

# 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).

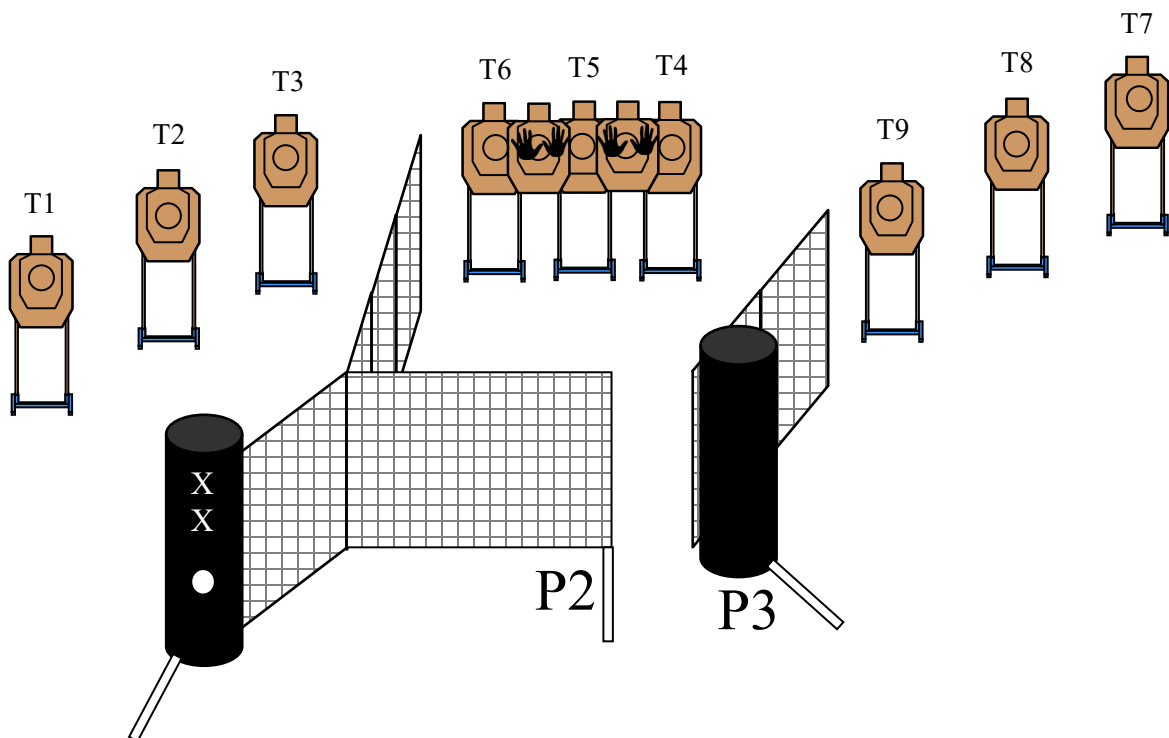
**Hit on non-threat-** A non-threat target is now hard cover. Which means it's impenetrable. Any hit on a non-threat will get scored as a miss and a hit on non-threat. That's 10 seconds added to your time. If the hit breaks the perforation, then you'll get the points behind and a non-threat hit also.



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Spring Blast</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer: Michael Linsalata</b>
<b>SCENARIO:</b> It's spring time. Covid is almost in our rear view mirror. People are starting to go out of their homes and enjoy the beautiful weather. Unfortunately, bad guys are starting to come out too. To make matters worse, the bad guys are wearing masks. Their brazen. Not afraid of the cops either. How do you fight this? Simple. The 2 <sup>nd</sup> amendment to the constitution, which is absolute, allows all of us good people to carry a gun to defend ourselves and others. Blast away!		
<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. Step over to P2 and engage T4-T6. Advance 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	



