

# 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 Open gun. You can even bring your AR (As long as there's no steel). 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. Speed rigs are ok for NFC. Inside pants holsters ok if they're made of polymer and hold their shape. Drop holsters ok too, as long as it's covered with cover garment.
- **Concealment**- All shooting must be done while wearing a cover garment. Vest, shirt or jacket. (Not for NFC).
- **Tactical Priority**- Targets must be engaged in Tactical Priority. 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: Holiday Hooligans**



**RULES:** LIPSA Defensive Pistol Course Designer: **Michael Linsalata**

**SCENERIO:** It's the holiday season. You're in your nice warm house reading a good book. Your kids are outside playing in the snow. Wonderful smells are coming from the kitchen where dinner is cooking. All seems perfect. Too Perfect. That's usually when things go wrong. You see your kids talking to some strangers outside. Your alertness level elevates. One of those strangers grabs your daughter. Bad move boy. Grab your weapon. Load up. Show these hooligans that no one messes with your family...EVER!!!

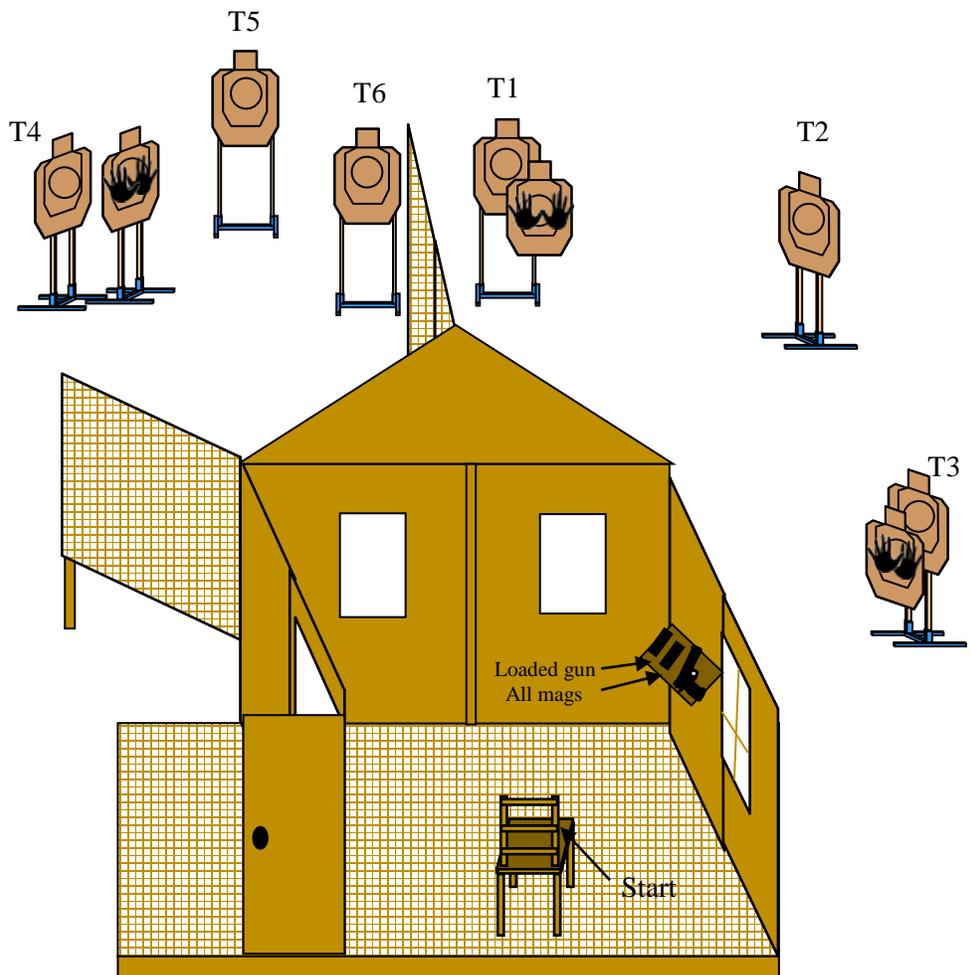
**START POSITION:** Sitting in Chair, holding book in both hands. Unloaded gun and all mags on shelf.  
 Rifle has same start position.

