

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.

LIPSA
Defensive
Pistol

Stage Name: Sunning & Gunning

RULES: Practical Shooting Handbook, Latest Edition **Course Designer: Michael Linsalata**

SCENERIO: It's Sunday. It's beautiful out. You worked hard all week, and now your plan is to lay out for a little while and get some sun. You have your chair. Your radio. Your cooler. And of course...your loaded gun. The problem with having a plan is bad guys don't care about plans. Grab your loaded gun. Take out the guys from the porch first. Then go check the house for more bad guys. You know they're cowards and like to travel in herds.

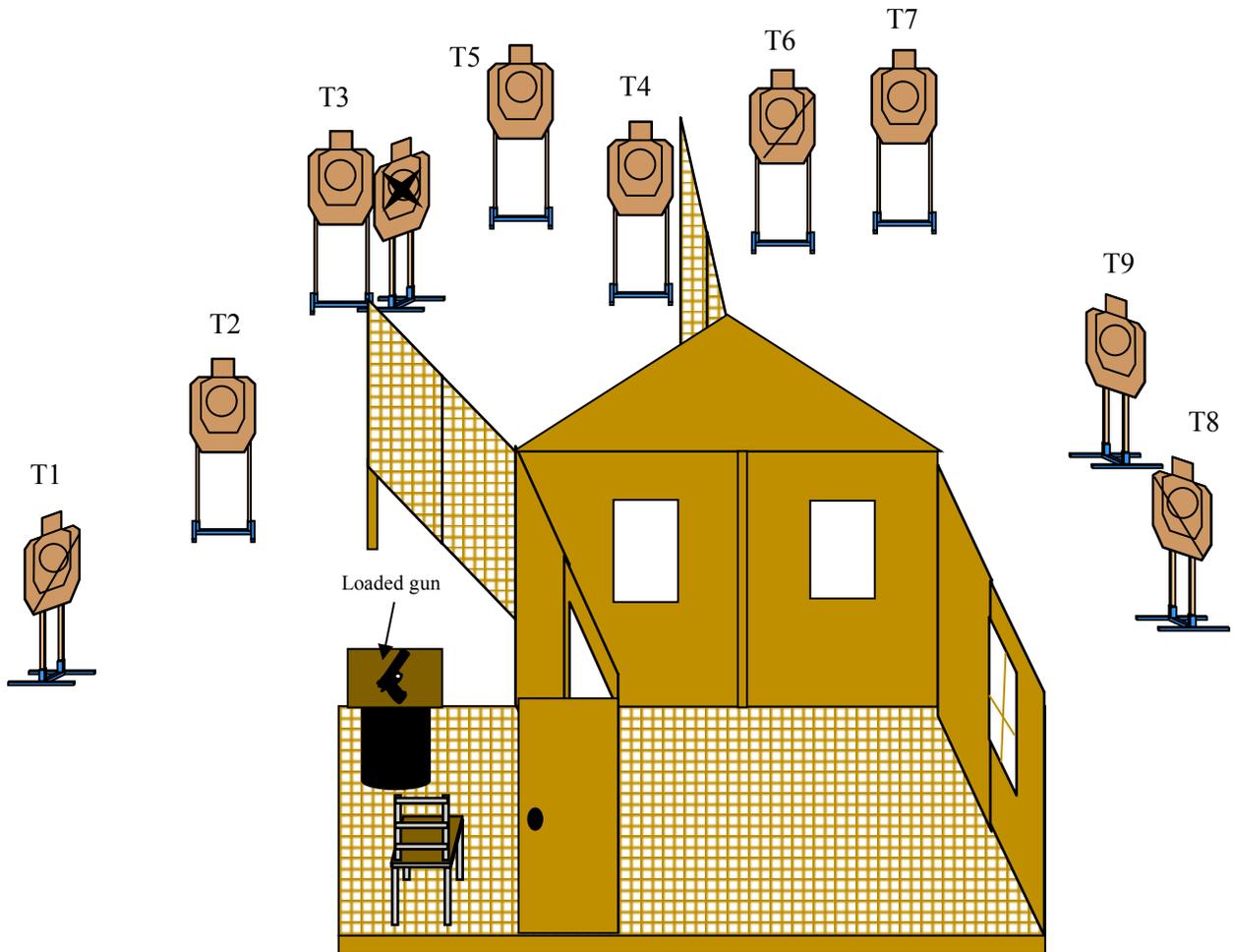
START POSITION: Sitting in chair with head back and legs stretched out. Loaded gun on barrel.