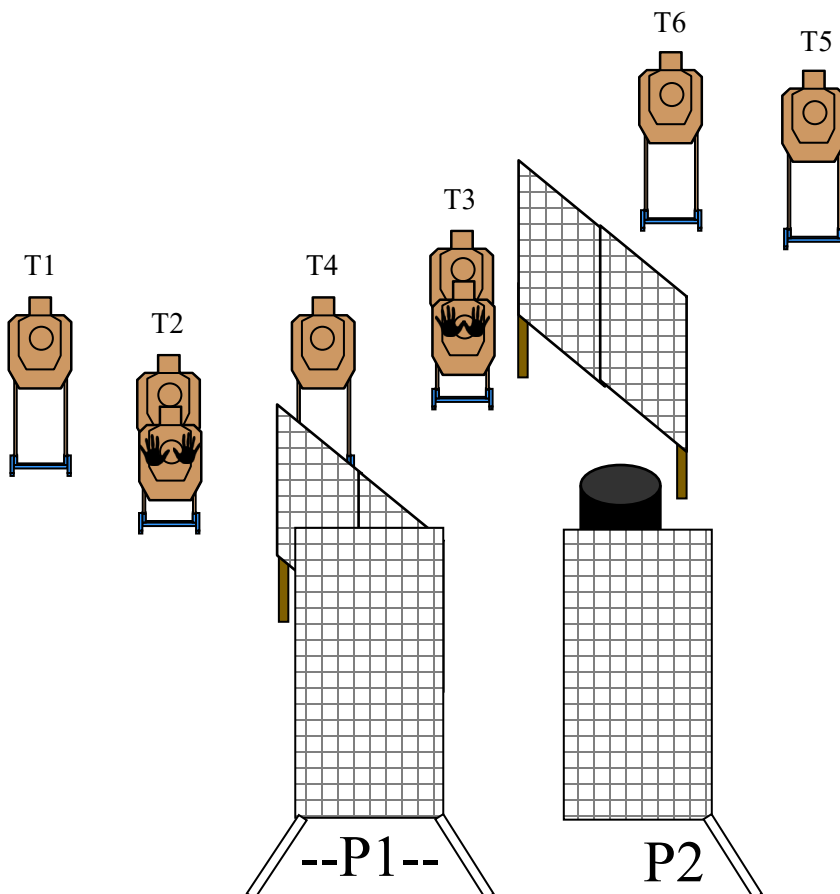
**Stage 1**  
**(Pit 1)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Nicky's Nightmare</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer: Michael Linsalata</b>
<b>SCENARIO:</b> Nicky Schillaci is a Grand Master PCC shooter. He loves to shoot USPSA, but never practices defensive shooting. Shooting USPSA is great, but when your life is on the line, defensive shooting is way more important. Nicky also likes to change buffer tubes on his PCC. Like every week. So, Nicky is home. His only weapon is in pieces. He has no defensive training. This, of course is the time when Nicky's nightmare come true. A group of thugs are intent on robbing him and causing him some serious pain. Thankfully, you're there to save him. And guess what. You love defensive pistol and you shoot it every month.		
<b>START POSITION:</b> Standing in middle of P1. 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-T4 from P1. Step over to P2 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	



