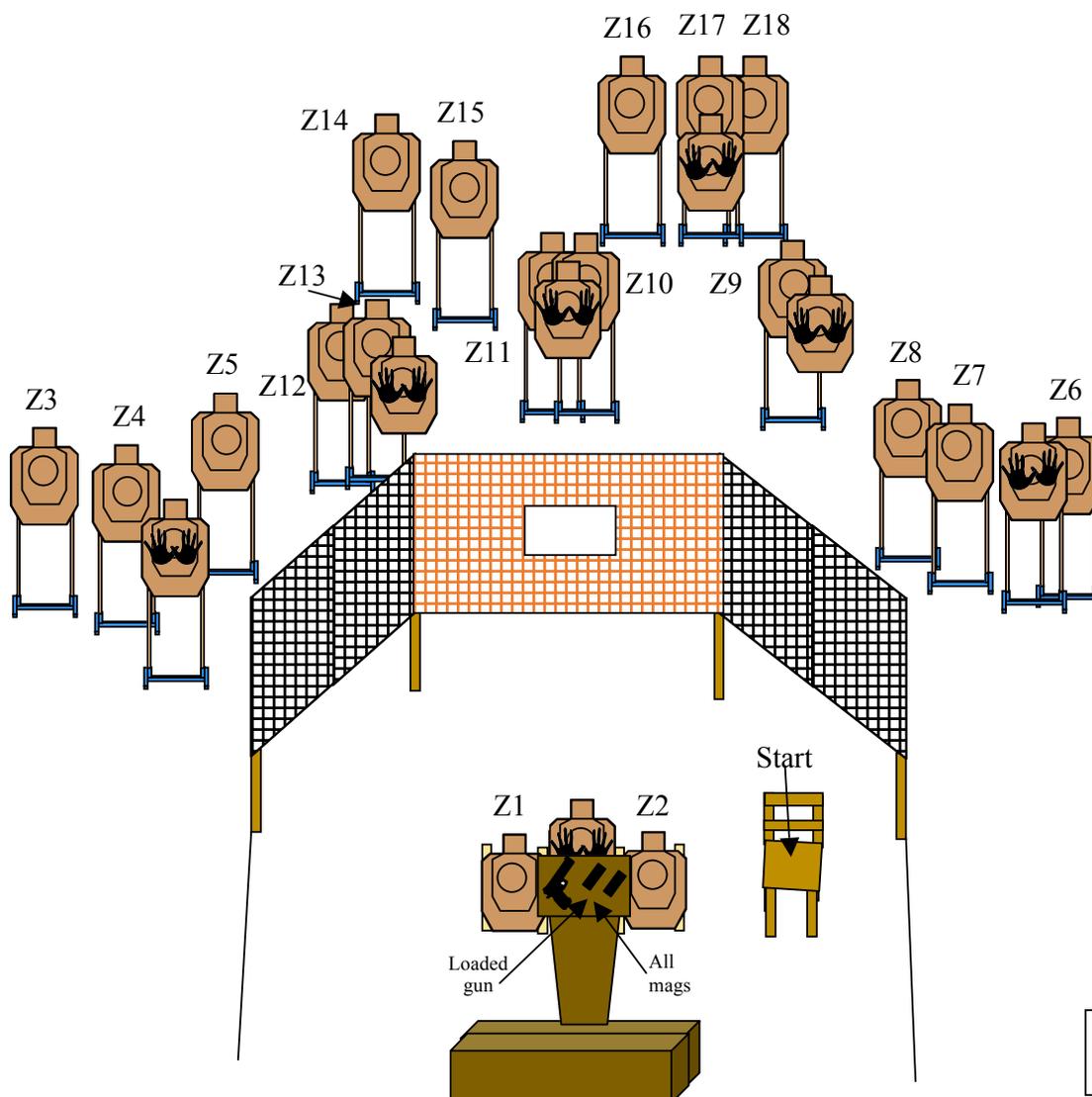
Course Designer: Michael Linsalata

SCENARIO: You're at your favorite place of worship when The Zombie Apocalypse breaks out. You know your preacher is an NRA member and keeps a gun and extra mags in the podium. Get to the gun and mags. Take down The Walkers. Remember... there's only one way to kill The Dead.

POSITION: Sitting in chair facing up range. Legs are crossed and you're holding Prayer book in both hands. Loaded gun and all mags are on Podium.

