



# IDPA

Stage 1 (Bay 1)

“Trattativa disturbata”

Phalanx Shooting Team



**SCENARIO:** Stai concludendo la vendita di un immobile quando dei rapinatori ti intimano di consegnare i tuoi soldi. Al tuo diniego estraggono le loro armi e esplodono qualche colpo, ti devi difendere.

**START POSITION:** In SP con punte dei piedi sui segni; valigia nella mano debole e mano forte lungo il fianco; arma carica in fondina; caricatori alla capacità di divisione.

**PCC:** Arma carica e tenuta nella mano forte; parallela al suolo e volata verso il parapalle frontale.

**STRINGS:** 1

**SCORING:** 18 colpi, Unlimited

**TARGETS:** 9 minacciosi, 5 non minacciosi

**SCORED HITS:** migliori 2 per carta

**START-STOP:** Segnale acustico – ultimo colpo

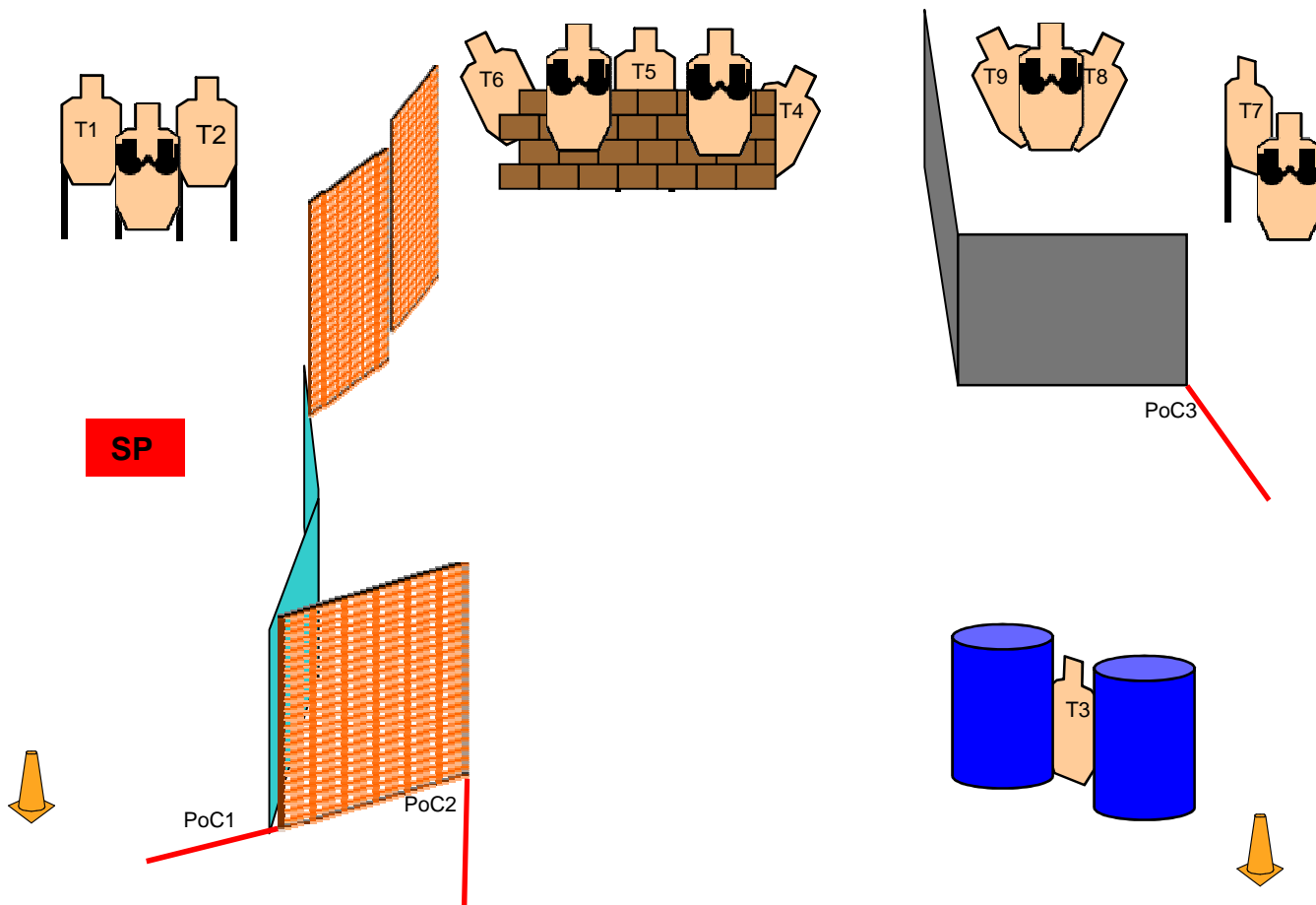
**RULES:** 2017 IDPA Rulebook v3

**CONCEALMENT GARMENT:** Richiesto

**DISTANCES:** 4 -13 yards

**NB** Se non diversamente specificato, vale la regola dei 180° in orizzontale e in verticale il limite è l'altezza dei parapalle (regolamento del campo). Prestare attenzioni ai coni di sicurezza.

