

L.I.P.S.A.- Defensive Pistol Match

Welcome to L.I.P.S.A.'s DEFENSIVE PISTOL match. If you've ever shot IDPA at Freeport before, you'll feel right at home here. **We're also trying out 2 new divisions, BUG and NFC.** Rules and restrictions are below. Also below are the divisions and some of the rules we'll be following.

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.

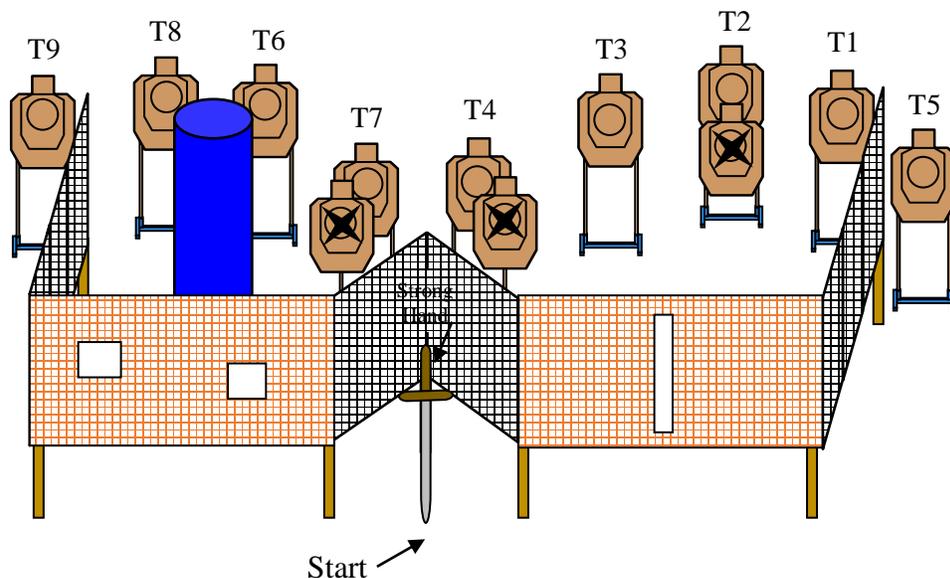
BUG (Back Up Gun)- Any automatic, .380 or larger with a 3 ½ in barrel or less. Or any 6 shot revolver with a 2 ½ in barrel or less. Autos are loaded with 6 rounds in the magazine and 1 in the chamber (Optional). Revolvers are loaded to 6 rounds.

NFC (Not For Competition)- Bring your 22. Bring your Limited gun. Bring your Carry Optics. You can even bring your Open gun. 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.

