

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).

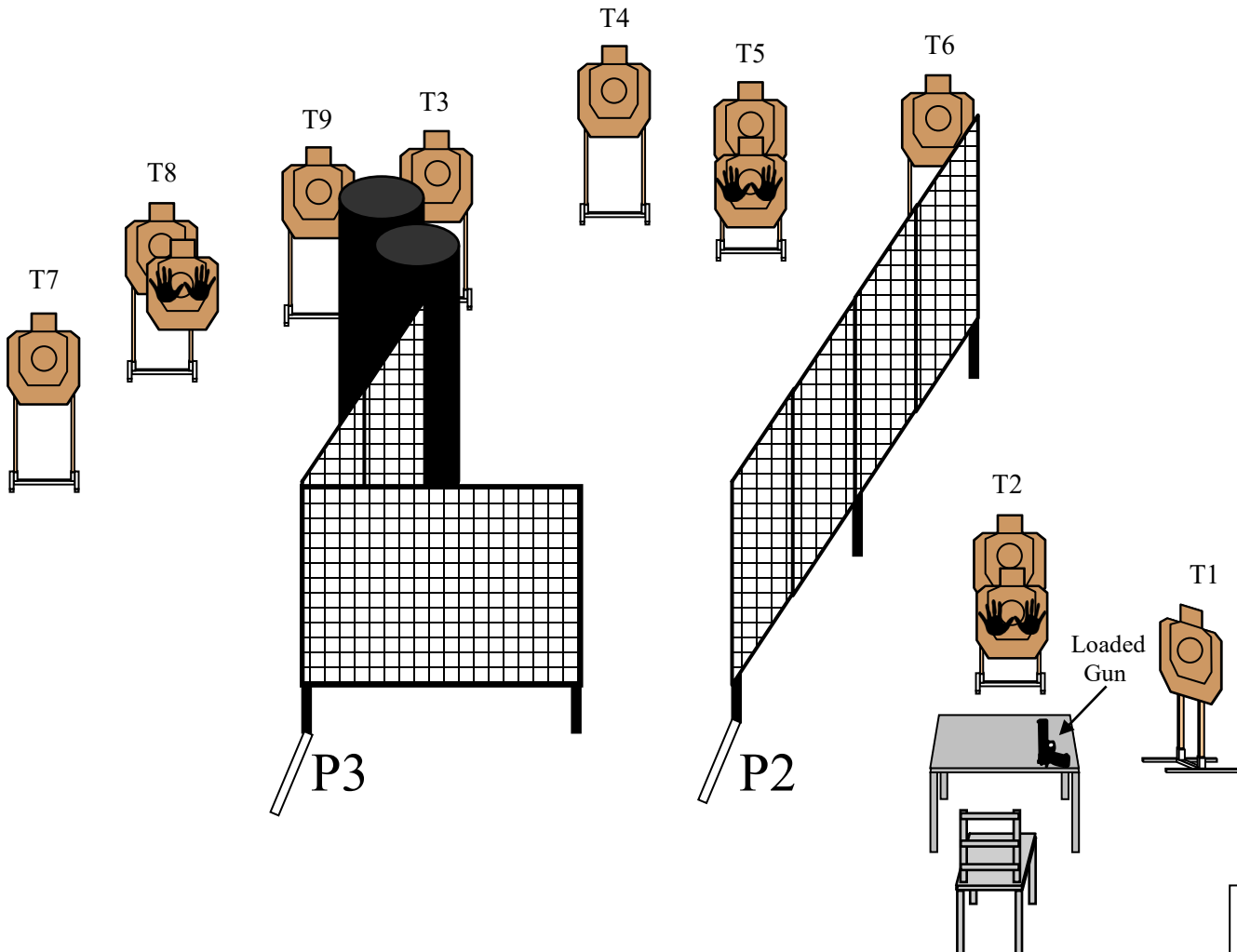
Hit on non-threat- A non-threat target is now hard cover. Which means it's impenetrable. Any hit on a non-threat will get scored as a miss and a hit on non-threat. That's 10 seconds added to your time. If the hit breaks the perforation, then you'll get the points behind and a non-threat hit also.



