

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 3.6 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 Open gun. You can even bring your AR (As long as there's no steel). 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.

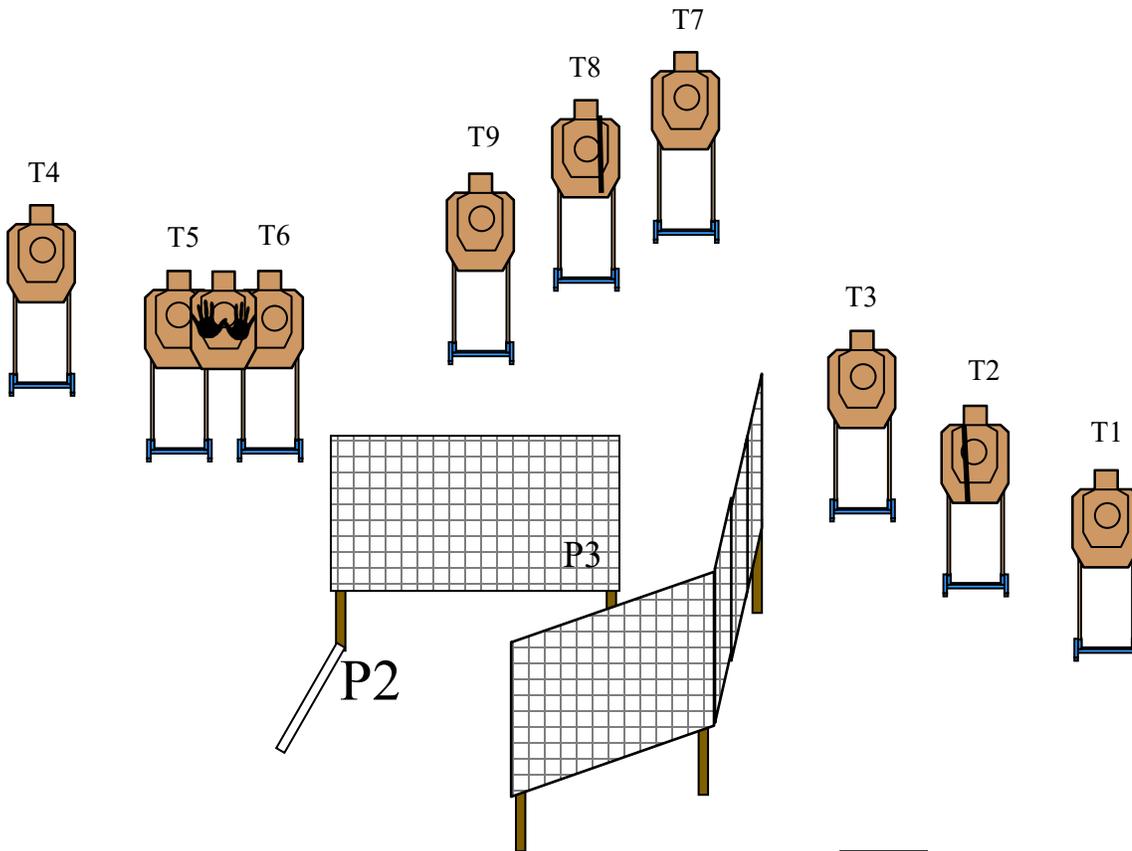
- **Holsters**- Any strong side belt holster. Speed rigs are ok for NFC. Inside pants holsters ok if they're made of polymer and hold their shape. Drop holsters ok too, as long as it's covered with cover garment.
- **Concealment**- All shooting must be done while wearing a cover garment. Vest, shirt or jacket. (Not for NFC).
- **Tactical Priority**- Targets must be engaged in Tactical Priority. 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: Zig-Zag	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: I've been thinking for a while on this one and I got nothing. You're zigging to the left to take down some ruffians. You're zagging to the right to take down some more. Sometimes you don't need an elaborate scenario to save the day!!		
START POSITION: Standing in Box A, hands relaxed at sides. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.		
PROCEDURE: At signal, engage T1-T3 from Box A. Advance to P2 and engage T4-T6. Step over to P3 and engage T7-T9. All targets must be engaged in Tactical Priority.	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