PROCEDURE: At signal, drop prayer book and advance to Podium to retrieve loaded gun and all mags. Engage Z1 and Z2 from atop of Podium with one round each to the head. Then engage all remaining Zombies with one round each to the head. **(All mags needed for stage must be taken from Podium).**

SCORING: Vickers, 18 Rounds
SCORED HITS: Best 1 per target
TARGETS: 18 D.P. Targets
PENALTIES: Standard
SIGNAL: Start is standard beep; Stop Last Round fired



Stage 1

LIPSA
Defensive
Pistol

STAGE NAME: Yellow Fever

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

SCENARIO: You're a newcomer to this up and coming frontier town after striking it rich on your newly found claim. While sipping a whiskey or two, ya notice a ruckus out yonder. The local posse is awaiting to strip ya'll of what's rightly yours. Make your way out of the saloon to cover and take out these yellow bellied cowards before they strike you down and take what's rightly yours.

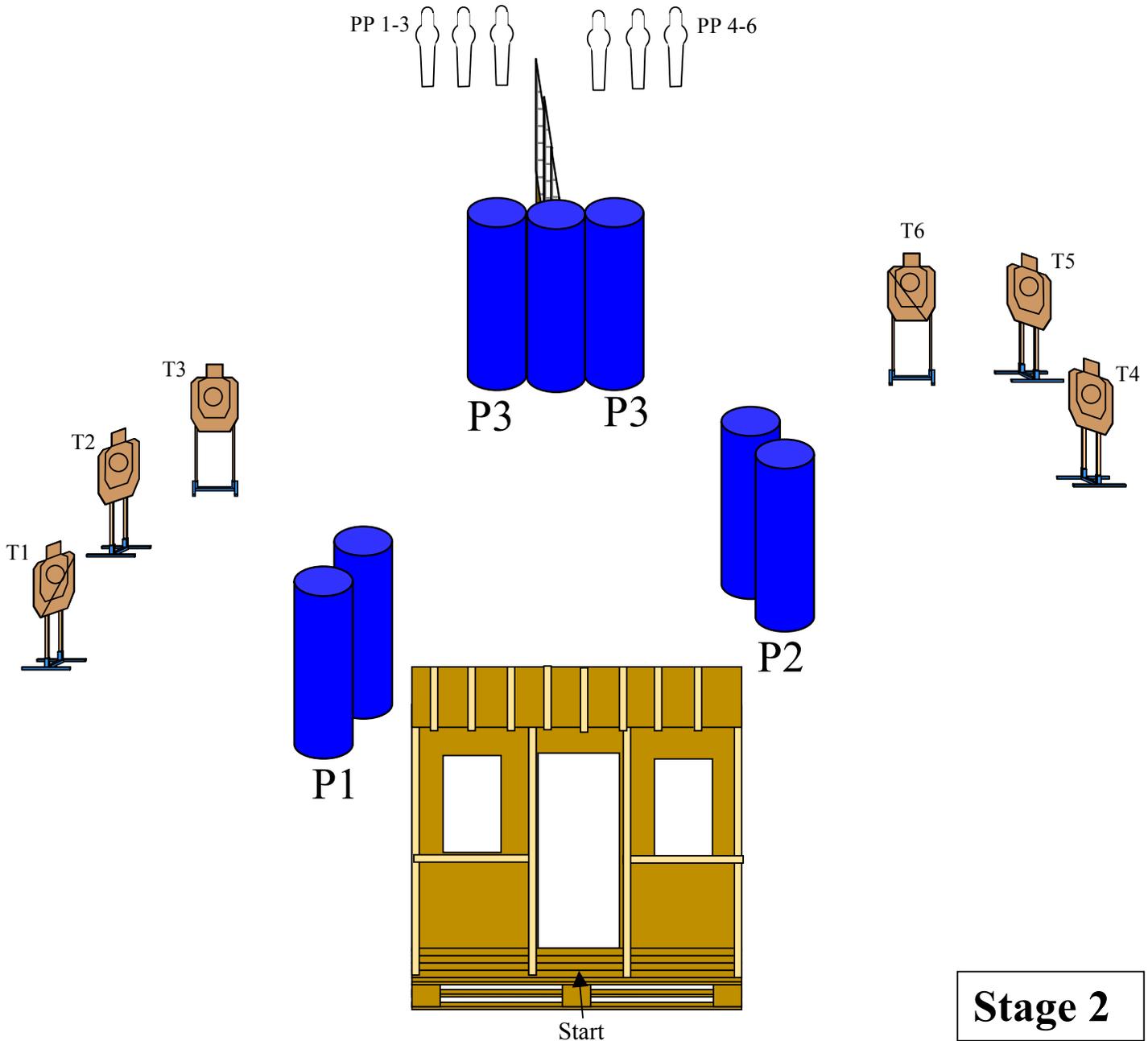
START POSITION: Standing on porch in front of door, hands relaxed at sides. Gun is loaded and holstered.

