

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 3/8 inches. To start, gun is loaded with 10 rounds in magazine and 1 in the chamber (Optional). All other mags are loaded to 10 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).

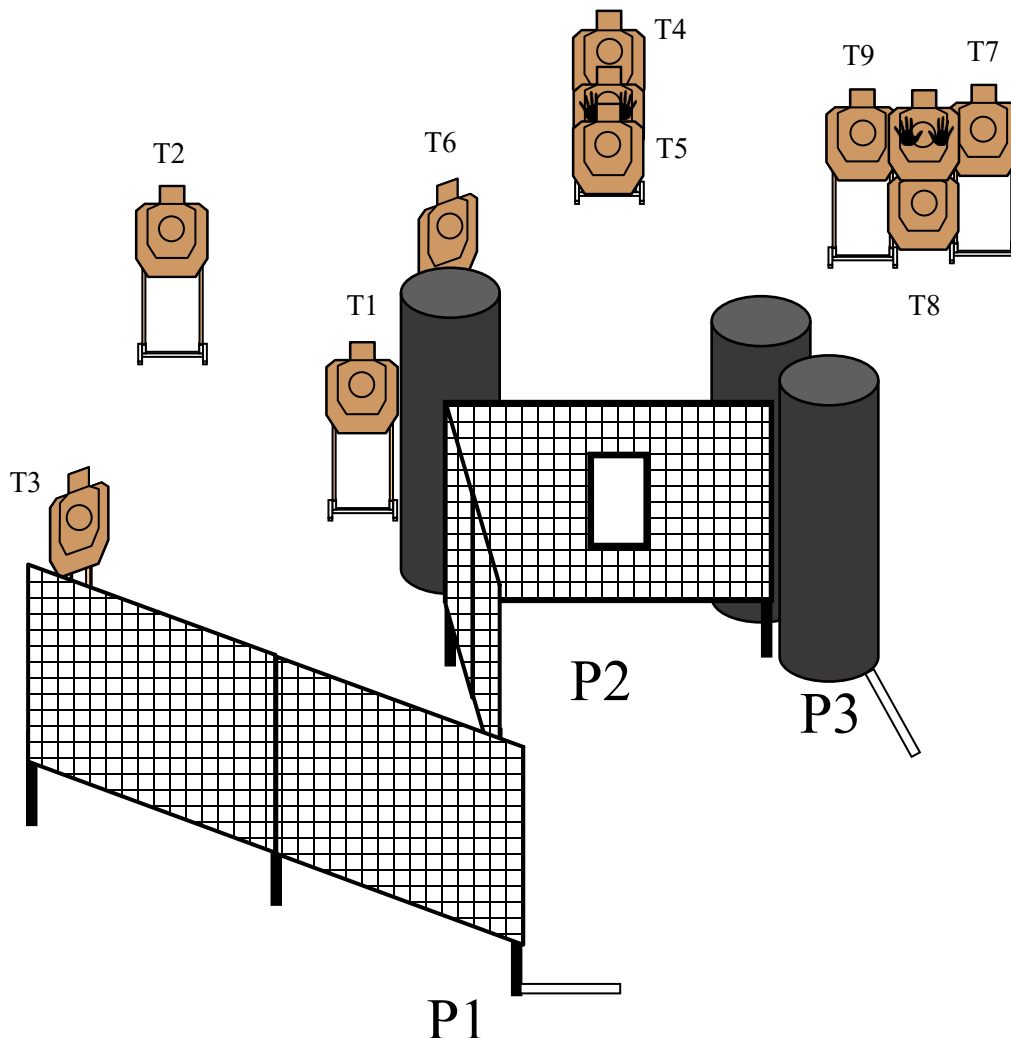
Hit on non-threat- A non-threat target is now hard cover. Which means it's impenetrable. Any hit on a non-threat will get scored as a miss and a hit on non-threat. That's 10 seconds added to your time. If the hit breaks the perforation, then you'll get the points behind and a non-threat hit also.



