

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 speed loaders.

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 and PCC).
- **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.
- **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 Rules

Foot Fault- Stepping over a fault line and shooting a target is a procedural for each shot fired.

FTSA- Failure To Shoot At. One procedural for each target not engaged.

Mag drop- All mags must be empty when dropped to the ground. (This includes the NFC division).

Tactical Priority- All targets must be engaged in Tactical Priority. (Follow course description). One procedural per array will incur if shot out of order.

Cover- Shooters must shoot and reload from behind cover. RO can tell the shooter to go behind cover. If shooter continues to stay out in the open, a procedural can be incurred.

Cover Garment- Except for NFC and PCC, all shooters must wear some sort of cover garment. It must cover holster and mag pouches. If you don't have a cover garment, you will be moved to the NFC division.

Loaded at Start- Guns can be loaded to 10 or 11 rounds. Shooters choice. Whatever you load for first stage, must be the same for all additional stages. (This does not apply to unloaded start position).

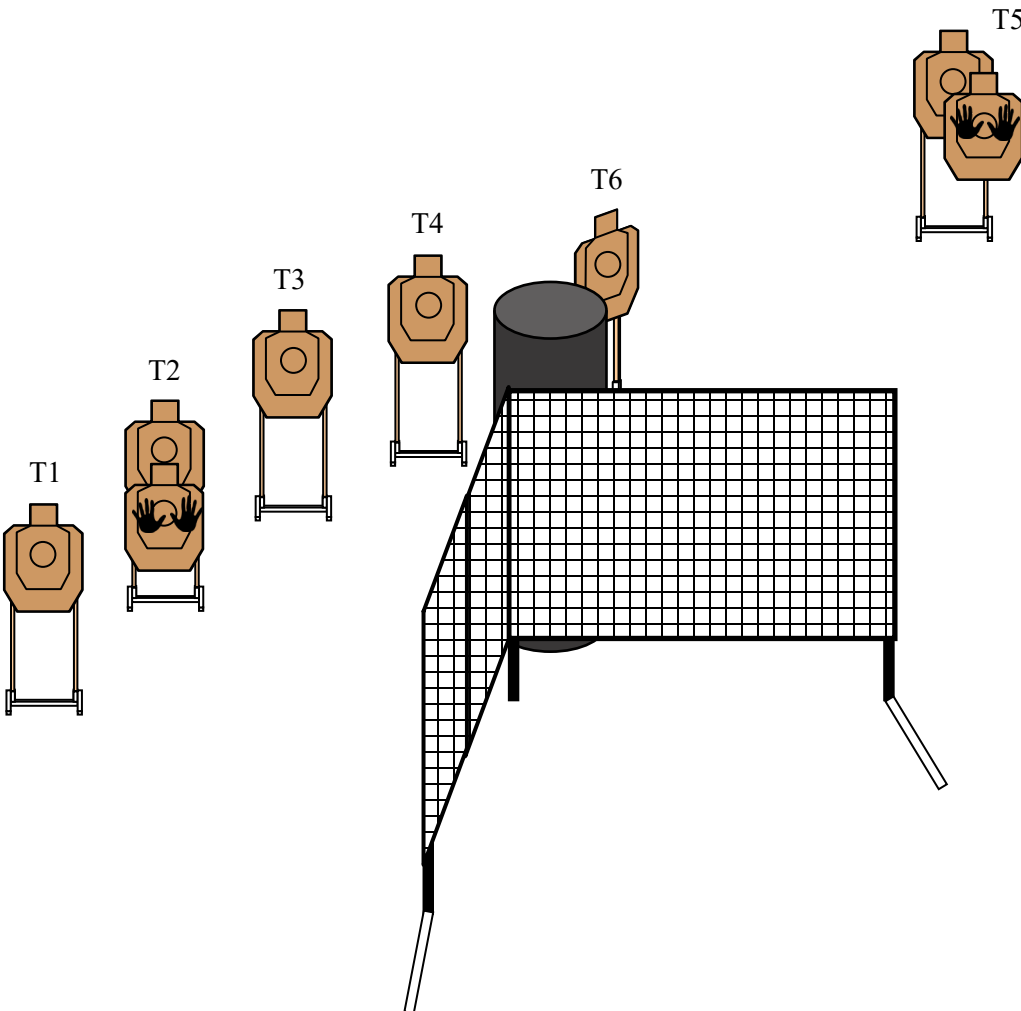
Hit on non-threat- A non-threat target is now hard cover. Which means it's impenetrable. Any hit on a non-threat will get scored as a miss and a hit on non-threat. That's 10 seconds added to your time. If the hit breaks the perforation, then you'll get the points behind and a non-threat hit also.