STAGE PROCEDURE

At signal, proceed to P1 and engage T1-T3. Then go To P2 and engage T4-T6. Advance to P3 and engage PP1-3 from left side and PP4-6 from right side of barrels. **(All targets and steel must be engaged in Tactical Order).**

SCORING

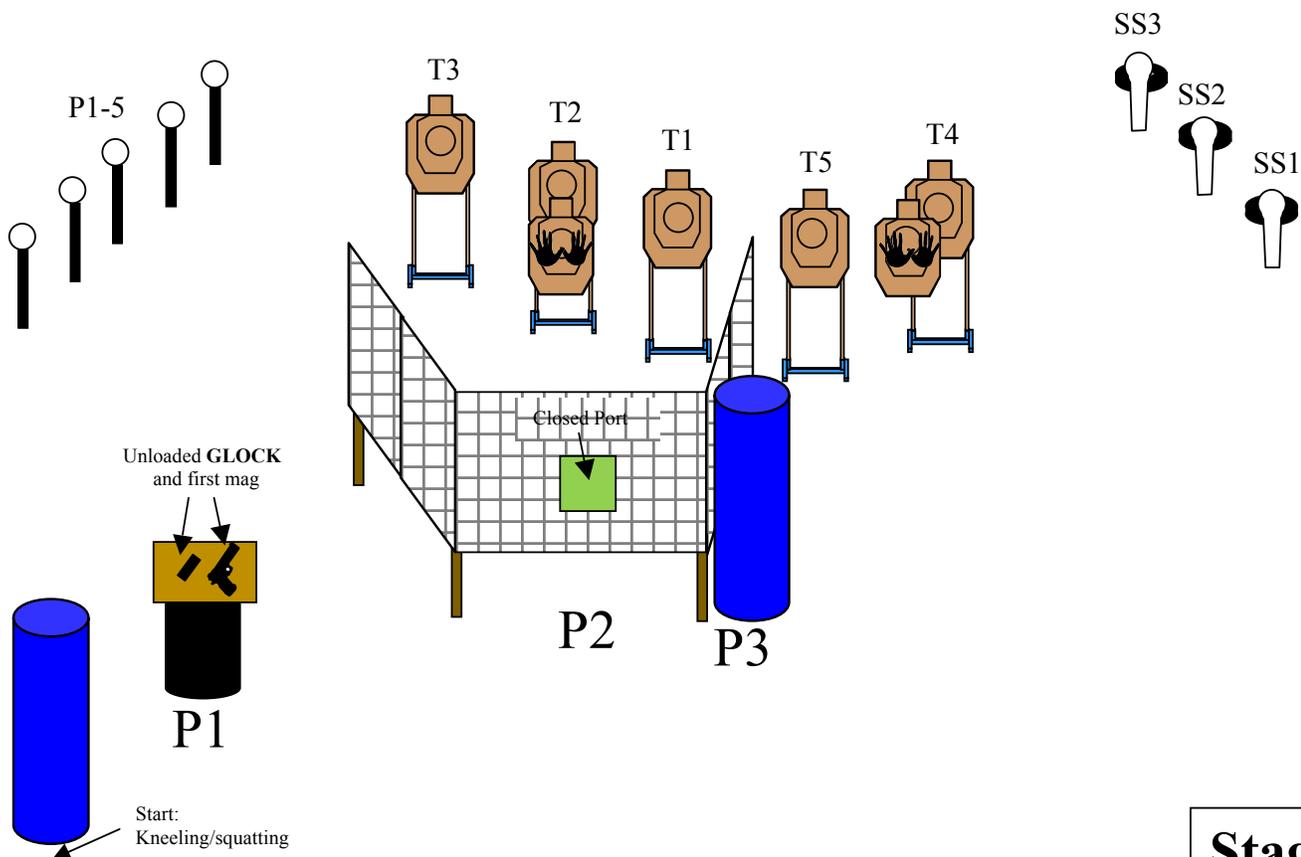
SCORING: Vickers, 18 rounds
TARGETS: 6 IDPA, 6 PP
SCORED HITS: Best 2 per target, steel down =1A
START-STOP: Audible-Last Shot
PENALTIES: Standard