**PROCEDURE:** Al beep ingaggiare i bersagli dalle coperture dove disponibili.





# IDPA

## Stage 2 (Bay 2) "Duro a morire"

Phalanx Shooting Team



**SCENARIO:** Ti hanno scambiato per un diplomatico e sei stato catturato da nemici del tuo governo, l'interrogatorio sta per cominciare. Liberandoti tenti la fuga mentre ti sparano, difenditi con l'arma recuperata.

**START POSITION:** Seduto fronte al parapalle laterale; braccia incrociate dietro la schiena; arma scarica insieme ai caricatori alla capacità di divisione dentro la valigia sul tavolo.

PCC: Arma scarica sul tavolo con volata verso il parapalle centrale.

**STRINGS:** 1

**SCORING:** 17 colpi, Unlimited

**TARGETS:** 8 minacciosi, 1 ferro, 4 non minacciosi

**SCORED HITS:** migliori 2 per carta, ferro abbattuto

**START-STOP:** Segnale acustico – ultimo colpo

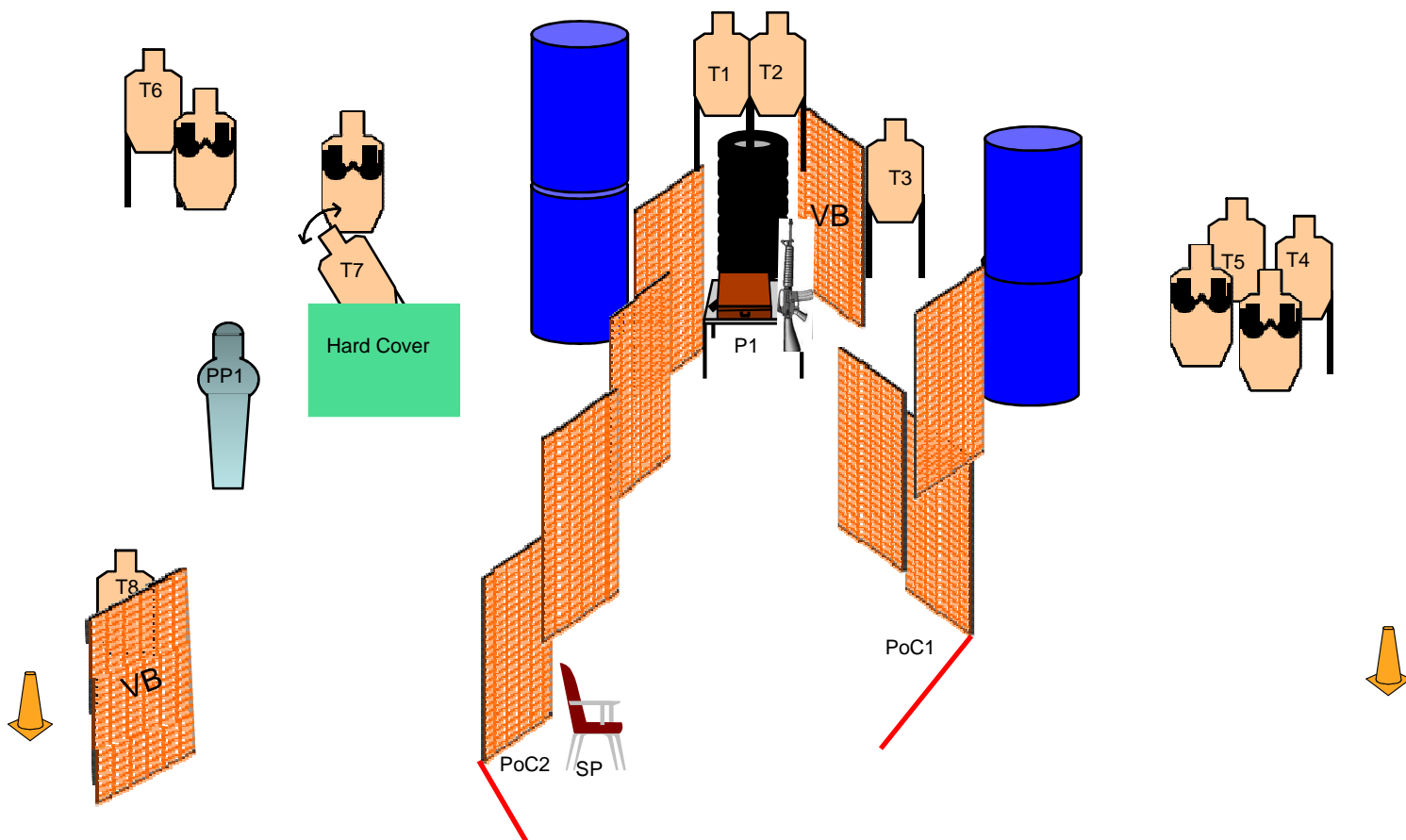
**RULES:** 2017 IDPA Rulebook v3

**CONCEALMENT GARMENT:** Richiesto

**DISTANCES:** 2-18 yards

**NB** Se non diversamente specificato, vale la regola dei 180° in orizzontale e in verticale il limite è l'altezza dei parapalle (regolamento del campo). Prestare attenzione ai coni di sicurezza.