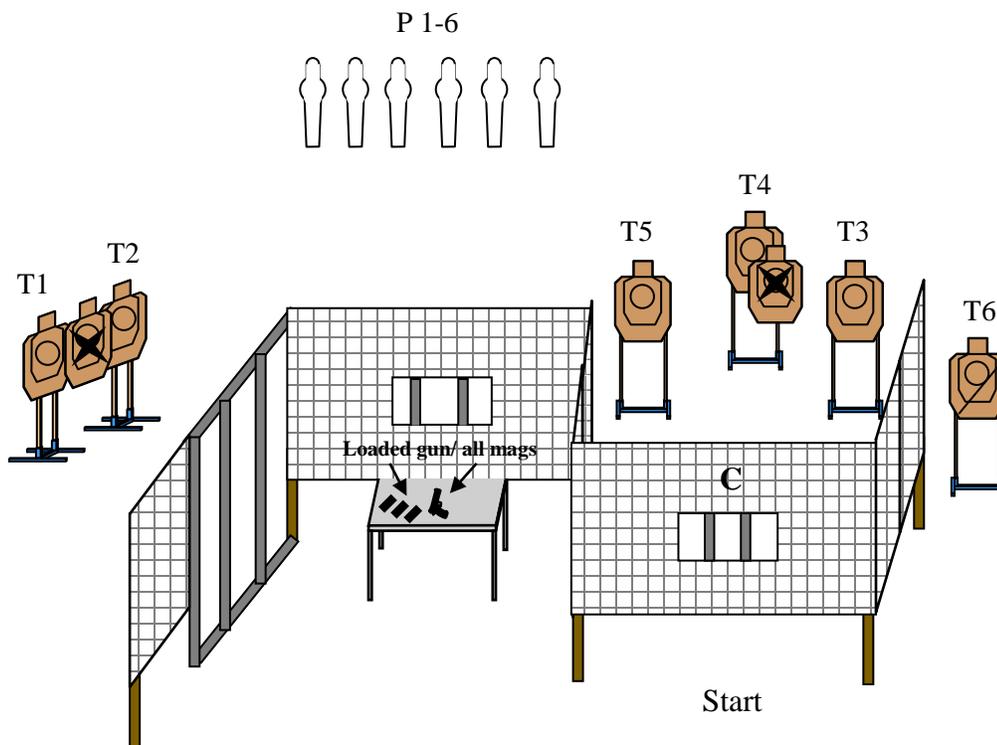
DEFENSIVE PISTOL

LIPSA	STAGE NAME: Target Slayer
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: You've been binge watching Game of Thrones and Spartacus. It's time you bought your own sword so you can be a gladiator too. Make believe, though it may be. You found the perfect one. You're about to draw it and look at its shiny blade when you hear a scuffle. You see a group of men carrying modern day swords. Take them out. Show them how a true gladiator fights in the arena.	
POSITION: Standing in front of sword, holding handle with strong hand. Gun is loaded and holstered.	
PROCEDURE: At signal, engage all targets as they become visible through ports and from side 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



