

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.

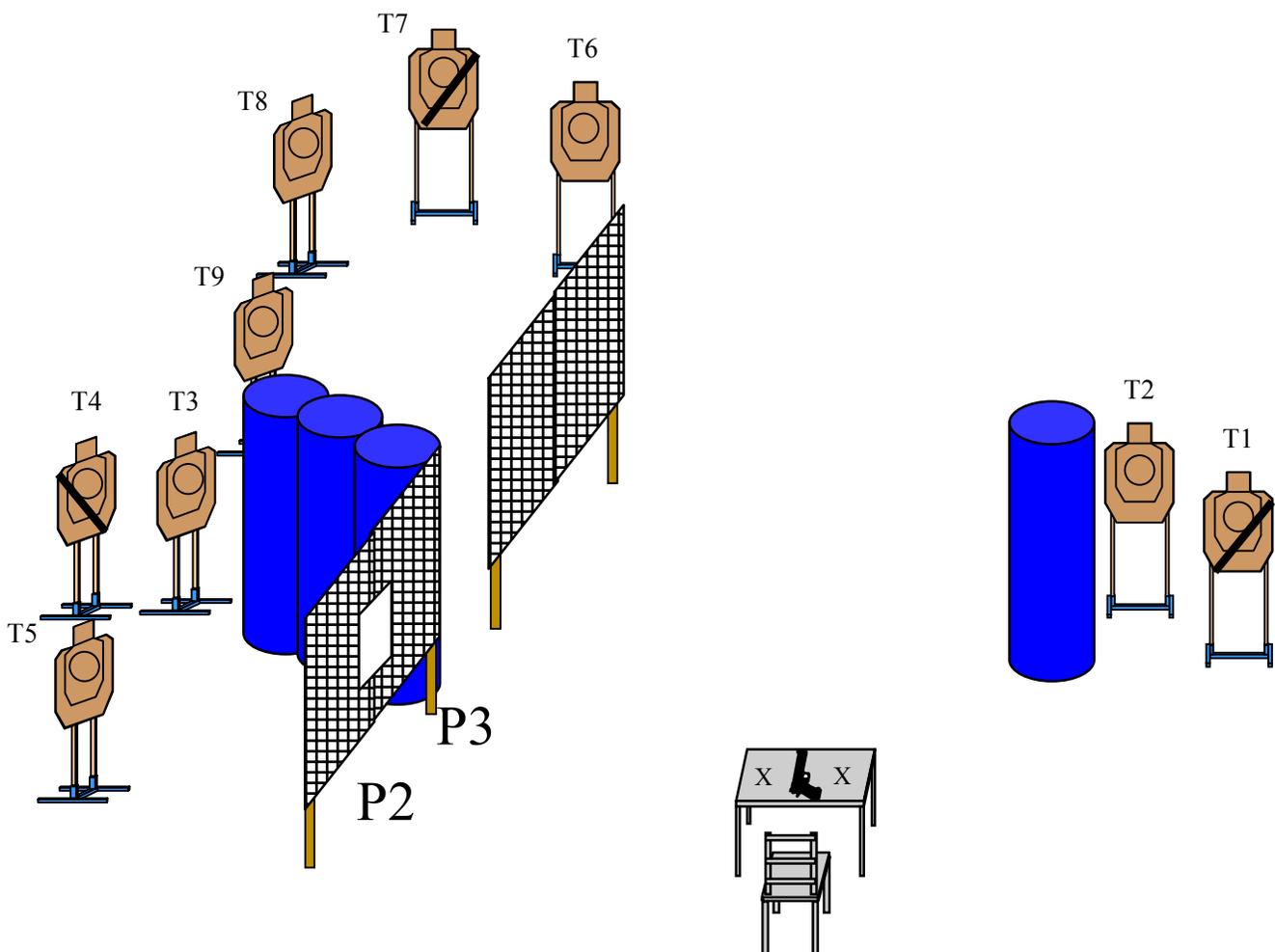
BUG (Back Up Gun)- Any automatic, .380 or larger with a 3 ½ in barrel or less. Or any 6 shot revolver with a 2 ½ in barrel or less. Autos are loaded with 6 rounds in the magazine and 1 in the chamber (Optional). Revolvers are loaded to 6 rounds.

