

# 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 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).

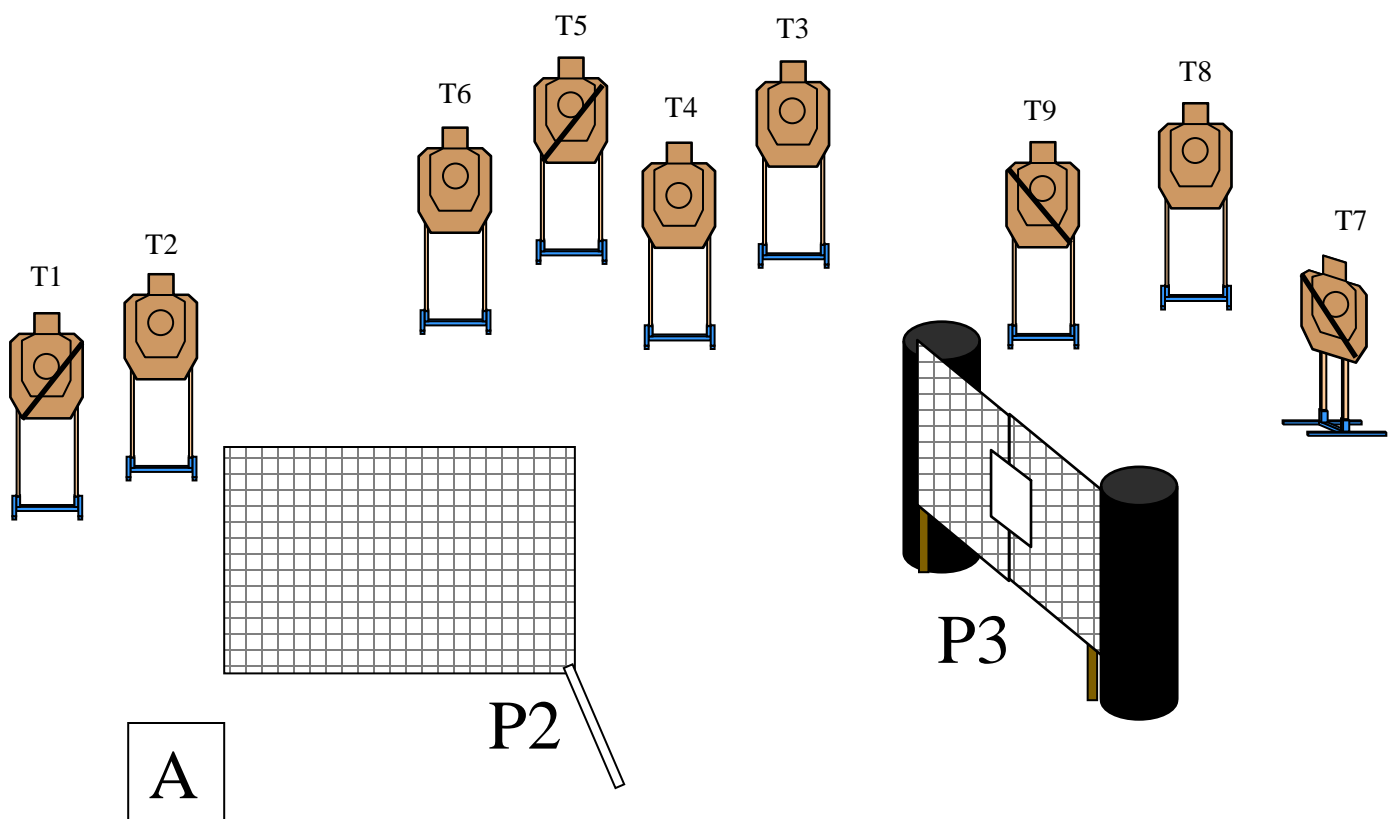
**Hit on non-threat-** A non-threat target is now hard cover. Which means it's impenetrable. Any hit on a non-threat will get scored as a miss and a hit on non-threat. That's 10 seconds added to your time. If the hit breaks the perforation, then you'll get the points behind and a non-threat hit also.