**PROCEDURE:** Al beep liberarsi le mani e recuperando l'arma ingaggiare tutti i bersagli usando le coperture dove disponibili. PP1 attiva T7.  
NB Per motivi di sicurezza PP1 e T7 sono ingaggiabili solo da PoC2 (altrimenti DQ).





Stage 3 (Bay 3)

“Radio City”

Phalanx Shooting Team



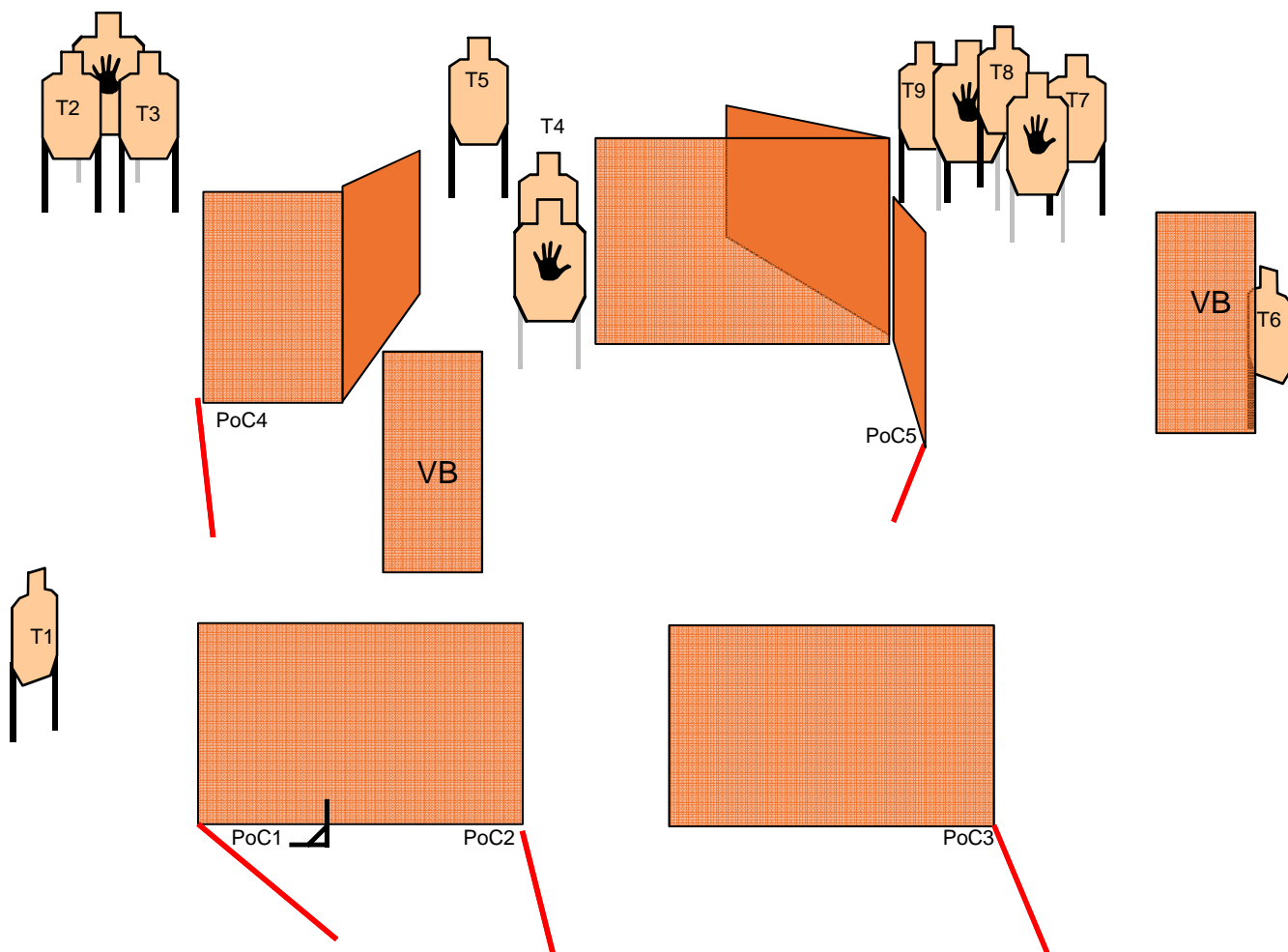
**SCENARIO:** Stai ascoltando la registrazione di un brano per la tua play list da mandare in onda quando lo studio viene attaccato da una banda armata di terroristi che nella sala di registrazione accanto esplodono dei colpi verso i tuoi colleghi. Tra poco saranno da te, difenditi.

**START POSITION:** All'angolo della PoC1 a distanza di un braccio dalla barricata con le mani sulle cuffie (surrender position); pistola carica in fondina e caricatori alla capacità di divisione.  
PCC: Arma sulla rastrelliera.

