

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.

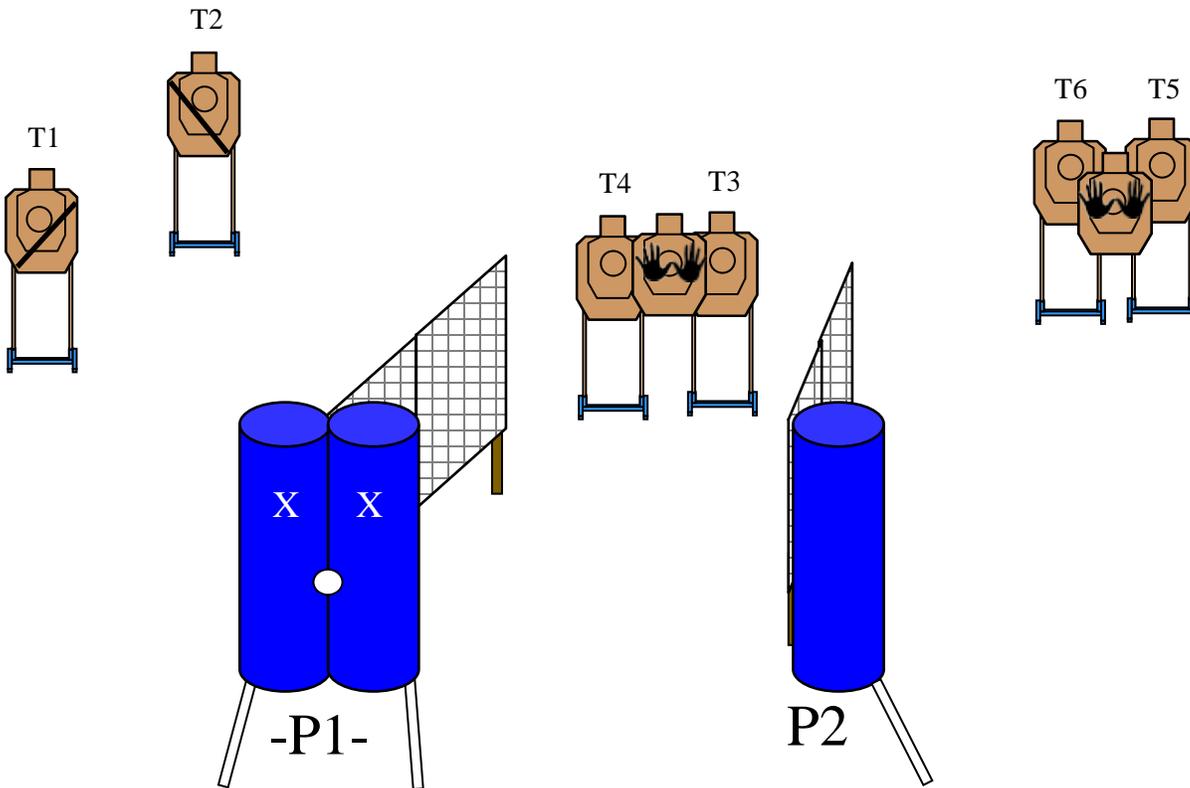
- **Holsters**- Any strong side belt holster. Speed rigs are ok for NFC. Inside pants holsters ok if they're made of polymer and hold their shape. Drop holsters ok too, as long as it's covered with cover garment.
- **Concealment**- All shooting must be done while wearing a cover garment. Vest, shirt 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: Not Again	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: This can't be happening! Not Again. It seems that everywhere you go, there are criminals, lowlife criminals committing evil acts against the innocent. Are you the only one in the world that can stop them? I guess so. Get to work. This won't be the last time you and your gun fighting skills will be needed.		
START POSITION: Standing with hands flat on X's. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on barrel.		
PROCEDURE: At signal, engage T1-T4 from P1. Step over to P2 and engage T5 and T6. 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	



