

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).

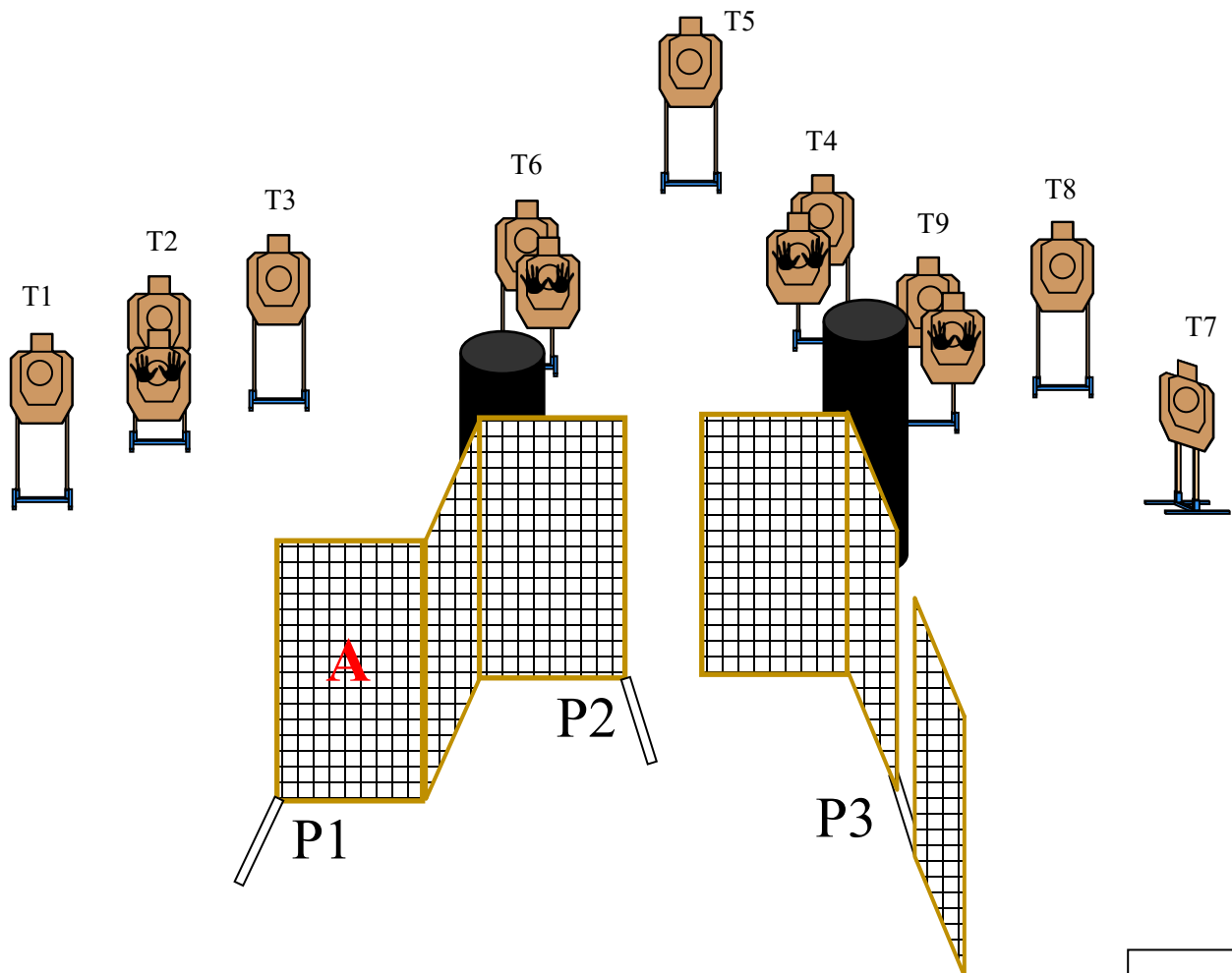
Hit on non-threat- A non-threat target is now hard cover. Which means it's impenetrable. Any hit on a non-threat will get scored as a miss and a hit on non-threat. That's 10 seconds added to your time. If the hit breaks the perforation, then you'll get the points behind and a non-threat hit also.