**STRINGS:** 1  
**SCORING:** 18 colpi, Unlimited  
**TARGETS:** 9 minacciosi, 4 non minacciosi  
**SCORED HITS:** migliori 2 per carta  
**START-STOP:** Segnale acustico – ultimo colpo  
**RULES:** 2017 IDPA Rulebook v3  
**CONCEALMENT GARMENT:** Richiesto  
**DISTANCES:** 3-17 yards

**PROCEDURE:** Al beep ingaggia tutti i bersagli dalle coperture dove disponibili.

**NB** Se non diversamente specificato, vale la regola dei 180° in orizzontale e in verticale il limite è l'altezza dei parapalle (regolamento del campo).





# IDPA

## Stage 4 (Bay 4)

### “Una famiglia in pericolo”

Phalanx Shooting Team



**SCENARIO:** Stai dando una mano al tuo amico a sistemare il suo giardino quando una banda armata irrompe e sequestra lui e la sua famiglia mentre a te puntano le loro armi. Difenditi.

**START POSITION:** In SP, punte dei piedi sui segni, impugnando con entrambe le mani la scopa; arma carica in fondina e caricatori alla capacità di divisione.  
PCC: Arma sulla rastrelliera alla destra del tiratore.

**PROCEDURE:** Al beep ingaggiare tutti i bersagli. Per rendere visibile il runner T5 (che non scompare) bisogna far cadere in avanti il bidone centrale.

**STRINGS:** 1

**SCORING:** 16 colpi, Unlimited

**TARGETS:** 8 minacciosi, 4 non minacciosi

**SCORED HITS:** migliori 2 per paper

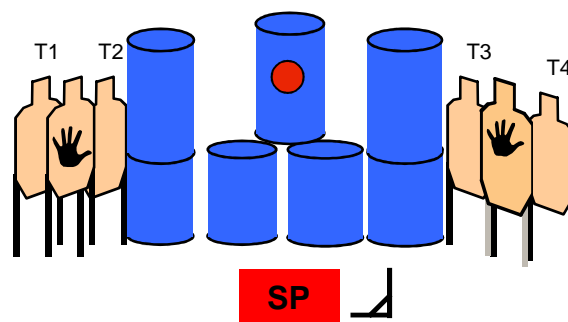
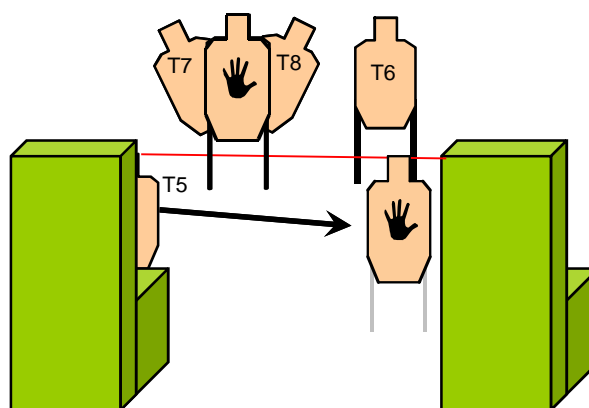
**START-STOP:** Segnale acustico – ultimo colpo

**RULES:** 2017 IDPA Rulebook v3

**CONCEALMENT GARMENT:** Richiesto

**DISTANCES:** 3-14 yards

**NB** Se non diversamente specificato, vale la regola dei 180° in orizzontale e in verticale il limite è l'altezza dei parapalle (regolamento del campo).





Stage 5 (Bay 5)

“La fuga”

Phalanx Shooting Team



**SCENARIO:** Sei un famoso imbrodatore, ti hanno rapito e chiuso in una stanza. In un momento di distrazione dei tuoi carcerieri, approfitti subito e scassinii la porta impossessandoti di un'arma per scappare ma qualcuno di loro se ne accorge e minaccia la tua vita con la sua arma.

**START POSITION:** Seduto in SP; arma carica con tutti i caricatori alla capacità di divisione sul tavolo sulle aree segnate; volata verso il parapalle.  
PCC: Stessa condizione.