Defensive Pistol



LIPSA	STAGE NAME: Jessie's Girl 2	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Jessie was a friend. He used to be a good friend of mine. But lately something changed and it ain't hard to define. Jessie had himself a girl, and I made her mine. Now Jessie is pissed. Even though he got an ass whoopin' the first time around, he's back for more. He also brought some of his goon friends with him. He's trying to steal back the girl you stole from him! Unacceptable. Draw your weapon. Take down Jessie and his goonians. Keep the hot girl. Not exactly a Hollywood ending, but it'll do.		
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-T3 from P1. Advance to P2 and engage T4-T6 through port. 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	



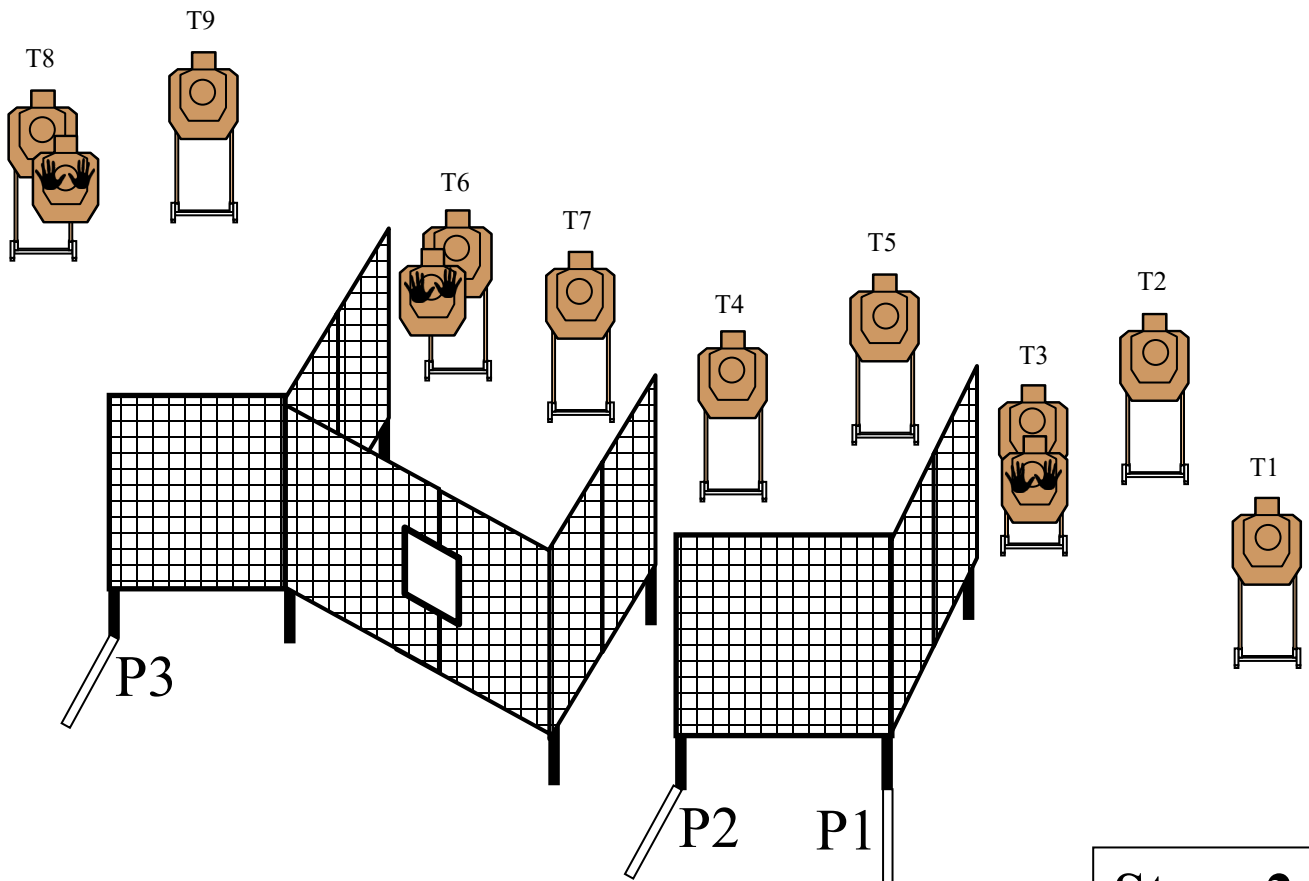
Stage 1
(Pit 1)



