

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).

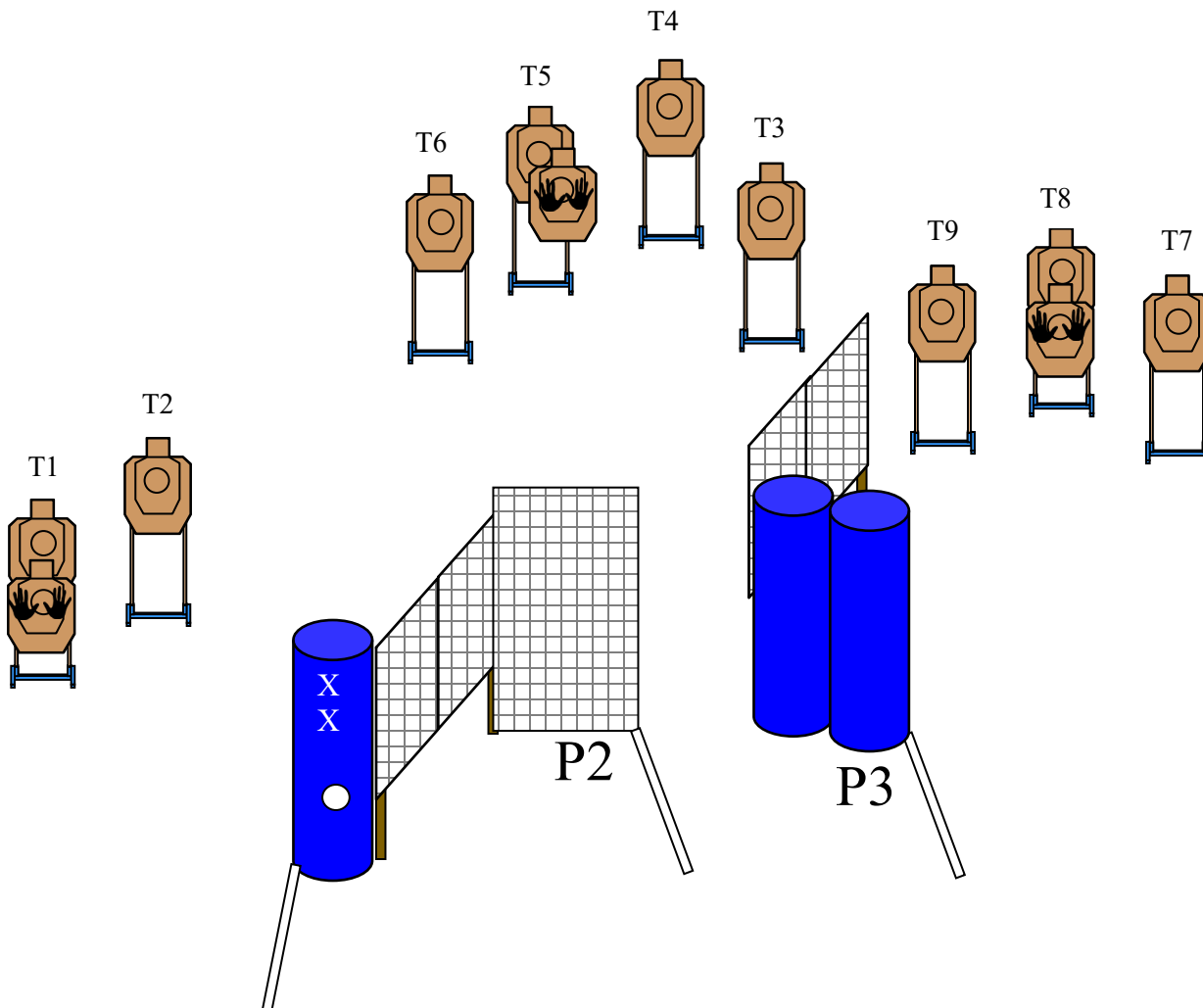
Hit on non-threat- A non-threat target is now hard cover. Which means it's impenetrable. Any hit on a non-threat will get scored as a miss and a hit on non-threat. That's 10 seconds added to your time. If the hit breaks the perforation, then you'll get the points behind and a non-threat hit also.



