



STAGE 1

UNA PULITA ALL'ARMA

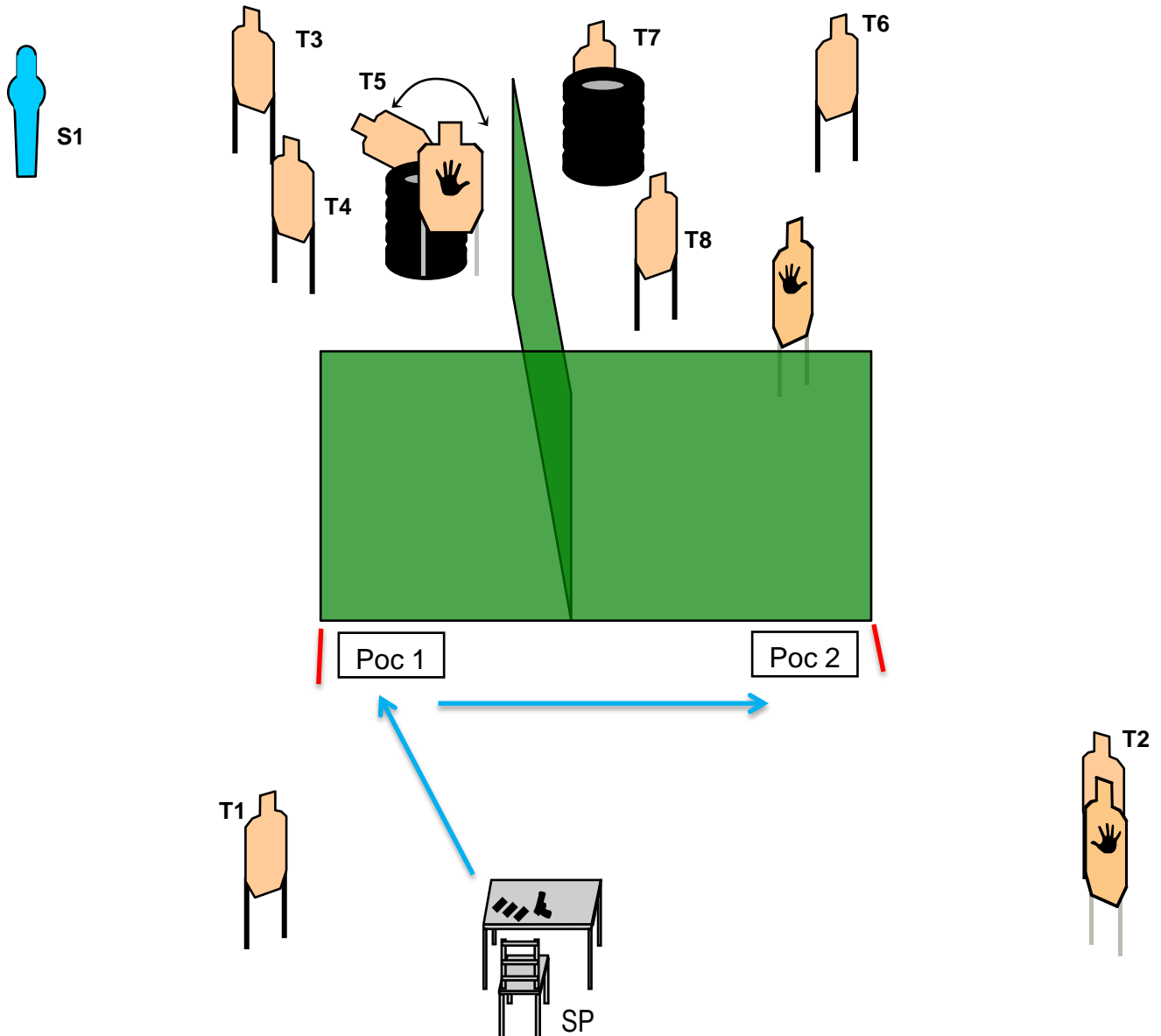


SCENARIO: Stai pulendo la tua nuovissima arma quando senti dei rumori e ti accorgi che stai subendo una rapina. Difenditi!

START CONDITION: Seduti in SP, arma sul tavolo completamente scarica rivolta verso il parapalle e poggiata su un fianco, tutti i caricatori sul tavolo riforniti alla capacità di divisione.

STAGE PROCEDURE: Al beep da seduti ingaggiare all'aperto in priorità da T1, T2 ed S1 (che attiva lo swinger T5). Ingaggiare poi i restanti bersagli dalle coperture dove disponibili

STRINGS: 1
SCORING: 17 rounds unlimited
TARGETS: 8 threat, 3 non threat, 1 Steel down
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: 2017 IDPA Rulebook v3
CONCEALMENT: Required
SAFE MUZZLE: Unless otherwise specified, the rule of 180° is the horizontal, the limit is vertical the height of the berm (rule of range)





STAGE 2 PIT STOP



SCENARIO: Stai cambiando il pneumatico della tua automobile quando un gruppo di balordi armati vuole rubartela puntandoti la pistola. Difenditi!

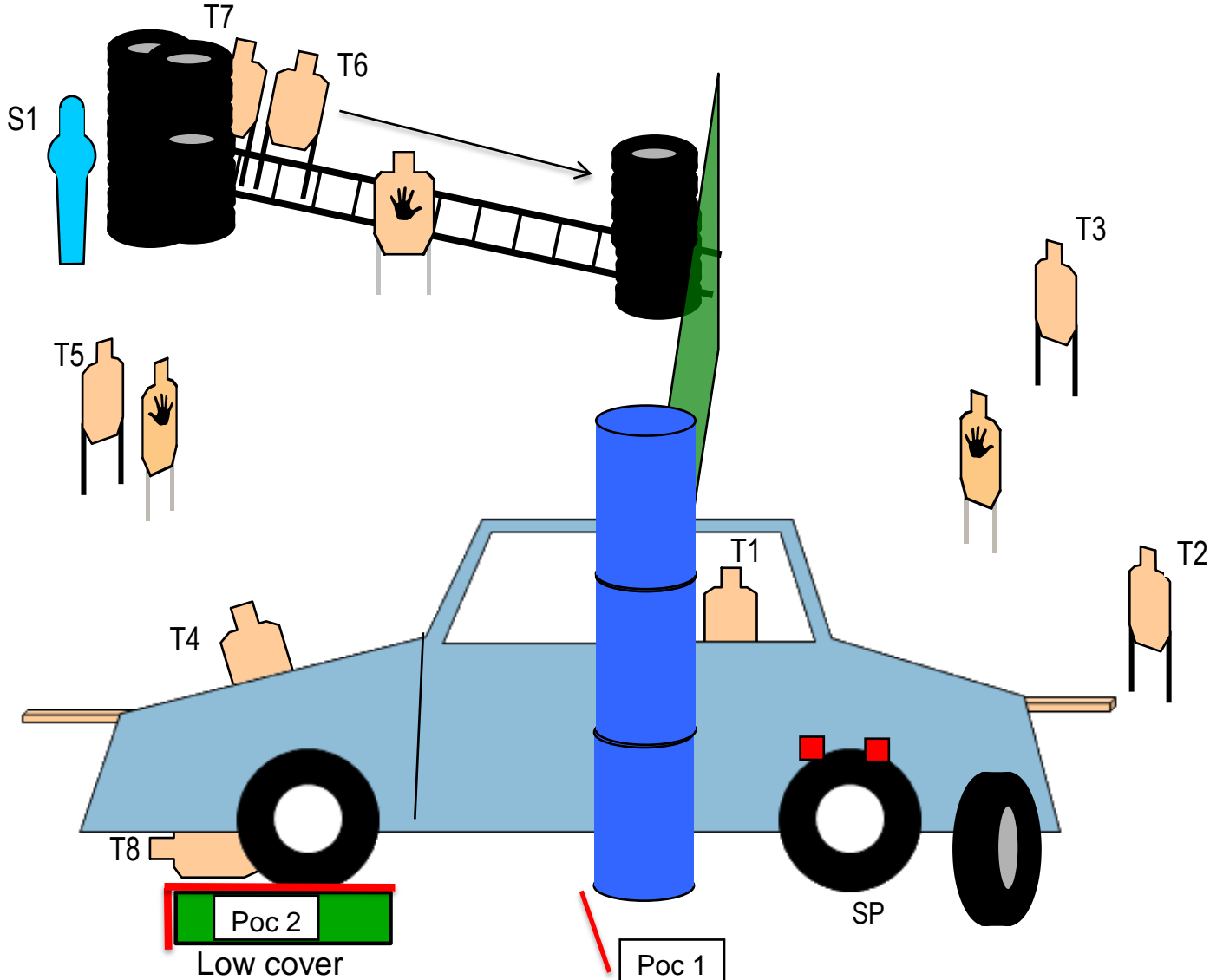
START CONDITION: in piedi con le mani che toccano gli appositi segni sul pneumatico, arma carica in fondina caricatore inserito colpo NON camerato. Caricatori capacità di divisione in buffetteria.

STAGE PROCEDURE: Al beep ingaggiare in the open da T1 a T3 e I restanti bersagli da copertura dove disponibile.