NFC (Not For Competition)- Bring your 22 (Rifle or pistol). Bring your Limited gun. Bring your 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.

- **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.

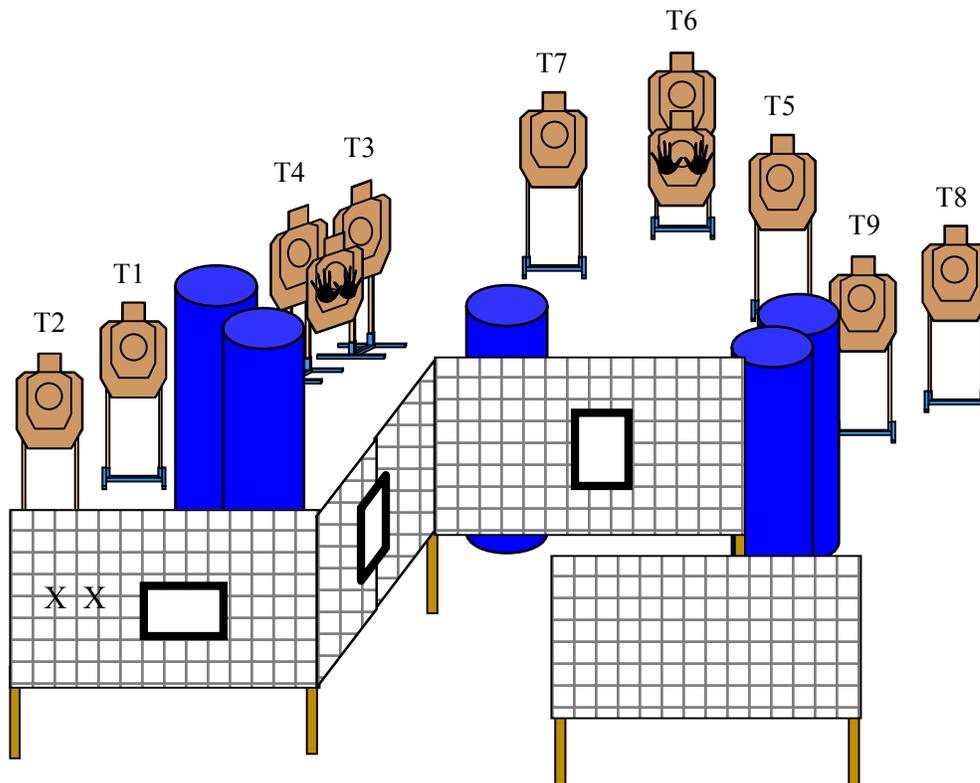
DEFENSIVE PISTOL

LIPSA	STAGE NAME: Fight! Not Flight
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: You're surrounded by bad guys. Your fight or flight response kicks in. Most people would run scared. Not You though. You're a fighter. Pick up your loaded gun and slay these beasts.	
POSITION: Sitting in chair with hands flat on X's. Loaded gun in between.	
PROCEDURE: At signal, pick up loaded gun from table and engage T1 and T2 from behind table. Then go to P2 and engage T3-T5 through port. Then go to P3 and engage T6-T9. All targets must be engaged in Tactical 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