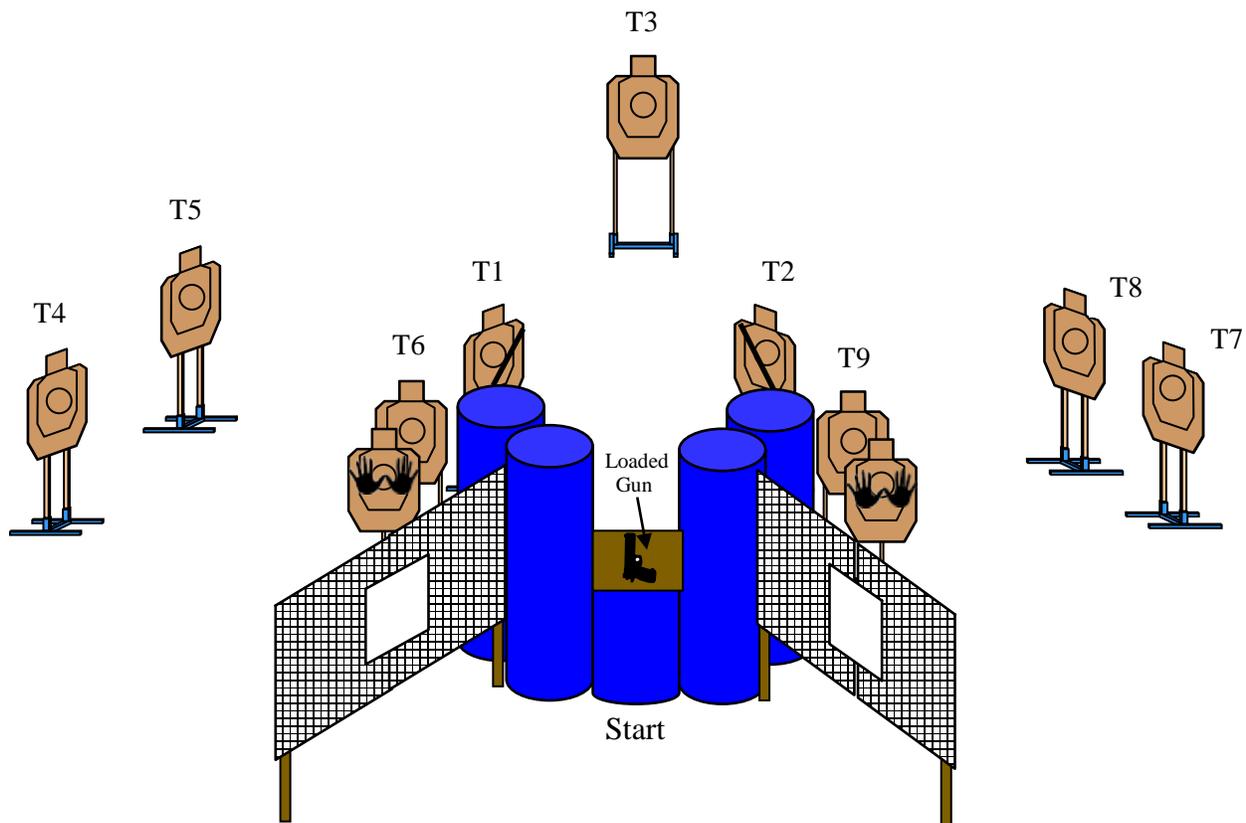
Stage 1
(Pit 2)



Defensive Pistol



LIPSA	STAGE NAME: Stealing Is Not Cool	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: You're at your favorite gun store talking to the owner about your favorite thing in the world...GUNS! He informs you that he has a loaded gun under the counter, just in case. Well, just in case is about to happen. A group of armed men come in to steal from the store. Your favorite store. In case you forgot. That ain't happening! Grab the gun from the counter and put a stop to this travesty.		
START POSITION: Standing behind barrel with wrists above shoulders. Loaded gun on Barrel. Rifle has same start position.		
PROCEDURE: At signal, pick up loaded gun, then engage T1-T3 from behind barrels. Engage T4-T6 through left port. Engage T7-T9 through right 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	



