

# 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.

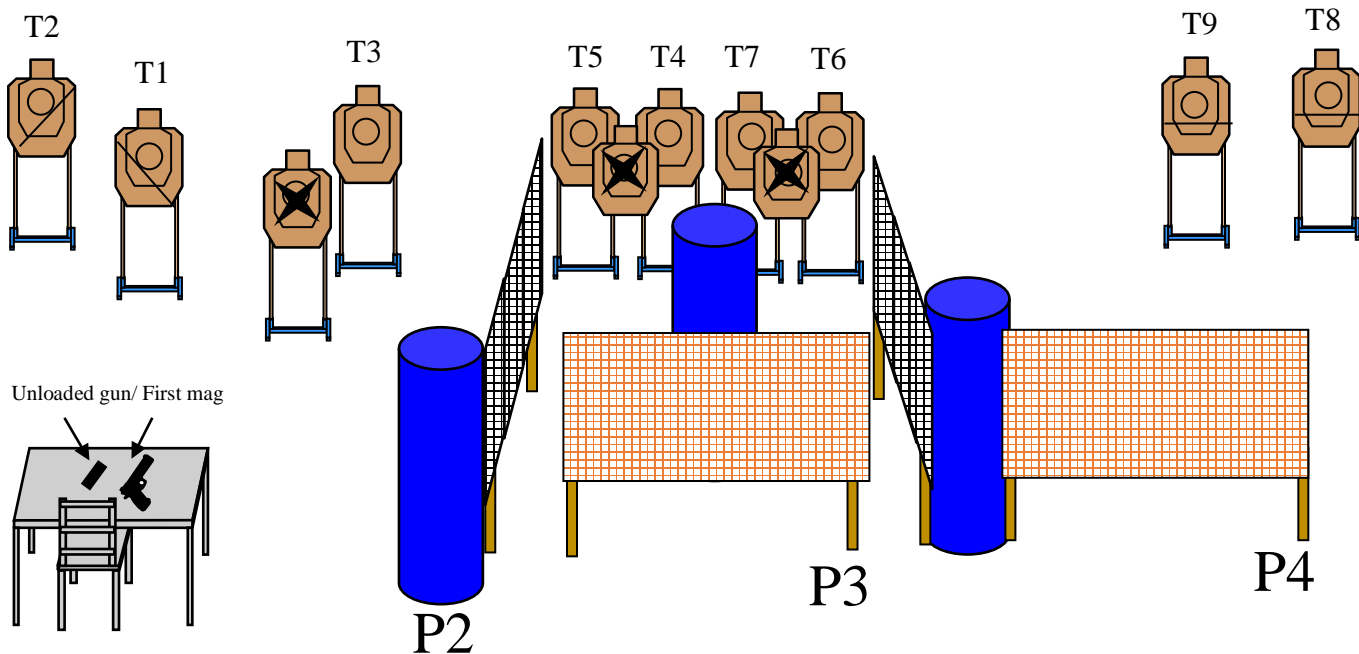
**BUG** (Back Up Gun)- Any automatic, .380 or larger with a 3 ½ in barrel or less. Or any 6 shot revolver with a 2 ½ in barrel or less. Autos are loaded with 6 rounds in the magazine and 1 in the chamber (Optional). Revolvers are loaded to 6 rounds.

