

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: Paulie's Place

RULES: LIPSA Defensive Pistol Course Designer: **Michael Linsalata**

SCENERIO: Welcome to Paulie's house. You want a beer? No problem. You want some food? He'll cook something for ya. You want to sit and chat? You got it. Paulie was home getting the BBQ ready to grill up some steaks for his friends when a group of illegals stormed the gates and grabbed some hostages. You want to storm the gates of Paulie's place? No sweat. His Sig Legion is on his hip with a few spare mags for just such an occasion.

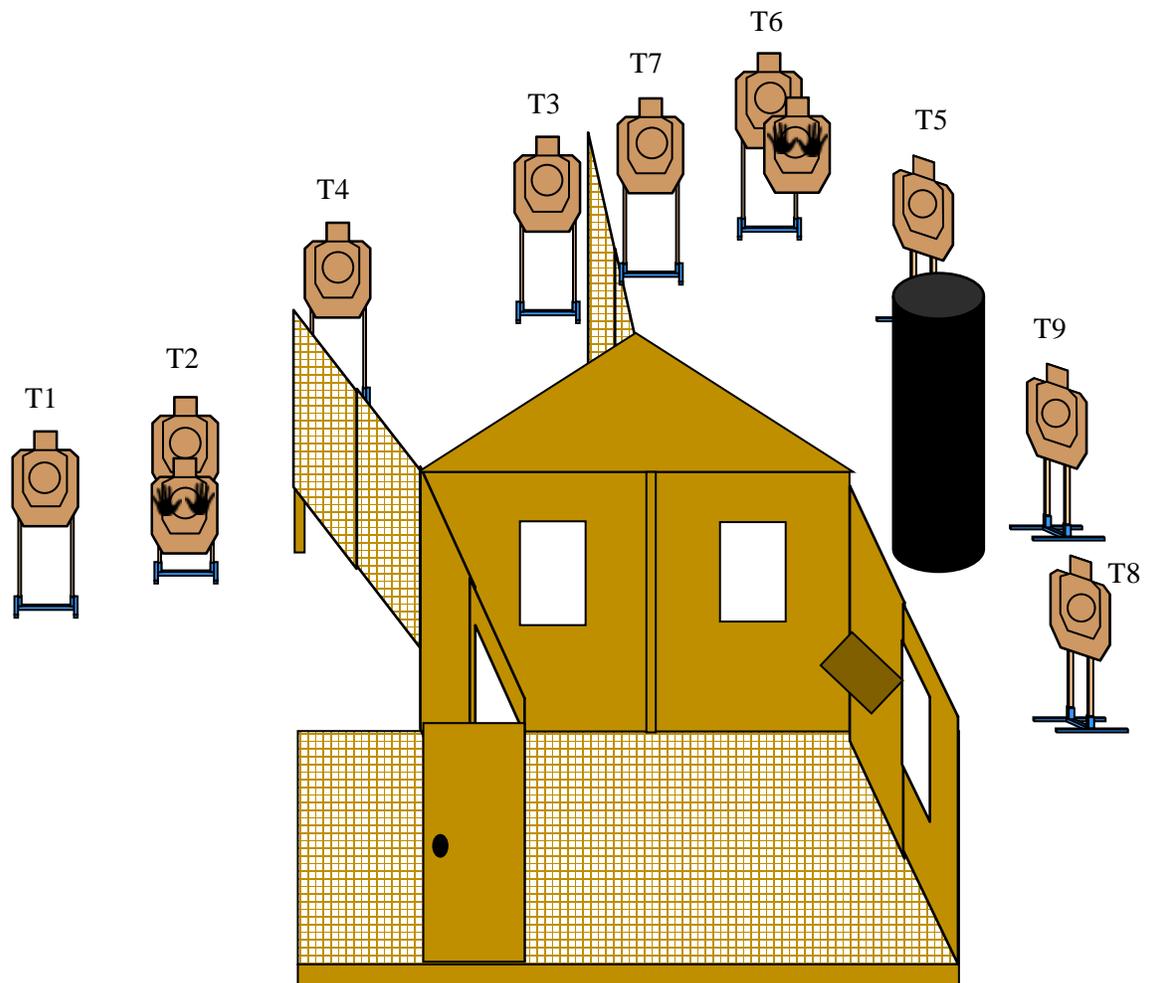
START POSITION: Standing on porch, wrists below belt. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.

