

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 3.6 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.

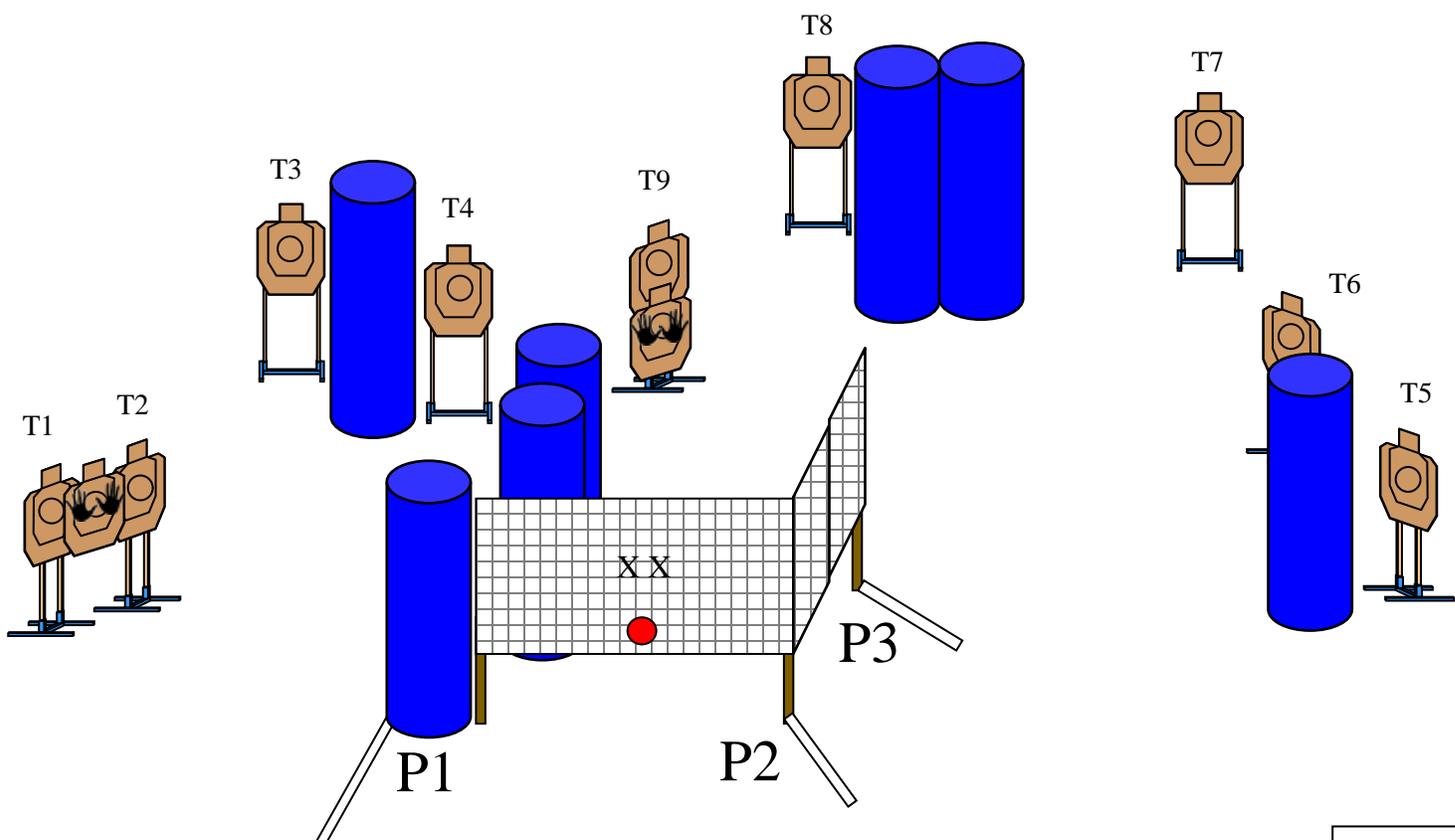
- **Holsters**- Any strong side belt holster. Speed rigs are ok for NFC. Inside pants holsters ok if they're made of polymer and hold their shape. Drop holsters ok too, as long as it's covered with cover garment.
- **Concealment**- All shooting must be done while wearing a cover garment. Vest, shirt 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.