Defensive Pistol



LIPSA	STAGE NAME: Without A Trace	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: There's a gang of monsters out there. They're kidnapping young women. Taking them from local bars, nightclubs, even from places like CVS and Walgreens. The police have no leads cause these guys are good. They're not leaving any trace of evidence. As you're at your local CVS picking up some essentials, you see a couple of shady characters lurking outside. A woman gets out of her car. They grab her and throw her in the back of their van. You jump in your car and follow. Thankfully you're packing heat. You follow them to their lair where you find a whole group of monsters. Save the girls. For the monsters...No Mercy!!!		
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-T3 from P1. Step over to P2 and engage T4 and T5. Then engage T6 and T7 through port. Advance to P3 and engage T8 and 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	



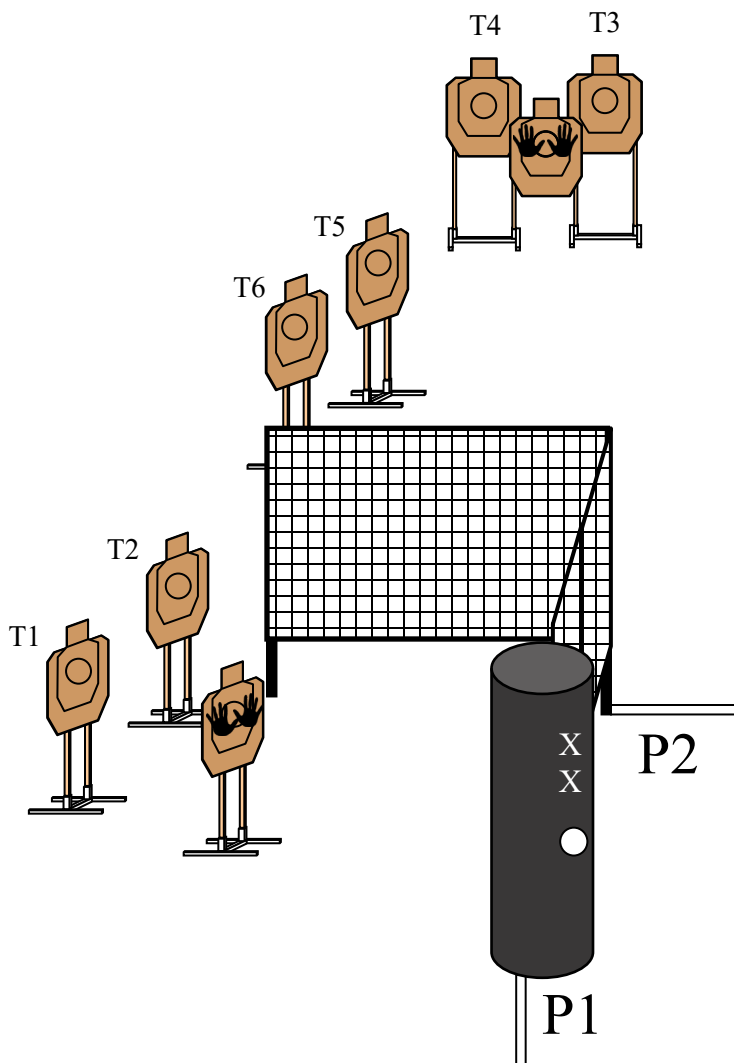
Stage 2
(Pit 2)



