

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).
- **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, all shooters must wear some sort of cover garment. This includes PCC. 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).

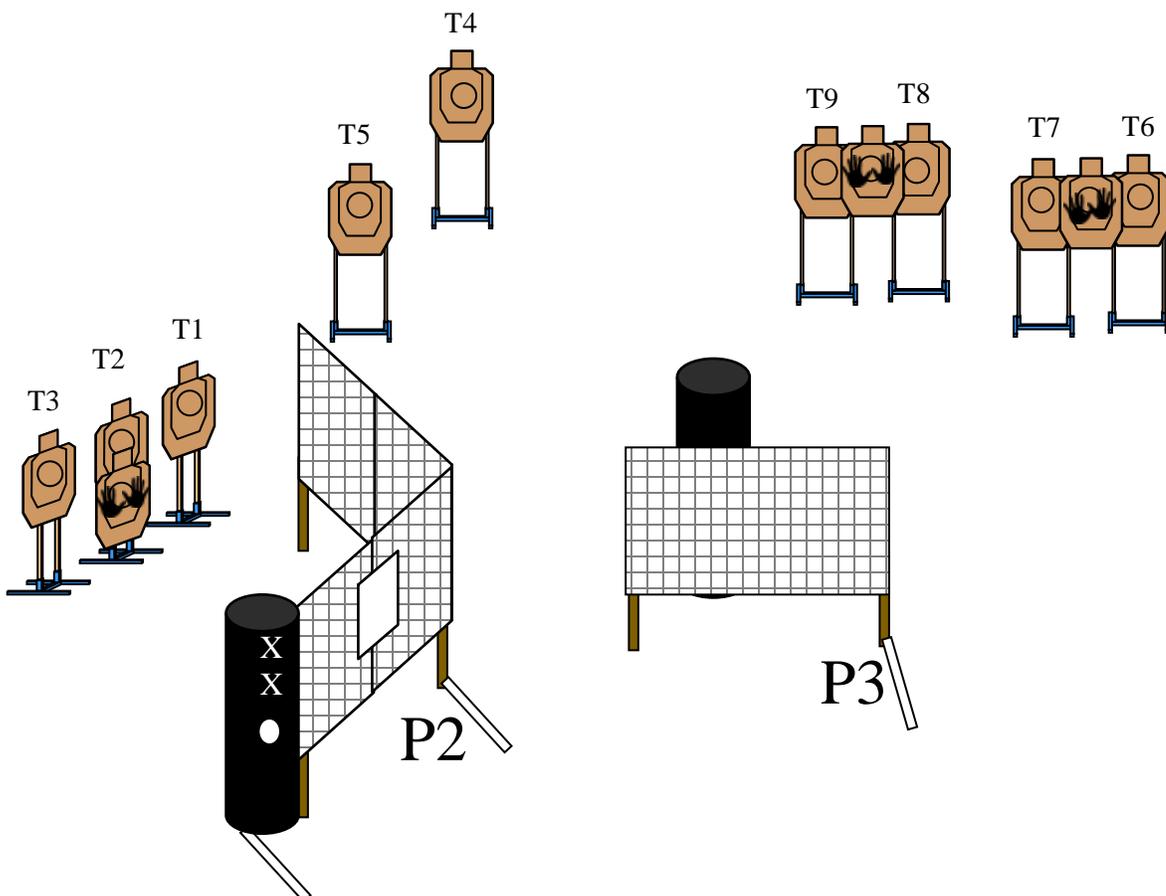
Hit on non-threat- A non-threat target is now hard cover. Which means it's impenetrable. Any hit on a non-threat will get scored as a miss and a hit on non-threat. That's 10 seconds added to your time. If the hit breaks the perforation, then you'll get the points behind and a non-threat hit also.



Defensive Pistol



LIPSA	STAGE NAME: Nightmare At LIPSA	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: We're at LIPSA. 70 people gathered around talking. Wearing guns with extra ammo on our belts. This is the time a gang of rioters try to crash down our gate. They have bats and clubs. Some Molotov cocktails. Screaming anti-gun rhetoric. This isn't our nightmare, it's there's. This will be great practice for the Defensive Pistol match.		
START POSITION: Standing with hands flat on X's. Gun is holstered and loaded. Rifle start is gun loaded. Safety on. Muzzle touching mark on barrel.		
PROCEDURE: At signal, engage T1-T3 through port. Step over to P2 and engage T4 and T5. Advance to P3 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	