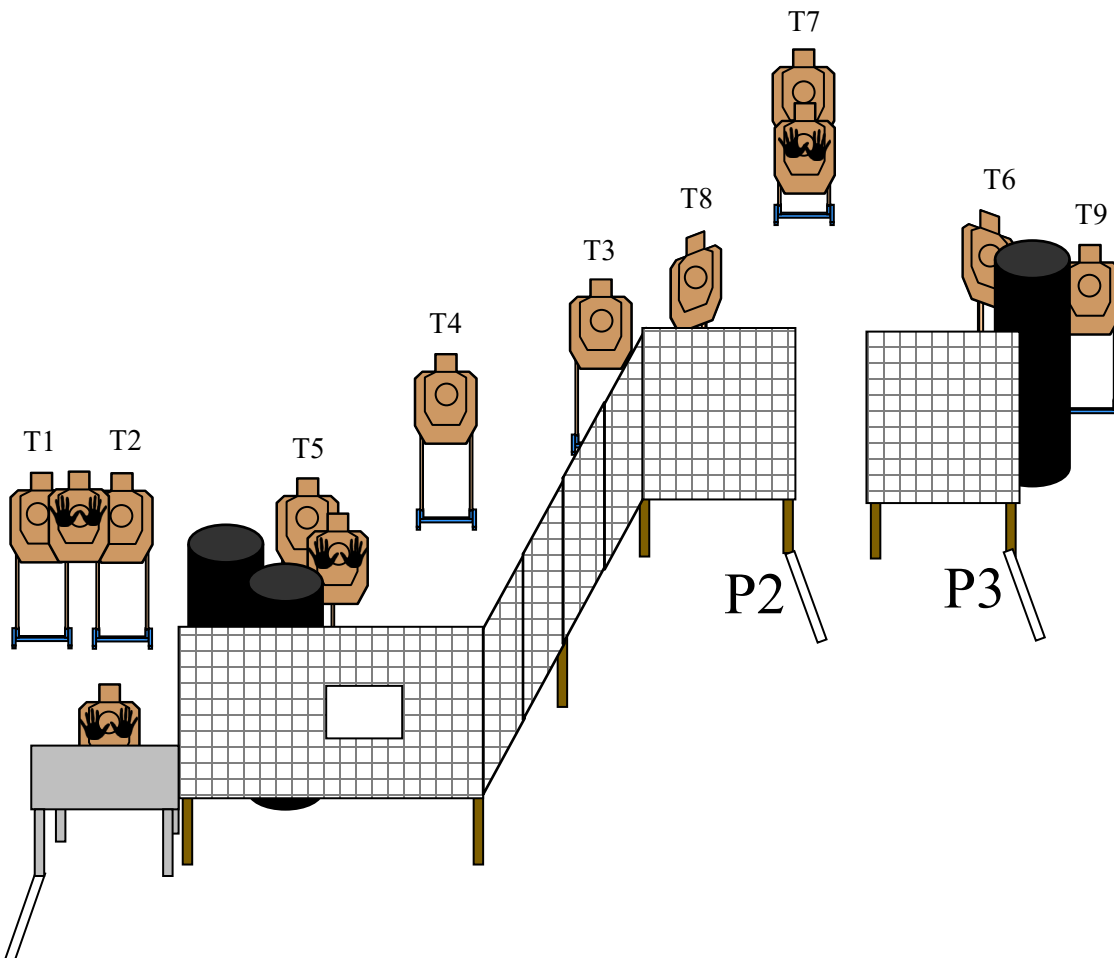
**Stage 2**  
**(Pit 2)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Takeout Takeover</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer: Michael Linsalata</b>
<b>SCENARIO:</b> You don't feel like cooking anything. Let's get some takeout. No Uber eats. Let's be old school and actually go to the place. Get out of the car. Order from a human being. Pick up food and go home and enjoy it. In front of the tv of course. You're about to place your order, but something seems off. The girl behind the counter seems nervous. You look behind her and there are men with guns. And they have hostages. Lucky for them you decided to go old school. Time to end this takeover... violently!		
<b>START POSITION:</b> Standing directly behind table. Wrists below belt. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.		
<b>PROCEDURE:</b> At signal, yell, "Duck"! Then engage T1 and T2 from behind counter. Engage T3-T5 through port. Advance to P2 and engage T6-T8. Step over to P3 and engage 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	



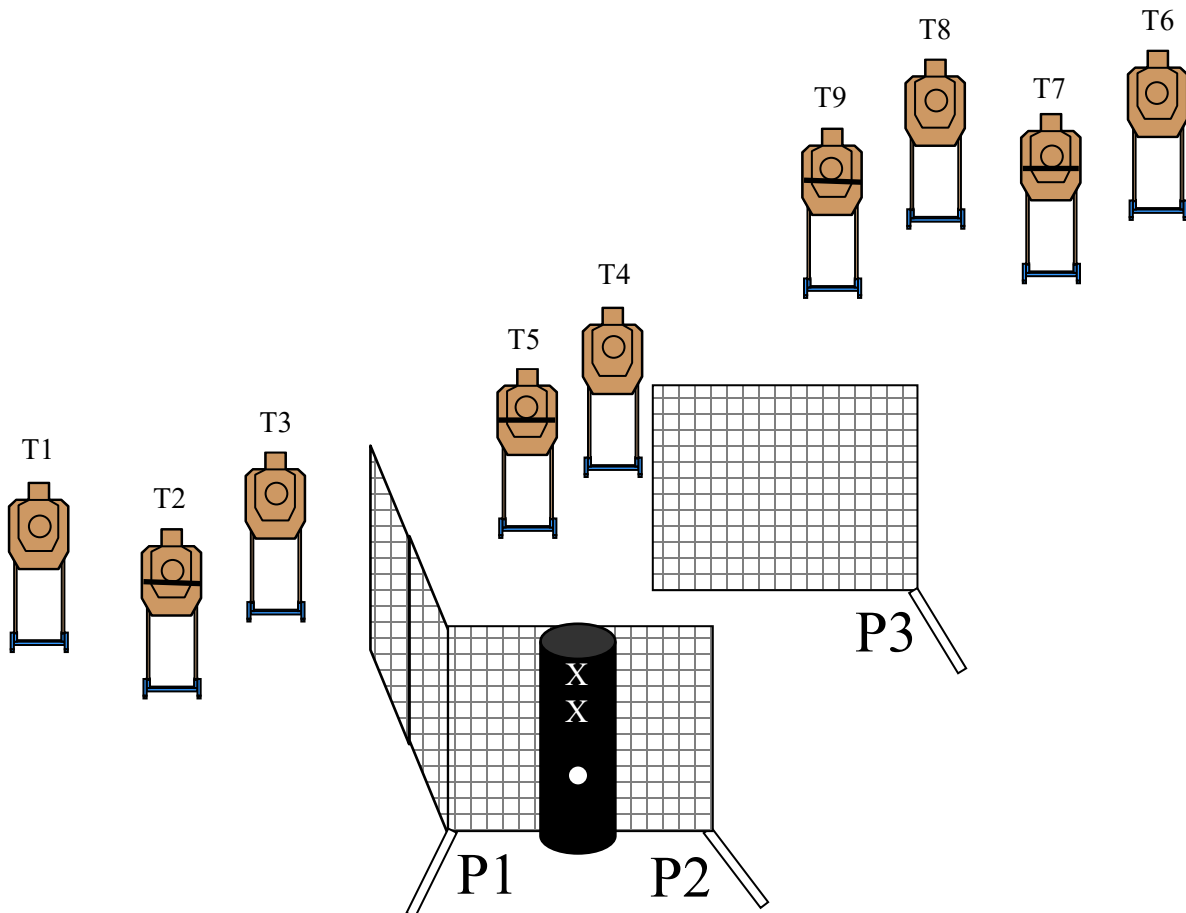
**Stage 3**  
**(Pit 3)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: May-niacs</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer: Michael Linsalata</b>
<b>SCENARIO:</b> I don't know if it's the nice weather. If it's the pollen in the air. Or if the world is just gone completely nuts. But people are acting crazy. The liberal idiots have defunded the police. So when these May-niacs attack, who's gonna stop them? Ummm, that would be you! Draw your weapon. Take down these animals before they do some real harm.		
<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 from P1. Engage T4 and T5 from P2. 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	



