

# 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.

**LIPSA**  
**Defensive**  
**Pistol**

**Stage Name: Sunning & Gunning**

**RULES:** Practical Shooting Handbook, Latest Edition **Course Designer: Michael Linsalata**

**SCENERIO:** It's Sunday. It's beautiful out. You worked hard all week, and now your plan is to lay out for a little while and get some sun. You have your chair. Your radio. Your cooler. And of course...your loaded gun. The problem with having a plan is bad guys don't care about plans. Grab your loaded gun. Take out the guys from the porch first. Then go check the house for more bad guys. You know they're cowards and like to travel in herds.

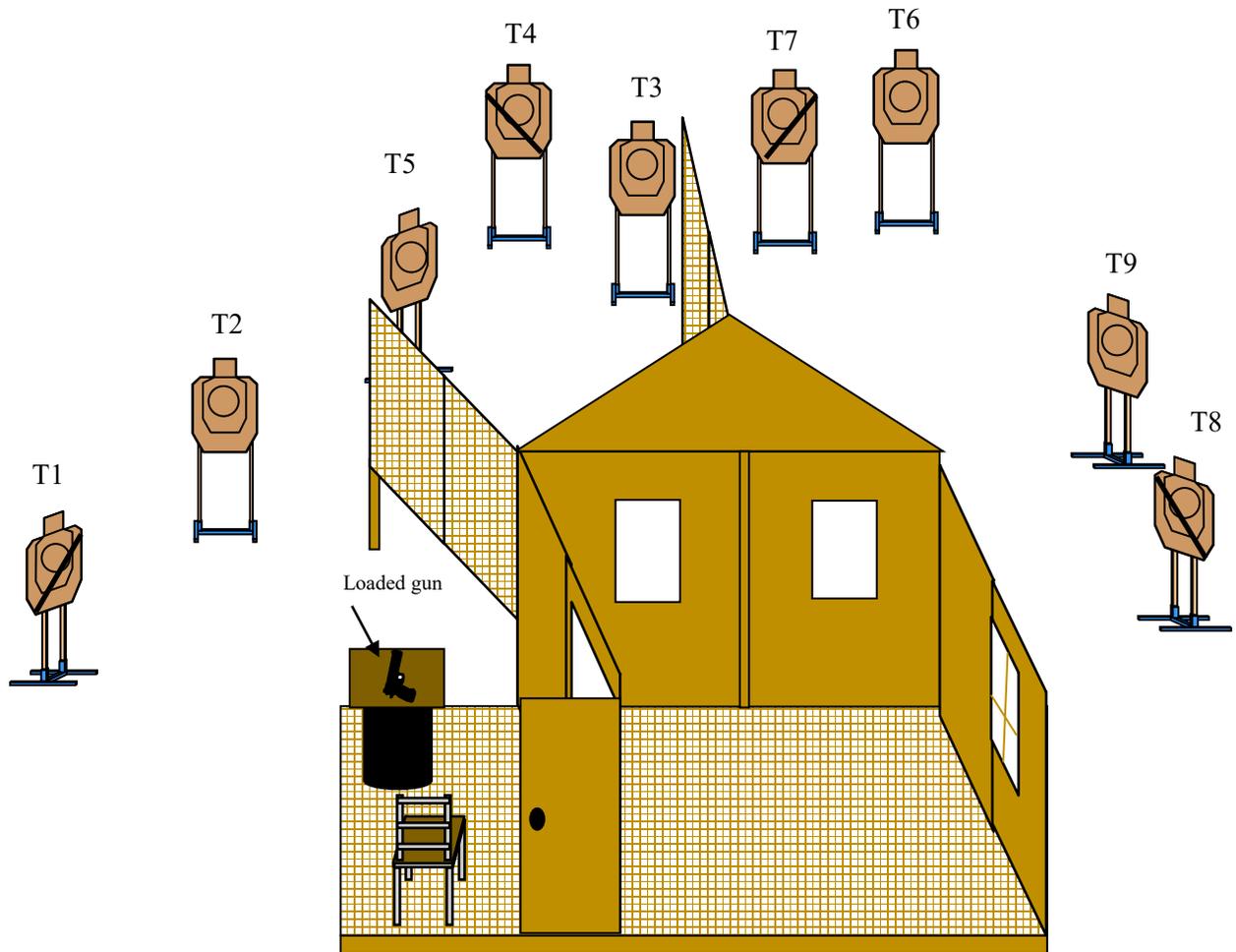
**START POSITION:** Sitting in chair with head back and legs stretched out. Loaded gun on barrel. Rifle has same start position.

**STAGE PROCEDURE**

At signal, pick up loaded gun from barrel and engage all targets as they become visible from porch and through windows. **(All targets must be engaged in Tactical Priority).**

**SCORING**

**SCORING:** Vickers, 18 rounds  
**TARGETS:** 9 IDPA  
**SCORED HITS:** Best 2 per target  
**START-STOP:** Audible-Last Shot  
**PENALTIES:** Standard

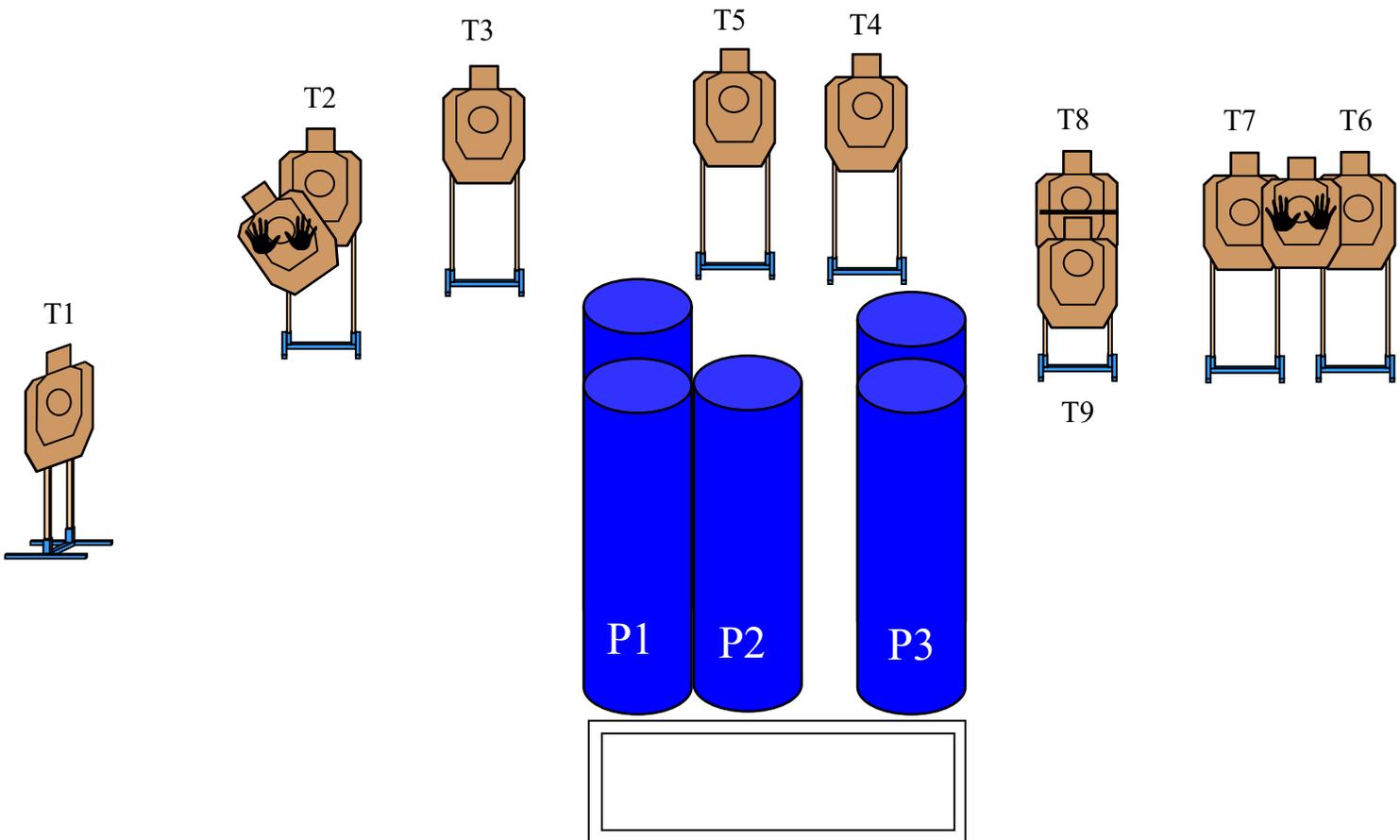




# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Standoff</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer: Kevin O'Brien</b>	
<b>SCENARIO:</b> You are about to enter a hostage situation at a bank and need to plan accordingly to ensure there are no civilian casualties. Proceed into the standoff and make sure to set off your tear gas canisters, so that you can get a shot at the crooks behind the hostages.		
<b>POSITION:</b> Standing in middle of barrels, holding tear gas in strong hand. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready in weak hand. Strong hand holding tear gas.		
<b>PROCEDURE:</b> At signal, throw tear gas, then engage T1-T3 from P1. Engage T4 and T5 from P2. Then engage T6-T9 from P3. <b>(All targets must be engaged in Tactical Priority).</b>	<b>SCORING:</b> Vickers, 18 Rounds	
	<b>SCORED HITS:</b> Best 2 per target	
	<b>TARGETS:</b> 8 IDPA Targets	
	<b>PENALTIES:</b> Standard	
	<b>SIGNAL:</b> Start is standard beep; Stop Last Round fired	

