

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.

LIPSA
Defensive
Pistol

Stage Name: Road Rage

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

SCENERIO: You're sitting in your living room after a long day at the range and you hear what appears to be a large group around your home. I guess the guy you flipped off on your way home followed you with a group of his friends and is seeking some type of revenge. You even hear the pump of a shotgun and then a blast to the side door. Be cautious, because you're surrounded. Approach every doorway and window with caution.

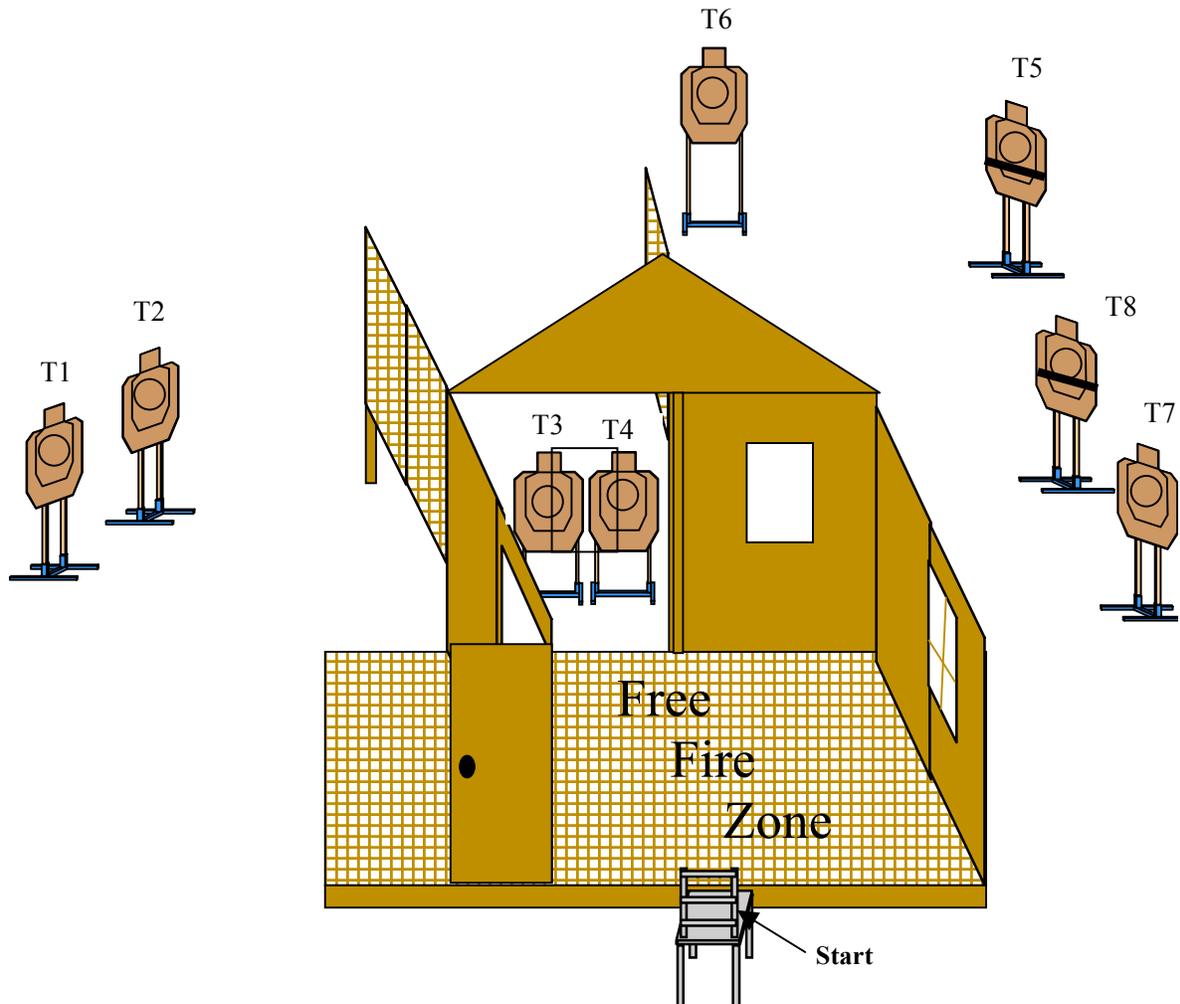
START POSITION: Sitting in chair with both hands on knees. Gun is loaded and holstered.

