

# 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.

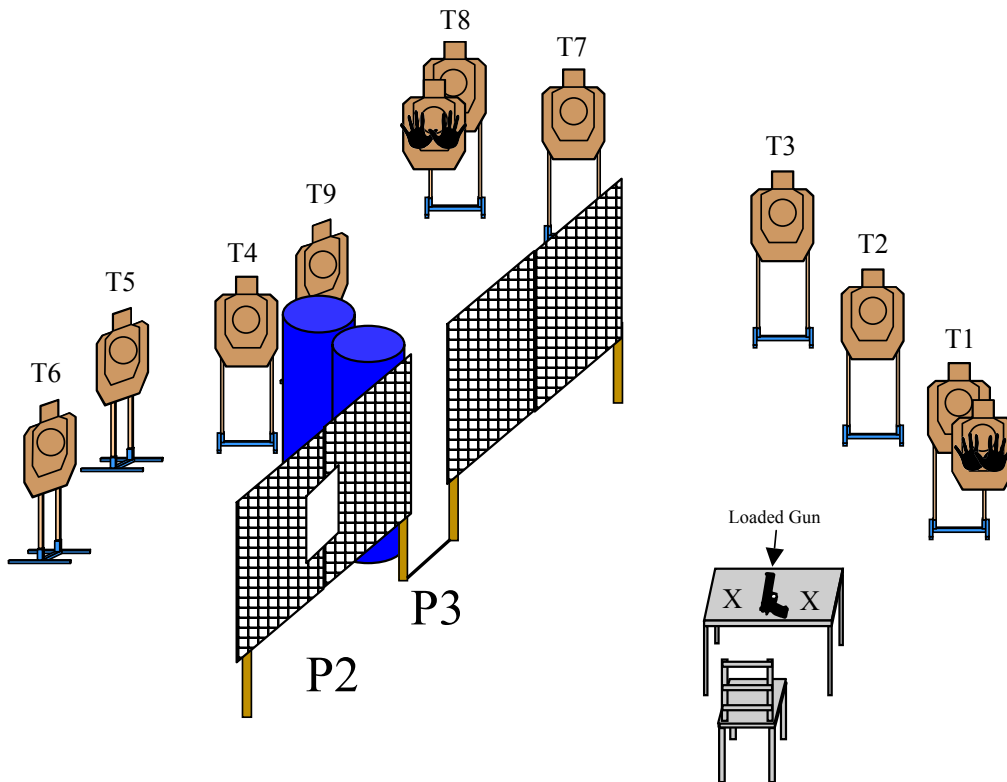
**BUG** (Back Up Gun)- Any automatic, .380 or larger with a 3 ½ in barrel or less. Or any 6 shot revolver with a 2 ½ in barrel or less. Autos are loaded with 6 rounds in the magazine and 1 in the chamber (Optional). Revolvers are loaded to 6 rounds.

