

# 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.

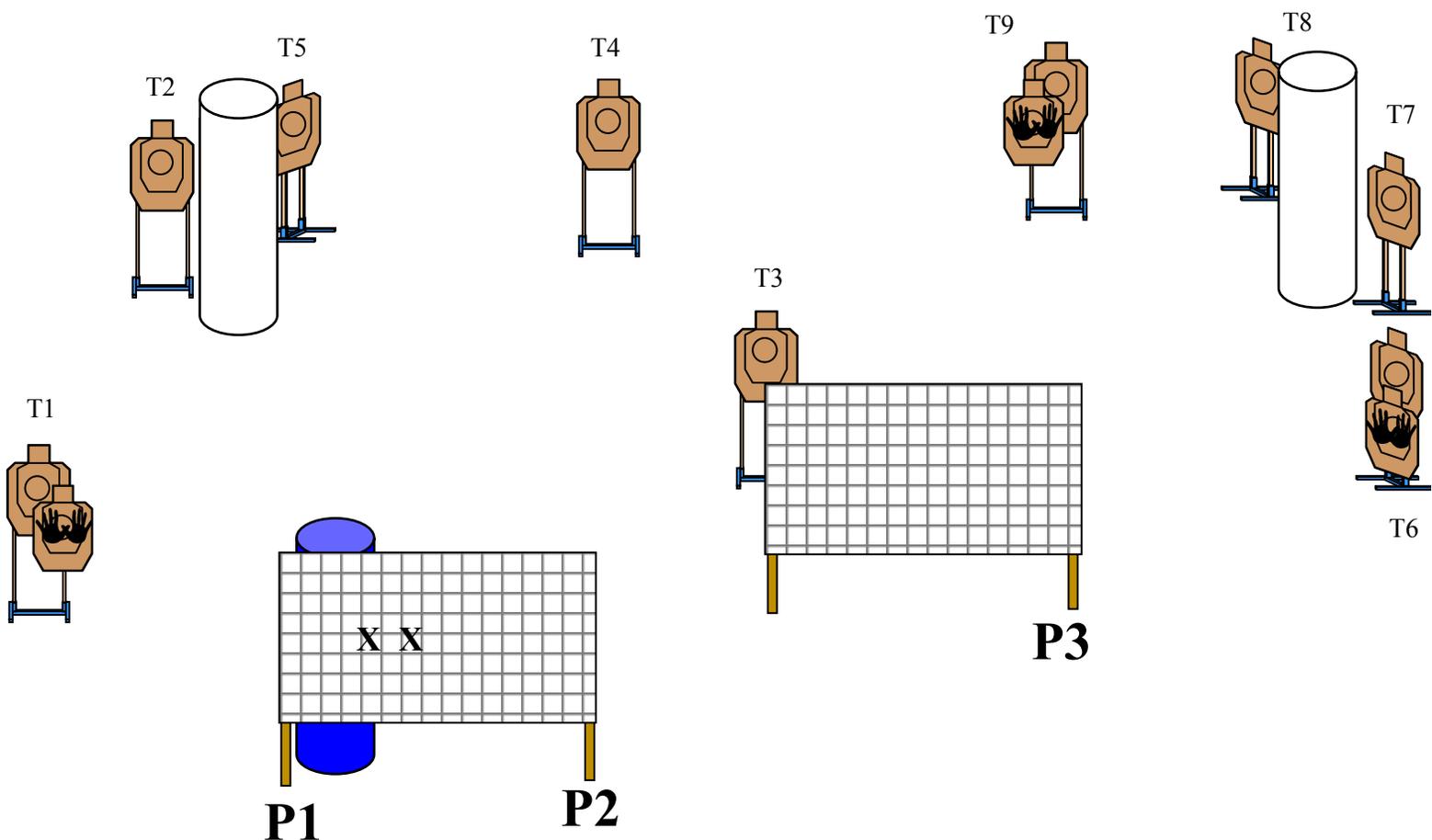
**CO** (Carry Optics)- Any 9mm or larger handgun with a SLIDE mounted optic. To start, gun is loaded with 10 rounds in magazine and one in chamber (Optional). All other mags loaded to 10 rounds unless otherwise specified in course description.