Defensive Pistol



LIPSA	STAGE NAME: Game Time	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: You've spent your whole life shooting. Practicing at the range. Dry firing at home. Shooting matches whenever you can. Most importantly, you practice Defensive shooting EVERY MONTH. Well guess what? It's Game Time. All that defensive practice is about to pay off. You're being attacked from all sides. Remember your training. Take down these evil doers.		
START POSITION: Standing with hands flat on X's. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on wall.		
PROCEDURE: At signal, engage T1-T4 from P1. Step over to P2 and engage T5-T7. Advance to P3 and engage T8 and T9. 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



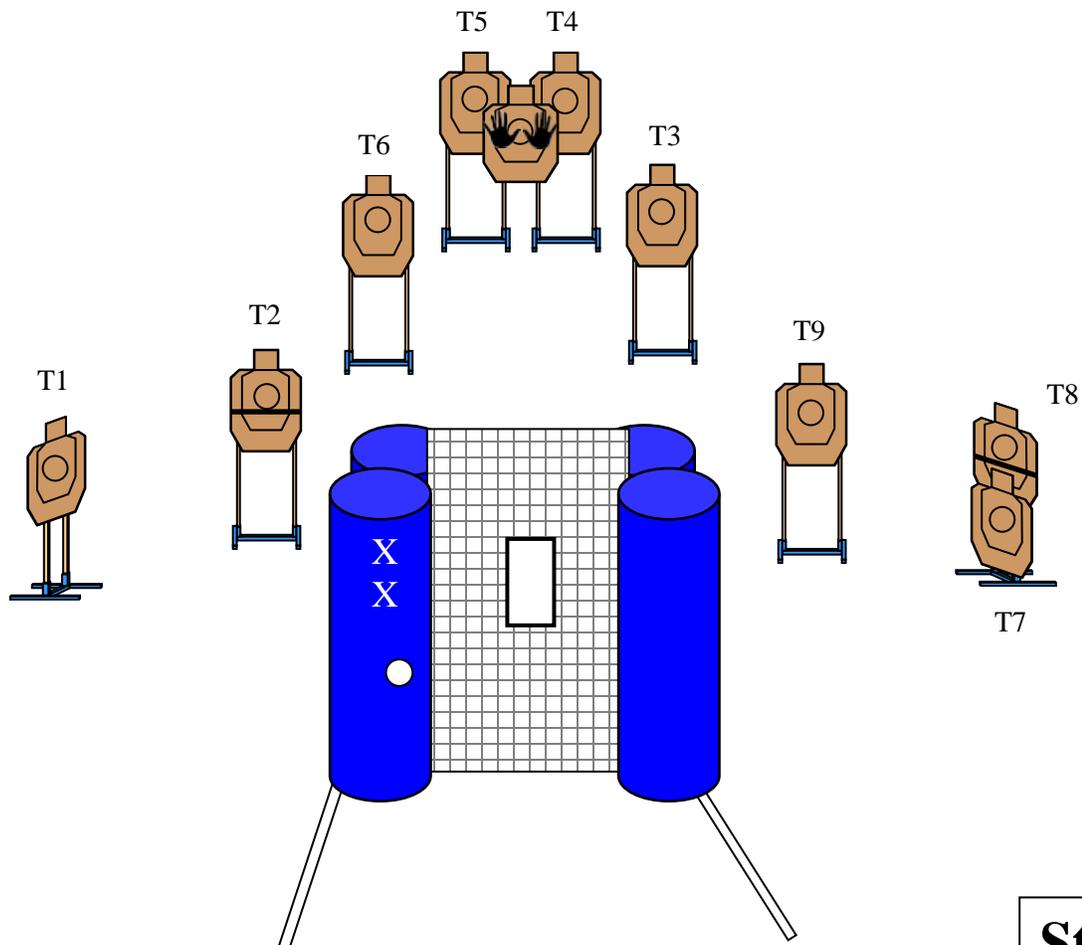
Stage 1
(Pit 1)



