

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! **Note: PCC and CO now have their own divisions.**

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 (Rifle or pistol). Bring your Limited gun. Bring your Carry Optics. Bring your Open gun. You can even bring your PCC. Come out and have fun. All rules apply except for the cover garment. You can leave that at home.

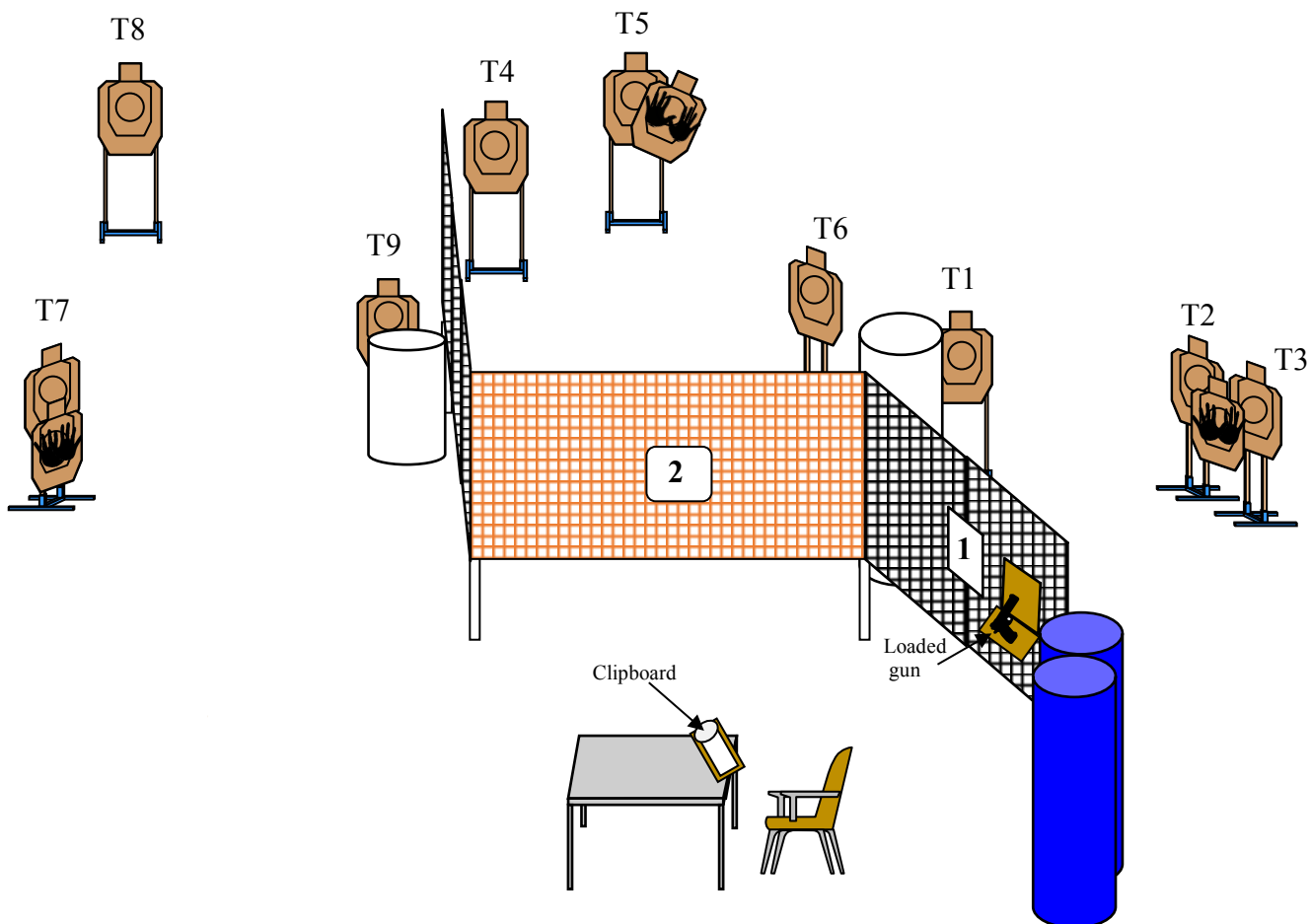
CO (Carry Optics)- Any 9mm or larger handgun with a SLIDE mounted optic. To start, gun is loaded with 10 rounds in magazine and one in chamber (Optional). All other mags loaded to 10 rounds unless otherwise specified in course description.

