

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).

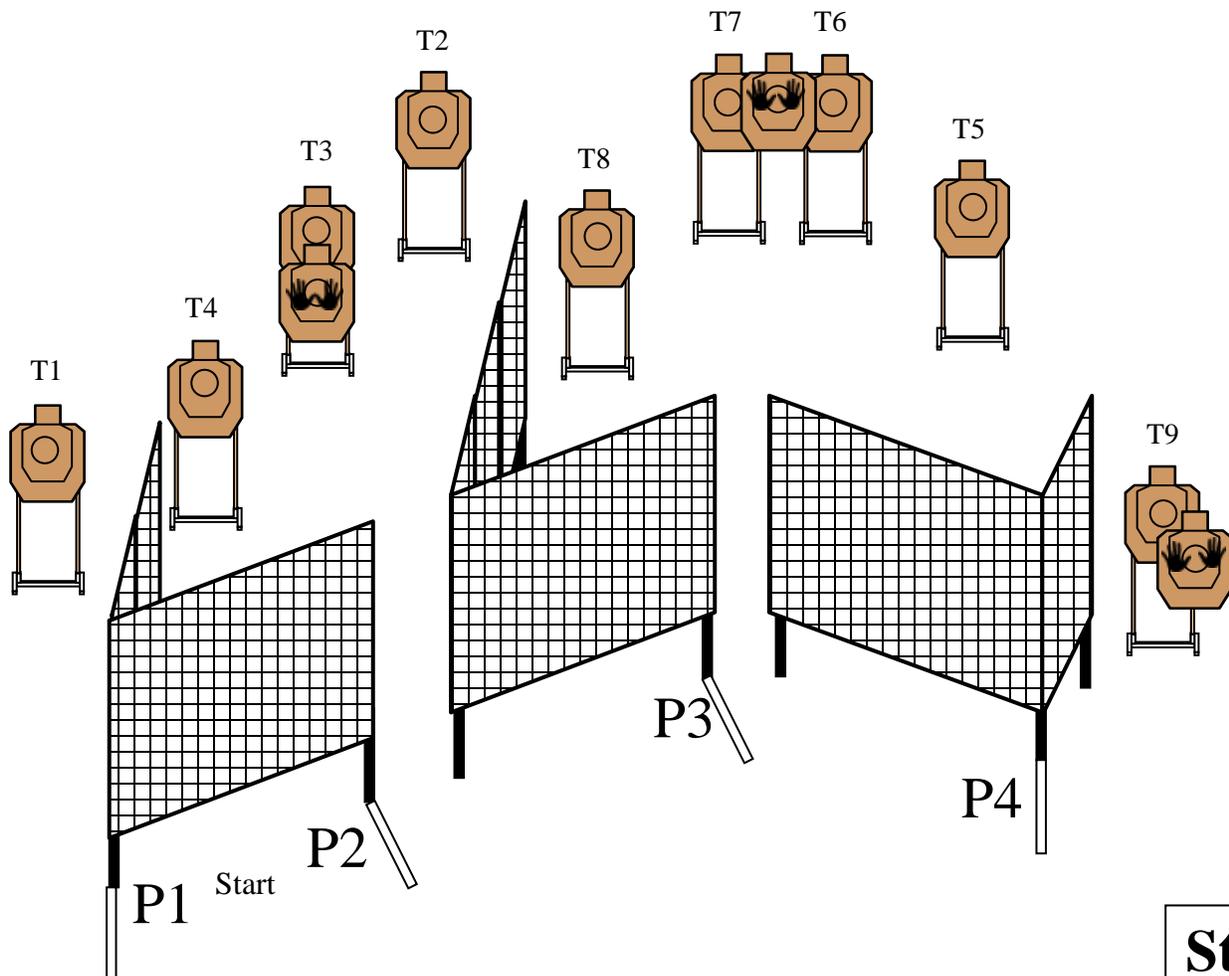
Hit on non-threat- A non-threat target is now hard cover. Which means it's impenetrable. Any hit on a non-threat will get scored as a miss and a hit on non-threat. That's 10 seconds added to your time. If the hit breaks the perforation, then you'll get the points behind and a non-threat hit also.



