

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.

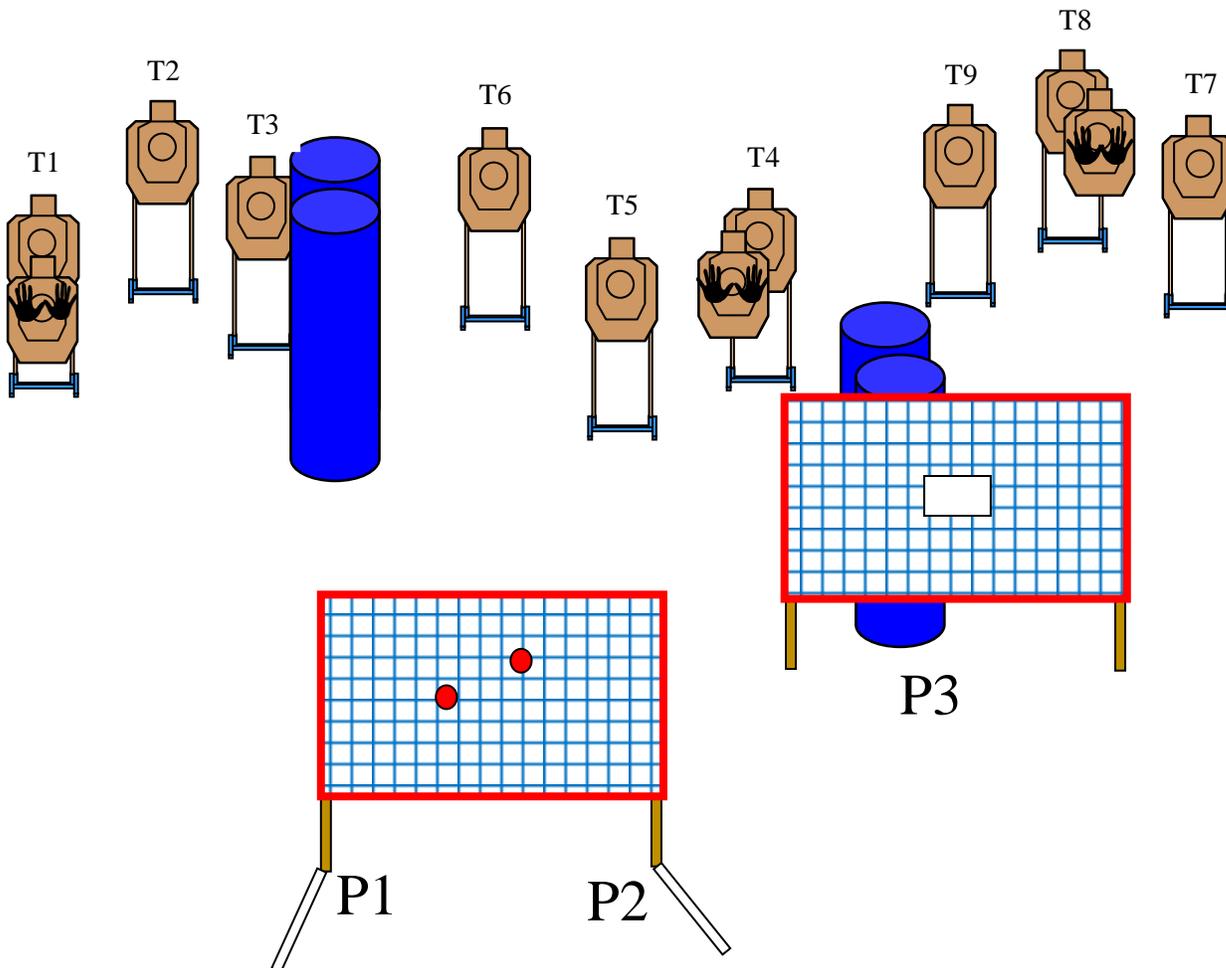
- **Holsters**- Any strong side belt holster. No speed rigs. No drop holsters. No inside the pants holsters. No shoulder rigs.
- **Concealment**- All shooting must be done while wearing a cover garment. Vest, shirt or jacket. (Not for NFC).
- **Tactical order**- Targets must be engaged in Tactical order. 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: Thumbs Down	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Bad Guys? Thumbs up? Or Thumbs down? I'm thinking thumbs way down. Take out these bad dudes. They took some hostages and are threatening to do them some serious harm. You're not gonna let that happen. I say thumbs up to that!!		
POSITION: Standing with strong hand touching mark on wall. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held in weak hand. Strong hand touching mark on wall.		
PROCEDURE: At signal, step over to P1 and engage T1-T3. Then to P2 and engage T4-T6. Advance to P3 and engage T7-T9 through Port. All targets must be engaged in Tactical Priority.	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	



