

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 (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.

- **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: Ransom

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

SCENERIO: You are sound asleep when you hear a loud thud, followed by a deafening scream from your daughter. Get out of bed and retrieve your sidearm to save your daughter before this ransom seeking cartel crew whisks her away into the darkness.

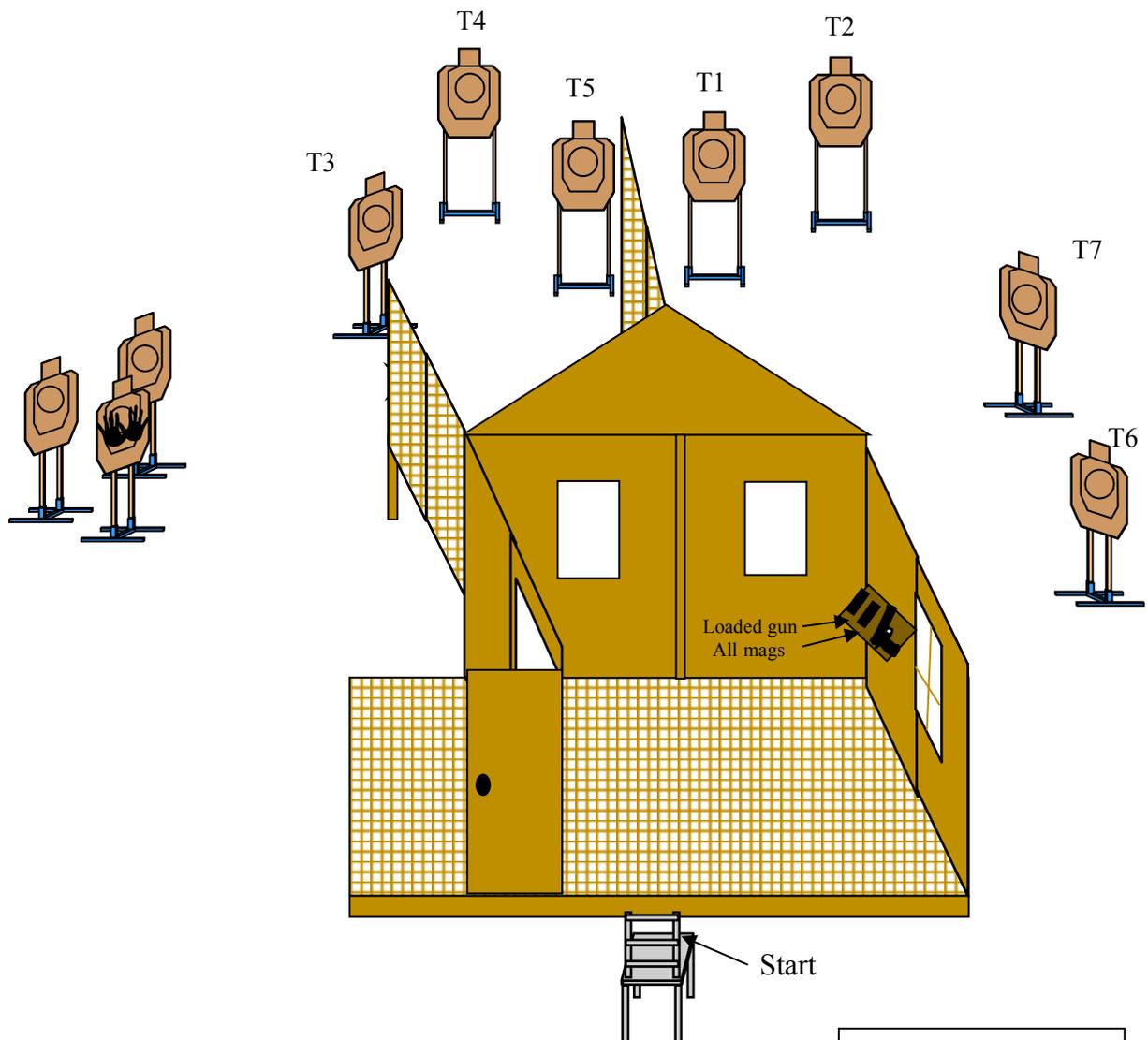
START POSITION: Sitting in chair with both hands on knees. Loaded gun and all mags on Nightstand.