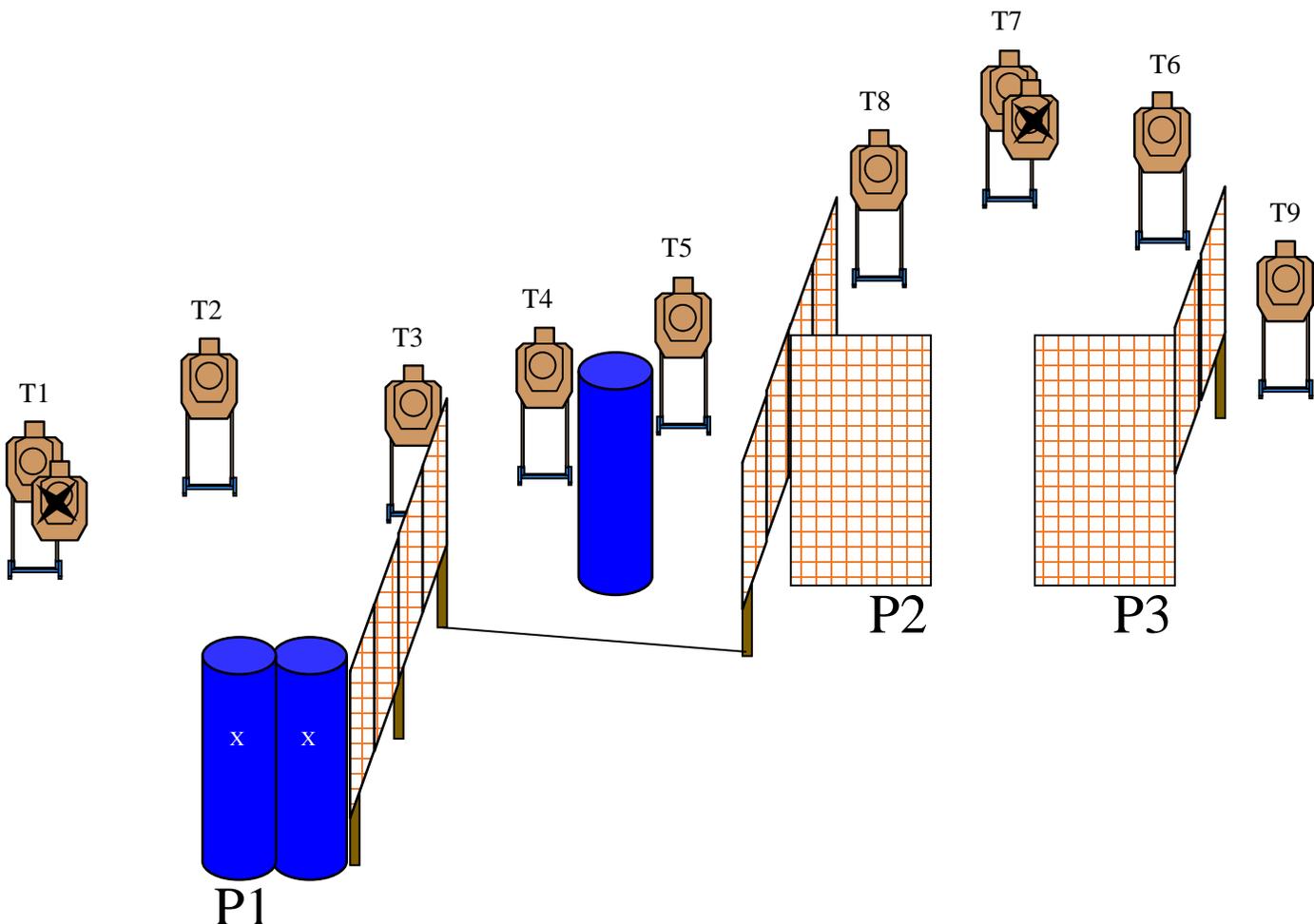
DEFENSIVE PISTOL

LIPSA	STAGE NAME: Big House Breakout
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: You're visiting your brother in law in jail. He's pretty much of an idiot, but he is family. As you're talking to him through the bars, alarms start screeching. The prisoners are trying to take over. There are 6 switches that close down the facility. The guard manning them is down. If someone doesn't get to those switches in time, these animals will get out and cause more havoc on the world. Get to the guard both. Grab his gun and extra ammo. Shut down those switches first. Then take out any prisoners that are out. If your brother in law gets caught in the crossfire, who cares? He's an idiot.	
POSITION: Standing in front of Port C, hands relaxed at sides. Loaded gun and all mags on table.	
PROCEDURE: At signal, pick up loaded gun and all mags from table. Then engage P1-6, (Switches) through window. Engage remaining targets as they appear. (All targets must be engaged in Tactical order).	SCORING: Vickers, 18 Rounds SCORED HITS: Best 2 per target, kd steel TARGETS: 6 IDPA Targets, 6 Steel PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired



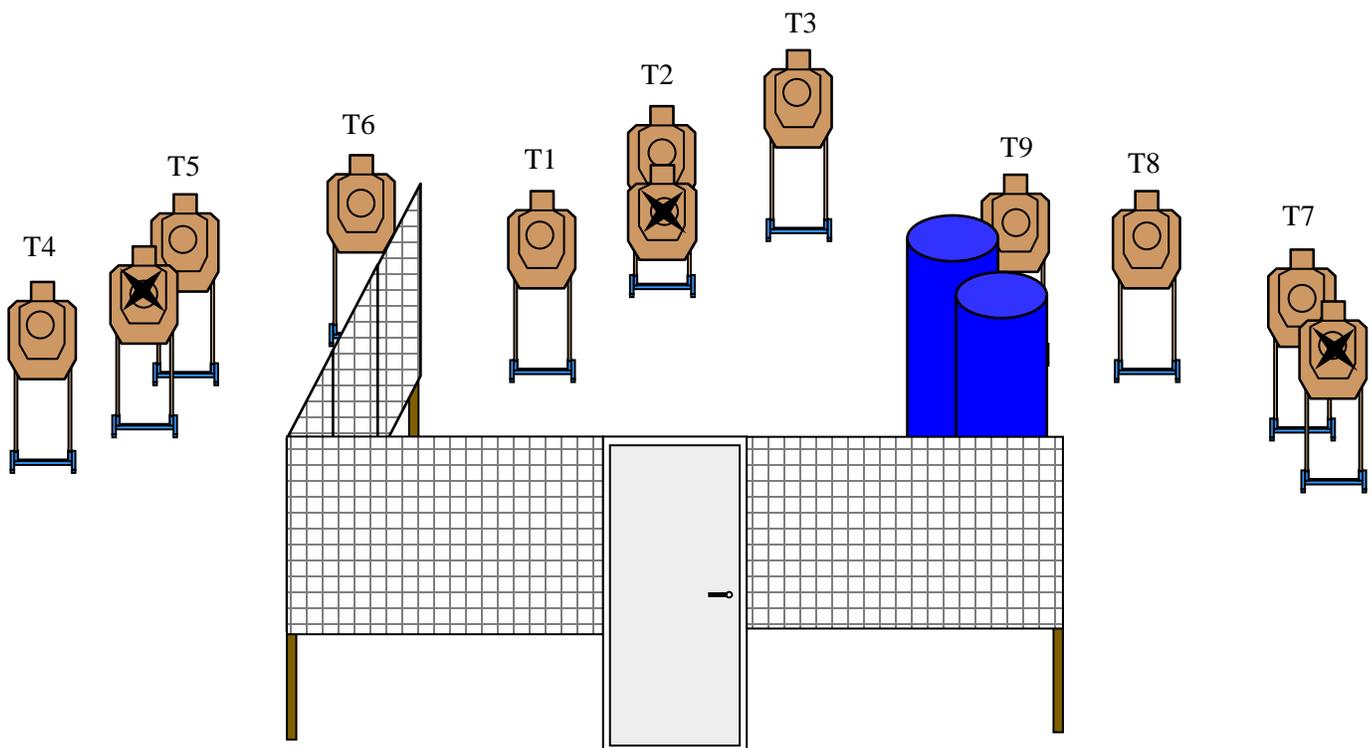
DEFENSIVE PISTOL

LIPSA	STAGE NAME: Quiet Riot
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
SCENARIO: It's not a full-fledged riot. It's a small quiet one. But even small ones can get out of hand in a hurry. Put the rioters down. Put them down fast. Get home by 9:00 pm. A new Walking Dead episode is on.	
POSITION: Standing at P1 with hands flat on X's. Gun is loaded and holstered.	
PROCEDURE: At signal, engage T1-T3 in Tactical order. Perform a reload with retention and engage T4 and T5 while on the move to P2. From P2, engage T6-T8. Step over to P3 and engage 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