PCC (Pistol Caliber Carbine)- Any rifle that shoots a pistol round. 9mm, 40 or 45. To start, gun is loaded with 10 rounds in magazine and one in chamber (Optional). All other mags loaded to 10 rounds unless otherwise specified in course description.

- **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.

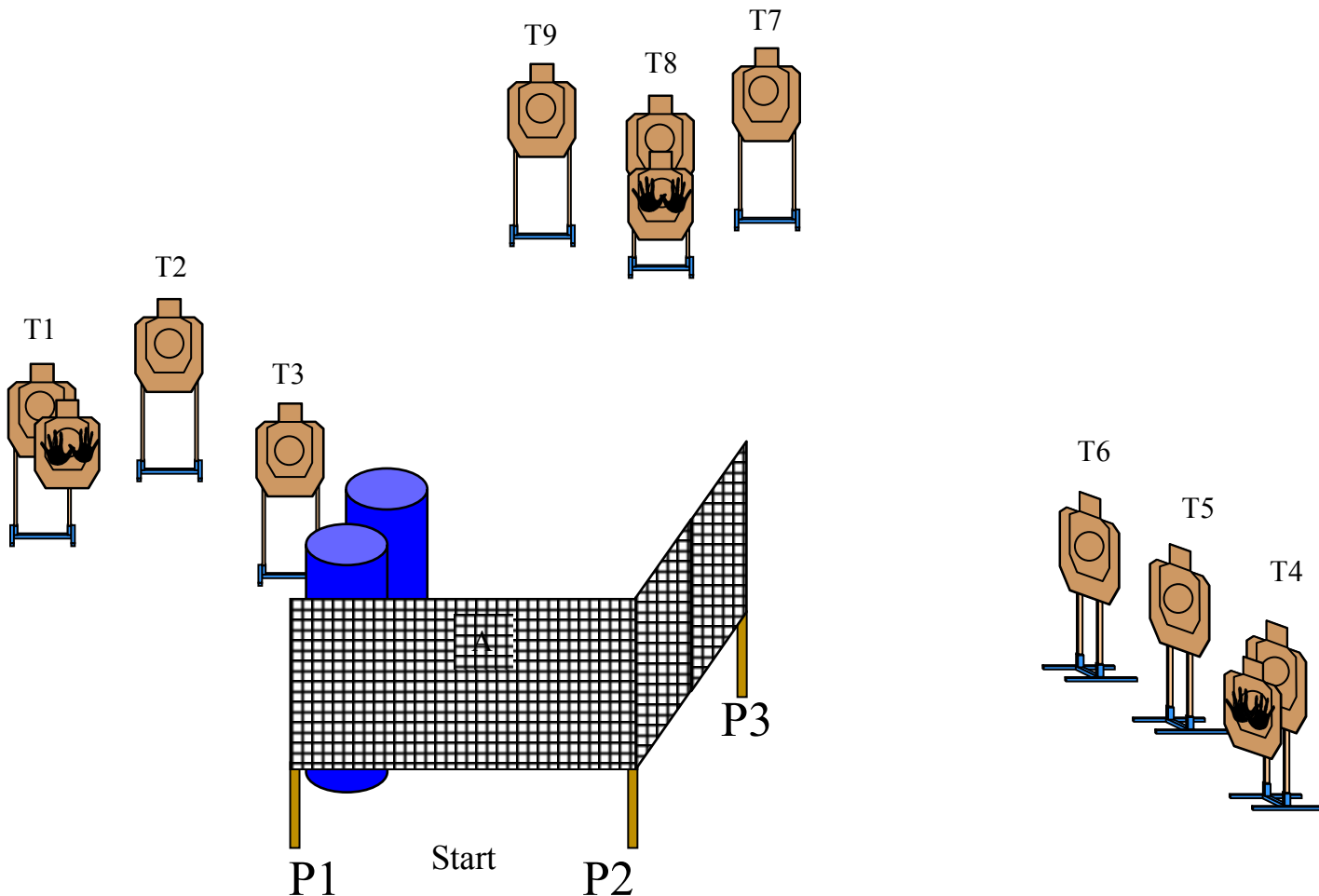
Defensive Pistol

LIPSA	STAGE NAME: WAREHOUSE WORRIES
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: You're sitting in the back of your warehouse going over the numbers. They're just not adding up. One of your employees must be stealing from you. You can't trust anyone. You hear people in the front of the store. It's closed though. You grab your gun off the shelf and investigate. There he is. Mr. Stealer. And he brought friends...with weapons. They ain't stealing anymore. Take them out!!!	
POSITION: Sitting in chair holding Clipboard in both hands. Gun is loaded on shelf.	
PROCEDURE: At signal, drop clipboard and pick up loaded gun from shelf. Then Engage T1-T3 through first port. Advance to second port and engage T4-T6 through it. Then engage T7-T9 from left side of wall. All targets must be engaged in Tactical order.	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