STAGE PROCEDURE

At signal, enter Free Fire Zone and engage all targets as they become visible through door and windows. **(All targets must be engaged in Tactical Order).**

SCORING

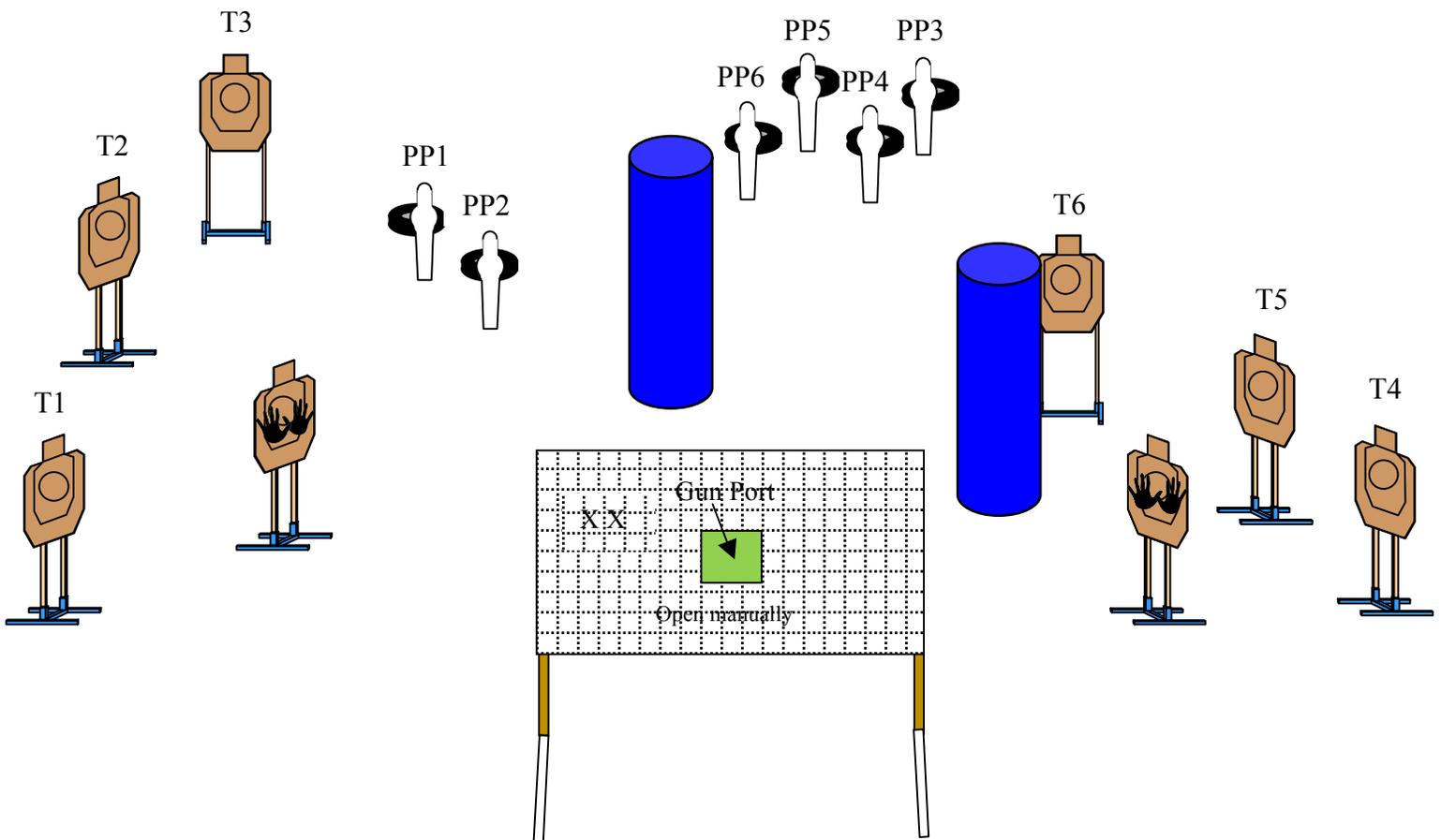
SCORING: Vickers, 16 rounds
TARGETS: 8 IDPA
SCORED HITS: Best 2 per target
START-STOP: Audible-Last Shot
PENALTIES: Standard