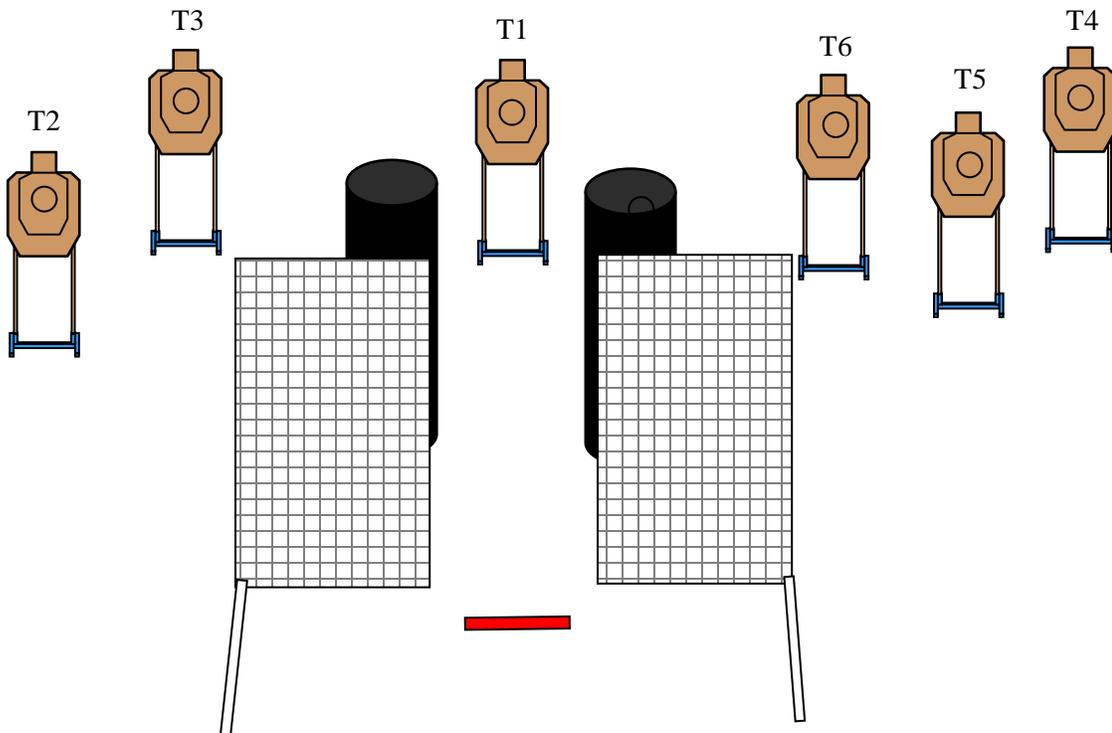
Stage 1
(Pit 1)



Defensive Pistol



LIPSA	STAGE NAME: Legion of Losers	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: Is 6 losers considered a legion? I'm sure when they're all shooting at you, they'll feel like a legion. Either way, stay calm. Draw your weapon. Remember your training. (DP every month). And stay alive.		
START POSITION: Standing with toes touching RED mark. Hands relaxed at side. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.		
PROCEDURE: At signal, engage T1 from between walls. Engage T2 and T3 from left side of walls. Engage T4-T6 from right side of walls. You can go to either side first. 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	