**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.

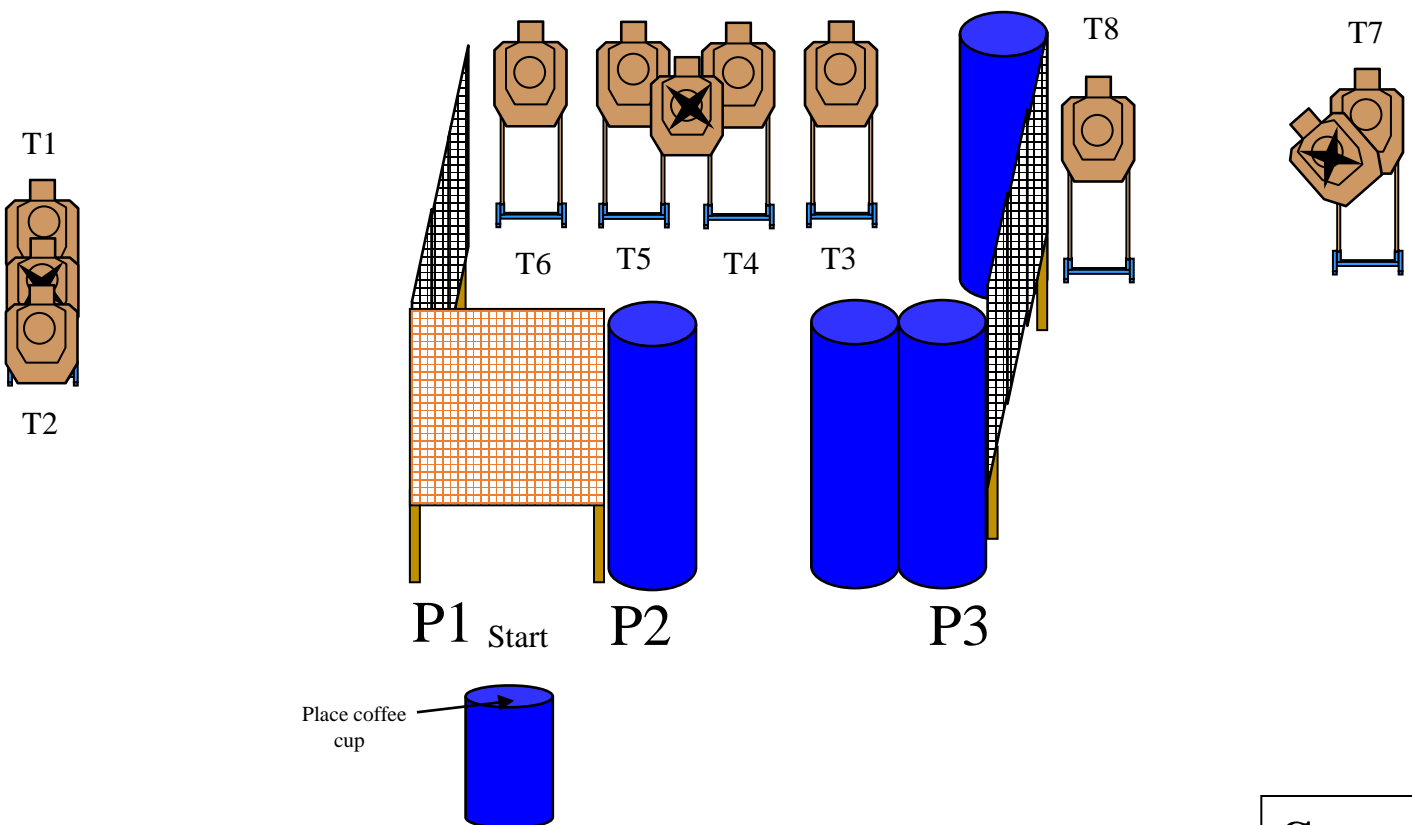
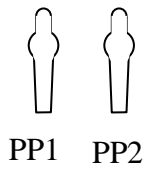
# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: Surf &amp; Turf</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> You're sitting at the table surfing the web. You have your gun on the table with you, but it's unloaded. Remember, this is Liberal New York, and God forbid you have a loaded gun with you. You hear a noise. A gaggle of terrorists are invading your turf. I bet you their guns are loaded. Load yours!! Protect your turf. Take them out!		
<b>POSITION:</b> Sitting at table with both hands on keyboard. Unloaded gun and first mag on table.		
<b>PROCEDURE:</b> At signal, pick up and load gun with mag from table. Then engage T1 and T2 from behind table. While on the move to P2, engage T3. From P2, engage T4 and T5. Step over to P3 and engage T6 and T7. Advance to P4 and engage T8 and T9. ( <b>All targets must be engaged in Tactical Order.</b> )		<b>SCORING:</b> Vickers, 18 Rounds <b>SCORED HITS:</b> Best 2 per target <b>TARGETS:</b> 9 IDPA Targets <b>PENALTIES:</b> Standard <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired



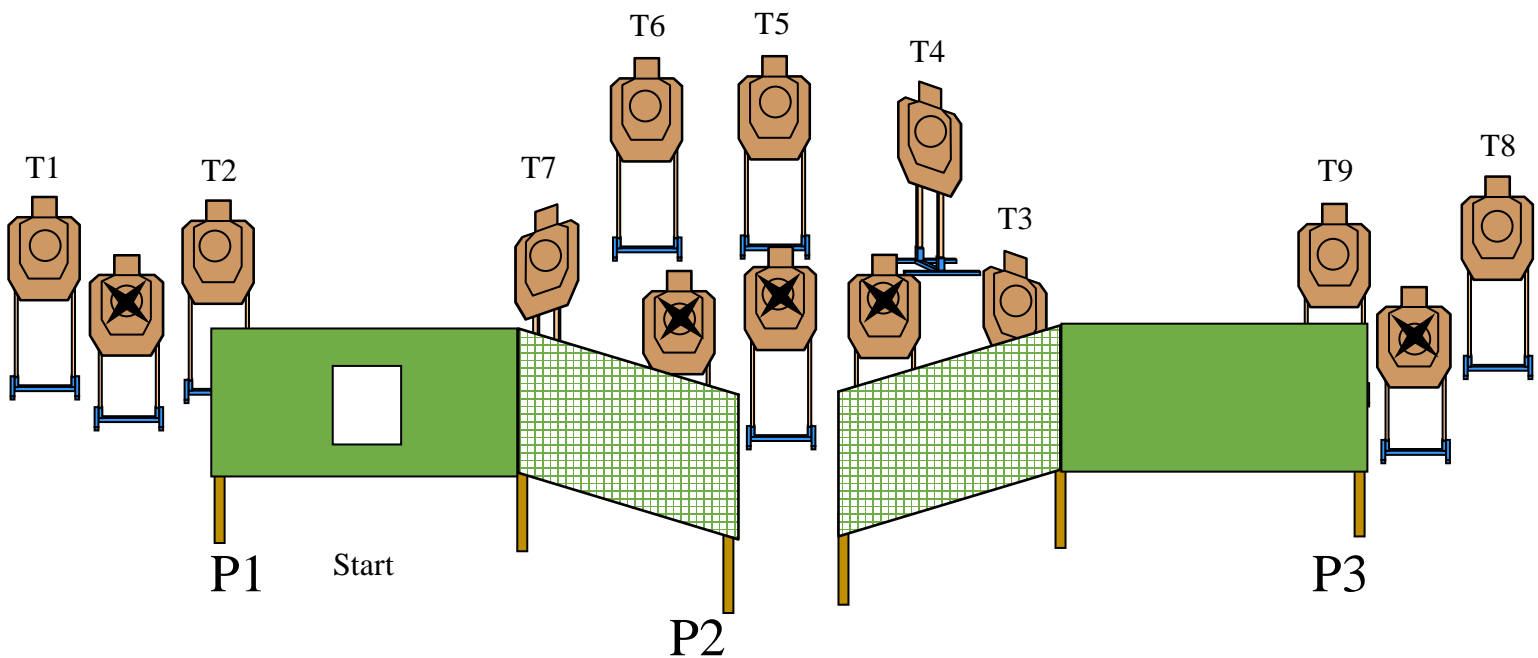
# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: Mocha Madness</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> You just received a café-mocha-half caf-decaf-almond swirl-expresso-latte with chocolate syrup and whipped cream, when you hear a ruckus behind you. A herd of “Bangers” are beating on civilians with bats and pipes. Go save the day. But first, put your coffee down... gently. That thing cost like \$12.		
<b>POSITION:</b> Standing in between P1 and P2, facing up range. Holding coffee cup in strong hand. Gun is loaded and holstered.		
<b>PROCEDURE:</b> At signal, place coffee on barrel, then engage T1, T2, PP1 and PP2 from P1. Go to P2 and engage T3-T6. Then go to P3 and engage T7 and T8. ( <b>All targets must be engaged in Tactical Order</b> ).	<b>SCORING:</b> <b>SCORED HITS:</b> <b>TARGETS:</b> <b>PENALTIES:</b> <b>SIGNAL:</b>	Vickers, 18 Rounds Best 2 per target 8 IDPA Targets, 2 PP Standard Start is standard beep; Stop Last Round fired