Poc 2 è low cover

S1 scopre T6 e T7 che non rimangono visibili

STRINGS: 1
SCORING: 17 rounds unlimited
TARGET: 8 threat, 3 non threat, 1 Steel
SCORED HITS: Best 2 per paper, Steel down
START-STOP: Audible - Last shot
RULES: 2017 IDPA Rulebook v.3
CONCEALMENT: Required
SAFE MUZZLE: Unless otherwise specified, the rule of 180 ° is the horizontal, the limit is vertical the height of the berm (rule of range)



Per i disabili in sedia a rotelle, in Poc2 si applicherà la regola 7.A del Rulebook 2017 v.3



STAGE 3

VICOLO CIECO

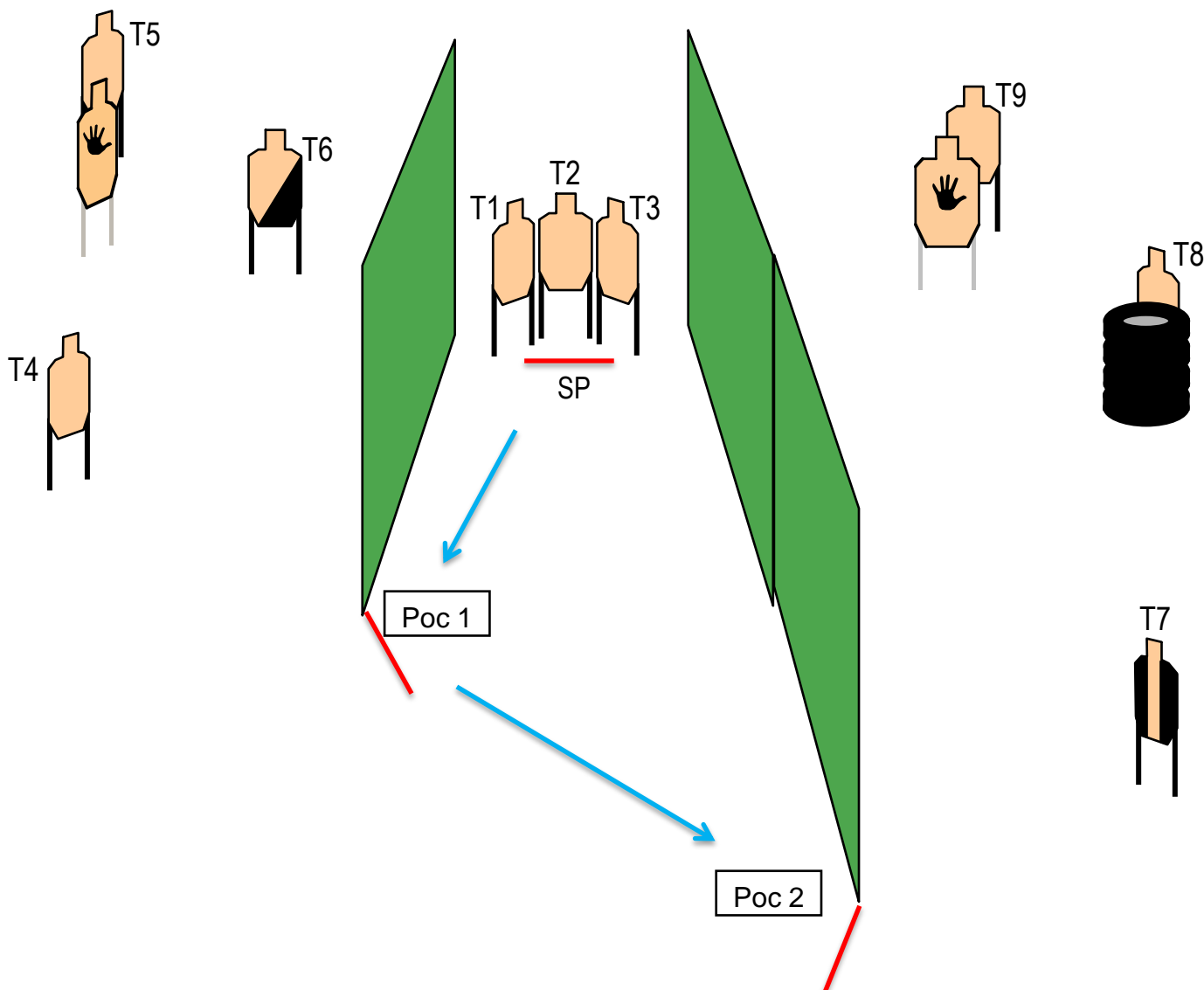


SCENARIO: Ti sei perso in un vicolo cieco quando ad un tratto una gang armata si vuole impossessare del tuo orologio nuovo. Risolvi la situazione difendendoti!

START CONDITION: in Piedi in SP, con le punte dei piedi che toccano gli appositi segni, arma carica in fondina caricatore inserito colpo camerato, caricatori alla capacità di divisione in buffetteria

STAGE PROCEDURE: Al beep ingaggiare da fermo con ritenzione da T1 a T3 e I restanti bersagli dalle coperture disponibili

STRINGS: 1
SCORING: 18 rounds unlimited
TARGETS: 9 threat, 2 non threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: 2017 IDPA Rulebook v.3
CONCEALMENT: Required
SAFE MUZZLE: Unless otherwise specified, the rule of 180 ° is the horizontal, the limit is vertical the height of the berm (rule of range)





STAGE 4

DIETRO AL BANCONE DEL BAR

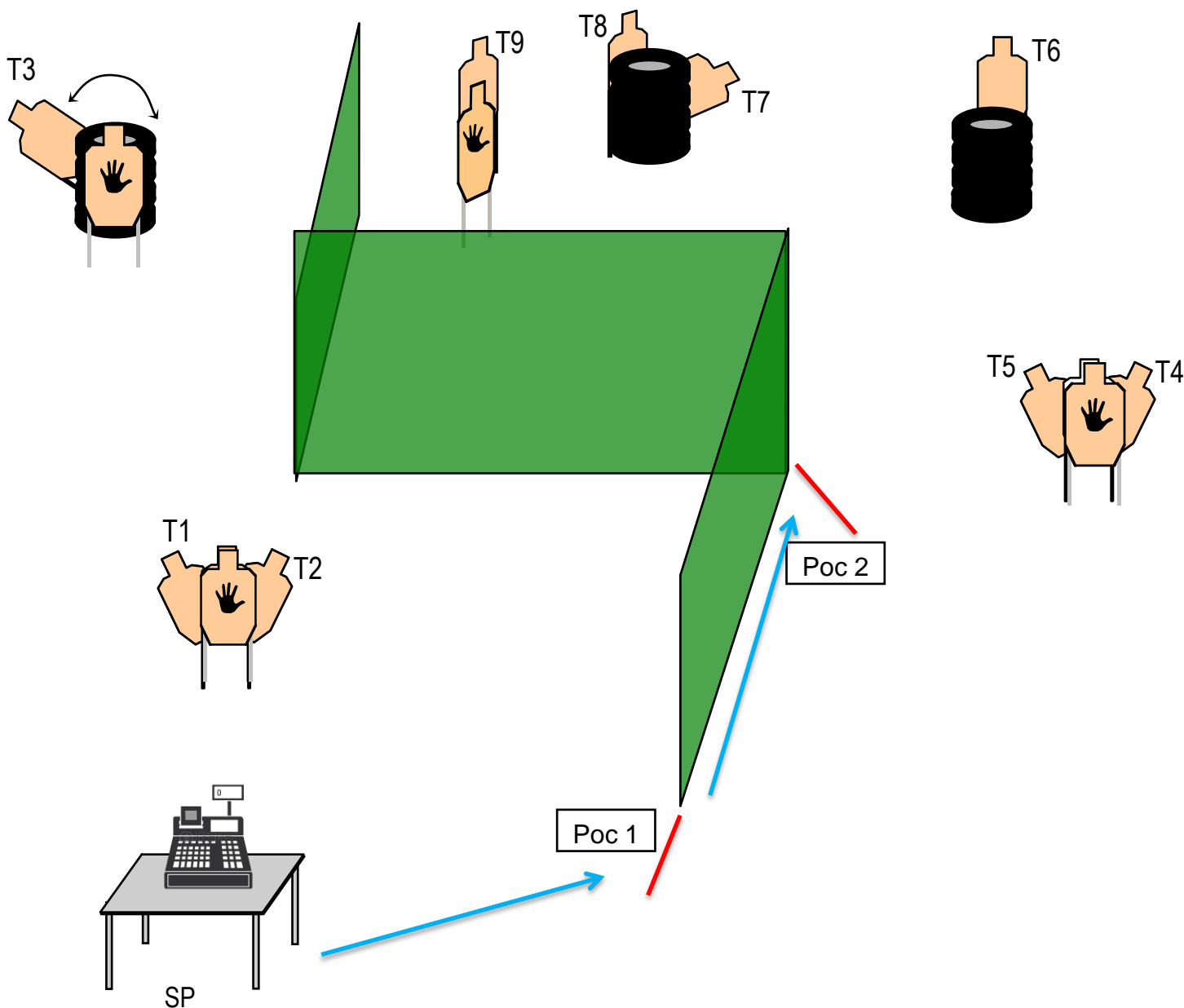


SCENARIO: Stai contando l'incasso giornaliero della tua attività, quando un gruppo di balordi armati prende in ostaggio I tuoi dipendenti con l'intenzione di rapina rti. Difendi te e I tuoi dipendenti.

START CONDITION: in piedi con le mani sul registratore, arma dentro il cassetto, caricatore inserito colpo NON camerato. Caricatori alla capacità di divisione in buffetteria.

STAGE PROCEDURE: al beep premere il pulsante di apertura cassetto (che attiverà il swinger T3) Recuperare l'arma ed ingaggiare da fermo da T1 a T3, e successivamente ingaggiare I restanti bersagli da copertura dove disponibile

STRINGS: 1
SCORING: 18 rounds min, unlimited
TARGETS: 9 threat, 4 non threat,
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: 2017 IDPA Rulebook v.3
CONCEALMENT: Required
SAFE MUZZLE: Unless otherwise specified, the rule of 180 ° is the horizontal, the limit is vertical the height of the berm (rule of range)





