

# 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).

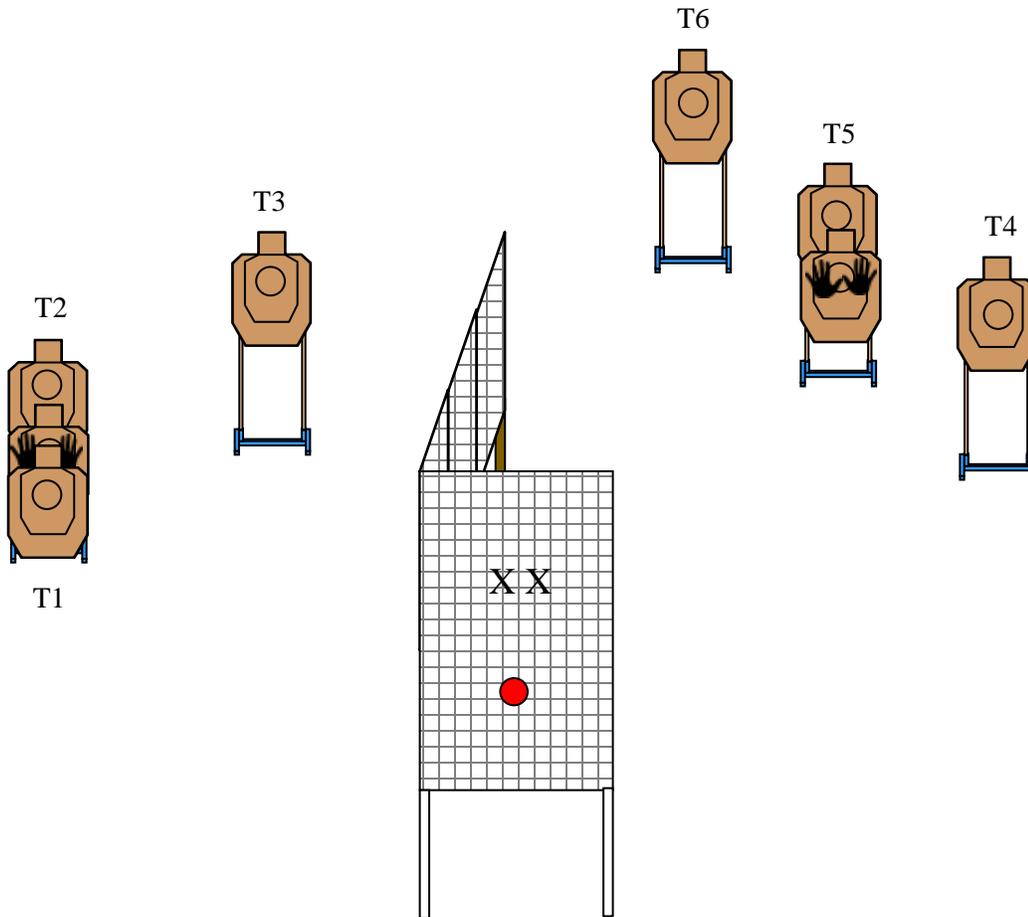
**Hit on non-threat-** A non-threat target is now hard cover. Which means it's impenetrable. Any hit on a non-threat will get scored as a miss and a hit on non-threat. That's 10 seconds added to your time. If the hit breaks the perforation, then you'll get the points behind and a non-threat hit also.



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Strike First</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> We call it Defensive Pistol because you're usually using your weapons in a defensive position. But sometimes you have to go on offense. There are 6 bad dudes out there. They are gonna do harm. You need to Strike First and put them down before they hurt you and other innocents. Remember, No Mercy!		
<b>START POSITION:</b> Standing with hands flat on X's. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on wall.		
<b>PROCEDURE:</b> At signal, engage T1-T3 from left side of wall. Engage T4-T6 from right side of wall. Shooter can start on either side. All targets must be engaged in Tactical Priority.	<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