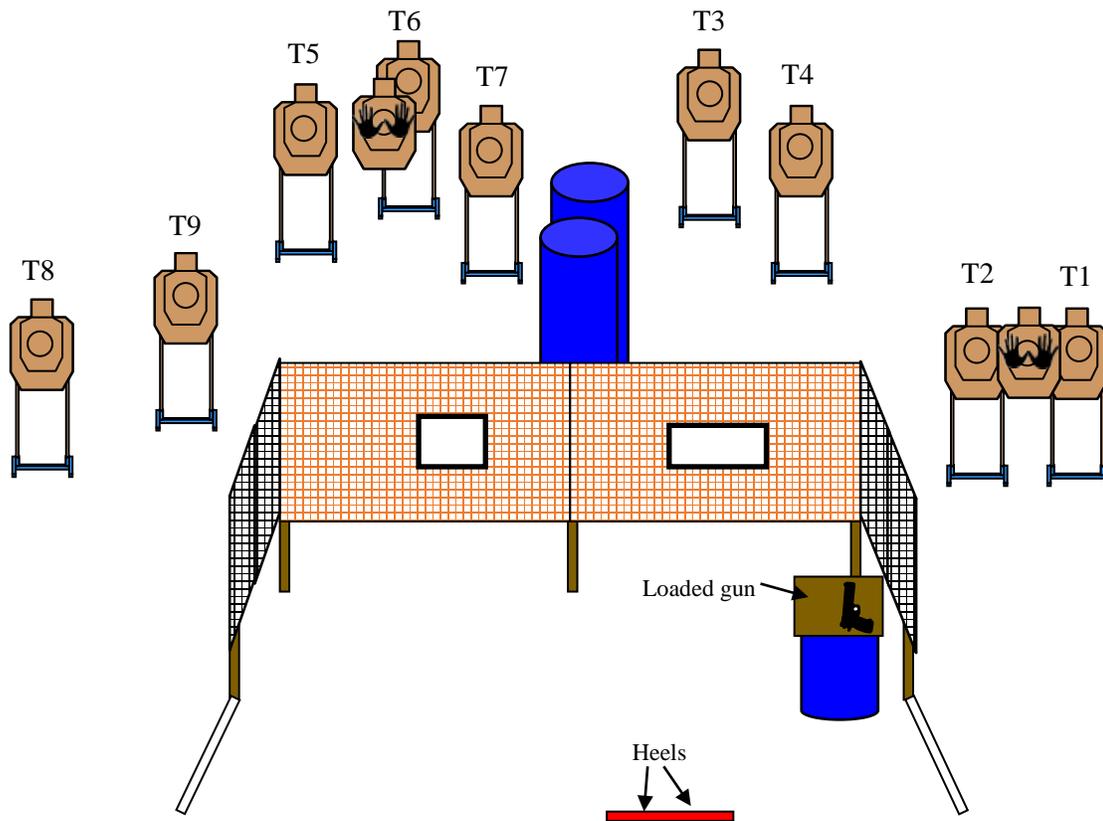
Stage 2
(Pit 3)



Defensive Pistol



LIPSA	STAGE NAME: You Tube Trouble	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: You're watching a bunch of kids post videos on YouTube. They're making fools of themselves, but it's all innocent fun. All of a sudden 4 cars pull up. A bunch of gang bangers come out and start yelling at the kids to get off their turf. The kids try to leave, but the bangers came looking for trouble. They're armed with knives, bats and one of them pulls out a sawed off shotgun. This innocent fun is about to get terminal in a hurry. Damn it!! You left your gun in the car. Go get it! You're gonna need it fast!		
START POSITION: Standing with heels touching RED mark, hands relaxed at sides. Loaded gun on barrel. Rifle has same start position.		
PROCEDURE: At signal, pick up loaded gun from barrel. Then engage T1 and T2 from right side of wall. Engage T3-T7 through ports. Engage T8 and T9 from left 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	