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Thanksgiving Tradition</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> Thanksgiving is very traditional to me. I wake up late. Have breakfast. No lunch cause there's a huge dinner waiting. I spend most of the day napping on the couch watching the Lions and Cowboys lose every year. There's family around. It's fun. It's relaxing. It might not be perfect, but it's pretty close. But this year there's a problem. There's 9 sons a bitches trying to ruin my near perfect day. I shall grab my gun. Eliminate this horrible threat. Then get back on the couch. Steelers vs Ravens are coming up.		
<b>START POSITION:</b> Standing in Box A, hands relaxed at sides. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Held at Low Ready.		
<b>PROCEDURE:</b> At signal, engage T1 and T2 from Box A. Advance to P2 and engage T3-T6. Step over to P3 and engage T7-T9 through port. All targets must be engaged in Tactical Priority.	<b>SCORING:</b> Vickers, 18 Rounds <b>SCORED HITS:</b> Best 2 per target <b>TARGETS:</b> 9 IDPA Targets <b>PENALTIES:</b> Standard <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired	



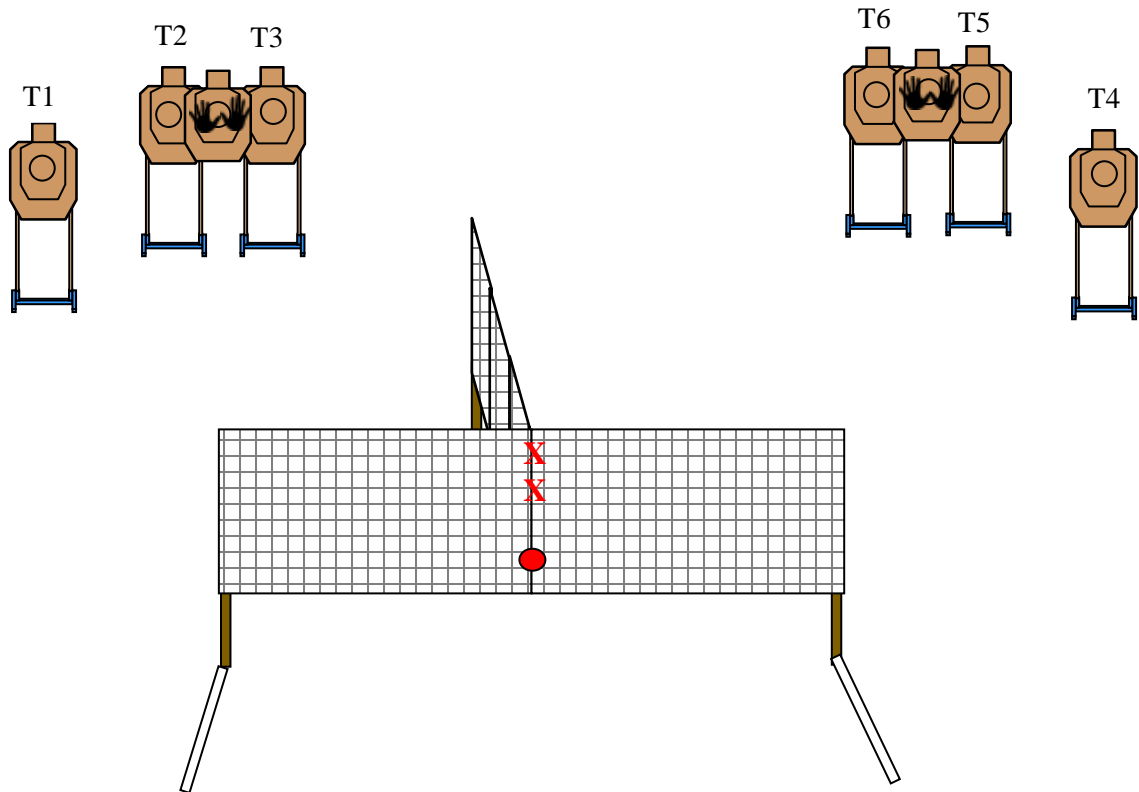
**Stage 1**  
**(Pit 1)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Turkey Takeover</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> It's Thanksgiving. There's so much to give thanks for. Family. Friends. Health. Guns. But most importantly, there's the turkey. Big, juicy, wonderful turkey. You've been looking forward to it all day. But, what's this? Terrible people are trying to take your turkey. They have the mashed potatoes. They have the stuffing. Now they're going for that big bird. Enough is enough. Get your butt off the couch. Grab a weapon and go save Thanksgiving. This is why we're thankful for guns.		
<b>START POSITION:</b> Standing with hands flat on X's. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on wall.		
<b>PROCEDURE:</b> At signal, engage T1-T3 from left side of wall. Engage T4-T6 from right side of wall. You can start on either side first. Targets must be engaged in Tactical Priority.	<b>SCORING:</b> <b>SCORED HITS:</b> <b>TARGETS:</b> <b>PENALTIES:</b> <b>SIGNAL:</b>	Vickers, 18 Rounds Best 3 per target 6 IDPA Targets Standard Start is standard beep; Stop Last Round fired