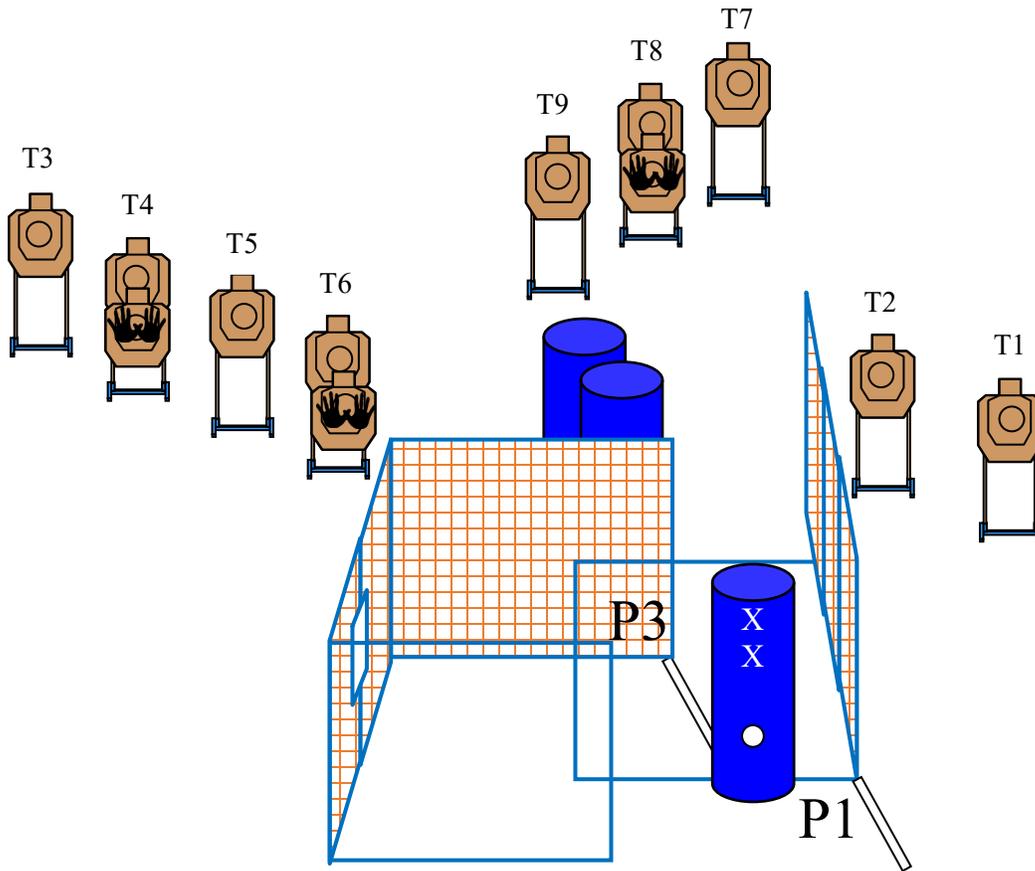
Stage 1
(Pit 4)



Defensive Pistol



LIPSA	STAGE NAME: Back On Track	
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata	
SCENARIO: You've been out of the game for a while. Covid 19 has kept you home. You're skills are a little rusty. It's time to get back on track though. Perfect timing too. There's a group of gang bangers creating havoc. They're armed to the teeth and they don't care who they hurt. Draw your weapon. It's like riding a bicycle. Show these evil doers that you still got it.		
START POSITION: Standing with hands flat on X's. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Touching mark on barrel.		
PROCEDURE: At signal, engage T1 and T2 from P1. Engage T3-T6 through Port. Then go to P3 and engage T7-T9. All targets must be engaged in Tactical Priority.	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	



