

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.

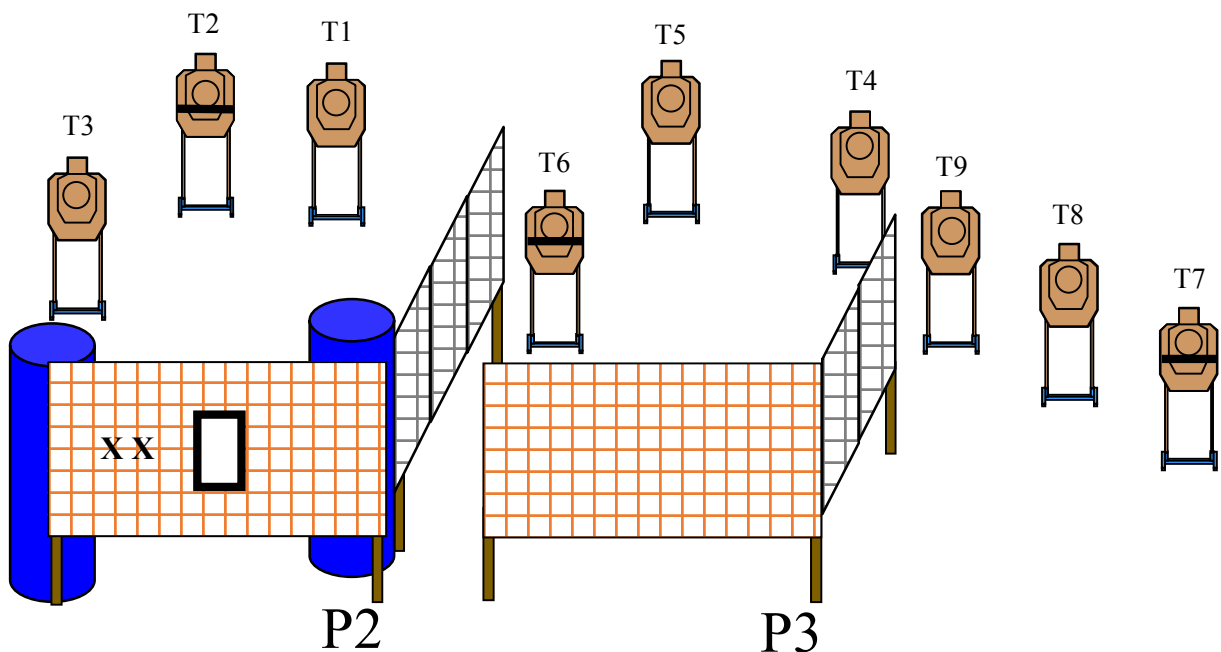
BUG (Back Up Gun)- Any automatic, .380 or larger with a 3 ½ in barrel or less. Or any 6 shot revolver with a 2 ½ in barrel or less. Autos are loaded with 6 rounds in the magazine and 1 in the chamber (Optional). Revolvers are loaded to 6 rounds.

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.