DEFENSIVE PISTOL

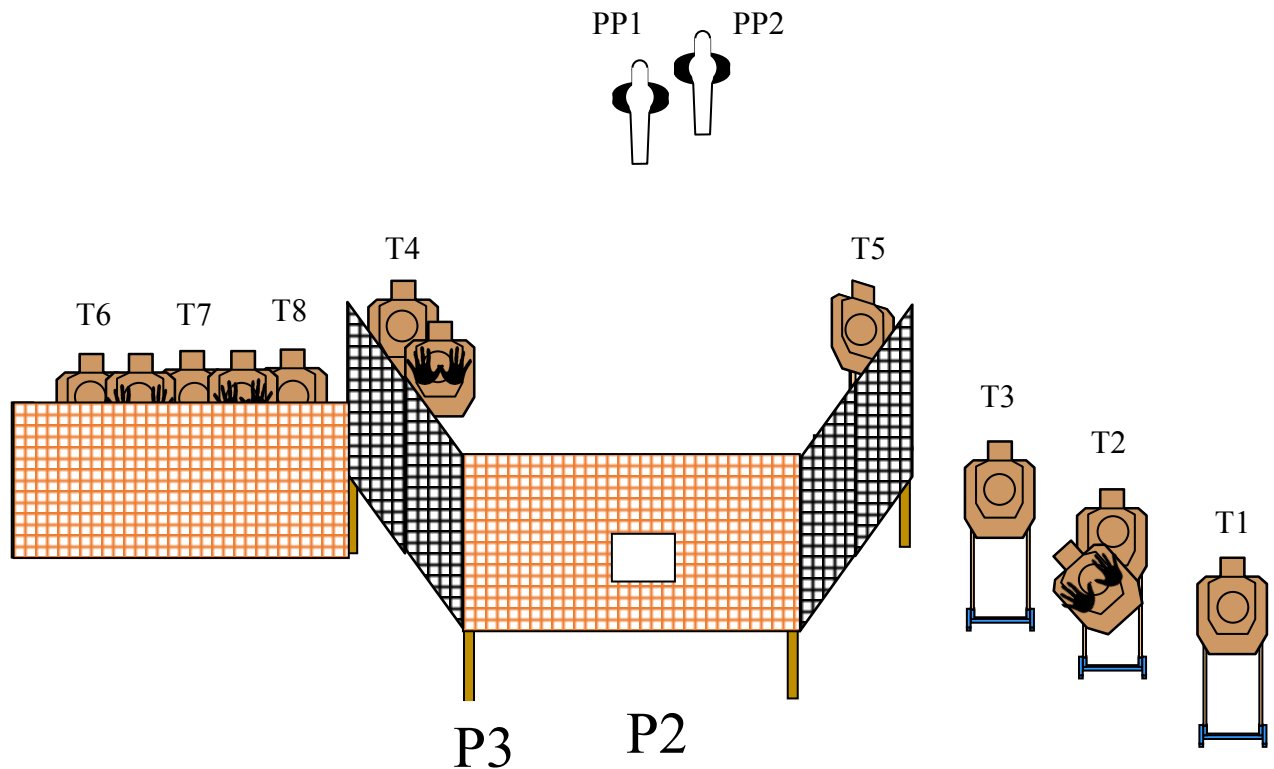
LIPSA	STAGE NAME: 9 BADGUYS	
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata	
POSITION: Standing in middle of Wall A with hands relaxed at sides. Gun is loaded and holstered.		
PROCEDURE: At signal, advance to P1 and engage T1-T3. Then go to P2 and engage T4-T6. Then go to P3 and engage T7-T9. All targets get 2 rounds each. 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