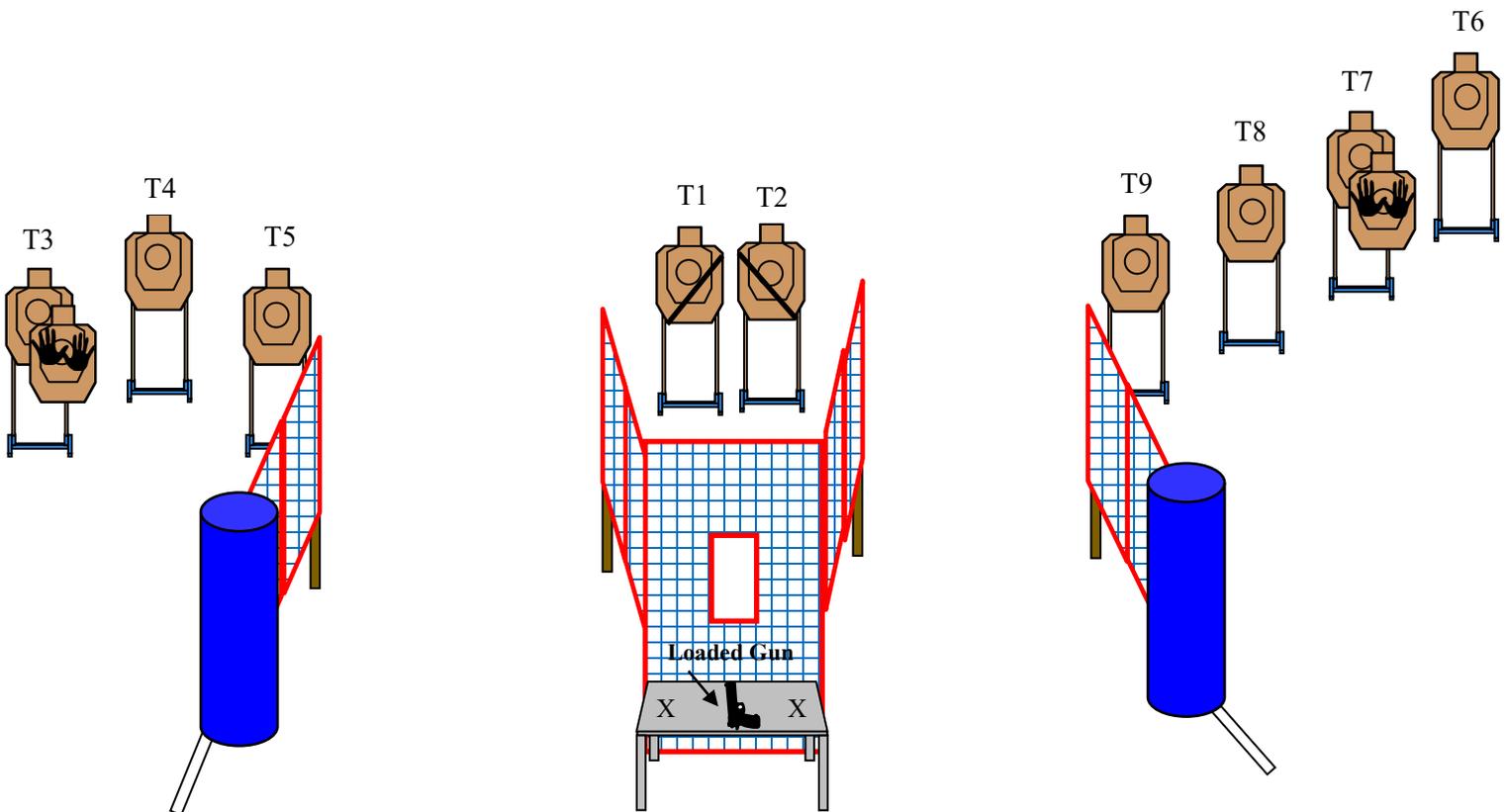
Stage 2
(Pit 5)



Defensive Pistol



LIPSA	STAGE NAME: Wild Bunch	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: You're working at your place of business. It's been in your family for generations. Everyone in the neighborhood goes there. They're like family too. When all of a sudden, a wild bunch of hoodlums come in and start tearing the place apart. They also take 2 of your elderly customer's hostage. You're not worried though. Under the counter you've strategically placed your weapon. Grab it. Defend your store. Save the innocents.		
START POSITION: Standing behind table with hands flat on X's. Gun is loaded and placed in middle of table. Rifle has same start position. (Safety is on).		
PROCEDURE: At signal, pick up loaded gun and engage T1 and T2 from behind table, through port. Engage T3-T5 from left side of wall. Engage T6-T9 from right side of wall. All targets must be engaged in Tactical Priority.	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	