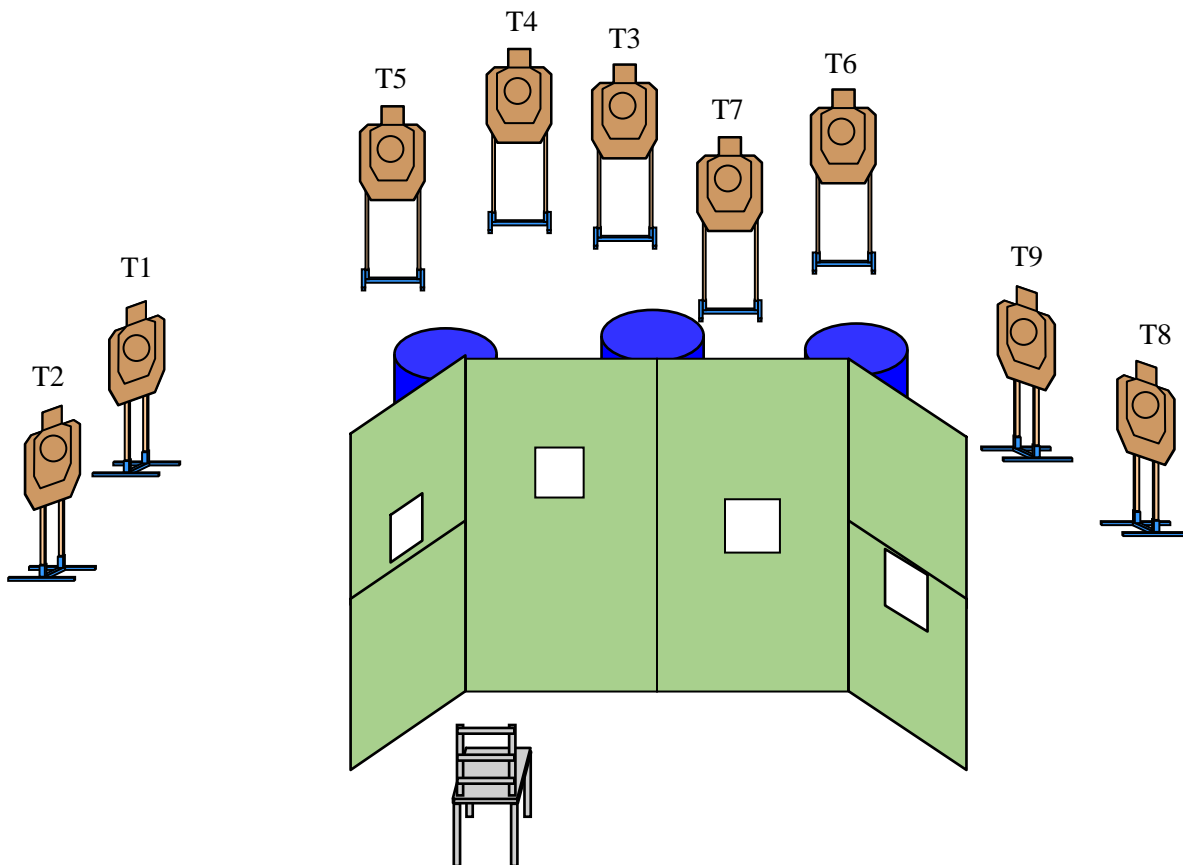
# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: “May The Force Be With You”</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata	
<b>SCENARIO:</b> You’re waiting on line to buy tickets to go see “Star Wars-The Force Awakens”. You hear shots coming from inside the theatre. It’ll take to long for the police to get there. Go check it out. Be careful though. I’m sure there’s lots of children there....and no Jedi to help you out.		
<b>POSITION:</b> Standing in front of window, hands relaxed at sides. Gun is loaded and holstered.		
<b>PROCEDURE:</b> At signal, go to P1 and engage T1 and T2. Advance to P2 and engage T3-T7. Then go to P3 and engage T8 and T9. ( <b>All targets must be engaged in Tactical Order</b> ).	<b>SCORING:</b> Vickers, 18 Rounds	
	<b>SCORED HITS:</b> Best 2 per target	
	<b>TARGETS:</b> 9 IDPA Targets	
	<b>PENALTIES:</b> Standard	
	<b>SIGNAL:</b> Start is standard beep; Stop Last Round fired	



# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: Brass Tactics</b>
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> You're sitting in your study reading a book on the best way to clean brass. And enjoying the sunshine coming through all the windows. You see movement outside. You look out a window and see a bunch of AK toting terrorists. They're probably there to steel your little precious pieces of gold and silver. Uh, I mean brass and nickel. Take them down!!!! Pick up your brass afterwards though.	
<b>POSITION:</b> Sitting in chair holding book in both hands. Gun is loaded and holstered.	
<b>PROCEDURE:</b> At signal, engage all targets as they become visible through windows in Tactical Order.	<b>SCORING:</b> Vickers, 18 Rounds <b>SCORED HITS:</b> Best 2 per target <b>TARGETS:</b> 9 IDPA Targets <b>PENALTIES:</b> Standard <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired



# DEFENSIVE PISTOL

<b>LIPSA</b>	<b>STAGE NAME: Grand Opening</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata	
<b>SCENARIO:</b> 6 of them. 1 of you. They're thick and muscular. That's why they need 3 rounds each. Go get 'em.		
<b>POSITION:</b> Standing with toes touching <b>RED</b> mark, wrists above shoulders. Gun is loaded and holstered.		
<b>PROCEDURE:</b> At signal, engage T1 and T2. Go to Port A, open it and engage T3 and T4. Advance to Port B, open it and engage T5 and T6. ( <b>All targets get 3 rounds each. They must be engaged in Tactical Order.</b> )	<b>SCORING:</b> Vickers, 18 Rounds	
	<b>SCORED HITS:</b> Best 3 per target	
	<b>TARGETS:</b> 6 IDPA Targets	
	<b>PENALTIES:</b> Standard	
	<b>SIGNAL:</b> Start is standard beep; Stop Last Round fired	

