

# 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.

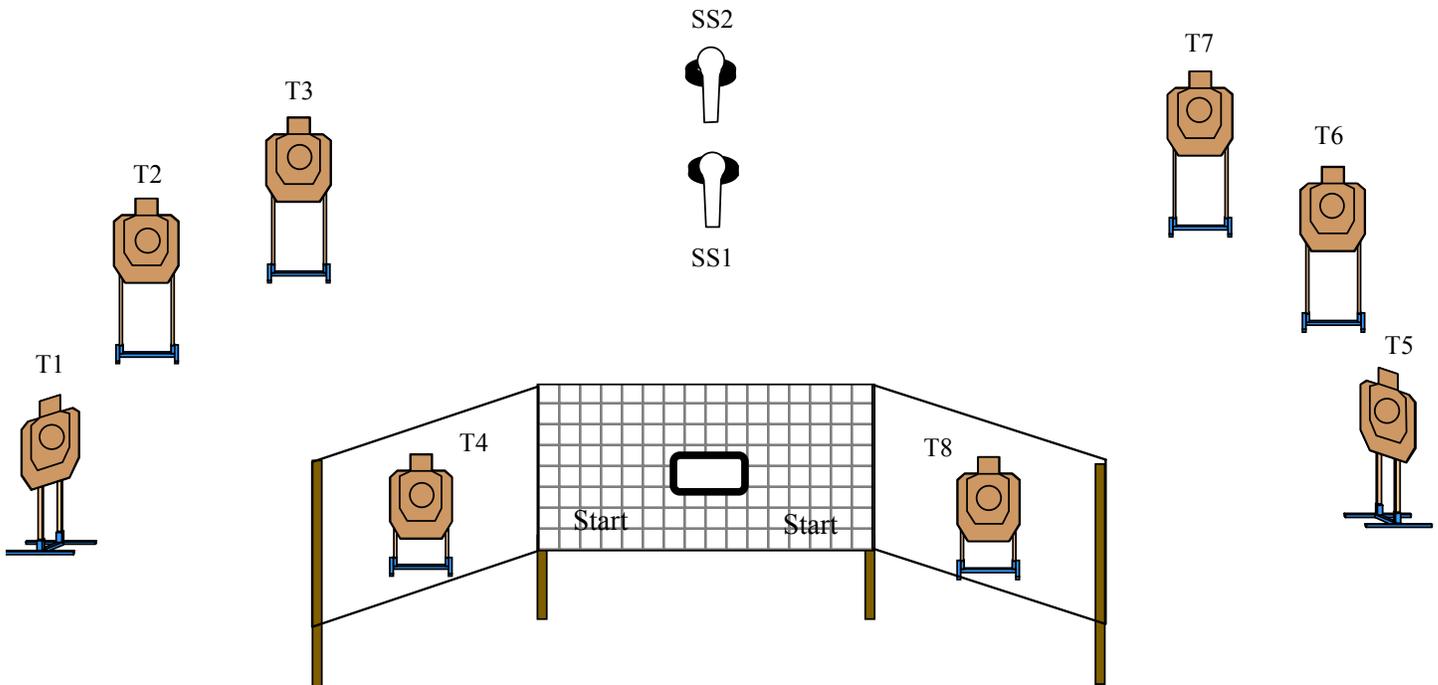
**BUG** (Back Up Gun)- Any automatic, .380 or larger with a 3 ½ in barrel or less. Or any 6 shot revolver with a 2 ½ in barrel or less. Autos are loaded with 6 rounds in the magazine and 1 in the chamber (Optional). Revolvers are loaded to 6 rounds.