Stage 1
(Pit 4)



Defensive Pistol



LIPSA

STAGE NAME: Drop Back

RULES: LIPSA Defensive Pistol

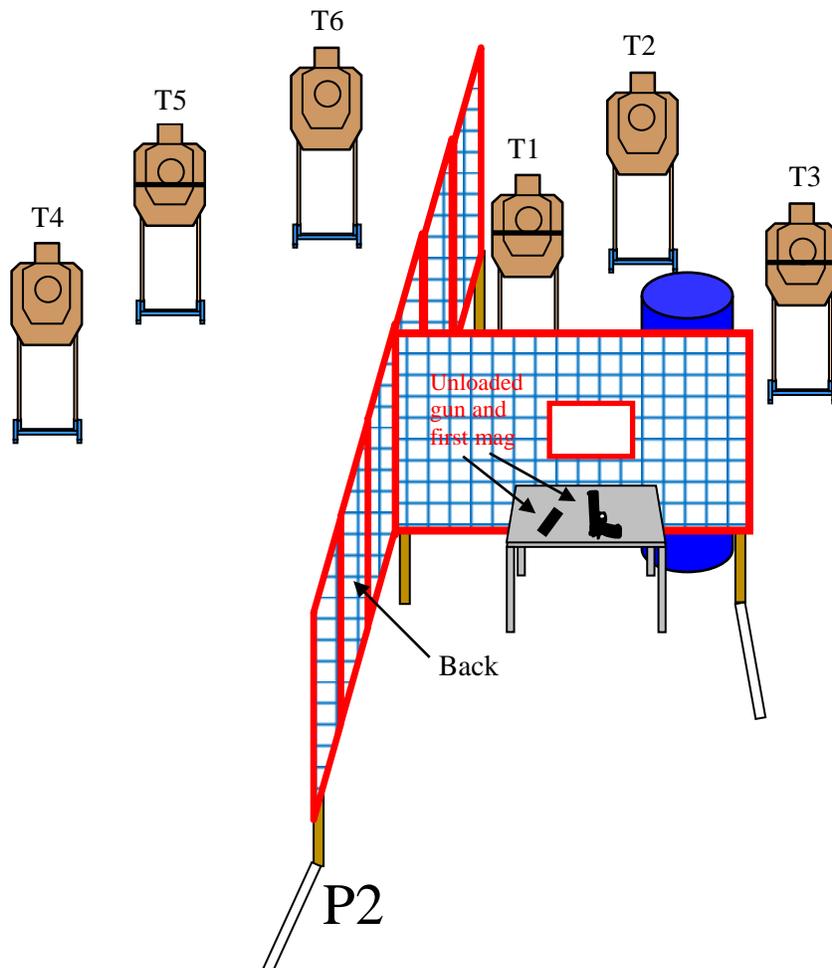
Course Designer: Michael Linsalata

SCENARIO: You literally have your back against the wall. There are a group of trespassers trying to get in your house. They're armed and they're looking for trouble. Get to your gun. Load up!! Put a stop to this invasion. They're coming from all sides, so be careful. Check all entrances to your abode.

POSITION: Standing with back against the wall. Hands flat against wall. Unloaded gun and first mag on table. Rifle has same start.

PROCEDURE: At signal, pick up and load gun with mag from table. Then engage T1 and T2 through port. Engage T3 from right side of wall. Drop back to P2 and engage T4-T6. All targets get 3 rounds each. They must be engaged in Tactical Priority.