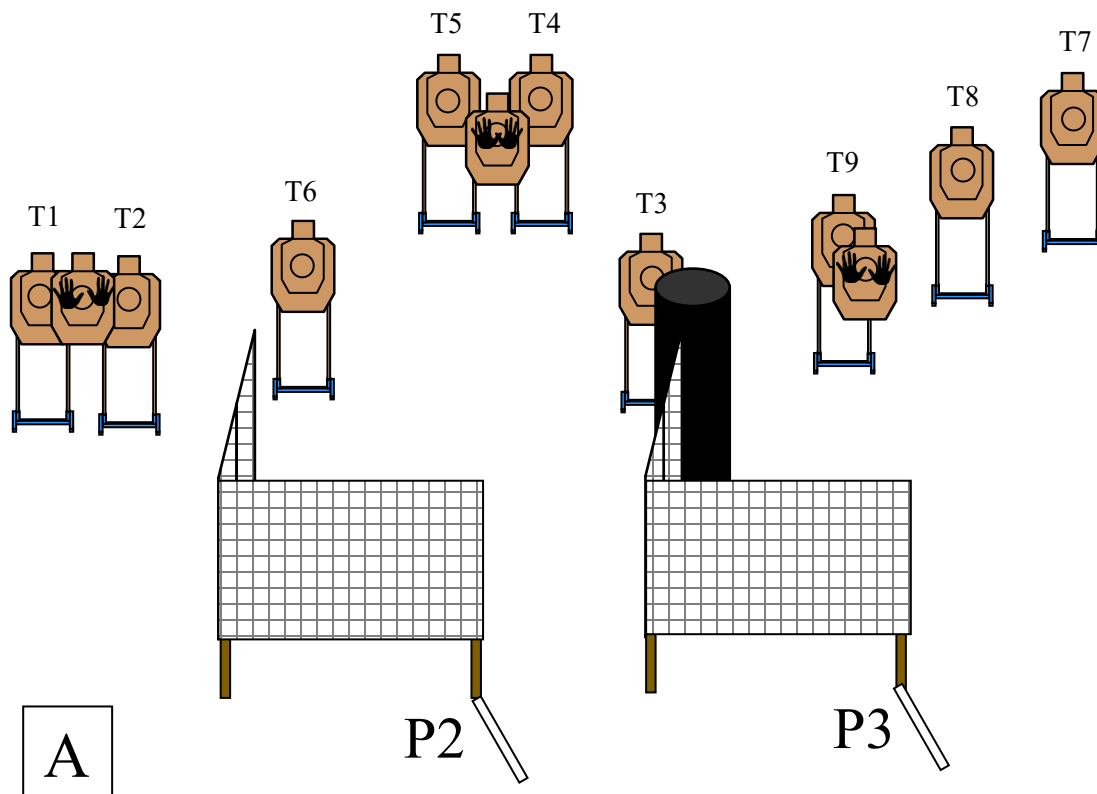
**Stage 4**  
**(Pit 4)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Powerball</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> Everyone loves to play The Powerball lotto. The chances of winning are astronomical, but who cares? It's still fun. This week the jackpot is up to ¾ of a billion dollars. That's billions with a "B". You're at the store picking up your ticket and dreaming about how many primers you can buy with all that money. (Not as much as you think with today's prices). When all hell breaks loose. Goons come in and try and rob the place. They're armed to teeth and taking hostages. Stop daydreaming. Draw your weapon. Unleash hell.		
<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. Strong wrist above shoulder.		
<b>PROCEDURE:</b> At signal, engage T1 and T2 from Box A. Step over to P2 and engage T3-T6. Advance 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	