STAGE 5

LETTURA IN VERANDA



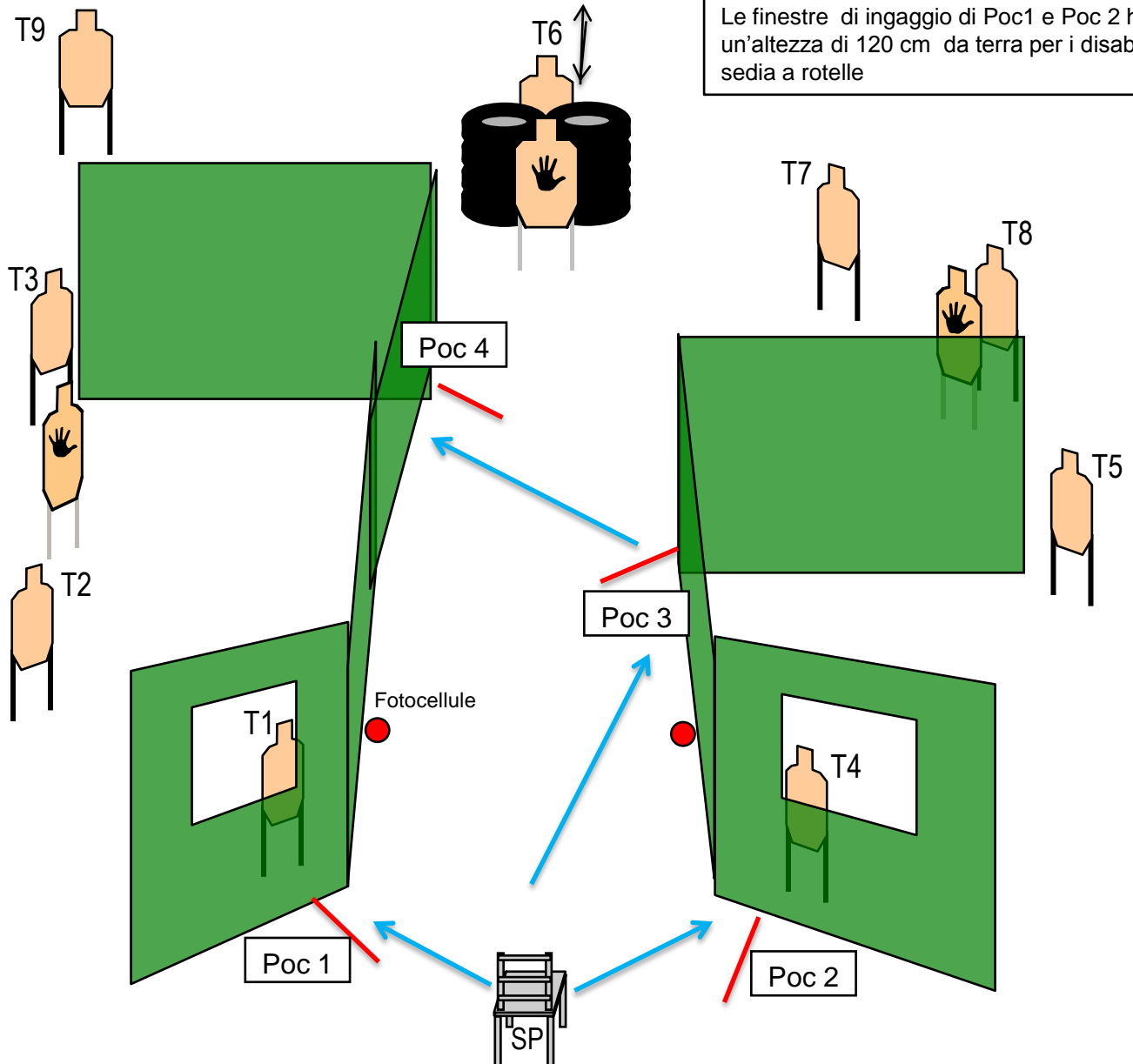
SCENARIO: stai leggendo il tuo giornale in veranda quando senti dei ragazzi amati irrompono nel cortile di casa, spaccando tutto e puntandoti la pistola. Difendi te e la tua famiglia

START CONDITION: Seduto in SP con il giornale nelle 2 mani, arma in fondina caricatore inserito colpo camerato, caricatori alla capacità di divisione in buffetteria.

STAGE PROCEDURE: Al beep portarsi nelle rispettive finestre laterali ed ingaggiare i bersagli visibili, attraversare il corridoio dove si attiverà il bersaglio T6, ed ingaggiare i restanti bersagli da copertura dove disponibile

Poc1 e Poc2 sono intercambiabili

STRINGS: 1
SCORING: 18 rounds unlimited
TARGETS: 9 threat, 3 non threat,
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: 2017 IDPA Rulebook v.3
CONCEALMENT: Required
SAFE MUZZLE: Unless otherwise specified, the rule of 180 ° is the horizontal, the limit is vertical the height of the berm (rule of range)





STAGE 6 AL SUPERMERCATO

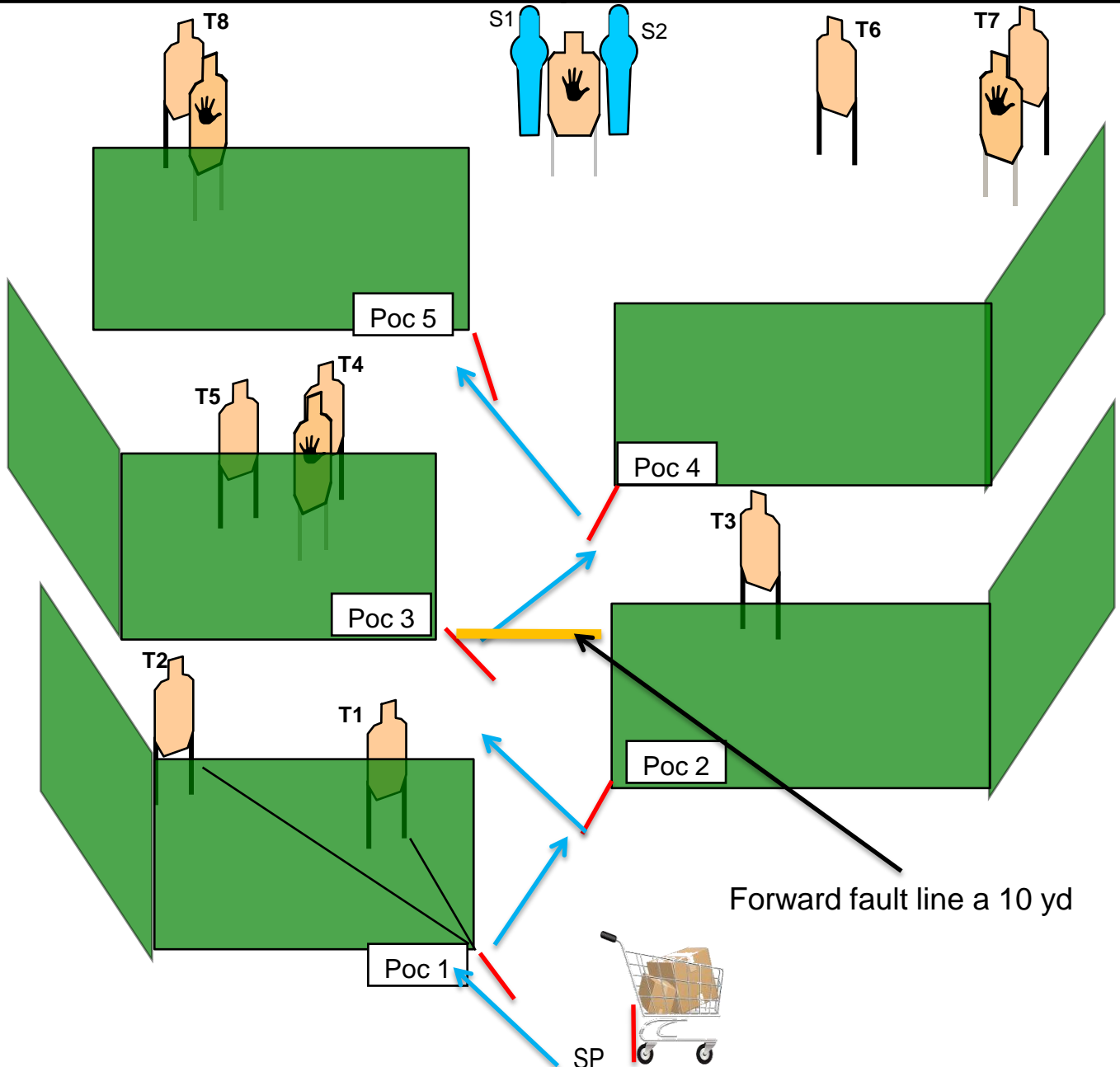


SCENARIO: Stai facendo la spesa, quando entra un gruppo di terroristi armati intenti a far saltare la cassaforte del market, puntandoti l'arma addosso. Difenditi portando a casa la pelle

START CONDITION: In SP carrello della spesa tenuto con entrambe le mani, arma carica in fondina, caricatore inserito, colpo camerato, caricatori alla capacità di divisione in buffetteria.

STAGE PROCEDURE Al beep ingaggiare in the open S1 ed S2 e tutti i restanti bersagli dalle coperture disponibili.
S1 - S2 se ingaggiati oltre la forward fault line comporta DQ.

STRINGS: 1
SCORING: 18 rounds unlimited
TARGETS: 8 threat, 4 non threat, 2 Steel
SCORED HITS: Best 2 per paper, Stel down
START-STOP: Audible - Last shot
RULES: 2017 IDPA Rulebook v.3
CONCEALMENT: Required
SAFE MUZZLE: Unless otherwise specified, the rule of 180° is the horizontal, the limit is vertical the height of the berm (rule of range)