Defensive Pistol



LIPSA	STAGE NAME: C.Q.B.	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Gunfights happen when you least expect it. It would be nice if you had some distance between you and the threat. So you can get to cover and assess the situation better. But that's not always possible. Right now you have a bunch of bad guys in Close Quarters. It's time to do battle!		
START POSITION: Standing with hands on X's. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on barrel.		
PROCEDURE: At signal, engage T1 and T2 from left side of wall. Then engage T3-T6 through port. Then engage T7-T9 from right side of wall. 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	



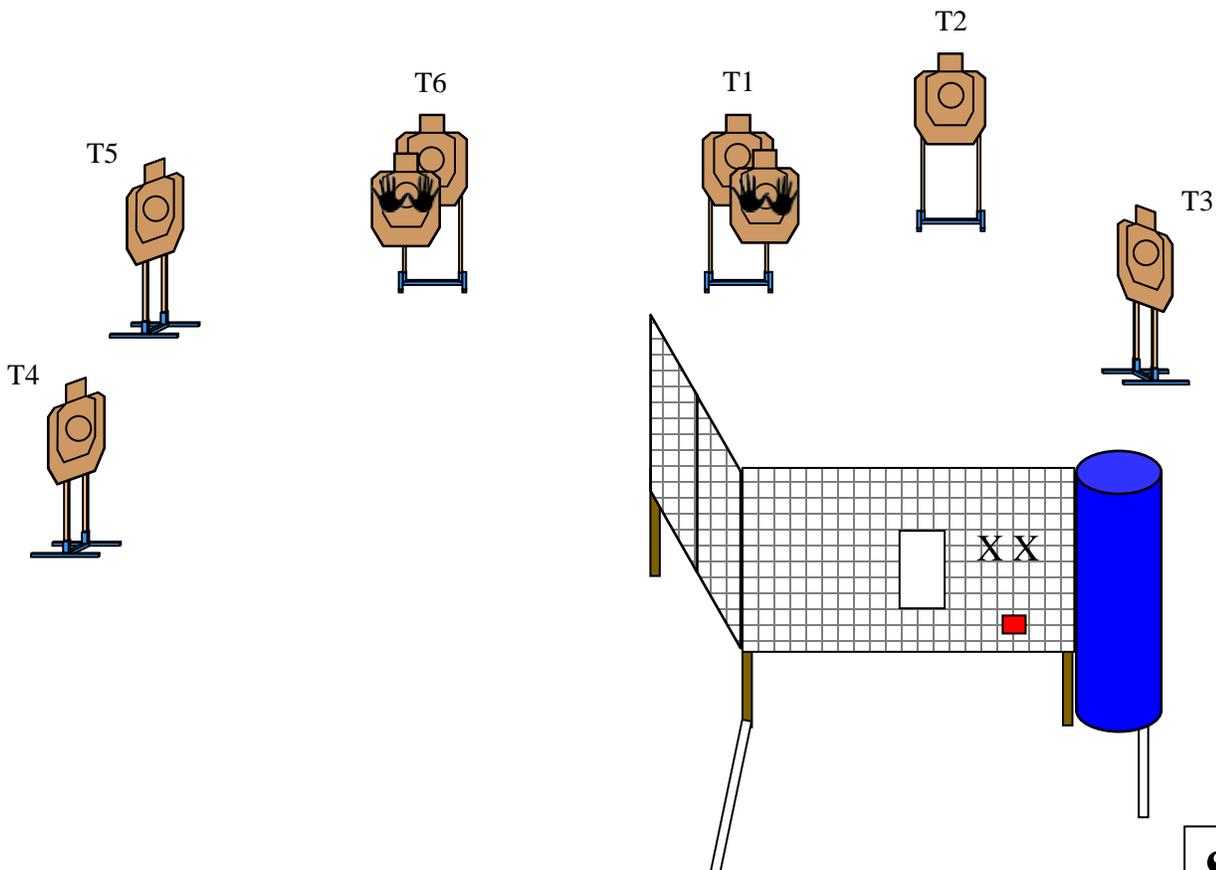
Stage 2
(Pit 2)