**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.

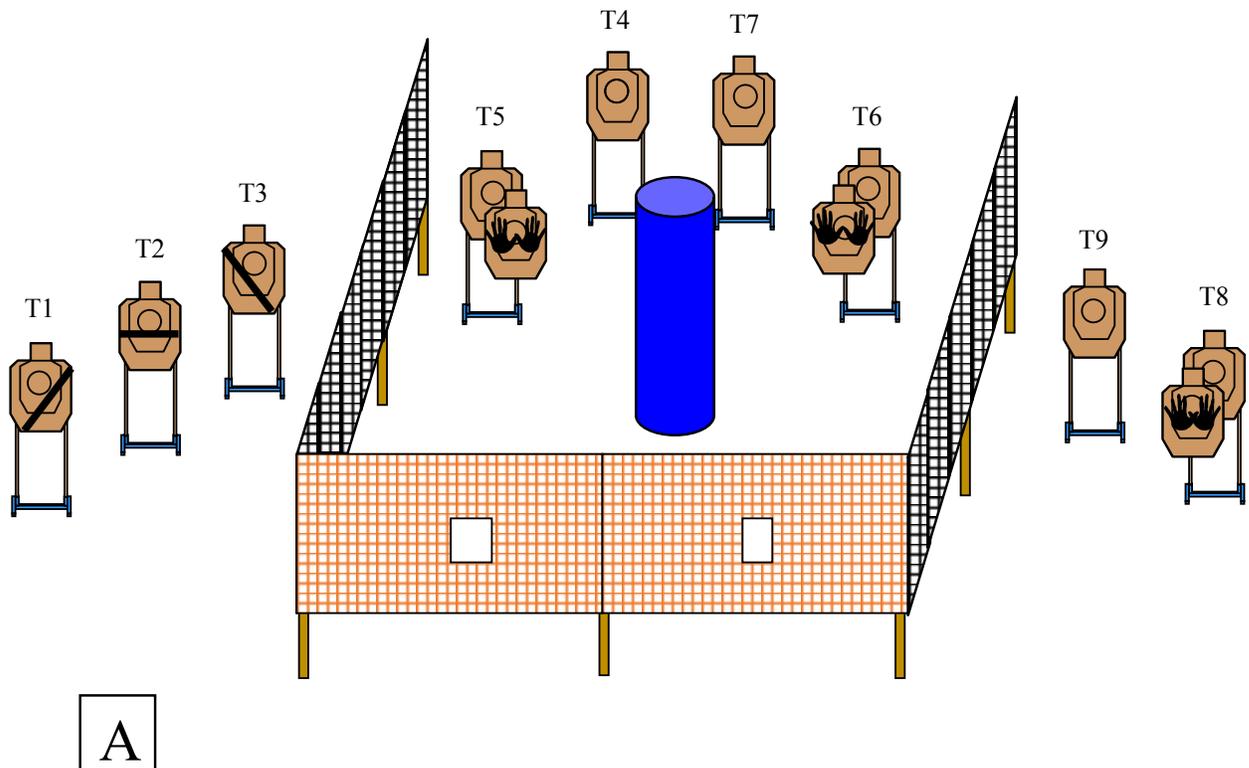
# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: The End</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata, Adam Gordon
<b>SCENARIO:</b> Could this be the end? There's 9 of them and only 1 of you. Way outnumbered. You can do nothing and wait for certain death. Or you can draw your weapon and fight. The end? No chance. Shoot 'em up cowboy!		
<b>POSITION:</b> Standing with hands flat on X's. Gun is loaded and holstered.		
<b>PROCEDURE:</b> At signal, step over to P1 and engage T1 and T2. Then 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	



# DEFENSIVE PISTOL

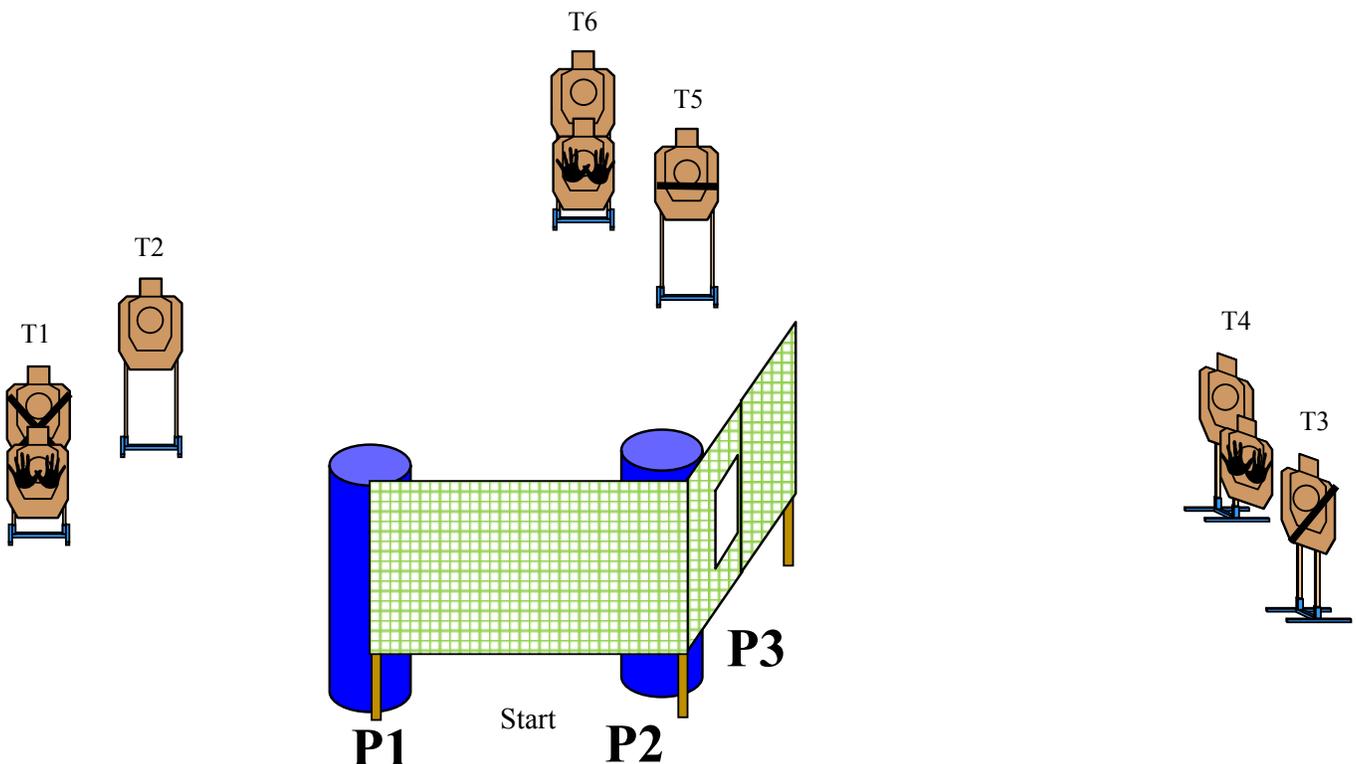
<b>LIPSA</b>	<b>STAGE NAME: Pizza Paranoia</b>
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> You just want to get home with your pizza and watch the game with The Freak. But wouldn't you know it. A gaggle of miscreants is in your way. If all they wanted was your wallet, then you might give it up and be on your way. But these rotten apples want your pizza too. That is unacceptable!!! You need that pizza to eat and watch the game and to feed your freaky girlfriend. Put down the pizza. Then put them down. FAST! The pizza and your girlfriend are getting cold.	
<b>POSITION:</b> Standing in Box A, holding pizza box in both hands. Gun is loaded and holstered.	
<b>PROCEDURE:</b> At signal, drop pizza and engage T1-T3 from Box A. Advance to first port and engage T4 and T5. From second port, engage T6 and T7. Then engage T8 and T9 from right side of wall. 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