Defensive Pistol



LIPSA	STAGE NAME: Sleigh Rides	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Sleigh Rides!! How wholesome is that? Kids playing outside in the snow. Having fun. Then going inside to have some hot chocolate and cozying up by the fire. That's America!! Unfortunately a group of gang bangers didn't like seeing all this happiness. They had weapons and were preparing to do unthinkable harm to these kids. What should you do? I'm thinking Ho Ho Hose them down. Merry Christmas!!		
START POSITION: Standing at P1 behind cover. Wrists below belt. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.		
PROCEDURE: At signal, engage T1-T4 from P1. Advance to P2 and engage T5 and T6. All targets must be engaged in Tactical Priority. All targets 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	



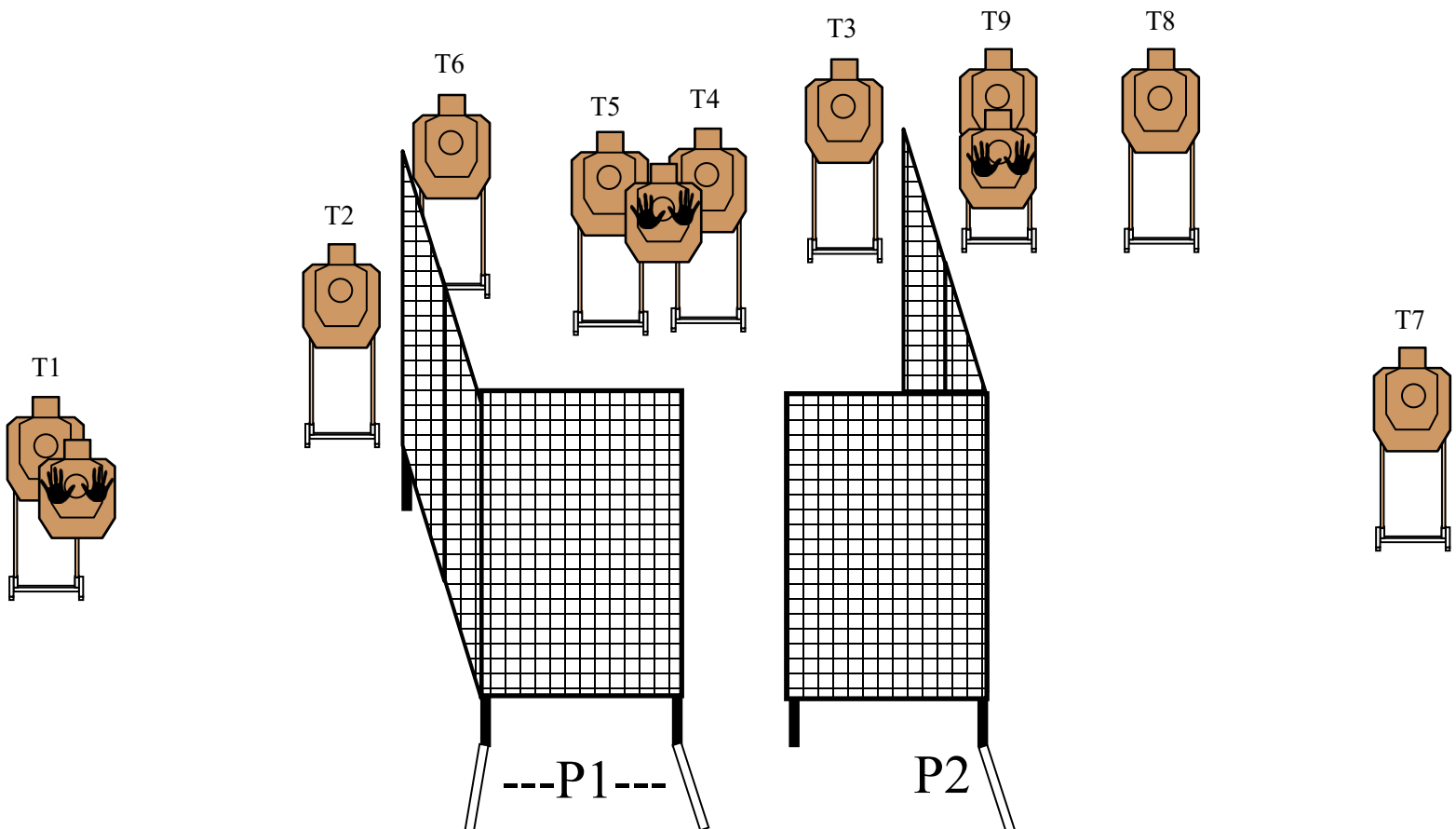
Stage 1
(Pit 1)