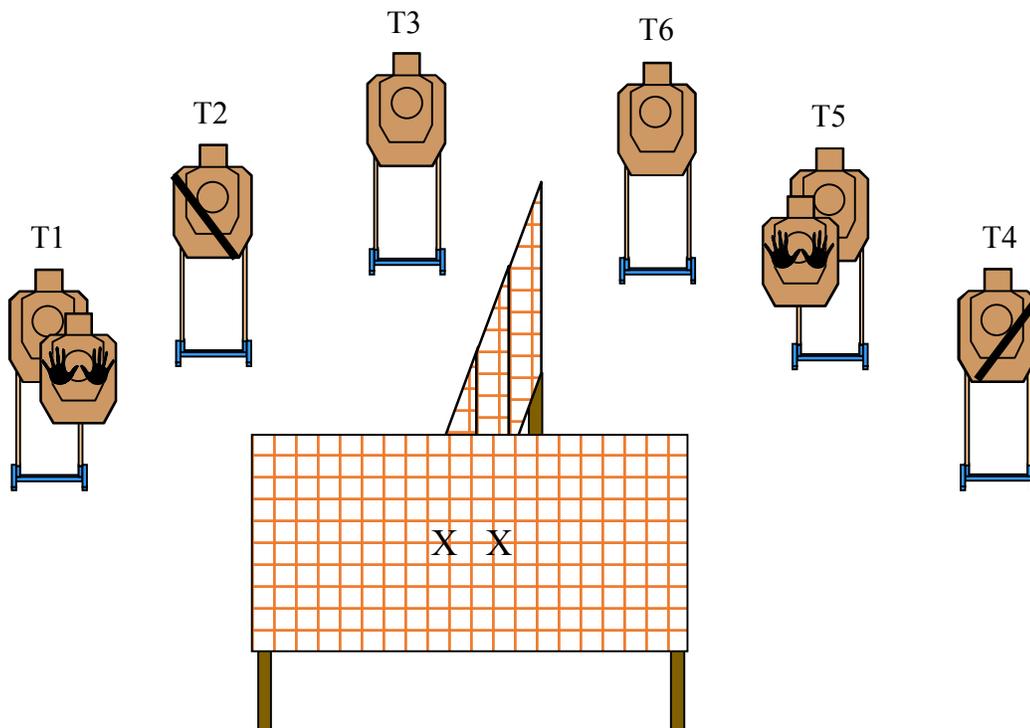
DEFENSIVE PISTOL

LIPSA	STAGE NAME: The End	
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata	
SCENARIO: Goons! Bad guys of a different name. But still bad guys. I don't know what they want, and I don't care. Take them down. Take them down hard. But be careful. They do have hostages.		
POSITION: Standing with hands flat on X's. Gun is loaded and holstered.		
PROCEDURE: At signal, engage T1-T7 as they become visible through ports. Then T8 and T9 from right side of wall. All targets must be engaged in Tactical 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	



DEFENSIVE PISTOL

LIPSA	STAGE NAME: Revenge
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: There are only 6 of them, but they're still bad guys. Shoot em fast before they multiply. As a matter of fact, put 3 rounds each into them...Just in case!	
POSITION: Standing with hands flat on X's. Gun is loaded and holstered.	
PROCEDURE: At signal, engage T1-T3 from left side of wall. Engage T4-T6 from right side of wall. You can start on either side. Targets must be engaged in Tactical Order.	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