**STAGE PROCEDURE**

At signal, engage all targets as they become visible through windows. Use cover and engage targets in Tactical Priority.

**SCORING**

**SCORING:** Vickers, 18 rounds  
**TARGETS:** 6 IDPA  
**SCORED HITS:** Best 3 per target  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Standard

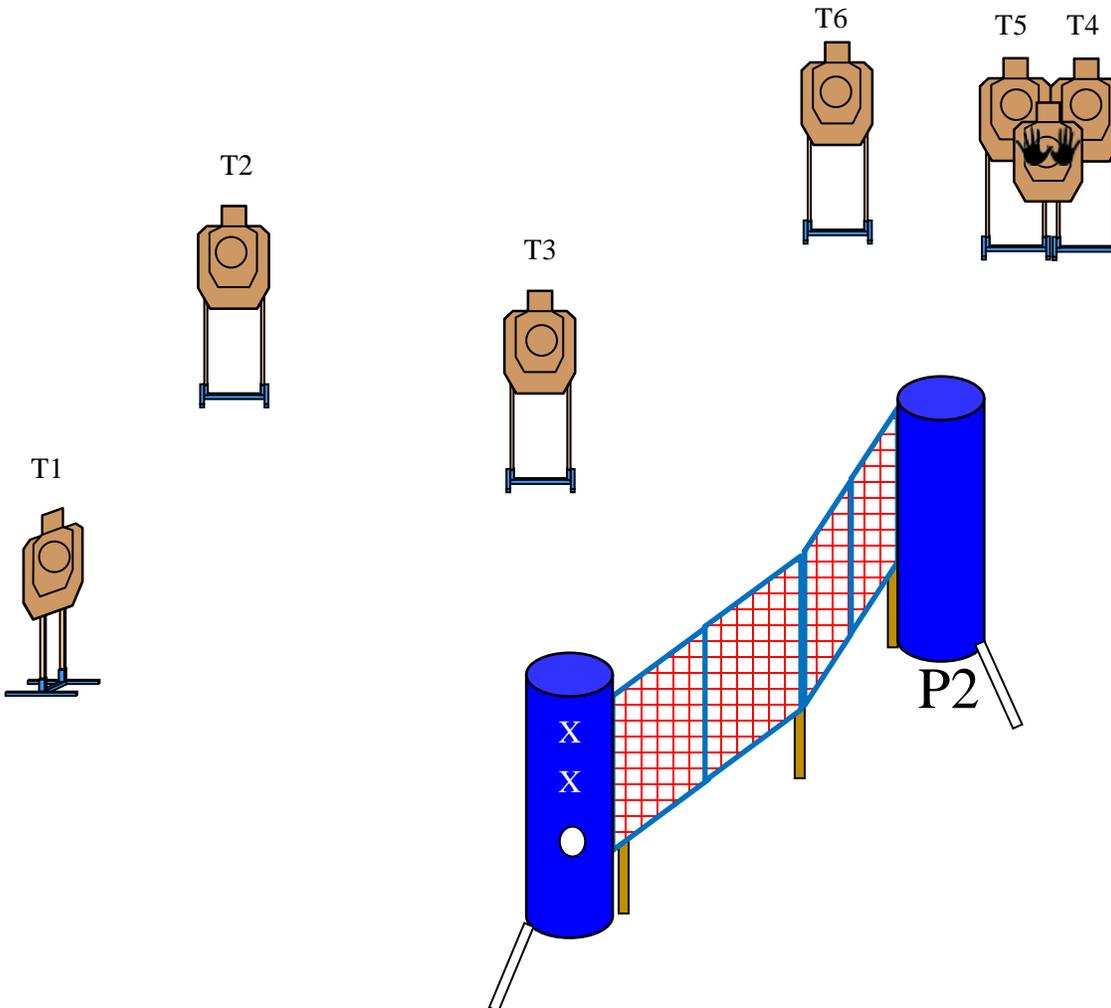




# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: ChristMass Hysteria</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> It's the holiday season. You'd think everyone would be happy. No chance. Stress is at an all-time high. Crowds everywhere. Money that you don't have being spent. It's Mass Hysteria out there. A group of thugs is causing a ruckus. Stealing gifts and pushing people around. You're just not gonna let that happen. Draw your weapon. Take action!		
<b>START POSITION:</b> Standing with hands flat on X's. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on barrel.		
<b>PROCEDURE:</b> At signal, engage T1-T3. Then advance to P2 and engage T4-T6. All targets get 3 rounds each. They must be engaged in Tactical Priority.	<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	

