

# 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.

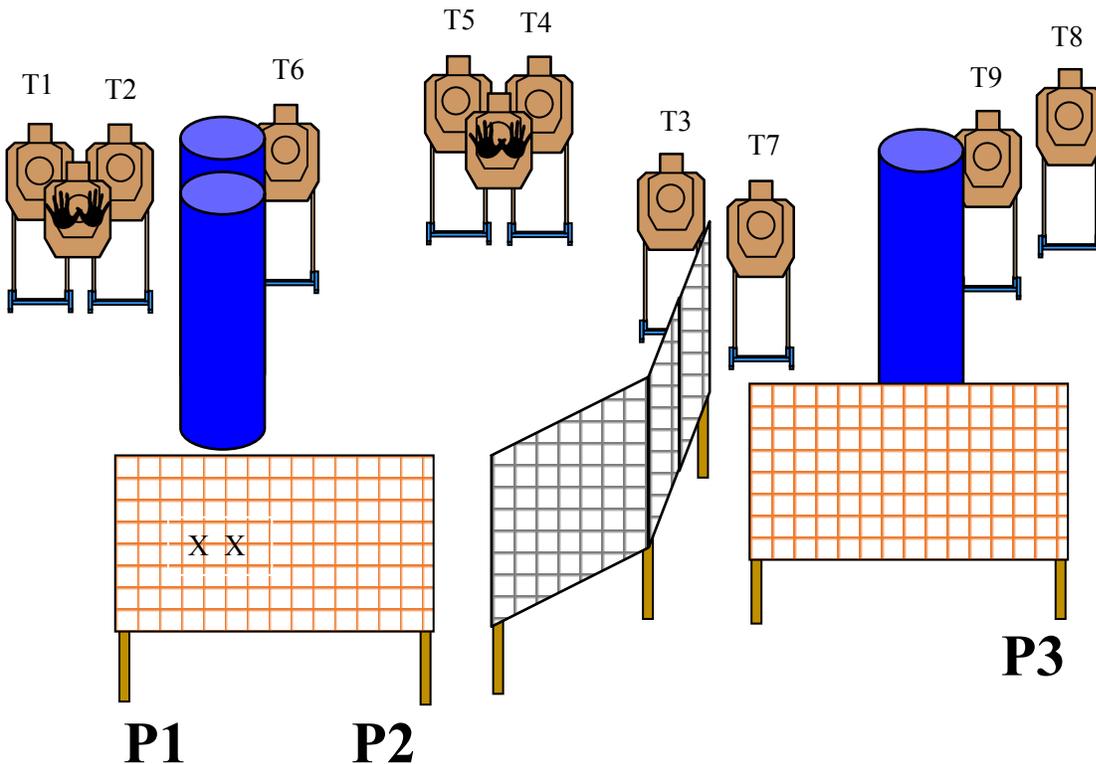
**CO** (Carry Optics)- Any 9mm or larger handgun with a SLIDE mounted optic. To start, gun is loaded with 10 rounds in magazine and one in chamber (Optional). All other mags loaded to 10 rounds unless otherwise specified in course description.