STAGE PROCEDURE

At signal, retrieve loaded gun and mags from nightstand, then engage T1-T9 as they become visible through windows and doorway. **All targets must be engaged in Tactical Order.**

SCORING

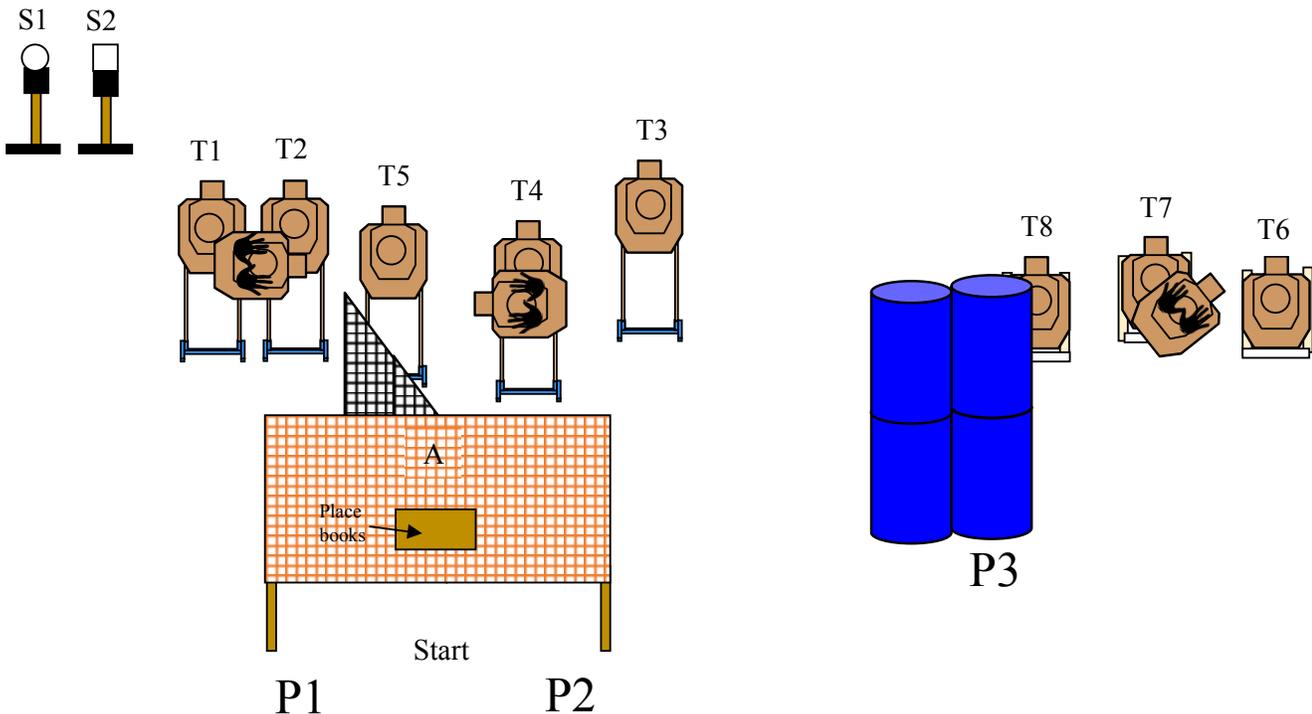
SCORING: Vickers, 18 rounds
TARGETS: 9 IDPA
SCORED HITS: Best 2 per target
START-STOP: Audible-Last Shot
PENALTIES: Standard