**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

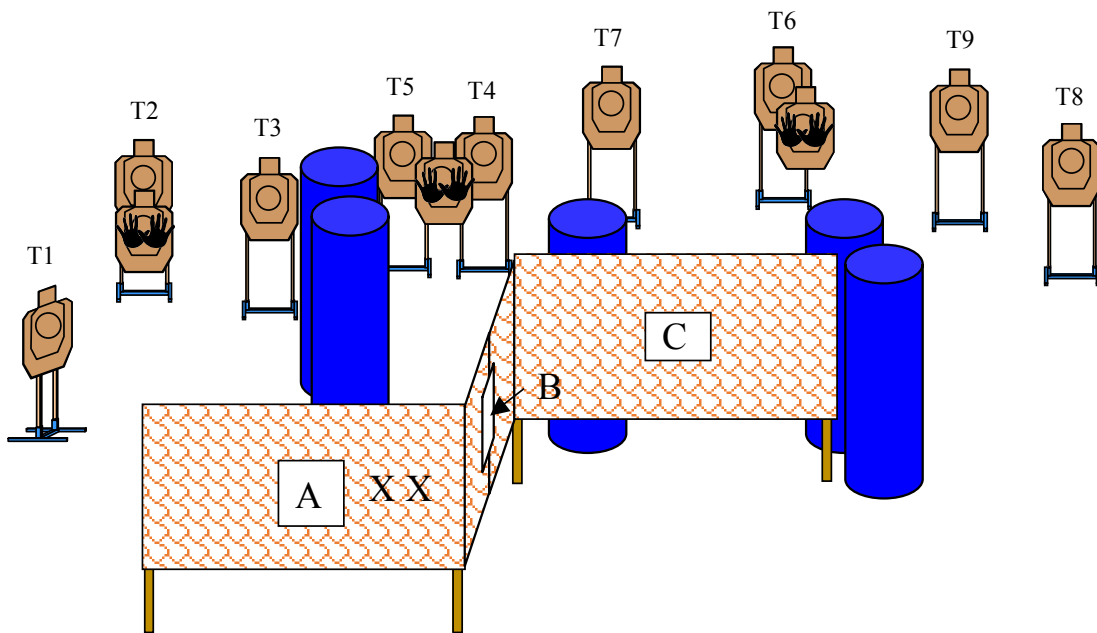
<b>LIPSA</b>	<b>STAGE NAME: Should Rick Run?</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> Rick Esposito goes over seas often on business. This time he was in Hong Kong. While he was there, he made some enemies. Not just any enemy...The Yakuza Triad. The most lethal gang in the Far East. Rick figured he was safe coming back to the good old U S of A. He was so wrong. They've come for revenge on him and his family. These gangsters like to carry steel. Sharp steel. That's ok. Rick carries steel too.		
<b>POSITION:</b> Sitting at table with hands flat on X's. Loaded gun in between.		
<b>PROCEDURE:</b> At signal, pick up loaded gun and engage T1-T3 from sitting position. Advance to P2 and engage T4-T6 through Port. Step over to P3 and engage T7-T9. (All targets must be engaged in Tactical Order).	<b>SCORING:</b> Vickers, 18 Rounds <b>SCORED HITS:</b> Best 2 per target <b>TARGETS:</b> 9 IDPA Targets <b>PENALTIES:</b> Standard <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired	



**Stage 1**  
**(PIT 1)**

# DEFENSIVE PISTOL

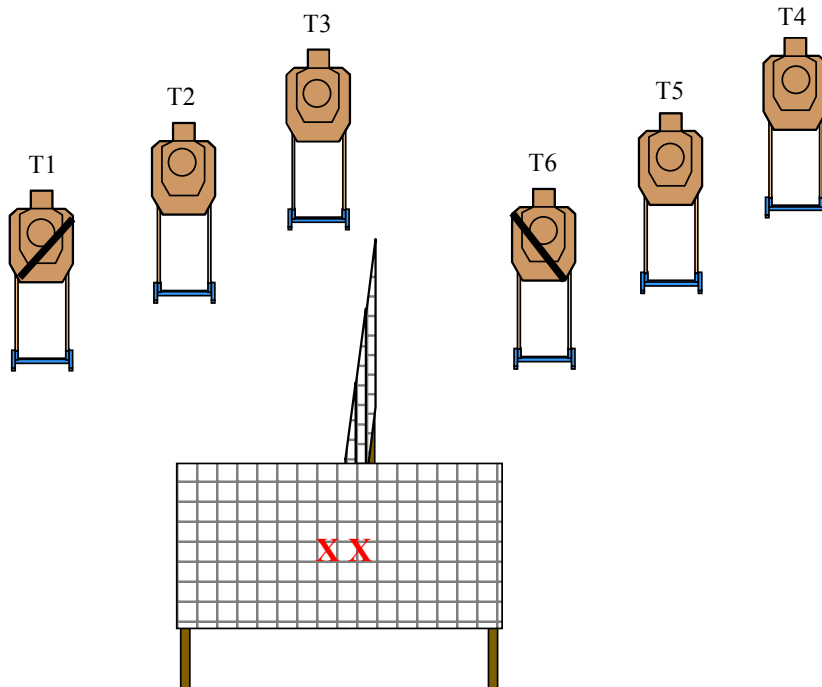
<b>LIPSA</b>	<b>STAGE NAME: Fight Through The Pain</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata	
<p><b>SCENARIO:</b> There are bad guys everywhere. You try to go around them, but there are just too many. Only one option remains... You're gonna have to go through them. Shoot them as you go. Use cover though. They will shoot back.</p>		
<p><b>POSITION:</b> Standing with hands flat on X's. Gun is loaded and holstered.</p>		
<p><b>PROCEDURE:</b> At signal, engage T1-T3 through Port A. Engage T4 and T5 through Port B. Engage T6 and T7 through Port C. Then engage T8 and T9 from side of wall. (All targets must be engaged in Tactical Order).</p>	<p><b>SCORING:</b> Vickers, 18 Rounds</p> <p><b>SCORED HITS:</b> Best 2 per target</p> <p><b>TARGETS:</b> 9 IDPA Targets</p> <p><b>PENALTIES:</b> Standard</p> <p><b>SIGNAL:</b> Start is standard beep; Stop Last Round fired</p>	