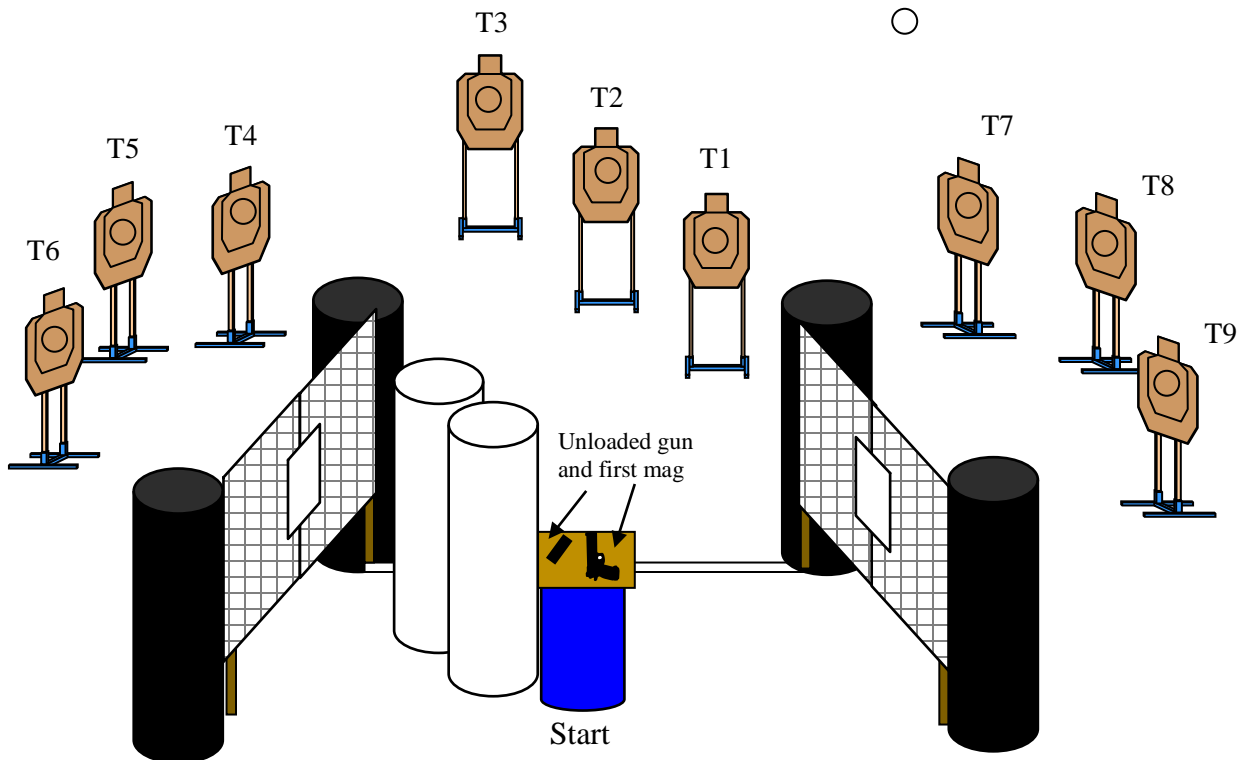
**Stage 2**  
**(Pit 2)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Cover Please!!</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> Having a gun is the most important thing to have in a gun fight. Extra ammo is second. Third might be cover. Someplace to get behind to protect you from the enemy. While they're out in the open firing away blindly, you're gonna be safely behind cover, taking aim and placing your shots dead center. So, use cover wisely. Take aim. Win this gun fight.		
<b>START POSITION:</b> Standing behind barrel with wrists above shoulders. Unloaded gun and first mag on table. Rifle has same start position.		
<b>PROCEDURE:</b> At signal, pick up unloaded gun and first mag. Step behind cover and load. Then engage T1-T3 from left side of barrels. Go to left port and engage T4-T6. Go to right port and engage T7-T9. All targets must be engaged in Tactical Priority.	<b>SCORING:</b> Vickers, 18 Rounds <b>SCORED HITS:</b> Best 2 per target <b>TARGETS:</b> 9 IDPA Targets <b>PENALTIES:</b> Standard <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired	



