

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! **Note: PCC and CO now have their own divisions.**

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.

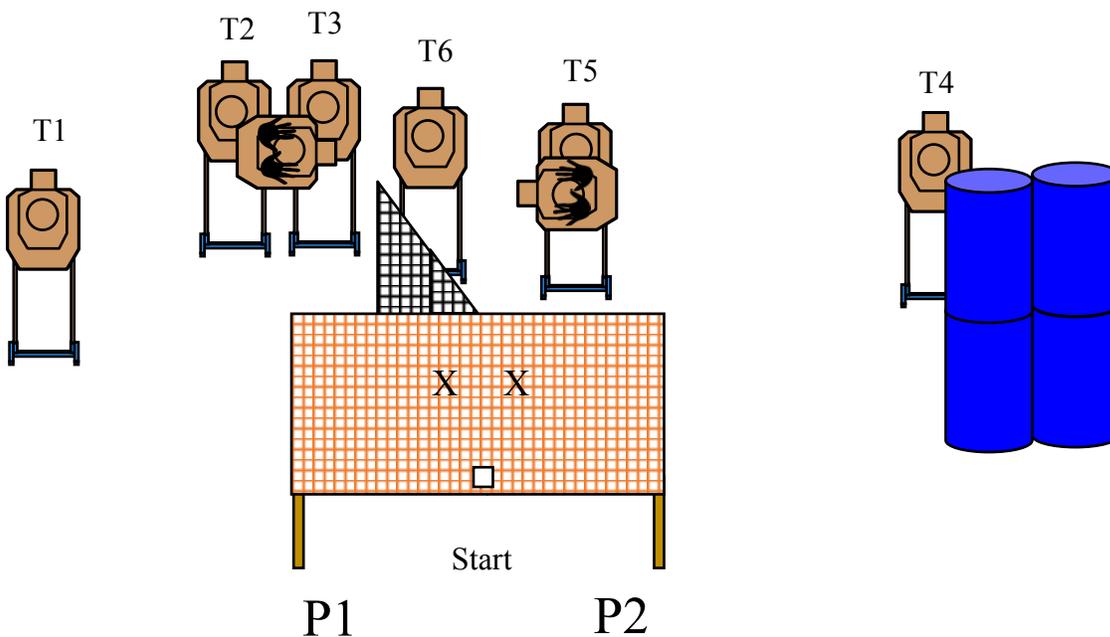
CO (Carry Optics)- Any 9mm or larger handgun with a SLIDE mounted optic. To start, gun is loaded with 10 rounds in magazine and one in chamber (Optional). All other mags loaded to 10 rounds unless otherwise specified in course description.

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. 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