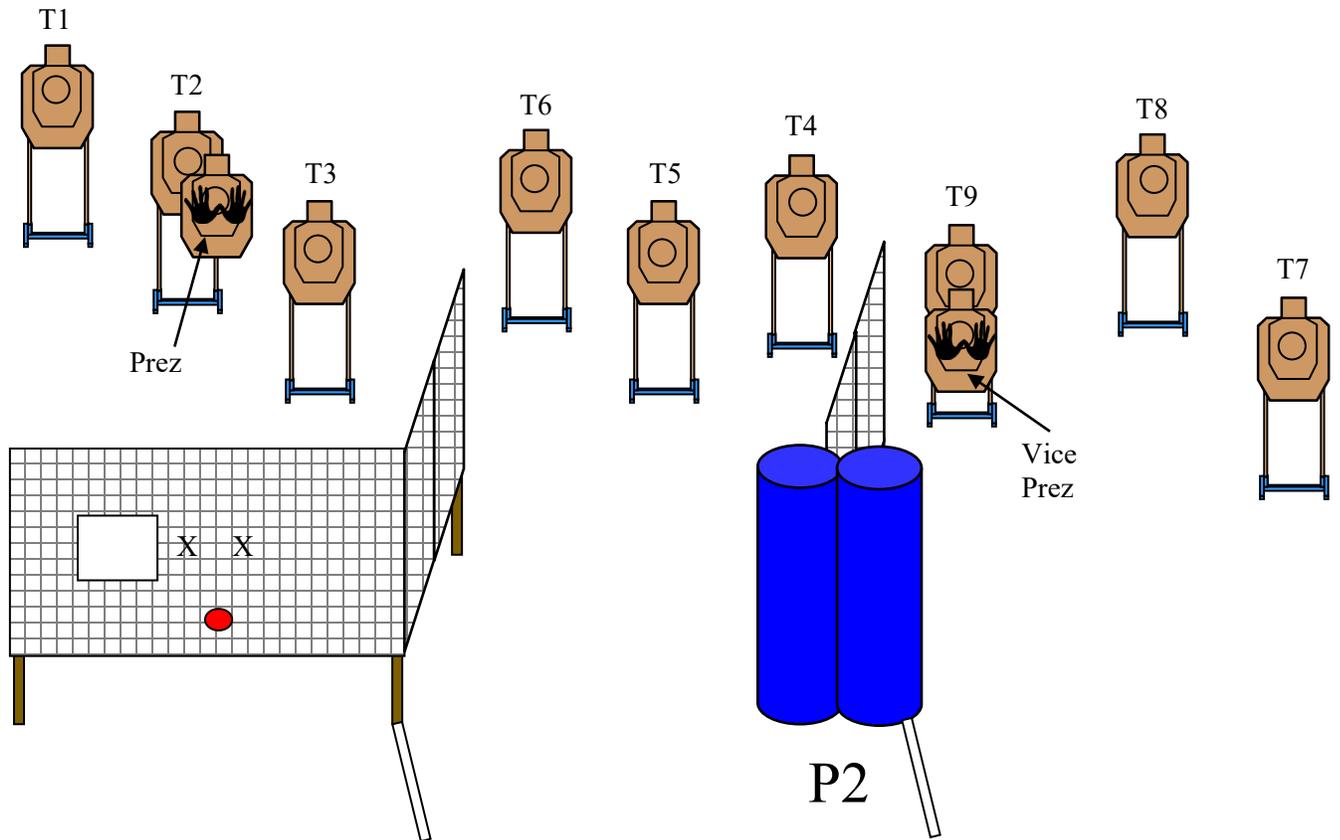




# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Pine Barrens Brawl</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer: Michael Linsalata</b>	
<b>SCENARIO:</b> You're at your local shooting range when you're attacked by terrorists. They've taken your Prez and Vice Prez hostage. Probably cause they never shoot Defensive Pistol matches and don't know how to defend themselves. You shoot every DP match and can defend yourself against any odds. Take down these evil doers. Save the Prez and Vice Prez. Show them why Defensive Pistol is the most important match of the month. And why they should be there.		
<b>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 through port. Engage T4-T6 from right side of wall. Advance to P2 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	