STAGE 1

Defensive Pistol

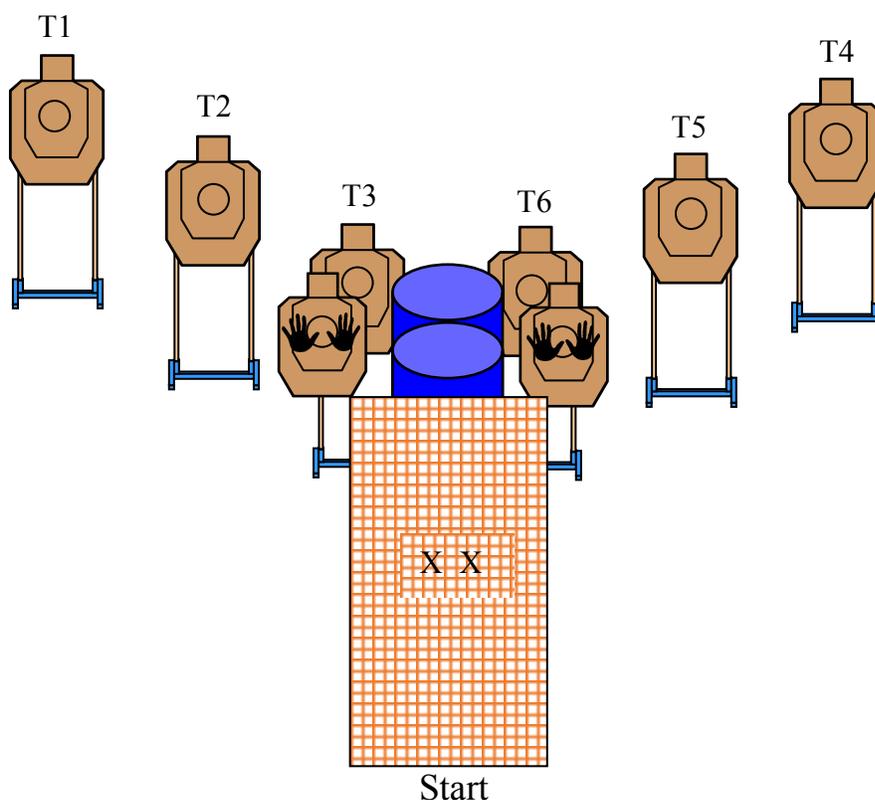
LIPSA	STAGE NAME: Barnes & Not So Noble	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
<p>SCENERIO: You're in one of the isles at Barnes & Noble picking out a new book. You hear screaming. You look up and see a group bad dudes shooting guns at the innocent people and innocent books. What kind of monsters would come to a bookstore and shoot people...and books? Take them out. Take them out fast. I bet you'll get 20% of your entire purchase.</p>		
<p>POSITION: Standing in middle of Wall A, holding book in both hands. Gun is loaded and holstered.</p>		
<p>PROCEDURE: At signal, place books on shelf, then advance to P1 and engage S1-S2, T1 and T2. Advance to P2 and engage T3-T5 in Tactical Order. Advance to P3, and engage T6-T8 in Tactical order. (All targets get 2 rounds each).</p>		<p>SCORING: Vickers, 18 Rounds SCORED HITS: Best 2 per target, KD steel TARGETS: 8 IDPA, 2 Plates PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired</p>