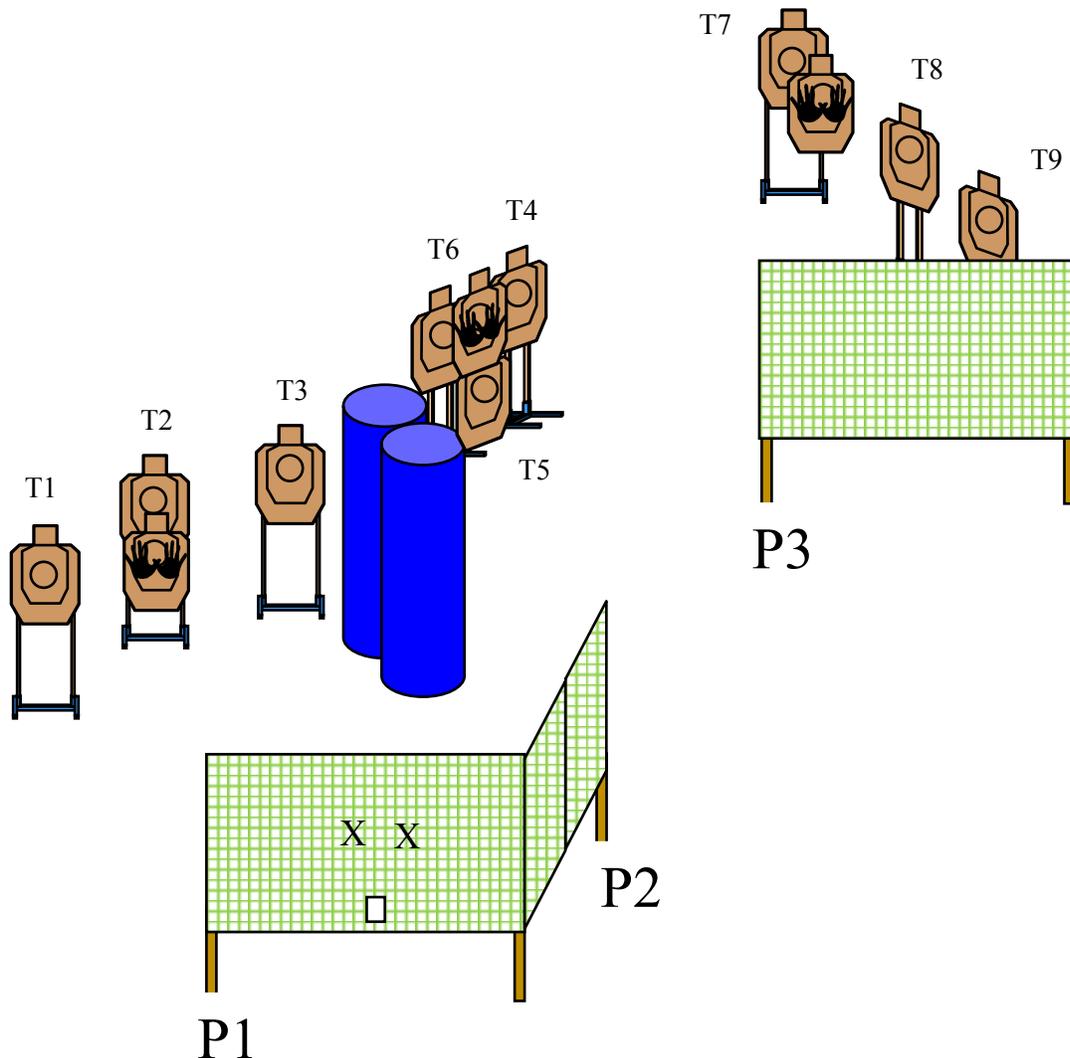
LIPSA	STAGE NAME: Hostage Rescue
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENERIO: There's some hostages and some bad guys. Shoot the bad guys. Not the hostages. Sometimes life is easy!	
POSITION: Standing with hands flat on X's. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle of gun touching mark on wall.	
PROCEDURE: At signal, engage T1-T3 from left side of wall. Engage T4-T6 from right side of wall. Targets must be engaged in Tactical Order. You can start on either side.	SCORING: Vickers, 18 Rounds SCORED HITS: Best 3 per target TARGETS: 6 IDPA PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired



Stage 1
(Pit 4)