**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.

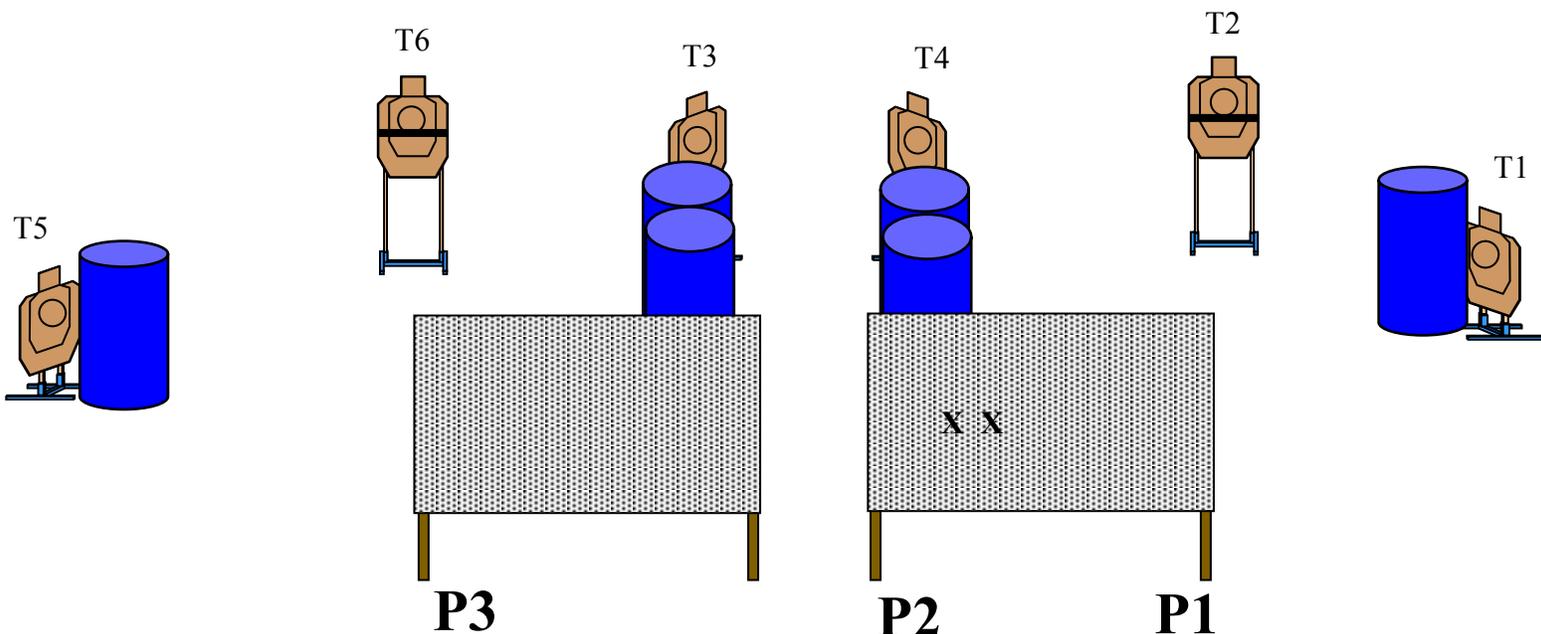
# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: Lead Instead</b>
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata, Kevin O'Brien
<b>SCENARIO:</b> Goons have taken your wife and daughter hostage. They want money. I say you give them lead instead. Take them out. Be very careful with the goons holding your daughter. Less so with the ones holding your wife. I'm kidding!!	
<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-T6. While moving to P3, engage T7. From P3, engage T8 and 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