Defensive Pistol



LIPSA	STAGE NAME: June Bugs	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: It's June. The summer. Great weather. No school. The summer is about freedom! There's so many good things about the summer. But there are some bad things too...Bugs!! I'm not talking about the creepy crawly things. I'm talking about the bad guys. They seem to come out in swarms during the summer months. That would make you the exterminator. Let's go squash some bugs!!		
START POSITION: Standing in middle of Wall A, 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. Step back 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	



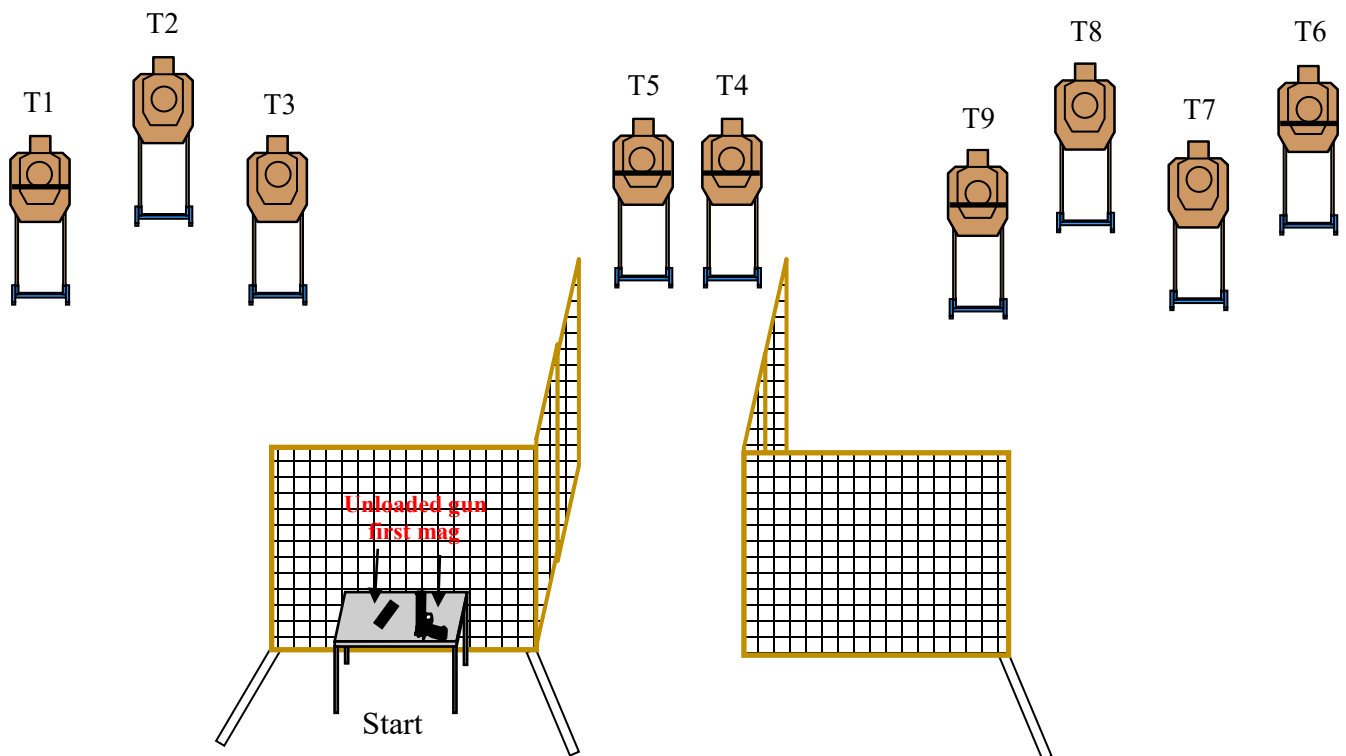
Stage 1
(Pit 1)



Defensive Pistol



LIPSA	STAGE NAME: Pop-Pop's Revenge	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: We've all had one at some time or another. A grandpa. Grampy. Gramps. Papu. Even a Babbo. In my house it's Pop-Pop. Criminals like to prey on them. Probably because they think they're frail and weak. I know many grandpas who aren't frail or weak. And believe me, they know how to handle a gun. So when the criminals come to rob and hurt these old guys. Gramps isn't running. Papu isn't hiding. Babbo is pulling iron and defending himself.		
START POSITION: Standing behind table with wrists above shoulders. Unloaded gun and first mag on table. Rifle has same start position.		
PROCEDURE: At signal, engage T1-T3 from P1. Then T4 & T5 from P2. 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	