DEFENSIVE PISTOL

LIPSA

STAGE NAME: **Right 2 Left**

RULES: LIPSA Defensive Pistol

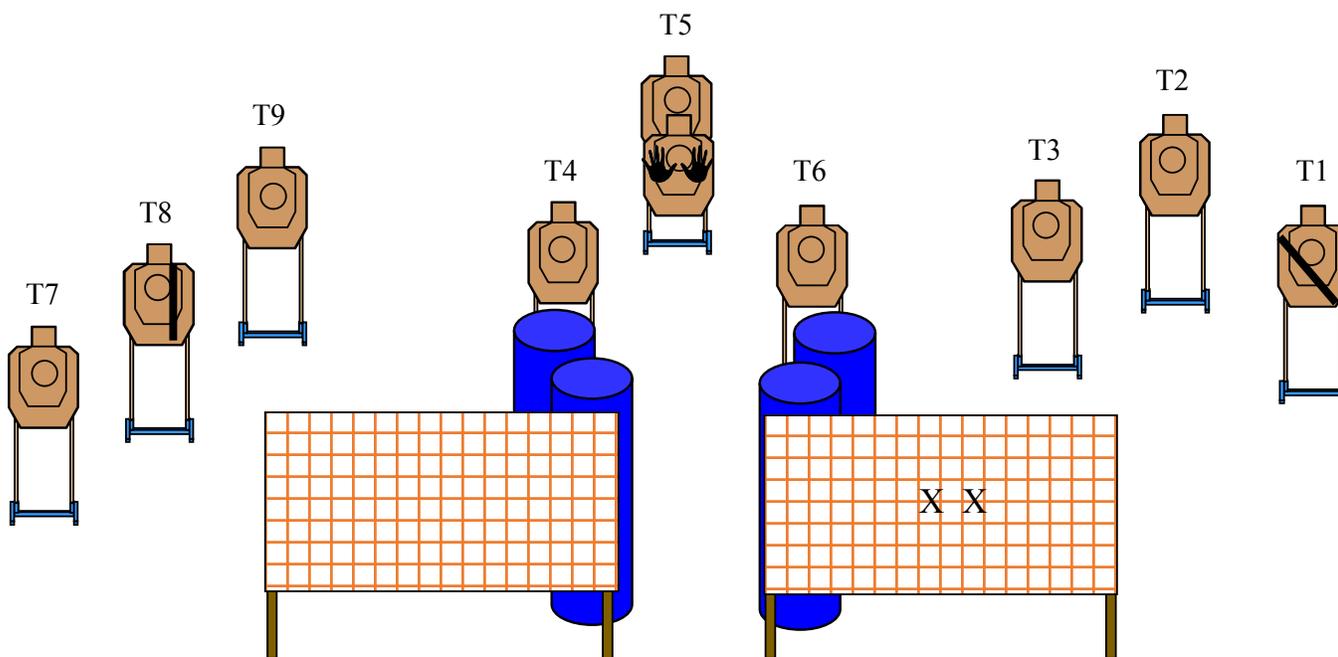
Course Designer: Michael Linsalata

SCENARIO: There's no scenario here. I wouldn't want any bad guys to get offended.

POSITION: Standing with hands touching X's. Gun is loaded and holstered.

PROCEDURE: At signal, go to P1 and engage T1-T3. Advance to P2 and engage T4-T6. Step over to P3 and engage T7-T9. All targets must be engaged in Tactical Order.