Defensive Pistol



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| LIPSA | STAGE NAME: Dead Man's Hand | |
| RULES: LIPSA Defensive Pistol | | Course Designer: Michael Linsalata |
| SCENARIO: | | |
| START POSITION: Sitting in chair holding cards in both hands. Loaded gun placed on table. Rifle has same start position. | | |
| PROCEDURE: At signal, engage T1 and T2 from behind table. Advance to P2 and engage T3-T6. Step over 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 | |



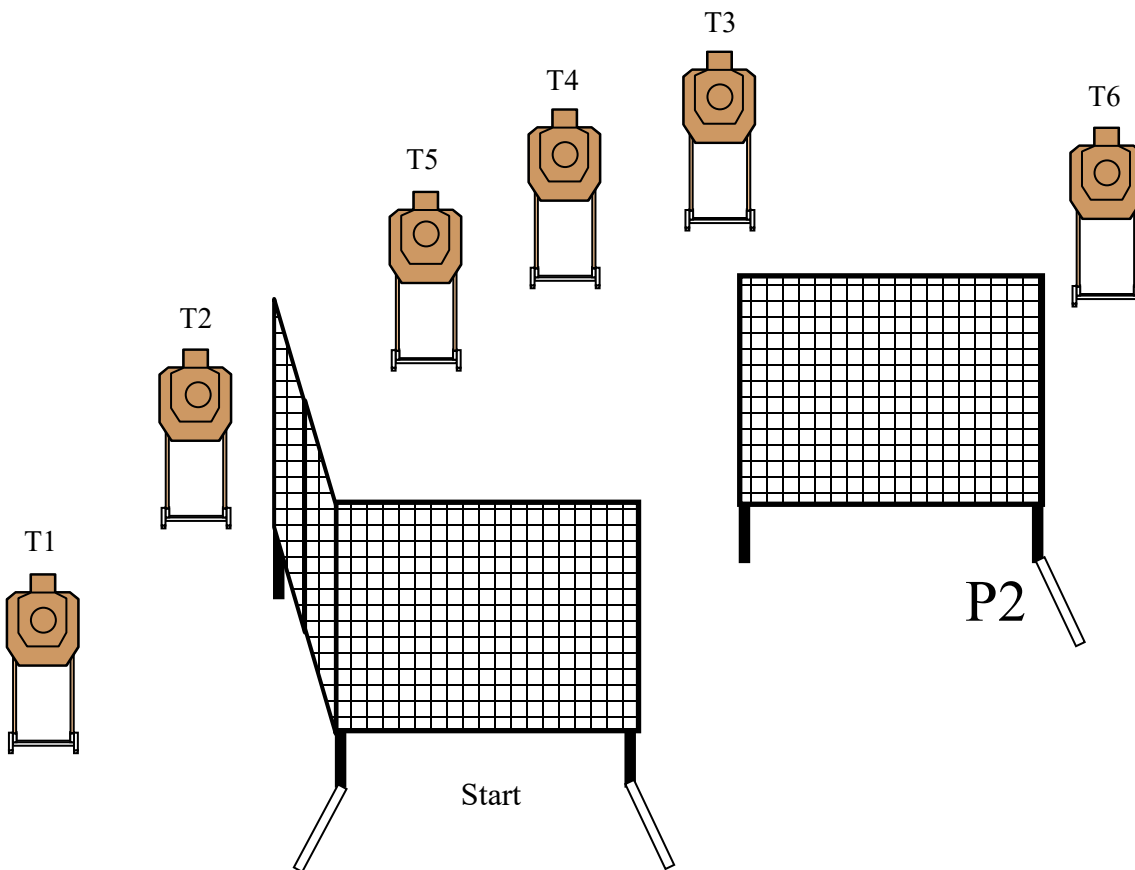
Stage 1
(Pit 1)