STAGE PROCEDURE

At signal, engage T1 and T2 from porch. Enter house and engage T3-T9 as they become visible through the 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

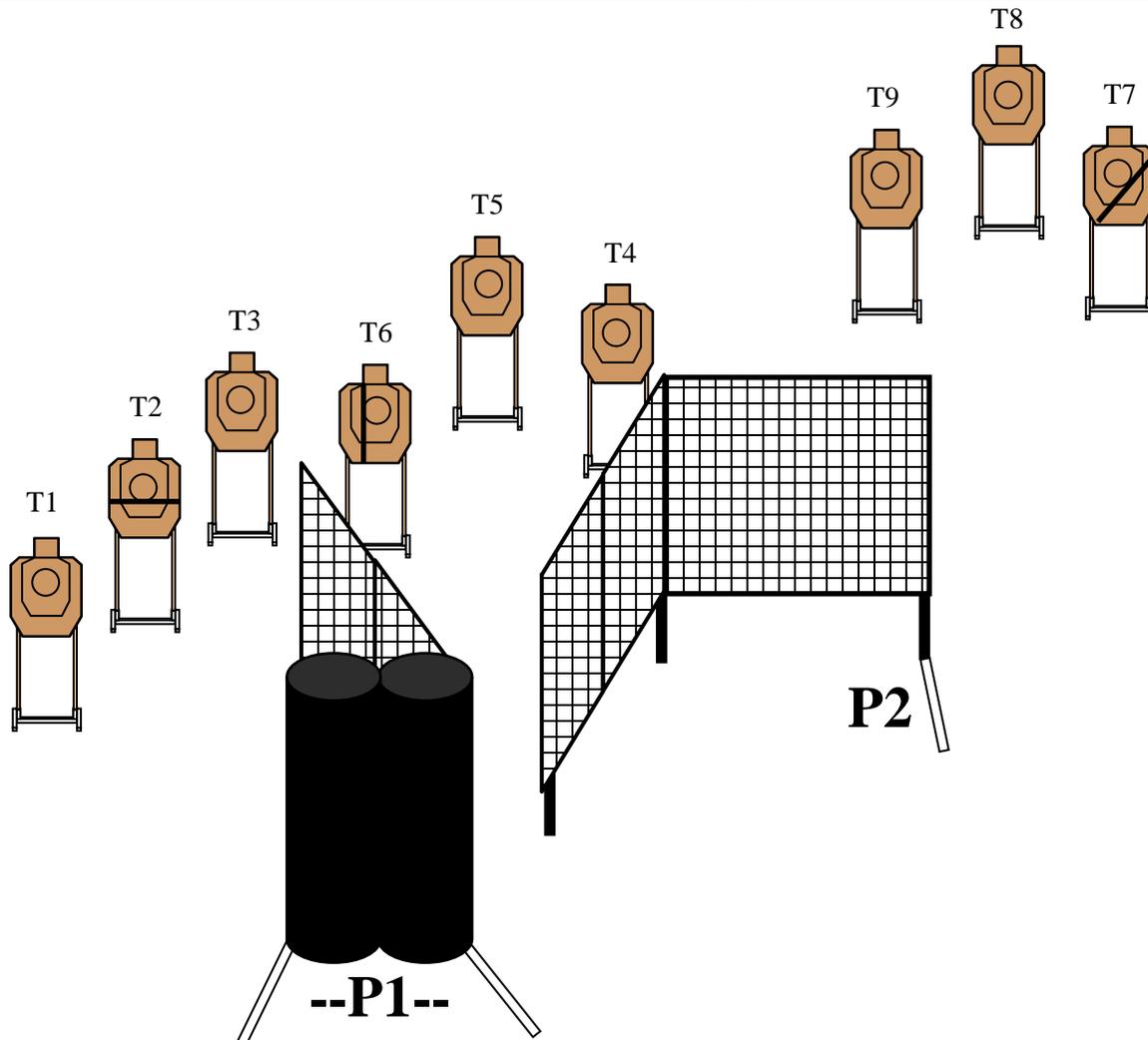




Defensive Pistol



LIPSA	STAGE NAME: Singing In The Rain	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: You're walking down the street enjoying a beautiful day. Life is good. A few problems, but nothing you can't handle. It starts to rain a little. No biggie. You continue walking and start singing. You're literally singing in the rain. What can go wrong? And that's when everything goes wrong. You would think the rain would keep the criminals in doors. Nope!! There's a whole bunch of them and they think you're an easy target. But you're never alone. You always carry a friend with you. Always!		
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-T6 from P1. Advance to P2 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	