**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

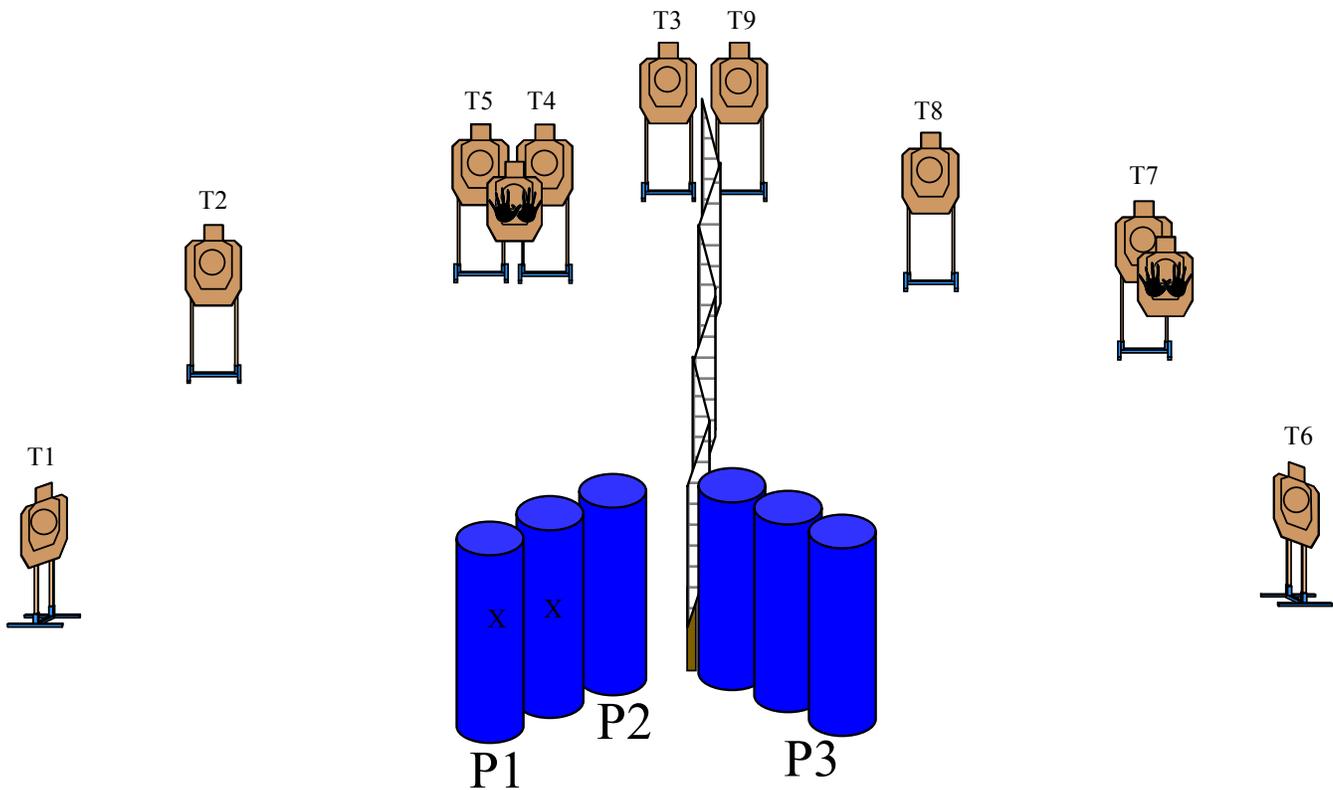
<b>LIPSA</b>	<b>STAGE NAME: Russian Roulette</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata	
<b>SCENARIO:</b>		
<b>POSITION:</b> Standing to left or right of Port, hands relaxed at sides. Gun is loaded and holstered.		
<b>PROCEDURE:</b> At signal, engage SS1 and SS2 through Port. Engage T1-T4 from left side of wall. Engage T5-T8 from right side of wall. <b>(All targets 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> 8 IDPA Targets, 2 SS	
	<b>PENALTIES:</b> Standard	
	<b>SIGNAL:</b> Start is standard beep; Stop Last Round fired	



