

# 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).

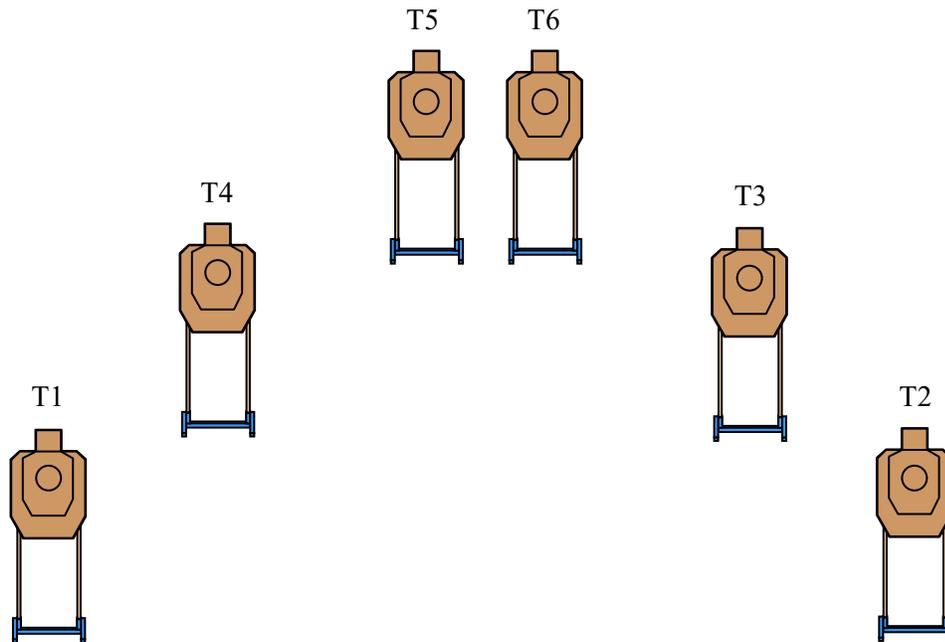
**Hit on non-threat-** A non-threat target is now hard cover. Which means it's impenetrable. Any hit on a non-threat will get scored as a miss and a hit on non-threat. That's 10 seconds added to your time. If the hit breaks the perforation, then you'll get the points behind and a non-threat hit also.



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: One-Zee's</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. Gun is loaded with 6 rounds only and holstered. Rifle start is gun loaded with 6 rounds only. Safety on. Held in weak hand at Low Ready. Strong wrist above shoulder. (All spare mags are loaded to 6 rounds).		
<b>PROCEDURE:</b> At signal, engage T1-T6 with 1 round each. Perform a mandatory reload and re-engage T1-T6 with 1 round each. Perform a second mandatory reload and engage T1-T6 with 1 round each. All targets must be engaged in Tactical Priority. (Closest to furthest).	<b>SCORING:</b> Vickers, 18 Rounds <b>SCORED HITS:</b> Best 3 per target <b>TARGETS:</b> 6 IDPA Targets <b>PENALTIES:</b> LIPSA DP <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired	