Defensive Pistol

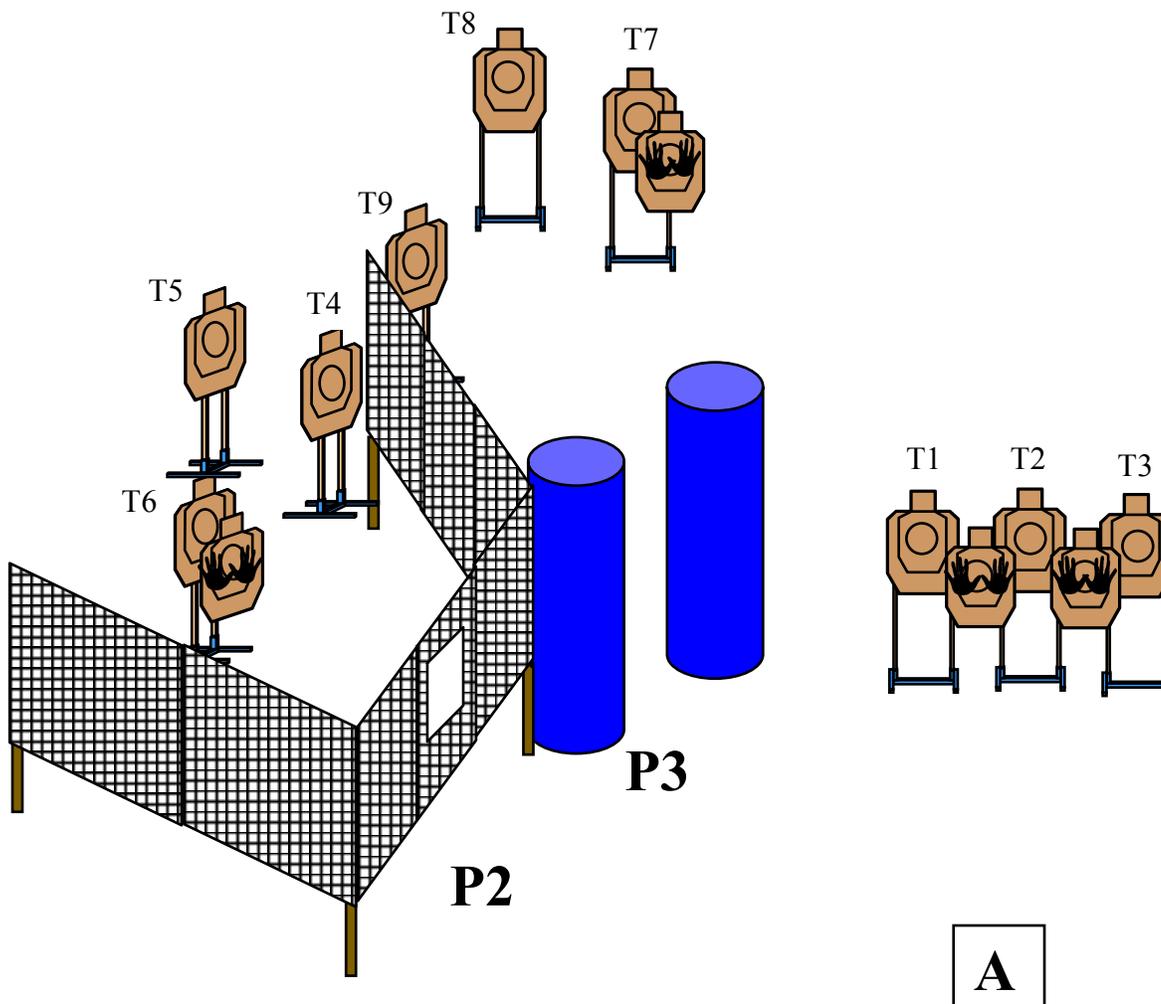
LIPSA	STAGE NAME: Glocked & Locked
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO:	
POSITION: Standing with hands flat on X's. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle of gun touching mark on wall.	
PROCEDURE: At signal, advance to P1 and engage T1-T3. Go to P2 and engage T3-T6. Then go to P3 and engage T7- T9 from left 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



Stage 2
(Pit 5)