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

# DEFENSIVE PISTOL

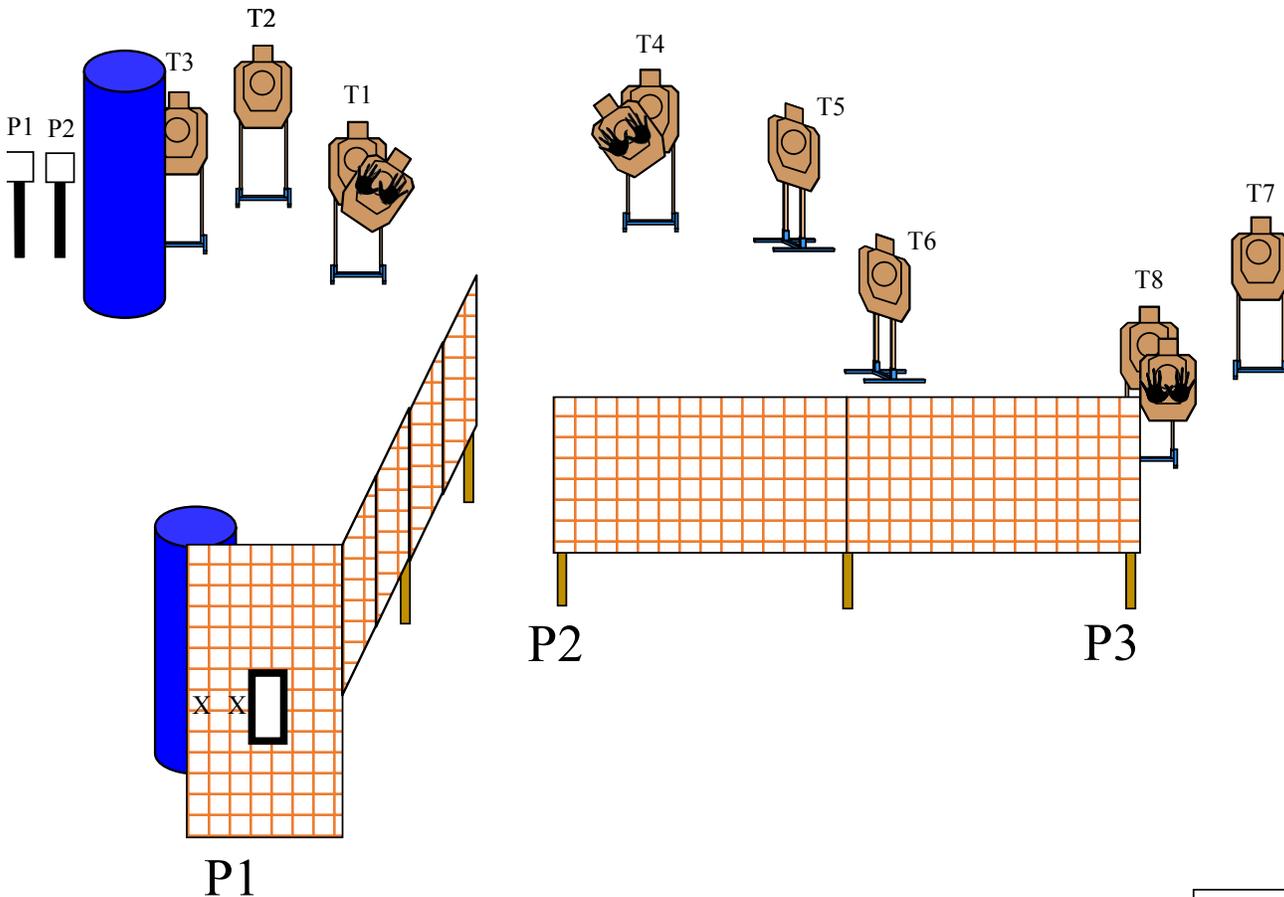
<b>LIPSA</b>	<b>STAGE NAME: Seek, Then Shoot</b>
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> Nothing special about this one. There's bad guys. Seek them out. Shoot them, before they shoot you. Simple, right?	
<b>POSITION:</b> Standing with hands flat on X's. Gun is loaded and holstered.	
<b>PROCEDURE:</b> At signal, go to P1 and engage T1 and T2. Then go to P2 and engage T3-T5. Advance to P3 and engage T6-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 2**  
**(Pit 5)**