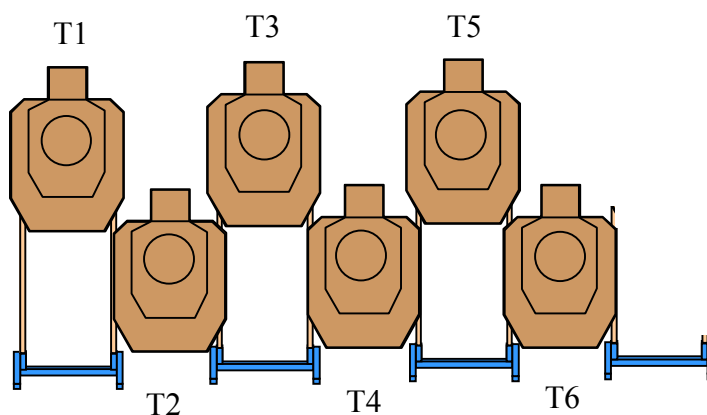
DEFENSIVE PISTOL

LIPSA	STAGE NAME: Bank Brawl
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata, Kevin O'Brien
SCENARIO: You're standing in line at your local bank when you hear a commotion. Then gun shots! You realize that the bank is being robbed. These guys mean business too cause they just shot the guard and a bank teller. Thankfully, you believe in the 2 nd amendment and the right to carry. Take these maniacs out. All hostages are laying down, so blast away!!	
POSITION: Standing with hands flat on X's. Gun is loaded and holstered.	
PROCEDURE: At signal, engage T1-T3 through port. Step over to P2 and engage T4-T6. Then go to P3 and engage T7-T9. (All targets must be engaged in Tactical Order).	SCORING: Vickers, 18 Rounds SCORED HITS: Best 2 per target TARGETS: 9 IDPA Targets PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired



DEFENSIVE PISTOL

LIPSA	STAGE NAME: The Grinder
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: Standards exercise.	
POSITION: Standing in Box A, wrists above shoulders. Gun is loaded and holstered.	
PROCEDURE: At signal, engage T1-T6 with 1 round each to the body. Perform a reload with retention and re-engage T1-T6 with 1 round each to the body. Perform another reload with retention and engage T1-T6 with 1 round each to head. (Targets can be engaged in any 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

