

# 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.

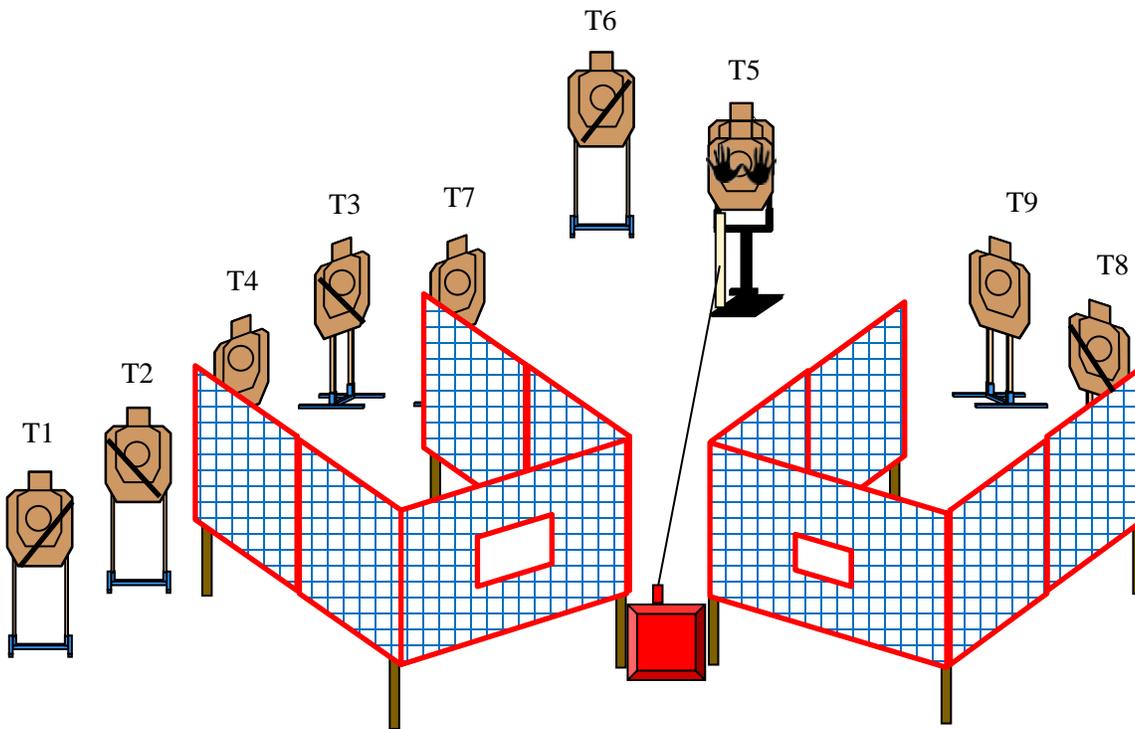




# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Not So Cheery</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> There's this place you like to go to after work. A local pub where everybody knows your name. As you're getting closer, your Spidey senses start tingling. There's 2 bad looking dudes standing outside. They're lookouts. The place you love is being robbed. They have that pretty bartender hostage. Being held at gunpoint. That's just not gonna happen. Take down the lookouts first. Then anyone else that gets in the way of saving her life!!		
<b>START POSITION:</b> Standing in Box A, wrists above shoulders. Gun 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 first port and engage T3 and T4. Engage T5-T7 from between walls. Go to last port and engage T8 and T9. All targets must be engaged in Tactical Priority. Stepping on pressure plate will move non threat out of way of T5.	<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	