STAGE 7

LABIRINTO PERICOLOSO

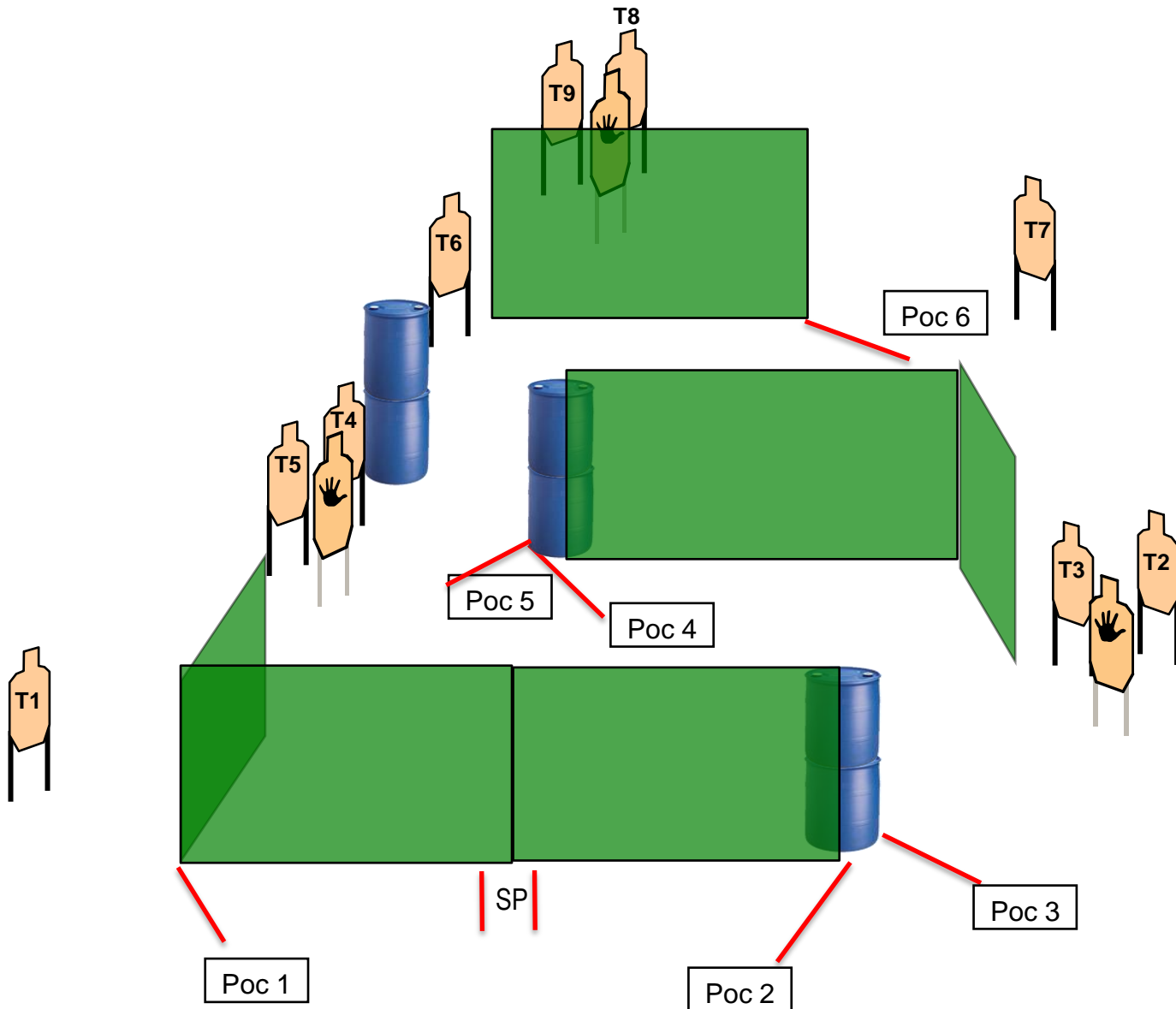


SCENARIO: La via che ti porta a casa è ostacolata da persone armate di fucile che non vogliono farti passare. Reagisci difendendoti e portando a casa la pelle.

START CONDITION: In SP con mani rilassate lungo i fianchi, arma carica in fondina, caricatore inserito, colpo camerato, caricatori alla capacità di divisione in buffetteria.

STAGE PROCEDURE Al beep ingaggiare i bersagli dalle coperture disponibili.

STRINGS: 1
SCORING: 18 rounds unlimited
TARGETS: 9 threat, 4 non threat,
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: 2017 IDPA Rulebook v.3
CONCEALMENT: Required
SAFE MUZZLE: Unless otherwise specified, the rule of 180 ° is the horizontal, the limit is vertical the height of the berm (rule of range)





STAGE 8

LE FINESTRE SUL CORTILE

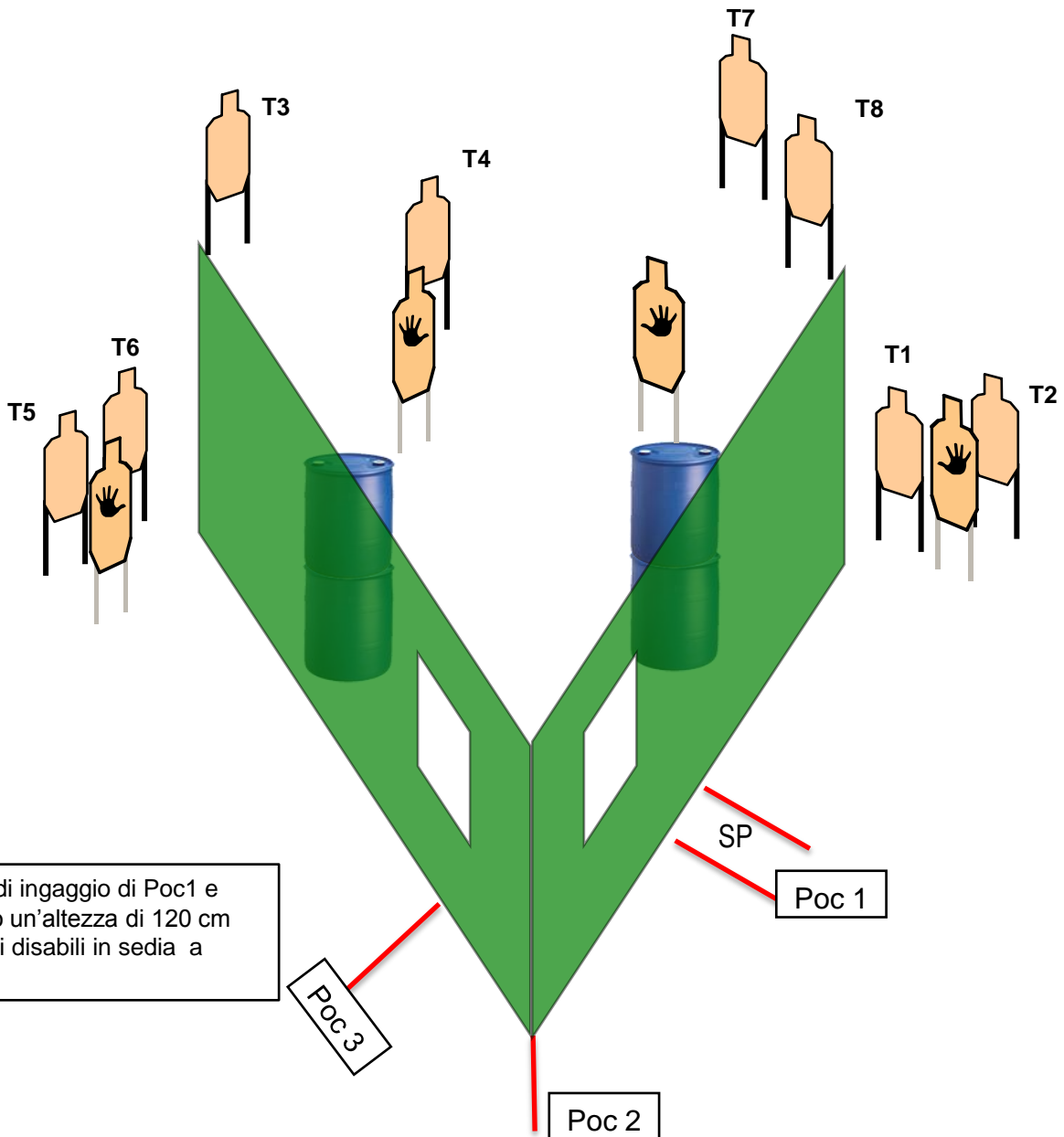


SCENARIO: un gruppo di terroristi armati fa irruzione nella tua casa attraversando il giardino con l'intento di derubarti. Difendi te e la tua famiglia

CONDIZIONE DI PARTENZA: In SP con mani rilassate lungo i fianchi, puntedei diedi che toccano gli appositi segni, arma carica in fondina, caricatore inserito, colpo camerato, caricatori alla capacità di divisione in buffetteria.

STAGE PROCEDURE: Da SP ingaggiare T1 e T2 e dalla finestra T3 e T4 e i restanti bersagli dalle coperture disponibili.

STRINGS: 1
SCORING: 16 rounds min, Vickers
TARGETS: 8 threat, 4 non threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required
SAFE MUZZLE: Unless otherwise specified, the rule of 180 ° is the horizontal, the limit is vertical the height of the berm (rule of range)



Le finestre di ingaggio di Poc1 e Poc 3 hanno un'altezza di 120 cm da terra per i disabili in sedia a rotelle