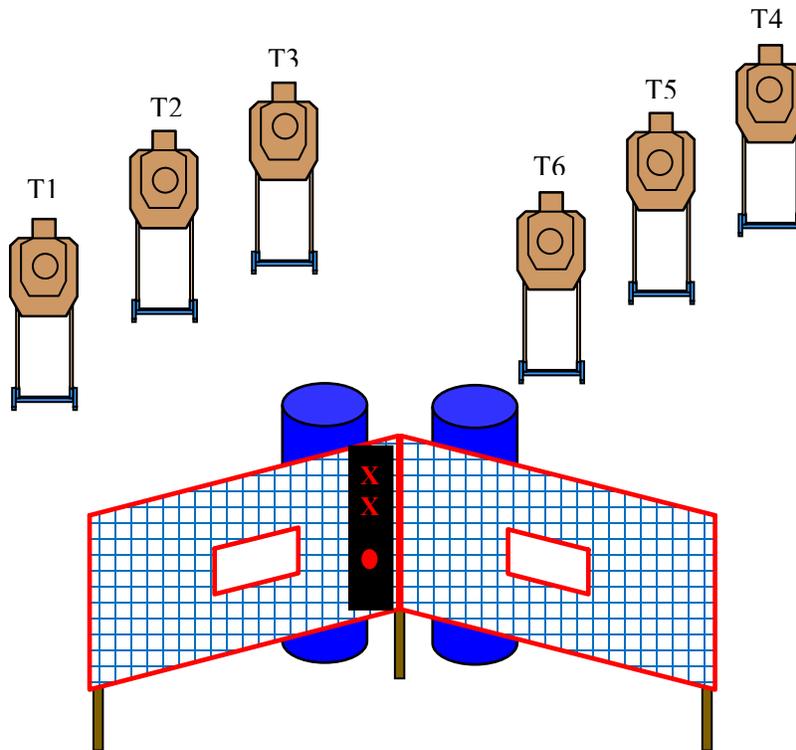
Stage 3
(Pit 6)



Defensive Pistol



LIPSA	STAGE NAME: Rosedale's Reunion	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Mike Rosedale is going to his 20 year high school reunion. Mike was a bit of a rebel in high school. He hung out with group of roughnecks too. He left that all behind as he got older. Got married. Found a career. Mike also believes in his 2 nd amendment right to carry. Tonight he has on his Sig P365. Why? Because you never know when trouble will find you. Those roughnecks he hung out with as a teenager have graduated to gangsters. They're terrorizing all the pretty ladies that he grew up with. This is why we carry a gun. Cause you never know...		
START 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, engage T1-T3 through left port. Engage T4-T6 through right port. Ports can be used in any order. Targets must be engaged in Tactical Priority.	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	



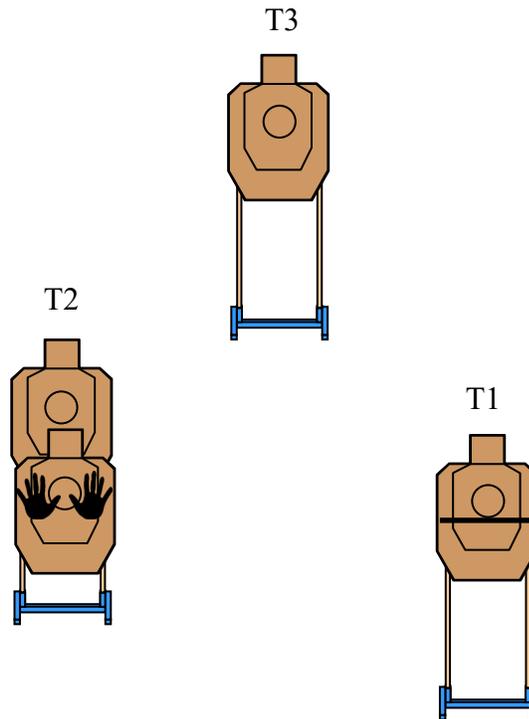
Stage 4
(Pit 7)