**STRINGS:** 1

**SCORING:** 14 colpi, Unlimited

**TARGETS:** 7 minacciosi, 3 non minacciosi

**SCORED HITS:** migliori 2 per carta

**START-STOP:** Segnale acustico – ultimo colpo

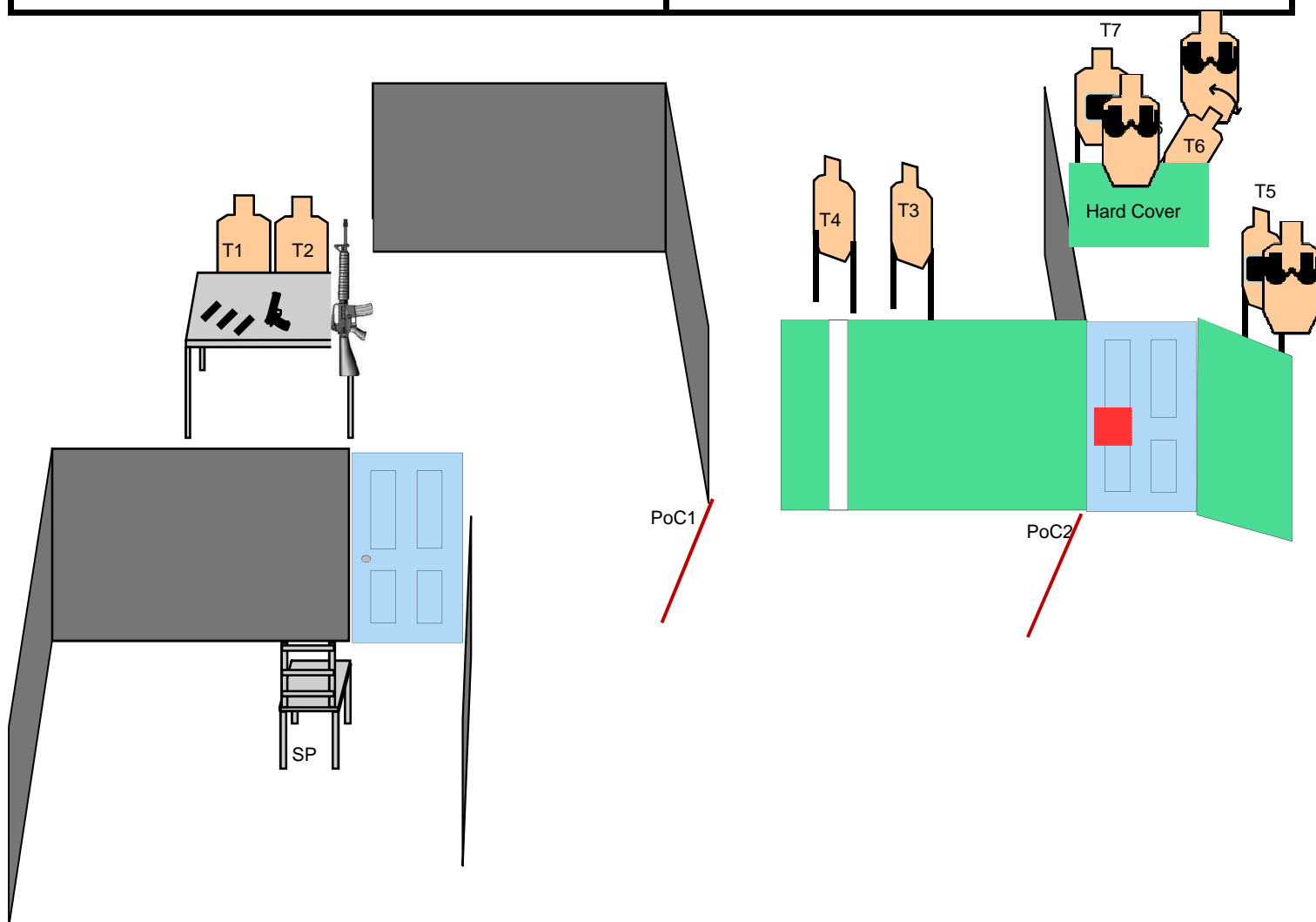
**RULES:** 2017 IDPA Rulebook v3

**CONCEALMENT GARMENT:** Richiesto

**DISTANCES:** 2-13 yards

**NB** Se non diversamente specificato, vale la regola dei 180° in orizzontale e in verticale il limite è l'altezza dei parapalle (regolamento del campo).

**PROCEDURE:** Al beep recuperare l'arma e ingaggiare tutti i bersagli utilizzando le coperture dove disponibili.  
NB L'apertura della porta in PoC2 attiva T6.







# IDPA

## Stage 7 (Bay 9)

### "Dal barbiere"

Phalanx Shooting Team



**SCENARIO:** Sei servito dal barbiere e improvvisamente entrano dei criminali per eseguire un regolamento di conti con un cliente. Sparano anche in tua direzione, difenditi.

**START POSITION:** Seduto in SP con grembiulone; arma carica in fondina e caricatori alla capacità di divisione.

PCC: Arma sulla rastrelliera alla sinistra della poltrona.