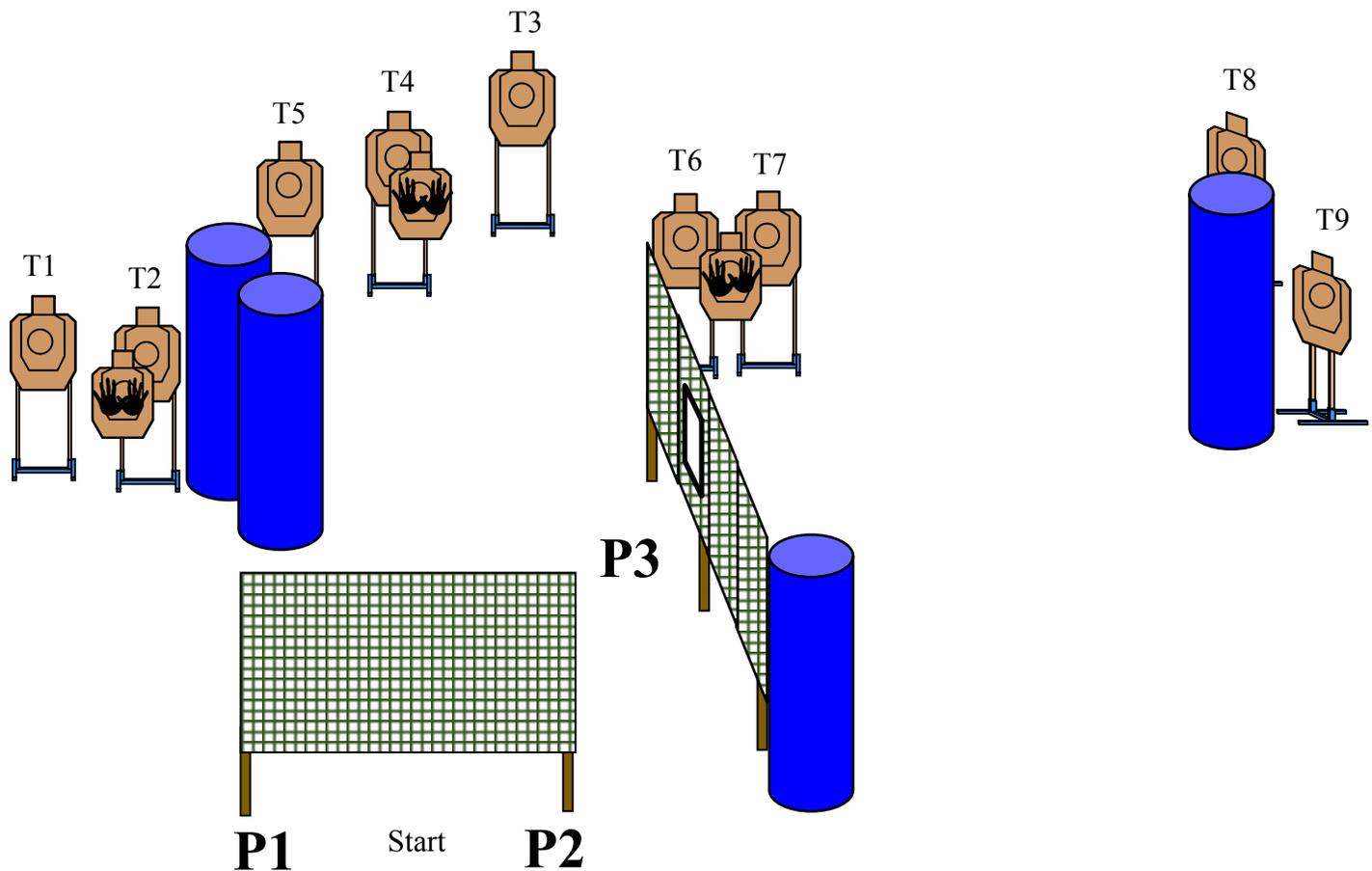
# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: Gun Haters Be Damned</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata, Kevin O'Brien
<b>SCENARIO:</b> You're allowed to carry a gun, but it can't be loaded. I know, stupid. But hey. This is New York. As irony would have it, the people who make these silly laws have been taken hostage. Now they need to be rescued. By someone with a gun!! You should leave them to their fate, but you can't. You protect all. Even the haters. Show them that guns are good. Especially in trained hands.		
<b>POSITION:</b> Standing with hands flat on X's. Gun is holstered, but unloaded.		
<b>PROCEDURE:</b> At signal, load gun with mag from belt. Then go to P1 and engage T1 and T2. Step over to P2 and engage T3 and T4. Advance to P3 and engage T5 and T6. 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	