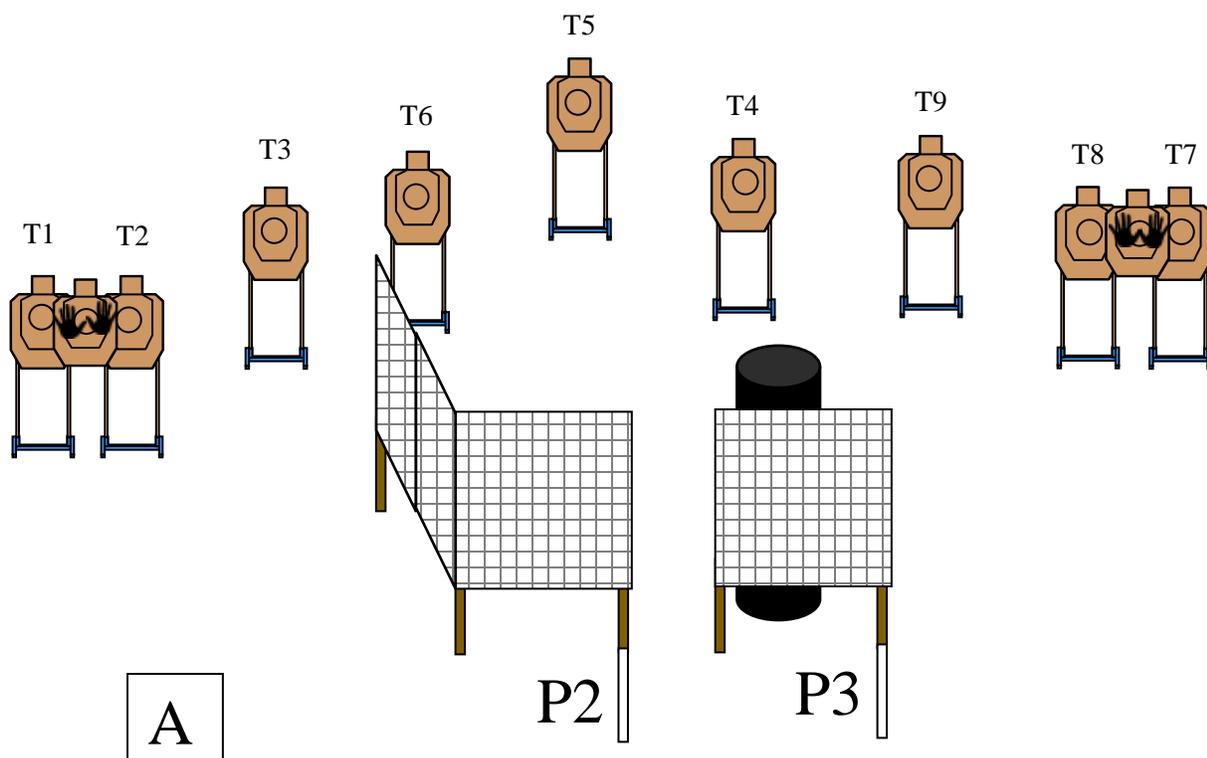
**Stage 1**  
**(Pit 1)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: March Madness</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> It's March 2021. The world is starting to get back to normal...somewhat. You're out and about. Enjoying the spring weather. When up ahead you see a group of thugs with bats and pipes breaking windows. Flipping over cars. Hurting innocent civilians. Causing havoc. You can't just stand by and do nothing. Draw your weapon. Put a stop to this madness.		
<b>START POSITION:</b> Standing in Box A, wrists below belt. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.		
<b>PROCEDURE:</b> At signal, engage T1-T3 from Box A. Advance to P2 and engage T4-T6. Step over to P3 and engage T7-T9. All targets must be engaged in Tactical Priority.	<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	