STAGE PROCEDURE

At signal, pick up loaded gun from barrel and engage all targets as they become visible from porch and through windows. **(All targets must be engaged in Tactical Order).**

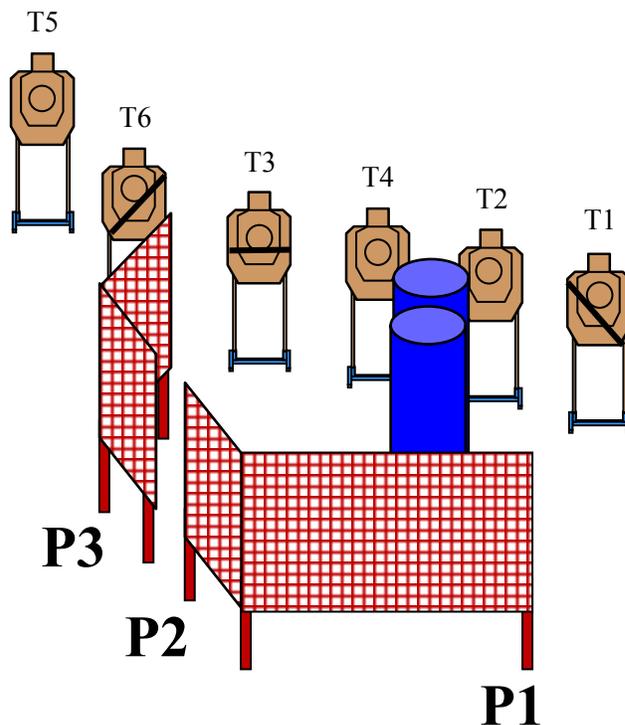
SCORING

SCORING: Vickers, 18 rounds
TARGETS: 9 IDPA
SCORED HITS: Best 2 per target
START-STOP: Audible-Last Shot
PENALTIES: Standard