Defensive Pistol



LIPSA	STAGE NAME: Going Bad	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: When things go bad, they go bad fast. Well, things just went bad. There's a group of thugs doing bad things to good people. The only thing standing in the way of pure chaos is you! Draw your weapon. Take down these evil doers. Show the world how important the 2 nd amendment is.		
START POSITION: Standing with hands flat on X's. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on barrel.		
PROCEDURE: At signal, engage T1 and T2. Go 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	



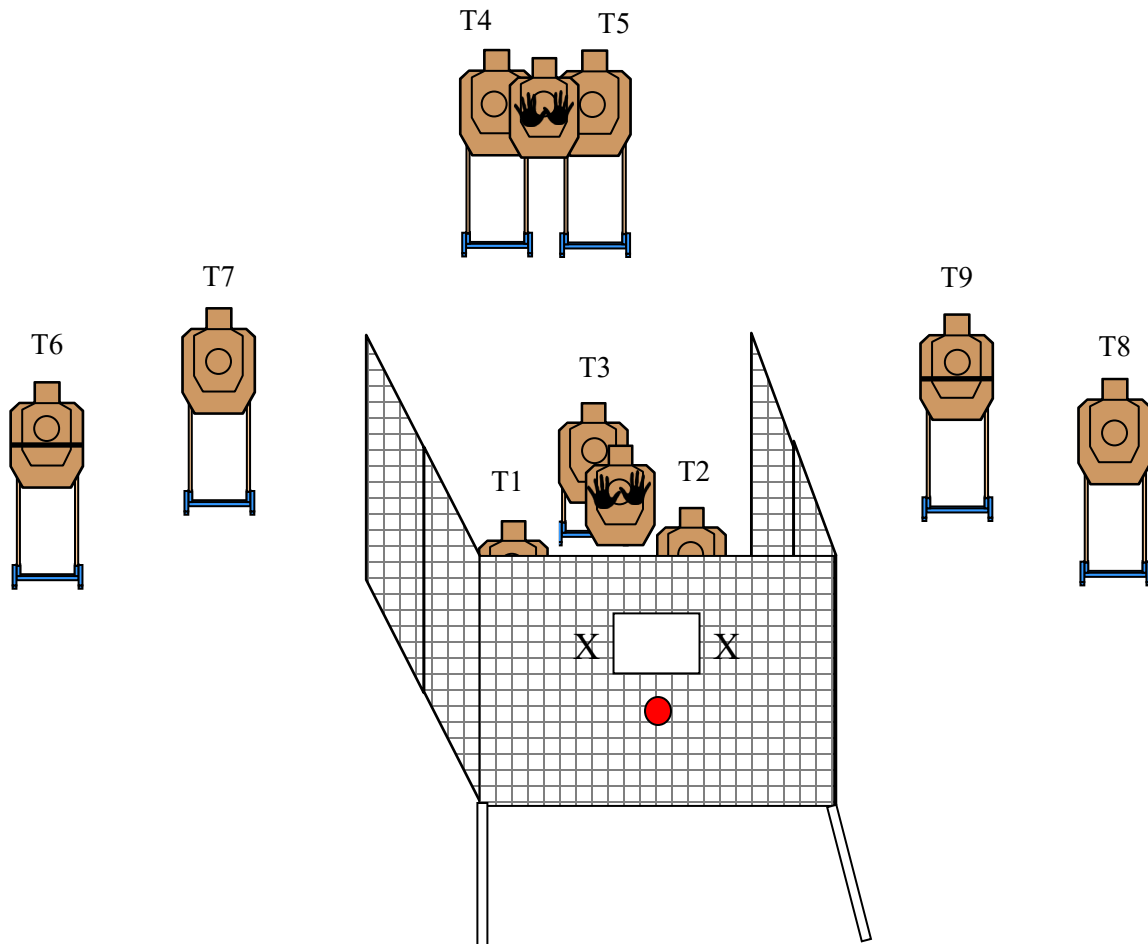
Stage 1
(Pit 1)