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



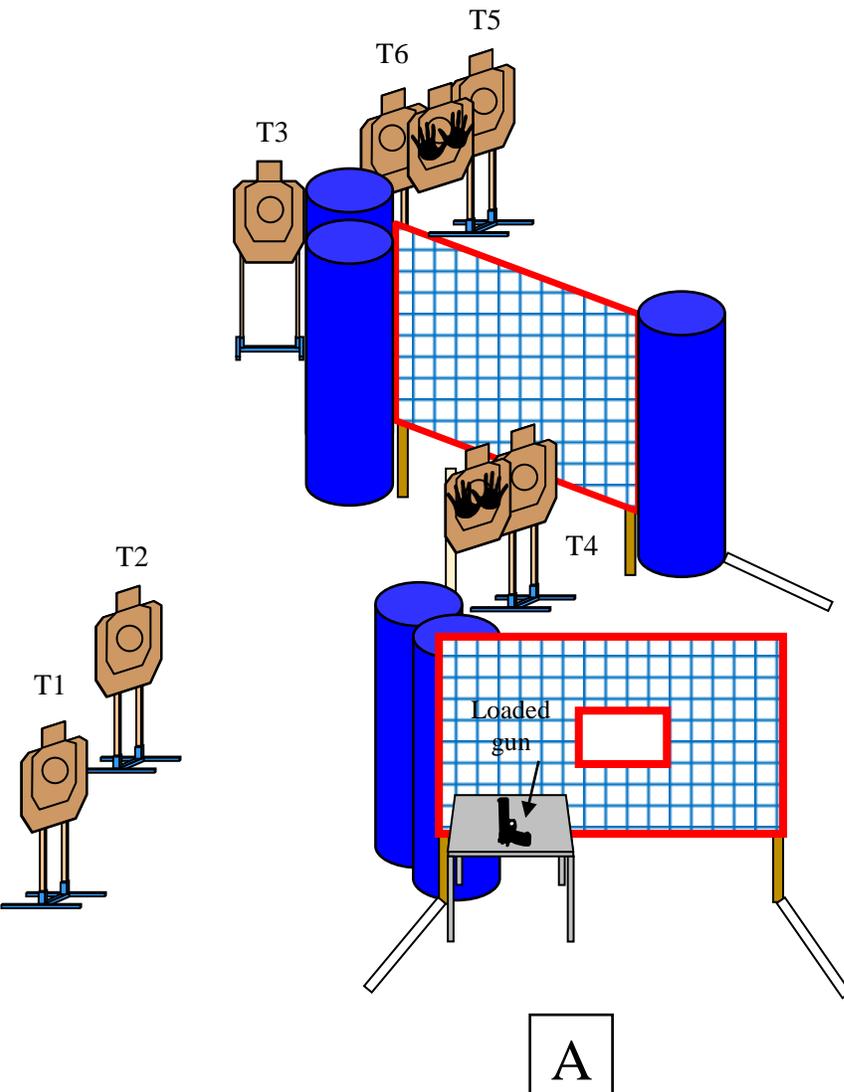
Stage 2
(Pit 5)



Defensive Pistol



LIPSA	STAGE NAME: Phased Out	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: There's a group of gang bangers trying to take over another group of gangsters in your neighborhood. Needless to say they're pissed. They're firing guns and taking hostages. Go get your weapon and put an end to this madness.		
POSITION: Standing in Box A, hands relaxed at sides. Gun is loaded on table. Rifle has same start.		
PROCEDURE: At signal, pick up loaded gun from table, then engage T1-T3 from left side of wall. Engage T4 through port. Advance to P2 and engage T5 and T6. All targets get 3 rounds each. They must be engaged in Tactical Priority.	SCORING: SCORED HITS: TARGETS: PENALTIES: SIGNAL:	Vickers, 18 Rounds Best 3 per target 6 IDPA Targets Standard Start is standard beep; Stop Last Round fired