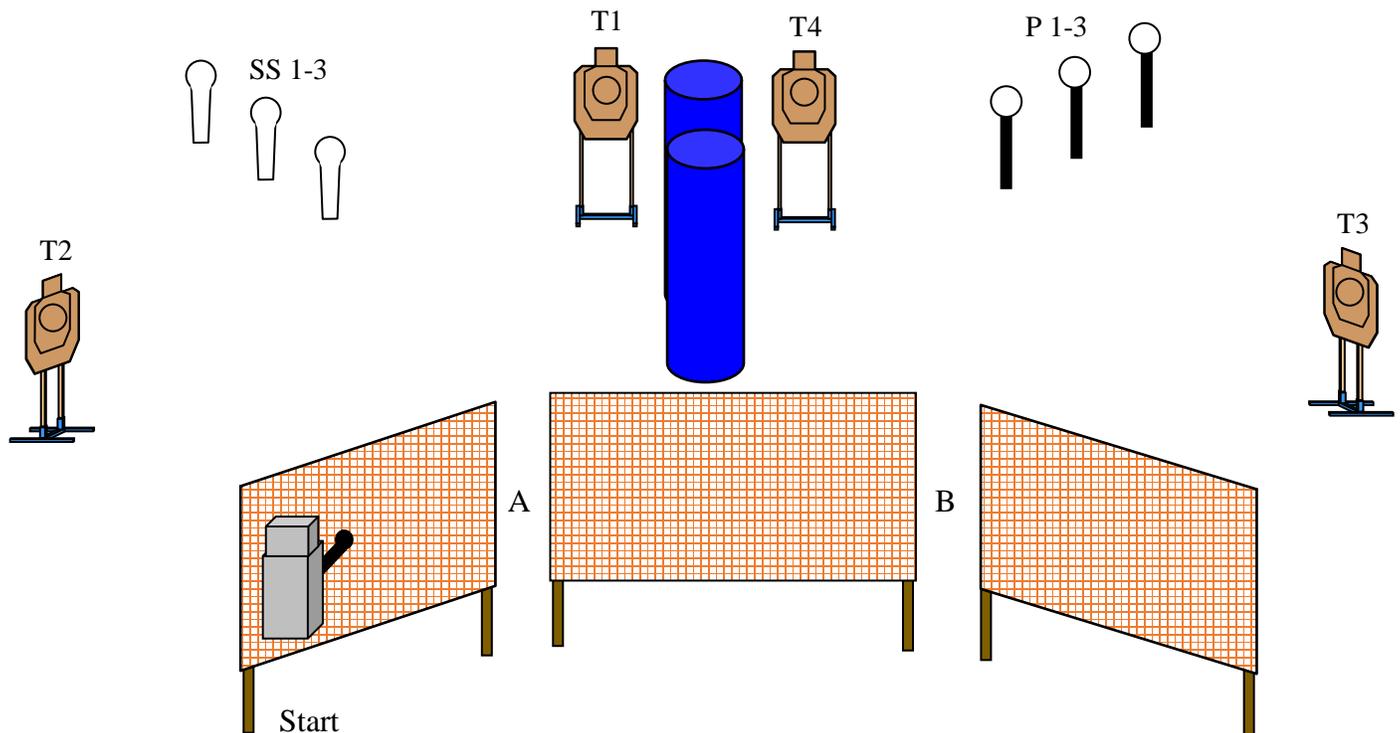
DEFENSIVE PISTOL

LIPSA	STAGE NAME: “What’s behind door number 1”?	
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata	
SCENARIO: I’ll tell you what’s behind door number 1. Bad guys!!!! It’s always Bad guys. They’re everywhere. Thankfully, you’re a Good Guy, (Or girl). Open the door, take out those Bad guys first. Then go to both sides of the house and take out those Bad Guys too. I hate Bad Guys!!!		
POSITION: Standing in front of door, hands relaxed at sides. Gun is loaded and holstered.		
PROCEDURE: At signal, open door and engage T1-T3. Go either right or left and engage targets from that side of wall. Then go to other side and engage targets from that side. (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: City of Sin	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
<p>SCENARIO: You're in Las Vegas!! The City of Sin. You're a good boy though. You're not there to sin. Just have a little fun, and play a few slots. Make a few bucks. You're running dangerously low on primers and Area 8 is right around the corner. JACKPOT!!!! You win 5 thousand in quarter slots. You're getting primers. Powder. Heads. Damn! You're getting a whole new DVC to be backup to your already new DVC. Life just got good. But wait. The old folks are angry. They have that killer look in their eyes. They want that money. They've been coming here for decades and haven't won anything. Draw your weapon. Take them down. Use 3 rounds if you have to. You're not losing that money to anyone.</p>		
<p>POSITION: Standing in front of slot machine, strong hand on handle. Gun is loaded and holstered.</p>		
<p>PROCEDURE: At signal, engage T1, SS1-3 and T2 through opening A. Advance to Opening B and engage T3, P1-3 and T4. (All targets get 3 rounds each. Steel must fall to score).</p>	<p>SCORING: Vickers, 18 Rounds SCORED HITS: Best 3 per target, kd steel TARGETS: 4 IDPA Targets, 6 steel PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired</p>	



DEFENSIVE PISTOL

LIPSA	STAGE NAME: All Around Adam's World	
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata, Adam Gordon	
SCENARIO: You are Adam Gordon and your life is not easy. You work all day. You ump baseball all night. The kids are yelling at you. The parents are yelling at you. Your boss is yelling at you. On top of all that... YOU'RE GETTING MARRIED IN A MONTH!!!! You know what that means, right? Your parents are yelling at you. Her parents are yelling at you. She's yelling at everybody. You just need a break. You go outside for a little fresh air, and there are bad guys everywhere. Guess what? They're yelling at you too!! WTF? It's time to release some anger. I suggest releasing it on the bad guys, not your family. Just sayin'.		
POSITION: Standing with hands on X's. Gun is loaded and holstered.		
PROCEDURE: At signal, engage T1-T4 and S1 from left side of wall. Engage T5-T8 and S2 from right side of wall. (All targets must be engaged in Tactical Order. You can start on either side).	SCORING: Vickers, 18 Rounds SCORED HITS: Best 2 per target, kd steel TARGETS: 8 IDPA Targets, 2 steel PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired	