Defensive Pistol



LIPSA	STAGE NAME: Roll Tide	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: You're in Alabama watching The Crimson Tide lose another game to Clemson. You're trying to make it back to your car unharmed cause Bama fans are rioting everywhere. You're almost there when you see a bunch of Clemson fans being held hostage and being beaten unmercifully. No way are you letting that happen. Unlike New York, Alabama is a free state. Draw your weapon and defend the innocent.		
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 wall.		
PROCEDURE: At signal, engage T1-T5 through port. Engage T6 and T7 from left side of wall. Engage T8 and 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	



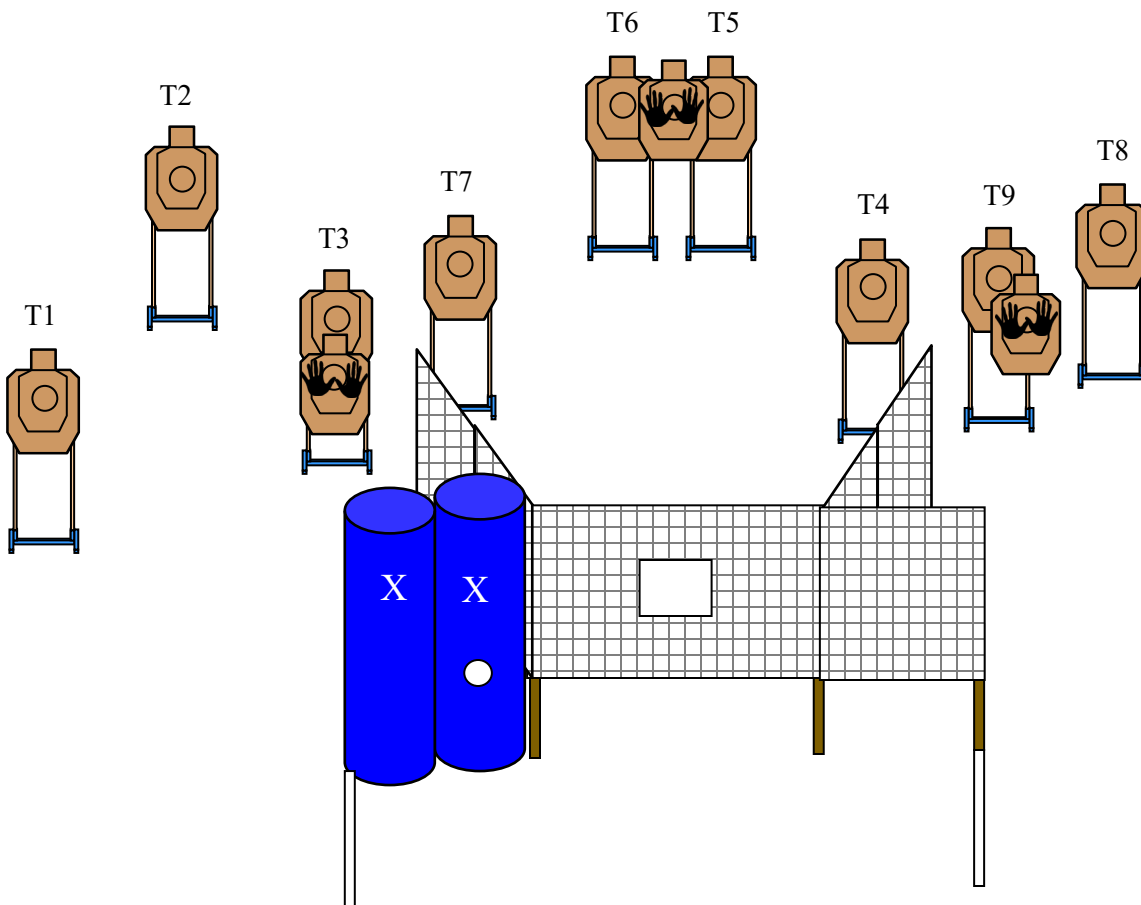
Stage 2
(Pit 2)