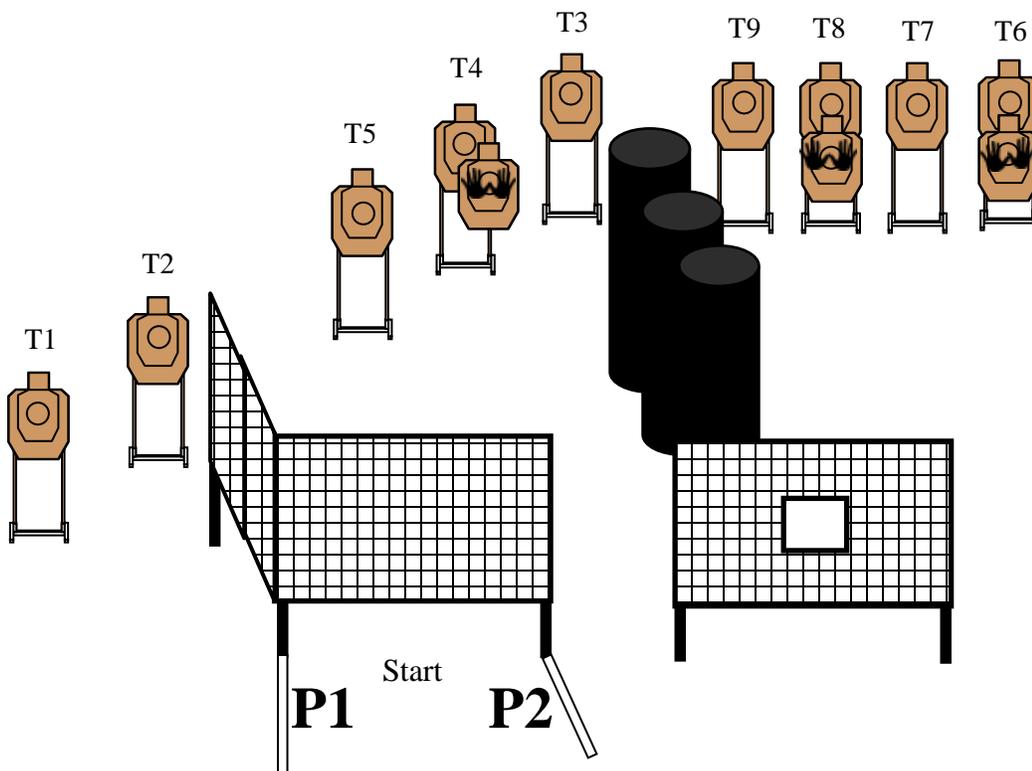
Stage 2
(Pit 2)



Defensive Pistol



LIPSA	STAGE NAME: Lite Em Up	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Crime is running rampant. Liberal governors and prosecutors are letting criminals out of jail to commit more and worse crimes. Then they defund the police and actually punish officers when they try and do their jobs. MADNESS!!!! So, when a group of gangster wannabes take hostages and start hurting the innocents, what are you gonna do? I know... Lite Em Up!		
START POSITION: Standing in middle of wall between P1 and P2, wrists below belt. Gun 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 from P2. Then engage T6-T9 through 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	



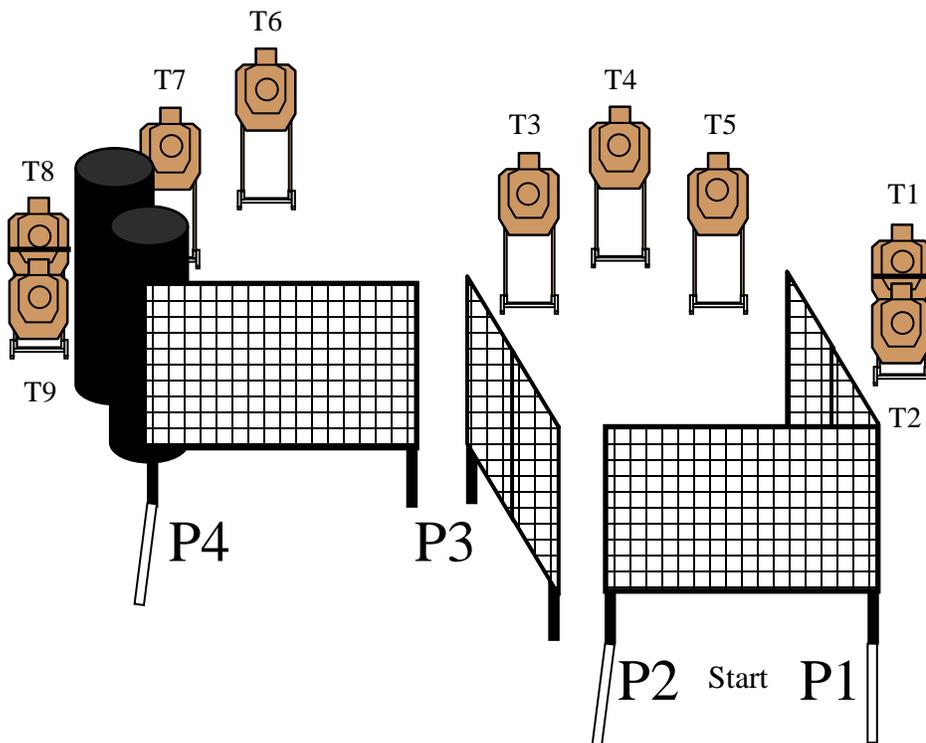
Stage 3
(Pit 3)