STAGE 1

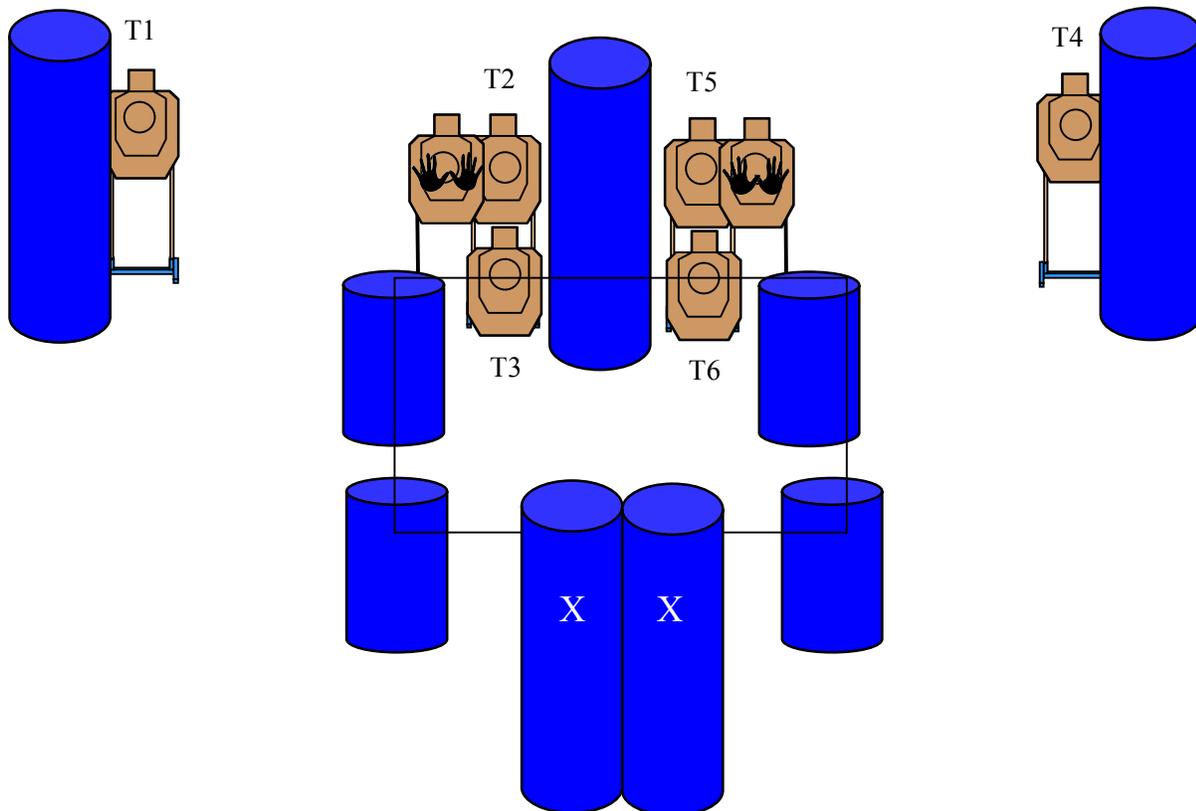
DEFENSIVE PISTOL

LIPSA	STAGE NAME: Rent a Cop	
RULES: LIPSA Defensive Pistol		Course Designer: Kevin O'Brien
SCENARIO: You are riding shotgun in an armored truck when a gang of thugs attempts to rob you. Some of them are wearing heavy body armor. You need to take control of the situation before it spirals out of control with civilians in the crossfire nearby. You need to take out one of the heavily armored thugs before you can open your truck gun port.		
POSITION: Standing with hands flat on X's. Gun is loaded and holstered.		
PROCEDURE: At signal, engage T1-T3, PP1 and PP2 from left side of wall. Then open gun port and engage PP3-PP6 through it. Then engage T4-T6 from right side of wall. (All targets and steel must be engaged in Tactical order).	SCORING: Vickers, 18 Rounds SCORED HITS: Best 2 per target, KD steel TARGETS: 6 IDPA Targets, 6 PP PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired	