Defensive Pistol



LIPSA	STAGE NAME: Fall Felons	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Who doesn't love the fall? The crisp weather. The leaves changing. Football season. But the best thing about the fall is the jackets. Yes, the jackets. Because now you can stop carrying tiny guns in your pockets and carry full size guns on your waist. It's perfect timing too. A bunch of felons are in town and they're up to no good. Are you worried? Nope! Your Glock 43X is on your hip. 2 spare mags on the other. Let's go administer some justice!!!		
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 and T2 from P1. Advance to P2 and engage T3-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	



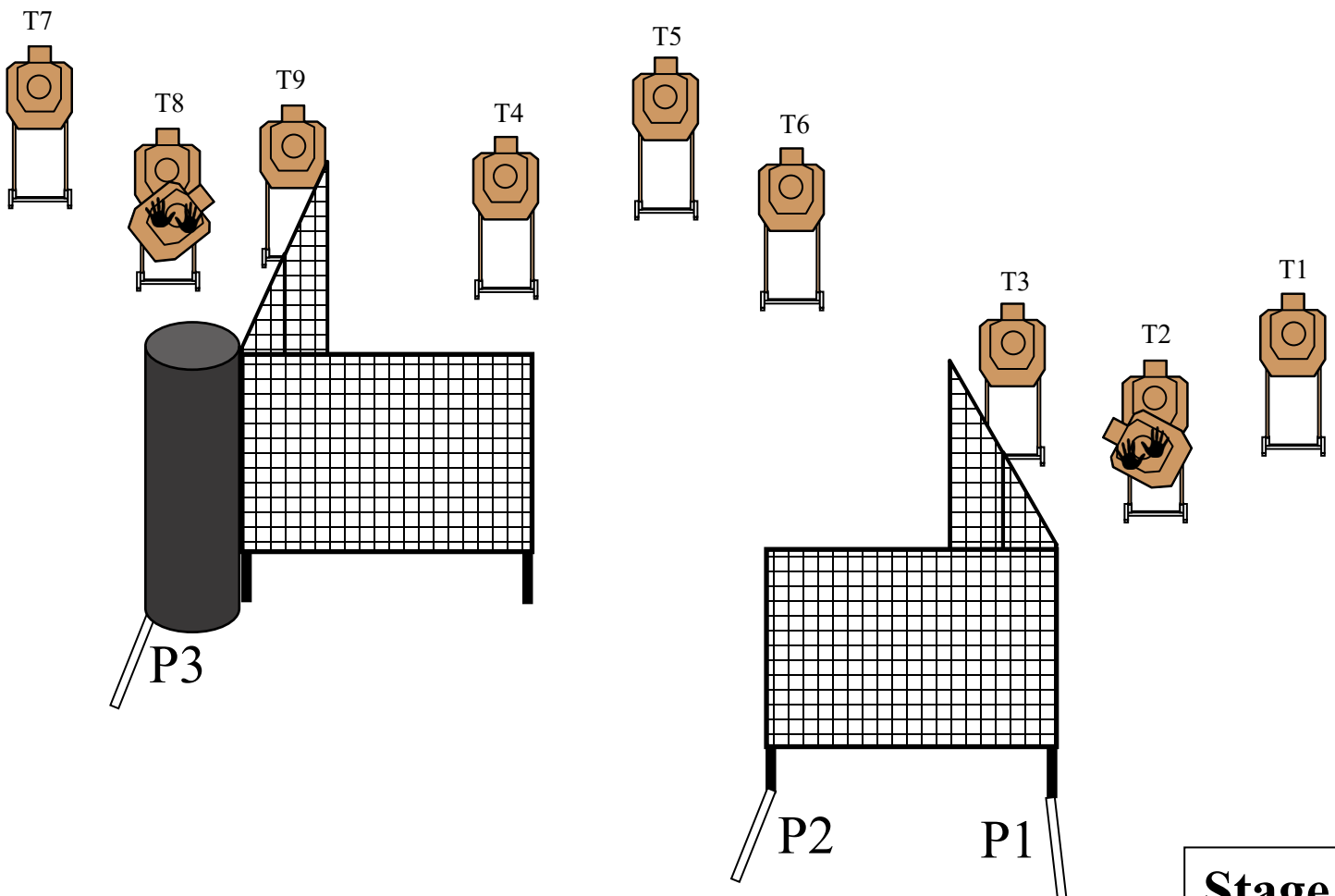
Stage 3
(Pit 3)