Defensive Pistol



LIPSA	STAGE NAME: Dagostino's Deli	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Anthony Dagostino owns a deli. His wife does the cooking and they have a roast beef sandwich that is so good, it defies logic. I don't know what the sauce is, but its pure magic. Anthony also believes in his 2 nd amendment right to own guns and he's a damn good shooter. So when a group of thugs came in to rob the place, Anthony didn't get scared. He didn't panic. He didn't even get mad. He smiled. Whipped out his Sig and unleashed hell. Afterwards, he went to the range and brought his buddy Mike a nice roast beef and magic sauce sandwich. Heaven!!		
START POSITION: Standing in middle of wall between 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 and T2 from P1. Step over to P2 and engage T3-T5. Go to P3 and engage T6 and T7. Advance to P4 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	



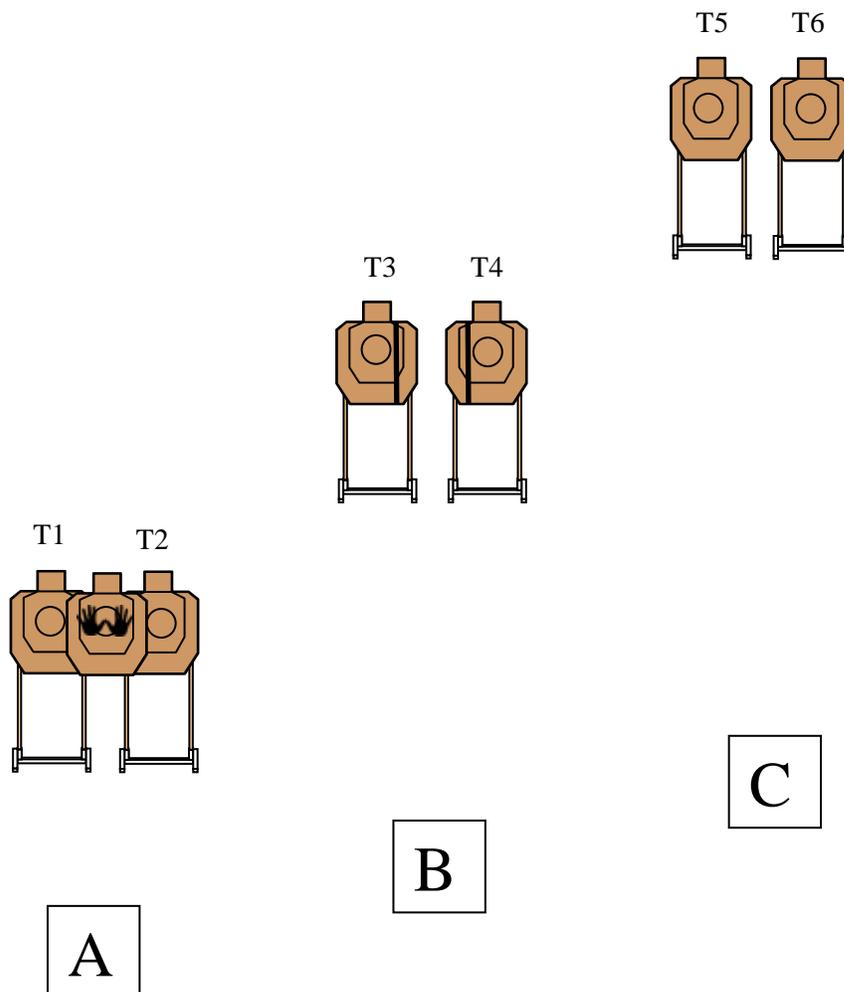
Stage 4
(Pit 4)