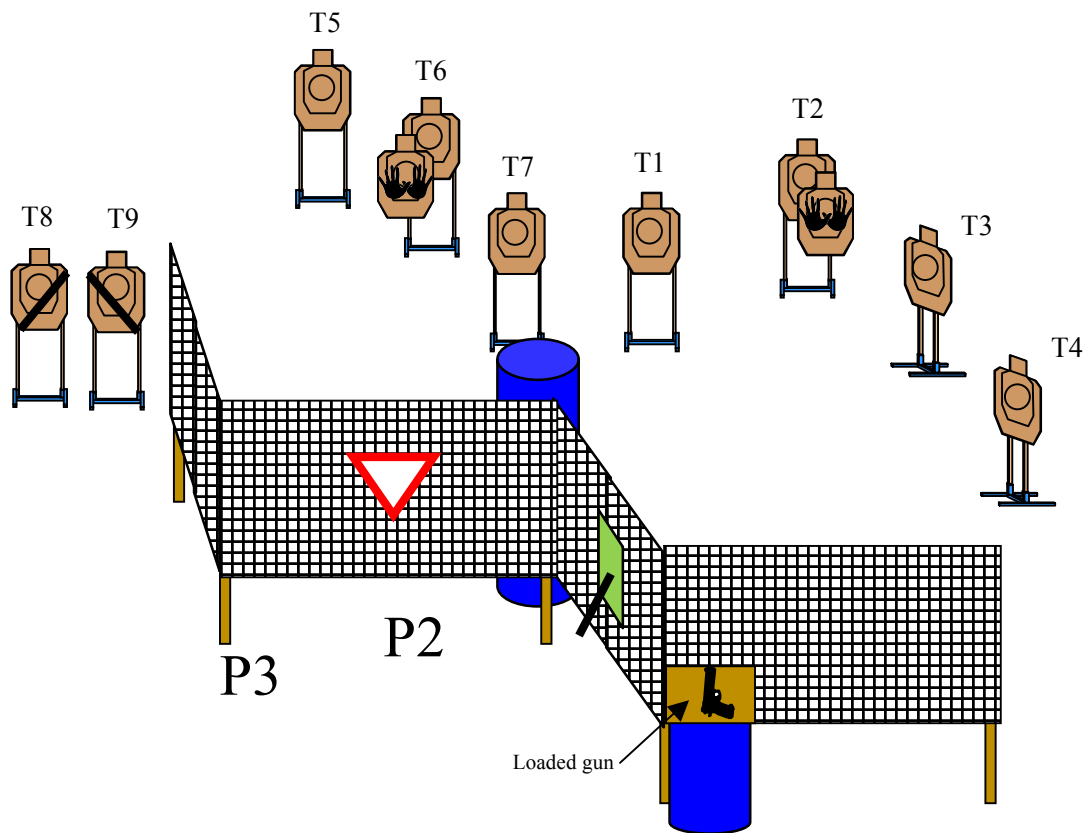


A

Stage 2

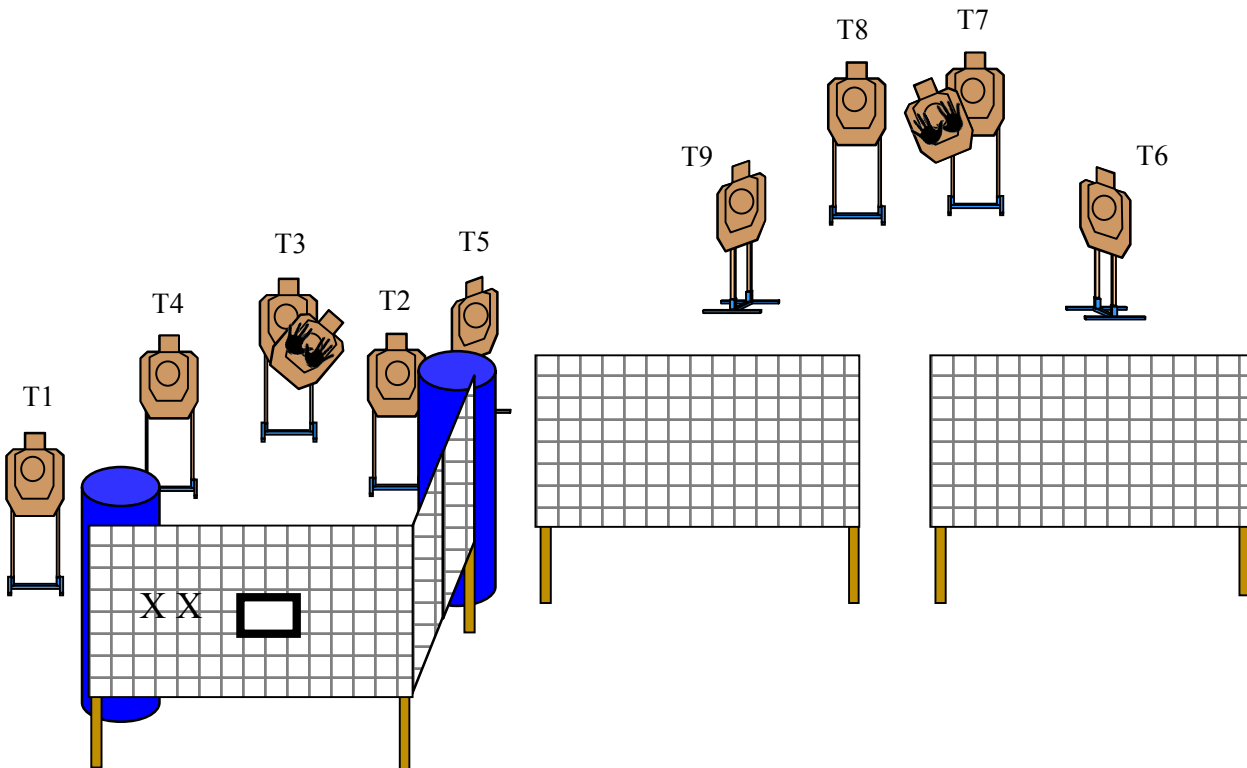
DEFENSIVE PISTOL

LIPSA	STAGE NAME: Over There
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: You are	
POSITION: Standing with heels on X's, hands relaxed at sides. Loaded gun on barrel.	
PROCEDURE: At signal, retrieve loaded gun from barrel, then open port and engage T1-T4. Advance to P2 and engage T5-T7. Then step over to P3 and engage T8 and T9. All targets must be engaged in Tactical Order.	SCORING: Vickers, 18 Rounds SCORED HITS: Best 2 per target TARGETS: 9 IDPA Targets PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired



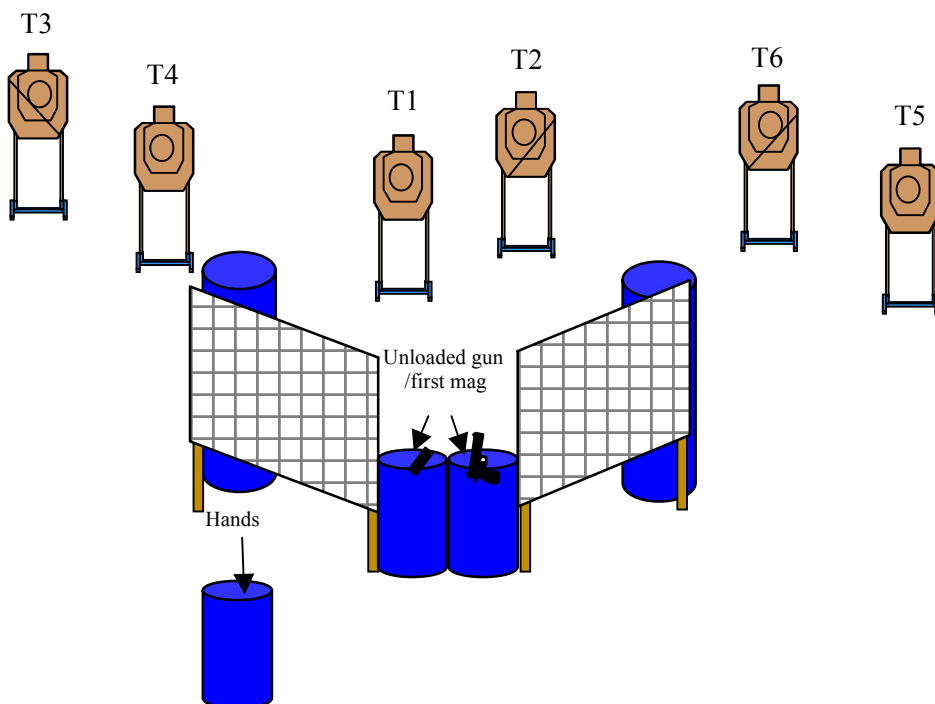
DEFENSIVE PISTOL

LIPSA	STAGE NAME: Just Ruined	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
<p>SCENARIO: You're exploring the ruins in Athens Greece. You just want to spend some time on vacation with your family. But bad guys don't care about family or vacations. Thankfully you have your I.P.L... International Pistol License. You can carry anywhere in the world. Let's face it. If you're a law abiding citizen, then you should be able to carry anything, anytime, anywhere. Draw your weapon. Show these bad guys why you're allowed to carry... everywhere!!!!</p>		
<p>POSITION: Standing with hands flat on X's. Gun is loaded and holstered.</p>		
<p>PROCEDURE: At signal, engage T1 from left side of wall. Then T2-T4 through port. While moving to P2, engage T5. Then from P2, engage T6-T9. All targets must be engaged in Tactical Order.</p>	<p>SCORING: Vickers, 18 Rounds SCORED HITS: Best 2 per target TARGETS: 9 IDPA Targets PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired</p>	



DEFENSIVE PISTOL

LIPSA	STAGE NAME: Threez A Crowd
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: You are	
POSITION: Standing with hands flat on barrel. Unloaded gun and first mag on other barrel.	
PROCEDURE: At signal, retrieve gun from barrel and engage T1 and T2 from behind barrel. Engage T3 and T4 from left side of wall. Engage T5 and T6 from right side of wall. 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



DEFENSIVE PISTOL

LIPSA	STAGE NAME: No Lines Here
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: You are	
POSITION: Standing with hands flat on X's. Gun is loaded and holstered.	
PROCEDURE: At signal, go to P1 and engage T1-T3. Then to P2 and engage T4-T7. Then go to P3 and engage T8 and T9. All targets must be engaged in Tactical Order.	SCORING: Vickers, 18 Rounds SCORED HITS: Best 2 per target TARGETS: 9 IDPA Targets PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired