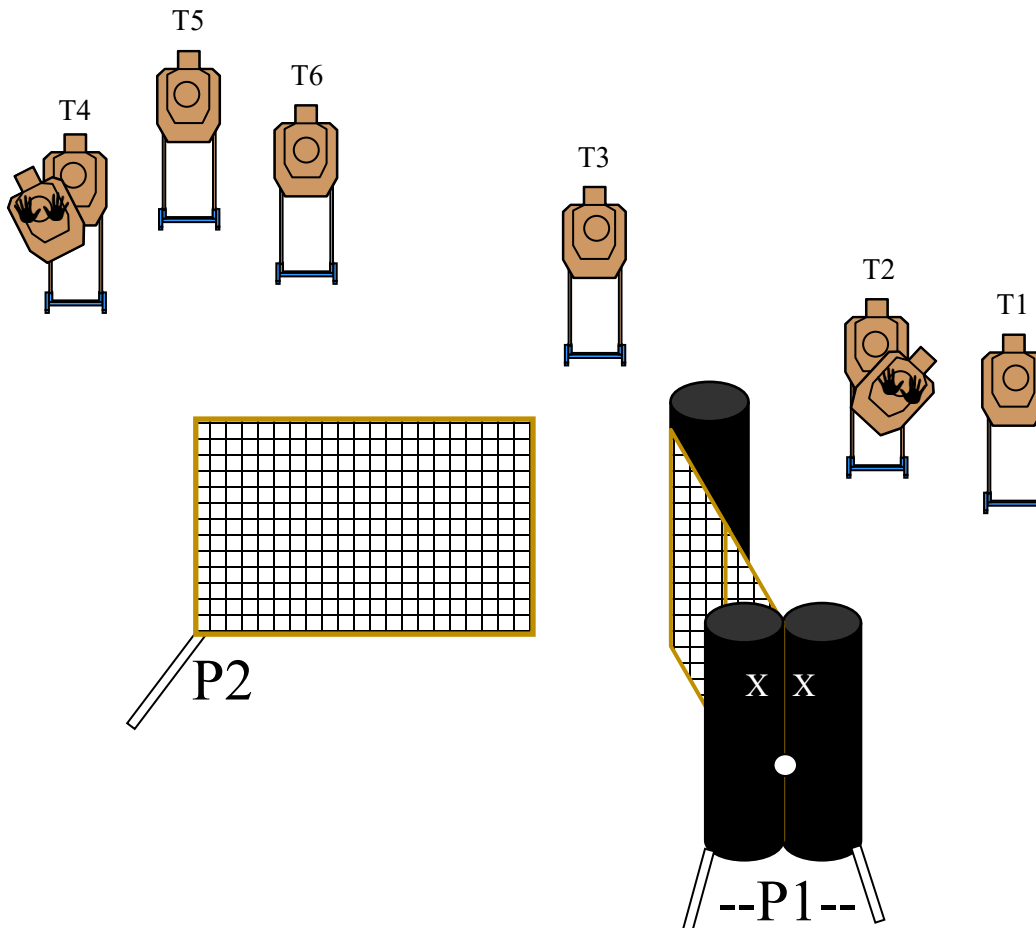
Stage 2
(Pit 2)



Defensive Pistol



LIPSA	STAGE NAME: Triple Tap	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: All you want to do is sit down and enjoy your pizza and buffalo bites. But there's a gang of bad dudes preventing you from doing that. Now you're pissed. Draw your weapon and shoot these sons a bitches. Better shoot them 3 times. Just to make sure. And hurry up. Foods getting cold!		
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 the barrel.		
PROCEDURE: At signal, engage T1-T3 from P1. Advance to P2 and engage T4-T6. Targets must be engaged in Tactical Priority. They also must be Triple Tapped.	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	



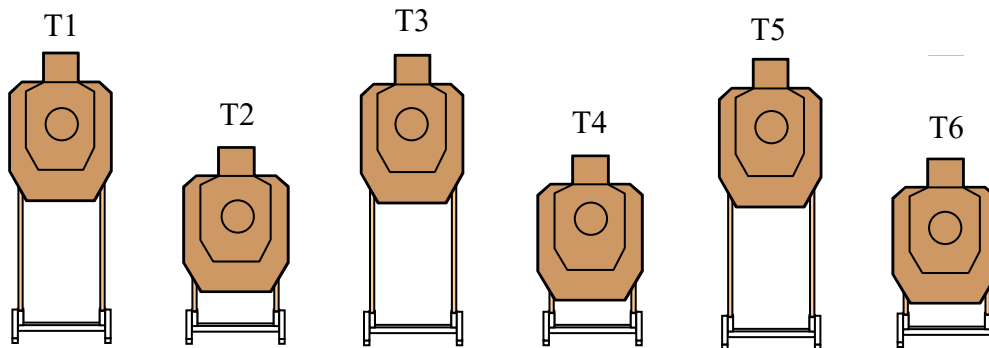
Stage 3
(Pit 3)