A

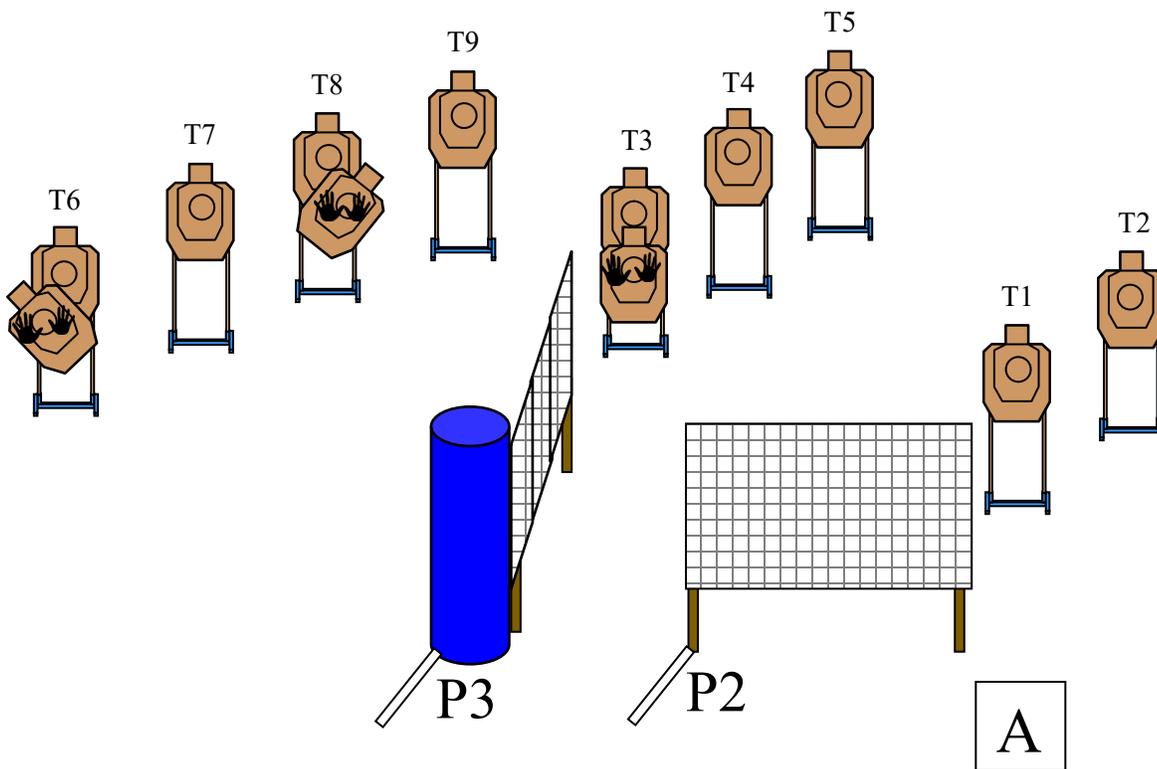
**Stage 1**  
(Pit 1)



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Willing To Pay</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> Some people are just willing to pay. They don't want to fight back. They just want to roll over for the criminals. If you do that, the criminals will get stronger. More emboldened. They'll stop respecting authority all together. Pretty much what's happening in the world right now under corrupt leaders. We're not willing to pay. We're not gonna roll over. We're gonna fight. Fight to the death if necessary. Show the criminals that there's no way they're gonna win.		
<b>START POSITION:</b> Standing in Box A, wrists above shoulders. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held in weak hand at Low Ready. Strong wrist above shoulder.		
<b>PROCEDURE:</b> At signal, engage T1 and T2 from Box A. Step over to P2 and engage T3-T5. From P3, 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