A

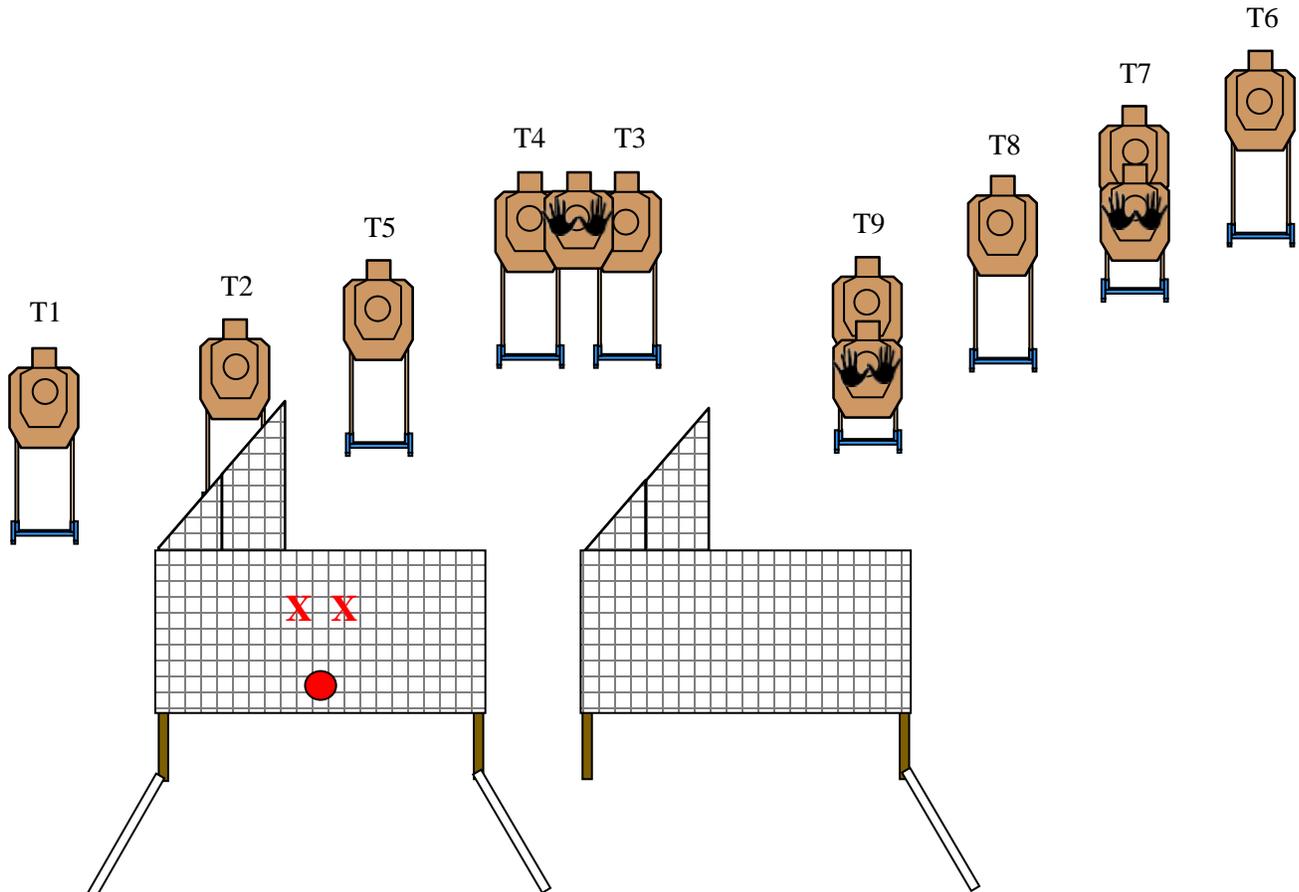
**Stage 2**  
**(Pit 3)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Lifeline</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer: Michael Linsalata</b>
<b>SCENARIO:</b> Everyone has a reason to get home safely. Could be a wonderful wife. Great kids. A smart TV that has Netflix and CBS all access. Or something else. A lifeline to keep you grounded. Well, today you're gonna need that lifeline. You're surrounded by some bad people. They also have hostages. You want to get home safely, well guess what? Those hostages do too. Draw your weapon. Get you and those hostages home to their loved ones. Or their TV! Whichever matters more.		
<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 wall.		
<b>PROCEDURE:</b> At signal, engage T1 and T2 from left side of wall. Engage T3-T5 from between walls. Engage T6-T9 from right side of wall. 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	