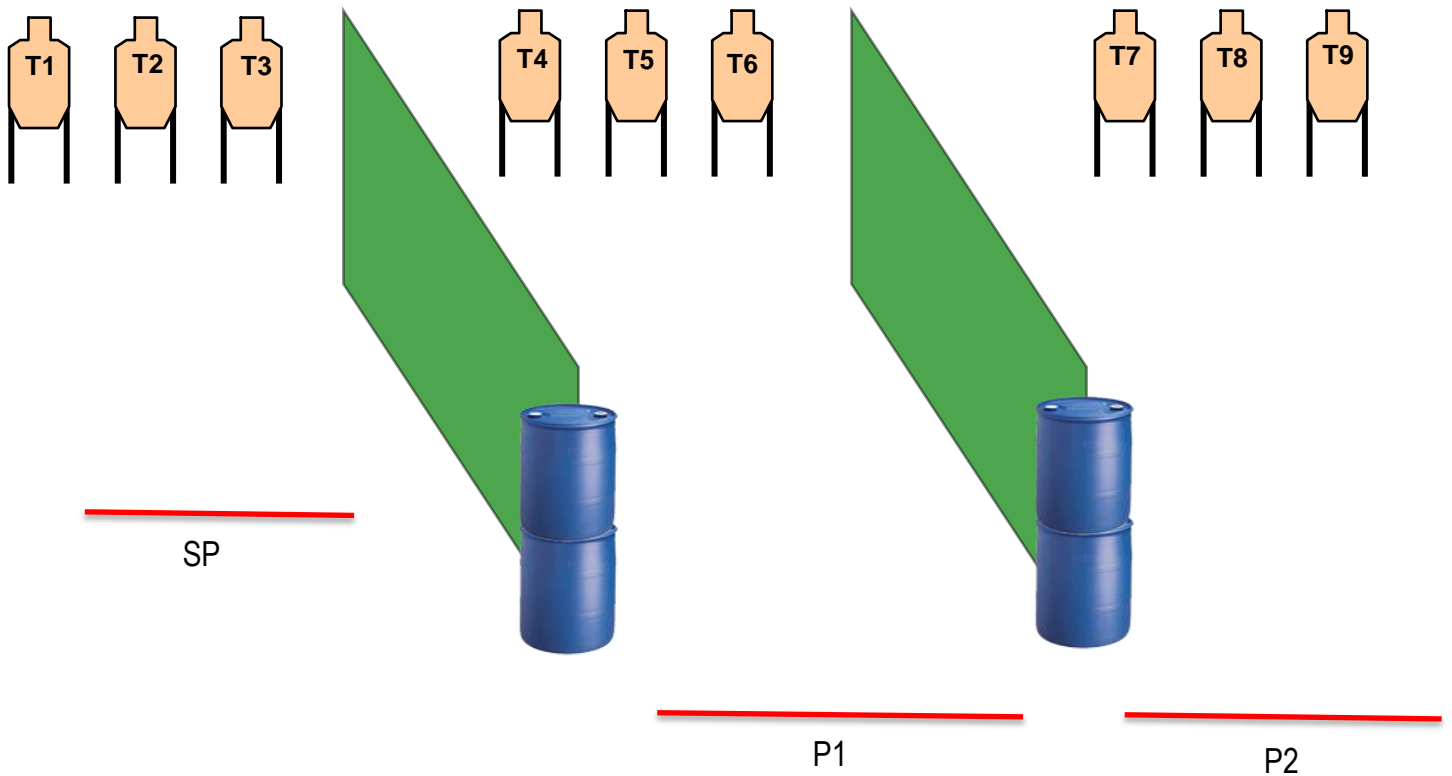
STAGE 9 STANDARD



START CONDITION: In SP con la mano debole che impugna la pistola in posizione low ready. Primo caricatore da 6 colpi, colpo camerato, il resto dei caricatori alla capacità idi divisionen buffetteria.

STAGE PROCEDURE: Al segnale acustico ingaggiare le 3 serie di bersagli dalle rispettive posizioni di tiro. Da SP con la sola mano **DEBOLE** ingaggiare da T1 a T3. Da P1 ingaggiare da T4 a T6 con la mano **FORTE**. Concludere su P2 ed ingaggiare da T7 a T9 free style. Ogni bersaglio deve essere ingaggiato con un solo colpo.

STRINGS: 1
SCORING: 9 rounds, **Limited**
TARGETS: 9 threat
SCORED HITS: Only 1 per IDPA target
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: NOT Required
SAFE MUZZLE: Unless otherwise specified, the rule of 180 ° is the horizontal, the limit is vertical the height of the berm (rule of range)





STAGE 1

A CLEAN WEAPON

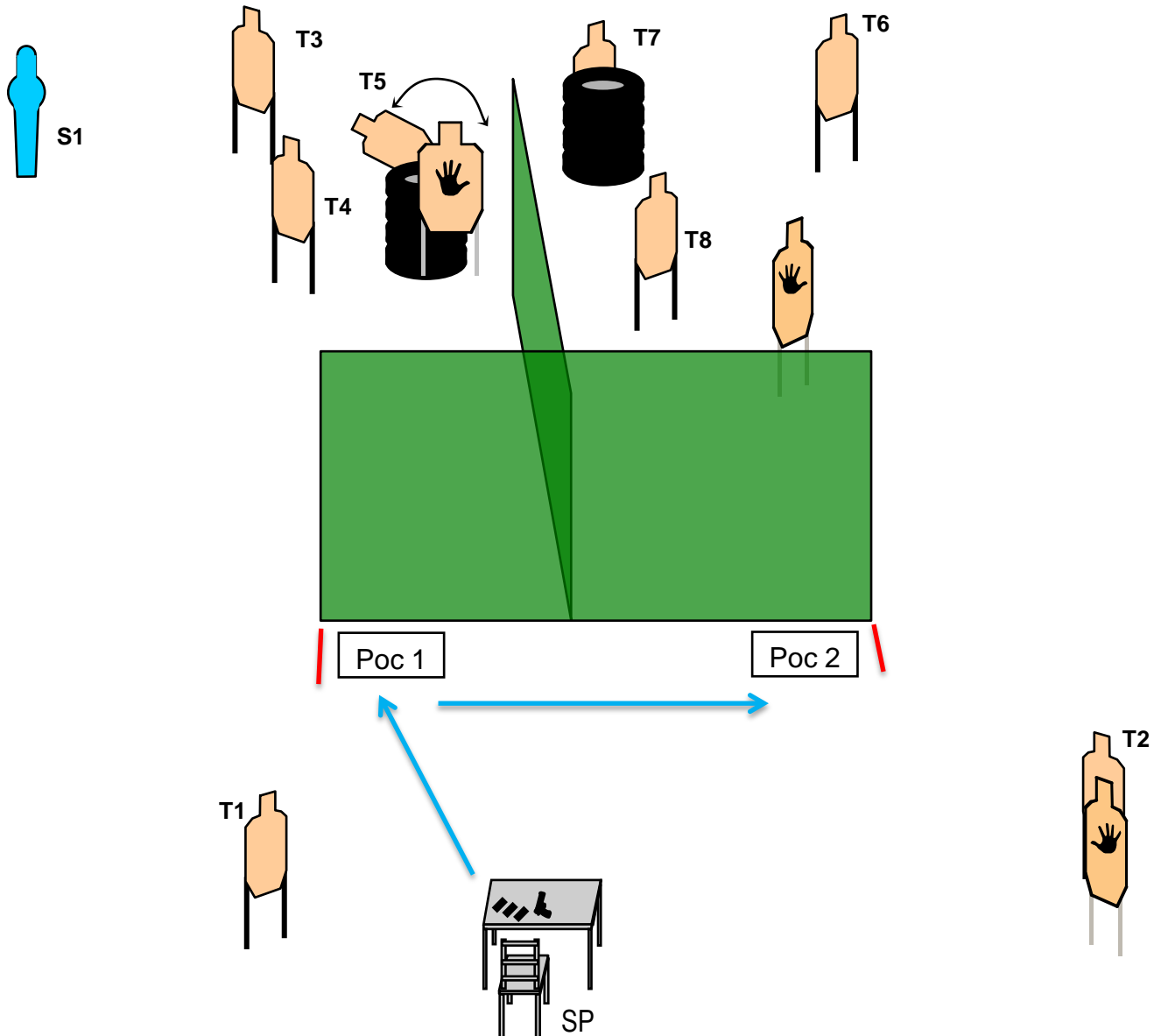


SCENERY: You are cleaning your brand new weapon when you hear noises and you realize that you are undergoing a robbery. Defend yourself!

START CONDITION: Sitting in SP, weapon on the table completely unloaded facing the downrange and resting on its side, all the magazines on the table supplied at their maximum capacity per division.

STAGE PROCEDURE: At the beep, remain seated, engage in priority from T1, T2 and S1 (which activates the swinger T5). Then engage the remaining targets from the covers where available

STRINGS: 1
SCORING: 17 rounds unlimited
TARGETS: 8 threat, 3 non threat, 1 Steel down
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: 2017 IDPA Rulebook v3
CONCEALMENT: Required
SAFE MUZZLE: Unless otherwise specified, the rule of 180 ° is the horizontal, the limit is vertical the height of the berm (rule of range)





STAGE 2 PIT STOP

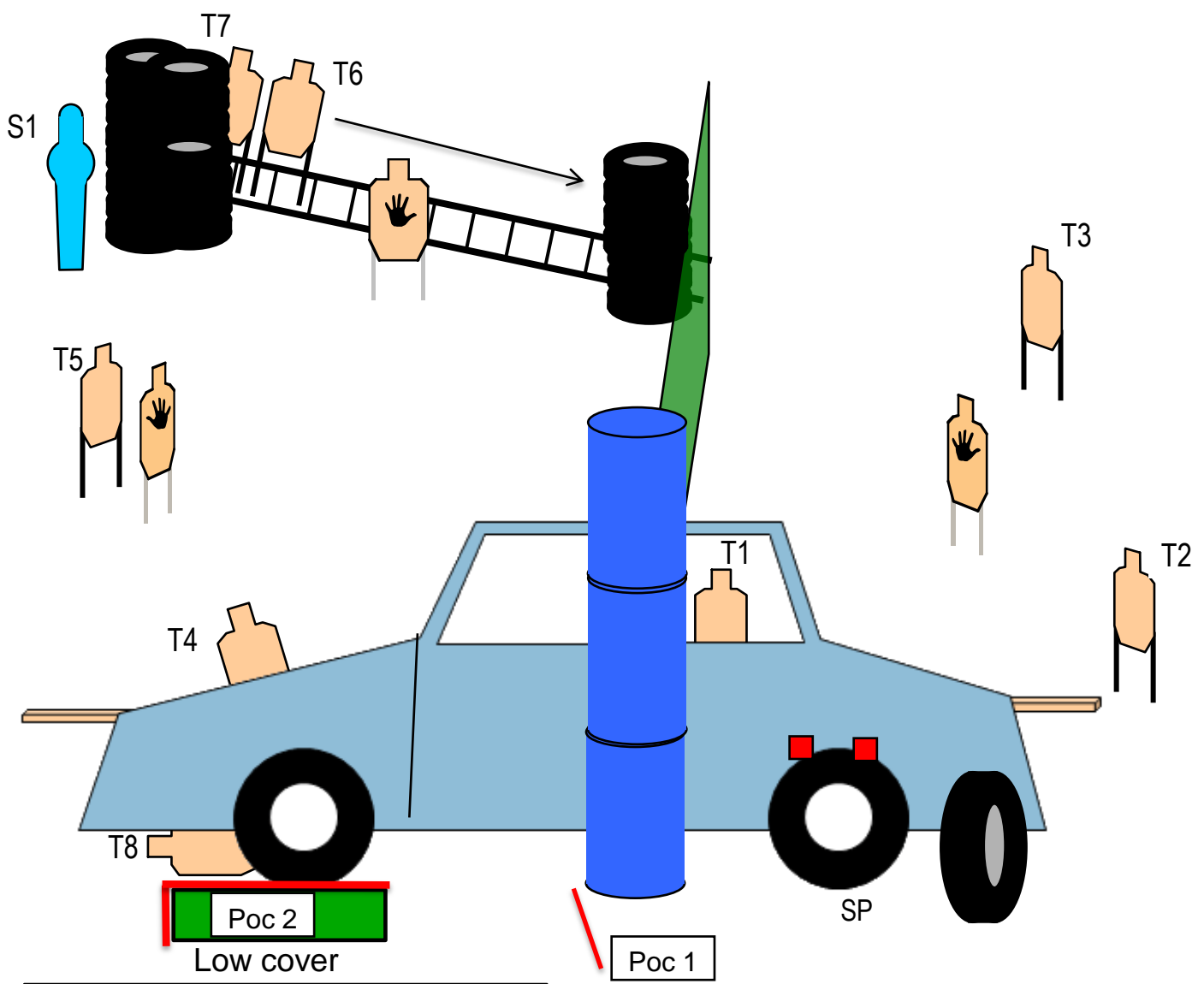


SCENERY: You are changing the tire of your car when a group of thugs wants to steal it at any cost. Defend yourself!

START CONDITION: Standing with hands touching the appropriate marks on the tire, weapon loaded in holster, magazine inserted, shot NOT chambered. Magazines at their maximum capacity per division.

STAGE PROCEDURE: At the beep, from SP, engage in priority from T1 to T3. Go in Poc1 and engage T4, T5, and S1 (which shows the targets T6 and T7). Then, in Poc2 low cover, engage T8.

STRINGS:	1
SCORING:	17 rounds unlimited
TARGET:	8 threat, 3 non threat, 1 Steel
SCORED HITS:	Best 2 per paper, Steel down
START-STOP:	Audible - Last shot
RULES:	2017 IDPA Rulebook v.3
CONCEALMENT:	Required
SAFE MUZZLE:	Unless otherwise specified, the rule of 180 ° is the horizontal, the limit is vertical the height of the berm (rule of range)



For wheelchair users, rule 7.A of Rulebook 2017 v.3 will apply in Poc2



STAGE 3 CLOSED ALLEY

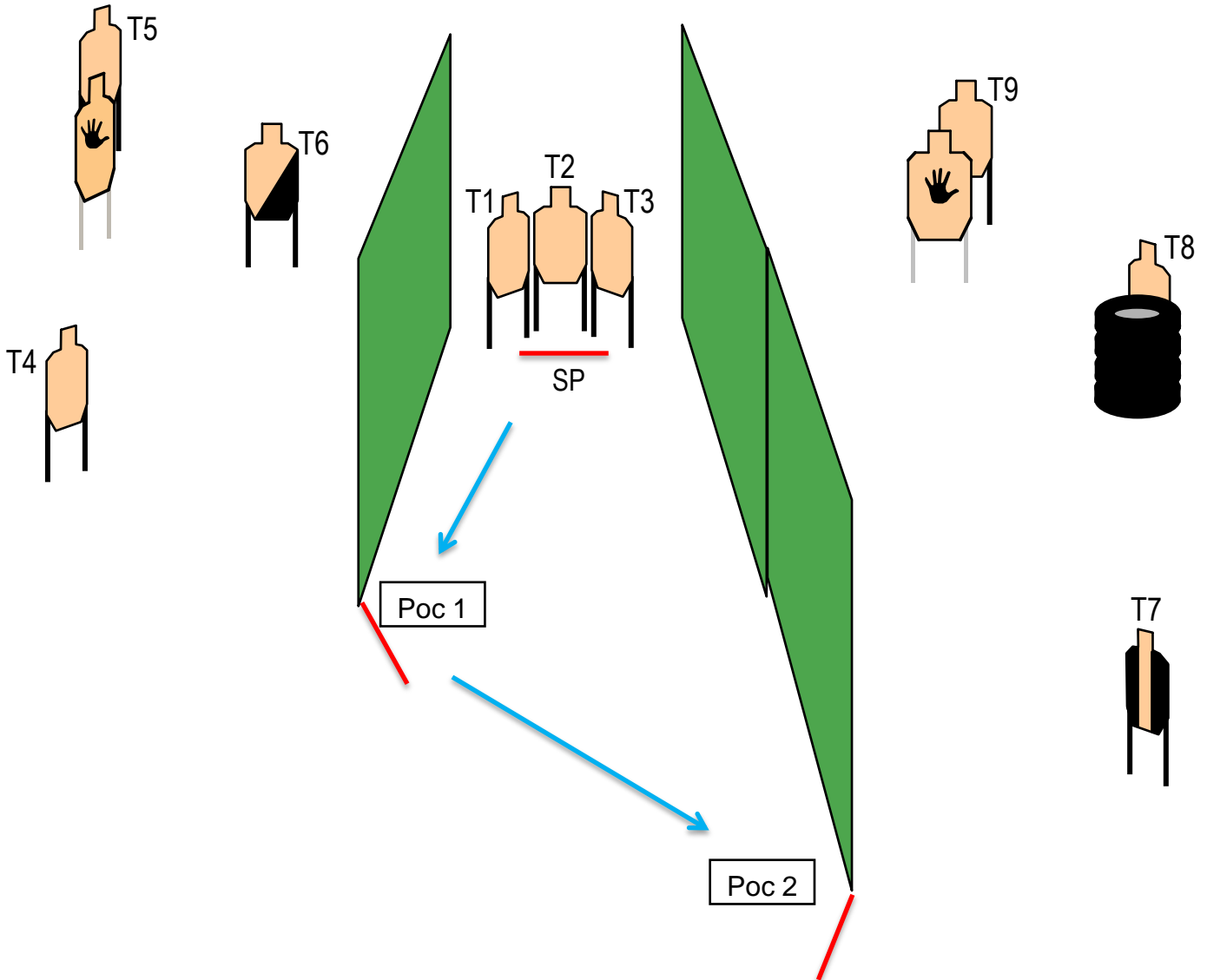


SCENERY: You got lost in a dead end when suddenly a gang wants to take over your new watch. Solve the situation by defending yourself!

START CONDITION: Standing in SP, with the tips of the feet touching the appropriate signs, weapon loaded in holster, magazine inserted, shot chambered, magazines at maximum capacity per division.

STAGE PROCEDURE: At the beep engage from standstill with retention from T1 to T3 and the remaining targets from the available covers

STRINGS: 1
SCORING: 18 rounds unlimited
TARGETS: 9 threat, 2 non threat
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: 2017 IDPA Rulebook v.3
CONCEALMENT: Required
SAFE MUZZLE: Unless otherwise specified, the rule of 180 ° is the horizontal, the limit is vertical the height of the berm (rule of range)





STAGE 4 BEHIND THE BAR COUNTER

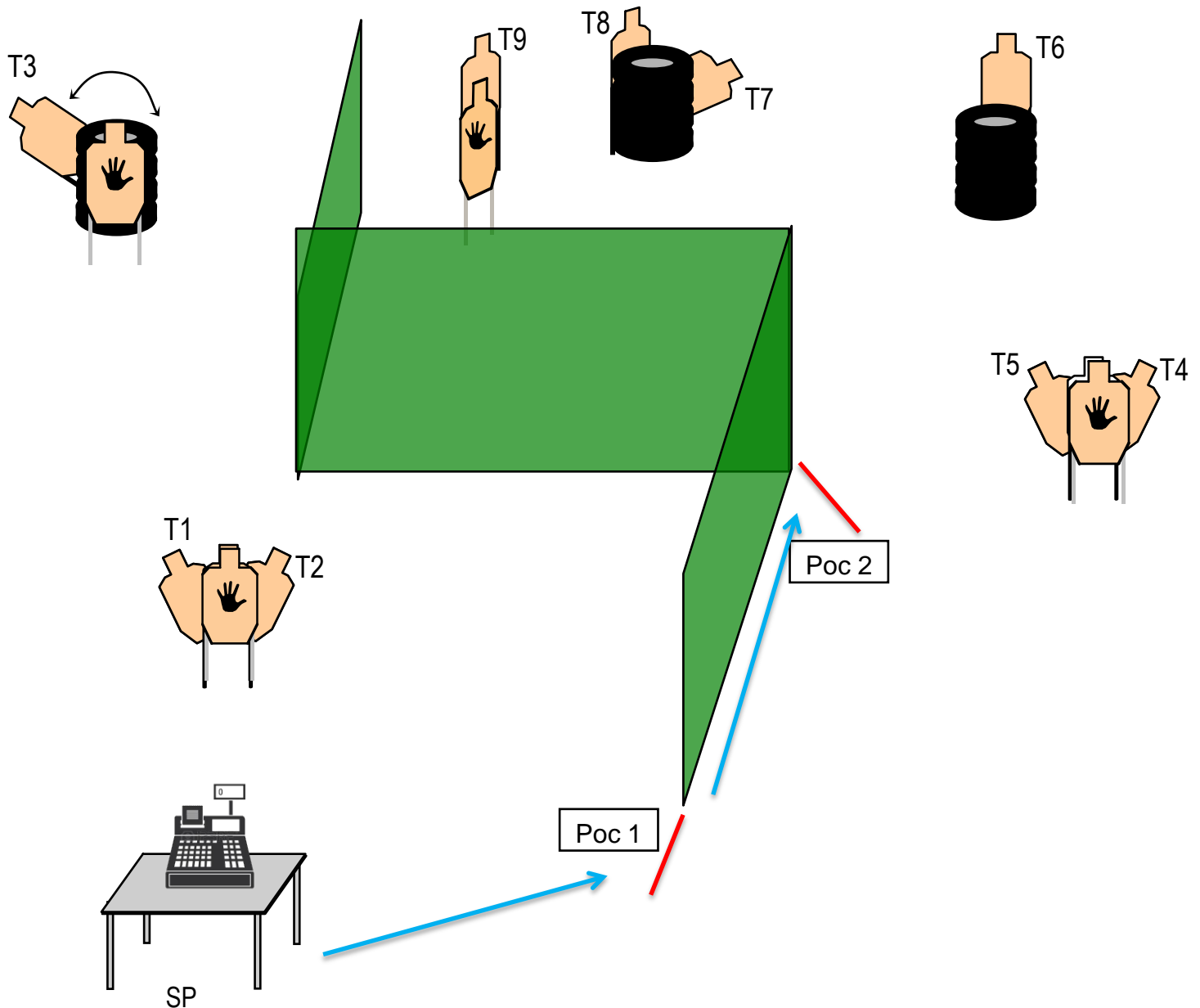


SCENERY: You are counting the daily proceeds of your business, when a group of armed thugs takes your employees hostage with the intention of robbery. Defend yourself and your employees.