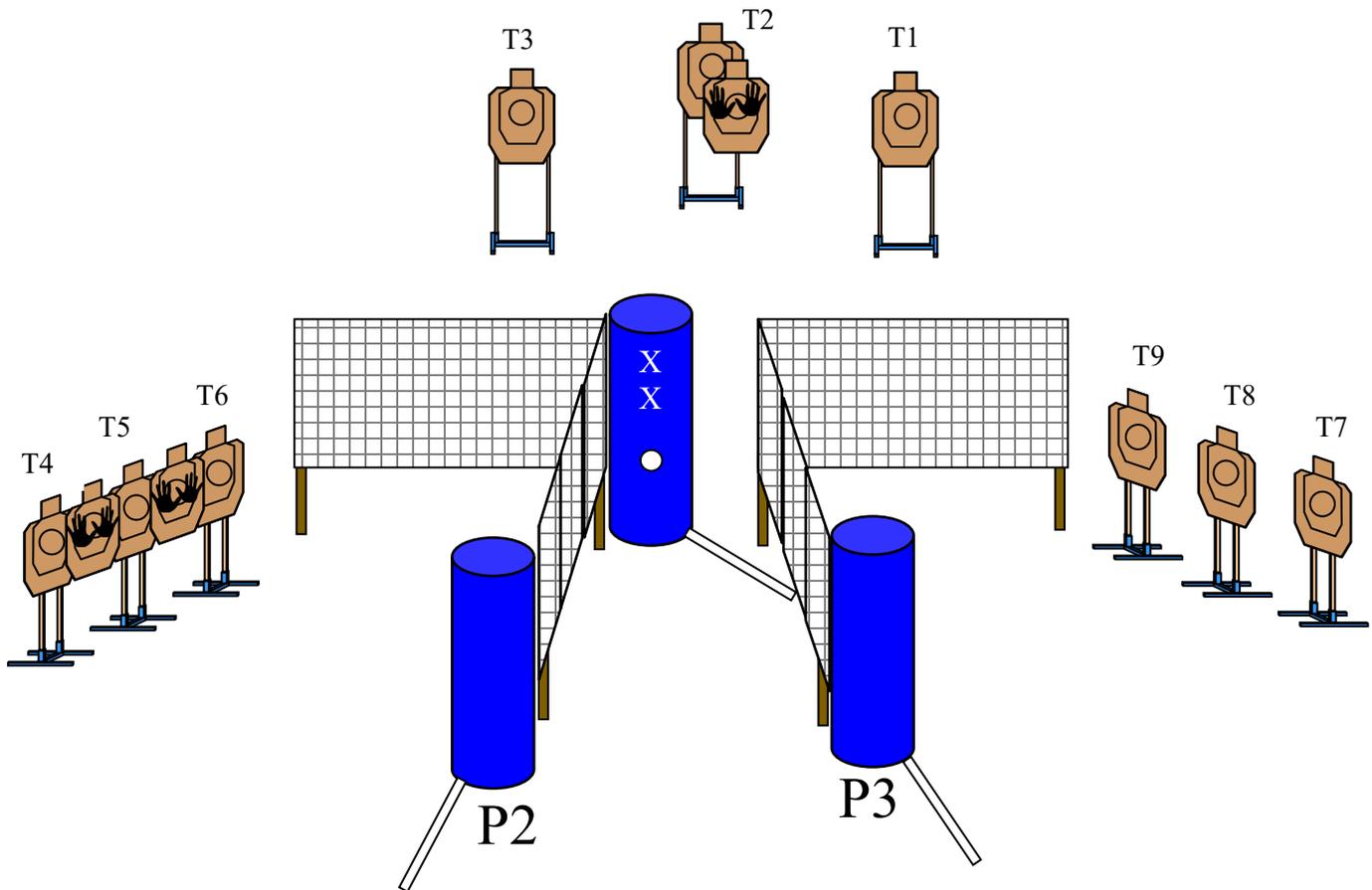
**Stage 2**  
**(Pit 2)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Highway Robbery</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer: Michael Linsalata</b>
<b>SCENARIO:</b> The world seems like it's coming to an end. Crime is at an all-time high. Murders are up. Sexual assaults are up. Armed robberies are up. So when you're travelling with your family and stop to get gas, your Spidey senses are tingling. A gang of armed bad guys grab hostages and start threatening lives. You're not worried though. You're even more armed than they are and you practice defensive shooting every month.		
<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-T3. Drop back 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	



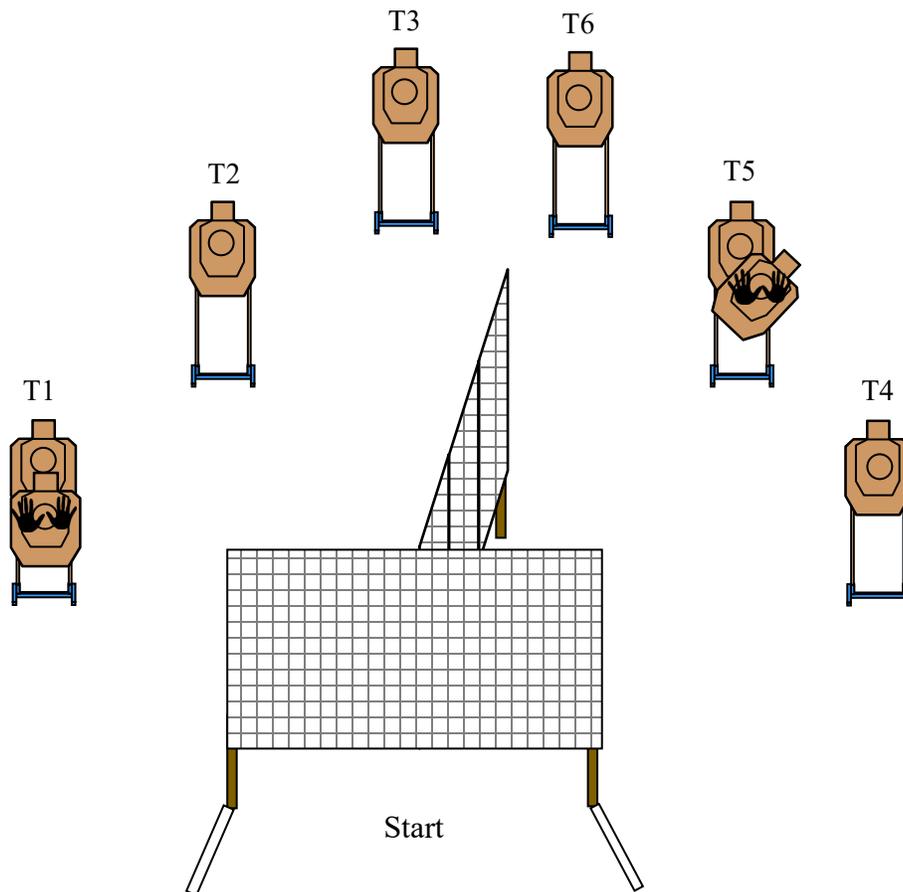
**Stage 3**  
**(Pit 3)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Outnumbered</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> You're outnumbered! Six of them. Only one of you. They have hostages too. Fight or flight. Most people would fly the hell out of there. You're not most people. You carry a gun everywhere you go, and you're damn good with it. Go get 'em!		
<b>START POSITION:</b> Standing in middle of wall. 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 left side of wall. Engage T4-T6 from right side of wall. Targets must be engaged in Tactical Priority. Shooter can start on either side.	<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	