# DEFENSIVE PISTOL

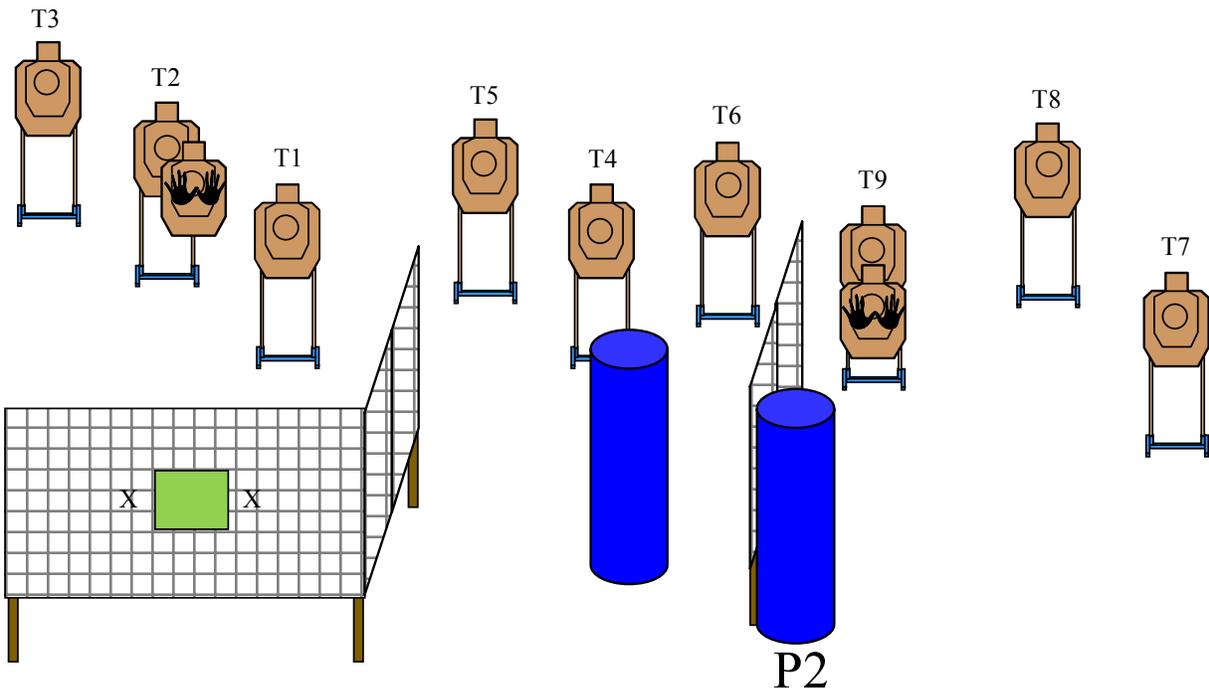
<b>LIPSA</b>	<b>STAGE NAME: John Wick</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata	
<p><b>SCENARIO:</b> You've found all of the mobs warehouses, but one. This is the last. Once you confirm it's one of theirs, you can tell the police. Then the mob will be gone forever. Keep quiet. You don't want to blow it now. Too late!! 2 huge spot lights come on. You're blinded. You hear voices. Guns being cocked. You're gonna have to shoot your way out. Take out those spot lights first. Then shoot your way to Freedom. Be John Wick!!!</p>		
<p><b>POSITION:</b> Standing at P1 with hands flat on X's. Gun is loaded and holstered.</p>		
<p><b>PROCEDURE:</b> At signal, engage P1 and P2 from left side of wall. Then engage T1-T3 through Port. Advance to P2 and engage T4-T6. Step over to P3 and engage T7 and T8. <b>(All targets must be engaged in Tactical Order).</b></p>	<p><b>SCORING:</b> Vickers, 18 Rounds</p> <p><b>SCORED HITS:</b> Best 2 per target, kd steel</p> <p><b>TARGETS:</b> 8 IDPA Targets, 2 Plates</p> <p><b>PENALTIES:</b> Standard</p> <p><b>SIGNAL:</b> Start is standard beep; Stop Last Round fired</p>	



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

# DEFENSIVE PISTOL

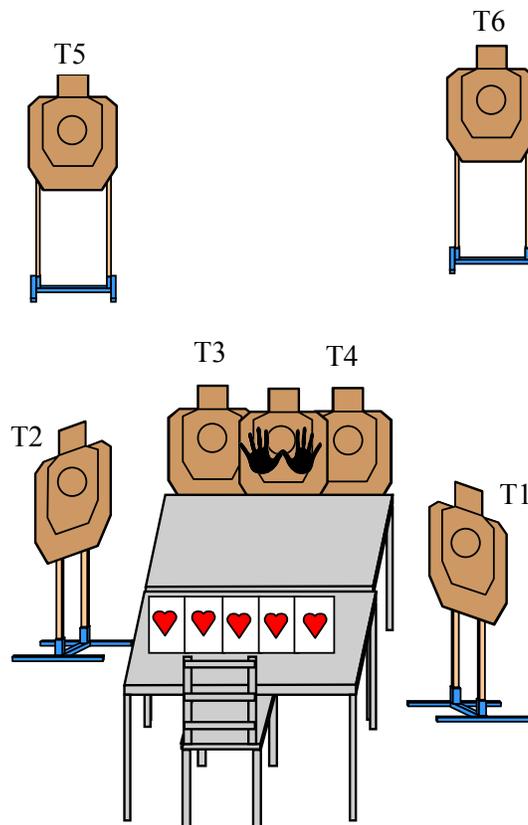
<b>LIPSA</b>	<b>STAGE NAME: Pine Barrens Brawl</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata	
<b>SCENARIO:</b>		
<b>POSITION:</b> Standing with hands flat on X's. Gun is loaded and holstered.		
<b>PROCEDURE:</b> At signal, open port and engage T1-T3 through port. Perform a reload with retention and engage T4-T6 while on the move to P2. From P2, 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 4**  
**(Pit 7)**