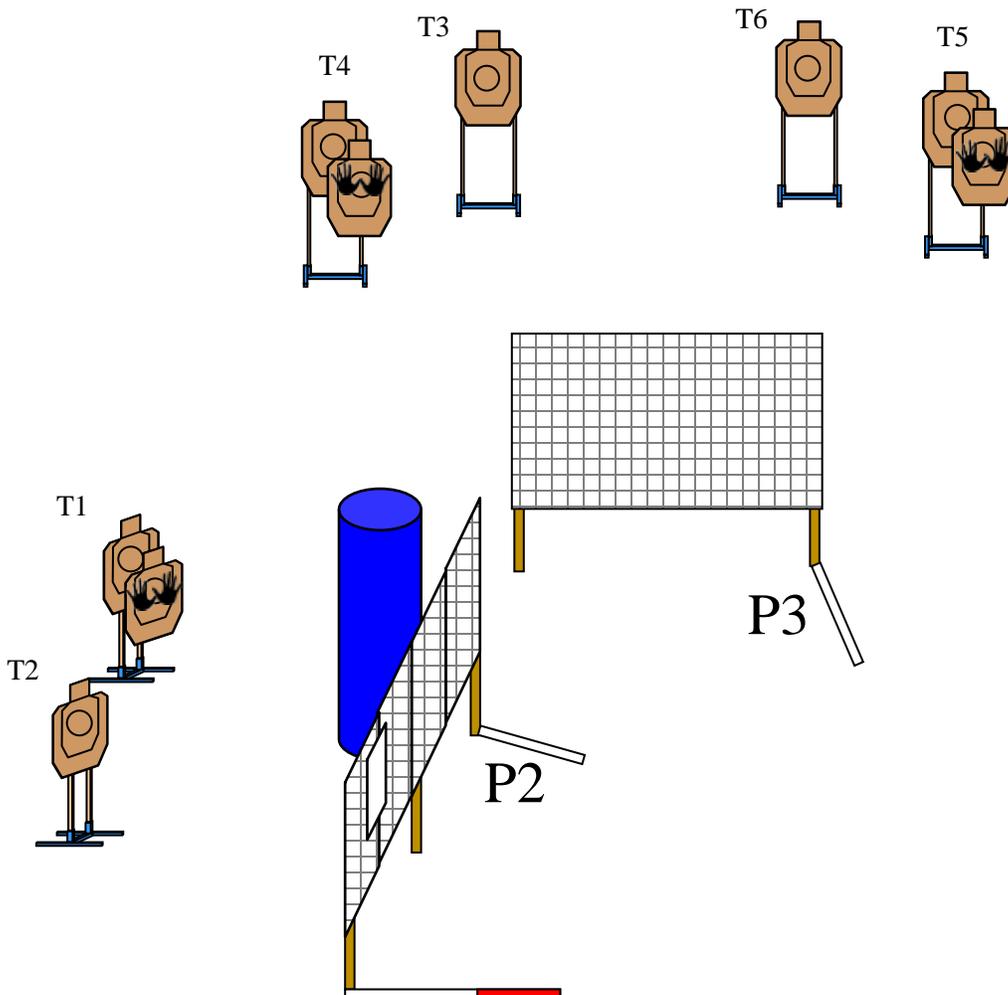
**Stage 3**  
**(Pit 4)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Squaring Off</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> It's an old school term. Two guys squaring off to fight each other. Usually with fists. Today is a different story. You're squaring off against 6 armed individuals. You're not worried though. You practice Defensive Pistol shooting every month and you're up to the task.		
<b>START POSITION:</b> Standing with heels touching <b>RED</b> mark, 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 through port. Step over to P2 and engage T3 and T4. Advance to P3 and engage T5 and T6. 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	