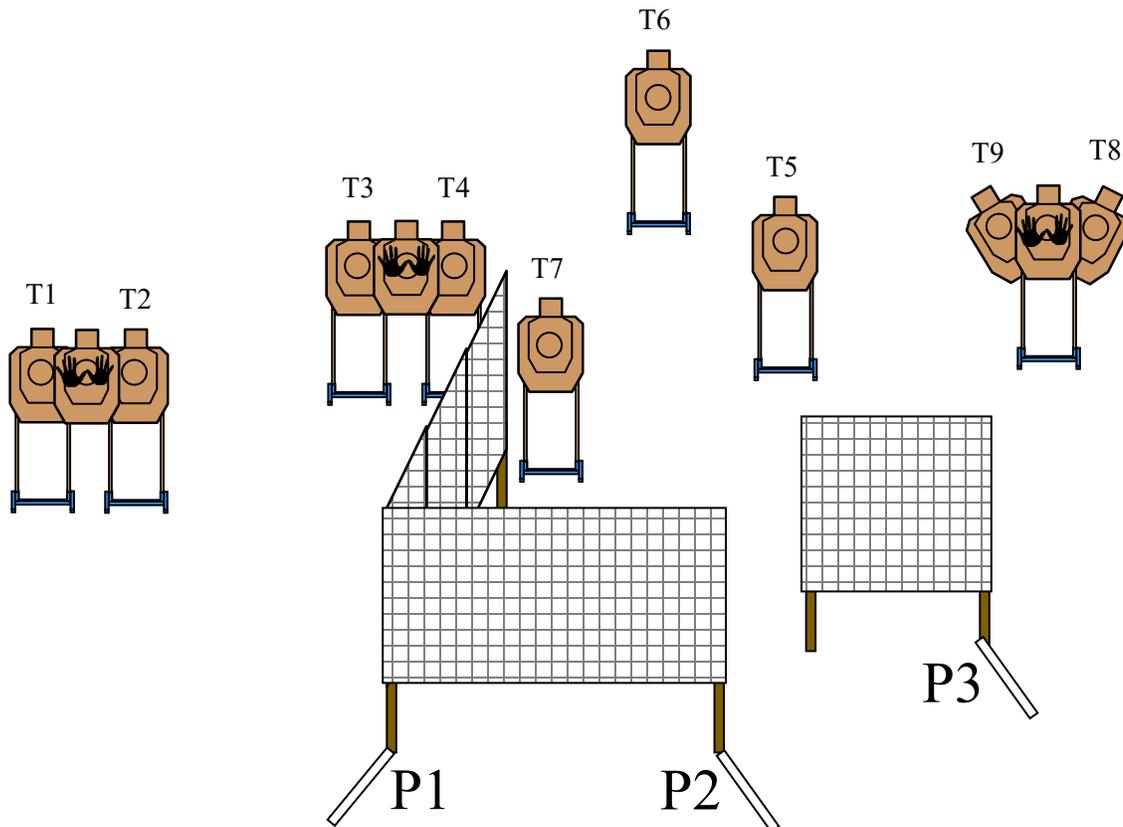
**Stage 4**  
**(Pit 4)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: High Cost Of Living</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> There's always a high cost of living, but lately, things are out of control. This administration likes to spend trillions of dollars. That's trillions with a "T". That raises our taxes and makes the cost of living impossible. When people don't have money, they do crazy things. Sometimes criminal things. That's what's happening today. Bad guys doing bad things to good people. Are we gonna let that happen? No chance!		
<b>START POSITION:</b> Standing at P1, behind cover. Wrists below belt. Gun is loaded holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.		
<b>PROCEDURE:</b> At signal, engage T1-T4 from P1. Step over to P2 and engage T5-T7. Advance to P3 and engage T8 and 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	