Defensive Pistol



LIPSA	STAGE NAME: Taking Out The Trash	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: We never know where trouble is gonna be. The soft on crime policies by the lunatics in charge are causing havoc and mayhem in our beloved cities. This is why we need to be prepared 24/7. Going to the mall? Load up. A fast trip to CVS? Load up. Picking up some Taco Bell? Load up. What about taking out the trash. Surely you're safe in your own front yard? At one time, maybe. But since 2020, no one is safe!! So, when you're bringing those bags to the curb, make sure your second amendment right goes with you.		
START POSITION: Standing at P1 behind cover. Gun is loaded and holstered. Holding garbage bag in weak hand. Rifle start is gun loaded. Safety on. Held in strong hand. Holding garbage bag in weak hand.		
PROCEDURE: At signal, drop bag. Then engage T1-T3. Step over to P2 and engage T4-T6. Advance 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	



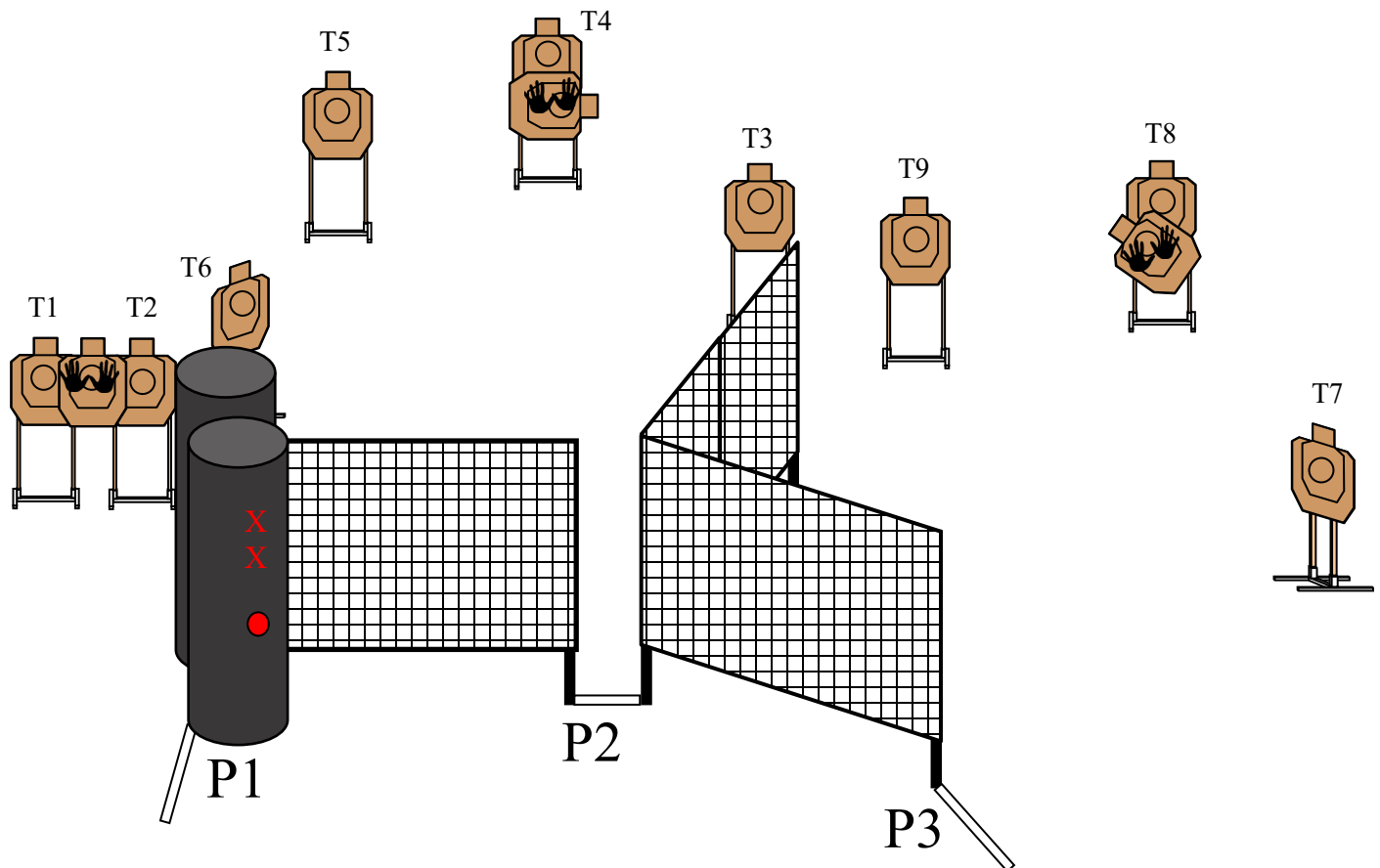
Stage 4
(Pit 4)