DEFENSIVE PISTOL

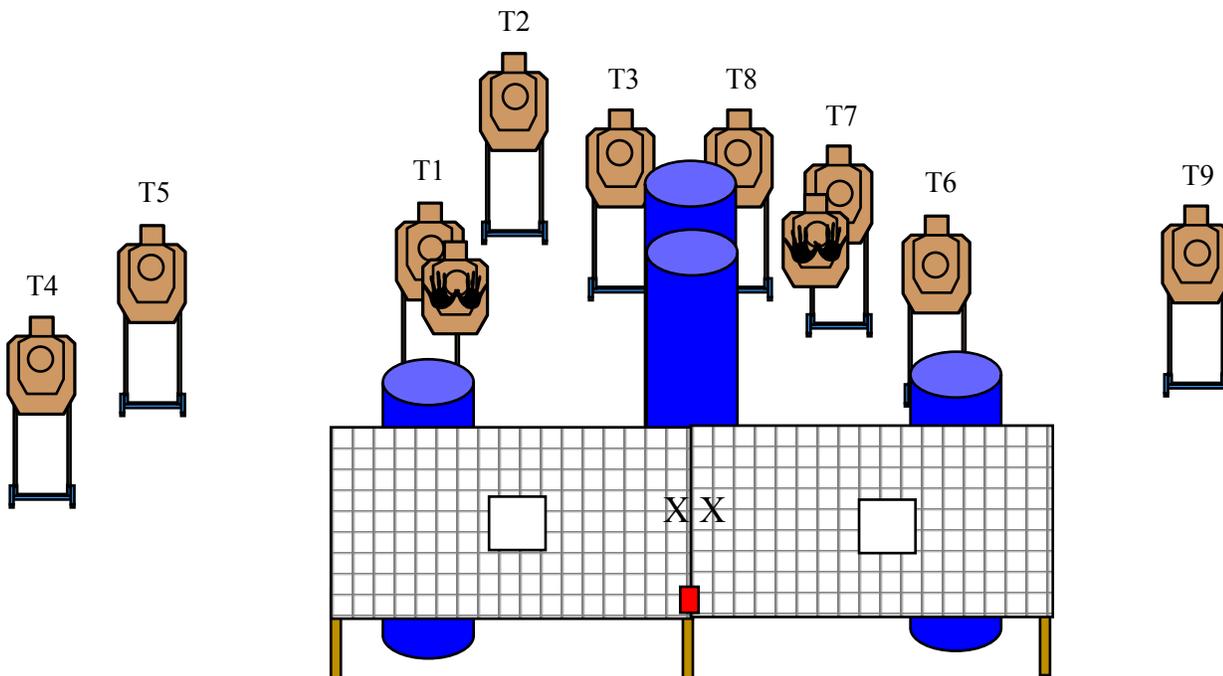
LIPSA	STAGE NAME: Armed -N- Dangerous
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: You're armed and you're dangerous. This is a bad time for bad guys to mess with you. But, bad guys aren't known for their brains. Show them what a good, armed and dangerous man can do.	
POSITION: Standing in Box A, wrists above shoulders. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Butt against belt and held in weak hand. Strong hand is above shoulder.	
PROCEDURE: At signal, engage T1-T3 from Box A. Then go to P2 and engage T4-T6 through port. Step over to P3 and engage T7-T9. T4-T9 must be engaged in Tactical Order. (Not T1-T3).	SCORING: Vickers, 18 Rounds SCORED HITS: Best 2 per target TARGETS: 9 D.P. Targets PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired



Stage 3
(Pit 6)

Defensive Pistol

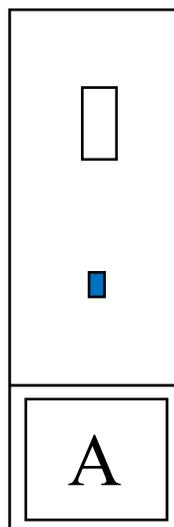
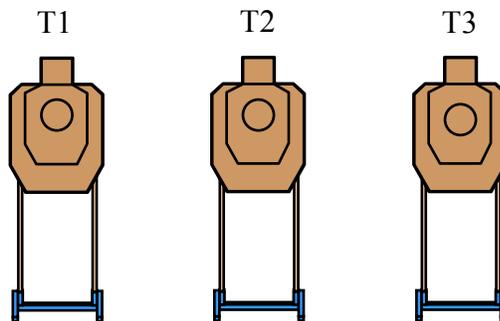
LIPSA	STAGE NAME: Ports and Punks
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: I hate punks. Everyone does. They're little guys with big attitudes. They think they're tough cause they travel in groups. Well guess what little men...you're messing with the wrong hombre. Show these little men what one big guy with a gun can do.	
POSITION: Standing with hands flat on X's. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle of gun touching mark on the wall.	
PROCEDURE: At signal, engage T1-T3 and T6-T8 through ports. Engage T4, T5 and T9 from outside of walls. 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
(Pit 7)