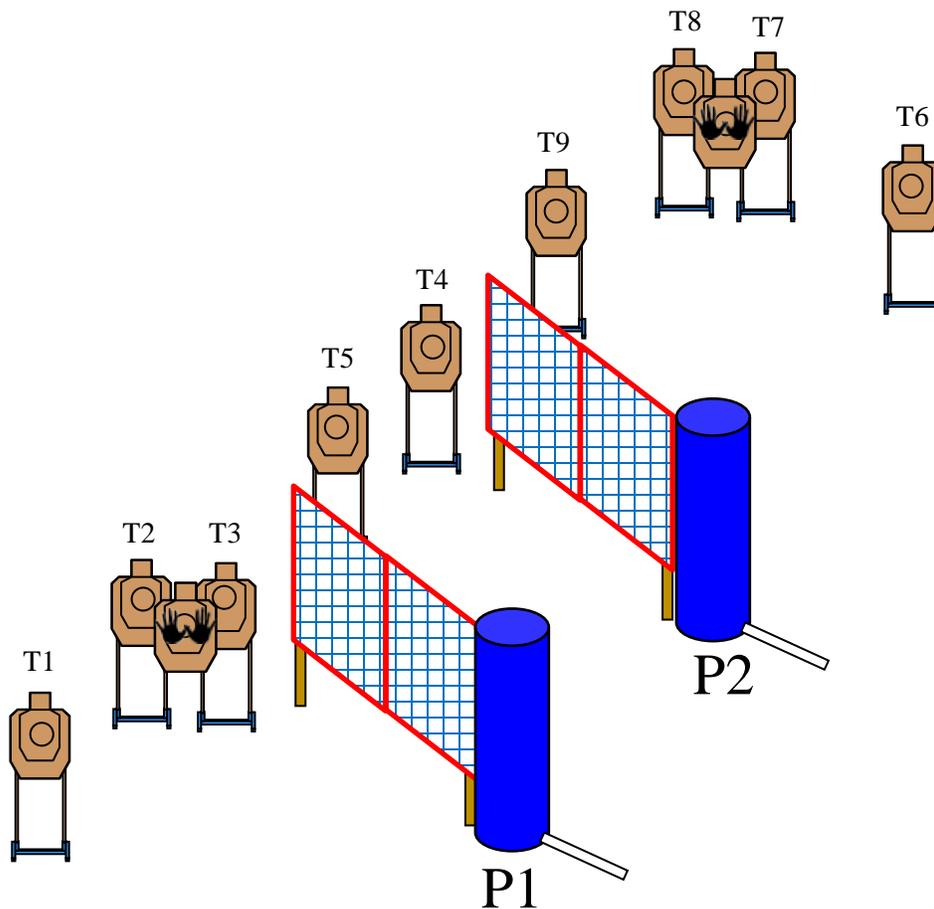




# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: 9 Bangers Banging</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer: Michael Linsalata</b>	
<b>SCENARIO:</b> It's the holiday season. You've been out for hours doing holiday shopping. You're walking around the city carrying your bags full of goodies for the kids. You can't wait to get home to drink eggnog in front of the fireplace. But gang bangers don't care about your holiday plans. Or anyone else's. They're terrorizing everyone. Drop your bags and put an end to this terror.		
<b>START POSITION:</b> Standing in Box A, holding bags in strong hand. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held in weak hand. Bags in strong hand.		
<b>PROCEDURE:</b> At signal, drop bags, then engage T1-T3 from Box A. Advance to P2 and engage T4 and T5. Step over to P3 and engage T6-T9. All targets must be engaged in Tactical Priority.	<b>SCORING:</b> <b>SCORED HITS:</b> <b>TARGETS:</b> <b>PENALTIES:</b> <b>SIGNAL:</b>	Vickers, 18 Rounds Best 2 per target 9 IDPA Targets Standard Start is standard beep; Stop Last Round fired