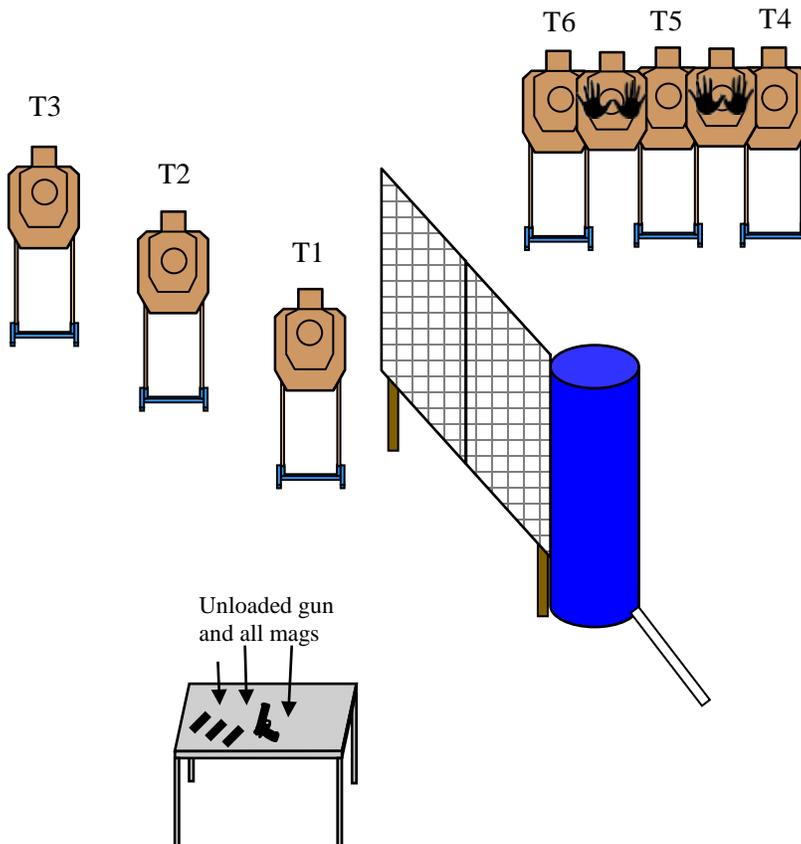
Stage 3
(Pit 4)



Defensive Pistol



LIPSA	STAGE NAME: Star Struck	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: You're visiting the Hollywood walk of fame. Checking out all the stars from the great actors and actresses you've admired through the years. You hear a commotion up ahead. There are maniacs with sledge hammers breaking the stars on the walk. Who would do that? Don't know. Don't care. Even though California doesn't believe in the 2 nd amendment, you're from New York. You believe and you're not afraid to defend yourself and others. Take action!!		
START POSITION: Standing behind table with wrists above shoulders. Unloaded gun and all mags on table. Rifle has same start position.		
PROCEDURE: At signal, pick up and load gun with mag from table. Then engage T1-T3 from behind table. Advance to P2 and engage T4-T6 from right side of barrel. All reloads must come from table. All 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



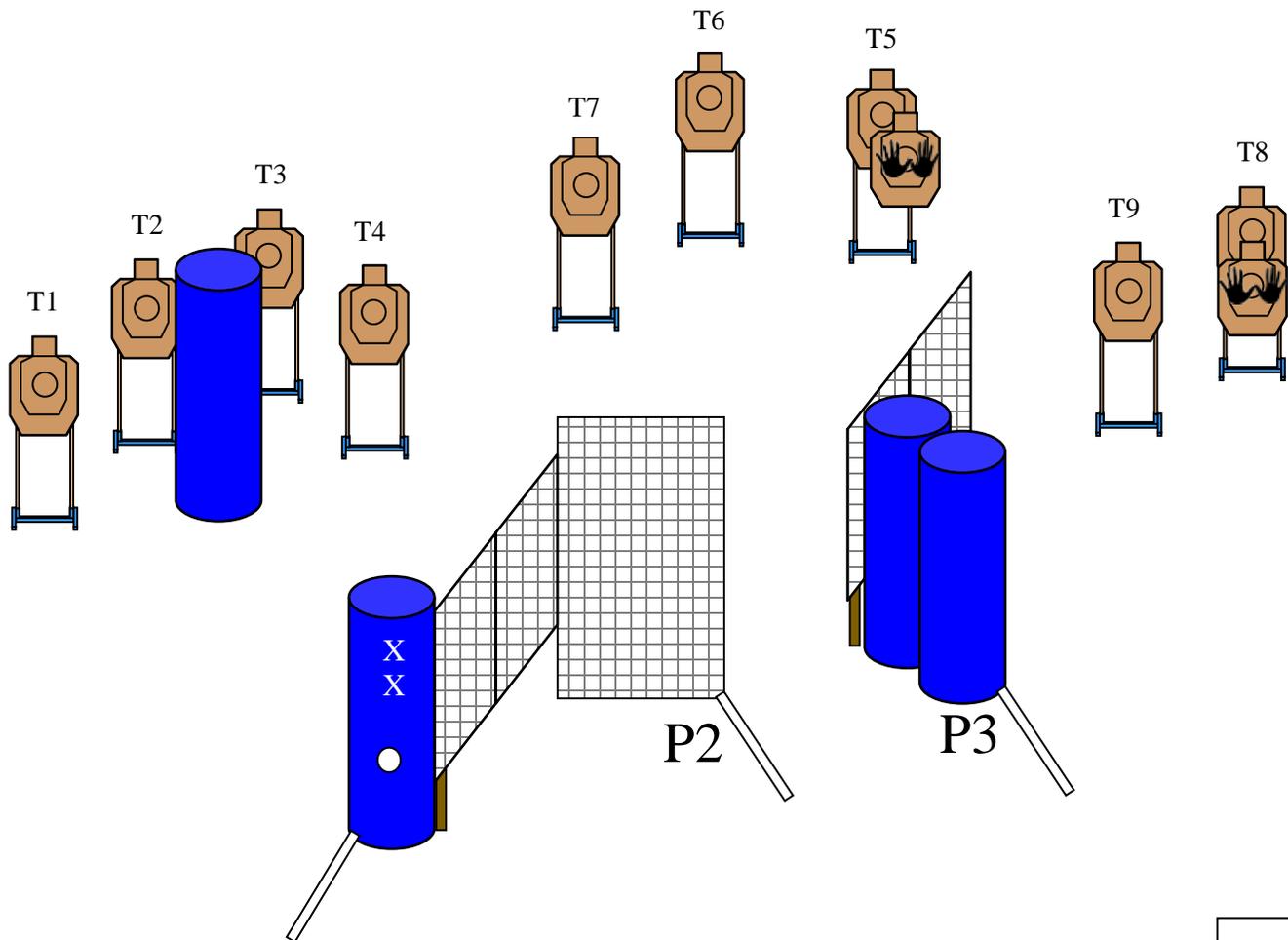
Stage 4
(Pit 5)