Defensive Pistol



LIPSA	STAGE NAME: Surefire	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: There is one Surefire way to survive a gunfight. That is to have a gun. Thankfully you have your gun on you today, because there are some gangsters set on doing harm to people just for the fun of it. It's time for you to ruin their fun.		
START POSITION: Standing with hands flat on X's. Gun is holstered, but UNLOADED . Rifle start is UNLOADED , touching mark on barrel.		
PROCEDURE: At signal, load gun, then engage T1-T3 from left side of barrels. Go to port and engage T4-T7. Then engage T8 and 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	



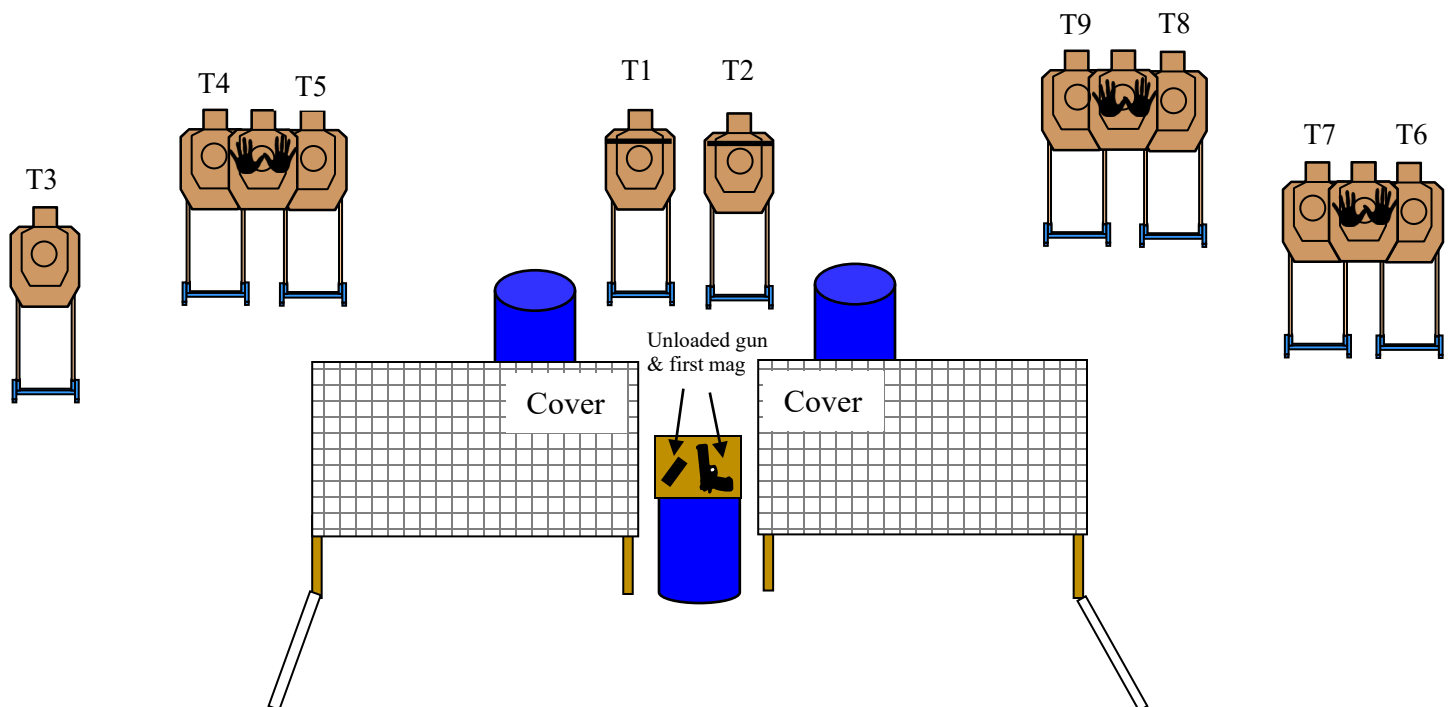
Stage 3
(Pit 3)