Defensive Pistol



LIPSA	STAGE NAME: Opening Presents	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Children opening presents!! Is there anything more wholesome than that? Ripping open the wrapping paper. Throwing the boxes across the room and playing with their new toys right there on the floor. That's America!! Unfortunately, a group of bad guys decide they want to take your kids presents and maybe even your kids. What should you do? I'm thinking deck the halls with bad guy brains. Merry Christmas!!		
START POSITION: Standing in middle of P1, wrists below belt. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.		
PROCEDURE: At signal, engage T1-T6 from P1. Step over to P2 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	



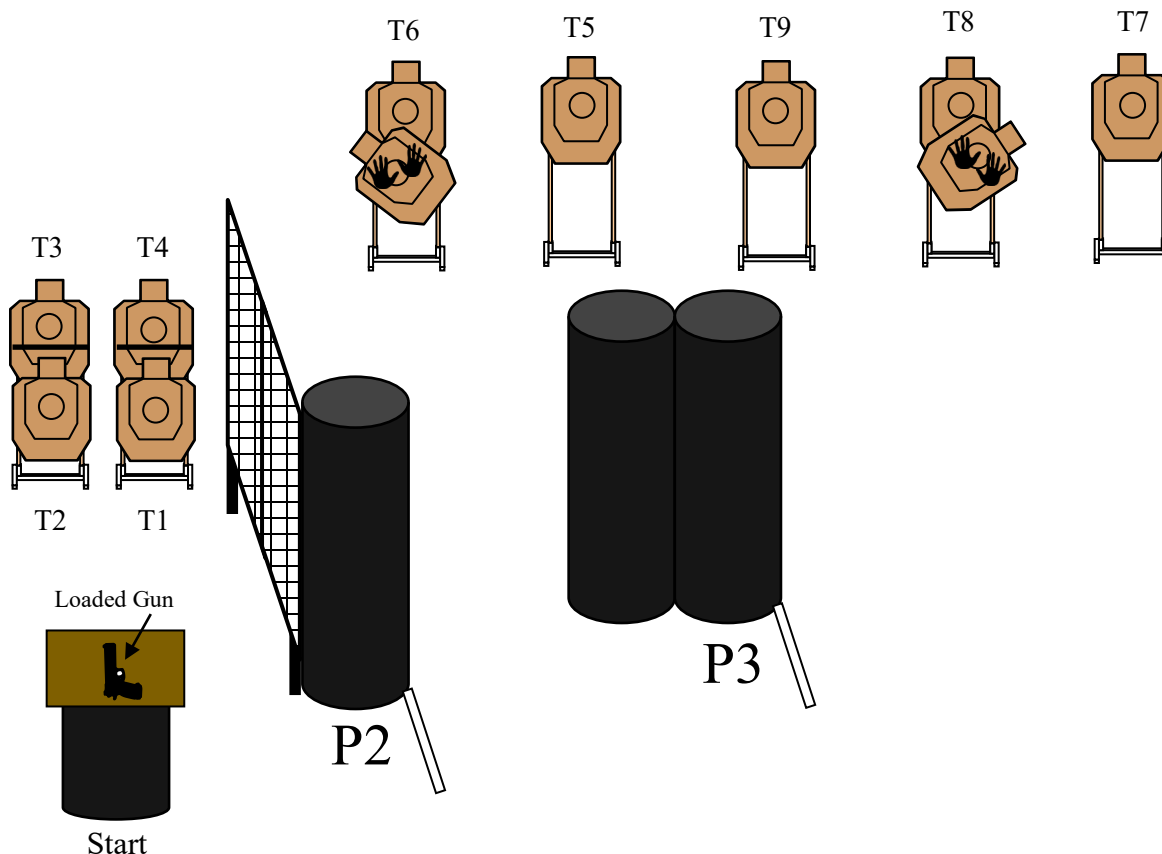
Stage 2
(Pit 2)