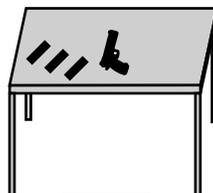
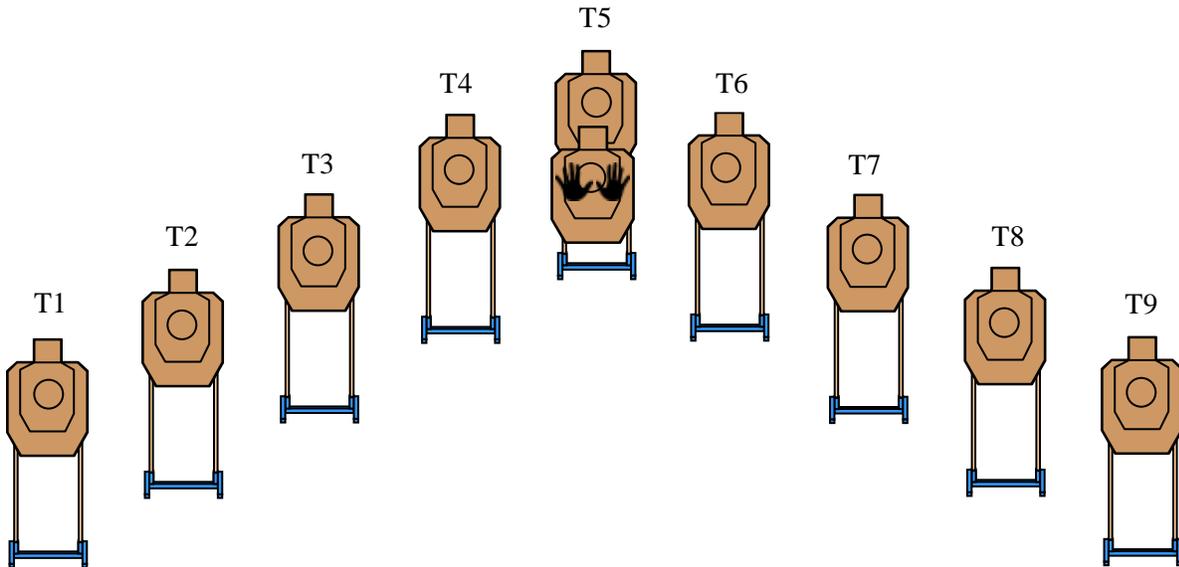
**Stage 2**  
**(Pit 2)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: The Nine</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> Standards Exercise		
<b>START POSITION:</b> Standing in Box A, wrists above shoulders. Unloaded gun and all mags on table. Rifle has same start position.		
<b>PROCEDURE:</b> At signal, pick up and load gun with mag from table, then engage all targets with 2 rounds each. Reload when necessary with mags from table. There is <b><u>NO</u></b> Tactical Priority on this stage.	<b>SCORING:</b> <b>SCORED HITS:</b> <b>TARGETS:</b> <b>PENALTIES:</b> <b>SIGNAL:</b>	Vickers, 18 Rounds Best 2 per target 9 IDPA Targets Standard Start is standard beep; Stop Last Round fired



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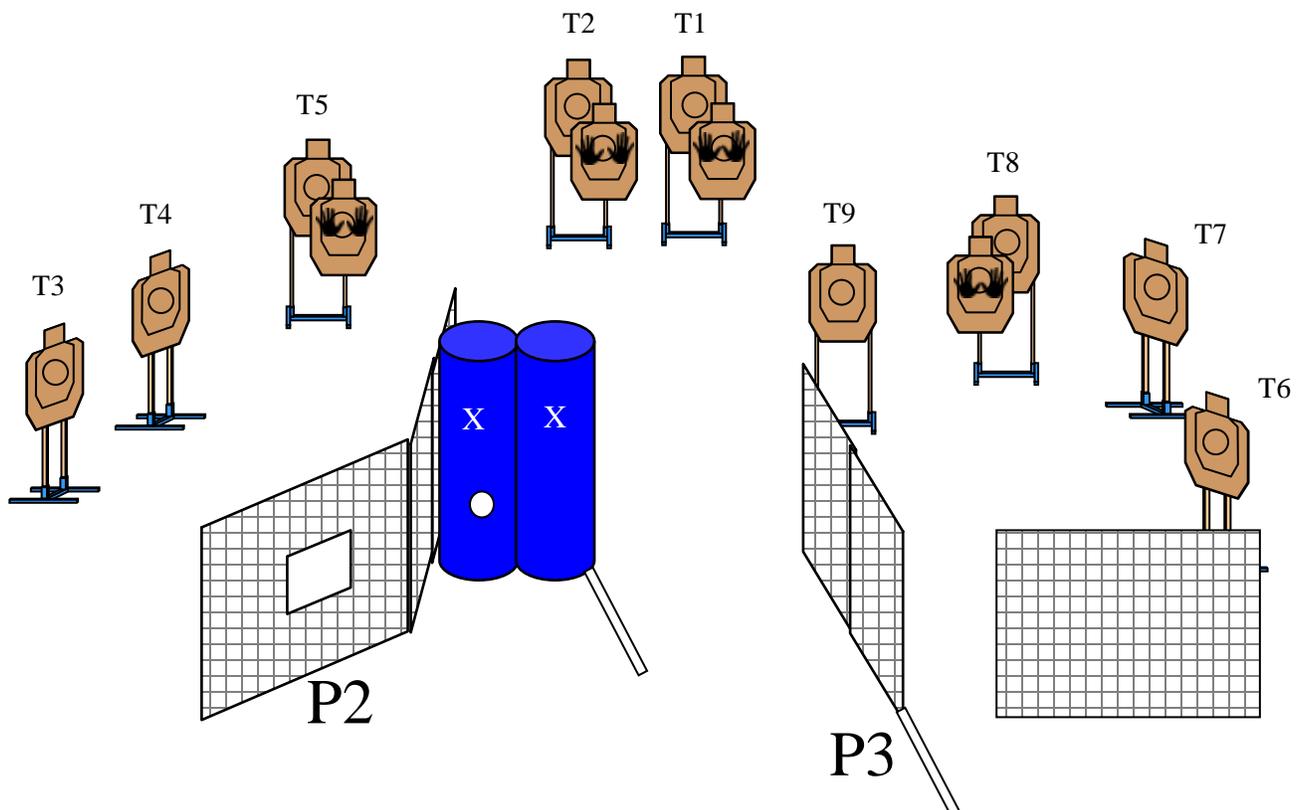
**Stage 3**  
**(Pit 3)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Strike Hard</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> When it comes to defending your life and the life of your family, everything you need to know you can learn from Cobra Kai. A gang of Ninjas has taken your family hostage. They have swords and throwing stars...No match for your firearm. Never bring a sword to gun fight. Remember, No Mercy!		
<b>START POSITION:</b> Standing with hands flat on X's. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on barrel.		
<b>PROCEDURE:</b> At signal, engage T1 and T2. Fall back to P2 and engage T3-T5 through port. Advance to P3 and engage T6-T9. All targets must be engaged in Tactical Priority.	<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	