**STRINGS:** 1

**SCORING:** 16 colpi, Unlimited

**TARGETS:** 8 minacciosi, 4 non minacciosi

**SCORED HITS:** migliori 2 per carta

**START-STOP:** Segnale acustico – ultimo colpo

**RULES:** 2017 IDPA Rulebook v3

**CONCEALMENT GARMENT:** Richiesto

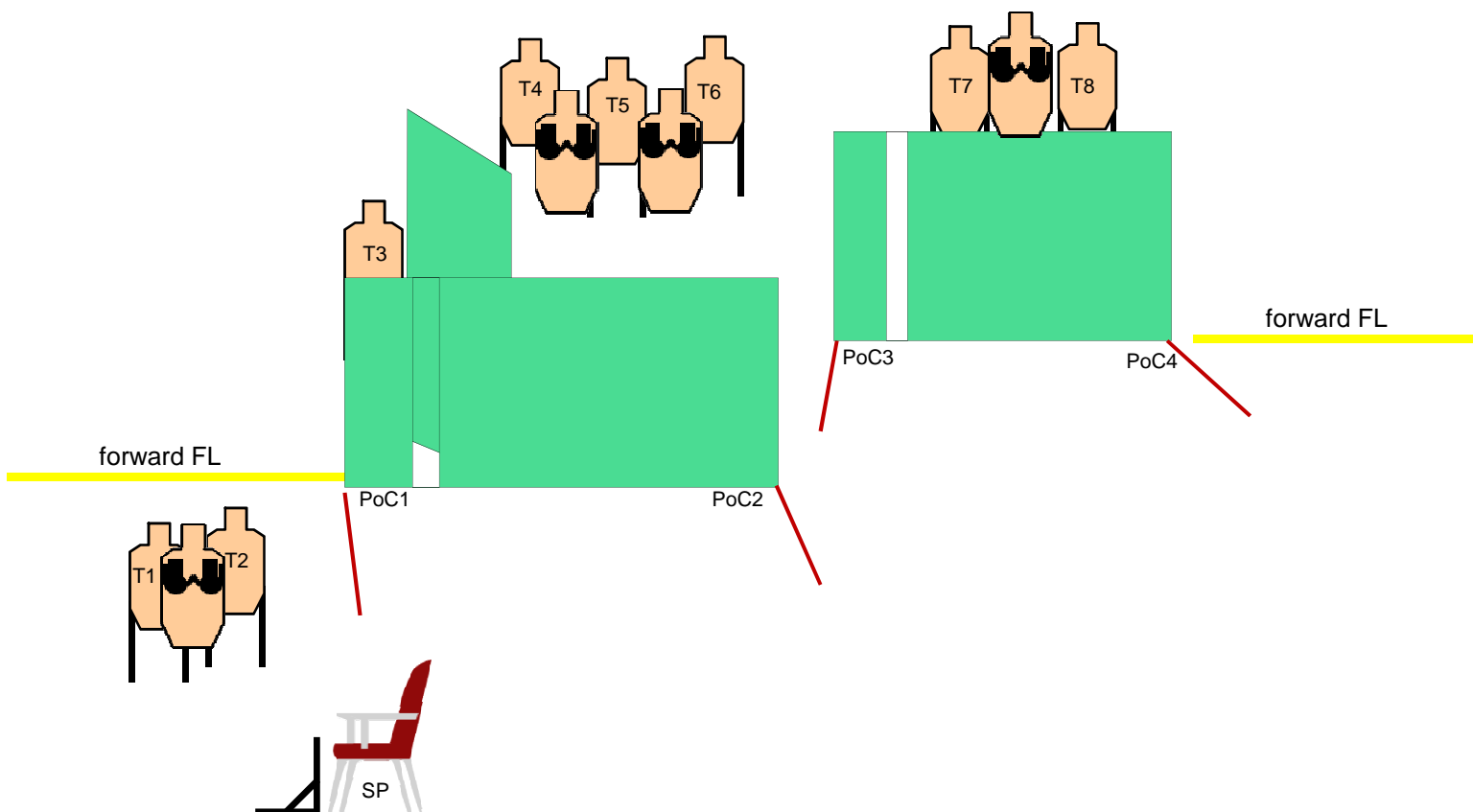
**DISTANCES:** 2-5 yards

**NB** Se non diversamente specificato, vale la regola dei 180° in orizzontale e in verticale il limite è l'altezza dei parapalle (regolamento del campo).

**SO NOTE:** avvisare il tiratore che il sweeping comporta DQ (2.2.A).

**PROCEDURE:** Al beep ingaggiare da seduti T1-T2 e poi tutti gli altri bersagli utilizzando le coperture dove disponibili.

NB E' vietato oltrepassare i limiti dello stage appositamente segnalati.





Stage 8 (Bay 10)

“Standards 3”

Phalanx Shooting Team



## STANDARD

**START POSITION:** In PoC1 relax; arma con caricatore inserito in fondina e colpo NON camerato; caricatori alla capacità di divisione.

PCC: Arma sul bidone; volata verso il parapalle centrale.

### PROCEDURE:

String 1: Al beep ingaggiare T1-T2-T3 con 3 colpi free style.

String 2: Al beep ingaggiare T1 con 3 colpi head con la sola mano debole e T2 con 3 colpi head con la sola mano forte.

String 3: Al beep ingaggiare da low cover T1-T2-T3 con 2 colpi free style.

NB Al termine di ogni stringa verrà dato il comando “holster” senza scaricare; i cambi devono essere eseguiti durante le stringhe, a scelta del tiratore.