Defensive Pistol



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| LIPSA | STAGE NAME: And Justice 4 All | |
| RULES: LIPSA Defensive Pistol | | Course Designer: Michael Linsalata |
| SCENARIO: | | |
| START POSITION: Standing in middle of wall. Wrists below belt. 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-T5 from either side of wall. Advance to P2 and engage T6. All targets get 3 rounds each. They 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 | |



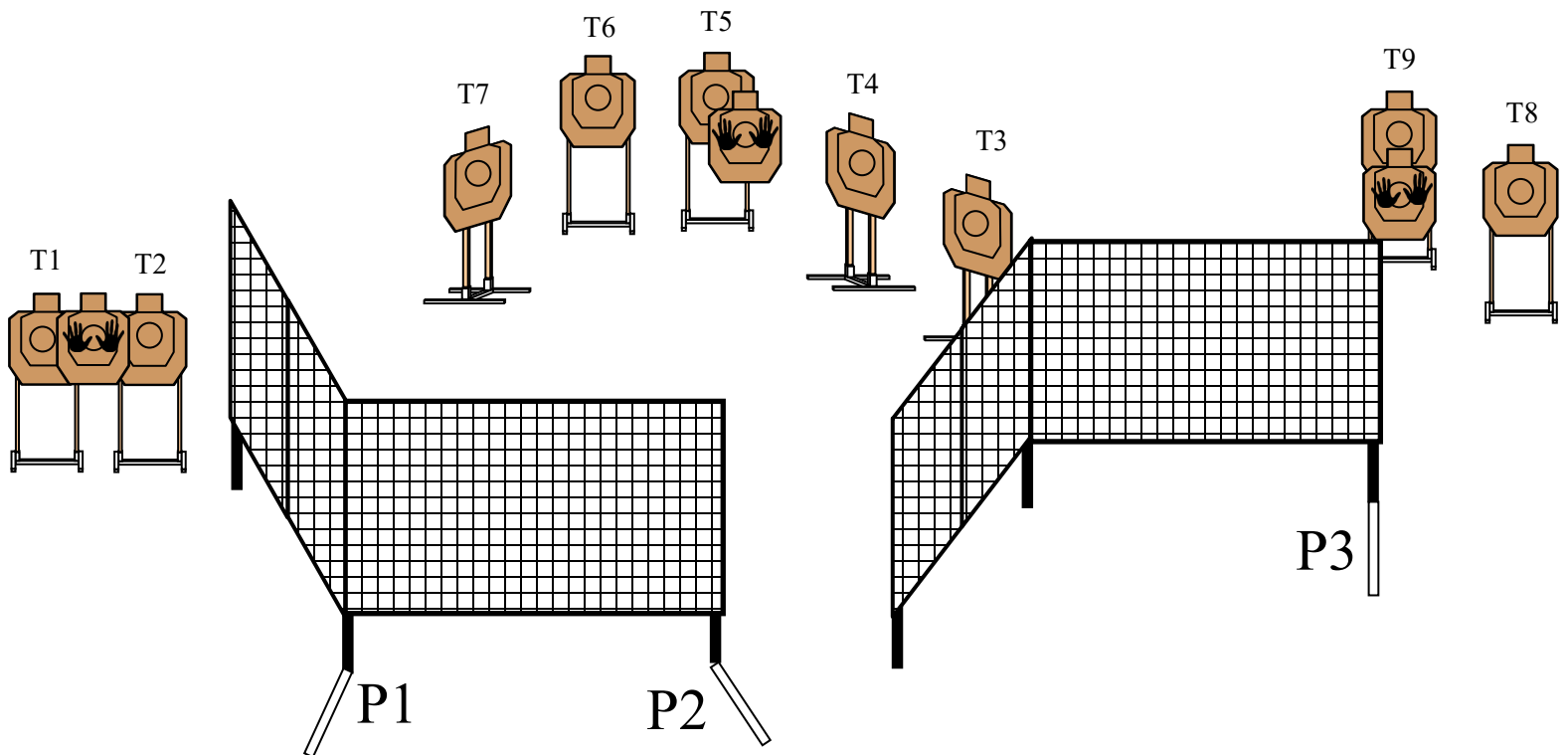
Stage 2
(Pit 2)



