

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.



Stage Name: Christmas Present Protection

RULES: LIPSA Defensive Pistol Course Designer: **Michael Linsalata**

SCENERIO: A few days after Christmas, and all through the house. Not a creature was stirring, except 6 bad guys trying to steal your kid's presents. That's just not gonna happen. Grab the gun you keep loaded for just such an occasion. Unleash hell on those sons a bitches. Merry Christmas!

START POSITION: Standing directly behind table, hands relaxed at sides. Loaded gun and all mags on table. Rifle has same start position.

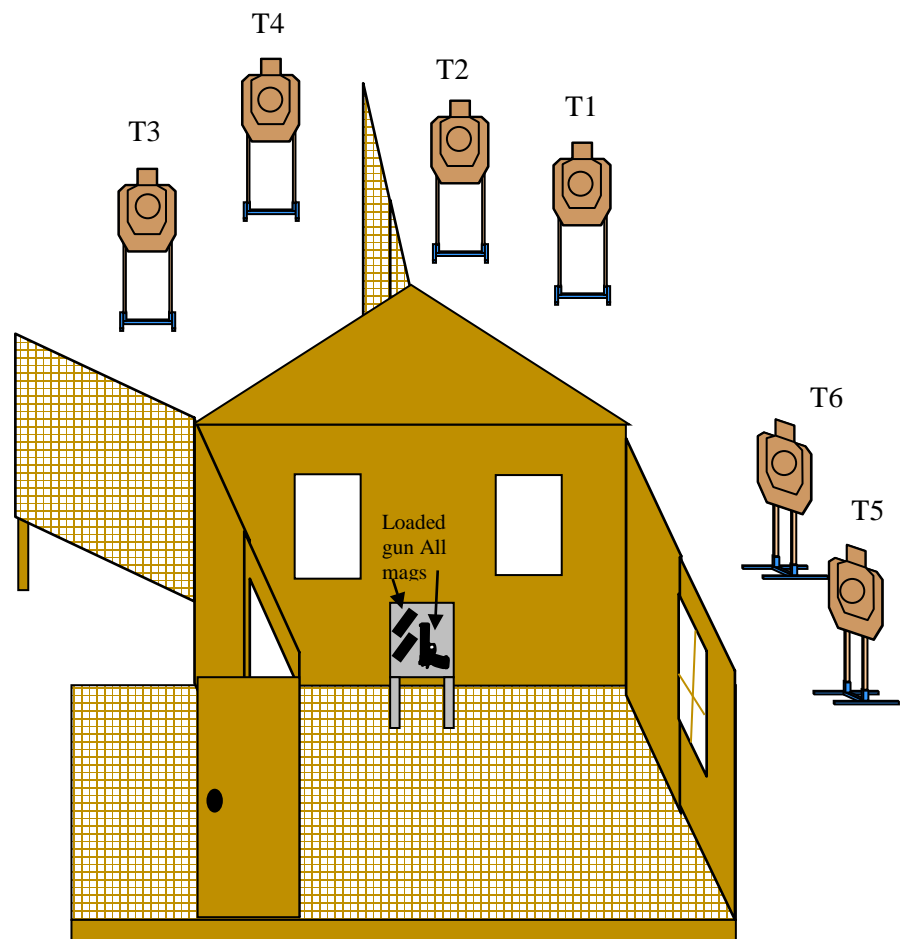
STAGE PROCEDURE

At signal, pick up loaded gun from table. Then engage all targets as they become visible through windows. All targets must be engaged in Tactical Priority. All reloads must come from table.