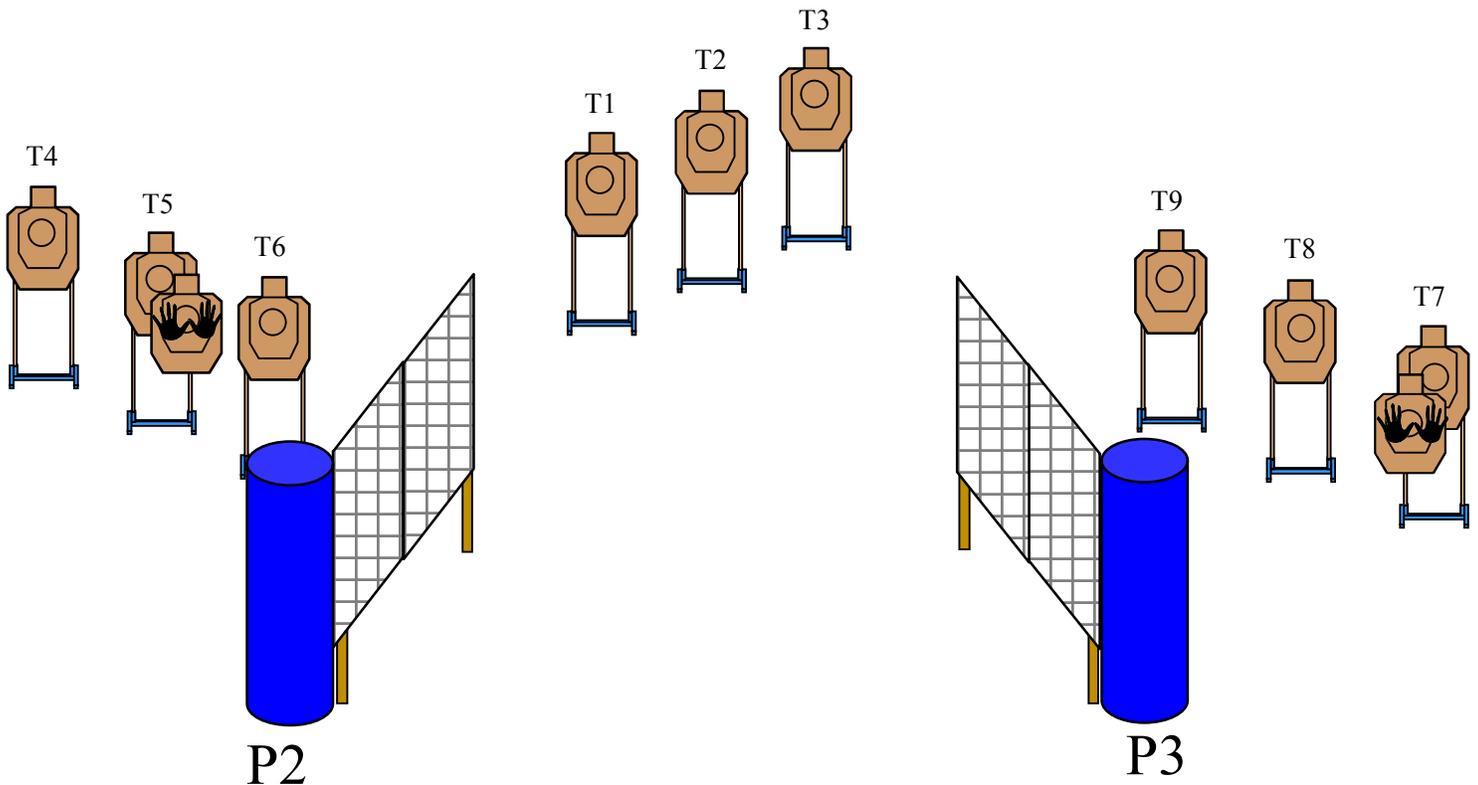
SCORING: Vickers, 18 Rounds
SCORED HITS: Best 2 per target
TARGETS: 9 IDPA Targets
PENALTIES: Standard
SIGNAL: Start is standard beep; Stop Last Round fired



Stage 4

DEFENSIVE PISTOL

LIPSA	STAGE NAME: A Working Man's Gun
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: You're about to draw your weapon to defend your life and the life of some innocent civilians. Do you want it to be a 1911 that could jam at any moment? Of course not. Do you want it to be some exotic 2011 that has to be lubed with just the right amount of oil and have its bullets to be exactly the right height? Of course not. You want a gun that works every time you pull the trigger. You want complete confidence in the gun you pull from that holster. You want a working man's gun. You want a Glock!	
POSITION: Standing in Box A, hands relaxed at sides. Gun is loaded and holstered.	
PROCEDURE: At signal, T1-T3 from Box A. Engage T4-T6 from P2. Engage T7-T9 from P3. All targets must be engaged in Tactical Order. Shooter can go to P3 before going to P2. Their choice.	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



A

Stage 5

DEFENSIVE PISTOL

LIPSA	STAGE NAME: Revolver Ready
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata, Nick Bonis
SCENARIO: The one time in your life you get into a gunfight, and you're carrying a revolver!! What are the chances? Shake it off. Rely on your training. There's 9 of them. You have 18 rounds. Make em count.	
POSITION: Standing with hands flat on X's. Gun is loaded and holstered.	
PROCEDURE: At signal, engage T1-T4 from P1. Advance to P2 and engage T5-T7 through port. Step over to P3 and engage T8 and T9. All targets must be engaged in Tactical 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

