

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).

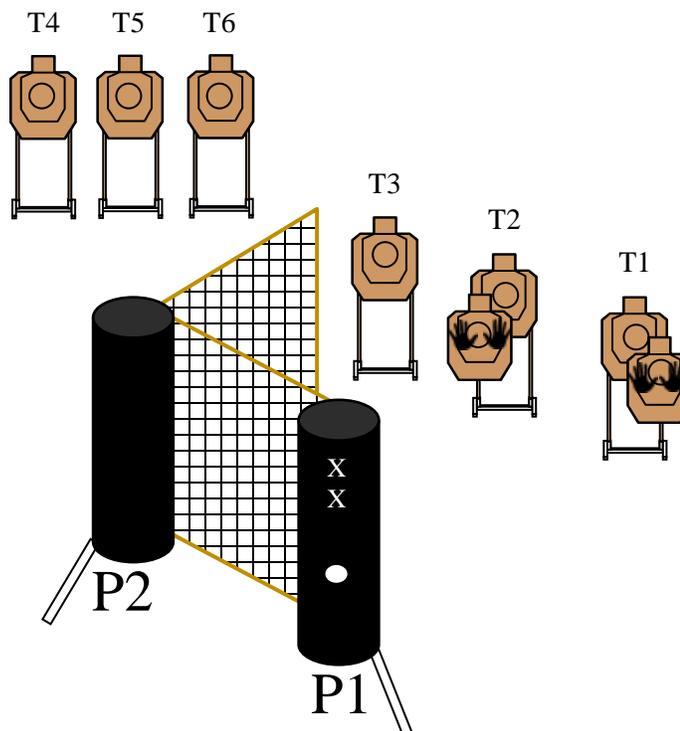
Hit on non-threat- A non-threat target is now hard cover. Which means it's impenetrable. Any hit on a non-threat will get scored as a miss and a hit on non-threat. That's 10 seconds added to your time. If the hit breaks the perforation, then you'll get the points behind and a non-threat hit also.



Defensive Pistol



LIPSA	STAGE NAME: Mike The Marine	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Mike Sclafani served our country proudly in The United States Marine Corps. He's now a proud dad taking his kids out for ice cream. His kids are sitting at a table while he pays. His kids scream. A group of thugs have his children hostage and are threatening severe harm if Mikey doesn't turn over his wallet and the keys to his truck. Do you know what else Mikey is proud of? His second amendment right to own and carry a firearm. I'm betting it's a Walther in 9mm. Go save your kids marine!!		
START POSITION: Standing at P1 with hands flat on X's. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on barrel.		
PROCEDURE: At signal, engage T1-T3 from P1. Advance to P2 and engage T4-T6. All targets must be engaged in 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	