SCORING

SCORING: Vickers, 18 rounds
TARGETS: 6 IDPA
SCORED HITS: Best 3 per target
START-STOP: Audible-Last Shot
PENALTIES: Standard

LIPSA Defensive Pistol



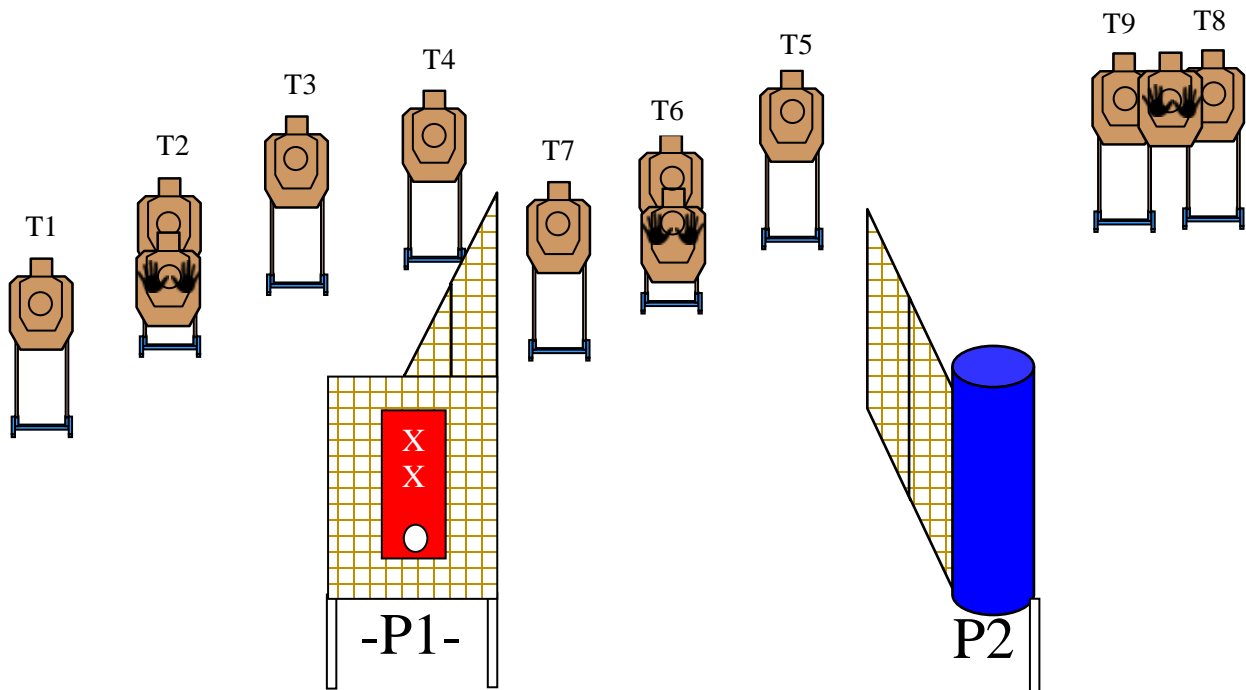
Stage 1



Defensive Pistol



LIPSA	STAGE NAME: Christmas Caroling Crisis	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Normally Christmas is the most wonderful time of year. Family, The tree. Presents. Happy children. And what's more wonderful than People coming to your door and singing Christmas songs. You hear the singing. Your child answers the door and that's when the crisis begins. They weren't carolers. They were a group of evil doers. They grab your children as hostages and demand money and all the presents. I have a better idea. Let's give them hollow points instead. At high velocity. Merry Christmas!		
START POSITION: Standing in middle of wall 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-T7 from P1. Step over to P2 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	