Stage 2

DEFENSIVE PISTOL

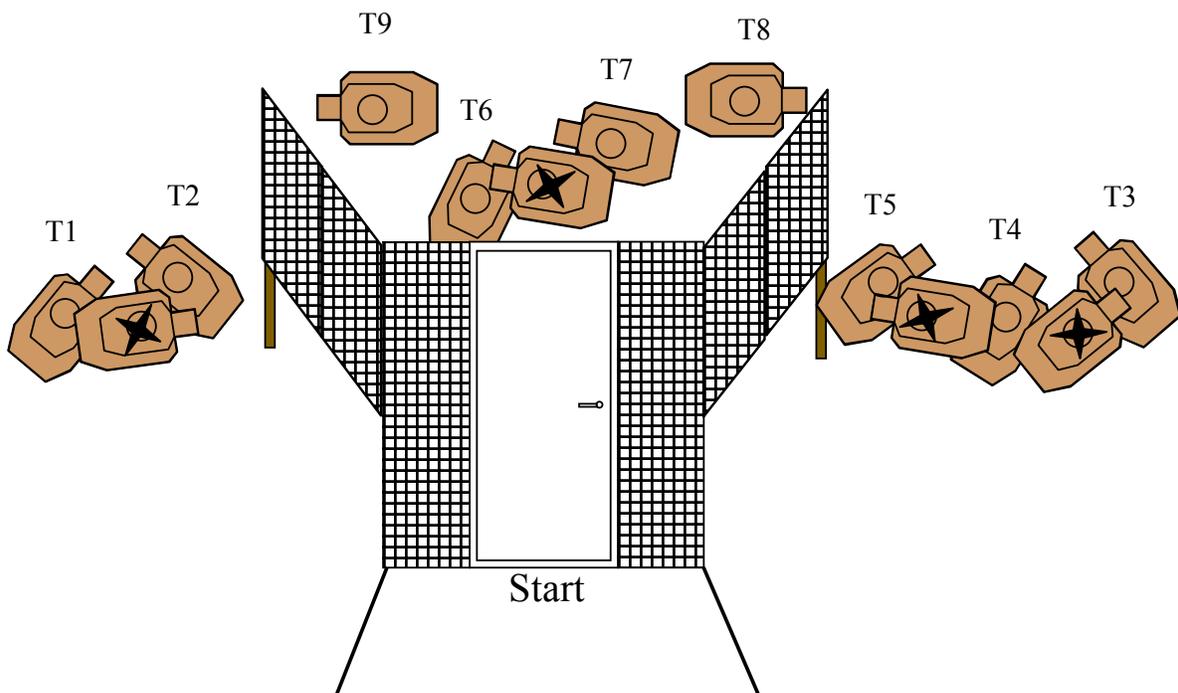
LIPSA	STAGE NAME: Optical Delusion	
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata, Nick Bonis, Adam Gordon	
SCENARIO: The economy collapses. Marshal Law is declared. Gangs are running rampant. Committing all types of horrible crimes. You need to hunker down in your home and protect your family. But guess what. Your STI open gun is in the shop... AGAIN. You'll just have to use another gun. But guess what? You sold all of your Glocks, 2 Smith & Wesson's, a Sig and a Beretta to buy that open gun. Now you have no way to defend your family. You have a choice to make. Stay in your home, unprotected and wait for certain death. Or, go to one of your friend's house. A friend that still has all his Glocks.		
POSITION: Covering behind barrels, (Cause you have no weapon). Hands on top of heads. Unloaded gun and first mag on table.		
PROCEDURE: At signal, retrieve unloaded Glock and first mag from table. Then engage P1-P5 from P1. Advance to P2, open port and engage T1-T3. Move over to P3 and engage SS1-3, T4 and T5. (All targets must be engaged in Tactical Order. Steel must fall to score).	SCORING: Vickers, 18 Rounds SCORED HITS: Best 2 per target, kd steel TARGETS: 5 IDPA Targets, 8 steel PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired	