# DEFENSIVE PISTOL

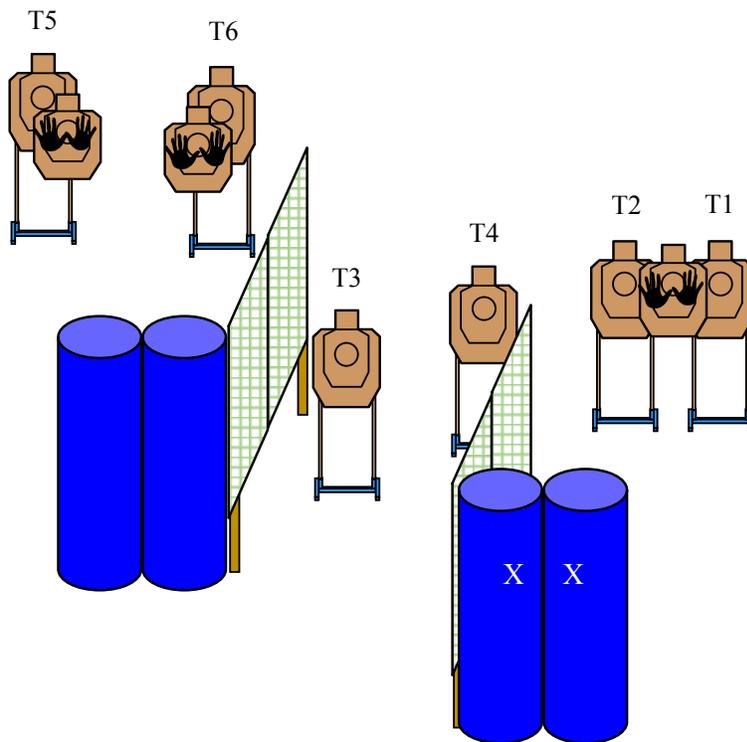
<b>LIPSA</b>	<b>STAGE NAME: Rack &amp; Roll</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata, Kevin O'Brien	
<p><b>SCENARIO:</b> You're minding your own business. Reading the graffiti on the wall. You hear a scream. You go check it out and find human traffickers trying to load innocent children on a truck. Not on your watch. Pull your piece. Rack a round in it and send these scum where they belong.</p>		
<p><b>POSITION:</b> Standing in middle of wall, hands relaxed at sides. Gun is holstered. There is a mag in it, but no round is chambered. (If shooting a revolver, gun should be fully loaded)</p>		
<p><b>PROCEDURE:</b> At signal, rack a round in the gun and engage T1 and T2 from P1. Go to P2 and engage T3 and T4. Step over to P3 and engage T5 and T6 through port. All targets must be engaged in Tactical order. All targets get 3 rounds each.</p>	<p><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</p>	



**Stage 3**

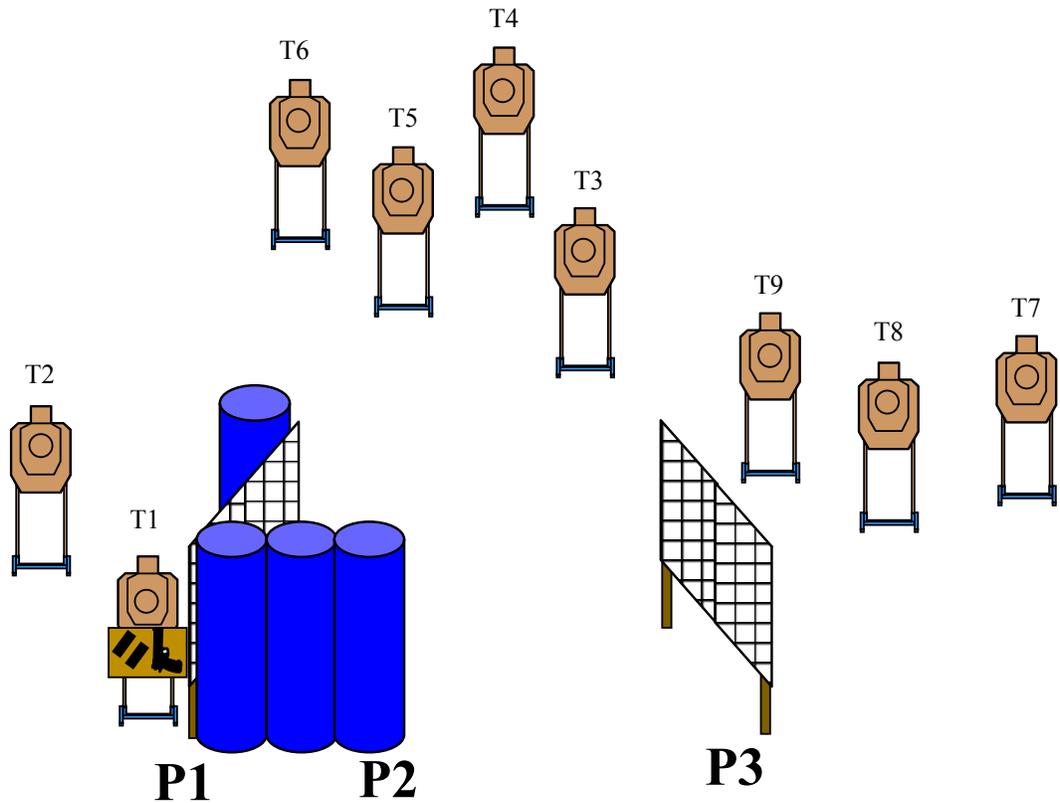
# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: Take Down The Takers</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata, Kevin O'Brien
<b>SCENARIO:</b> 3 hostages. 6 hostage takers. 1 of you. I like those odds. Take down the takers, but don't hit the takee's. Put 3 rounds into them because you pissed that this seems like a tongue twister.		
<b>POSITION:</b> Standing with hands flat on X's. Gun is loaded and holstered.		
<b>PROCEDURE:</b> At signal, engage T1 and T2. Perform a reload with retention. Then engage T3 and T4 while on the move to P2. From P2, engage T5 and T6. Targets must be engaged in Tactical Order. They get 3 rounds each.	<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: Athens Adventure</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata, D Katos	
<p><b>SCENARIO:</b> You're traveling abroad in the beautiful country of Greece. You left The Freak at home and have met a gorgeous Greek goddess. You plan on having a wonderful day and if things go right, and even more wonderful night. A young man approaches you. He looks innocent enough. Before you can say, "Demitri Katos", he pulls a gun on you and the goddess. More Greek Goons are coming out of the trees. You have no weapon. But he does. Disarm him. Take extra mags too. You might need them. Take these goons out so you can finish that wonderful day...and night!</p>		
<p><b>POSITION:</b> Standing at P1 with hands in surrender position. Loaded gun and all mags on T1.</p>		
<p><b>PROCEDURE:</b> At signal, grab gun and engage T1 and T2. Advance to P2 and engage T3-T6. Step over to P3 and engage T7-T9</p>		<p><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</p>



# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: Alice's Not So Wonderland</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata, Adam Gordon
<p><b>SCENARIO:</b> Terrorists have taken your daughter Alice. They want all your brass and your primers as ransom. That ain't gonna happen. You love my daughter, but you need your brass and primers. Did I mention they were federal primers and nickel brass? You know where she's being kept. You hear dogs. Take them out first. Then any other terrorists you see. Go get your daughter back. But most importantly, keep those primers and brass safe.</p>		
<p><b>POSITION:</b> Standing in Box A, hands relaxed at sides. Gun is loaded and holstered.</p>		
<p><b>PROCEDURE:</b> At signal, engage T1 and T2 through port from Box A. Advance to P2 and engage T3 and T4. Open door and engage T5 and T6. Targets must be engaged in Tactical Order. They get 3 rounds each.</p>		<p><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</p>