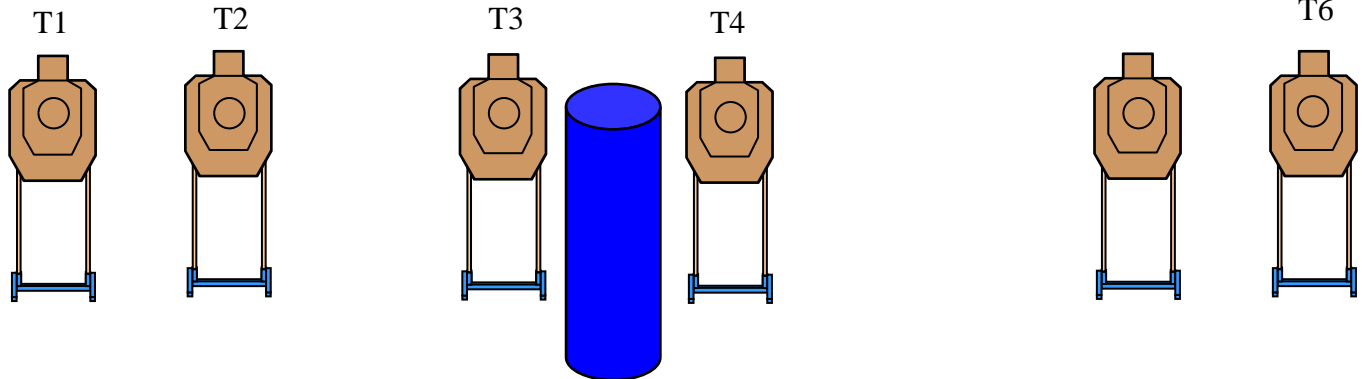
Stage 2
(Pit 2)



Defensive Pistol



LIPSA	STAGE NAME: Sweeping	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Standards Exercise		
START POSITION: Standing in Box A, hands relaxed at sides. Gun is loaded with 6 rounds only. Extra mags have 6 rounds. Rifle start is gun loaded with 6 rounds only. Safety on. Held at Low Ready. Extra mags loaded with 6 rounds only.		
PROCEDURE: At signal, engage T1-T6 with 1 round each to body. Perform a reload from slide lock and re-engage T1-T6 with one round each to body. Perform a second reload from slide lock and engage T1-T6 with one round each to the head. There is no 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



A

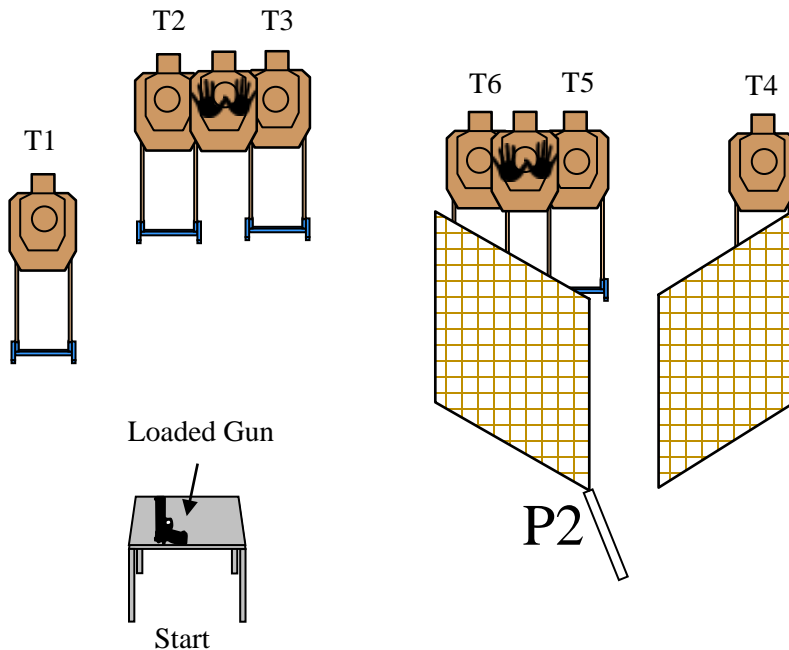
Stage 3
(Pit 3)