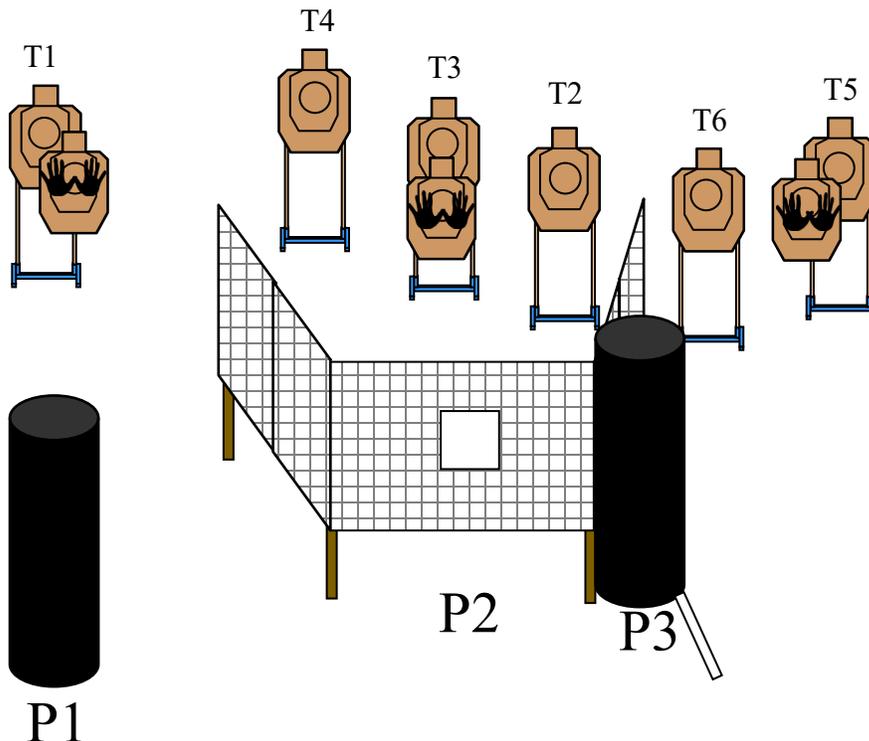




# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Optical Delusion</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer:</b> Michael Linsalata, Nick Bonis, Adam Gordon	
<p><b>SCENARIO:</b> The economy collapses. Marshal Law is declared. Gangs are running rampant. Committing all types of horrible crimes. You need to hunker down in your home and protect your family. But guess what. Your STI open gun is in the shop... AGAIN. You'll just have to use another gun. But guess what? You sold all of your Glocks, 2 Smith &amp; Wesson's, a Sig and a Beretta to buy that open gun. Now you have no way to defend your family. You have a choice to make. Stay in your home, unprotected and wait for certain death. Or, go to one of your friend's house. A friend that still has all his Glocks.</p>		
<p><b>POSITION:</b> Standing behind barrel. Wrists below belt. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready</p>		
<p><b>PROCEDURE:</b> At signal, engage T1 from P1. Advance to P2, and engage T2-T4 through port. Move over to P3 and engage T5 and T6. <b>(All targets must be engaged in Tactical Priority).</b></p>	<p><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</p>	