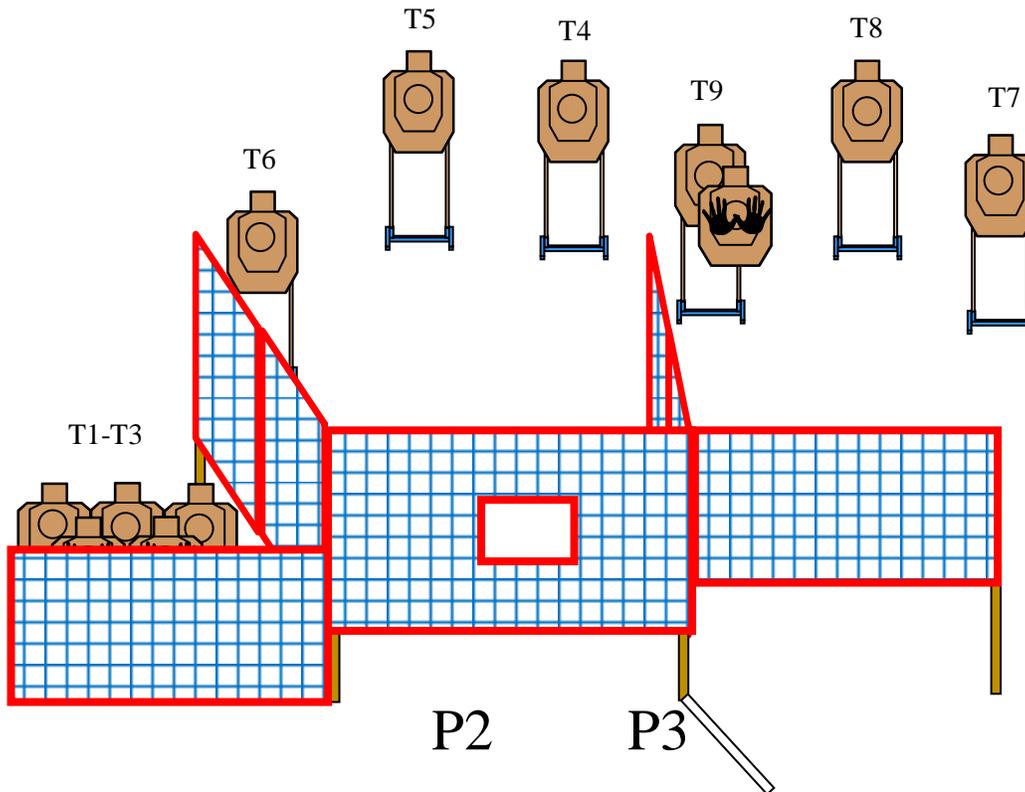
Stage 3
(Pit 6)



Defensive Pistol



LIPSA	STAGE NAME: Enemies Everywhere	
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata	
SCENARIO: There are enemies everywhere. They're coming up from holes in the ground. They're coming through holes in the wall. They're coming from underneath walls. Draw your weapon. Find them. Engage them from wherever you see them.		
POSITION: Standing in Box A, hands relaxed at sides. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.		
PROCEDURE: At signal, engage T1-T3 over top of wall. Go to P2 and engage T4-T6 through Port. Step over to P3 and engage T7-T9 from under wall. T4-T9 must be engaged in Tactical Priority.	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	

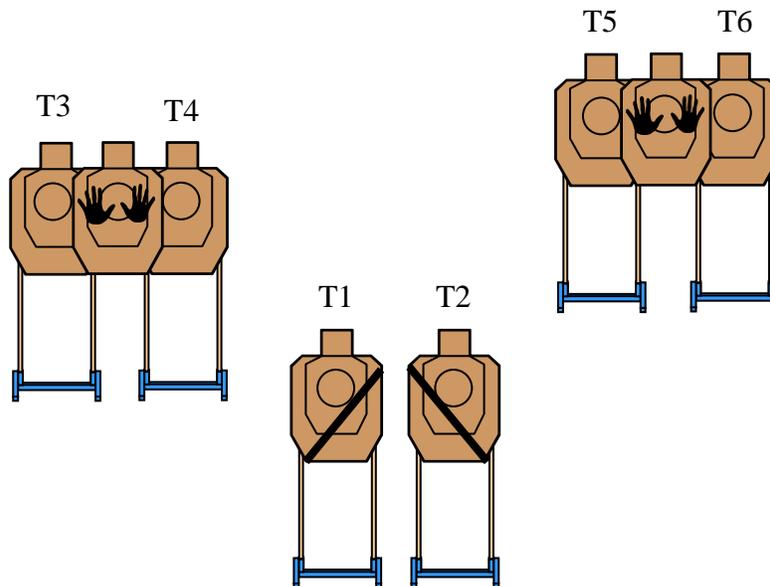


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Stage 4
(Pit 7)

DEFENSIVE PISTOL

LIPSA	STAGE NAME: Get A Grip
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: Standards Exercise	
POSITION: Standing in Box A, wrists above shoulders. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held in weak hand. Strong hand above shoulder.	
PROCEDURE: At signal, engage T1-T6 with 1 round each to body. Perform a mandatory reload and re-engage T1-T6 with 1 round each to body. Perform a second mandatory reload and re-engage T1-T6 with 1 round each to head. (It is not necessary to retain mags on this stage). Targets must be engaged in Tactical Priority- closest to furthest.	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