Defensive Pistol



LIPSA	STAGE NAME: Tossing Allison's Cookies	
RULES: LIPSA Defensive Pistol		Course Designer: Mike Rosedale
SCENARIO: Mike the Marine and Allison are both in the kitchen wearing aprons making holiday cookies and telling each other how lucky they are to have found each other. Yuk!!! They hear yelling and banging from outside. They look out the window and see a fight between a car full of thugs and some nice neighbors. Then the thugs jump out and draw weapons, threatening to do harm to the whole neighborhood. "We can't let this happen", Says Mike!! Toss your cookies and take action.		
START POSITION: Standing behind table, holding tray of cookies in both hands. Loaded gun on table. Rifle has same start position.		
PROCEDURE: At signal, toss cookies. Pick up loaded gun, then engage T1-T3 from behind table. Advance to P2 and engage T4-T6. 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	

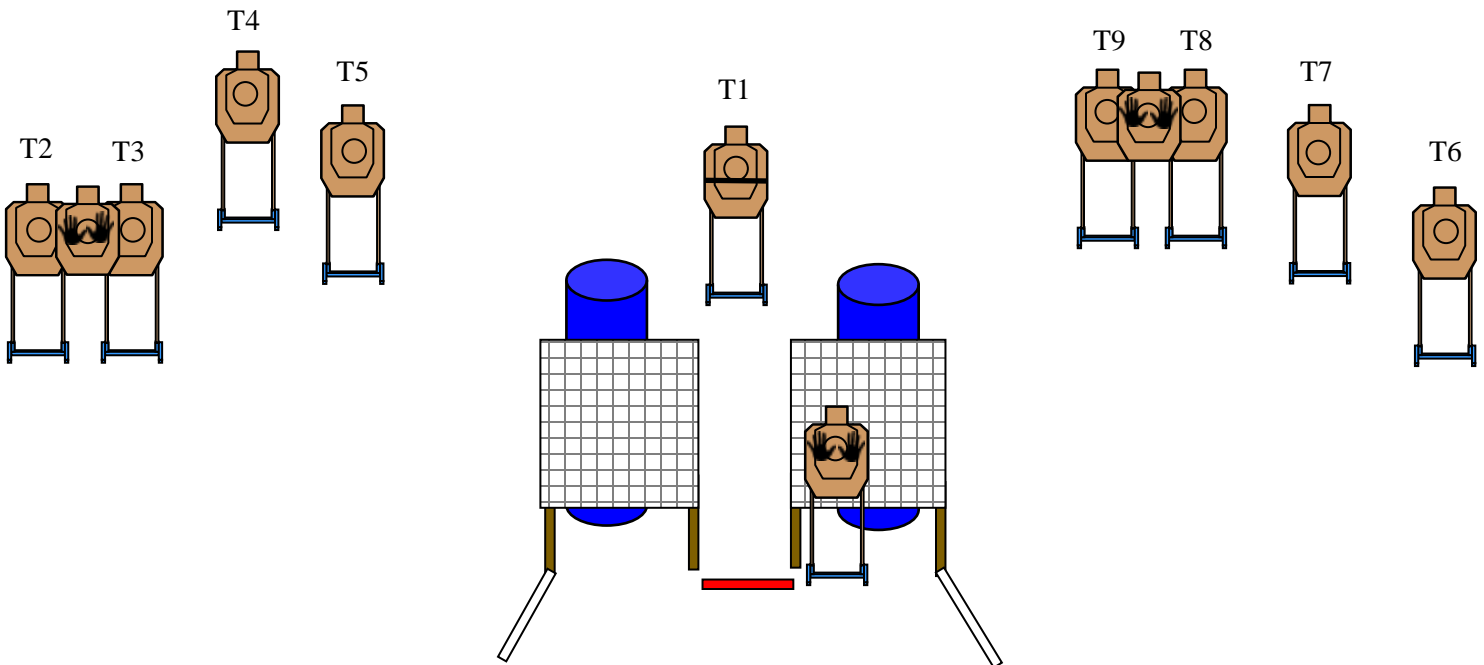




Defensive Pistol



LIPSA	STAGE NAME: Walking in a Winter Wonderland	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: It's a beautiful winter night. There's snow on the ground. There's Christmas in the air. You're walking hand in hand with your significant other. It can't get any better...but it's about to get worse. A man approaches. Your Spidey senses are tingling. He asks for directions. Then he pulls out a knife and demands your money...and your mate. More of his friends show up. Hmmm... give up your money and your girl/guy? How about this, draw your weapon and send them to hell. Merry Christmas!		