# DEFENSIVE PISTOL

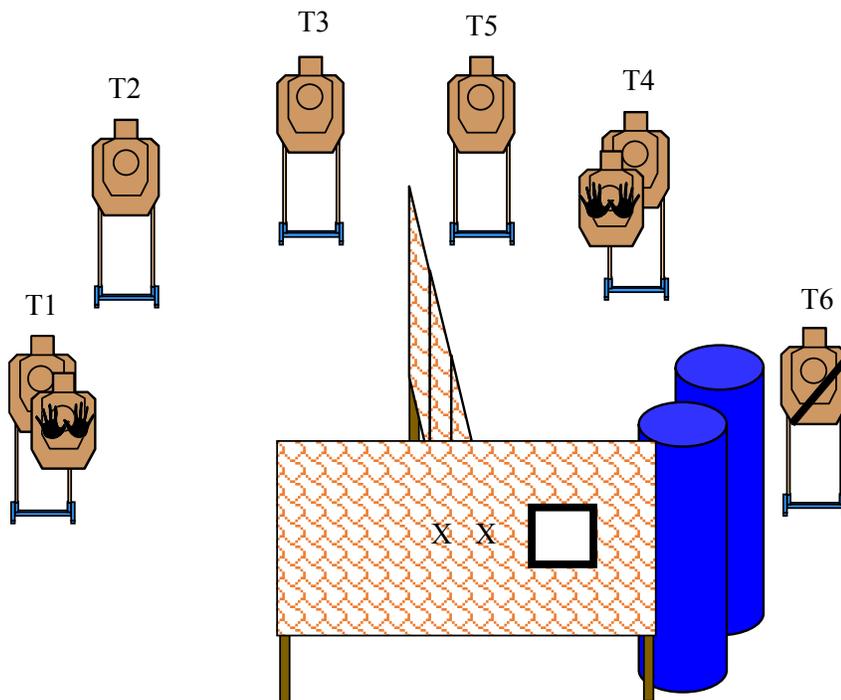
<b>LIPSA</b>	<b>STAGE NAME: The Gambler</b>
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata
<b>SCENERIO:</b> You heard about this high stakes card game. You also heard that the players are real bad asses. You had to get in no matter what the cost. Things are going well for you. Too well. You're up about \$200,000. These so called bad asses are getting pissed. They don't like that the newbie is winning. And winning big! These guys are looking antsy. This could get ugly fast. The guy to the right looks like he's reaching for a gun. Draw yours. Show these guys who the real bad ass is.	
<b>POSITION:</b> Sitting at table holding cards in both hands. Gun is loaded with 6 rounds and holstered. All mags loaded to 6 rounds.	
<b>PROCEDURE:</b> At signal, drop cards and engage T1-T6 with 1 round each to the body. Perform a mandatory reload from slide lock and re-engage T1-T6 with 1 round each to the body. Perform a second mandatory reload from slide lock and engage T1-T6 with 1 round each to the head. <b>(Targets must be engaged in Tactical order).</b>	<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 5**  
**(S Pit 1)**

# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: The Good. The Bad. And The Dead</b>
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> This is another easy one. There are 6 bad guys and 2 good guys. Shoot the bad guys. Don't shoot the good guys. Got it? Good!!	
<b>POSITION:</b> Standing with hands flat on X's. Gun is loaded and holstered.	
<b>PROCEDURE:</b> At signal, engage T1-T3 from left side of wall. Engage T4 and T5 through Port. Engage T6 from right side of barrels. (All targets 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 6**  
**(S Pit 2)**