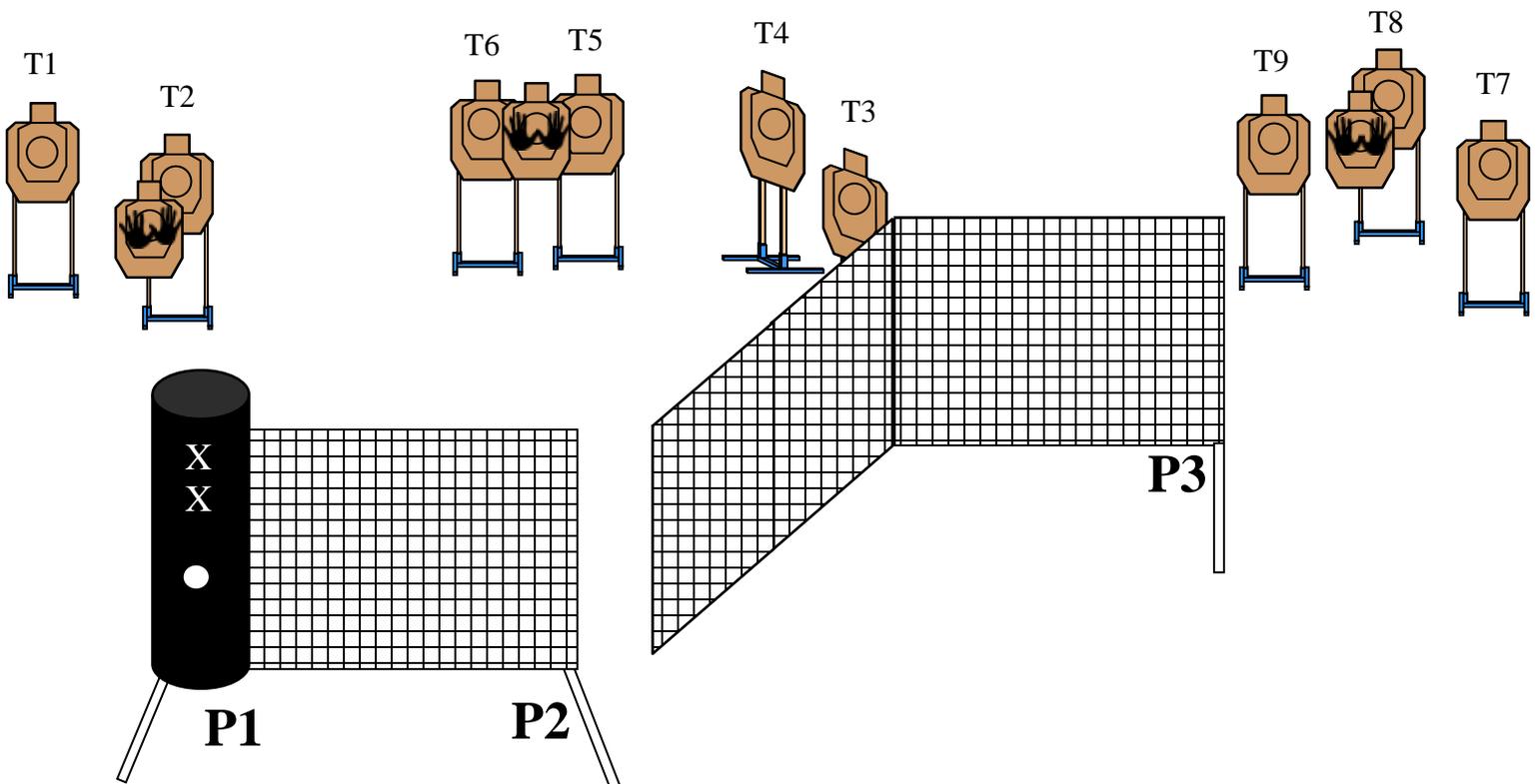
Stage 1
(Pit 1)



Defensive Pistol



LIPSA	STAGE NAME: Boxed In	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENERIO: You're boxed in. There's goons all around and they've taken hostages. Saving yourself is the easy and safe decision. But then you'll be leaving these people to certain death. Is that the type of person you are? Not a chance. Draw your weapon. Take them down. Free the hostages. Free yourself.		
POSITION: Standing at Position 1 (P1), with both hands flat on barrel. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on barrel.		
PROCEDURE: At signal, engage T1 and T2 from P1. Advance to P2 and engage T3-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 PENALTIES: Standard SIGNAL: Start is standard beep; Stop Last Round fired	



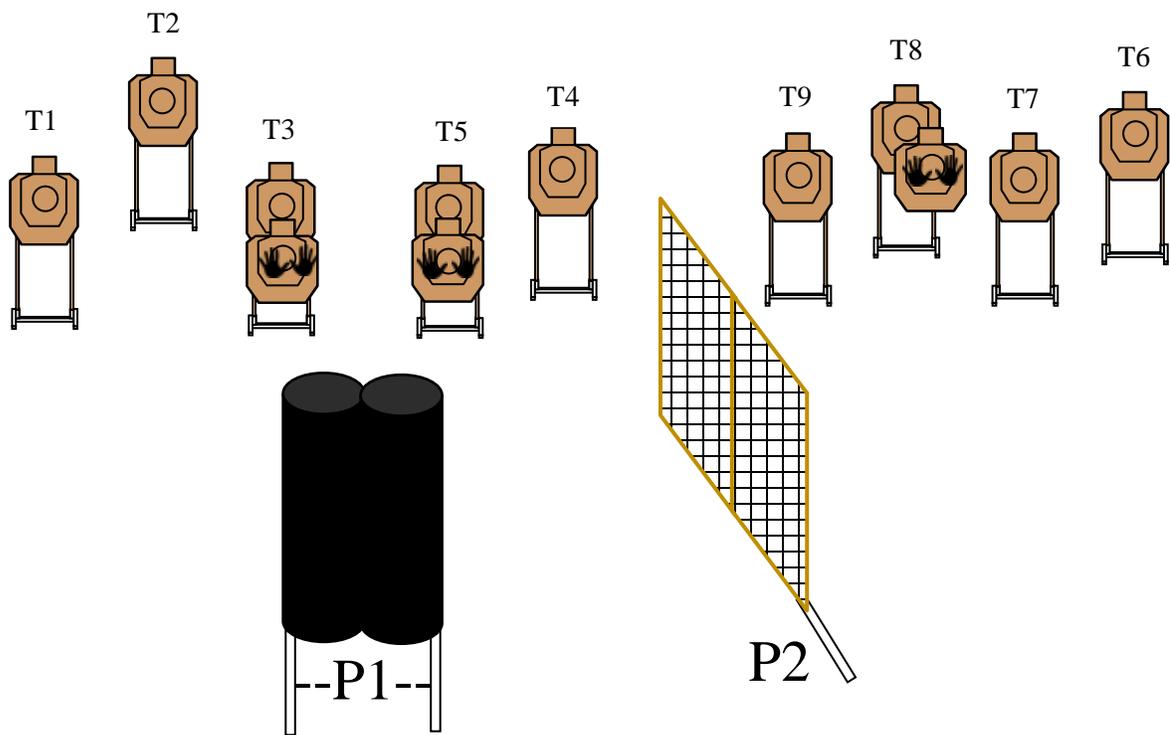
Stage 2
(Pit 2)