START POSITION: Standing with toes touching RED mark. Strong hand holding hand of mate. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready in weak hand. Strong hand holding hand of mate.		
PROCEDURE: At signal, engage T1 from between walls. Engage T2-T5 from left side of walls. Engage T6-T9 from right 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	



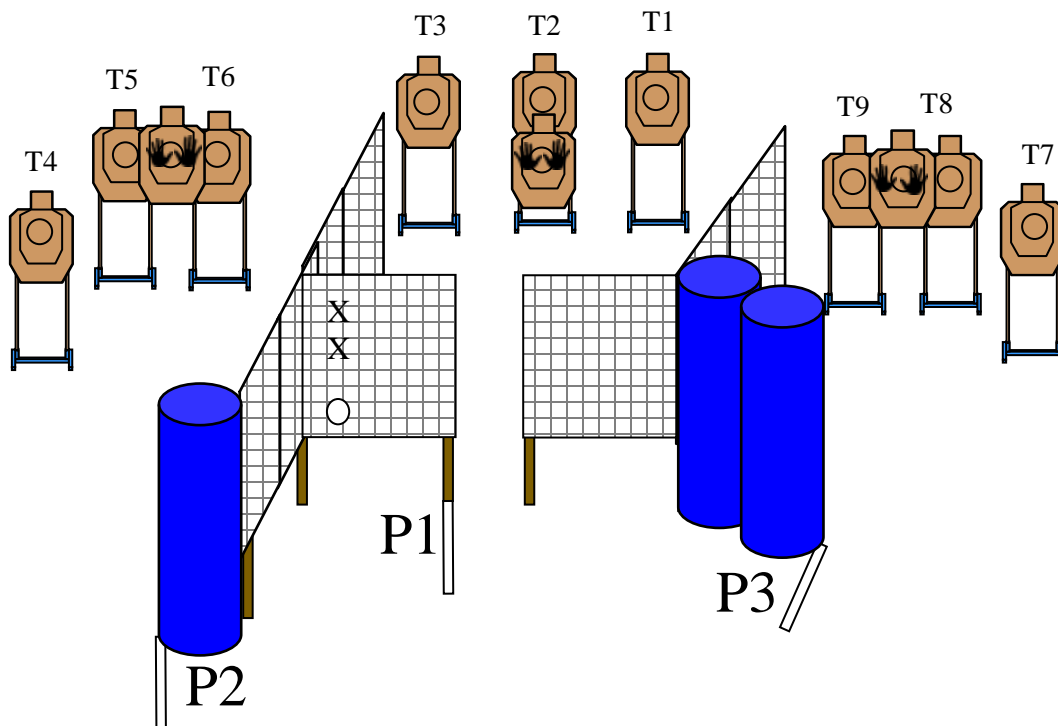
Stage 5
(Pit 5)



Defensive Pistol



LIPSA	STAGE NAME: Hanukkah Hooligans	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: It's the last night of Hanukkah. You and your family are enjoying each other's company. Not thinking about all the problems in the world. Laughing and having a good time. The world has other ideas. A gang of hooligans wants to spoil your fun. They're also armed to the teeth. I'm guessing they want to inflict some pain too. Thankfully, even though it's a holiday, you're carrying a hand cannon underneath your sweater. Time to blast some holes in these maniacs. Happy Hanukkah!		
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-T3 from P1. Step back to P2 and engage T4-T6. 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 6
(Pit 6)