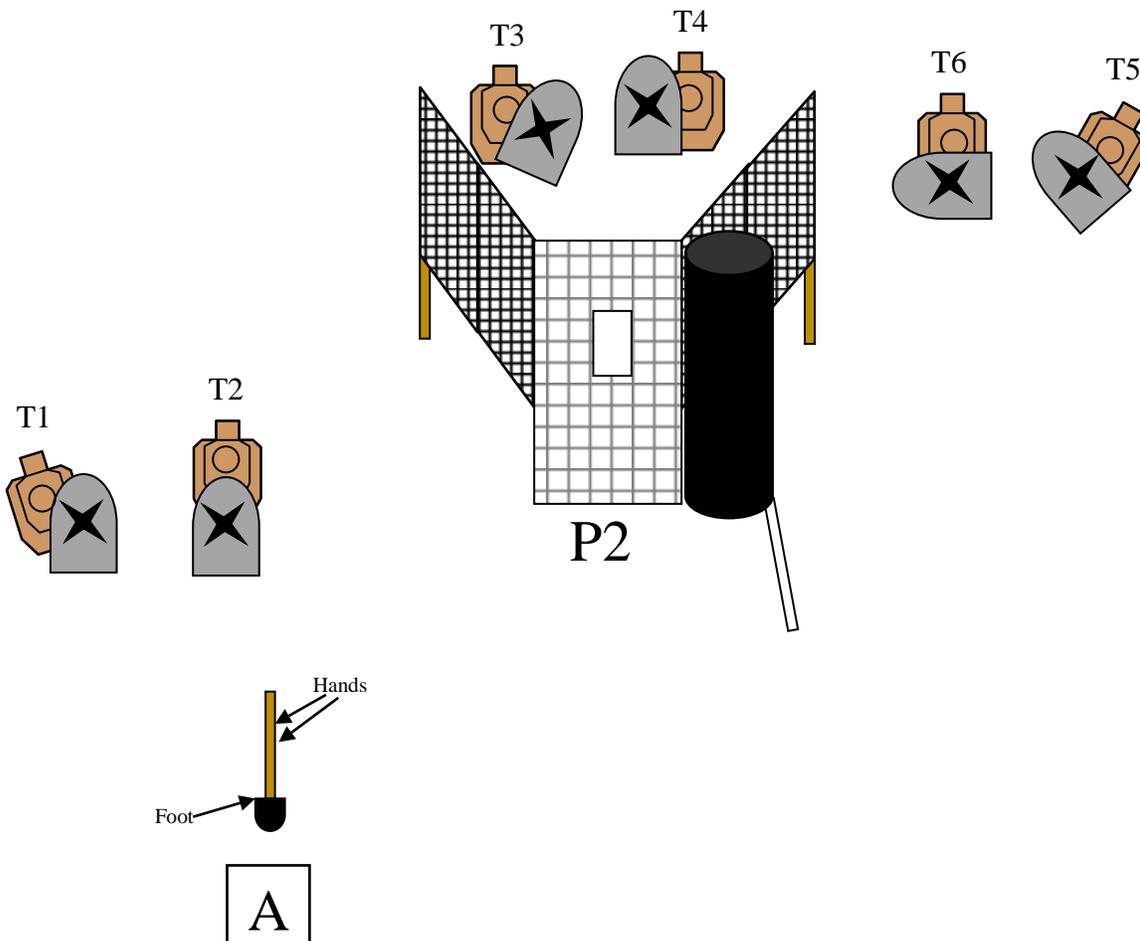


A

Stage 5
(S Pit 1)

Defensive Pistol

LIPSA	STAGE NAME: Gravedigger	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: You're working in the cemetery on weekends to make a little extra money. When you notice that the Dead Are Rising. You need to kill them...again. Don't forget, there's only one way to kill a Zombie!		
POSITION: Standing in Box A with one foot on lower part of shovel and both hands on pole. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held in weak hand. One foot on lower part of shovel. Strong hand on pole.		
PROCEDURE: At signal, engage T1 and T2 with 2 rounds to the body, then 1 round each to the head. Advance to P2 and engage T3 and T4 with 2 rounds to the body, then 1 round each to the head. From right side of barrels, engage T5 and T6 with 2 rounds to the body, then 1 round each to the head in Tactical order. (Tombstones are Hard Cover).		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
(S Pit 2)