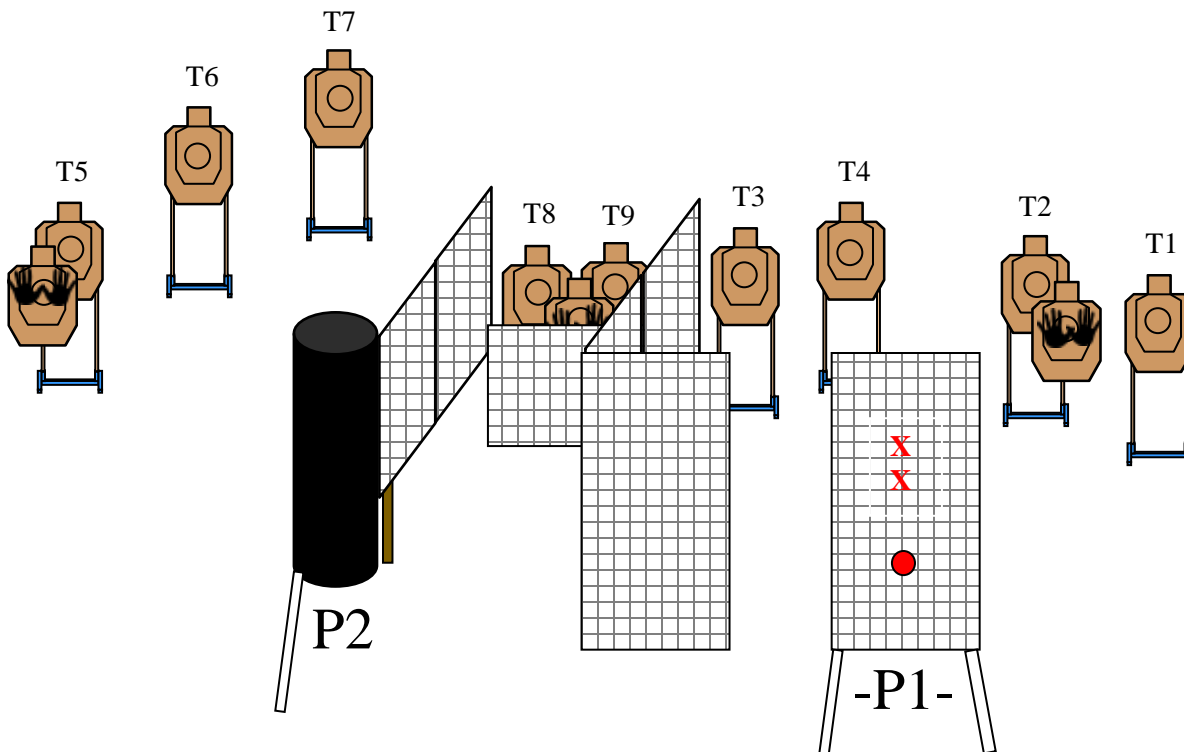
**Stage 3**  
**(Pit 3)**



# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Black Friday Frenzy</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> It's Black Friday! The busiest shopping day of the year. A normal person would stay home and order what they need from Amazon. Unfortunately, your significant other is not normal. Of course you head for the biggest and busiest mall in your area...of course! Your sig other says to you, "Why are you carrying a gun? We're just going to the mall"! Why? Because you never know. And thankfully you did. Because the shit hit the fan while you were at the mall. But you were ready!		
<b>START POSITION:</b> Standing with hands flat on X's. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on wall.		
<b>PROCEDURE:</b> At signal, engage T1-T4 from P1. Advance to P2 and engage T5-T7. Then engage T8 and T9 over top of rear wall. T1-T7 must be engaged in Tactical Priority.	<b>SCORING:</b> Vickers, 18 Rounds <b>SCORED HITS:</b> Best 2 per target <b>TARGETS:</b> 9 IDPA Targets <b>PENALTIES:</b> Standard <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired	

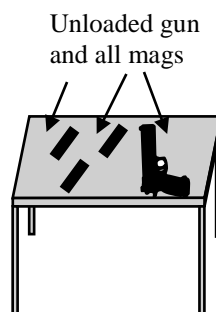
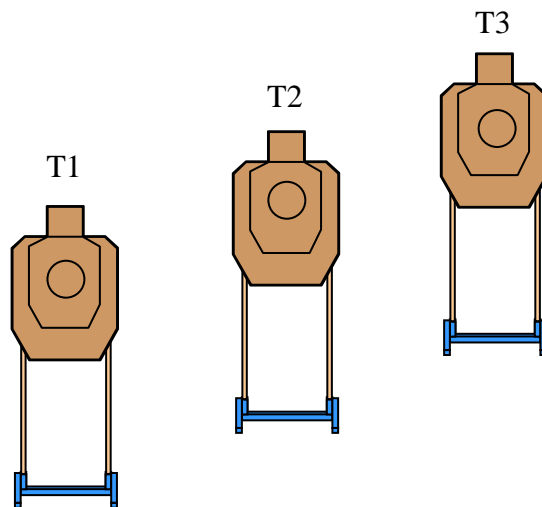




# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Thanksgiving at Tackleberry's</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer: Mike Rosedale</b>
<b>SCENARIO:</b> It's Turkey Time!!! You and your significant other go to Tackleberry's for the holiday and sit down for dinner. What's that noise outside? A "Peaceful Protest" has turned violent down the block from Tack's place. And true to form, he straps on his AR and jumps through the window to participate in the gun play. You and your sig other are alone at Tacks house when three rioters burst in to do some damage and burn the place down. But you know that Tack always has a gun strategically placed for events just like this. Show these MOFO's they picked the wrong house and take them out!		
<b>START POSITION:</b> Standing behind table with wrists above shoulders. Unloaded gun and all mags on table. Rifle has same start position.		
<b>PROCEDURE:</b> At signal, pick up and load gun with mag from table. Then engage T1-T3 with 6 rounds each in Tactical Priority. All reloads must come from mags from table.	<b>SCORING:</b> <b>SCORED HITS:</b> <b>TARGETS:</b> <b>PENALTIES:</b> <b>SIGNAL:</b>	Vickers, 18 Rounds Best 6 per target 3 IDPA Targets Standard Start is standard beep; Stop Last Round fired