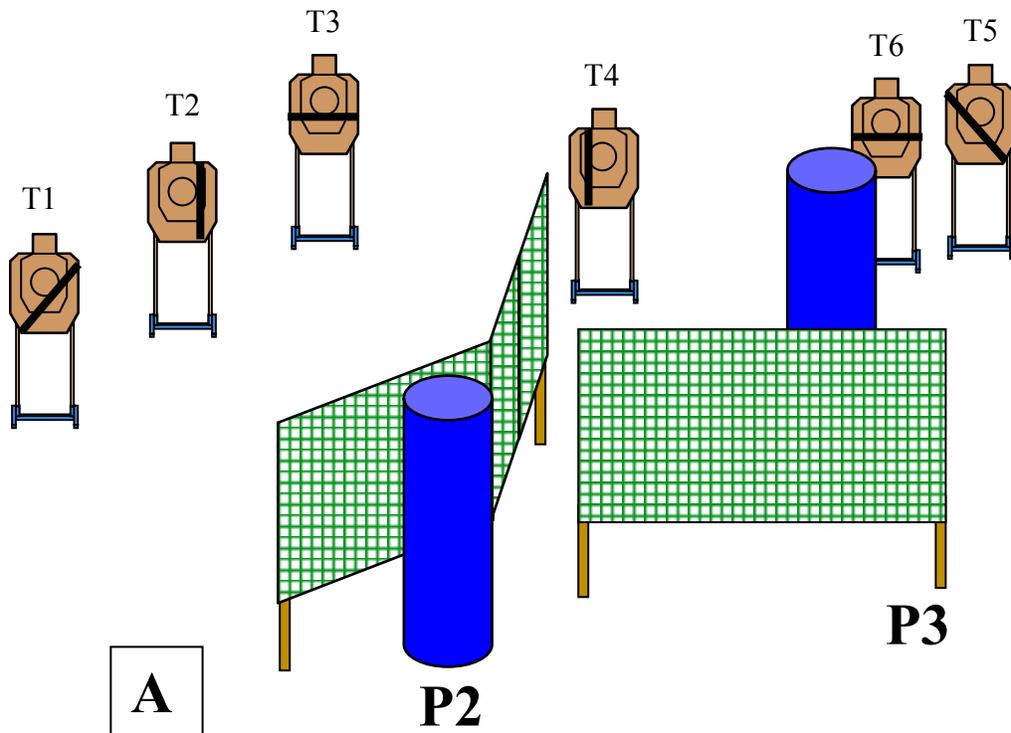
# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: Goons Squared</b>
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata, Kevin O'Brien
<b>SCENARIO:</b> These goons are pissed cause you killed the other goons who had your wife and daughter. So now they have your other kids' hostage. Send these morons to Hades doorstep to visit their friends. Shoot carefully. These are your kids!	
<b>POSITION:</b> Standing in middle of wall, hands relaxed at sides. Gun is loaded and holstered.	
<b>PROCEDURE:</b> At signal, go to P1 and engage T1 and T2. Then from P2, engage T3-T5. Advance to P3 and engage T6-T9 through Port. 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



# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: Afternoon Delight</b>
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata, Kevin O'Brien
<b>SCENARIO:</b> Life is great. You met a hot new woman. She's a lady in the street, but a freak in the bed. You're on your way over there to have an afternoon delight. Something you haven't had in a millennia of afternoons. You even got her chocolates. She loves chocolates. As you're waiting for the light to change, a group of gangbangers confront you. They demand your wallet and your chocolates. "Ain't nobody getting' my freaky ladies chocolates", you scream. Drop the chocolates. Go bang on the bangers. Then go bang on Miss Freaky.	
<b>POSITION:</b> Standing in Box A, holding box of chocolates in both hands. Gun is loaded and holstered.	
<b>PROCEDURE:</b> At signal, drop chocolates and engage T1-T3 from Box A. Advance to P2 and engage T4. Then go to P3 and engage T5 and T6. 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