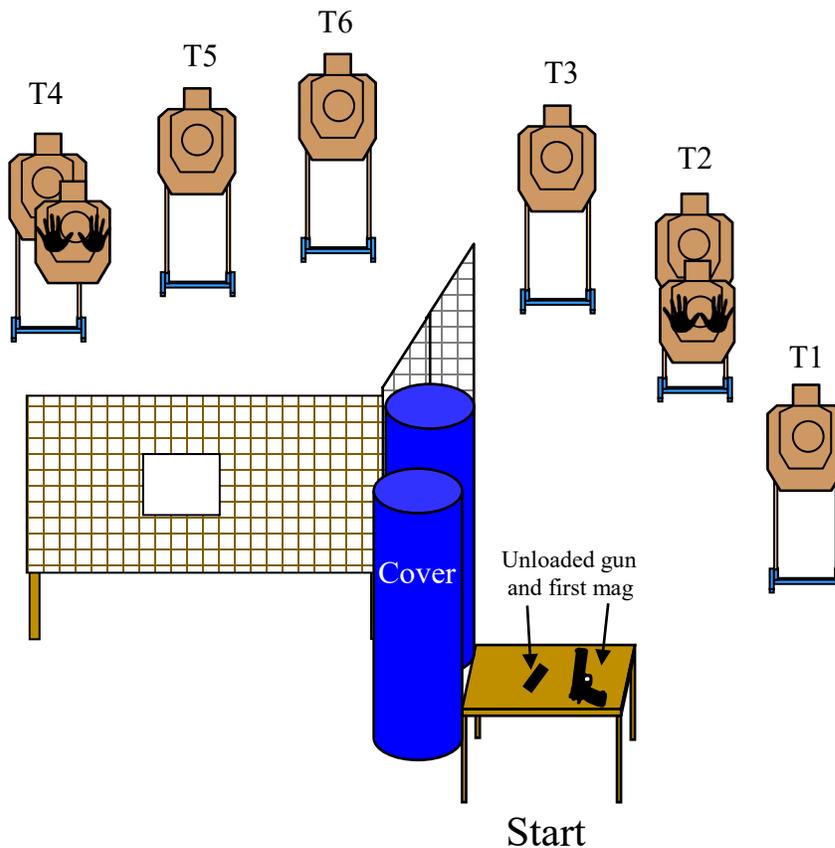




# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Better Make Sure!</b>	
<b>RULES:</b> LIPSA Defensive Pistol	<b>Course Designer: Michael Linsalata</b>	
<b>SCENARIO:</b> You're working at your store that's been in your family for generations. 3 "Cops" walk in and tell you to unload and place your legally carried firearm on the counter. You hear a commotion in the back room. 3 more "Cops" have your employees in hand cuffs. Something's wrong! Then you figure it out... <b>THEY AREN'T REAL COPS!!!</b> Pick up and load your weapon. Then take down these fake cop sons a bitches.		
<b>POSITION:</b> Standing with wrists above shoulders. Unloaded gun and first mag on table. Rifle has same start position.		