Defensive Pistol



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| LIPSA | STAGE NAME: All Boxed Up | |
| RULES: LIPSA Defensive Pistol | | Course Designer: Michael Linsalata |
| SCENARIO: | | |
| 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. Step over to P2 and engage T3-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 | |



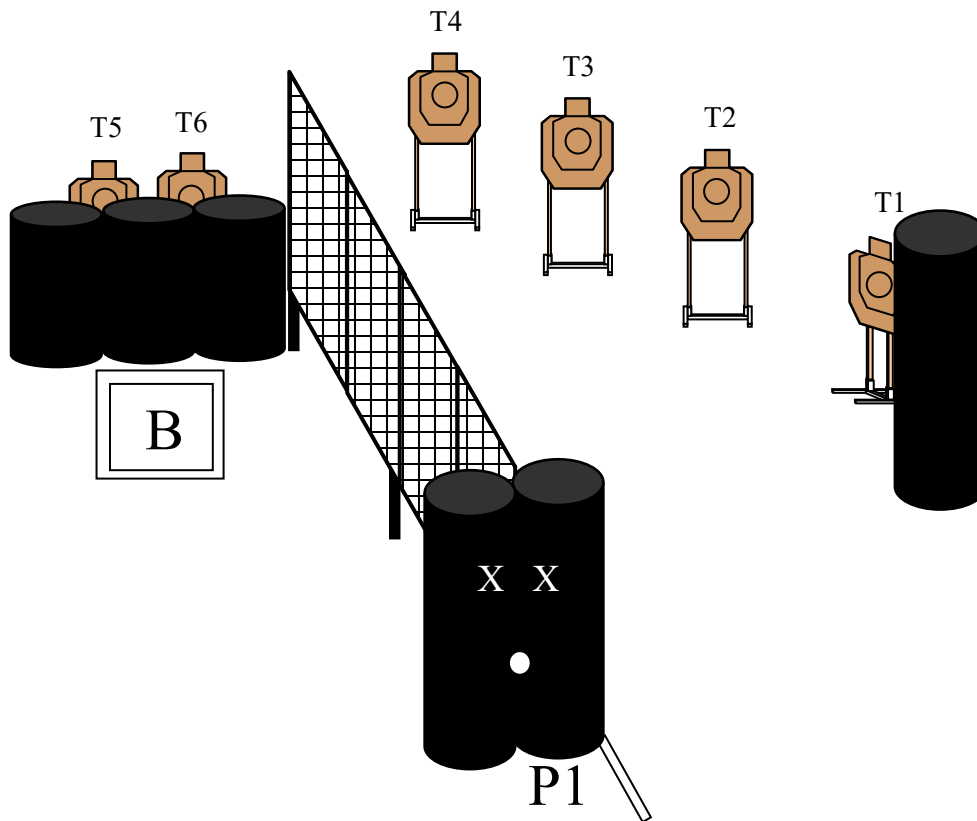
Stage 3
(Pit 3)



Defensive Pistol



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| LIPSA | STAGE NAME: 3's a Crowd | |
| RULES: LIPSA Defensive Pistol | | Course Designer: Michael Linsalata |
| SCENARIO: | | |
| 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 from P1. Advance to Box B and engage T5 and T6. T1-T4 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 | |