Stage 3

DEFENSIVE PISTOL

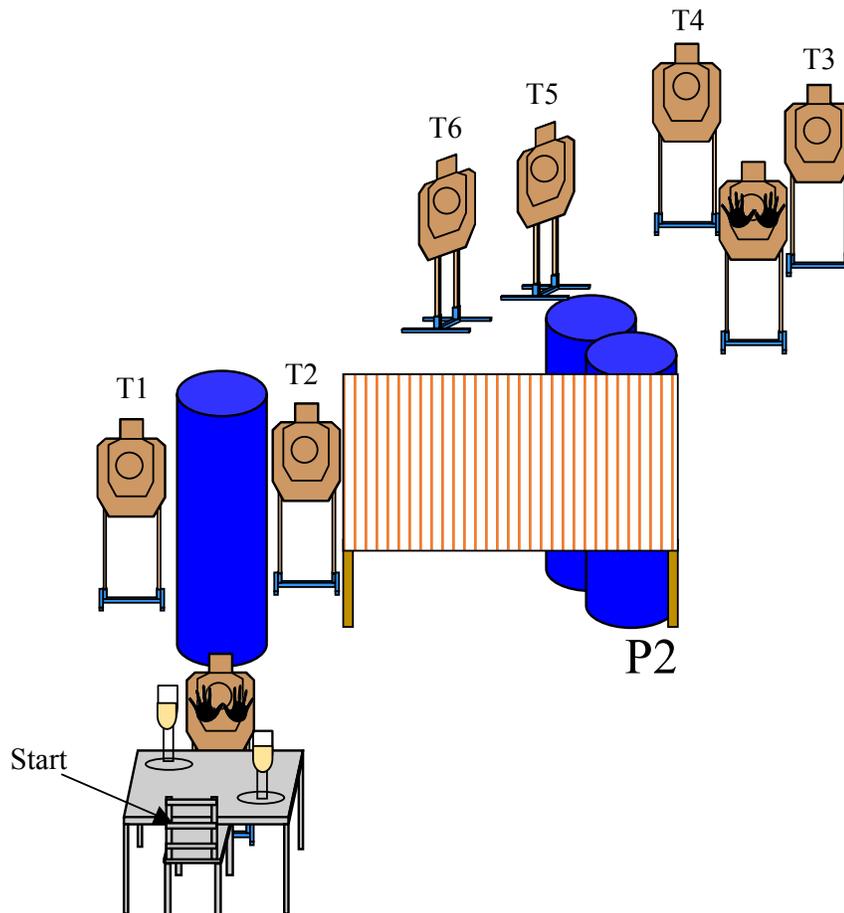
LIPSA	STAGE NAME: DOG ATTACK
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENERIO: You heard rumors that a pack of wild dogs was running around attacking innocents. You never thought it would happen to you and yours. As you approach your front door, you hear them. Barking and snarling. You also hear screaming...your family!!! Check both sides of the house. Your kids love to play outside. Then check inside. Take out those menacing mutts. Watch your fire though!!	
POSITION: Standing in front of door with hands relaxed at sides. Gun is loaded and holstered.	
PROCEDURE: At signal, engage T1 and T2 in Tactical order from left side of wall. Engage T3-T5 in Tactical order from right side of wall. Open door and engage T6-T9 in Tactical order. (All targets get 2 rounds each). (All targets should be mounted low to the ground).	SCORING: Vickers, 18 Rounds SCORED HITS: Best 2 per target TARGETS: 9 D. P. Targets PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired



Stage 4

DEFENSIVE PISTOL

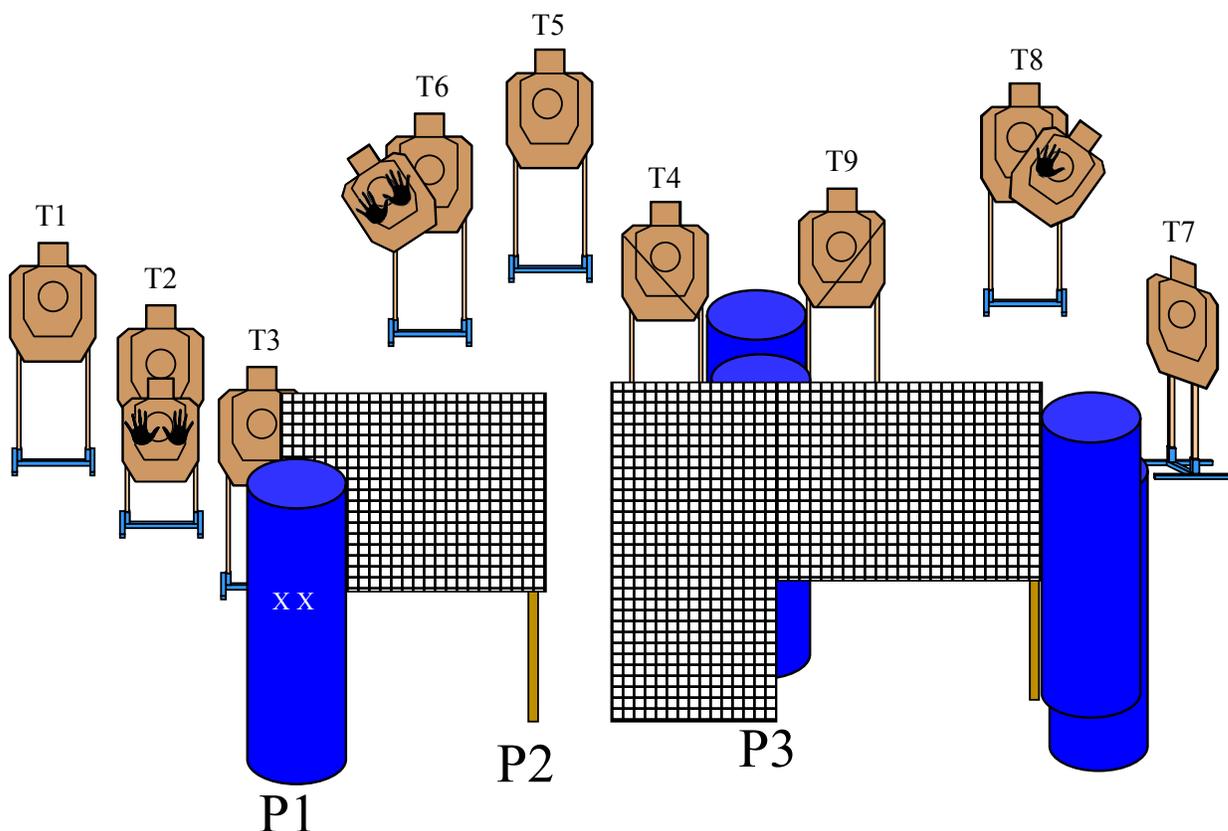
LIPSA	STAGE NAME: ROMANTIC DINNER
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: You're having a romantic dinner with your girlfriend. You're about to toast your good fortune when the waiters pull out AK's and start firing. You need to defend her honor.	
POSITION: Sitting at table holding Champaign glass in strong hand. Gun is loaded and holstered.	
PROCEDURE: At signal, drop glass and engage T1-T2 from behind table. Advance to P2 and engage T3-T6 in Tactical order. (All targets get 3 rounds each).	SCORING: Vickers, 18 Rounds SCORED HITS: Best 3 per target TARGETS: 6 D.P. Targets PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired



Stage 5

DEFENSIVE PISTOL

LIPSA	STAGE NAME: Down Under, Down Under
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: You're hanging out in the Aussie Outback, drinking Fosters with Mick Dundee. A group of poachers approach. They have Kangaroos in cages. You and Mick better do something fast or these Roos are goners. Unfortunately, Crocodile Man only has a knife. That's not gonna be enough against all these bad guys with rifles. You, thank The Maker, are carrying a different type of steel. Save those jumpers!!!!	
POSITION: Standing at Position 1 (P1), hands flat on X's. Gun is loaded and holstered.	
PROCEDURE: At signal, engage T1-T3 from P1. Advance to P2 and engage T4-T6. Advance to P3 and engage T7-T9 from under wall. (All targets must be engaged in Tactical order).	SCORING: Vickers, 18 Rounds SCORED HITS: Best 2 per target TARGETS: 9 IDPA PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired



Stage 6