Defensive Pistol



LIPSA	STAGE NAME: Southern Charm	
RULES: LIPSA Defensive Pistol	Course Designer: Michael Linsalata, Kevin O'Brien	
SCENARIO: They say that people down south have that southern charm. It could be because of how they wer raised. It could be because they live in free states and that would make anyone charming. Kevin O'Brien moved down south. I can think of a lot of words to describe Kevin, charming just ain't one of them. One thing Kevin is, he's a good shooter. So when some not so charming southern gang bangers took Kevin's wife Denise and her family hostage, he pulled out his Atlas 40 and custom PCC. Then showed those sons a bitches how New Yorkers deal with problems.		
START POSITION: Standing in middle of P1 and P2, wrists below belt. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.		
PROCEDURE: At signal, engage T1 from P1. Engage T2-T4 from P2. Step over to P3 and engage T5-T8. Advance to P4 and engage 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	



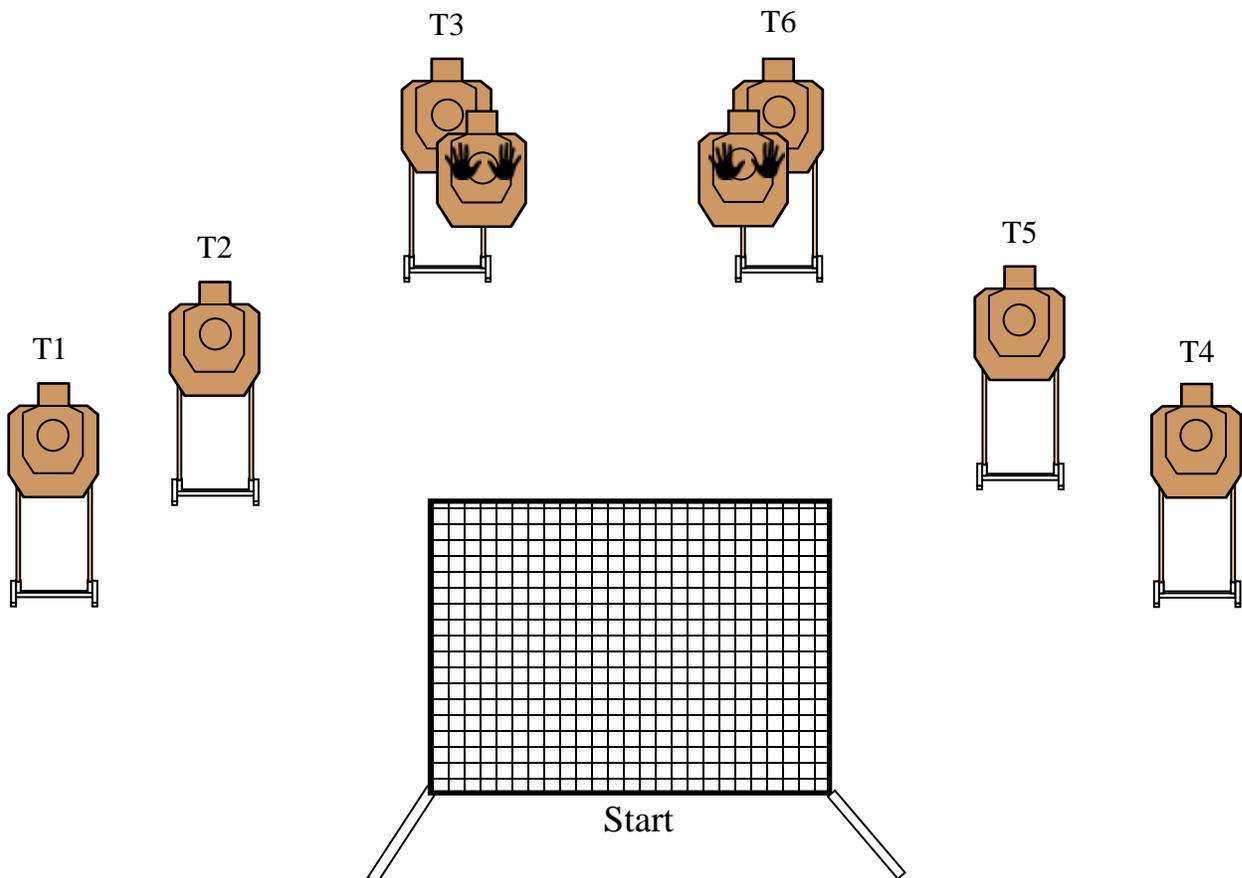
Stage 1
(Pit 1)