Defensive Pistol



LIPSA	STAGE NAME: Dreidel Robbers	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Hanukkah!! 8 nights of opening presents. Lighting the menorah. Kids playing with dreidels. Is there anything more wholesome? Well, a group of evil doers broke into your home. Stole your presents. Stole your menorah. They even stole the children's dreidels!!!! What kind of monster steals dreidels?? What should you do? I'm thinking Loading up and hunting down those monsters. Happy Hanukkah!!		
START POSITION: Standing behind table with wrists above shoulders. Loaded gun on table. Rifle has same start position.		
PROCEDURE: At signal, engage T1-T4 from behind table. Step over to P2 and engage T5 and T6. Advance to P3 and engage T7-T9. T5-T9 must be engaged in Tactical Priority. T1-T4 can be engaged in any 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	



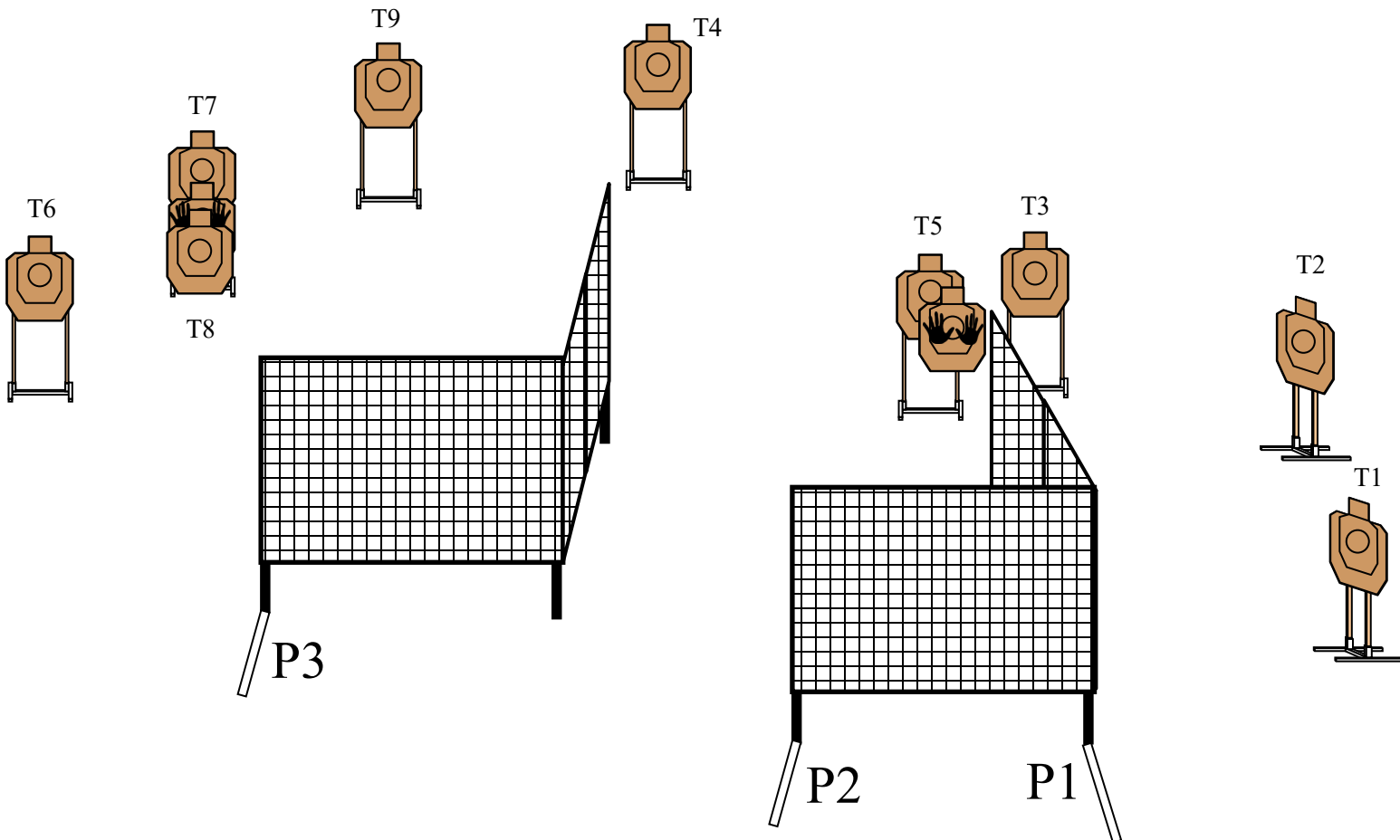
Stage 3
(Pit 3)