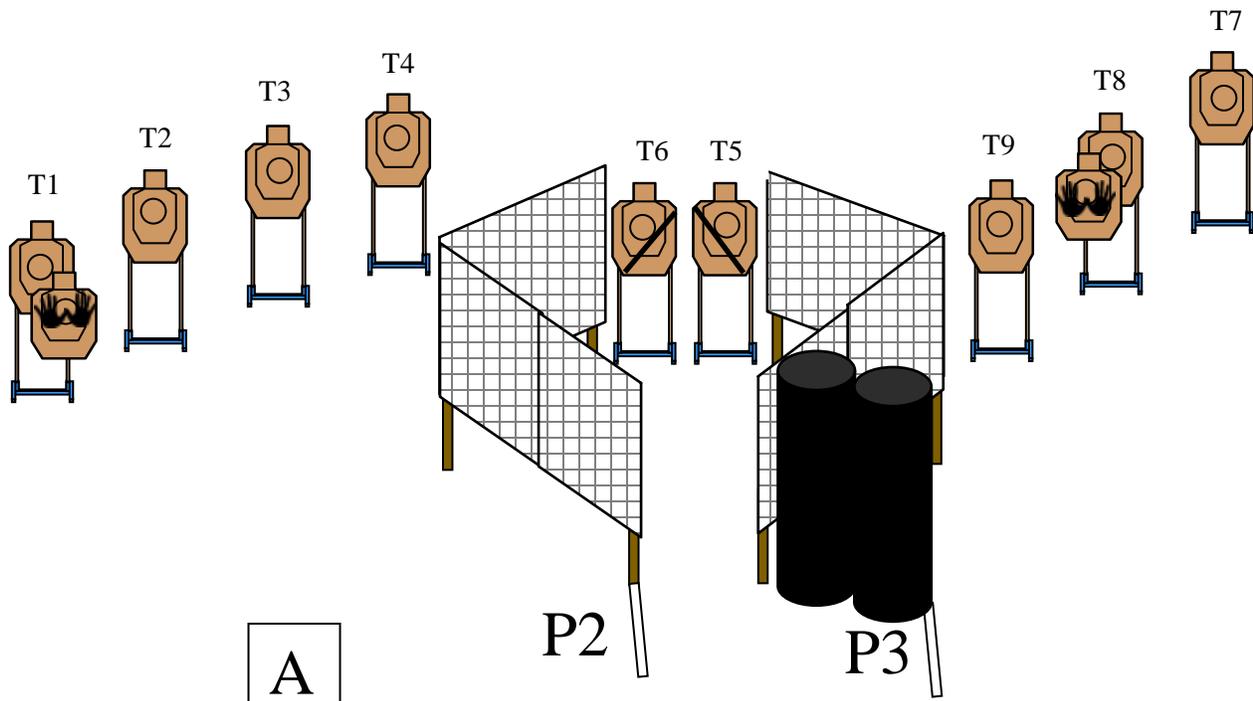
Stage 2
(Pit 2)



Defensive Pistol



LIPSA	STAGE NAME: The Electric Slide	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: You've been invited to a wedding. Two people from work that you're pretty close with took you off the "B" list and invited you. You figure, what the heck. Some drinking. Some dancing. A night of fun. The DJ puts on your favorite song, The Electric Slide. You start dancing with a group of people. Everything seems perfect. Like a movie, the waiters and waitresses drop what they're doing, pull out guns and start firing into the air. Yelling at the guests and demanding money and jewelry. No one interrupts your favorite song. Thankfully you're packing some heat. Save that wedding!!		
START POSITION: Standing in Box A, wrists above shoulders. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready in weak hand. Strong hand above shoulder.		
PROCEDURE: At signal, engage T1-T4 from Box A. Slide over to P2 and engage T4 and T5. Slide over to P3 and engage T7-T9. All targets must be engaged in Tactical Priority.	SCORING: SCORED HITS: TARGETS: PENALTIES: SIGNAL:	Vickers, 18 Rounds Best 2 per target 9 IDPA Targets Standard Start is standard beep; Stop Last Round fired



Stage 3
(Pit 3)