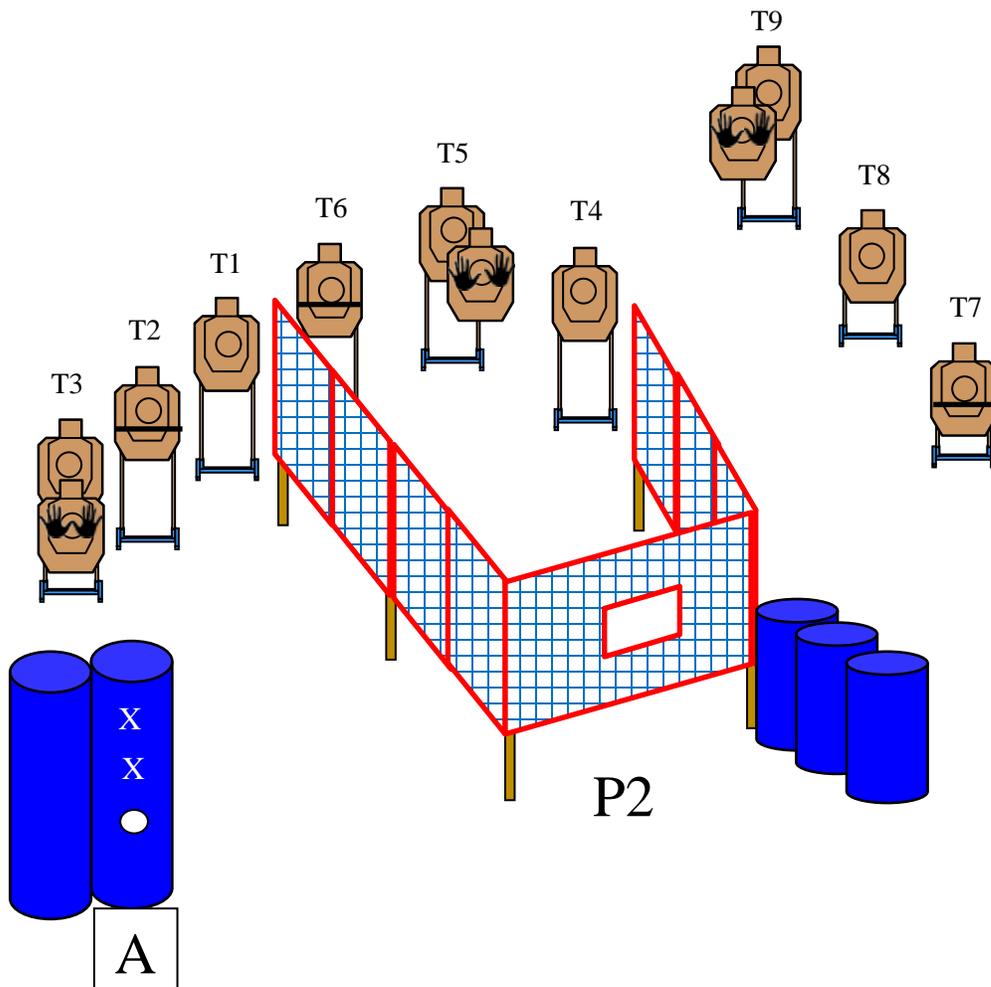
**Stage 4**  
**(Pit 5)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Mad About Everything</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<p><b>SCENARIO:</b> My kids ask me why I'm always mad. I say that I'm not mad all the time, just when you piss me off. Which is pretty much all the time, so I guess they're right. Well, today I'm mad about everything. Unfortunately today is the day that bunch of hoodlums are trying to do some harm to me and some innocents. Unfortunate for them that is. Draw your weapon and help me take down these sons a bitches that are pissing me off. Damn!! I hate when my kids are right.</p>		
<p><b>START POSITION:</b> Standing in Box A, hands flat on X's. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on barrel.</p>		
<p><b>PROCEDURE:</b> At signal, engage T1-T3 from Box A. Advance to P2 and engage T4-T6 through Port. Then engage T7-T9 from right side of wall. All targets must be engaged in Tactical Priority.</p>	<p><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</p>	



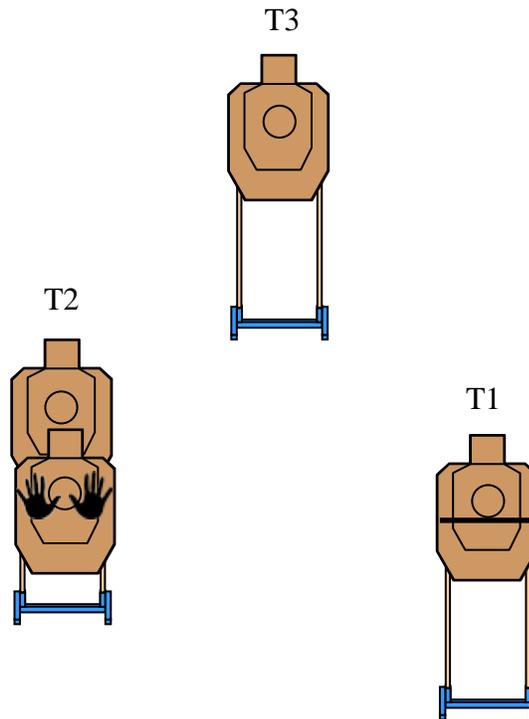
**Stage 5**  
**(Pit 6)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Triples</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer: Michael Linsalata</b>
<b>SCENARIO:</b> Standards Exercise		
<b>START POSITION:</b> Standing in Box A, hands relaxed at sides. Gun is holstered, <b>BUT NOT LOADED.</b> Rifle start is gun <b>UNLOADED.</b> Held at Low Ready.		
<b>PROCEDURE:</b> At signal, load gun, then engage T1-T3 with 3 rounds each. Reload and re-engage T1-T3 with 3 rounds each.	<b>SCORING:</b> Vickers, 18 Rounds <b>SCORED HITS:</b> Best 6 per target <b>TARGETS:</b> 3 IDPA Targets <b>PENALTIES:</b> Standard <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired	



**Stage 6**  
**(Pit 7)**