Defensive Pistol



LIPSA	STAGE NAME: Don't Back Down	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Things aren't looking too good. There are 2 armed men standing in front of you wearing body armor. Several more armed men have taken hostages. Where's your gun...unloaded in front of you. You can back down and pray to God they don't kill you and the others. Most people would. But there's another choice. Don't back down. Wait for your opportunity. Grab your weapon. Load up. Save the day.		
START POSITION: Standing behind barrel. Wrists above shoulders. Unloaded gun and first mag on barrel. Rifle has same start position.		
PROCEDURE: At signal, pick up and load gun with mag from barrel. Get your butt behind cover. Then engage T1 and T2. Engage T3-T5 from left side of wall. Engage T6-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	



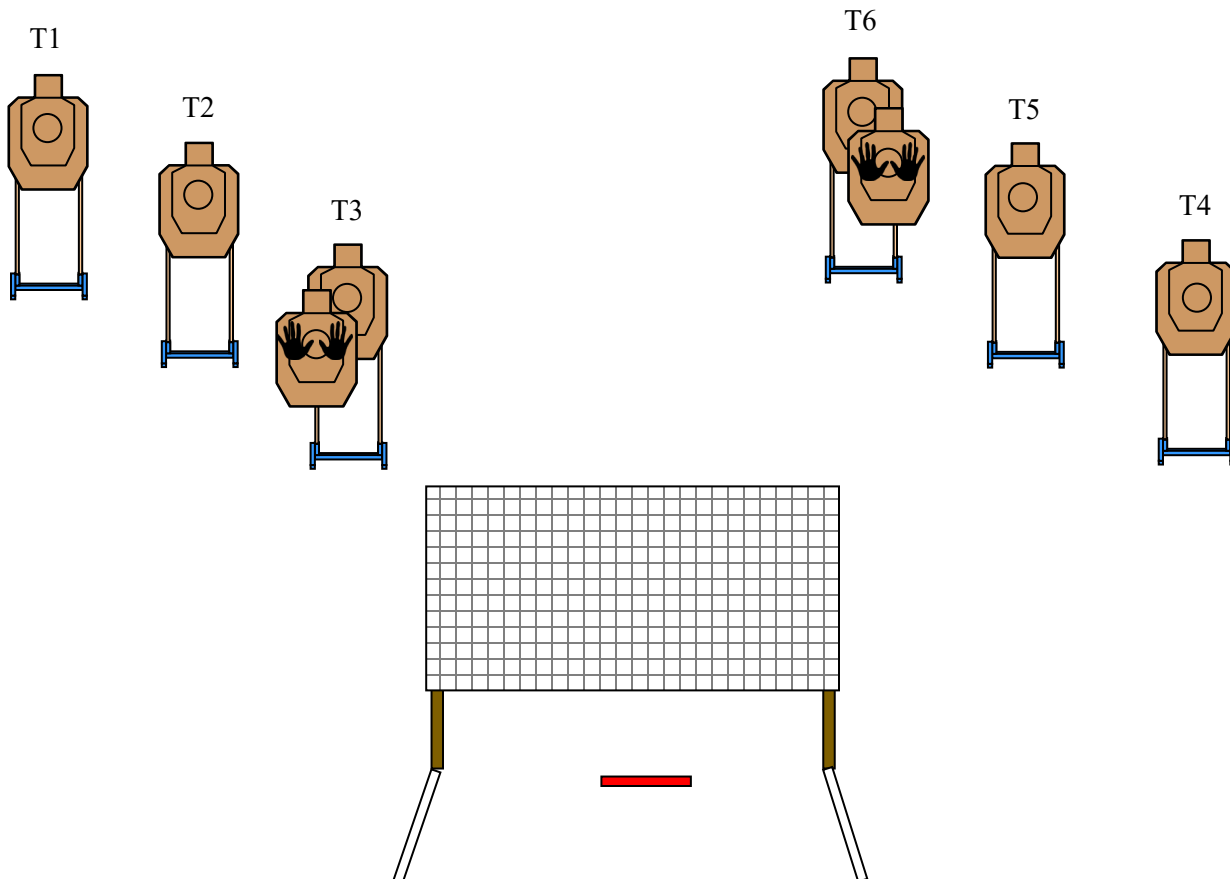
Stage 4
(Pit 4)