<b>PROCEDURE:</b> At signal, pick up and load gun with mag from table. Step behind cover, then engage T1-T3 from right side of barrels. Advance to port and engage T4-T6 through it. 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 <b>PENALTIES:</b> Standard <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired	

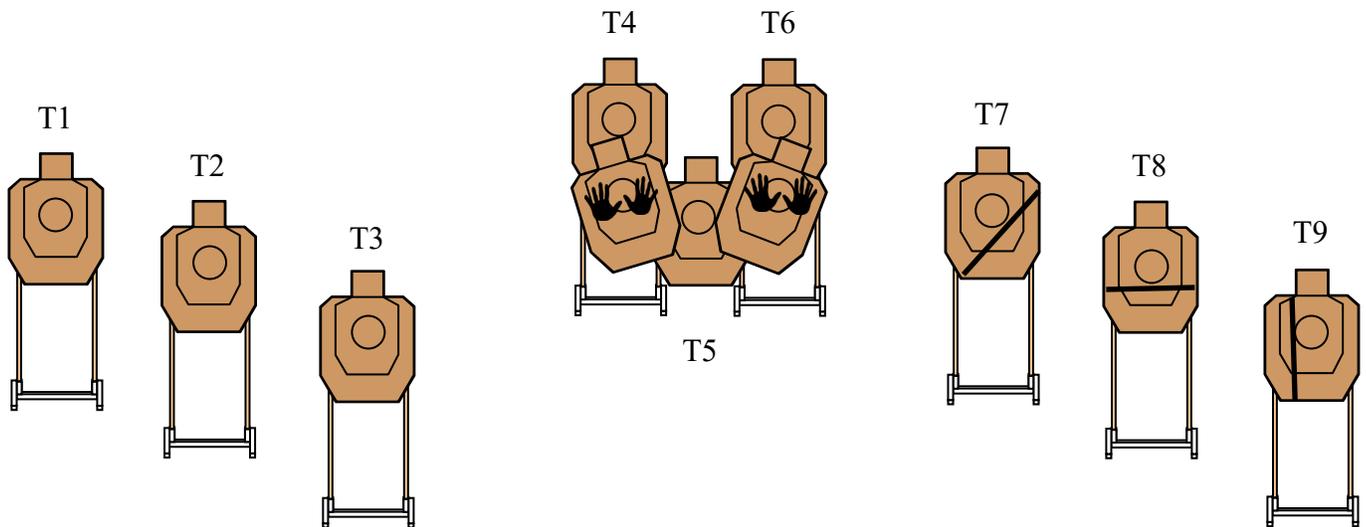




# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Reloads 2</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 holstered, but <b>UNLOADED</b> . All mags loaded to 6 rounds only. Rifle start is gun <b>UNLOADED</b> , held in strong hand at Low Ready. Weak wrist above shoulder. All mags loaded to 6 rounds only.		
<b>PROCEDURE:</b> At signal, load gun, then engage T1-T3. Perform a mandatory reload from slide lock and engage T4-T6. Perform a second mandatory reload from slide lock and engage T7-T9. Arrays may be engaged in any order. There is <b>NO</b> 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	



A

Stage 6