Defensive Pistol



LIPSA	STAGE NAME: Mall Santa Madness	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
<p>SCENARIO: Santa Claus!! Is there anything more wholesome? A big jolly guy in a red suit that brings presents to all the children. Now Santa has emissaries in every mall throughout the world. Their job is to find out what the kids want for Christmas, report back to the real Santa. Then Santa makes a list and delivers the toys...BRILLIANT!!!! Unfortunately a gang of thugs showed up to this particular mall to cause pain to the children and their pretty moms. What should you do? I'm thinking unleashing hell on those Christmas ruining sons a bitches. Merry Christmas!</p>		
<p>START POSITION: Standing at P1 behind cover. Wrists below belt. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.</p>		
<p>PROCEDURE: At signal, engage T1-T3 from P1. Step over to P2 and engage T4 and T5. Advance to T3 and engage T6-T9. All targets must be engaged in Tactical Priority.</p>		<p>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</p>



Stage 4
(Pit 4)



Defensive Pistol



LIPSA

STAGE NAME: 9 Bangers Banging

RULES: LIPSA Defensive Pistol

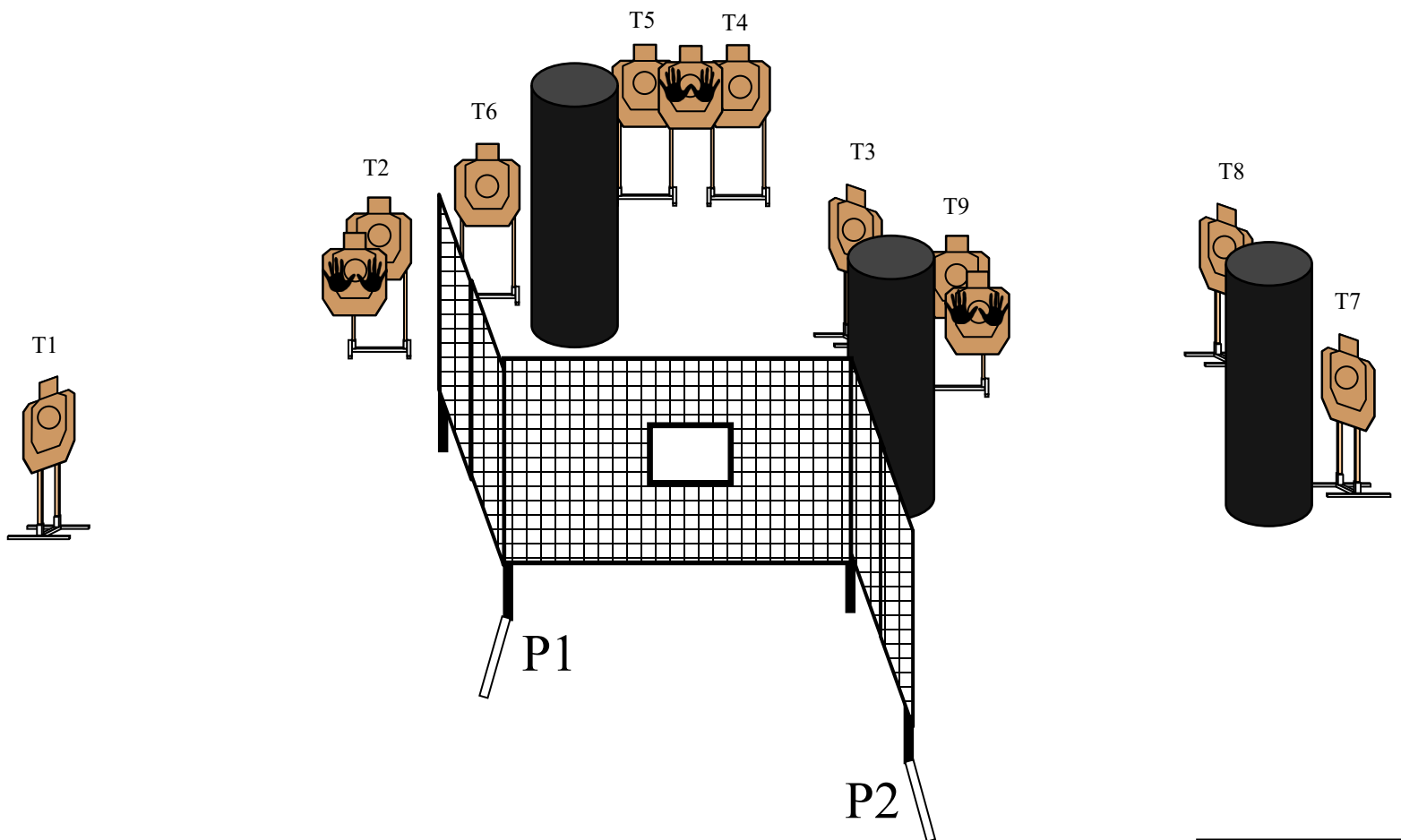
Course Designer: Michael Linsalata

SCENARIO: On the first day of Christmas my true love gave to me, a gun in a nice holster. On the second day of Christmas my true love gave to me, 2 spare mags. On the third day of Christmas my true love gave to me, 3 boxes of ammo. On the fourth day...well, you get the gist. It's a shooting themed Christmas. Do you know what else you got with Christmas? 9 Bangers banging. Banging their weapons on innocent people's heads. The choices!! You can run and hide. Save yourself. Live to flight another day. Most reasonable people would do that. But option two is interesting. Load up. Shoot those sons a bitches in the chest with hollow points and then dig them out to see if they expanded. That could be fun! **Merry Christmas!**

START POSITION: Standing at P1 behind cover. Gun is holstered, but **UNLOADED**. Rifle start is gun **UNLOADED**. Held at Low Ready.

PROCEDURE: At signal, load gun with mag from belt, then engage T1 and T2 from P1. Engage T3-T6 through port. Step back to P2 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 5
(Pit 5)**