Defensive Pistol



LIPSA	STAGE NAME: 6 Shooter	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Standards Exercise		
START POSITION: Standing in Box A with wrists above shoulders. Gun loaded with 6 rounds only and holstered. Rifle start is gun loaded with 6 rounds. Safety on. Held at Low Ready in weak hand. Strong wrist above shoulder. All extra mags are loaded to 6 rounds only.		
PROCEDURE: At signal, engage T1&T2 from Box A. Step over to Box B and engage T3&T4. Advance to Box C and engage T5&T6. Reloads are from slide lock. Reloads can be done on the move between boxes.	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	



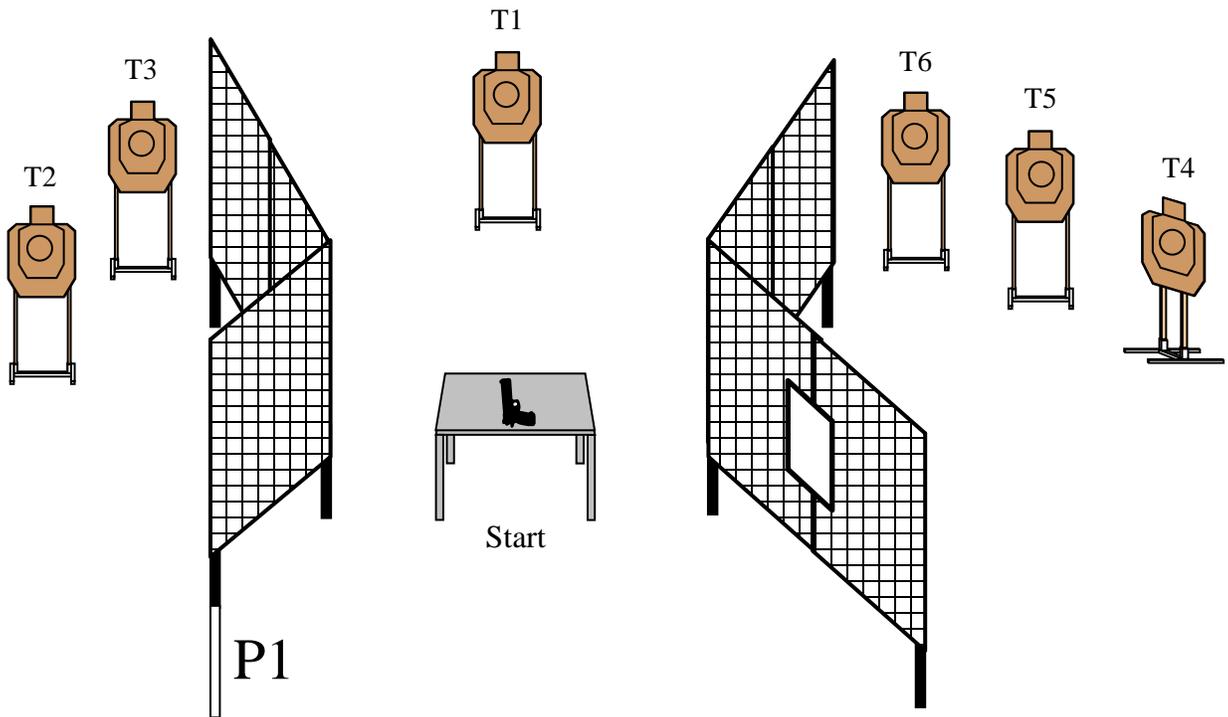
Stage 5
(Pit 5)



Defensive Pistol



LIPSA	STAGE NAME: Service With A Smile	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Mike Rosedale is the service manager at Sun GMC. He treats every customer with kindness and respect... no matter how annoying they can be. But that's his job and he does it with a big smile. Mike was standing behind the counter when several men came into the showroom 2 at a time. Mike's Spidey senses started tingling. He knew something was about to happen. Something Terminal. The leader walked up to the counter. Mike said with a big smile, "How can I help you sir"? The douchebag replies. "Give me the keys to all of your high end cars or we'll start shooting customers". Mike answers, "Of course. We don't want any trouble". He reaches down into the drawer, but doesn't pull out keys. He pulls out his Sig 365 and starts blasting bad guys. Smiling the whole time!		
START POSITION: Standing behind table, wrists above shoulders. Loaded gun on table. Rifle has same start position.		
PROCEDURE: At signal, pick up loaded gun, then engage T1 from behind table. Go to P1 and engage T2 and T3. Then engage T4-T6 through port. 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 6
(Pit 6)