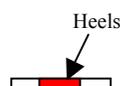
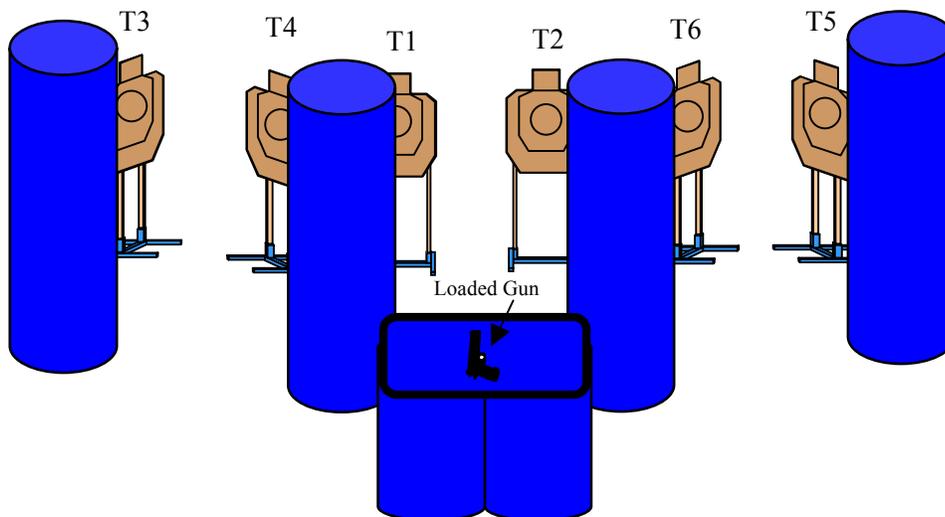
DEFENSIVE PISTOL

LIPSA	STAGE NAME: Hostage Situation
RULES: LIPSA Defensive Pistol	Course Designer: Kevin O'Brien
SCENARIO: You are working a kidnapping case and have long suspected that the victims are being held in a local factory by a syndicated group of thugs. Be careful as you clear the area as not to injure any of the captives. Peek carefully from behind cover and take them all out before they do anymore harm. Look high. Look low. Threats are everywhere!!	
POSITION: Standing behinds barrels with hands touching X's. Gun is loaded and holstered.	
PROCEDURE: At signal, engage T1-T3 from left side of barrels. Engage T4-T6 from right side of barrels. You can start on either side. (All targets get 3 rounds each. Targets must be engaged in Tactical Order).	SCORING: Vickers, 18 Rounds SCORED HITS: Best 3 per target TARGETS: 6 IDPA Targets PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired



DEFENSIVE PISTOL

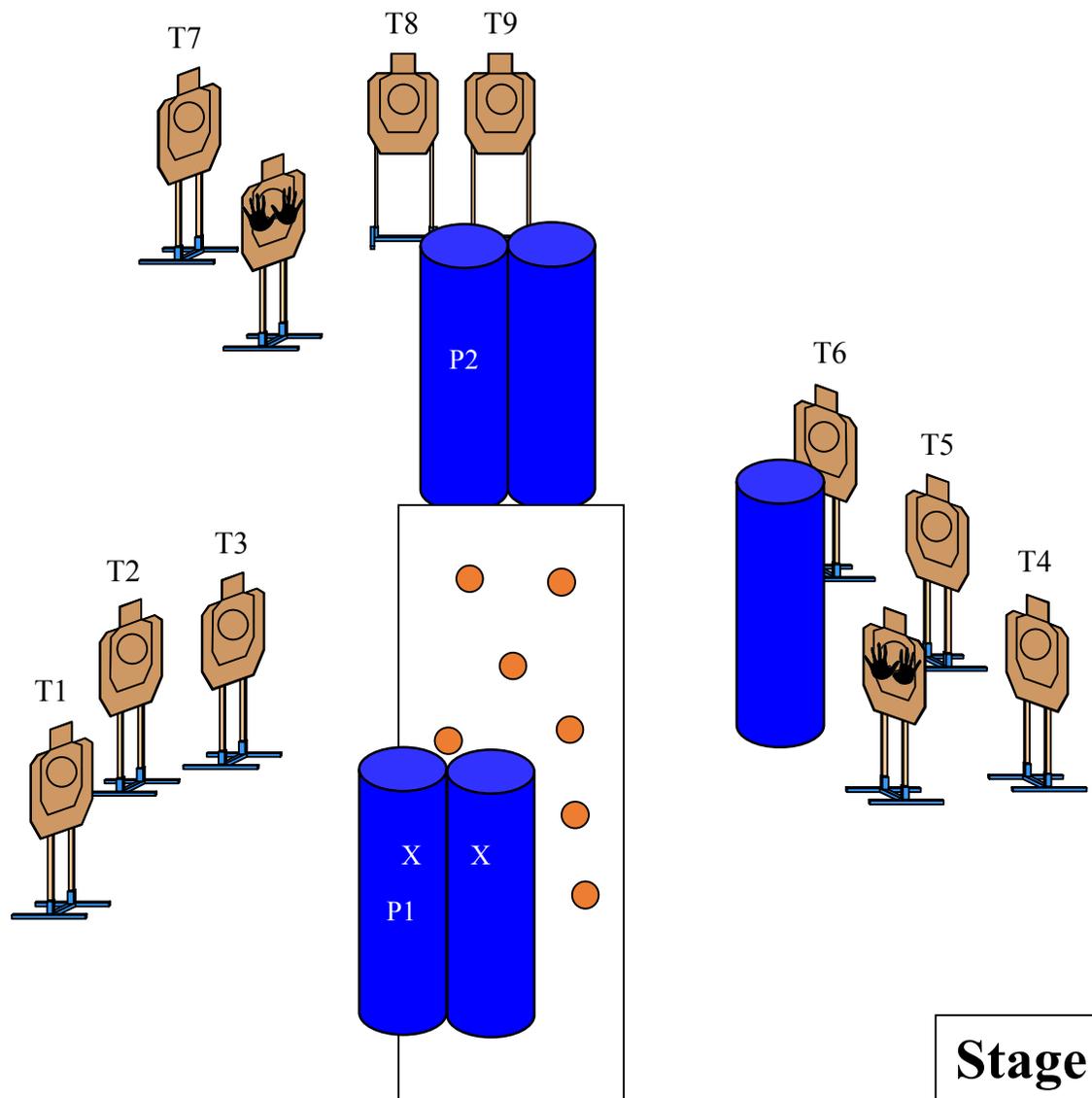
LIPSA	STAGE NAME: Shoot Fast and Execute
RULES: LIPSA Defensive Pistol	Course Designer: Kevin O'Brien
SCENARIO: You're working the graveyard shift at the corner bodega when a local set from the renowned MS-13 gang comes in and starts tearing up your store while brandishing weapons. Take justice into your own hands before you become another fatal statistic. Prioritize your threats as you look down the aisles.	
POSITION: Standing with heels touching RED mark, hands relaxed at sides. Gun is loaded on barrel. (Gun must be facing directly down range and cannot be propped up in any way).	
PROCEDURE: At signal, retrieve loaded gun from barrel, then engage T1-T6 as they become visible from between the barrels.	SCORING: Vickers, 18 Rounds SCORED HITS: Best 3 per target TARGETS: 6 IDPA Targets PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired



Stage 4

DEFENSIVE PISTOL

LIPSA	STAGE NAME: Mine Field	
RULES: LIPSA Defensive Pistol		Course Designer: Kevin O'Brien
SCENARIO: You crashed in your chopper. Outside your LZ is a Mine laden hostile enemy territory. Proceed to extraction point without blowing yourself to pieces while defending yourself against hostile gorillas and saving the pilot and co-pilot being held hostage.		
POSITION: Standing with palms flat on X's, gun is loaded and holstered.		
<p>PROCEDURE: At signal, engage T1-T3 with 2 rounds each from P1. Perform a reload with retention, then engage T4-T6 while moving to P2. Engage T7-T9 from P2. (All targets must be engaged in Tactical Order). (Stepping on a Mine adds 5 seconds to your Time...each).</p>	<p>SCORING: Vickers, 18 Rounds SCORED HITS: Best 2 per target TARGETS: 9 IDPA Targets PENALTIES: Standard SIGNAL:</p>	<p>Start is standard beep; Stop Last Round fired</p>



DEFENSIVE PISTOL

LIPSA	STAGE NAME: Harley Shuffle
RULES: LIPSA Defensive Pistol	Course Designer: Kevin O'Brien
SCENARIO: You recently infiltrated a notorious and lethal biker gang. Or at least ya thought ya did. Seems your cover has been blown and you may not make it out of the clubhouse. Although it seems everyone is a threat, there are a few innocent old ladies around. So aim!!!	
POSITION: Standing at P1 with hands relaxed at sides. Gun is loaded and holstered.	
PROCEDURE: At signal, engage T1 and T2 from left side of barrel. Advance to P2 and engage T3 and T4. Move over to P3 and engage T5 and T6. (All targets get 3 rounds each. They must be engaged in Tactical Order).	SCORING: Vickers, 18 Rounds SCORED HITS: Best 3 per target TARGETS: 6 IDPA Targets PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired

