

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: Winter Warm Up

RULES: LIPSA Defensive Pistol Course Designer: Michael Linsalata

SCENERIO: You figure it's cold and the bad guys would leave you alone. Yeah, that's not gonna happen. Maybe they just want to warm themselves by your fireplace, but most likely they're looking to do bad things. Maybe you can warm them up with hot lead!!

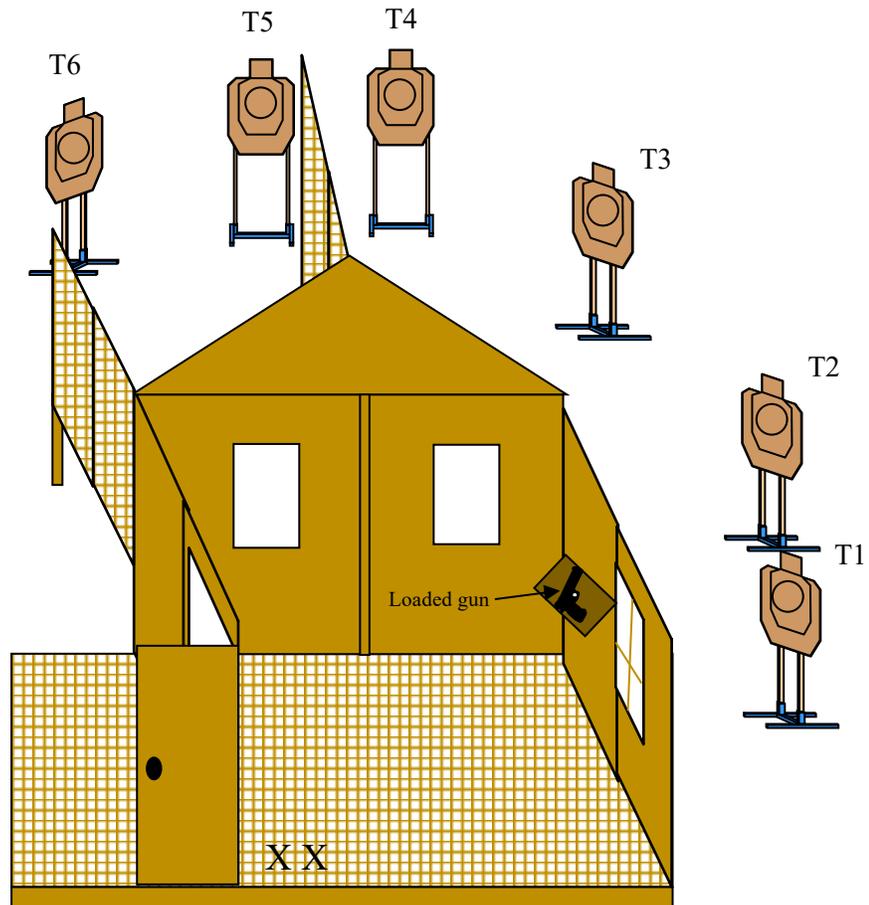
START POSITION: Standing on X's, hands relaxed at sides. Loaded gun on shelf. Rifle has same start position.

STAGE PROCEDURE

At signal, retrieve loaded gun from shelf. Then engage T1-T6 as they become visible through windows. Targets must be engaged in Tactical Order.

SCORING

SCORING: Vickers, 18 rounds
TARGETS: 6 IDPA
SCORED HITS: Best 3 per target
START-STOP: Audible-Last Shot
PENALTIES: Standard