START CONDITION: Standing, with your hands on the cash register. Weapon in the drawer, magazine inserted and **NOT** chambered shot. Magazines at maximum capacity per division.

STAGE PROCEDURE: at the beep, press the drawer opening button (which will activate the T3 swinger) Retrieve the weapon and engage from standstill from T1 to T3, and then engage the remaining covering targets where available.

STRINGS: 1
SCORING: 18 rounds min, unlimited
TARGETS: 9 threat, 4 non threat,
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: 2017 IDPA Rulebook v.3
CONCEALMENT: Required
SAFE MUZZLE: Unless otherwise specified, the rule of 180 ° is the horizontal, the limit is vertical the height of the berm (rule of range)





STAGE 5

READING IN THE VERANDA



SCENERY: you are reading your newspaper on the veranda when you hear some boys breaking into the backyard, smashing everything and pointing your gun. Defend yourself and your family

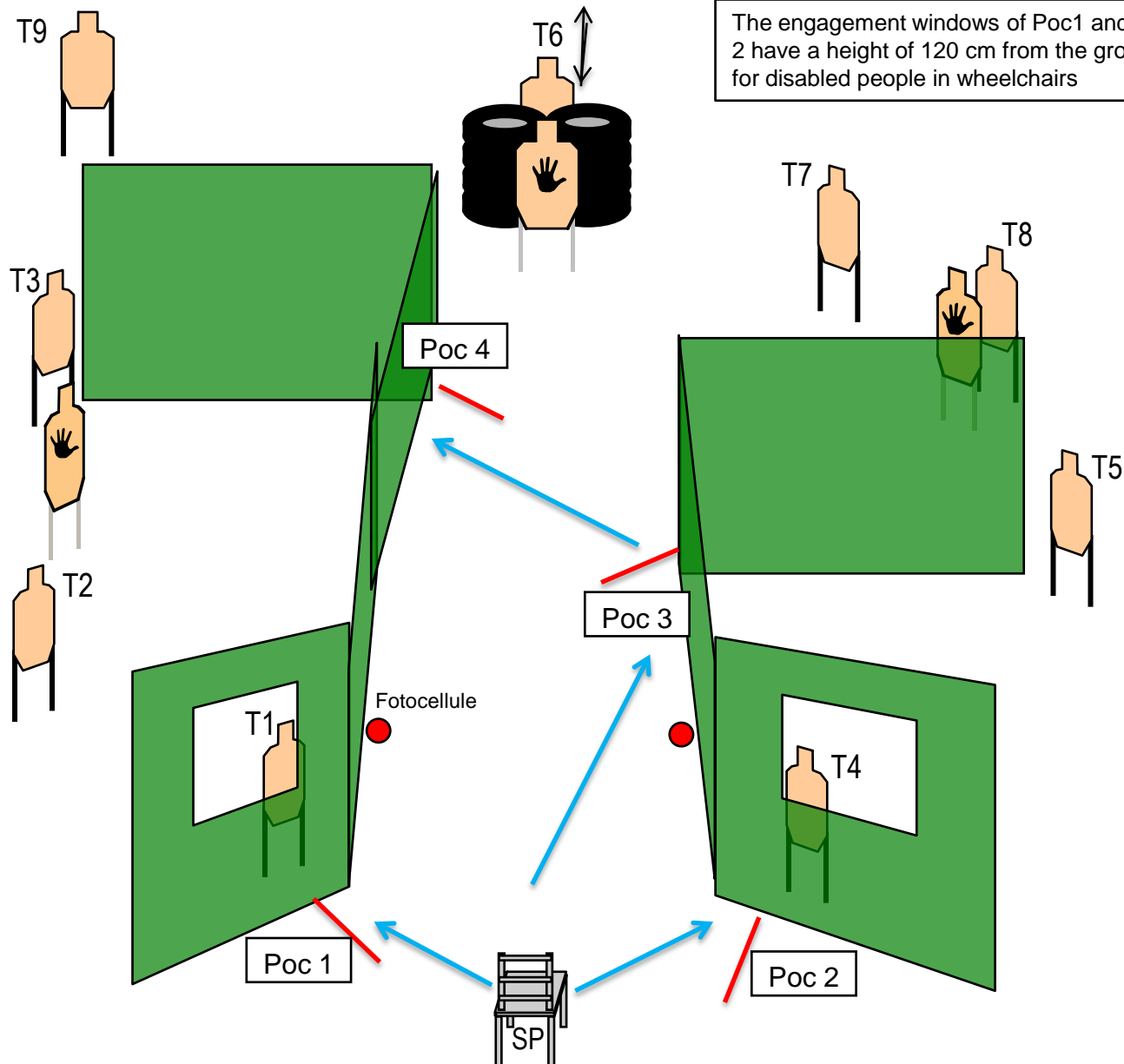
START CONDITION: Sitting in the SP with the newspaper in the 2 hands, weapon in holster, magazine inserted, shot chamber, magazines at maximum capacity per division.

STRINGS: 1
SCORING: 18 rounds unlimited
TARGETS: 9 threat, 3 non threat,
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: 2017 IDPA Rulebook v.3

STAGE PROCEDURE: At the beep go to the respective side windows and engage the visible targets, cross the corridor where the T6 target will activate, and engage the remaining covering targets where available.

CONCEALMENT: Required
SAFE MUZZLE: Unless otherwise specified, the rule of 180 ° is the horizontal, the limit is vertical the height of the berm (rule of range)

Poc1 and Poc2 are interchangeable



The engagement windows of Poc1 and Poc 2 have a height of 120 cm from the ground for disabled people in wheelchairs



STAGE 6 AT THE SUPERMARKET



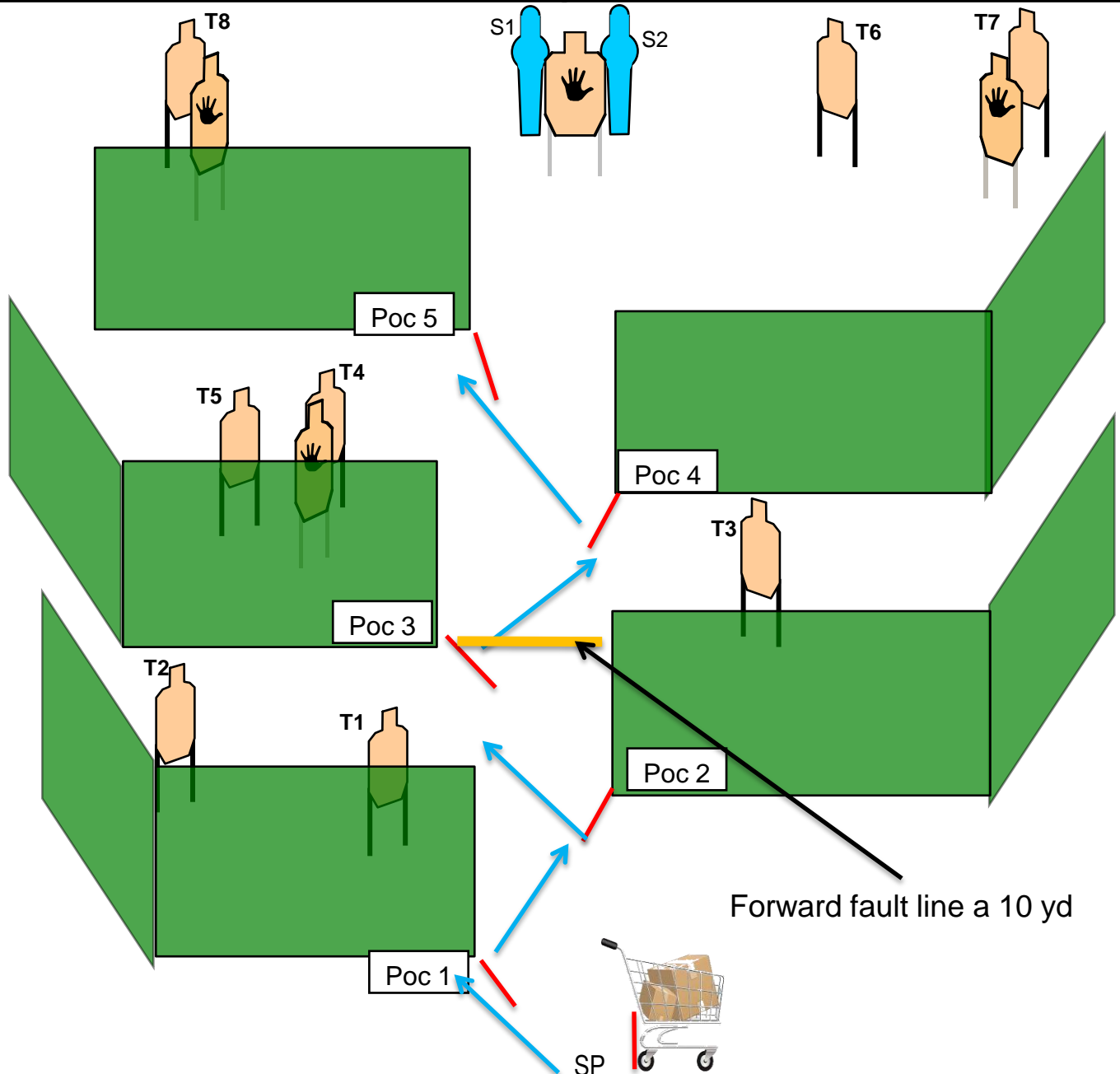
SCENERY: You are the supermarket clerk intent on placing the products on the shelves when a group of terrorists enters to blow up the market safe. Solve the situation by bringing the skin home

START CONDITION: In SP shopping cart held with both hands, weapon loaded in holster, magazine inserted, shot chambered, magazines at maximum capacity per division.

STAGE PROCEDURE: At the beep engage in the open S1 and S2 and all the remaining targets from the available covers.

S1 - S2 if engaged beyond the forward fault line it entails DQ.