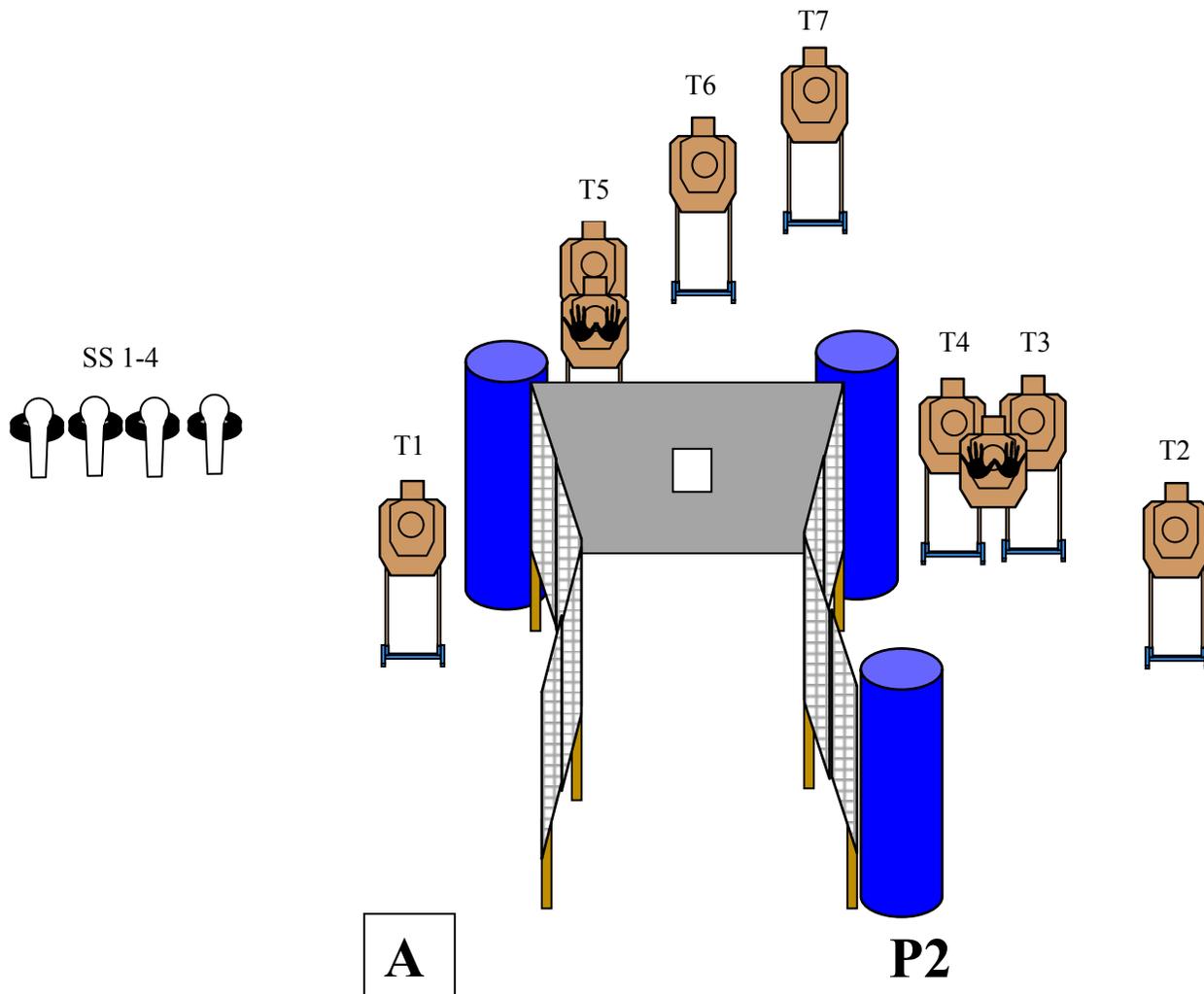
DEFENSIVE PISTOL

LIPSA	STAGE NAME: Powder Burn
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata, Kevin O'Brien
SCENARIO: There's a bunch of bad dudes. They're so close, when you shoot them, they might get powder burns on their ugly faces. It's late. I couldn't think of anything else.	
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 and T2 from P1. Go to P2 and engage T3 and T4. Then from P3, engage T5 and T6. Targets must be engaged in Tactical Order. They all 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