Defensive Pistol



LIPSA

STAGE NAME: Linsalata's Lunch Break

RULES: LIPSA Defensive Pistol

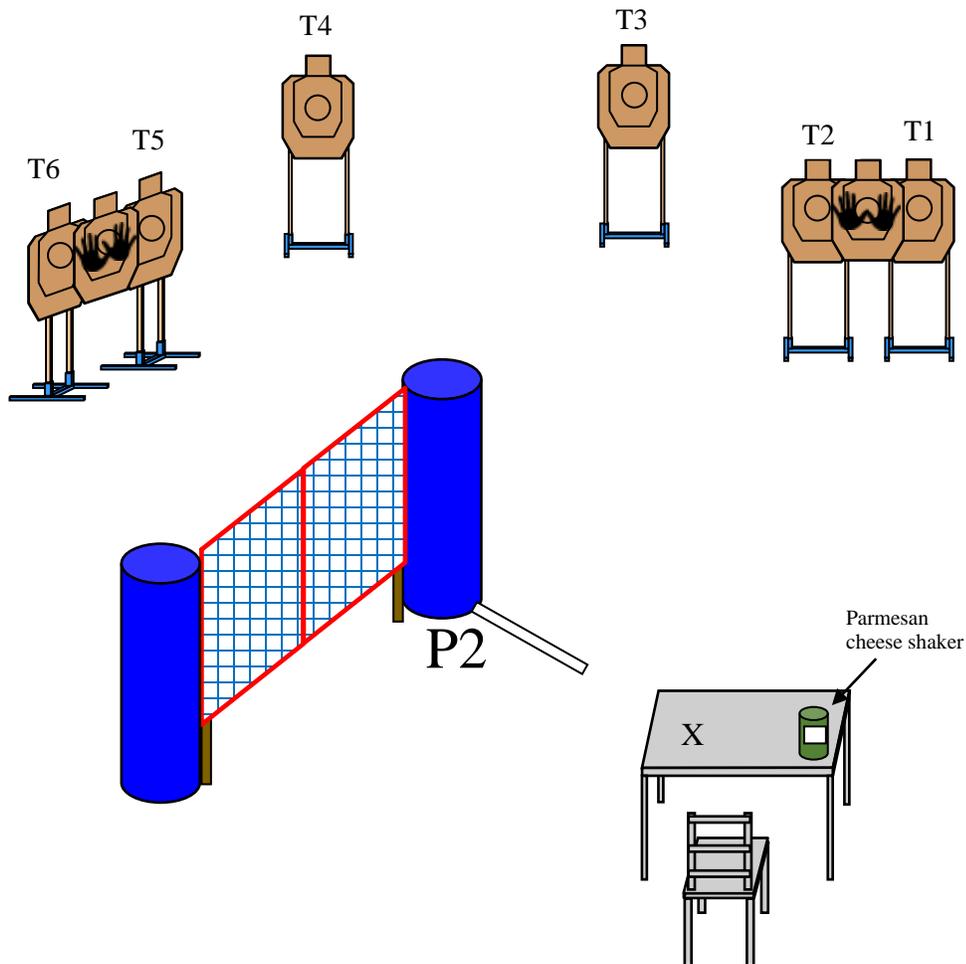
Course Designer: Mike Rosedale

SCENARIO: Mike spent the morning at the range setting up a match for this weekend and decided to stop at his favorite pizza place for a slice and some buffalo bites for lunch. He sits down with his slice and waits for his buffalo bites to be ready when out of nowhere a group of thugs run in from the back to rob the place. They take the cook and some customer's hostage and empty the cash drawer just as the buffalo bites are coming out of the oven. They decide to take them too!! This was the last straw. Little did they know, Mike has been practicing defensive pistol shooting for years, has his trusty Glock and loves his buffalo bites. He's not letting those sons a bitches get away with this and he knows how to slice the pie.

START POSITION: Sitting at table with strong hand on cheese shaker, weak hand on X. Gun is loaded and holstered. Rifle start is gun loaded. Held in weak hand. Strong hand on cheese shaker.

PROCEDURE: At signal, stand up and yell, "Sons A Bitches"!! Then engage T1-T3 from behind table. Advance to P2 and engage T4-T6. All targets must be engaged in Tactical Priority. Make sure you slice the Pie... Pizza pie that is.

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



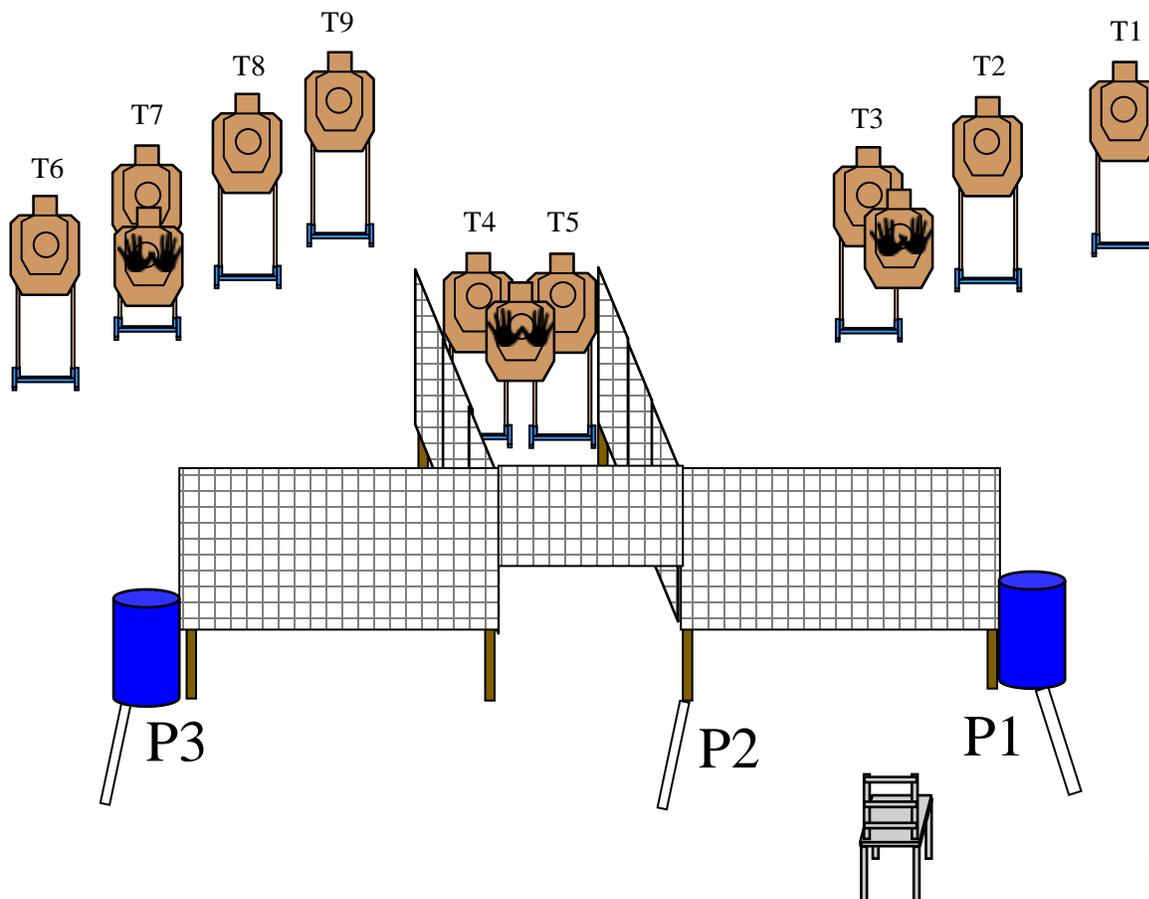
Stage 4
(Pit 4)