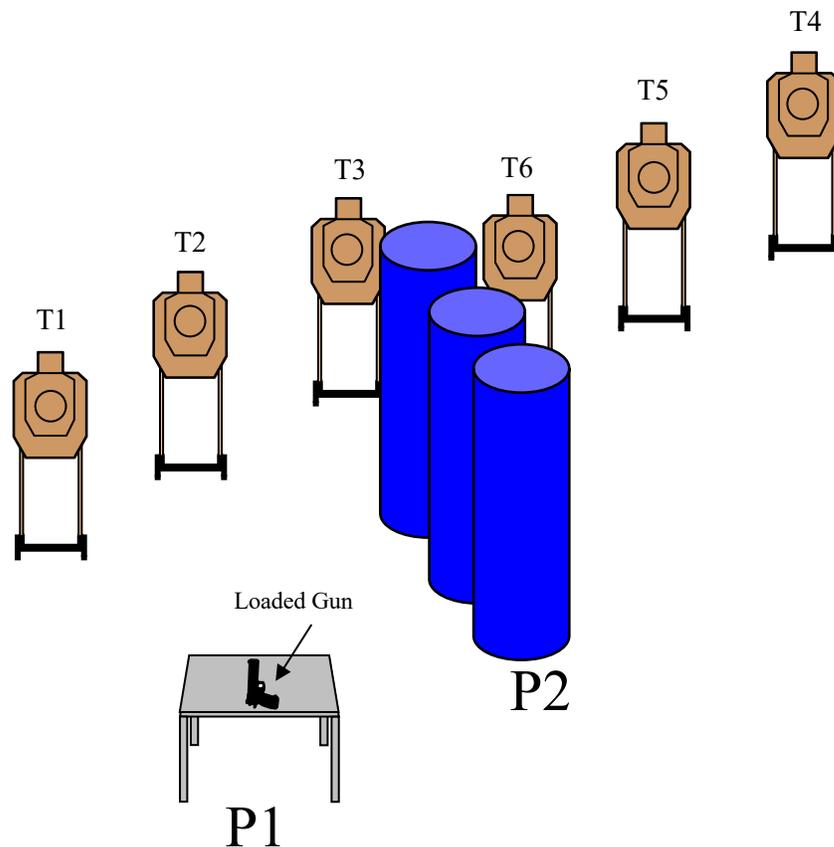
Stage 1



Defensive Pistol

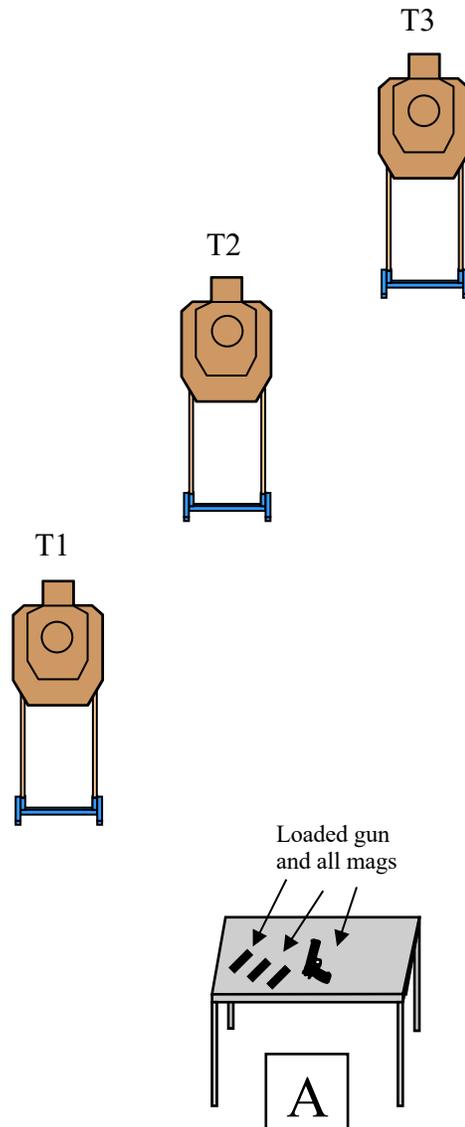


LIPSA	STAGE NAME: Too Cold For Comfort	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Too cold for a scenario. Just shoot the bad guys!!		
POSITION: Standing at P1 with wrists in surrender position. Loaded gun on table. Rifle has same start.		
PROCEDURE: At signal, pick up loaded gun from table and engage T1-T3 from behind table. Advance to P2 and engage T4-T6. All 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