**STRINGS:** 3

**SCORING:** 21 colpi, Limited

**TARGETS:** 3 minacciosi

**SCORED HITS:** per T1- T2 5 body + 3 head; 5 per T3

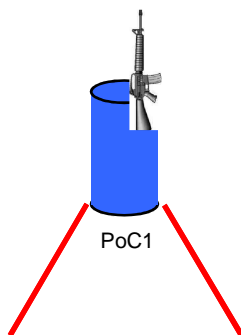
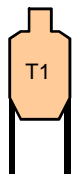
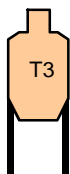
**START-STOP:** Segnale acustico – ultimo colpo

**RULES:** 2017 IDPA Rulebook v3

**CONCEALMENT GARMENT:** Non richiesto

**DISTANCES:** 5-10-15 yards

**NB** Se non diversamente specificato, vale la regola dei 180° in orizzontale e in verticale il limite è l'altezza dei parapalle (regolamento del campo).







# IDPA

## Stage 9 (Bay 11) "Esecuzione mancata"

Phalanx Shooting Team



**SCENARIO:** Sei ostaggio sotto interrogatorio quando ti arriva alle orecchie la parola "esecuzione". Liberati e difenditi.

**START POSITION:** Seduto con entrambe le mani costrette/legate al tavolo; arma scarica sul tavolo insieme a tutti i caricatori alla capacità di divisione.  
**PCC:** Arma con volata verso il parapalle centrale.

**STRINGS:** 1

**SCORING:** 14 colpi, Unlimited

**TARGETS:** 7 minacciosi

**SCORED HITS:** migliori 2 per carta

**START-STOP:** Segnale acustico – ultimo colpo

**RULES:** 2017 IDPA Rulebook v3

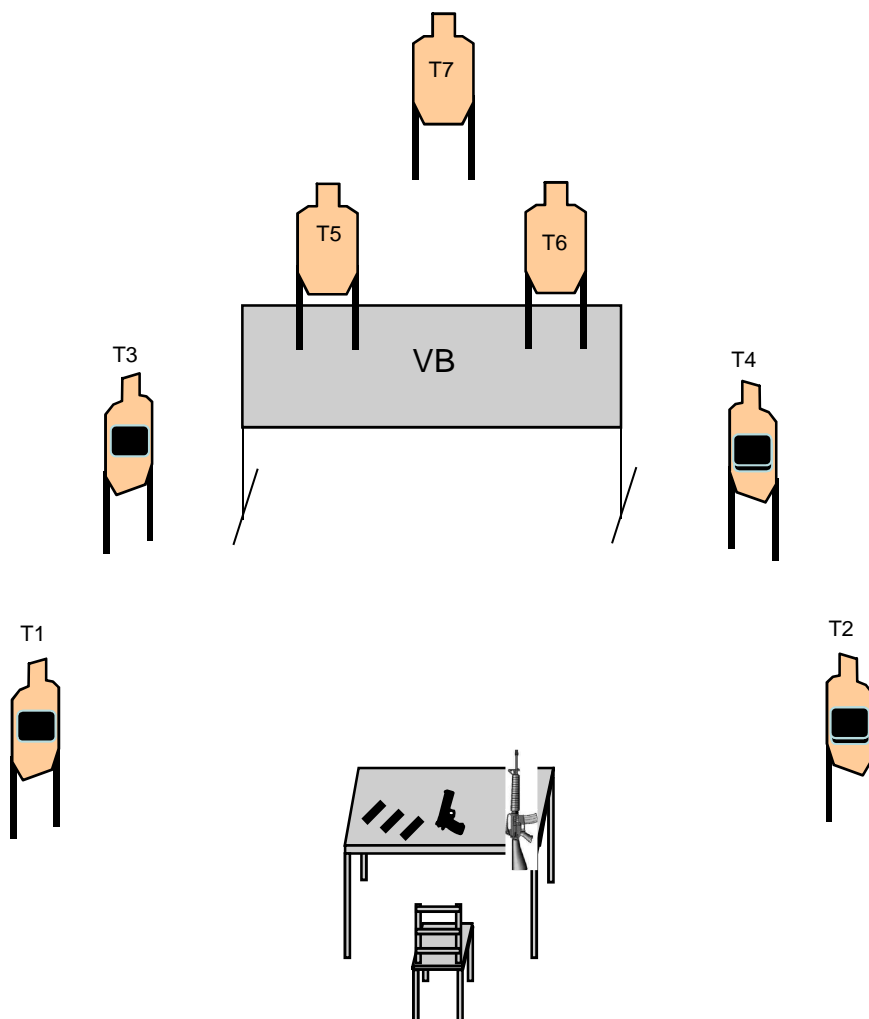
**CONCEALMENT GARMENT:** Non richiesto

**DISTANCES:** 4-15 yards

**PROCEDURE:** Al beep ingaggiare i bersagli.

NB Il tiratore sceglie quale mano sarà più costretta al tavolo.

NB Se non diversamente specificato, vale la regola dei 180° in orizzontale e in verticale il limite è l'altezza dei parapalle (regolamento del campo).





# IDPA

## Stage 10 (Bay 12)

### “Vivo o morto”

Phalanx Shooting Team



**SCENARIO:** Sei in un appuntamento per la vendita di un oggetto prezioso accompagnato da un amico ma i tuoi interlocutori ti hanno attirato in una trappola. Quando cerchi di scappare ti sparano contro. Difenditi e salva l'amico.