Defensive Pistol



LIPSA	STAGE NAME: Doctor's Office Disaster	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
<p>SCENARIO: You're visiting your doctor's office. Nothing serious, just a routine visit. You're in the waiting room reading a 5 year old copy of Vanity Fair when a group of thugs come in brandishing weapons. They take hostages and demand that the nurses get them drugs from the back office. You have 2 choices. Sit there and watch them hurt people and rob this place. Or Take action.</p>		
<p>START POSITION: Standing in chair holding magazine in both hands. Gun loaded and holstered. Rifle start is gun loaded. Safety on. Held in weak hand. Strong hand holding magazine.</p>		
<p>PROCEDURE: At signal, engage T1-T3 from P1. Step over to P2 and engage T4 & T5. Advance to P3 and engage T6-T9. All targets must be engaged in Tactical Priority.</p>	<p>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</p>	



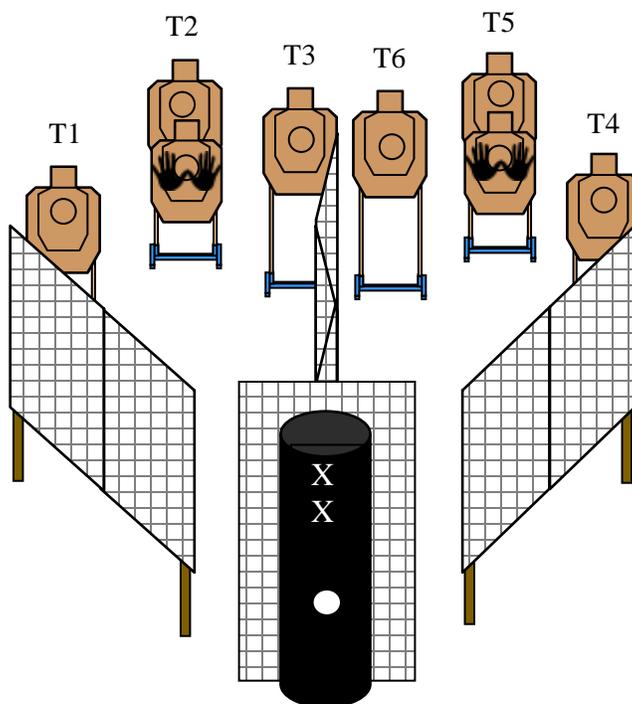
Stage 5
(Pit 5)



Defensive Pistol



LIPSA	STAGE NAME: The Dragon's Lair	
RULES: LIPSA Defensive Pistol		Course Designer: Michael Linsalata
SCENARIO: The Dragon is the cruel leader of the local gang in your town. They're constantly committing crimes and harassing innocent people. But this time they've gone too far. They've taken hostages. Two teen aged girls! You've had enough!! Enter the Dragon's lair. Take down all his men. Save those girls from the horrors that await them.		
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-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 6
(Pit 6)