STRINGS:	1
SCORING:	18 rounds unlimited
TARGETS:	8 threat, 4 non threat, 2 Steel
SCORED HITS:	Best 2 per paper, Steel down
START-STOP:	Audible - Last shot
RULES:	2017 IDPA Rulebook v.3
CONCEALMENT:	Required
SAFE MUZZLE:	Unless otherwise specified, the rule of 180° is the horizontal, the limit is vertical the height of the berm (rule of range)





STAGE 7

DANGEROUS MAZE

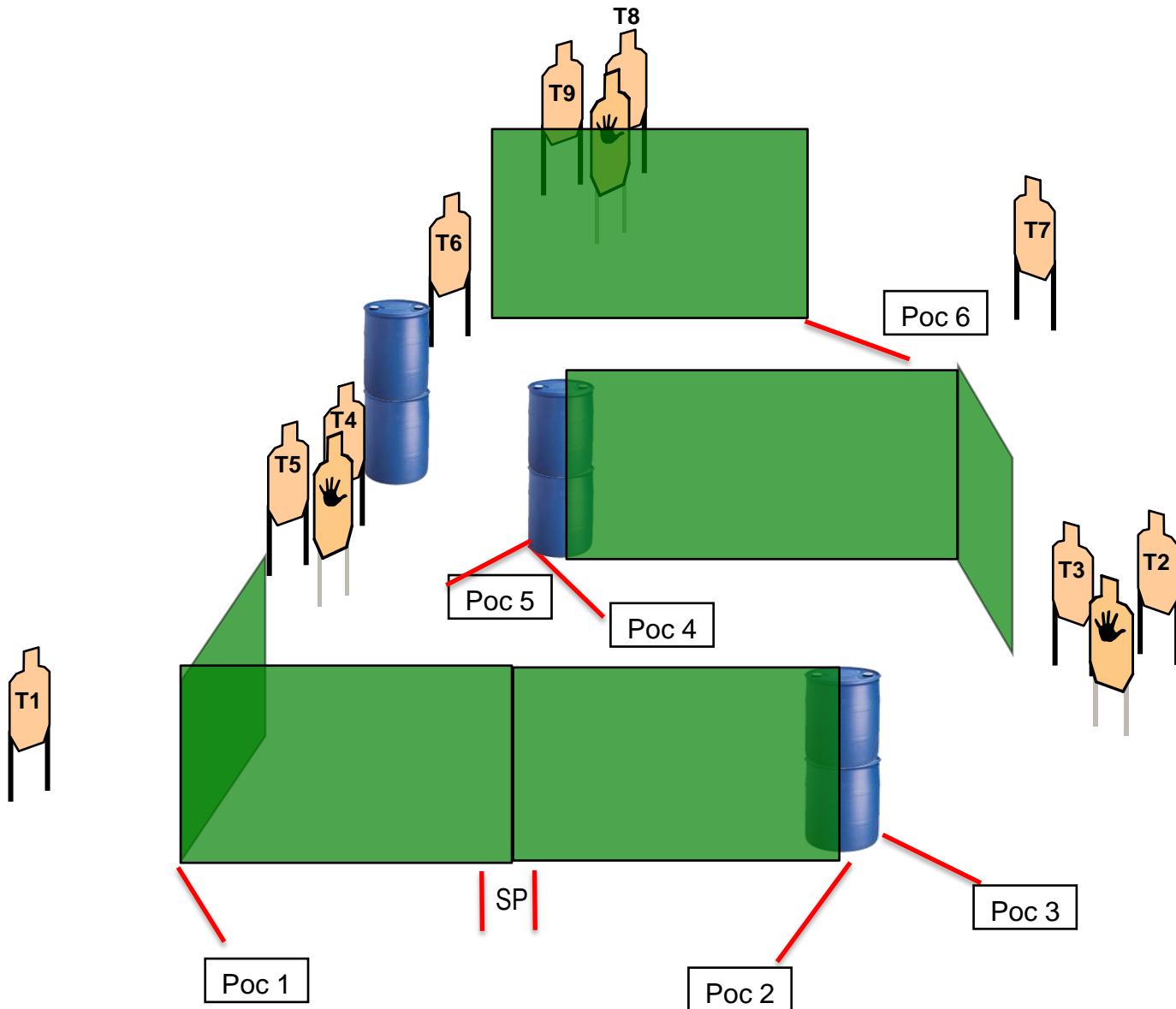


SCENERY: The way that takes you home is blocked by malicious people. React by defending yourself and taking your skin home.

START CONDITION: In SP with relaxed hands at the sides, loaded weapon in holster, loaded magazine, chambered shot, magazines at maximum capacity per division.

STAGE PROCEDURE: At the beep engage the targets from the available covers.

STRINGS: 1
SCORING: 18 rounds unlimited
TARGETS: 9 threat, 4 non threat,
SCORED HITS: Best 2 per paper
START-STOP: Audible - Last shot
RULES: 2017 IDPA Rulebook v.3
CONCEALMENT: Required
SAFE MUZZLE: Unless otherwise specified, the rule of 180 ° is the horizontal, the limit is vertical the height of the berm (rule of range)





STAGE 8



THE WINDOW ON THE COURTYARD

SCENERY: A group of armed terrorists raids your home through the garden with the intention of robbing you. Defend yourself and your family

START CONDITION : In SP with relaxed hands at the sides, toes touching the appropriate signs, loaded weapon in holster, loaded magazine, chambered shot, magazines at maximum capacity per division.

STAGE PROCEDURE: At the beep, from SP engage T1 and T2 and from window T3 and T4 and the remaining targets from the available covers.

STRINGS: 1

SCORING: 16 rounds min, unlimited

TARGETS: 8 threat, 4 non threat

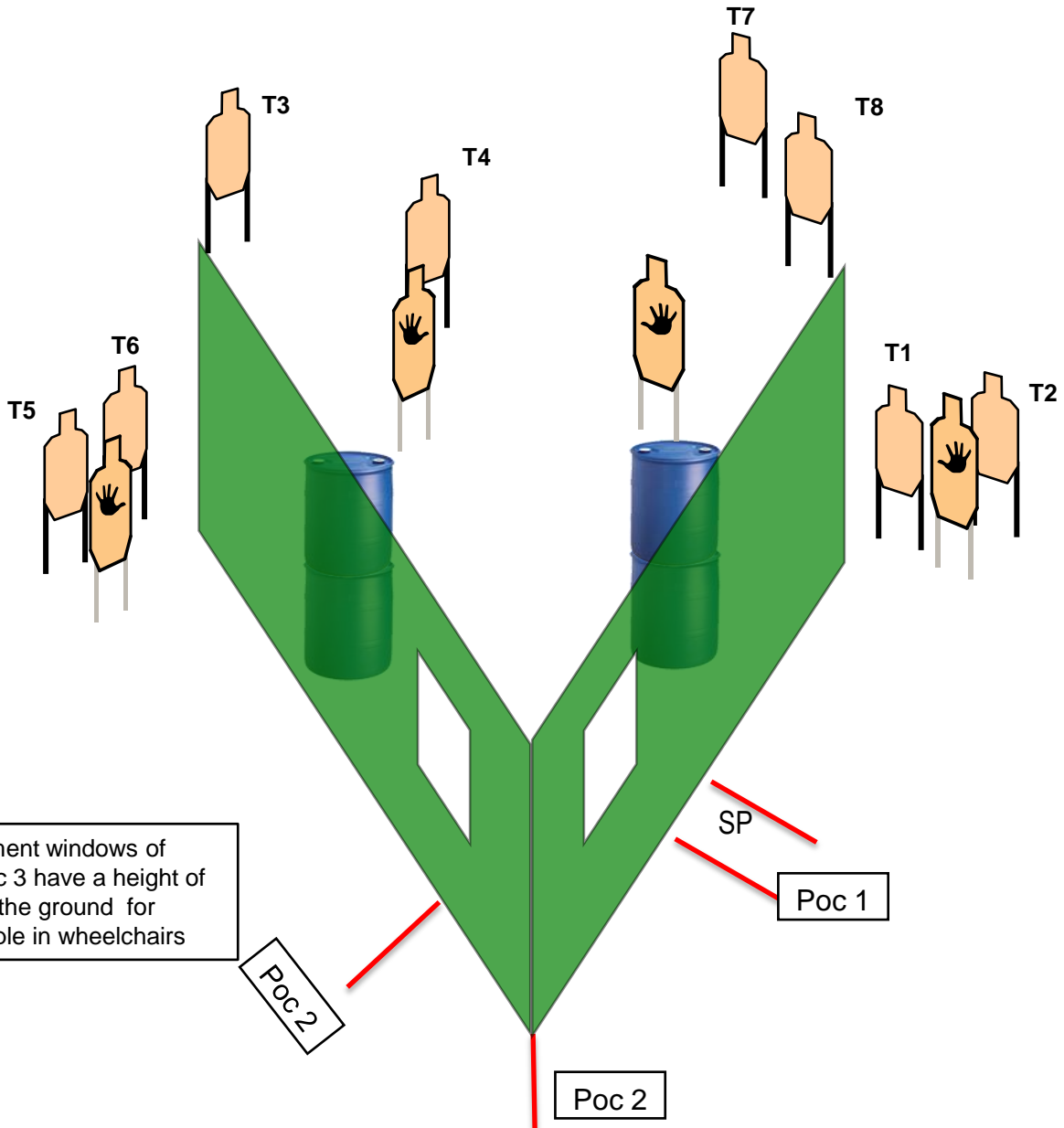
SCORED HITS: Best 2 per paper

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

COVER GARMENT: Required

SAFE MUZZLE: Unless otherwise specified, the rule of 180 ° is the horizontal, the limit is vertical the height of the berm (rule of range)





STAGE 9 STANDARD



START CONDITION: In SP with the weak hand holding the gun in the low ready position. The first magazine with 6 shots only. Chambered shot, the rest of the magazines at maximum capacity per division.

START PROCEDURE: At the beep, engage the 3 sets of targets from their respective shooting positions. From SP with only WEAK hand engage from T1 to T3. From P1 engage from T4 to T6 with the STRONG hand. Conclude on P2 and engage from T7 to T9 free style. Each target must be engaged with one shot.

STRINGS:	1
SCORING:	9 rounds, Limited
TARGETS:	9 threat
SCORED HITS:	Only 1 per IDPA target
START-STOP:	Audible - Last shot
RULES:	Current IDPA Rulebook
COVER GARMENT:	NOT Required
SAFE MUZZLE:	Unless otherwise specified, the rule of 180 ° is the horizontal, the limit is vertical the height of the berm (rule of range)