Defensive Pistol



LIPSA	STAGE NAME: End of Summer	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: It's the last days of summer. You're out for a stroll and just enjoying the weather. You see a group of protesters up ahead. Your Spidey senses are tingling. Peaceful protesting is a thing of the past. Now it's just rioting. The only agenda they have is pain and destruction. They've turned their sights on a couple and their child. The police aren't around cause the liberal mayor defunded them. It's up to you to save the day. You and the 2 nd amendment that is!		
START POSITION: Standing in middle of barrels. Wrists below belt. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.		
PROCEDURE: At signal, engage T1-T5 from P1. Step over to P2 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	



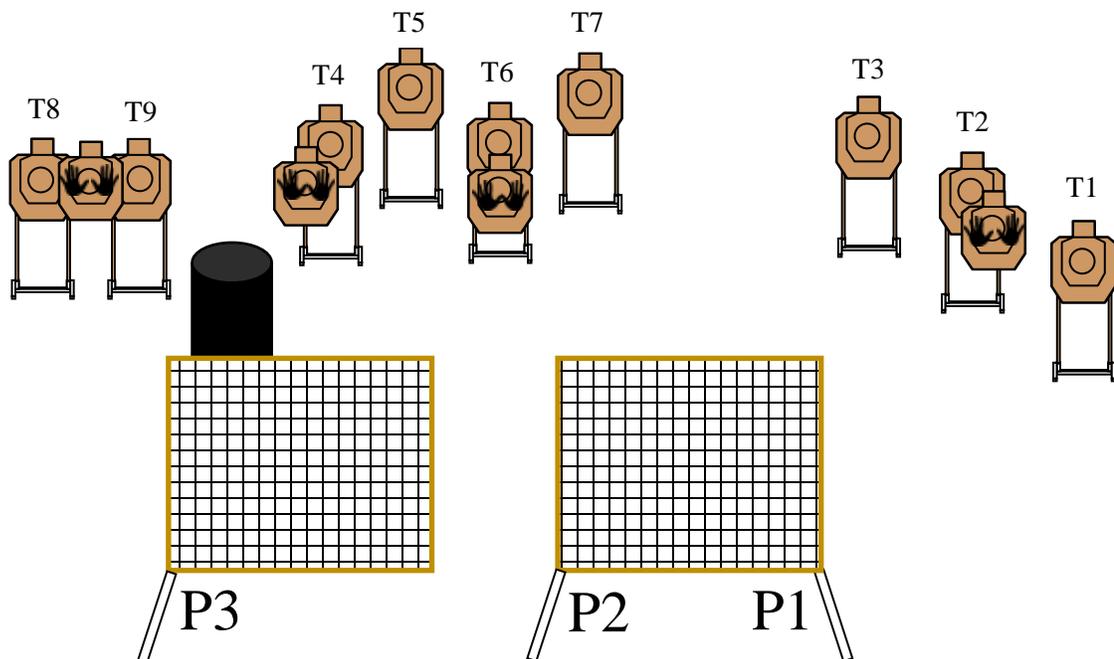
Stage 3
(Pit 3)