DEFENSIVE PISTOL

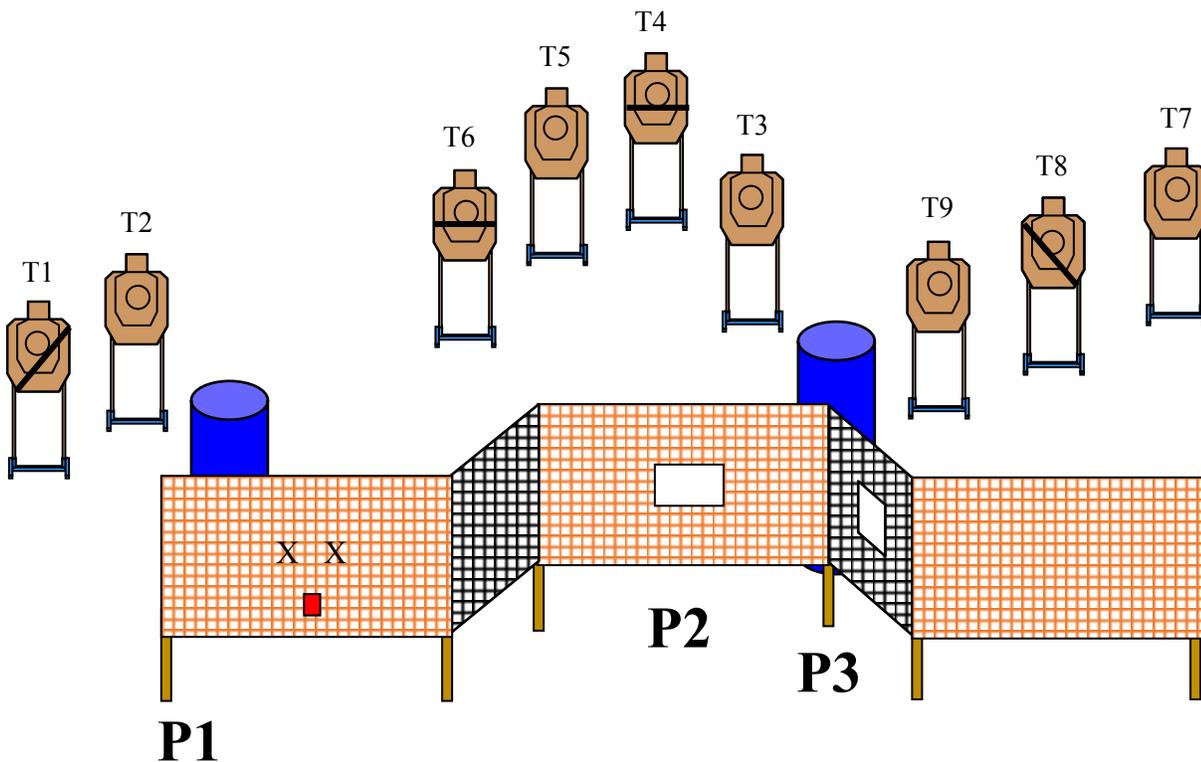
LIPSA	STAGE NAME: Explosive Decision
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: You've been following a drug cartel for months. They're getting children hooked on this deadly substance. You're not gonna let that happen. You've attached explosives too the piles of drugs. You press the remote! Nothing. You're gonna have to shoot them to set them off. A guard sees you. Take him out. Activate the explosives. Shoot anyone else that gets in your way.	
POSITION: Standing in Box A, holding remote in strong hand. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Holding remote in strong hand. Gun held at Low Ready.	
PROCEDURE: At signal, engage T1 and SS1-4 from Box A. Advance to P2 and engage T2-T4. Advance to Port and engage T5-T7 through it. Targets must be engaged in Tactical Order.	SCORING: Vickers, 18 Rounds SCORED HITS: Best 2 per target, kd steel TARGETS: 7 IDPA Targets, 4 steel PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired