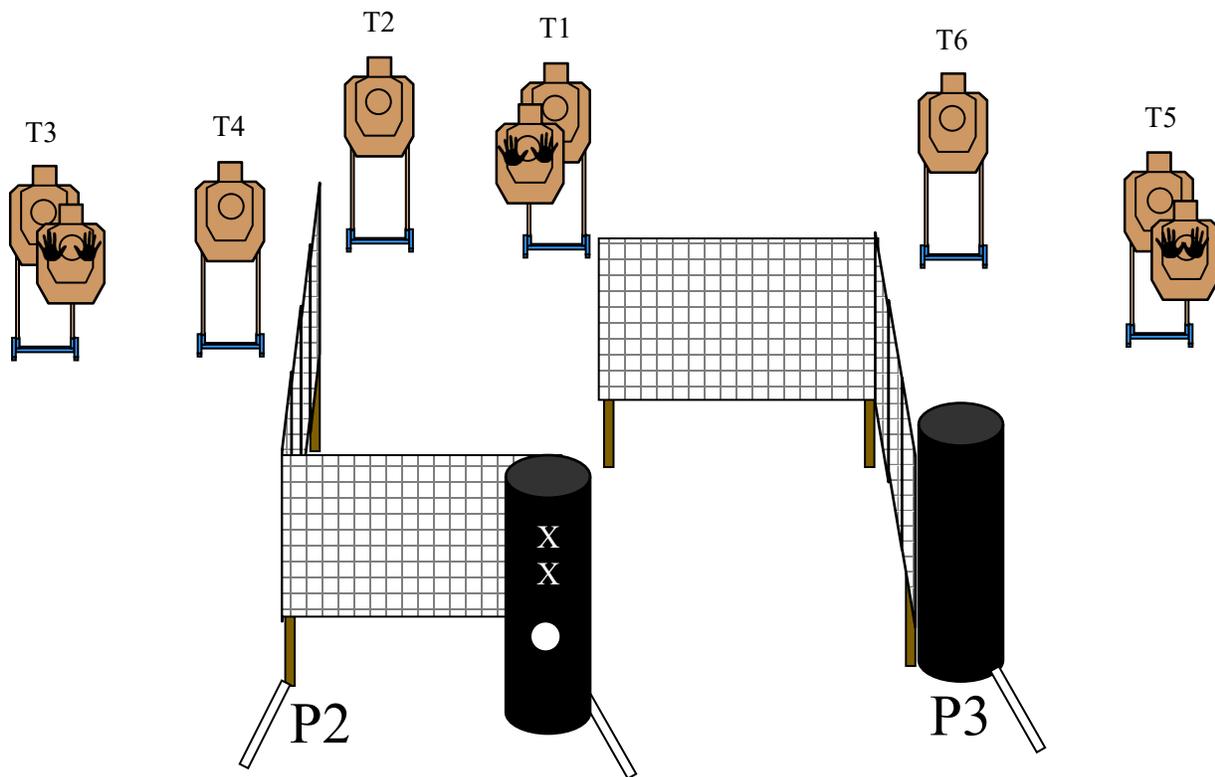




# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Deja Vu</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer: Michael Linsalata</b>
<b>SCENARIO:</b> Déjà vu-a feeling of having already experienced the present situation. The present situation is saving Mike & Alison's cookies. Didn't we just do this last month? Didn't some sons a bitches try and steal these amazing cookies last month? These must be new SOB's, cause the last ones that tried this are pushing up daisies. Now I'm pissed! Draw your weapon. Put down these bastards. Let the criminal word know that these cookies are under your protection. And anyone that comes after them... <b>NO MERCY!!!!</b>		
<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)**