**Stage 2**  
(Pit 2)

# DEFENSIVE PISTOL

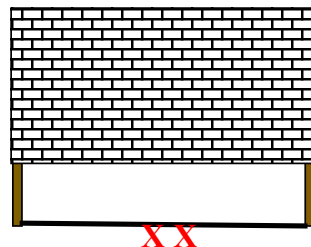
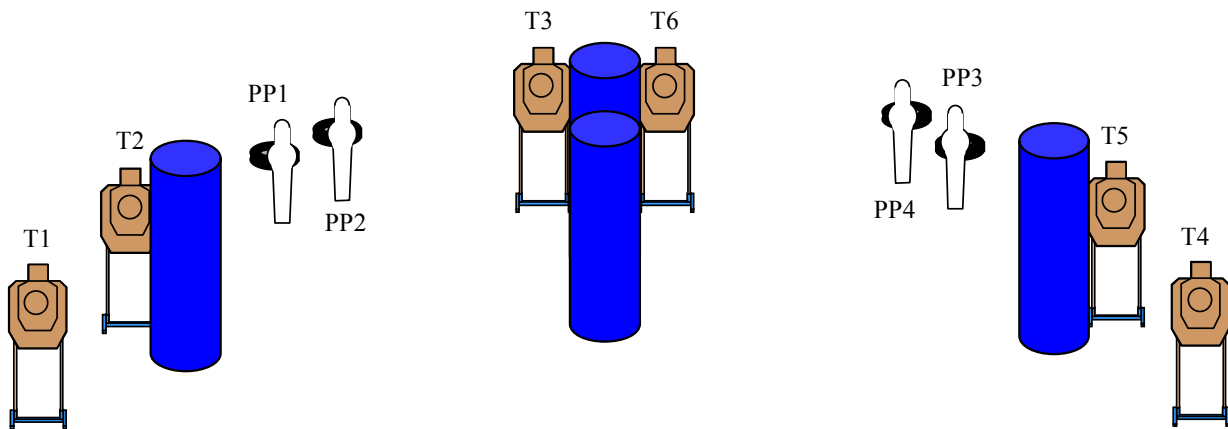
<b>LIPSA</b>	<b>STAGE NAME: Rick's Revenge</b>
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> The Yakuza Triad tried to Get Back at Rick Esposito. They failed. Now Rick is pissed and he wants revenge. He's so mad, he's gonna shoot these 6 idiots 3 times each.	
<b>POSITION:</b> Standing with hands flat on X's. Gun is loaded and holstered.	
<b>PROCEDURE:</b> At signal, go to either side of wall and engage designated targets. T1-T3 from left side. T4-T6 from right side. (All targets get 3 rounds each. They must be engaged in Tactical Order).	<b>SCORING:</b> Vickers, 18 Rounds <b>SCORED HITS:</b> Best 3 per target <b>TARGETS:</b> 6 IDPA Targets <b>PENALTIES:</b> Standard <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired



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

# DEFENSIVE PISTOL

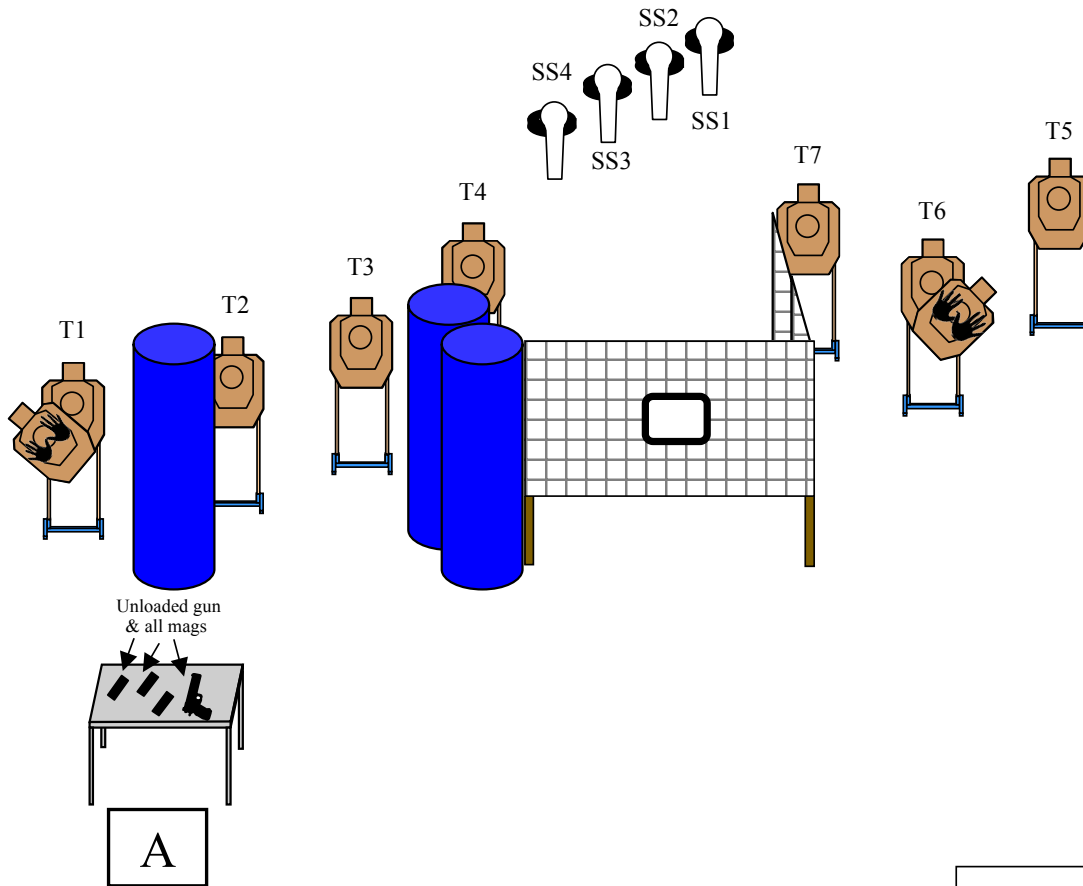
<b>LIPSA</b>	STAGE NAME: <b>Surrounded...Again</b>	
RULES: LIPSA Defensive Pistol		Course Designer: <b>Adam Gordon</b>
<b>SCENARIO:</b> You are surrounded. Take them out before they take you out.		
<b>POSITION:</b> Standing with toes touching <b>X's</b> , hands relaxed at sides. Gun is loaded and holstered.		
<b>PROCEDURE:</b> At signal, engage T1, T2, PP1, PP2 and T3 from Left side of wall. Engage T4, T5, PP3, PP4 and T6 from right side of wall. <b>(All targets must be engaged in Tactical Order. You can start on either side).</b>	<b>SCORING:</b> Vickers, 16 Rounds <b>SCORED HITS:</b> Best 2 per target, kd steel <b>TARGETS:</b> 6 IDPA Targets, 4 PP <b>PENALTIES:</b> Standard <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired	