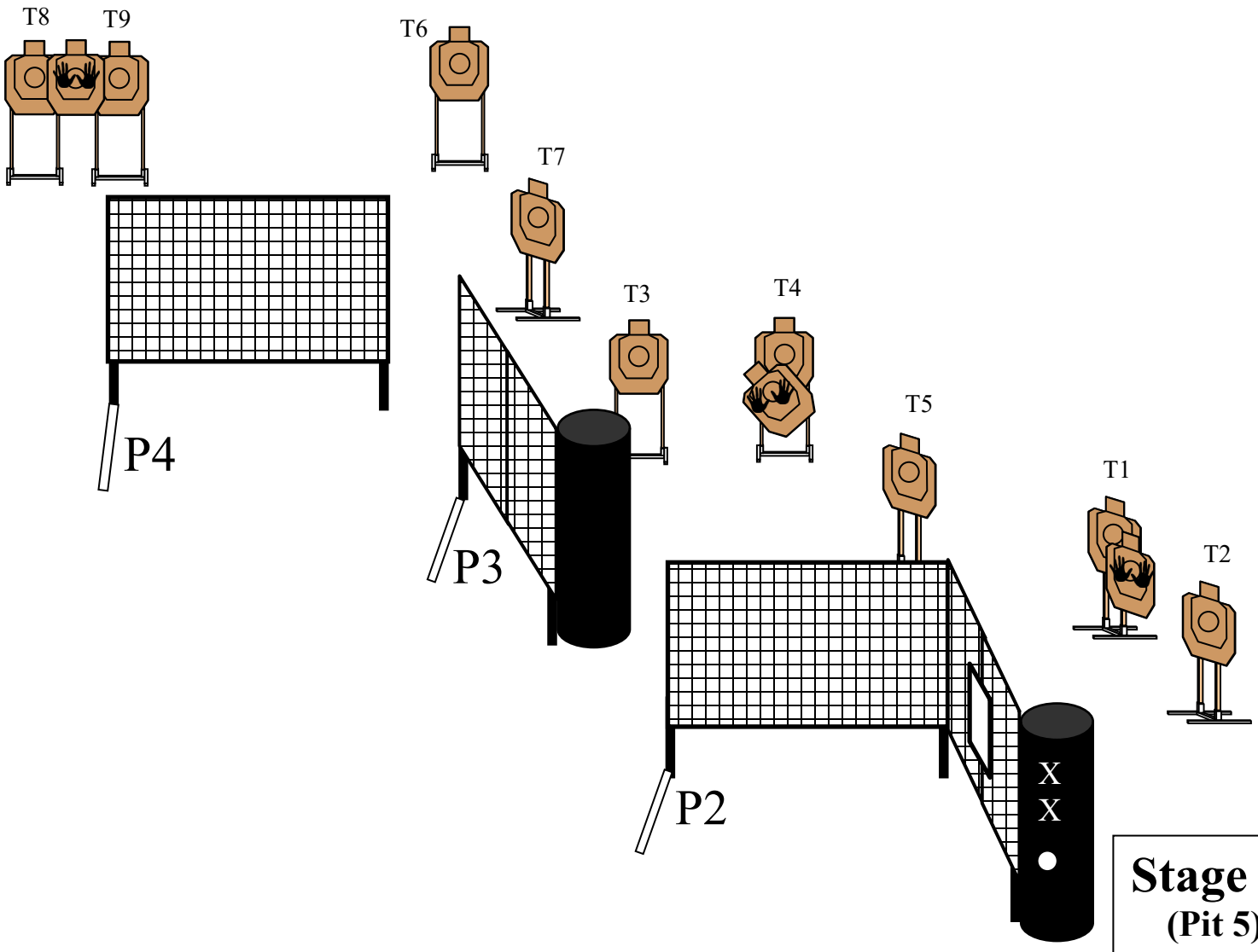
Stage 4
(Pit 4)



Defensive Pistol



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| LIPSA | STAGE NAME: Out of Control | |
| RULES: LIPSA Defensive Pistol | | Course Designer: Michael Linsalata |
| SCENARIO: | | |
| 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 and T2 through Port. 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 | |