Defensive Pistol



LIPSA	STAGE NAME: 4 Little Lutz's	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata, Dan Lutz
SCENARIO: Dan Lutz has 4 daughters. God bless him. Why they're not at matches picking up steel and taping targets for us is a story for another day. His oldest daughter Emily eats more than a fully grown man. So when a stranger offers her food, she forgets the "Stranger Danger" rule her mother and father installed in her for years and took the offer. She also brought her siblings with her. What did Dan do? Did he cower in fear? Did he wait for the defunded police to arrive? Did he pray to God for a miracle? Negative. He pulled out his STI 40 and unleashed hell on the evil doers. Then he unleashed verbal hell on his daughter for being careless. After feeding her first, of course. She gets very Hangry!		
START POSITION: Standing at P1 behind cover. Wrists below belt. Gun 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-T7. Advance to P3 and engage T8 and 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	



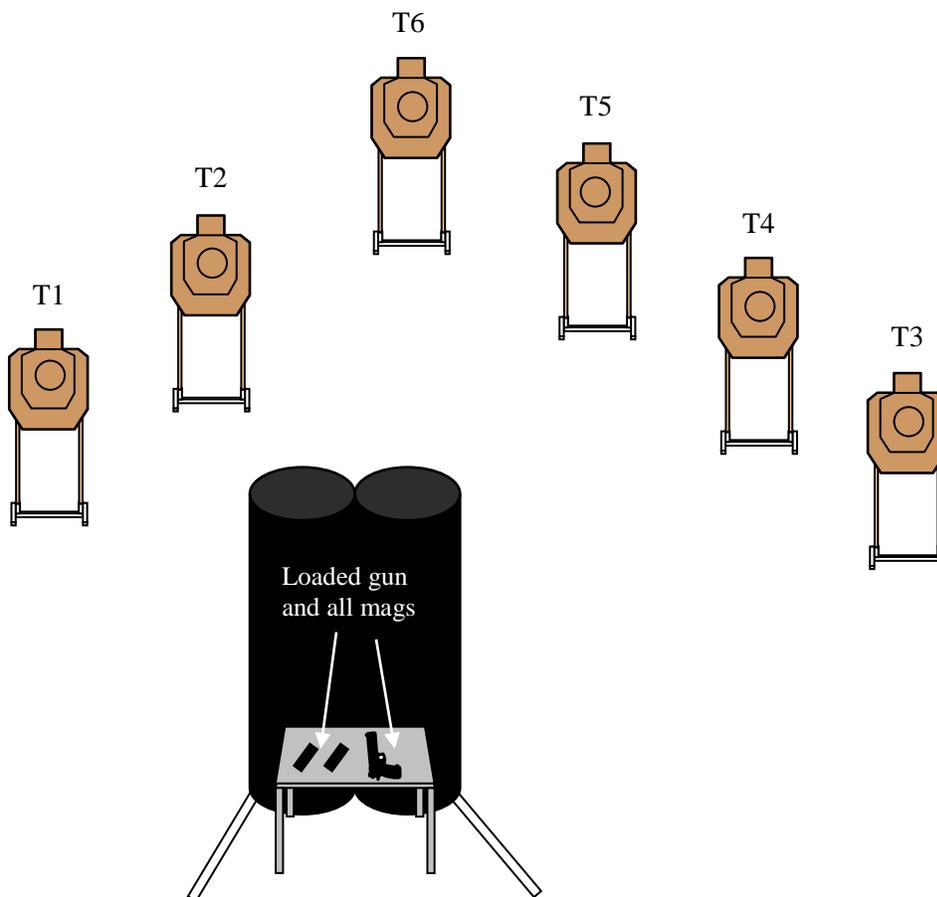
Stage 4
(Pit 4)



Defensive Pistol



LIPSA	STAGE NAME: Rampaging Red Head	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Mike The Marine's better half is Allison Ramos. She's a fiery redheaded mother of 3 and a lawyer. Try arguing with her. I dare ya! She'll rip you to shreds with words. She was leaving work one day and putting her briefcase in the trunk of her car. A group of gang bangers saw her and figured she was an easy target. They'll grab her. Grab her car. And commit all kinds of felonies. Big mistake! Huge! Do you know what else Allison is? A proud believer in the 2 nd amendment. She calmly puts her briefcase in the trunk. Then calmly pulls out her Ruger PCC and goes medieval on those sons a bitches.		
START POSITION: Standing behind table holding briefcase in weak hand. Loaded gun and all mags placed on table. Rifle has same start position.		
PROCEDURE: At signal, place briefcase on table. Pick up loaded gun from table, then engage T1 and T2 from left side of barrels. Engage T3-T6 from right side of barrels. All targets must be engaged in Tactical Priority.	SCORING: SCORED HITS: TARGETS: PENALTIES: SIGNAL:	Vickers, 18 Rounds Best 3 per target 6 IDPA Targets Standard Start is standard beep; Stop Last Round fired