Defensive Pistol



LIPSA	STAGE NAME: The Dirty 1/2 Dozen	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Sometimes life can be difficult. Difficult problems have complicated solutions. But not today. Today's problem is easy. There are 6 bad dudes and they have taken hostages. The solution is simple. Load your weapon and unleash hell.		
START POSITION: Standing in middle of wall. Wrists below belts. Gun is holstered, but UNLOADED . Rifle start is gun UNLOADED . Held at Low Ready.		
PROCEDURE: At signal, load gun with mag from belt, then engage T1-T3 from left side of wall. Engage T4-T6 from right side of wall. Shooter can start on either side. 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



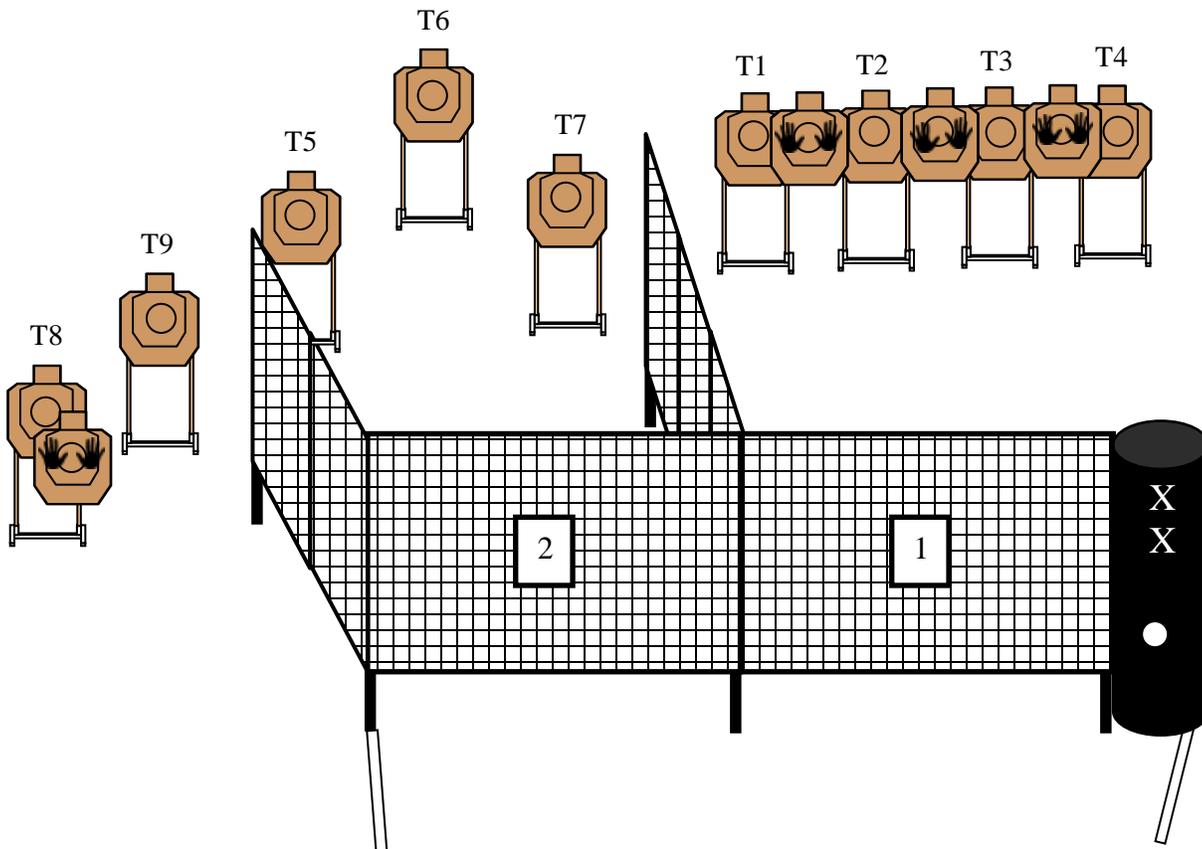
Stage 2
(Pit 2)