Defensive Pistol



LIPSA	STAGE NAME: Swift Action	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: A group of gangsters have taken hostages. This could go bad fast. No time to wait for the police. Time for you to take Swift Action and put them down before they any civilians get hurt.		
START POSITION: Standing with hands flat on X's. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on wall.		
PROCEDURE: At signal, engage T1-T3 through Port. Step over to P2 and engage T4-T6 from left side of wall. All targets 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	



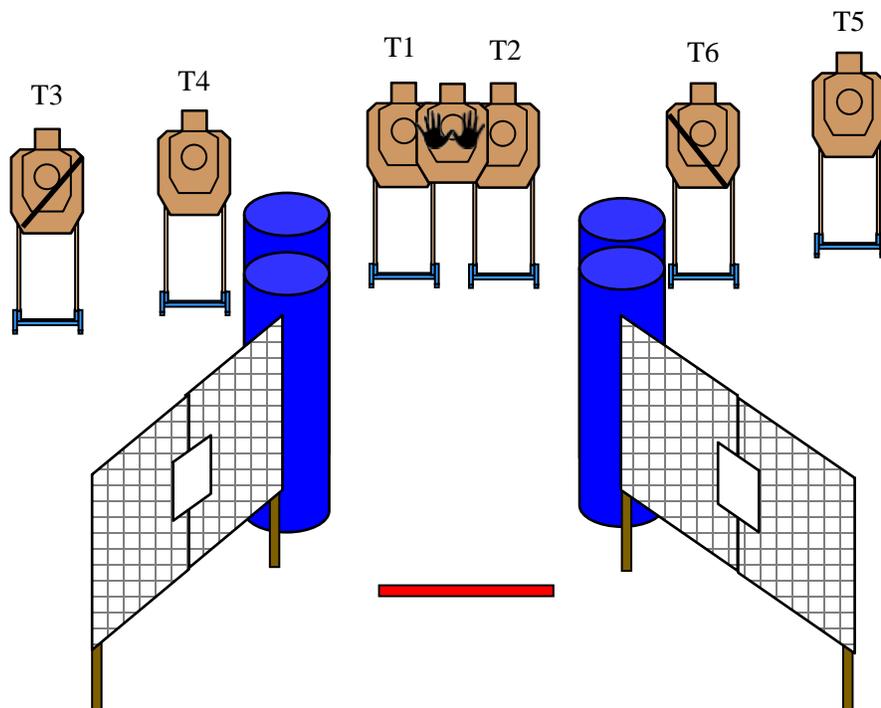
Stage 3
(Pit 3)



Defensive Pistol



LIPSA	STAGE NAME: The Six	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: There are 6 bad dudes and 1 good dude. I like those odds. Draw your weapon and take them down. Better use 3 rounds each just to make sure. It's late. I'm tired.		
START POSITION: Standing with toes touching RED mark. Wrists above shoulders. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Held in weak hand. Strong hand above shoulder.		
PROCEDURE: At signal, engage T1 and T2 from RED fault Line. Engage T3 and T4 through left port. Engage T5 and T6 through right port. Targets 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