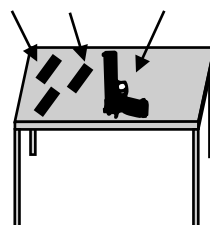
Defensive Pistol



LIPSA	STAGE NAME: Ups & Downs	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Standards Exercise		
START POSITION: Standing in Box A, wrists above shoulder. Unloaded gun and all mags on table. (Mags loaded to 6 rounds only). Rifle has same start position.		
PROCEDURE: At signal, pick up and load gun with mag from table. Then engage T1-T6 with 1 round each to the body. Perform a mandatory reload from table and re-engage T1-T6 with 1 round each to body. Perform a second mandatory reload from table and re-engage T1-T6 with 1 round each to 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



Unloaded gun and all mags
loaded to 6 rounds only



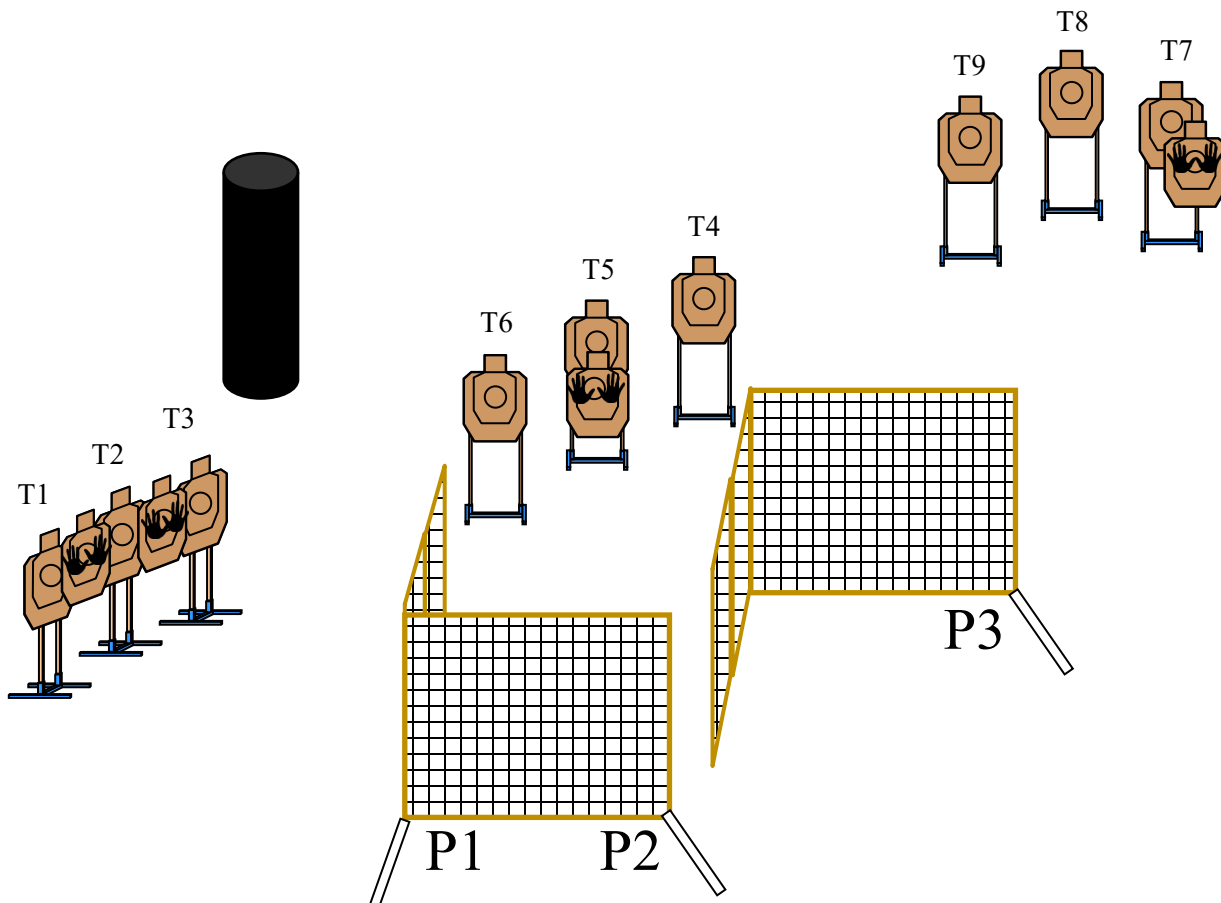
Stage 4
(Pit 4)