Defensive Pistol



LIPSA	STAGE NAME: Jessie's Girl	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Jessie is a friend. Yeah, I know he's been a good friend of mine. But lately something's changed, it ain't hard to define. Jessie's got himself a girl and I want to make her mine. Well, Jessie wasn't too happy about that. He and a bunch of his goons took mine/Jessie's girl hostage. A bunch of her friends too. I know I don't exactly have the moral high ground here, but I'm still not gonna let Jessie hurt the girl I stole from him. I'm in love... well, lust at least.		
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 barrel.		
PROCEDURE: At signal, engage T1-T4 through first port. Engage T5-T7 through second port. Engage T8 and T9 from left side of walls.	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	



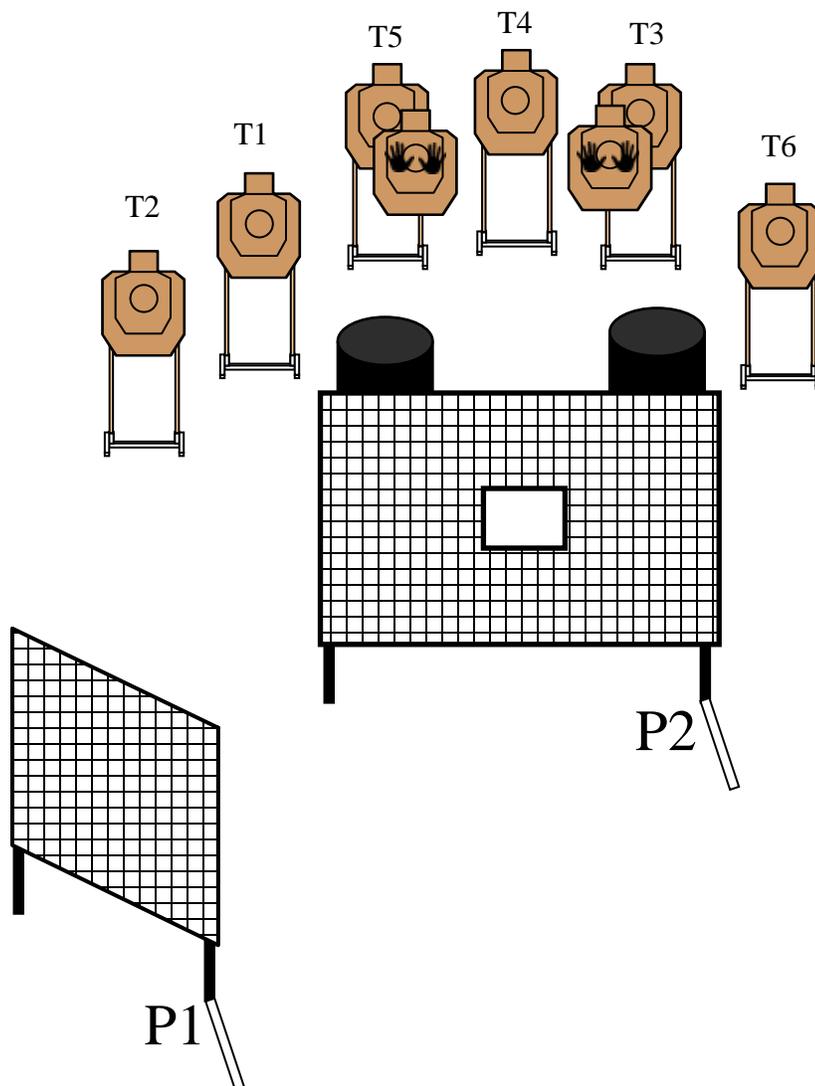
Stage 3
(Pit 3)



Defensive Pistol



LIPSA	STAGE NAME: Primer Protection	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: The price of ammo has been increasing over the years. Once the liberals took over, ammo prices skyrocketed. Reloading your own ammo has been a great help. Making ammo is much cheaper than buying new. The problem now is, components are getting hard to find. Expensive too. Finding primers is like finding Bigfoot riding a unicorn. You have a pretty good supply and are looking forward to shooting any and all matches you can. But someone stole your primers. Some sons a bitches had the nerve to steal your precious primers. They took hostages too. Save those primers. I guess you can save the hostages too. Primers first!!		
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 and T2 from P1. Engage T3-T5 through port. Engage T6 from right side of wall. 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	