DEFENSIVE PISTOL

LIPSA	STAGE NAME: LAST STAND
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
POSITION: Standing in Box A, hands relaxed at sides. Gun is loaded and holstered.	
PROCEDURE: At signal, engage T1-T3 from Box A only. Then advance to P2 and engage T4, PP1, PP2 and T5 through Port. Step over to P3 and engage T6-T8. Advance to Low wall and engage T6-T8. All targets must be engaged in tactical order. Shots through wall on T6-T8 are misses.	SCORING: Vickers, 18 Rounds SCORED HITS: Best 2 per target, kd steel TARGETS: 8 D.P. Targets, 2 PP PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired

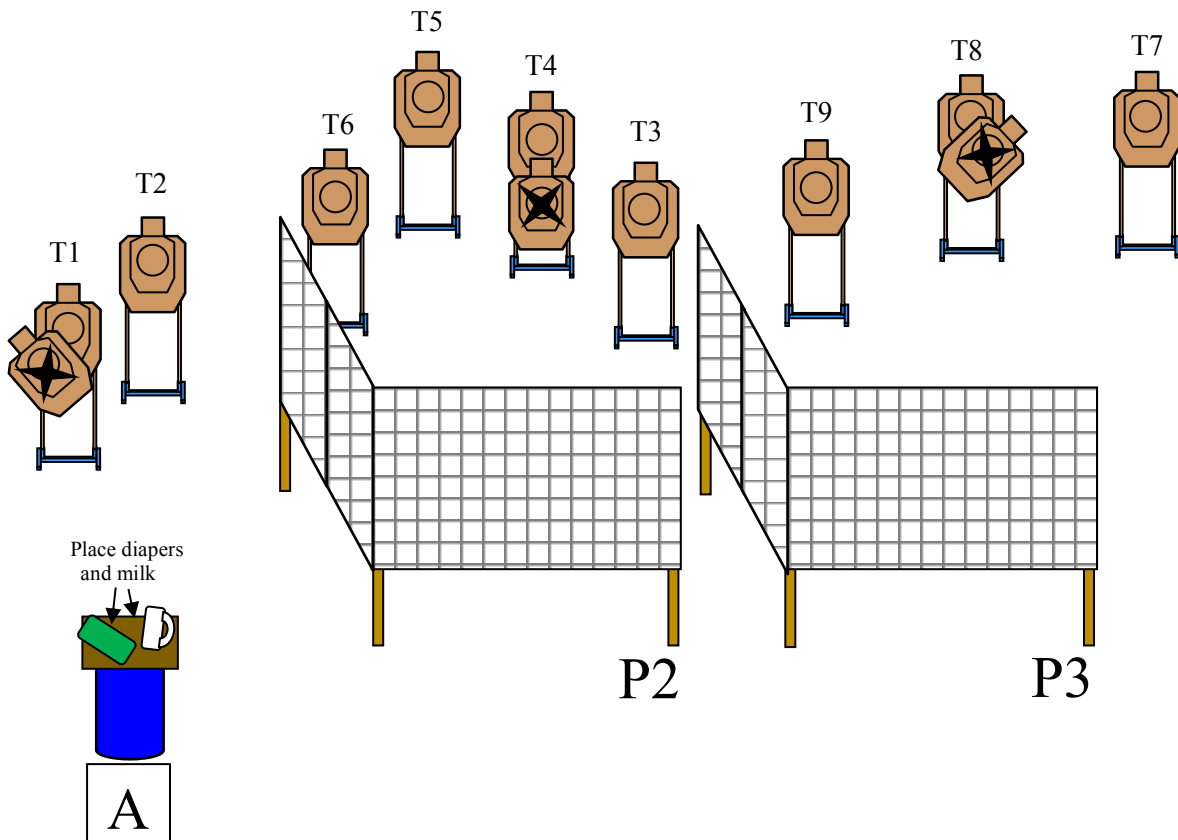


A

Stage 3

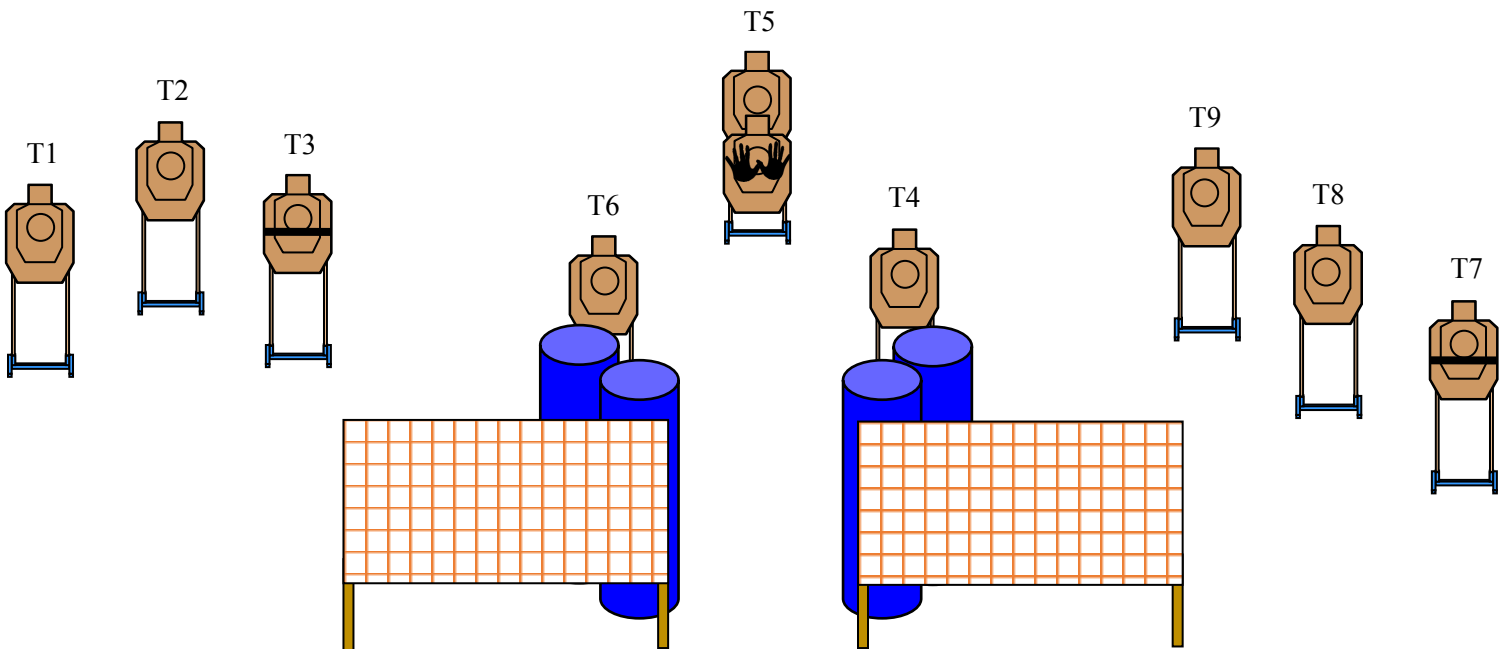
DEFENSIVE PISTOL

LIPSA	STAGE NAME: Glock 4 Life
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: You shoot nothing but your \$3000 open gun...all the time. USPSA and boring Static steel. You must think defending your life and your families lives are unimportant. Why else would you not practice with the actual gun you're gonna use to defend the ones you love? Here's your chance. Put away that expensive, jam-o-matic and pick up your Glock. Because, let's face it... when your life is on the line. When your families lives are on the line. When the Zombie apocalypse comes. Even when you're just going to the store for milk and diapers. Which gun are you gonna pick up? Come on. You know!	
POSITION: Standing in Box A, holding diapers and milk. Glock is loaded and holstered.	
PROCEDURE: At signal, place diapers and milk on barrel, then engage T1 and T2 from Box A. Advance to P2 and engage T3-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: Kill the Killers of the Dead
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: There once was this really good show. For years it was the best show ever. But slowly, it became stupid. Everyone was fooled into thinking it was still a good show. But not you. You saw the signs. You are not a mindless, Negan loving drone. You want a great show again. Not this stupidity that the show has become. It's time to take action. Go to the set of this dumb show and take down the criminals who ruined it.	
POSITION: Standing with hands flat on X's. Gun is loaded and holstered.	
PROCEDURE: At signal, engage T1-T3 from left side of wall. Then engage T4-T6 from between walls. Then engage T7-T9 from right side of wall. 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: No Mercy
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: These maniacs made threats against you. Against your family. It's time to fight back. Anyone messes with your loved ones, you reign down on them with the power of God's own thunder. Show no mercy!	
POSITION: Standing with hands flat on X's. Gun holstered, but UNLOADED .	
PROCEDURE: At signal, load gun with mag from belt. Then engage T1-T3 through left port and T4-T6 through right port. 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