Stage 2

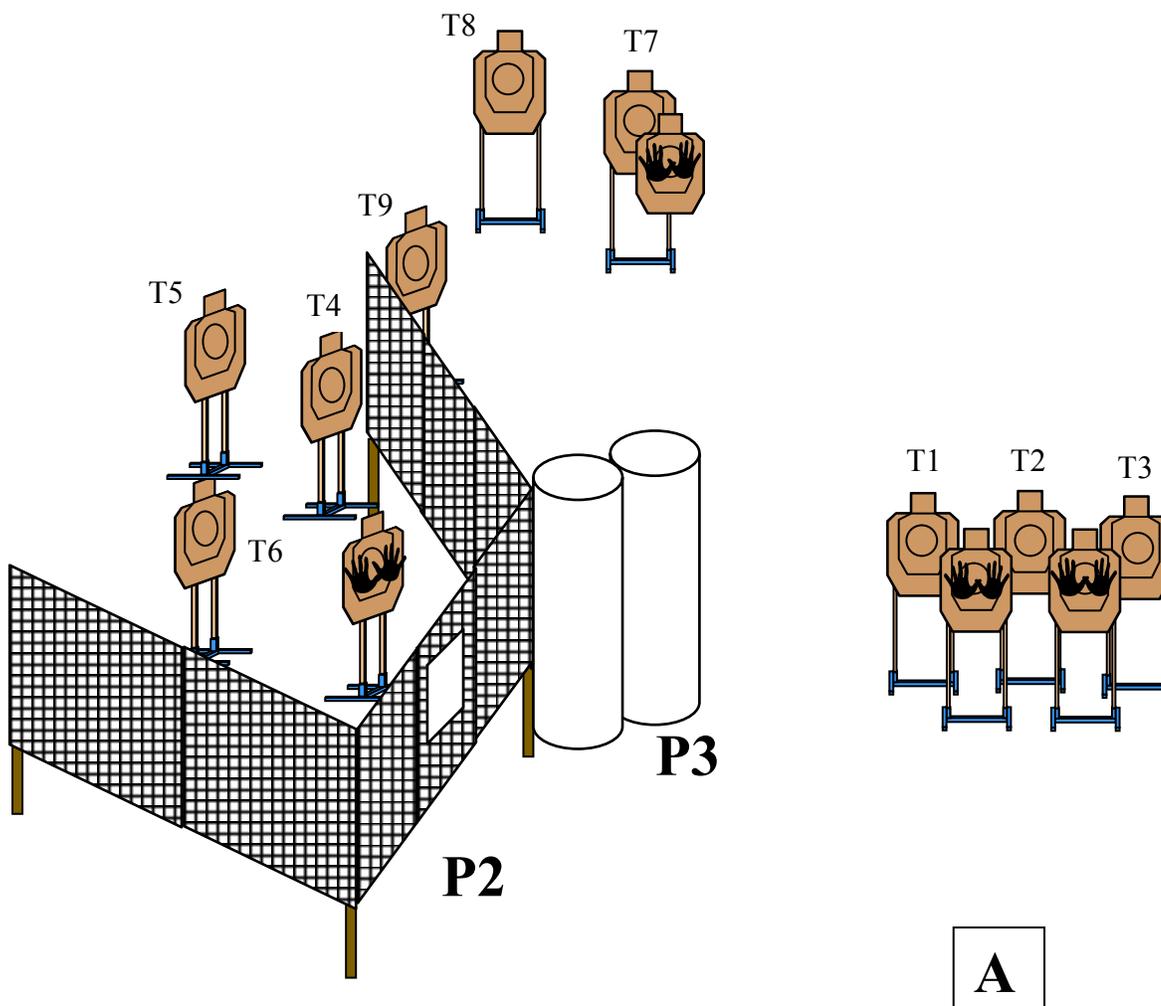
DEFENSIVE PISTOL

LIPSA	STAGE NAME: Trouble From Both Sides	
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata	
SCENARIO: You're surrounded. You don't know who they are or what they want. You just know they have bad intentions. They're coming at you fast. Take them down just as fast!		
POSITION: Standing in middle of Wall with hands flat on X's. Gun is loaded and holstered.		
PROCEDURE: At signal, engage T1-3 from left side of wall. Engage T4-T6 from right side of wall. (All targets must be engaged in Tactical order). (All targets get 3 rounds each).	SCORING: Vickers, 18 Rounds SCORED HITS: Best 3 per target TARGETS: 6 IDPA PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired	



DEFENSIVE PISTOL

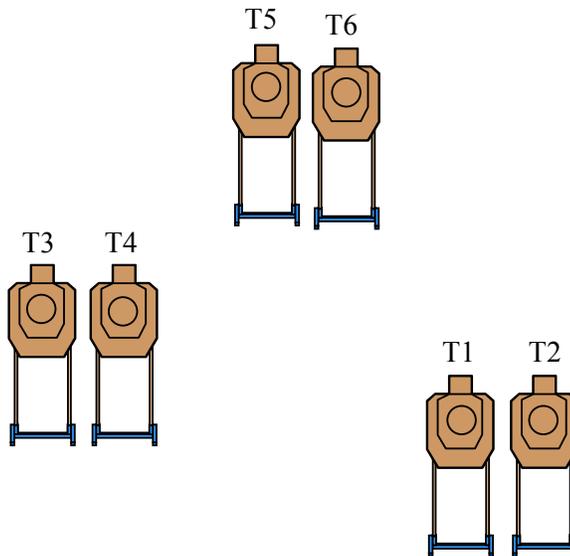
LIPSA	STAGE NAME: ARMED ENCOUNTER	
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata	
SCENARIO: You're tired from a long day at work. You just want to go home and relax in front of the TV. Up ahead you see a group of men. They look suspicious. They draw weapons and approach you. They were lookouts for more goons who were robbing a local bodega. Take them down. Go help out the other good Americans who are just trying to earn a decent living.		
POSITION: Standing in Box A, hands relaxed at sides. Gun is loaded and holstered.		
PROCEDURE: At signal, engage T1-T3 from Box A. Then go to P2 and engage T4-T6 through port. Step over to P3 and engage T7-T9. 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: FAST TRIPS	
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata	
POSITION: Standing in Box A with wrists above shoulders. Gun is loaded and holstered with 6 rounds. All spare mags loaded with 6 rounds.		
PROCEDURE: At signal, engage T1 and T2 with 3 rounds each. Perform a mandatory reload from slide lock and engage T3 and T4 with 3 rounds each. Perform a second mandatory reload from slide lock and engage T5 and T6 with 3 rounds each.	SCORING: Vickers, 18 Rounds	
	SCORED HITS: Best 3 per target	
	TARGETS: 6 D.P. Targets	
	PENALTIES: Standard	
	SIGNAL: Start is standard beep; Stop Last Round fired	

