

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).

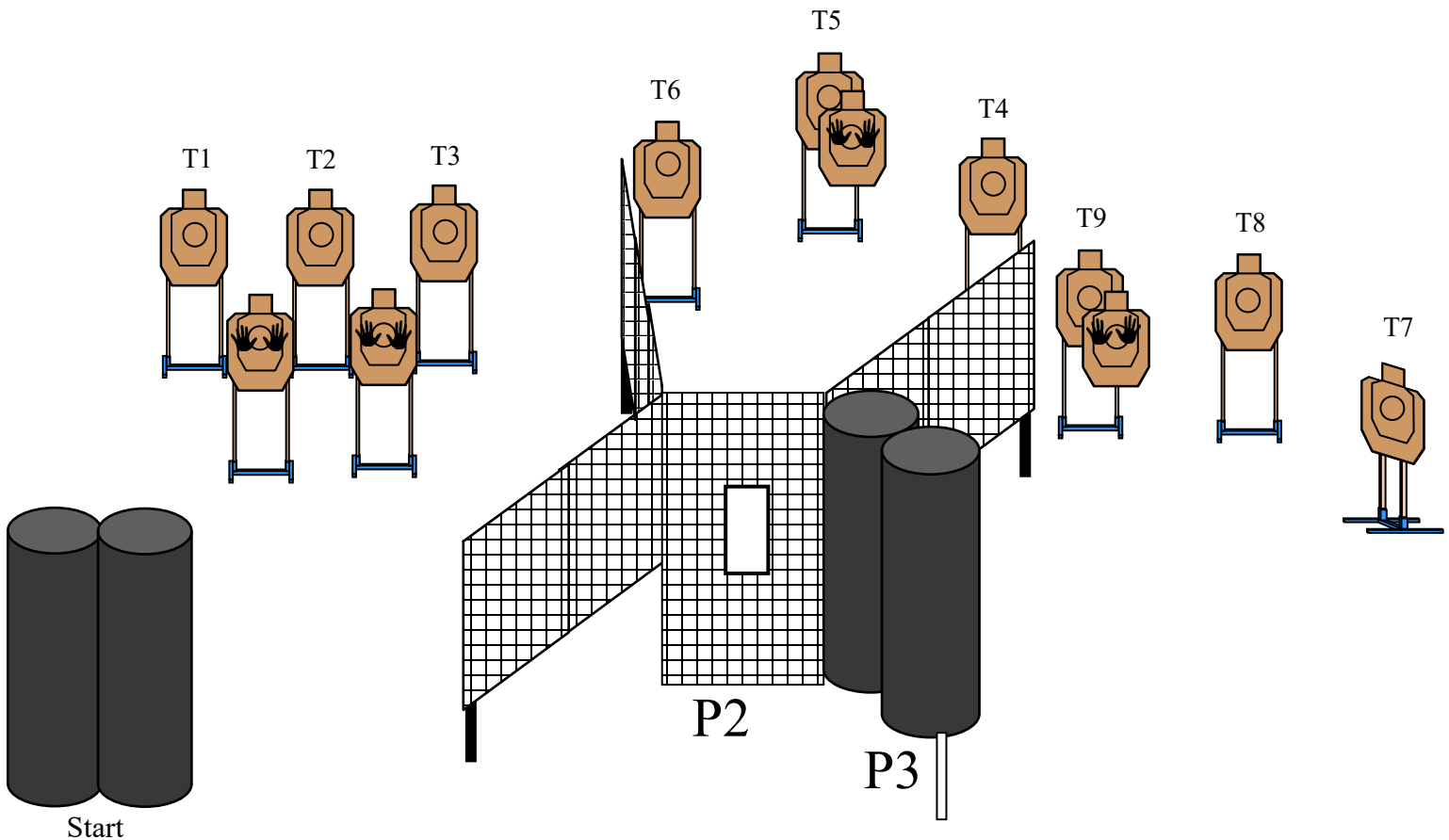
Hit on non-threat- A non-threat target is now hard cover. Which means it's impenetrable. Any hit on a non-threat will get scored as a miss and a hit on non-threat. That's 10 seconds added to your time. If the hit breaks the perforation, then you'll get the points behind and a non-threat hit also.