Defensive Pistol



LIPSA	STAGE NAME: Hit & Run	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: You're trying to enjoy a peaceful walk through the city streets. When a herd of hooligans come out of nowhere and start hitting innocent civilians with bats and pipes. There's just no way you're gonna sit there and do nothing. Draw your weapon. Show these sons a bitches they can't hurt people in your city.		
START POSITION: Standing with hands flat on X's. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on barrel.		
PROCEDURE: At signal, engage T1-T4. Advance to P2 and engage T5-T7. Step over 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	



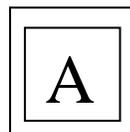
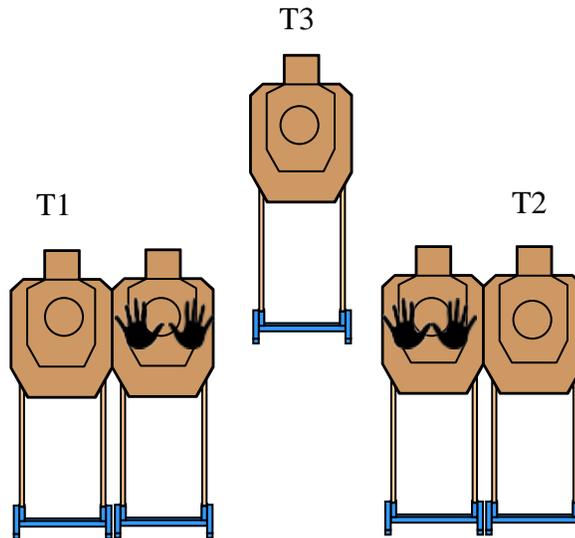
Stage 5
(Pit 6)



Defensive Pistol



LIPSA	STAGE NAME: Quicky III	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Standards exercise		
START POSITION: Standing in Box A, wrists above shoulders. Gun is loaded with 6 rounds only and holstered. Rifle start is gun loaded with 6 rounds only. Safety on. Held in weak hand. Strong hand has wrist above shoulders. All extra mags loaded to 6 rounds only.		
PROCEDURE: At signal, engage T1-T3 with 2 rounds each. Perform a mandatory reload from slide lock and re-engage T1-T3 with 2 rounds each. Perform a second mandatory reload from slide lock and re-engage T1-T3 with 2 rounds each. Targets must be engaged in Tactical Priority.	SCORING: Vickers, 18 Rounds SCORED HITS: Best 6 per target TARGETS: 3 IDPA Targets PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired	



Stage 6
(Pit 7)