Defensive Pistol



LIPSA	STAGE NAME: Rose	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
<p>SCENARIO: So, you defeated Jessie and his goons again with your superior gun fighting skills. Everything seems to be going great with Jessie's girl. Life is perfect...right? It was, until you saw Rose. She was a Goddess. Tall. Dark hair. The bluest eyes you've ever seen. I know what you're thinking, "I thought Jessie's girl was The One". She was. Until Now. As you're walking over to make your move with Rose, a group of gang bangers strikes. Pulling out weapons and about to attack Rose. Others too, but more importantly, Rose!!! I'm thinking that saving her from a beating or worse would be a really good first move. She might even be beholden to you. Stop it!! You're thinking the same thing. Draw your weapon. Save that beauty! The old couple and the children too of course. You're not a monster!</p>		
<p>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.</p>		
<p>PROCEDURE: At signal, engage T1 and T2 from P1. Step over to P2 and engage T3-T6. Slide back to P3 and engage T7-T9. All targets must be engaged in Tactical Priority. Watch that gun muzzle!</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 5
(Pit 5)



Defensive Pistol



LIPSA

STAGE NAME: Mike & Allison's Way

RULES: LIPSA Defensive Pistol

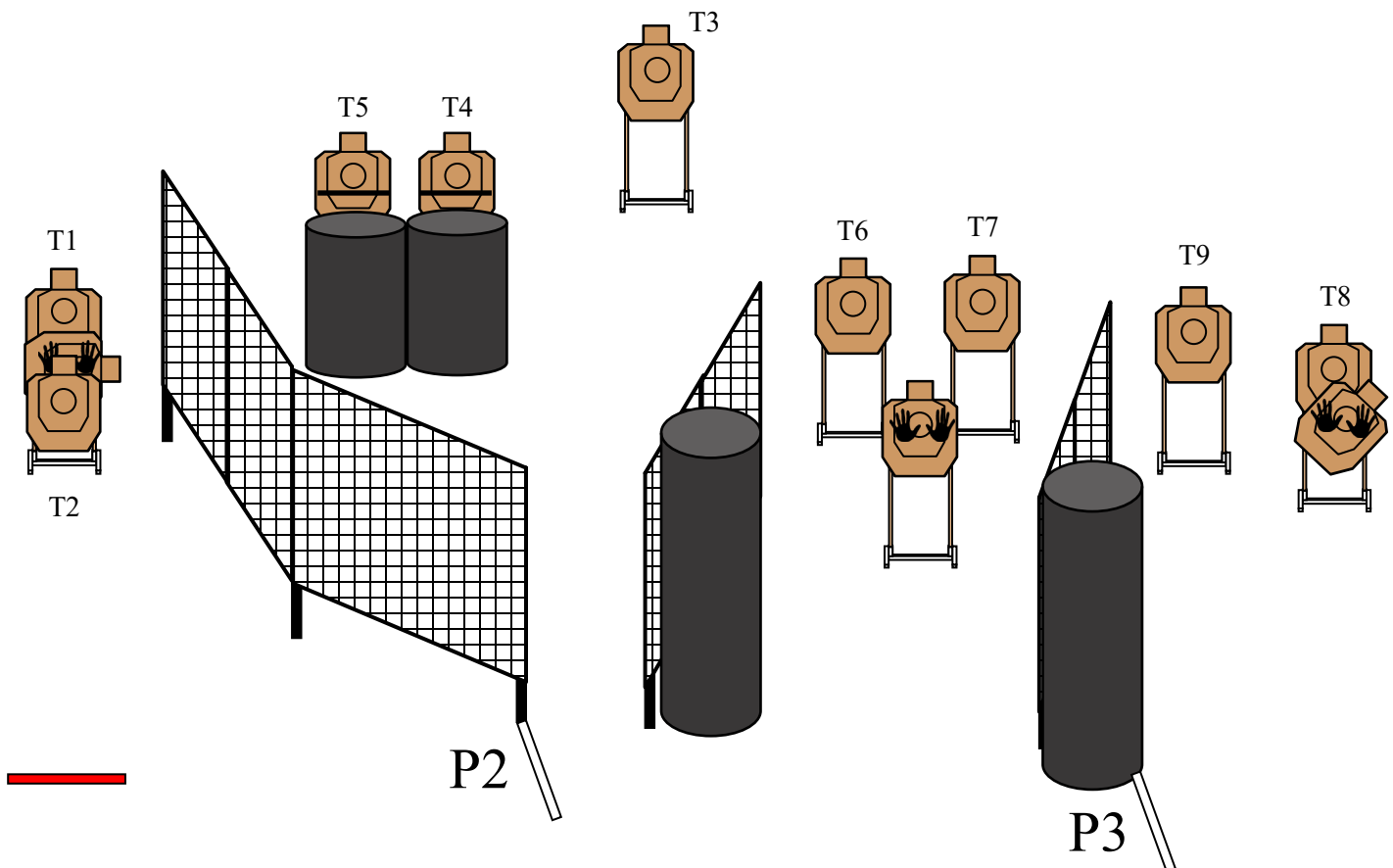
Course Designer: Michael Linsalata

SCENARIO: We all know Mike & Allison. They have that kind of love that you wish you had, but also makes you throw up in your mouth a little bit when you see it. (Mostly because you're jealous). Well, they're finally getting married!!! Woohoo!!! There's a lot of shopping and preparing that goes into planning a wedding, but the marine and the lawyer are up to the task. As they're in one of the stores looking at dresses, a gaggle of thugs rush into the store and start smashing counters. Grabbing jewelry and dresses and harassing the customers. Some people ran. Some people hid, but that's not Mike & Allison's way. They looked at each other. Smiled. Pulled out their legally carried hand cannons and unleashed hell!!!

START POSITION: Standing with toes touching **RED** mark, wrists above shoulders. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held in strong hand at Low Ready. Weak wrist above shoulder.

PROCEDURE: At signal, engage T1 and T2. Step over to P2 and engage T3-T5. Reload behind cover, then engage T6 and T7 while on the move to P3. From P3, engage T8 and 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 6
(Pit 6)**