Defensive Pistol



LIPSA	STAGE NAME: Run -n- Gun	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: You're pinned down by enemy fire. The wall you're hiding behind is crumbling under the barrage. If you stay where you are, it's certain death. Draw your weapon. Make a run for it. Lay down fire as you move. Work your way to better cover and take down the rest of these enemy combatants. Good luck soldier!		
START POSITION: Standing behind barrels with 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 <u>WHILE ON THE MOVE</u> to P2. From P2, 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	

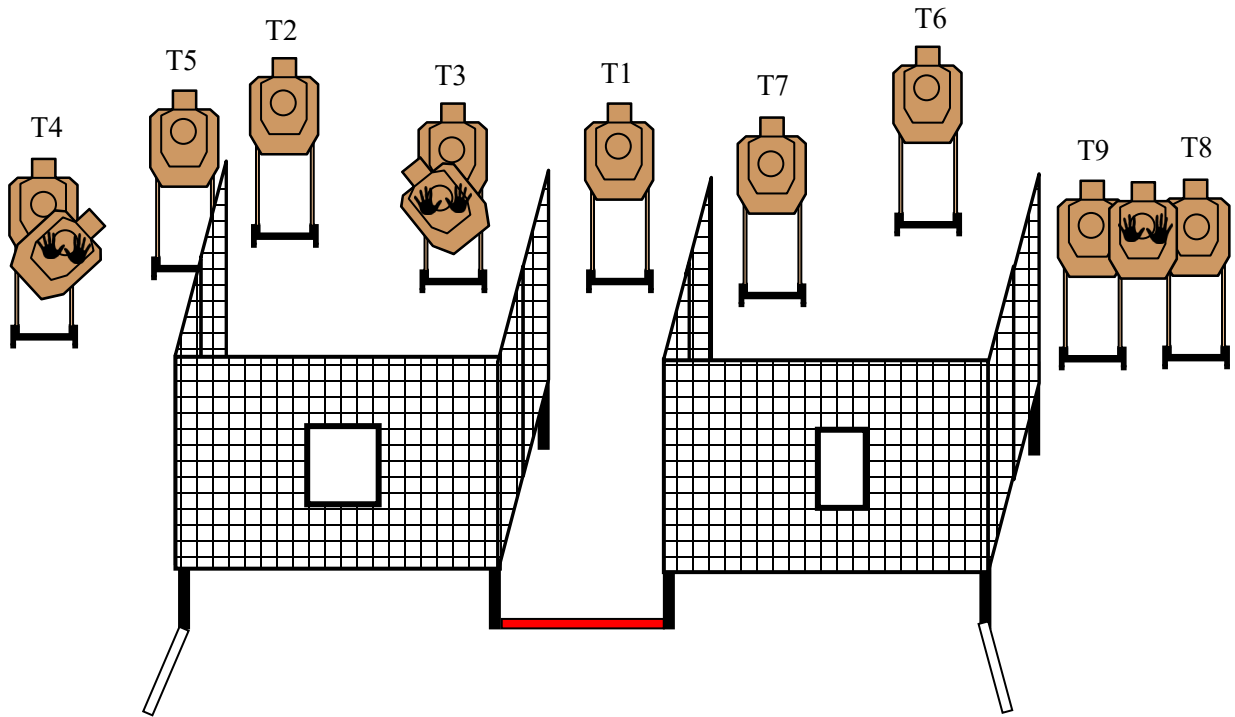




Defensive Pistol



LIPSA	STAGE NAME: Stick Em Up!	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENERIO: You stumbled on an illegal drug operation and a thug is holding you at gun point. You can do nothing and wait for certain death, or you can rely on your training. Wait for a distraction, then draw your gun and take him down. Seek out the other animals and take them down too. I'm sure they'll be looking for you.		
POSITION: Standing with toes touching RED mark. Wrists above shoulders. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at low ready in strong hand. Weak wrist above shoulder.		
PROCEDURE: At signal, engage T5. Then engage all other targets as they become visible through ports and from the side of walls. 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	