Defensive Pistol



LIPSA

STAGE NAME: **Christmas at Mike & Alison's House**

RULES: LIPSA Defensive Pistol

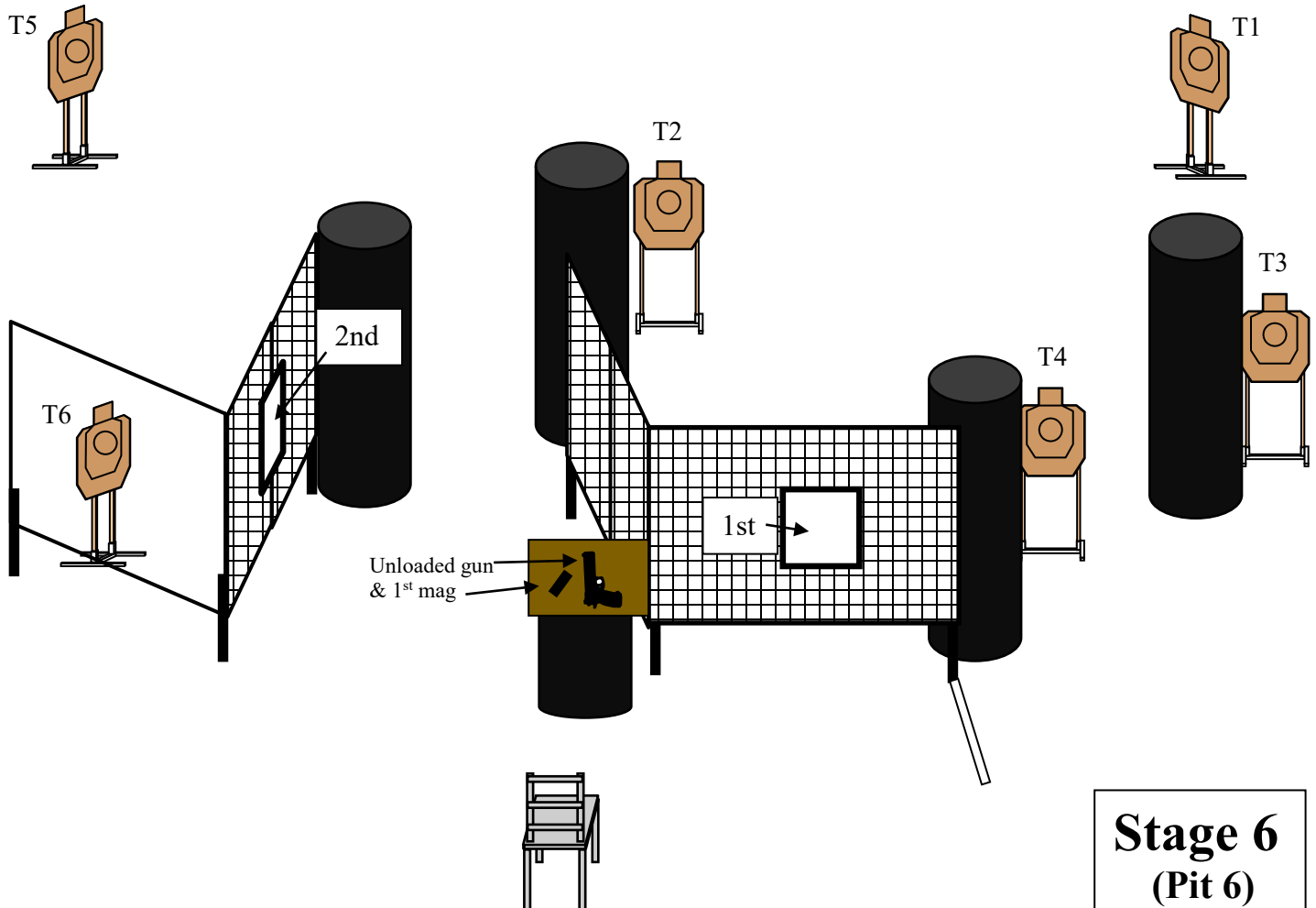
Course Designer: Michael Linsalata

SCENARIO: "Hey honey, let's open presents". "Ok dear. You first". "Look! A gun. Thank you. I got you a gun too". "Let's open more. Extra mags. Thanks so much". "What else? Ammo!! I love you pooh bear". "I love you too Snookems". "I made cookies too", Says Alison. "We should definitely save those for Mike Linsalata", the marine says. "He works so hard". "Of course", Alison agrees. CRASH!!! "What was that? What should we do"? Screams Mike. "I know" replies Alison. "Let's load up our new ammo, into our news mags, put them in our new guns, and Shoot the Mofo's who are trying to break into our house" "Great idea!!" says Mike. "I love you so much Sweet Cheeks". "I love you too Pumpkin". And they lived happily ever after. The End. **Merry Christmas!**

START POSITION: Sitting in chair with hands on knees. Unloaded gun and first mag on table. Rifle has same start position.

PROCEDURE: At signal, pick up and load gun with mag from table, then engage T1 and T2 through first port. Engage T3 and T4 from right side of wall. Then engage T5 and T6 through second port. 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 6)