A

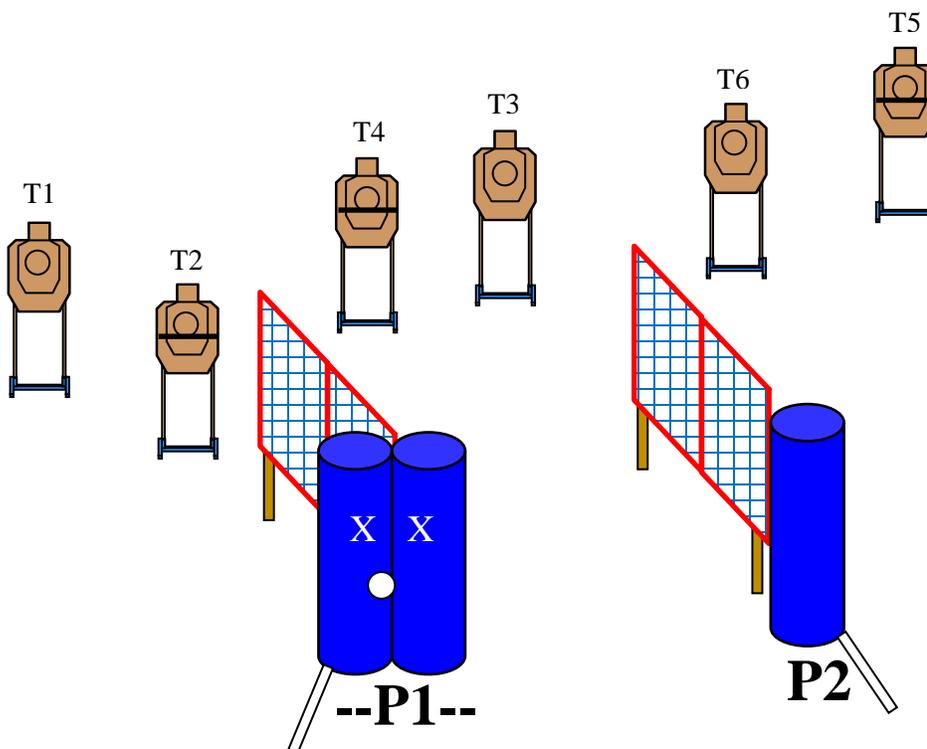
Stage 3



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: 6 Vile Villains</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> It's the holiday season. You're standing on line at the mall. Waiting to get that perfect present for one of your kids. The one that's been on their holiday list since August. You hear screaming. You see shoppers running. You look up and see 6 heavily armed villains loading their weapons and preparing to fire on all these innocent people. Draw your gun. Put an end to these vile villains before a massacre happens.		
<b>START POSITION:</b> Standing with hands flat on X's. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on barrel.		
<b>PROCEDURE:</b> At signal, engage T1-T4 from P1. Step over to P2 and engage T5 and T6. All targets must be engaged in Tactical Priority.	<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	