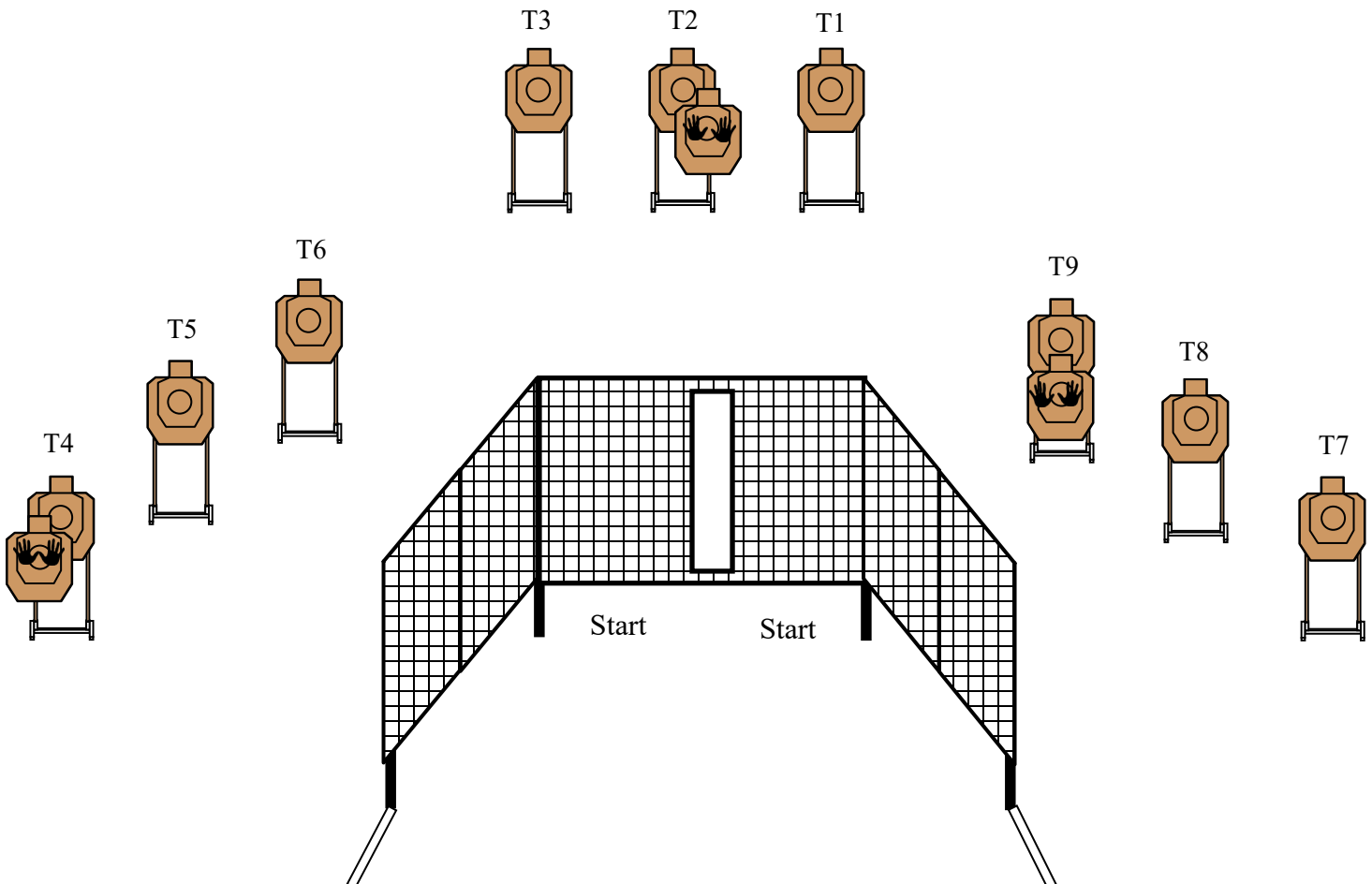




Defensive Pistol



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| LIPSA | STAGE NAME: No Stars Here | |
| RULES: LIPSA Defensive Pistol | | Course Designer: Michael Linsalata |
| SCENARIO: | | |
| START POSITION: Standing on either side of Port. 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 or T3-T1, depending on which side you're standing on. Engage T4-T6 from left side of wall. Engage T7-T9 from right side of wall. 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)