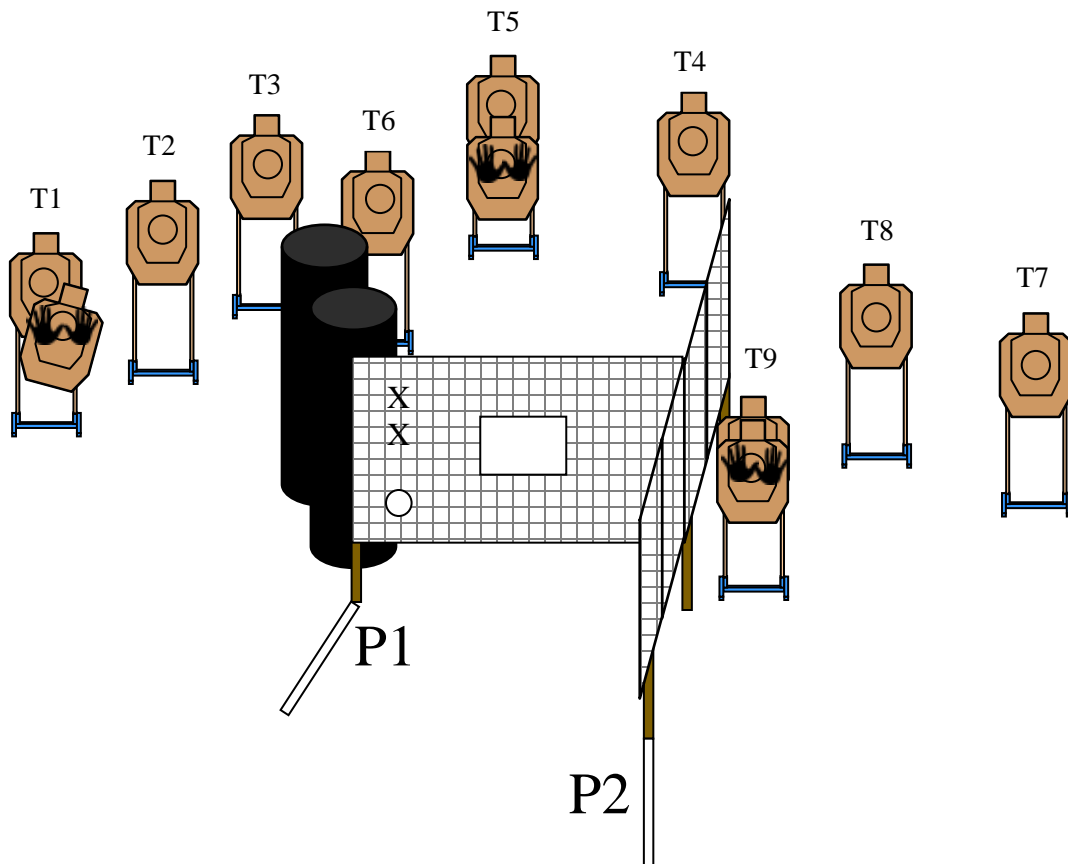




# Defensive Pistol



<b>LIPSA</b>	<b>STAGE NAME: Hostage Taker Take Down</b>	
<b>RULES:</b> LIPSA Defensive Pistol		<b>Course Designer:</b> Michael Linsalata
<b>SCENARIO:</b> There's only one way to negotiate with hostage takers. You eliminate them. That's the situation you're in now. A group of terrorists have taken some hostages and are threatening to do some serious damage. Blowing up a building and killing innocent civilians. It's up to you to put an end to this madness.		
<b>START POSITION:</b> Standing with hands flat on X's. Gun is loaded and holstered. Rifle start is gun loaded. Safety on. Muzzle touching mark on wall.		
<b>PROCEDURE:</b> At signal, engage T1-T3 from P1. Engage T4-T6 through port. Advance back to P2 and engage T7-T9. All targets must be engaged in Tactical Priority.	<b>SCORING:</b> Vickers, 18 Rounds <b>SCORED HITS:</b> Best 2 per target <b>TARGETS:</b> 9 IDPA Targets <b>PENALTIES:</b> Standard <b>SIGNAL:</b> Start is standard beep; Stop Last Round fired	



**Stage 6**  
**(Pit 6)**