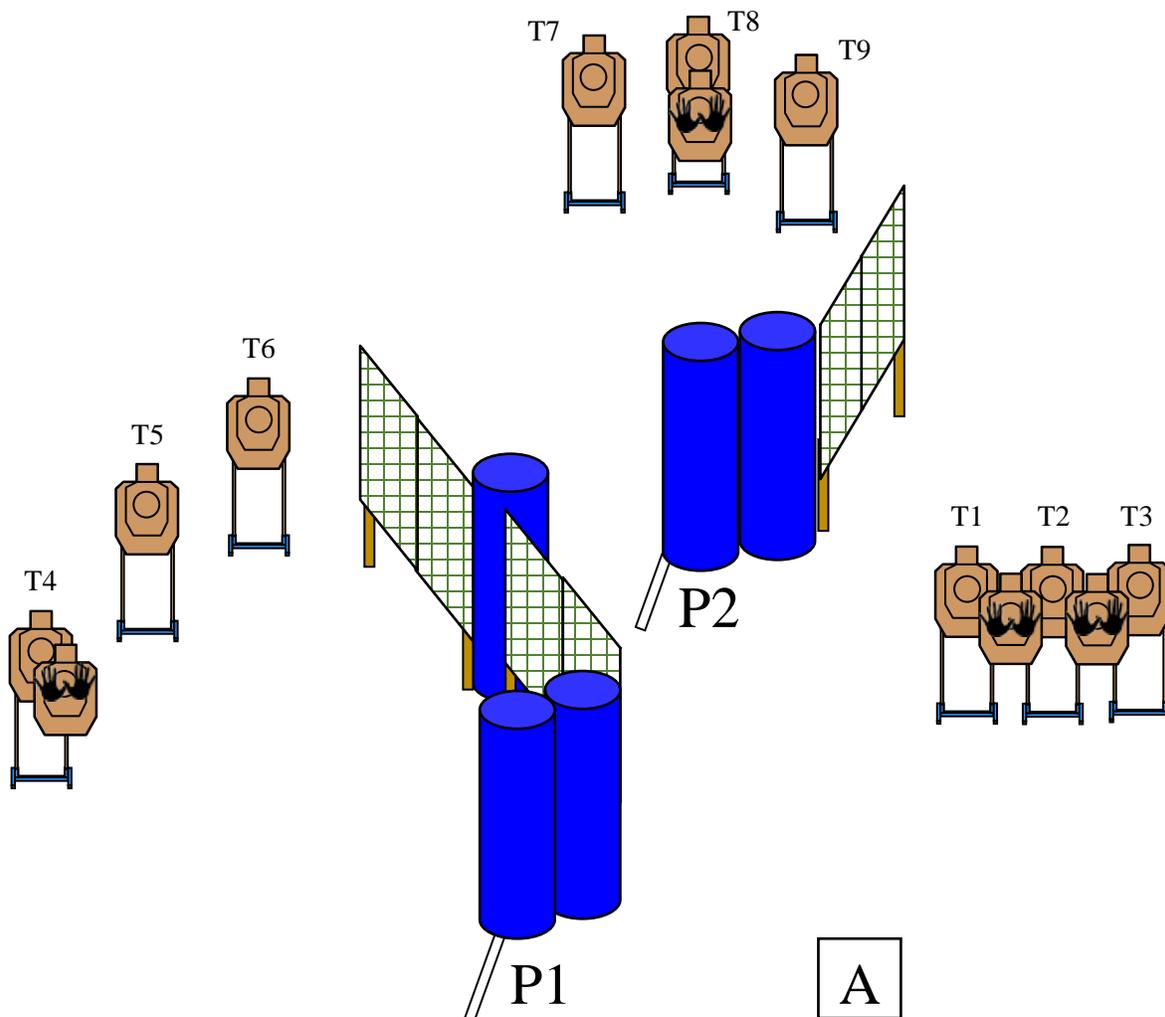




# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: 4 Helpless Hostages</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> It's the holiday season. You're trying to negotiate your way around the mall. The problem is, a billion other people are doing the same thing. But that's not the only problem. A group of evil doers have taken hostages. 4 of them, in case you're counting. No time to wait for help. You're the only thing standing in the way of certain disaster. Get to work!		
<b>START POSITION:</b> Standing in Box a, hands relaxed at sides. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.		
<b>PROCEDURE:</b> At signal, engage T1-T3 from Box A. Step over to P1 and engage T4-T6. Advance to P2 and engage T7-T9. All targets must be engaged in Tactical Priority.	<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: 1 Well Armed Citizen</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> It's the holiday season. The world is a bad enough place, but the holiday season makes people act even worse. You're not worried though. You're armed and you're always ready for when things go bad. Get ready, cause they're about to.		
<b>START POSITION:</b> Standing in Box A, hands relaxed at sides. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.		
<b>PROCEDURE:</b> At signal, engage T1 and T2 from Box A. Advance to P1 and engage T3-T6. Step over to P2 and engage T6. T3-T6 must be engaged in Tactical Priority.	<b>SCORING:</b> <b>SCORED HITS:</b> <b>TARGETS:</b> <b>PENALTIES:</b> <b>SIGNAL:</b>	Vickers, 18 Rounds Best 3 per target 6 IDPA Targets Standard Start is standard beep; Stop Last Round fired