Defensive Pistol



LIPSA	STAGE NAME: Left & Right	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: This is an easy one. There are some thugs to the left and some thugs to the right. They have some hostages. Shoot the thugs. Don't shoot the hostages. Don't you wish all problems can be this simple?		
START POSITION: Standing with toes touching RED mark. Wrists below belt. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Gun held at Low Ready.		
PROCEDURE: At signal, engage T1-T3 from left side of wall. Engage T4-T6 from right side of wall. 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	



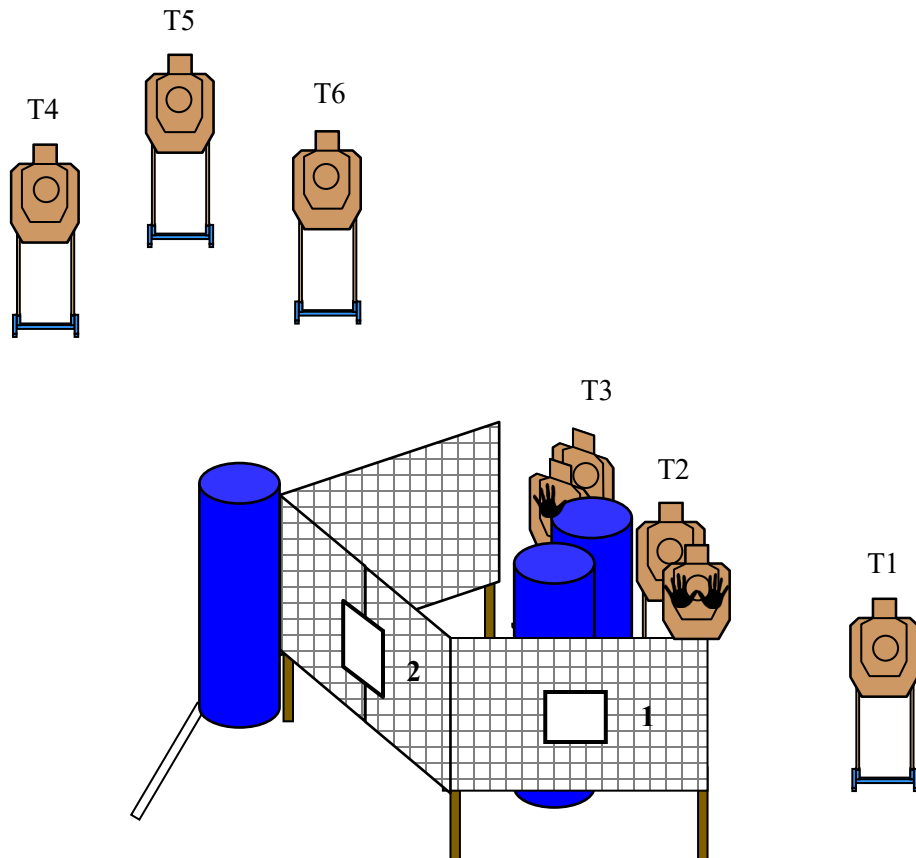
Stage 5
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Defensive Pistol



LIPSA	STAGE NAME: Gun Store Gambit	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: You went into your favorite gun store to pick up some supplies. You left your family in the car, cause you were just gonna “run in”. When you came out, you notice a strange looking man standing behind your car. You look through the windows and see two more guys holding your family hostage. Do they not realize you just left the gun store? And that you’re carrying a large gun under your coat? They’re about to find out... the hard way!		
START POSITION: Standing in Box A, holding bags in strong hand. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held in weak hand at Low Ready. Strong hand holding bags.		
PROCEDURE: At signal, drop bags, then engage T1 from Box A. Go to Port 1 and engage T2. Engage T3 through Port 2. Then engage T4-T6 from left side of barrels.	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	



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Stage 6
(Pit 6)