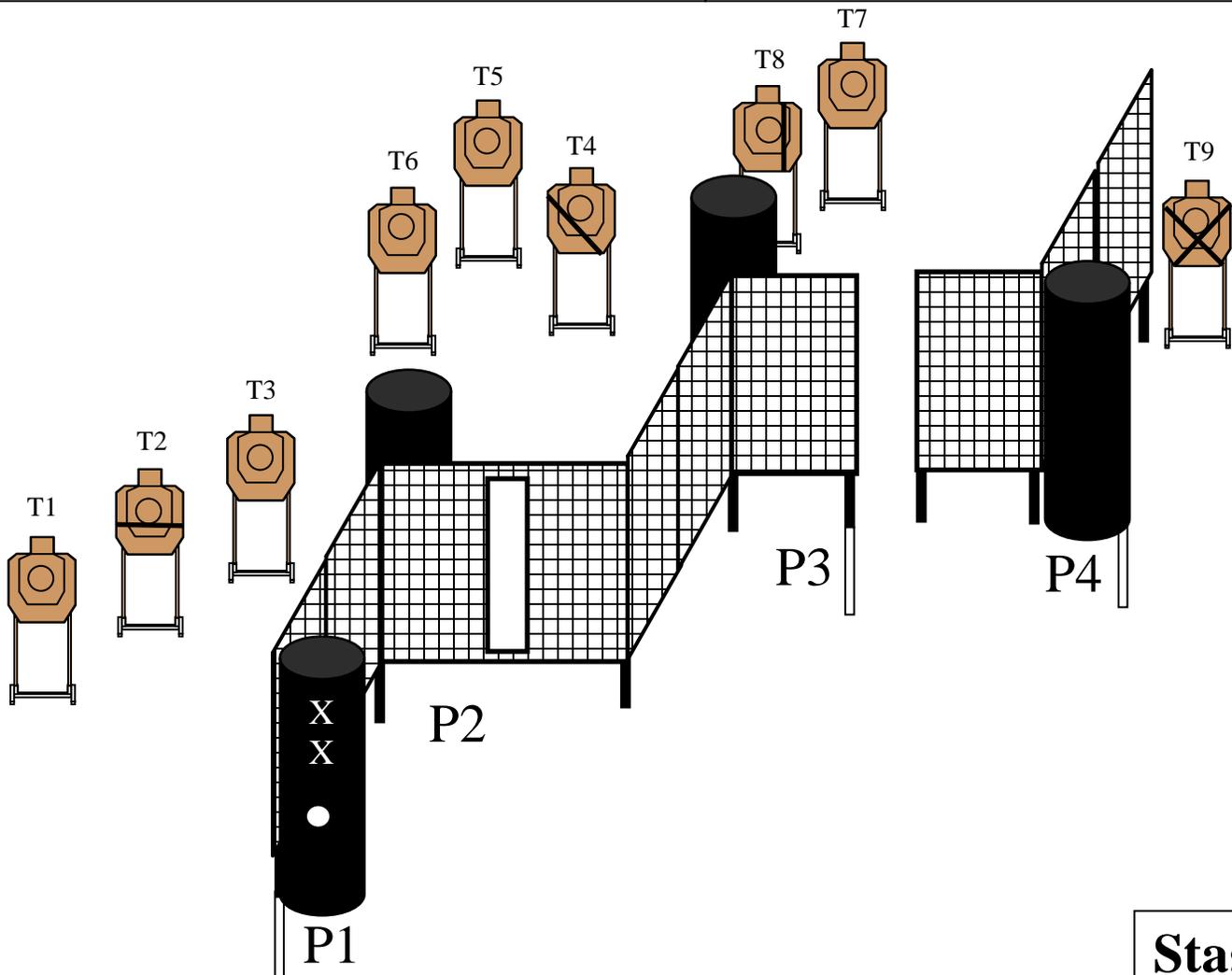
Stage 4
(Pit 4)



Defensive Pistol



LIPSA	STAGE NAME: Free Time Frenzy	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: You're at home relaxing. The rest of your family is out and you have a little free time. Maybe some taco bell for dinner. Maybe you'll catch up on that raunchy show on HBO your wife doesn't like. The sky's the limit for you and your free time. There's an old saying. "Man plans. God laughs". Because plans never seem to work out like you want them too. You hear a noise. You see movement. There's multiple bad guys and they're in your house. Thankfully, you're always carrying a gun. Even when you're home alone.		
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 barrel.		
PROCEDURE: At signal, engage T1-T3 from P1. Step over to P2 and engage T4-T6 through port. Advance to P3 and engage T7 and T8. Then engage T9 from P4. 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	