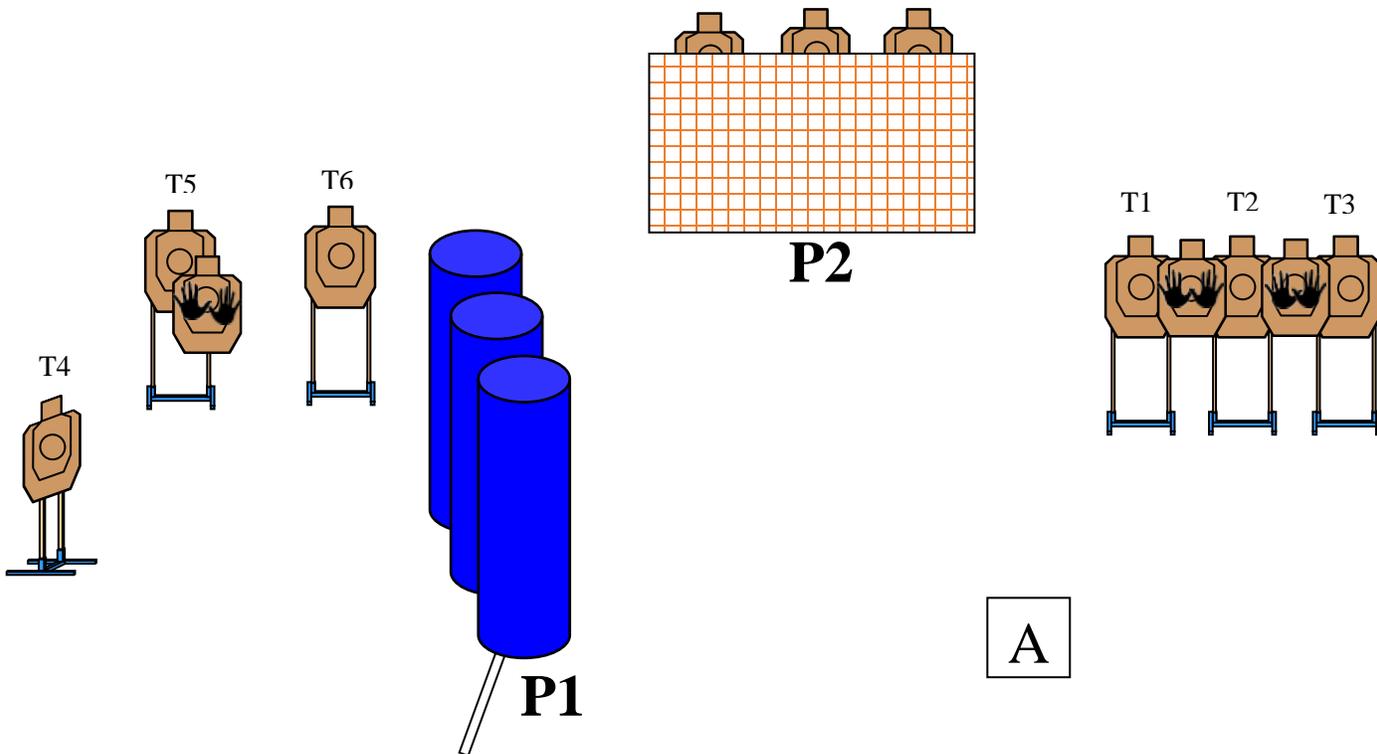




Defensive Pistol



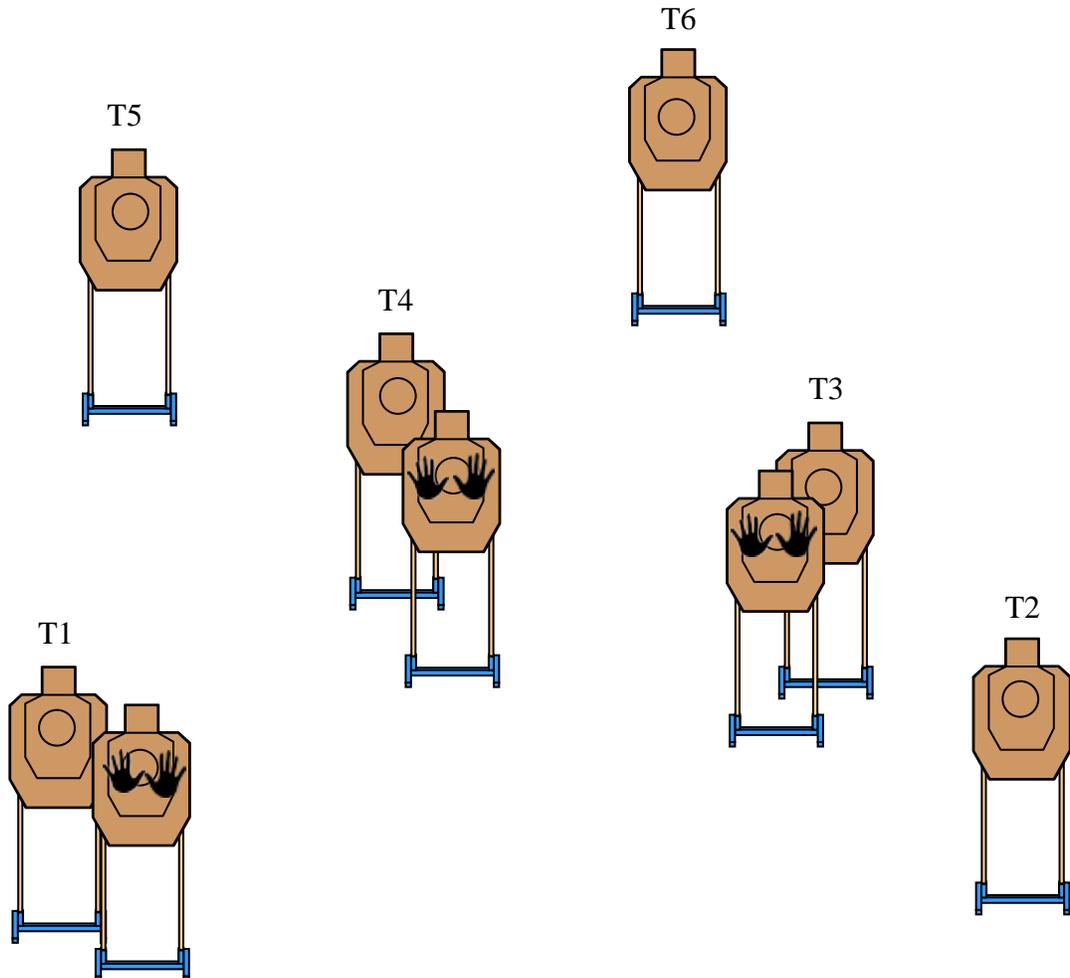
LIPSA	STAGE NAME: Ravens Riot	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: You're in Baltimore watching the Ravens play the Titans. The Ravens are the best team in football. Right? They're gonna win easily. Right? Well, no one told the Titans who kicked the Ravens butts up and down the field. Ravens fans are rabid. They're rioting. People are getting seriously hurt. A group of rioters have taken some Titan fans hostage and planning on doing some serious harm. Thankfully you're practicing your second amendment right and you're carrying. Draw your weapon. Save the day!		
START POSITION: Standing in Box A, hands relaxed at sides. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.		
PROCEDURE: At signal, engage T1-T3 from Box A. Advance to P1 and engage T4-T6 from left side of barrels. Go to P2 and engage T7-T9 over top of wall. T1-T6 must be engaged in Tactical Priority. T7-T9 can be engaged in any 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	



Stage 5
(Pit 5)

Defensive Pistol

LIPSA	STAGE NAME: Charming	
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata	
SCENARIO: Standards exercise.		
POSITION: Standing in Box A, hands relaxed at sides. Gun is holstered, but NOT loaded. All mags loaded to 6 rounds only. Rifle start is gun UNLOADED . Held at Low Ready. All mags loaded to 6 rounds.		
PROCEDURE: At signal, draw gun and load, then engage T1-T6 with 1 round each to body in Tactical Priority. Reload from slide lock and re-engage T1-T6 to body in Tactical Priority. Perform a second reload from slide lock and re-engage T1-T6 with 1 round each to the head 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	



A

Stage 6
(Pit 6)