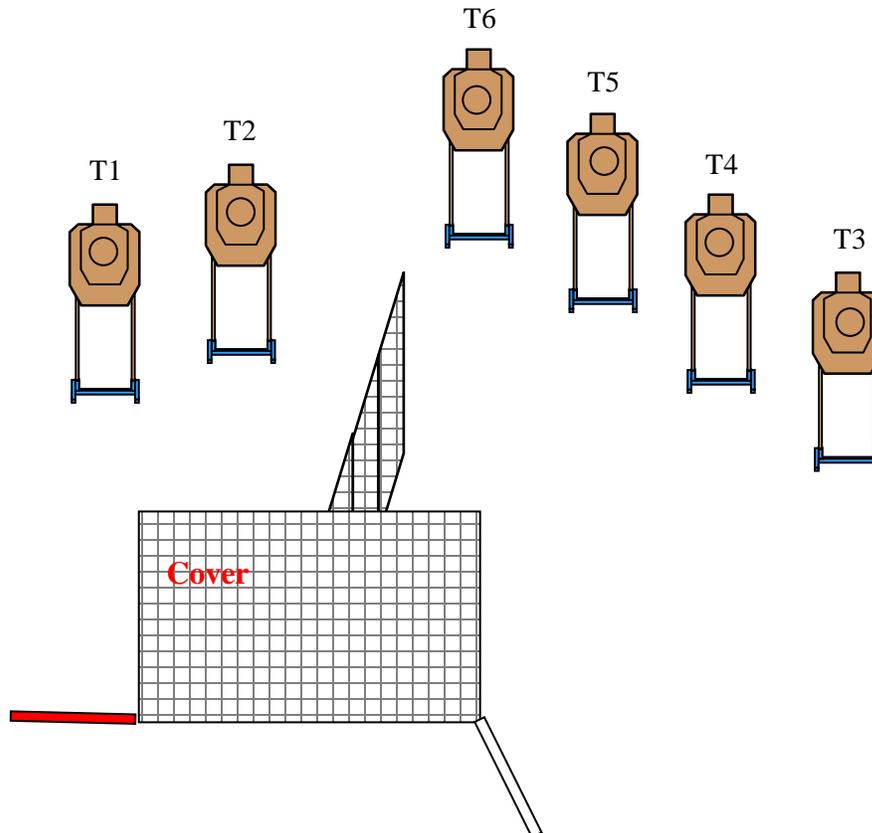
**Stage 4**  
**(Pit 4)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Cover First</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer: Michael Linsalata</b>
<b>SCENARIO:</b> We love cover. Cover protects us. Blocks incoming bullets from hitting us. Keeps us safe so we can defend ourselves and defend others. So when 2 gang bangers come up to you holding guns and demanding your wallet and keys to your nice car, what's the first thing you should do? Correct! Duck behind cover. Then draw your weapon. Then show this idiots how well you can shoot. Be careful though. Bangers travel in groups.		
<b>START POSITION:</b> Standing with toes touching <b>RED</b> mark. Wrists below belt. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.		
<b>PROCEDURE:</b> At signal, duck behind cover. Then engage T1 and T2 from left side of wall. Then engage T3-T6 from right side of wall. All targets must be engaged in Tactical Priority.	<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	