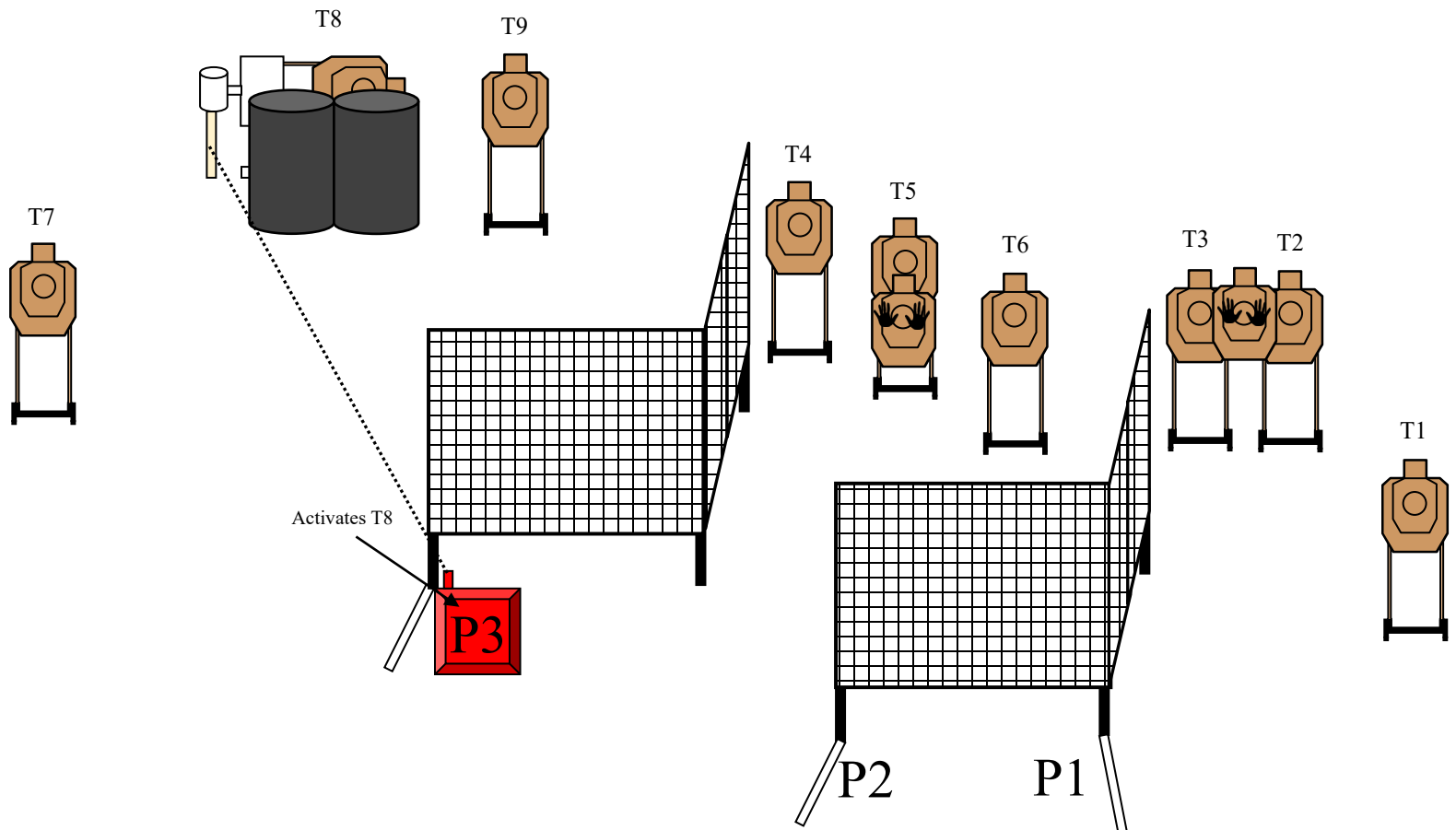




Defensive Pistol



LIPSA	STAGE NAME: Another Slice Of Pie	
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata	
SCENERIO: Someone's trying to steal your pie. Enough said! Kill them all. Get your pie back.		
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-T6. Advance to P3 and engage T7-T9. All targets must be engaged in Tactical Priority. (Stepping on pressure plate activates T8. It must be activated before being engaged).		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