Stage 3

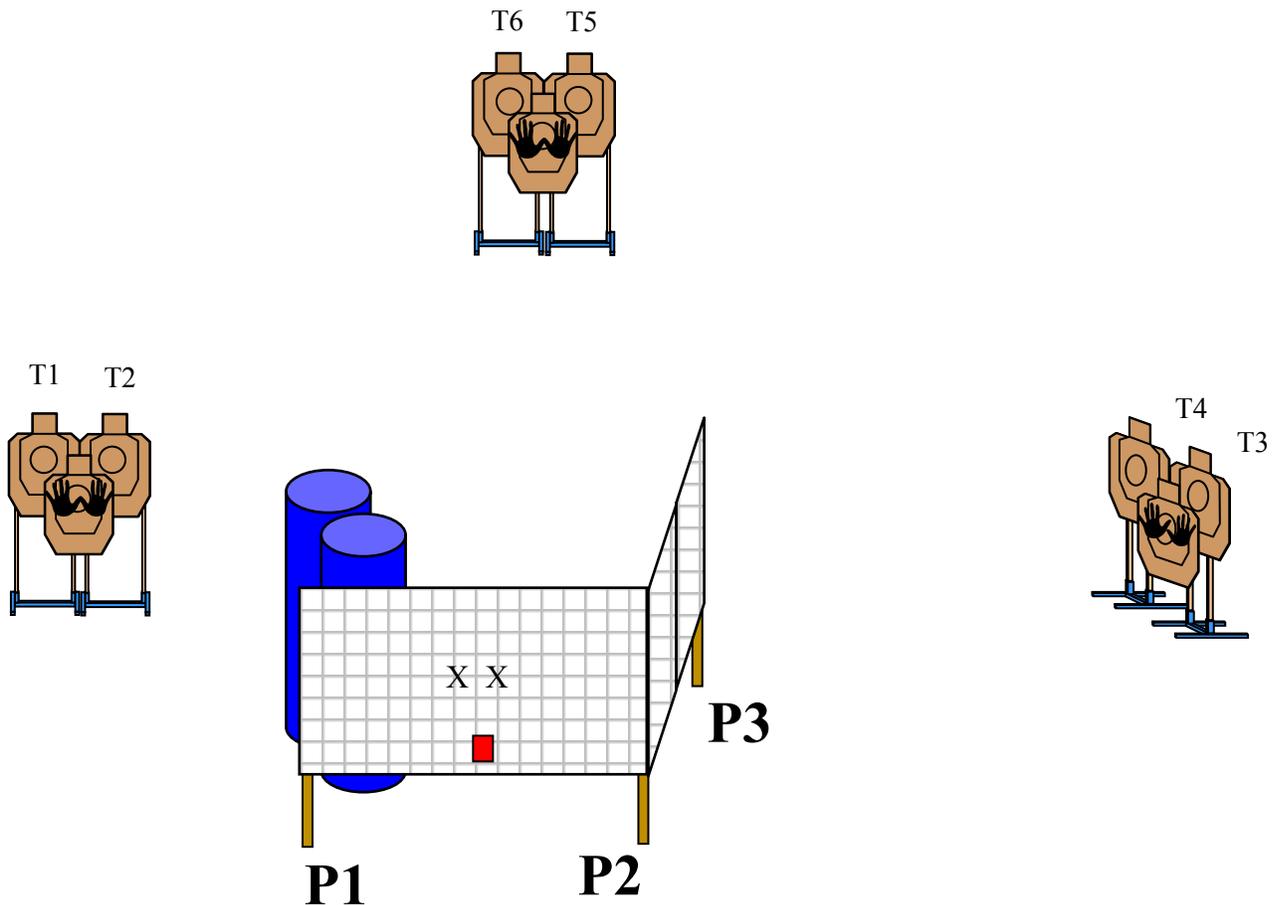
DEFENSIVE PISTOL

LIPSA	STAGE NAME: Time Loop
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: You're stuck in a Time Loop. You're reliving the same day over and over and over...you get the idea. The only way out of it is to take down the 9 Time aberrations in the correct order. That's the only way to destroy the Time Loop and put you back on track to live out your life. Don't mess up. You'll go crazy if you have to do it again...and again!	
POSITION: Standing with hands flat on X's. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on wall.	
PROCEDURE: At signal, go to P1 and engage T1 and T2. Then go to P2 and engage T3-T6 through port. Then to P3 and engage T7-T9 through port. 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: Pairs of Punks	
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata	
SCENARIO: There's a bunch of punks. They like to hang out in pairs. They also have hostages. Shoot the punks. Not the hostages. Put 3 rounds in them. Why? Because they're punks! That's why!		
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 wall.		
PROCEDURE: At signal, engage T1 and T2 from P1. Go to P2 and engage T3 and T4. Advance to P3 and engage T5 and T6. Targets must be engaged in Tactical Order. They 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	



DEFENSIVE PISTOL

LIPSA	STAGE NAME: Rocky Road
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: Your wife is pregnant. She is craving Rocky Road ice cream. Like a good and smart husband, you go out and get it...as fast as you can. When those cravings come, look out!!! As you're approaching your home, you see a group of gang bangers surrounding it. I'm sure there's more inside with your wife and unborn child. Take down the ones outside first. Then go put the ones inside out of their misery. Remember, they're inside with your craving wife. And she doesn't have her Rocky Road yet.	
POSITION: Standing in Box A, holding ice cream in strong hand. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle pointed down range. Ice cream held in strong hand.	
PROCEDURE: At signal, drop ice cream and engage T1 and T2 from Box A. While on the move to P2, engage T3-T5. Then from P2, engage T6-T9. 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