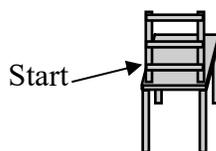
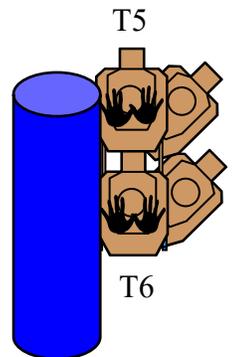
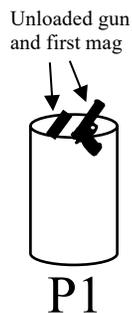
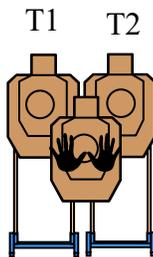
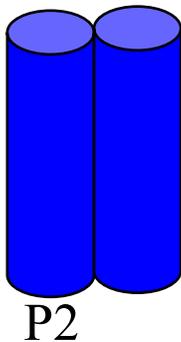
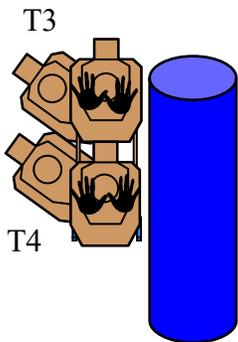
LIPSA	STAGE NAME: FAST SIXES	
RULES: Defensive Pistol	Course Designer: Michael Linsalata	
SCENERIO: Standard Exercise		
POSITION: Standing in Box A with wrists above shoulders. Gun is loaded with 6 rounds on table. All spare mags loaded with 6 rounds and placed on table.		
PROCEDURE: At signal, pick up loaded gun from table, engage T1 with 6 rounds each. Perform a mandatory reload from slide lock and engage T2 with 6 rounds each. Perform a second mandatory reload from slide lock and engage T3 with 6 rounds each. All reloads must come from table.	SCORING:	Vickers, 18 Rounds
	SCORED HITS:	Best 6 per target
	TARGETS:	3 IDPA
	PENALTIES:	Standard
	SIGNAL:	Start is standard beep; Stop Last Round fired



Stage 3

DEFENSIVE PISTOL

LIPSA	STAGE NAME: Mini Mart Madness	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: You're on vacation with your family and you stop to get some gas and snacks. You're waiting for your wife to get out of the restroom when gun wielding punks come in with bad intentions. There's a gun behind the counter, but the cashier's useless. It's time to take action!		
POSITION: Sitting in chair holding magazine in both hands. Unloaded gun and first mag on barrel. Rifle has same start.		
PROCEDURE: At signal, drop magazine and advance to P1. Pick up and load gun with mag from barrel. Then engage T1 and T2 with 3 rounds each. Advance to P2 and engage T3 and T4 from left side of wall with 3 rounds each. Advance to P3 and engage T5 and T6 from right side of wall with 3 rounds each. (There is no Tactical order).	SCORING: SCORED HITS: TARGETS: PENALTIES: SIGNAL:	Vickers, 18 Rounds Best 3 per target 6 D.P. Targets Standard Start is standard beep; Stop Last Round fired