Defensive Pistol



LIPSA	STAGE NAME: Summer Lovin'	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Summer lovin' had me a blast. Summer lovin' happened so fast. Do you know what else happened so fast? A group of gang bangers were on top of you and your loved ones faster than you expected. You're not gonna panic though. You've prepared for this for years by shooting Defensive Pistol matches every month. Take them down one by one. Save your family!!		
START 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.	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	



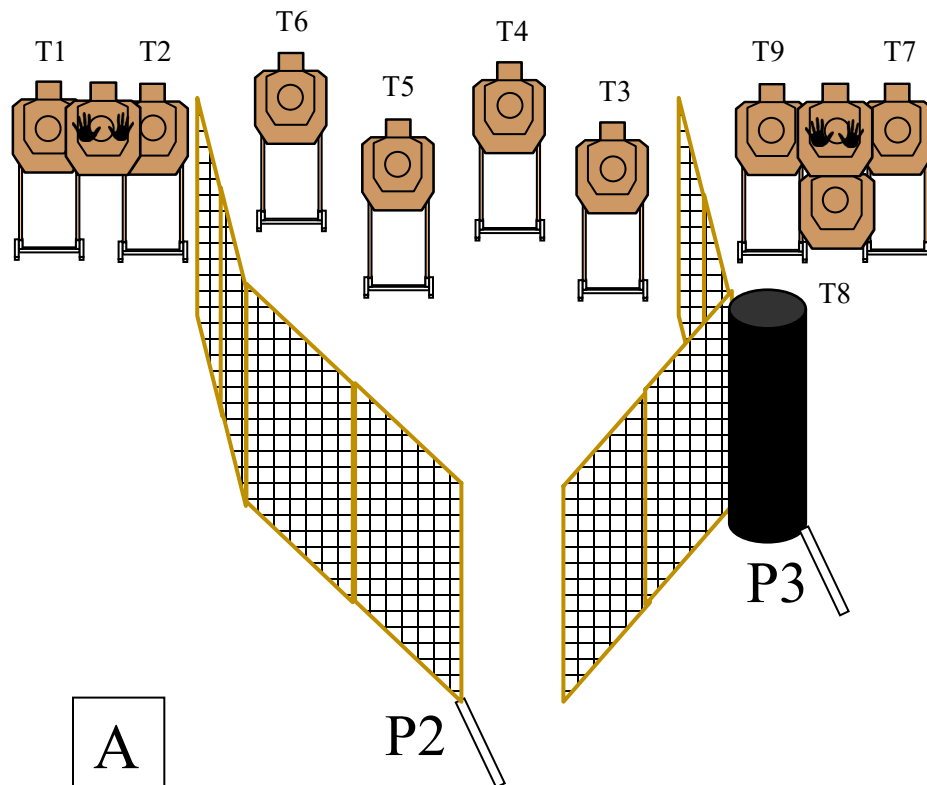
Stage 5
(Pit 5)



Defensive Pistol



LIPSA	STAGE NAME: Just A Walk In The Park	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Just a walk in the park is saying to show how easy something is. So, when you're walking through the park on a beautiful Sunday afternoon, you think it's gonna be nice and easy. Well, there's a gang of activists not even close to peaceful protesting. They're full on rioting and even taking hostages. Are we gonna let this happen? No chance. We thankfully believe in our 2 nd amendment right to own and carry a firearm to protect ourselves and others. I bet these hostages are happy about the 2 nd amendment too!!		
START POSITION: Standing in Box A, wrists below belt. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle held at Low Ready.		
PROCEDURE: At signal, engage T1 and T2 from Box A. Step over to P2 and engage T3-T6. Advance to P3 and engage T7-T9. T3-T9 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)