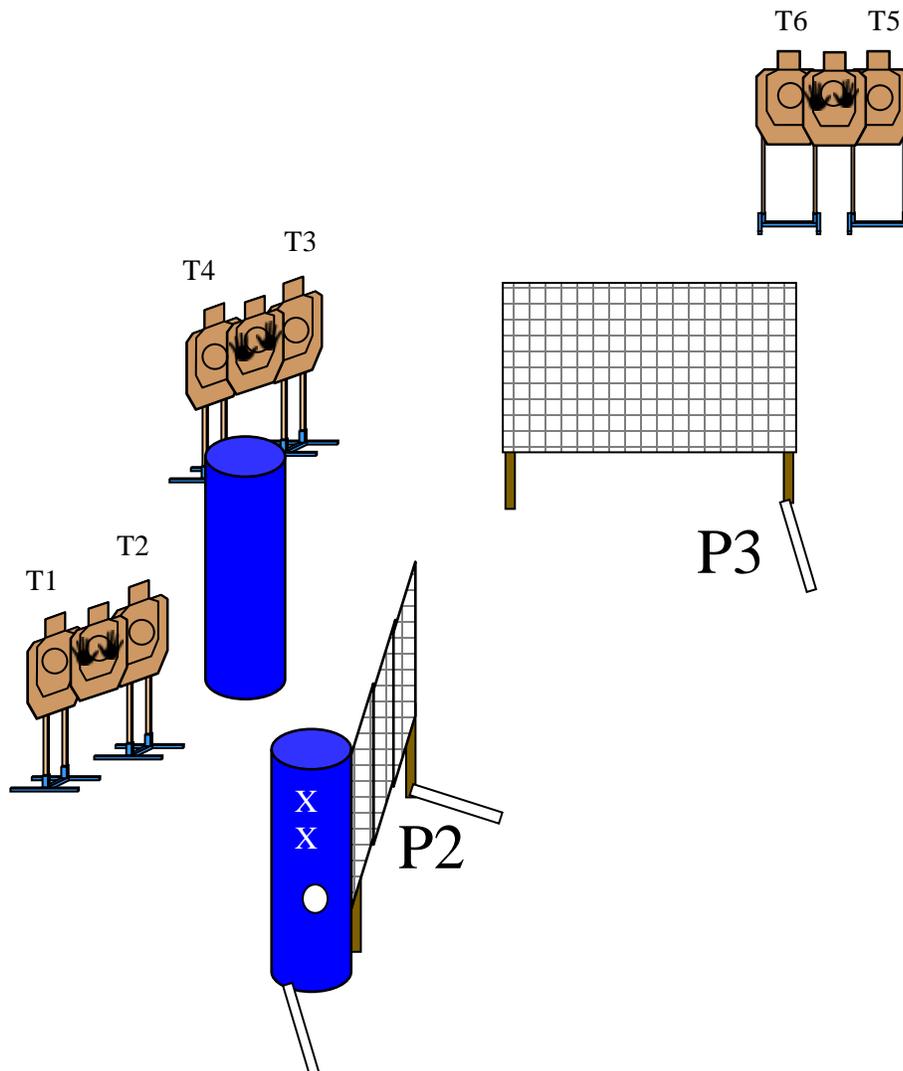
**Stage 5**  
**(Pit 5)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: The Third Rule of Cobra Kai</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> This is a whole new world we're living in. The people in charge are making radically bad decisions and making this country too dangerous to live in. Open borders. Defunding the police. Trying to infringe on our 2 <sup>nd</sup> amendment right to keep and bear arms. Criminals will be running rampant in the streets. You know and have used the first 2 rules of Cobra Kai. Now it's time for the third...Remember, No Mercy!		
<b>START POSITION:</b> Standing with hands flat on X's. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on barrel.		
<b>PROCEDURE:</b> At signal, engage T1 and T2. Step over to P2 and engage T3 and T4. Advance to P3 and engage T5 and T6. All targets must be engaged in Tactical Priority.	<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	



**Stage 6**  
(Pit 6)