Defensive Pistol



LIPSA	STAGE NAME: Triples	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Standards Exercise		
START POSITION: Standing in Box A, hands relaxed at sides. Gun is holstered, BUT NOT LOADED. Rifle start is gun UNLOADED. Held at Low Ready.		
PROCEDURE: At signal, load gun, then engage T1-T3 with 3 rounds each. Reload and re-engage T1-T3 with 3 rounds each. Targets must be engaged in Tactical Priority.	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
(Pit 9)



Defensive Pistol



LIPSA

STAGE NAME: **Barrels of Bad Guys**

RULES: LIPSA Defensive Pistol

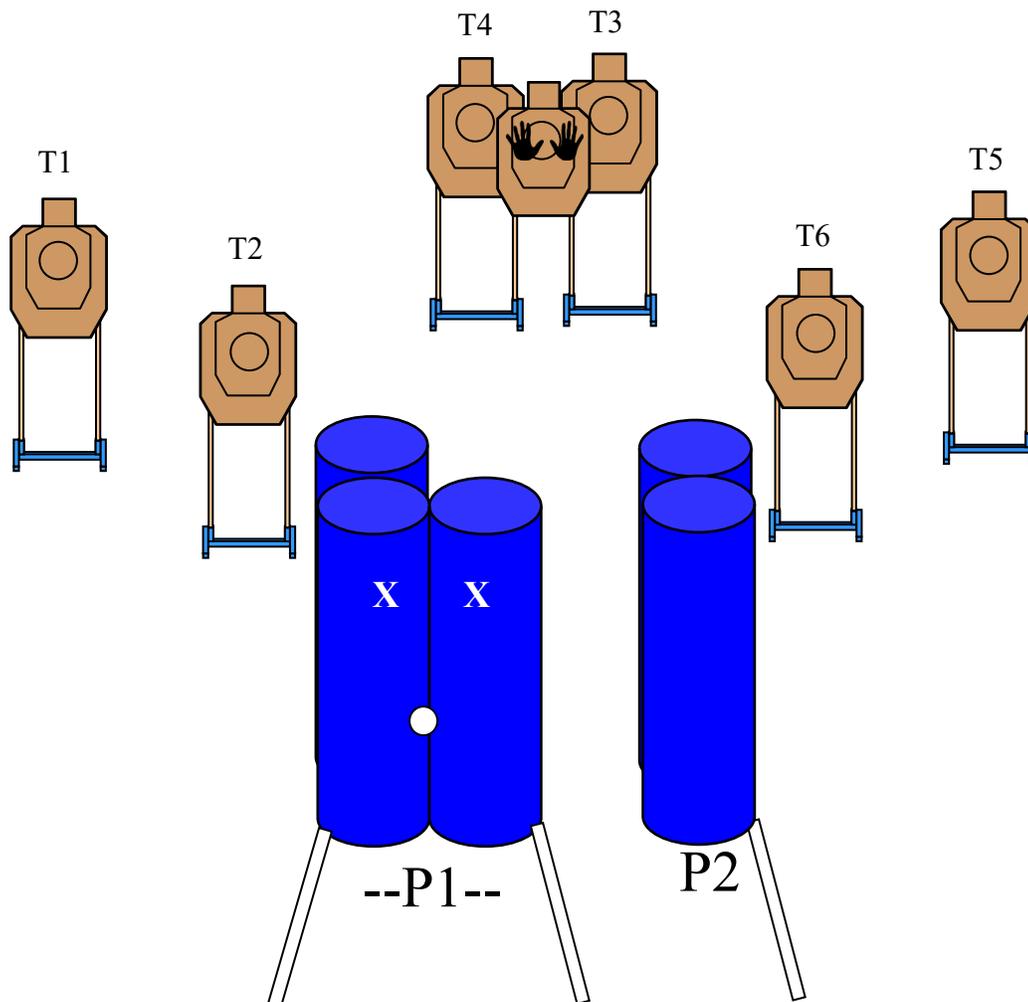
Course Designer: **Michael Linsalata**

SCENARIO: So! There are some barrels. There are some bad guys. There is one hostage. (Hopefully someone you love). Shoot the bad guys. Try not to shoot the barrels. Don't shoot hostage. Got it?

START POSITION: Standing with 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 from P1. Step over to P2 and engage T5 and T6. All targets must be engaged in Tactical Priority.

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



Stage 6
(Pit 10)