Defensive Pistol



LIPSA

STAGE NAME: The Great Escape

RULES: LIPSA Defensive Pistol

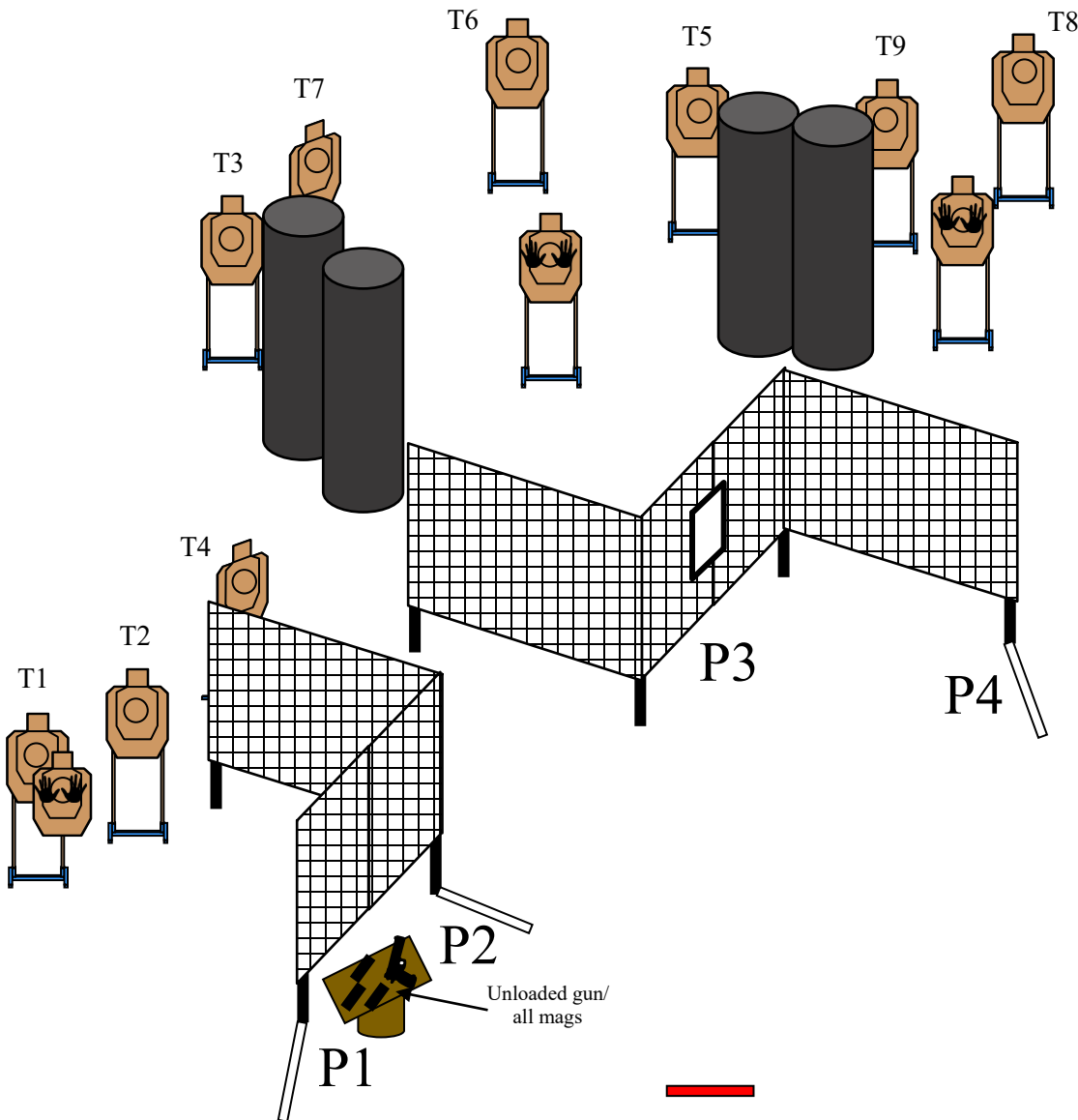
Course Designer: Michael Linsalata

SCENARIO: You're a DEA agent locked in a Mexican jail. The prisoners are bad. The guards are worse. A riot breaks out. Here's your chance. A guard has fallen under the onslaught. Grab his weapon and extra ammo. Fight your way to freedom.

POSITION: Standing with toes touching **RED** mark. Wrists above shoulders. Unloaded gun and all mags on table. Rifle has same start position.

PROCEDURE: At signal, advance to fallen guard, (P1) and retrieve unloaded gun and all mags. Load gun and engage T1 and T2. Go to P2 and engage T3 and T4. Step over to P3 and engage T5-T7. Go to P4 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 4