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

# DEFENSIVE PISTOL

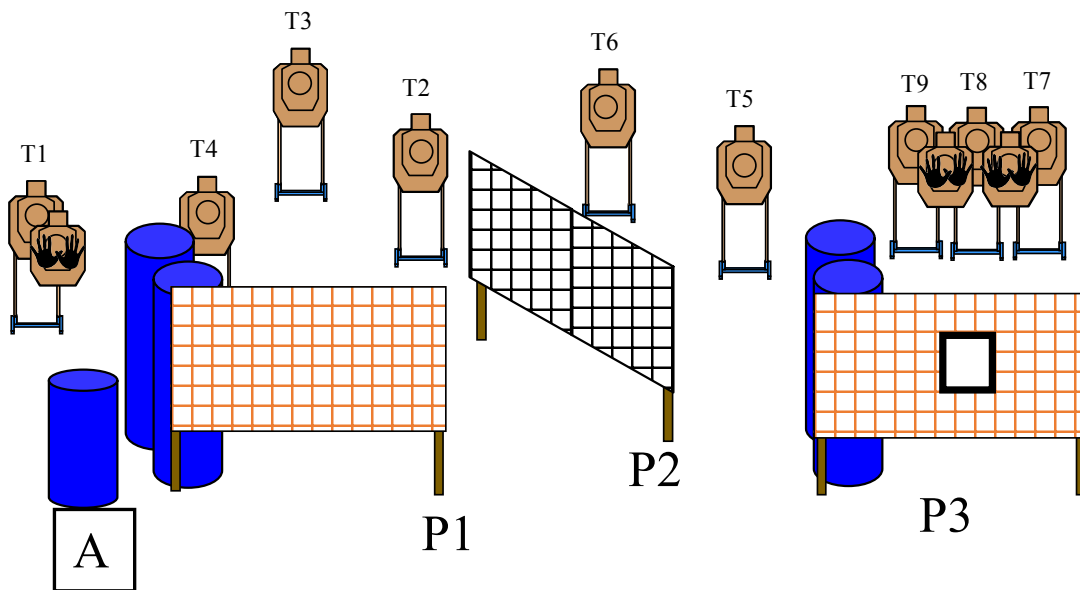
<b>LIPSA</b>	<b>STAGE NAME: The Yakuza Are Coming</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> They're back!!! Rick took them down twice, but they keep coming. Now they have Rick and his wife hostage. It's up to you to put them down. Grab your gun. Grab your mags. Put these sword wielding fools in the ground. This time, for good!		
<b>POSITION:</b> Standing in Box A, hands relaxed at sides. Unloaded gun and all mags on table.		
<b>PROCEDURE:</b> At signal, pick up and load gun with mag from table. Then engage T1-T3 from behind table. Advance to port and engage SS1-4 and T4. Then engage T5-T7 from right side of wall. <b>(All targets and steel must be engaged in Tactical Order).</b>	<b>SCORING:</b> Vickers, 18 Rounds <b>SCORED HITS:</b> Best 2 per target, kd steel <b>TARGETS:</b> 7 IDPA Targets, 4 SS <b>PENALTIES:</b> Standard <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired	



**Stage 5**  
**(Pit 6)**

# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: Chow Time</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Adam Gordon
<p><b>SCENARIO:</b> You're about to pay for dinner at your favorite restaurant. A gang of robbers decide this would be a good time to stick up the place. Bad move. Take out the hostage taker behind the counter from Box A. Then proceed through the Free Fire Zone clearing bad guys as you go.</p>		
<p><b>POSITION:</b> Standing in Box A, hands in surrender position. Gun loaded and holstered.</p>		
<p><b>PROCEDURE:</b> At signal, engage T1 from Box A. Advance to P1 and engage T2-T4. Then To P2 and engage T5 and T6. Then to P3 and engage T7-T9. <b>(All targets must be engaged in Tactical Order).</b></p>		<p><b>SCORING:</b> Vickers, 18 Rounds  <b>SCORED HITS:</b> Best 2 per target  <b>TARGETS:</b> 9 IDPA Targets  <b>PENALTIES:</b> Standard  <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired</p>



**Stage 6**  
(Pit 7)