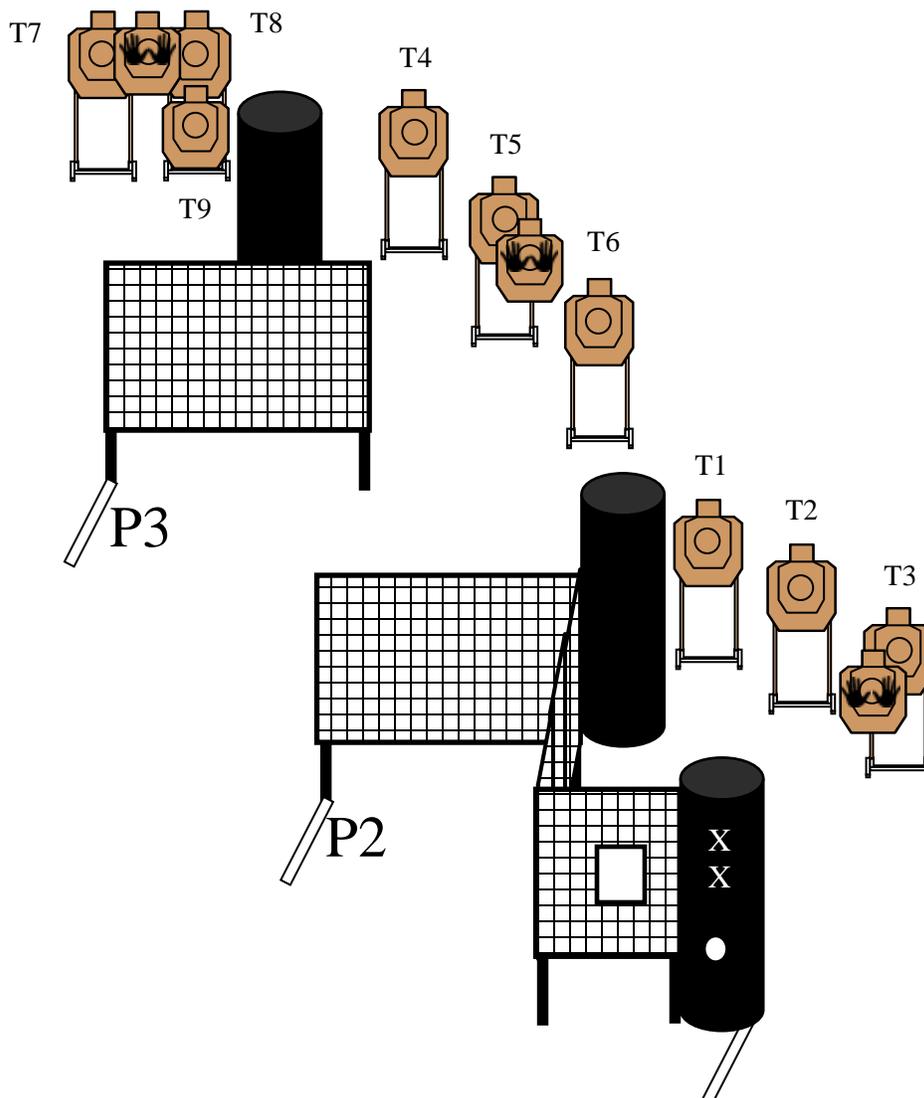
Stage 5
(Pit 5)



Defensive Pistol



LIPSA	STAGE NAME: Back To School	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Summer is over. It's time for the kids to go back to school. Thank God! They were home in the springtime because of liberal lockdowns. They were home all summer cause of summer break. It's time that they get out of the house. Back to school and learn something. There's something else you need to know. Today's criminals aren't afraid of anything. With the police defunded and liberal law makers letting these criminals literally getting away with murder, these monsters are brazen. Today they were brazen enough to kidnap school kids. Thankfully, you were brazen enough to carry a concealed weapon. Go save those kids!!		
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 barrel.		
PROCEDURE: At signal, engage T1-T3 through port. Advance to P2 and engage T4-T6. Step up to P3 and engage T7-T9. All targets must be engaged in Tactical Priority.	SCORING: SCORED HITS: TARGETS: SIGNAL:	Vickers, 18 Rounds Best 2 per target 9 IDPA Targets Start is standard beep; Stop Last Round fired



Stage 6
(Pit 6)