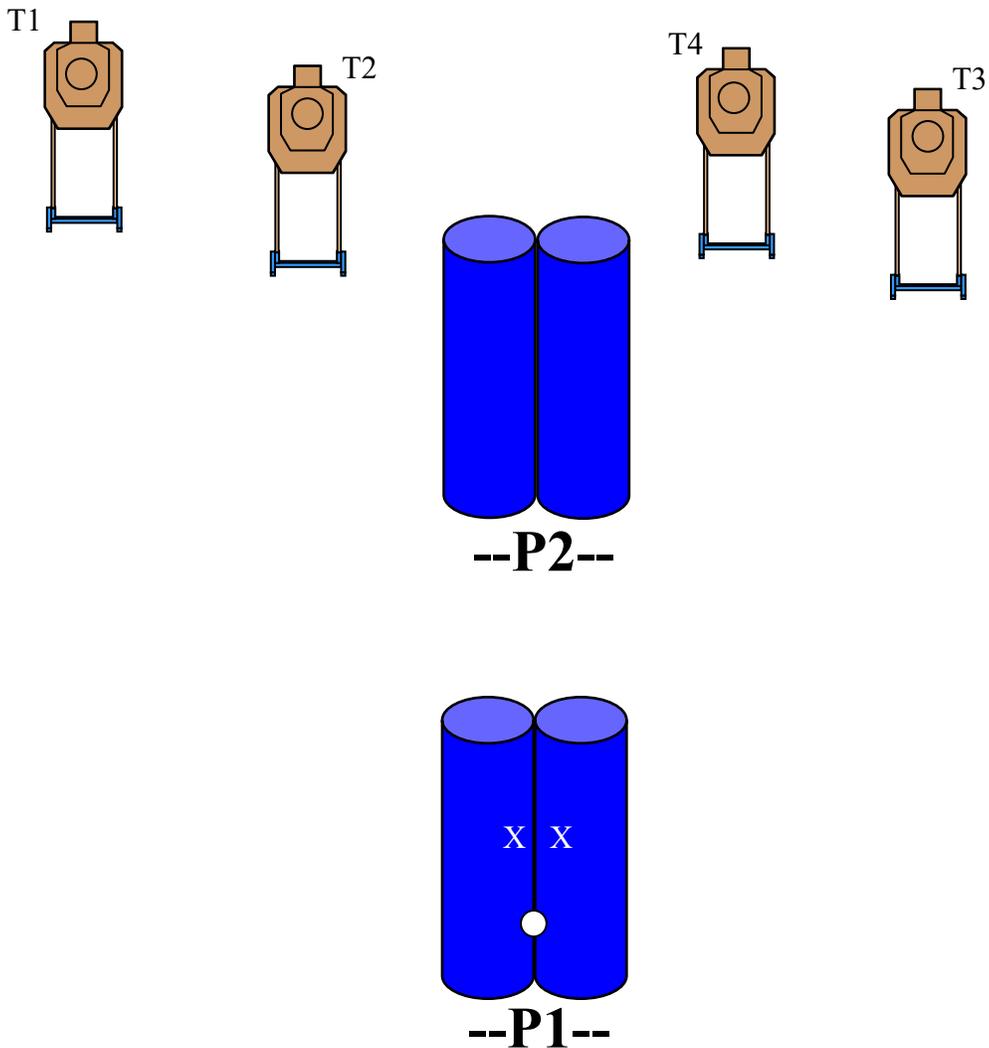


Stage 4



DEFENSIVE PISTOL

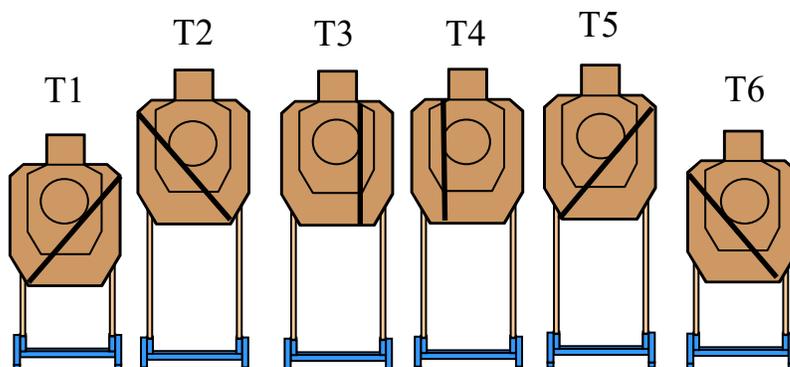
LIPSA	STAGE NAME: UN4GETTABLE
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata
POSITION: Standing at Position 1 (P1) with both hands flat on X's. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on barrel.	
PROCEDURE: At signal, engage T1-T4 with 3 rounds each in Tactical order from P1. Advance to P2 and engage T1-T4 with 1 round each to the head in Tactical order.	SCORING: Vickers, 16 Rounds SCORED HITS: Best 4 per target TARGETS: 4 IDPA PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired





DEFENSIVE PISTOL

LIPSA	STAGE NAME: Quick Draw!	
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata	
SCENARIO: Standards Exercise		
POSITION: Standing in Box A, wrists above shoulders. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held in weak hand. Strong hand above shoulder.		
PROCEDURE: At signal, engage T1-T6 with 2 rounds each to the body. Then re-engage T1-T6 with 1 round each to the head. Reload when necessary. (There is no tactical order).	SCORING: Vickers, 18 Rounds	
	SCORED HITS: Best 3 per target	
	TARGETS: 6 D.P. Targets	
	PENALTIES: Standard	
	SIGNAL: Start is standard beep; Stop Last Round fired	



A

Stage 6