DEFENSIVE PISTOL

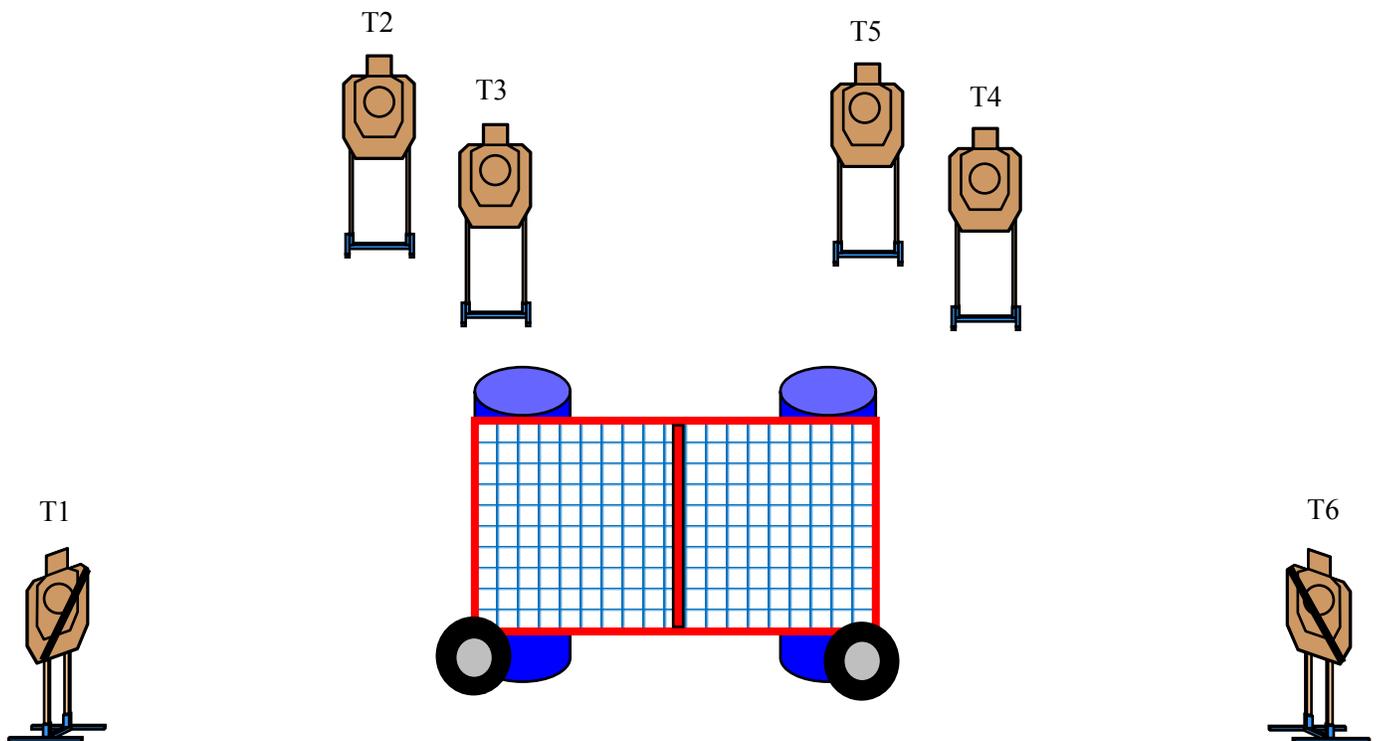
LIPSA	STAGE NAME: Slide Locking
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: Standards Exercise	
POSITION: Standing in Box A, hands relaxed at sides. Gun is loaded with 6 rounds only and holstered. All other mags are loaded to 6 rounds only. Rifle start is gun and all mags loaded to 6 rounds only. Safety on. Muzzle touching mark on wall.	
PROCEDURE: At signal, engage T1-T3 with 2 rounds each from left side of wall, from right side of wall and through port. All reloads must come from slide lock. There is no Tactical Order.	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 5
(S Pit 1)

DEFENSIVE PISTOL

LIPSA	STAGE NAME: Oldie, but a goodie
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: As you're coming out of the movies, you notice a bunch of bozos trying to steal your car. Your car is old, but you still love it. You're not gonna let these low life's get it. Drop your keys. Grab your gun. This is America. The good guys still have rights...don't we?	
POSITION: Standing in Box A, holding car keys in strong hand. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held in weak hand. Car keys held in strong hand.	
PROCEDURE: At signal, drop keys, then engage T1 and T6 from Box A. Advance to wall and engage T2 and T3 from left side. Engage T4 and T5 from right side. T2-T5 must be engaged in Tactical Order. All targets get 3 rounds each.	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
(S Pit 2)