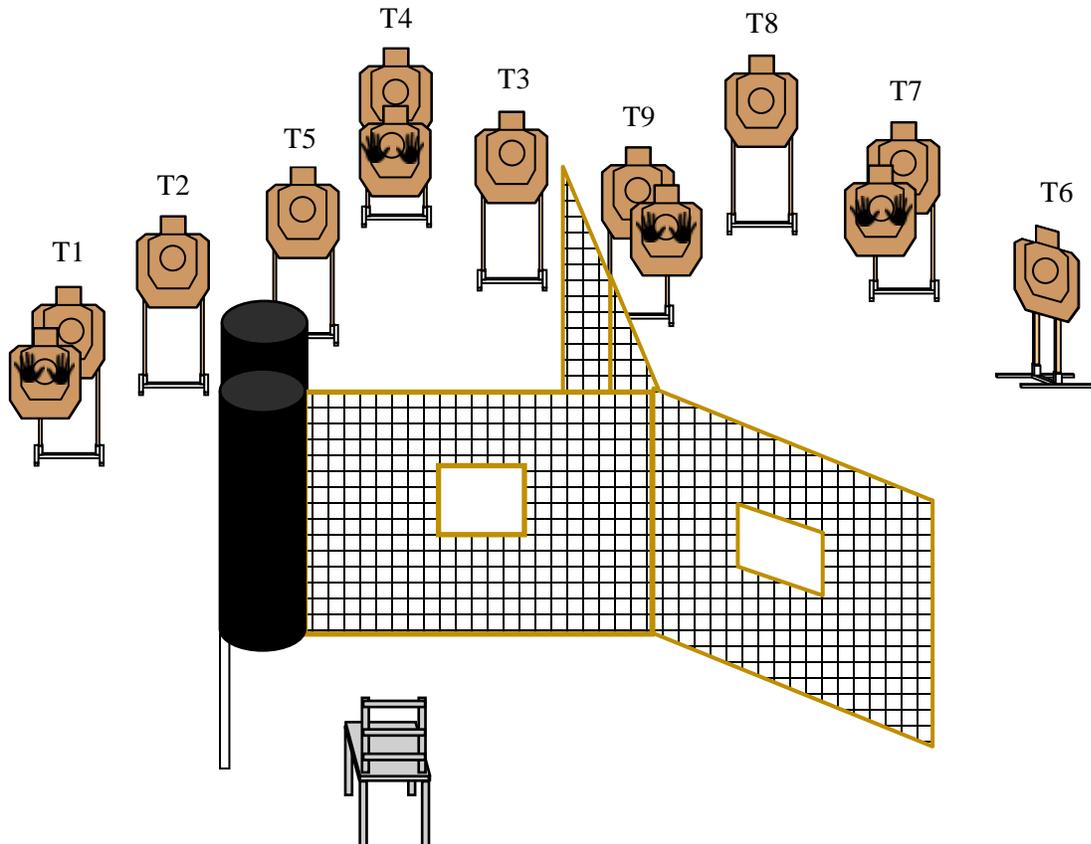
Stage 5
(Pit 5)



Defensive Pistol



LIPSA	STAGE NAME: What's Amato With You	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata, Sal Amato
SCENARIO: Sal and Lisa Amato have 4 children. They were out in the yard playing and having a great time. Sal was in the living room watching tv, but keeping an eye out for the kids. He sees a group of men climb over the rear fence and grab the kids. Sal says to Lisa, "Honey, there's a problem in the backyard that needs immediate lethal attention. Do you want me to handle it, or do you want to do it"? Lisa replies, "I just got out of the shower, do you mind doing it? I promise that I'll get the next one". "No problem", replies Sal. "But you owe me". Sal yells out to his kids, "Kids...DUCK"!!! He pulls out his CZ and expertly picks off those evil doers that had the nerve to enter his yard and mess with his family.		
START POSITION: Sitting in chair, both hands on knees. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.		
PROCEDURE: At signal, engage T1 and T2 from left side of barrels. Engage T3-T5 through first port. Engage T6-T9 through second port. 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 6
(Pit 6)