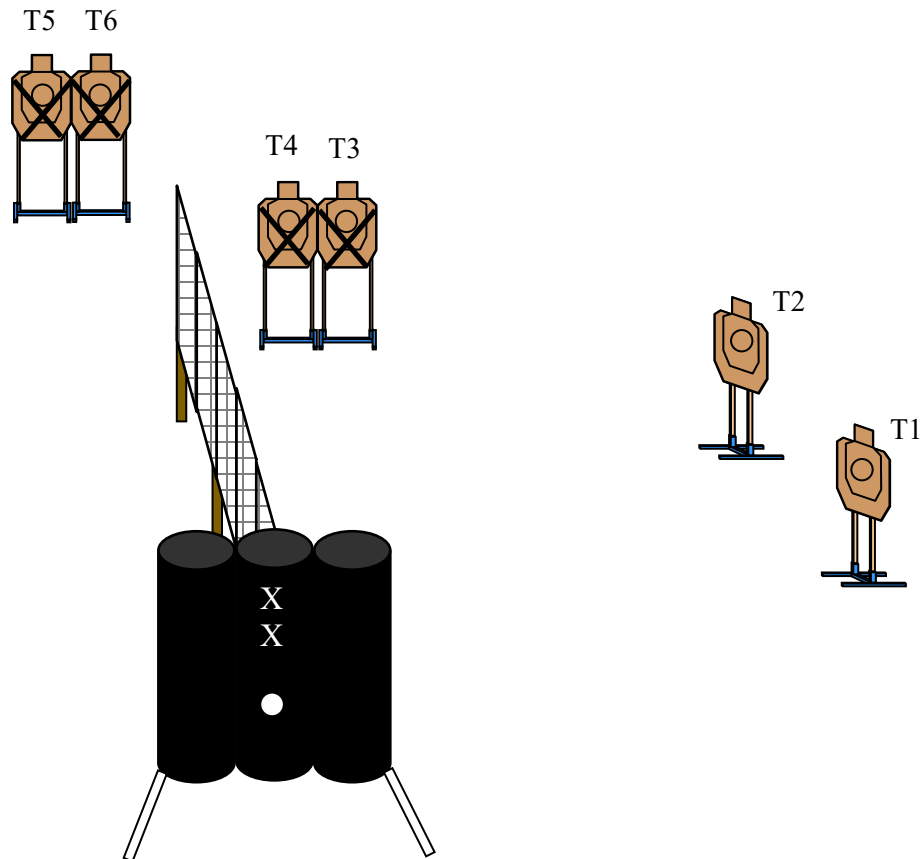




# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Rob &amp; Heather's Formal Affair</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata, The Dugres
<b>SCENARIO:</b> Rob and Heather love to go to formal affairs. They dress up. Go out with their friends and just have fun! But, no matter where they go or what they're wearing, there's one thing they bring to every outing. Their guns!! Rob and Heather believe in the 2 <sup>nd</sup> amendment right to own and carry guns and they do so whenever they go out. On this night. At this event. Everyone there is gonna owe their lives to Rob and Heather and their guns. Cause shit's about to hit the fan. And The Dugres are ready!		
<b>START POSITION:</b> Standing with hands flat on X's. Gun is holstered, but unloaded. Rifle start is gun unloaded. Muzzle touching mark on barrel.		
<b>PROCEDURE:</b> At signal, load gun, then engage T1-T4 from right side of barrels. Engage T5 and T6 from left side of barrels. 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 6**  
**(Pit 6)**