Defensive Pistol



LIPSA

STAGE NAME: Abduction Interrupted

RULES: LIPSA Defensive Pistol

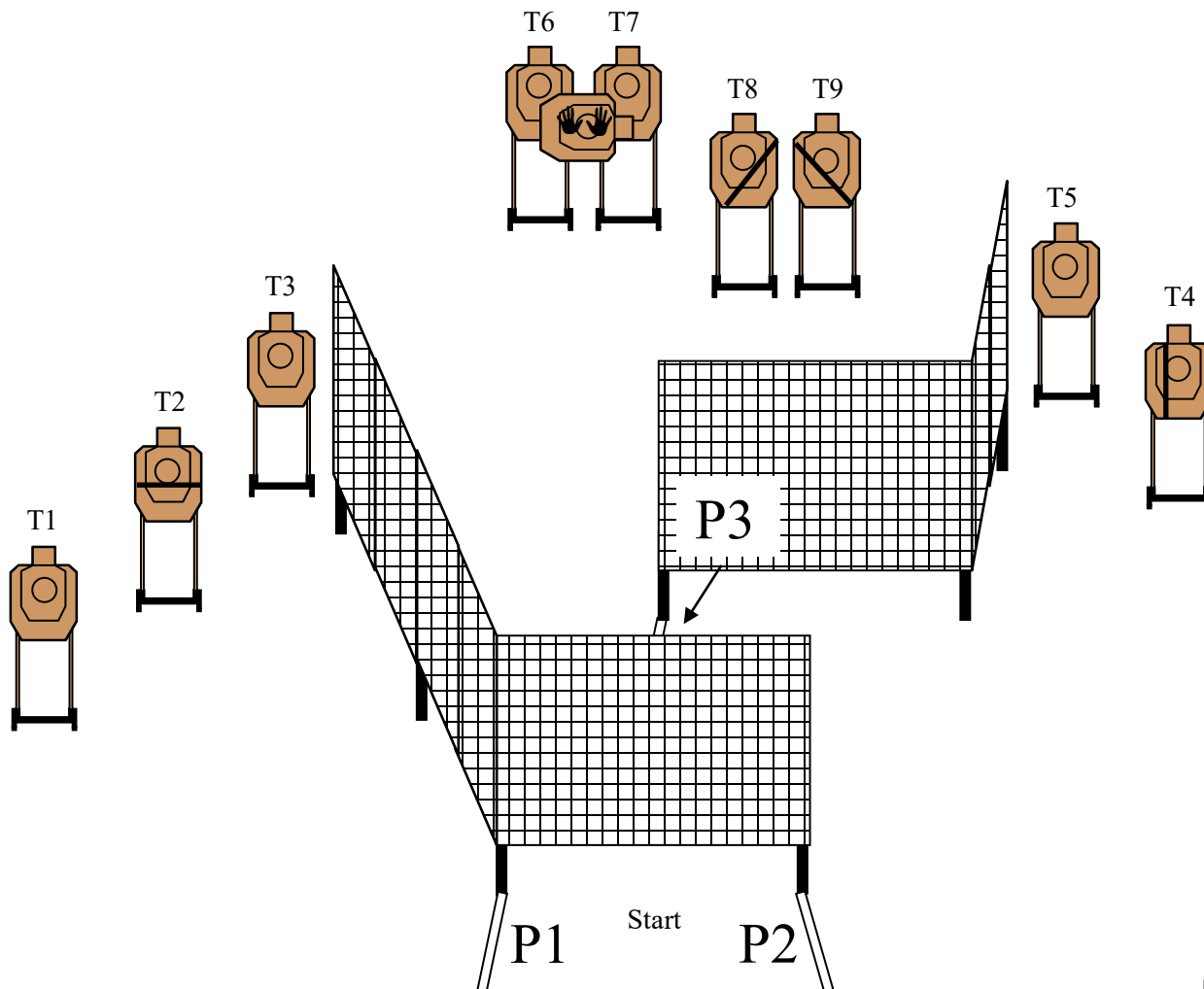
Course Designer: Michael Linsalata

SCENARIO: You are visiting relatives in another state where concealed carry is legal, but no round is allowed in chamber. You're strolling through town window shopping. The local Mayor is giving a speech. People are all over having a good time. When you hear a blood curdling scream. You look up and you see the mayor down and a young lady being kidnapped. You also see a squad of men holding automatic weapons. Take action! Take out the bad guys. Save the young lady. Don't forget to rack a round. Stupid law!

POSITION: Standing between P1 and P2, wrists below belt. Gun is holstered with mag in gun. **No round in chamber.** Rifle start is mag in gun. **No round in chamber.** Held at Low Ready.

PROCEDURE: At signal, rack a round in the chamber and engage T1-T3 from P1. Step over to P2 and engage T4 and T5. Advance to P3 and engage T6-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



Defensive Pistol



LIPSA	STAGE NAME: Barbeque Blast	
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata	
<p>SCENARIO: It's July 4th weekend! You're behind the grill cooking up dogs and burgers for your friends and family. The sun is out. The kids are playing. The women are smiling. This is America at its finest. You see a couple of strange men approaching. They could be guests of your neighbors. They could be something else. You're keeping one eye on the grill and one eye on the strangers. One of them grabs a female guest. The other pulls out a knife. Being a proud, gun owning American, you of course have a gun nearby. Grab that gun. Save that pretty neighbor. Save the day. Freedom!!</p>		
<p>POSITION: Standing behind Barbecue, holding spatula in strong hand. Loaded gun placed on table. Rifle has same start position.</p>		
<p>PROCEDURE: At signal, drop spatula, pick up loaded gun and engage T1 and T2 from behind BBQ. Engage T3 while on the move to P2. From P2, engage T4 and T5 through port, and T6 from side of wall. All targets must be engaged in Tactical Priority. All targets get 3 rounds each.</p>		<p>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</p>