# DEFENSIVE PISTOL

**LIPSA**

**STAGE NAME: Freaked Out**

**RULES:** LIPSA Defensive Pistol

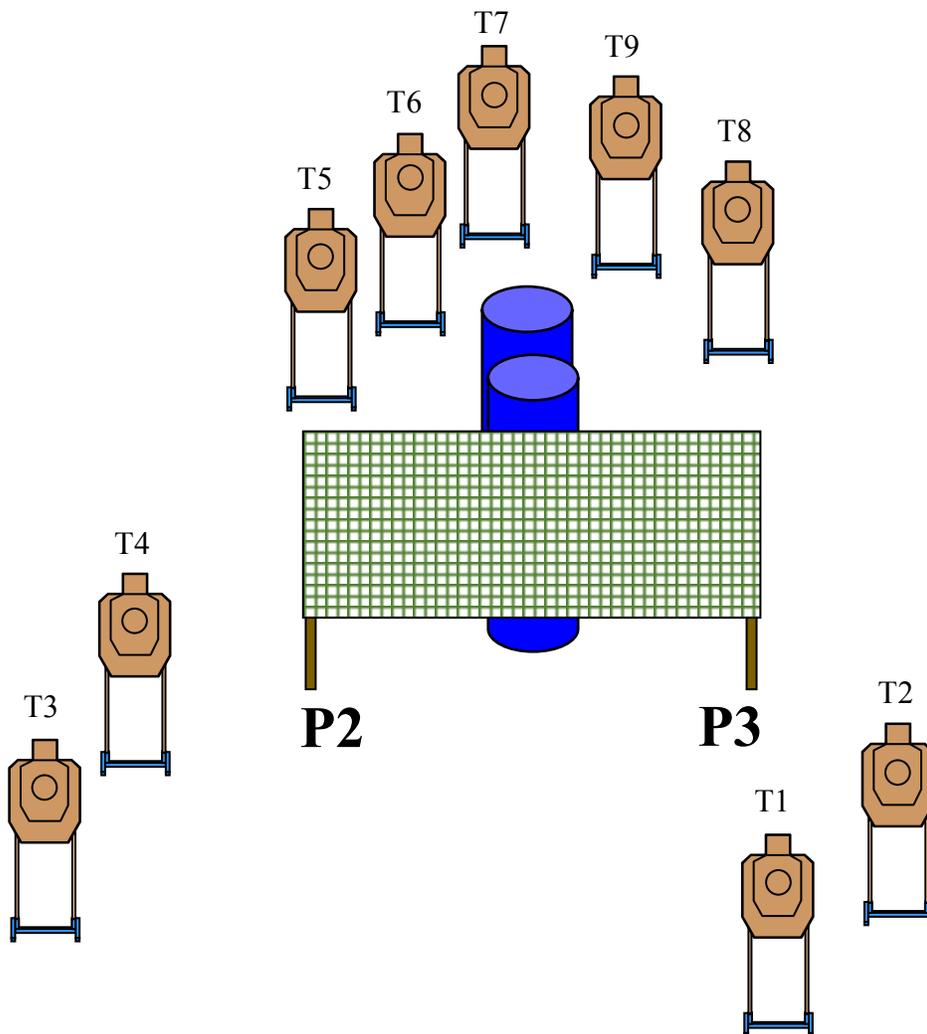
**Course Designer:** Michael Linsalata, Kevin O'Brien

**SCENARIO:** You just left your freaky girlfriends house. You have a hop in your step and a smile on your face. You're looking up to the sky and thanking God for your afternoon delight. Then, guess what? More gang bangers. Looking for revenge. No one's gonna ruin this day. No one!!! Round 2-Take these bangers out like you did the first group. Then maybe go back for Round 2 with The Freak!

**POSITION:** Standing in Box A, hands and face raised to the sky. Gun is loaded and holstered.

**PROCEDURE:** At signal, engage T1-T4 from Box A. Advance to P2 and engage T5-T7. 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



**A**

**Stage 5**

# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: Night Stand &amp; Deliver</b>
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata, Kevin O'Brien
<b>SCENARIO:</b> You just got up to get a drink out of the cabinet. You hear noises outside. Go to the night stand where you left your loaded gun. Find out who's causing all this ruckus. Then put a stop to it.	
<b>POSITION:</b> Standing with hands flat on X's. Loaded gun on barrel.	
<b>PROCEDURE:</b> At signal, pick up loaded gun from barrel, then engage T1-T3. Step over to P2 and engage T4-T6. Advance 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