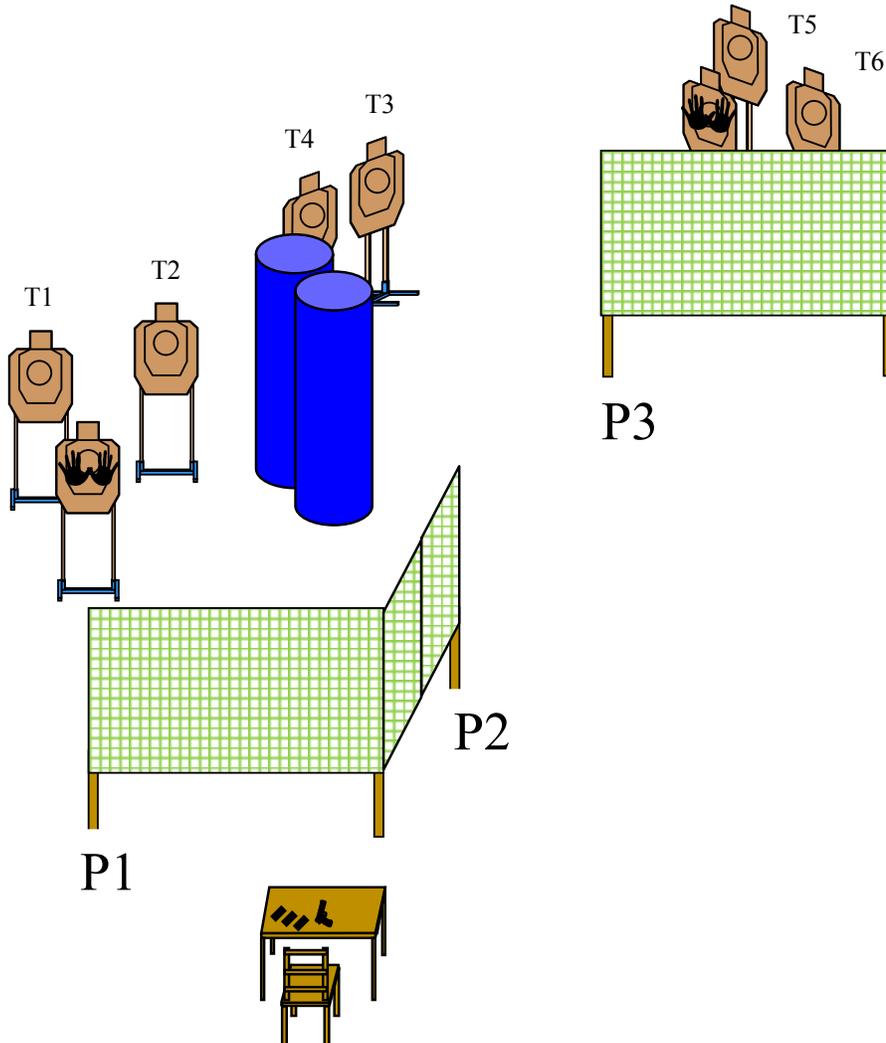


A

Stage 5

DEFENSIVE PISTOL

LIPSA	STAGE NAME: Glocked	
RULES: LIPSA Defensive Pistol	Course Designer: Kevin O'Brien	
SCENARIO: You head over to your local convenience store to grab a cup of your favorite coffee. While talking to the owner by his back office, a handful of armed robbers enter and draw down on the cashier. You immediately un-holster your piece of Tupperware and attempt to save the day. But as usual, you have a malfunction. Low and behold, the owner, who is cowering in the corner of his office has a trusty 1911 with 107 years of reliability behind it sitting on his desk. Grab the world renowned history making pistol and save these folk. You truly are a hero. Especially with a 1911.		
POSITION: Sitting in chair holding “unreliable Glock” in both hands. Your gun is loaded and placed on table. All mags on table also.		
PROCEDURE: At signal, drop jammed Glock and pick up loaded gun and all mags from table. Advance to P1 and engage T1 and T2. Go to P2 and engage T3 and T4. Then go to P3 and engage T5 and T6 from left side of wall. All targets must be engaged in Tactical Order. All targets get 3 rounds each.	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 6