**START POSITION:** In PoC1 oppure PoC2 con entrambe le mani sui dot rossi; pistola carica in fondina e caricatori alla capacità di divisione.

PCC: Arma in low ready che punta il dot rosso.

**PROCEDURE:** Al beep ingaggiare tutti i bersagli dalle coperture disponibili.

**STRINGS:** 1

**SCORING:** 12 colpi, Unlimited

**TARGETS:** 6 minacciosi, 1 non minaccioso

**SCORED HITS:** migliori 2 per carta

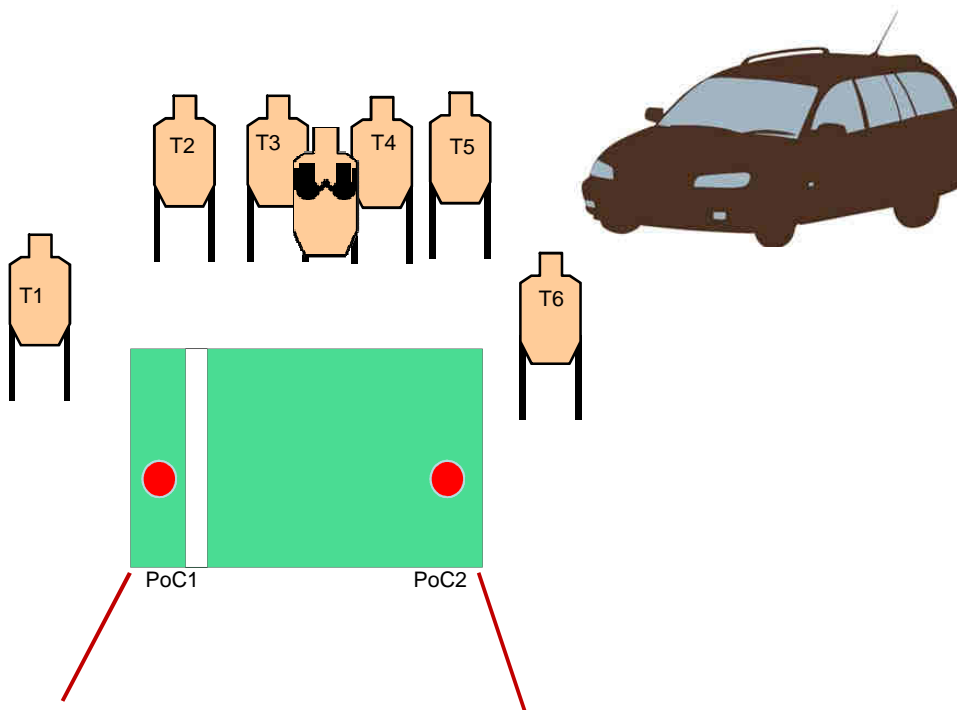
**START-STOP:** Segnale acustico – ultimo colpo

**RULES:** 2017 IDPA Rulebook v3

**CONCEALMENT GARMENT:** Richiesto

**DISTANCES:** 2-5 yards

**NB** Se non diversamente specificato, vale la regola dei 180° in orizzontale e in verticale il limite è l'altezza dei parapalle (regolamento del campo).





Stage 11 (In tutti i bay)

“Warm-up Nike 2021”

Phalanx Shooting Team



**SCENARIO:** Due malviventi coltello in mano vengono in tua direzione. Difenditi.

**START POSITION:** In SP relax; punte dei piedi sui segni; arma carica in fondina con 4 colpi; gli altri caricatori alla capacità di divisione.

PCC: Arma low ready.

**STRINGS:** 1

**SCORING:** 8 colpi, Unlimited

**TARGETS:** 2 minacciosi

**SCORED HITS:** migliori 2 colpi body e 2 colpi head per carta

**START-STOP:** Segnale acustico – ultimo colpo

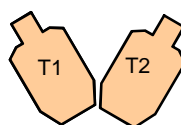
**RULES:** 2017 IDPA Rulebook v3

**CONCEALMENT GARMENT:** Richiesto

**DISTANCES:** 6 yards

**NB** Se non diversamente specificato, vale la regola dei 180° in orizzontale e in verticale il limite è l'altezza dei parapalle (regolamento del campo).

**PROCEDURE:** Al beep ingaggiare T1-T2 con 2 colpi body e 2 colpi head.



SP



Stage 1 (Bay 1)  
"Disturbed negotiation"

Phalanx Shooting Team



**SCENARIO:** You are concluding the sale of a property when robbers order you to hand over your money. At your denial they draw their weapons and explode a few shots, you have to defend yourself.

**START POSITION:** In SP, tiptoes on the signs; suitcase in weak hand and strong hand along the side; gun loaded and holstered; magazines at division capacity.  
**PCC:** Weapon loaded and held in the strong hand; parallel to the ground and muzzle downrange.

**STRINGS:** 1

**SCORING:** 18 rounds, Unlimited

**TARGETS:** 9 threat, 5 non-threat

**SCORED HITS:** best 2 per target

**START-STOP:** Audible – last shot

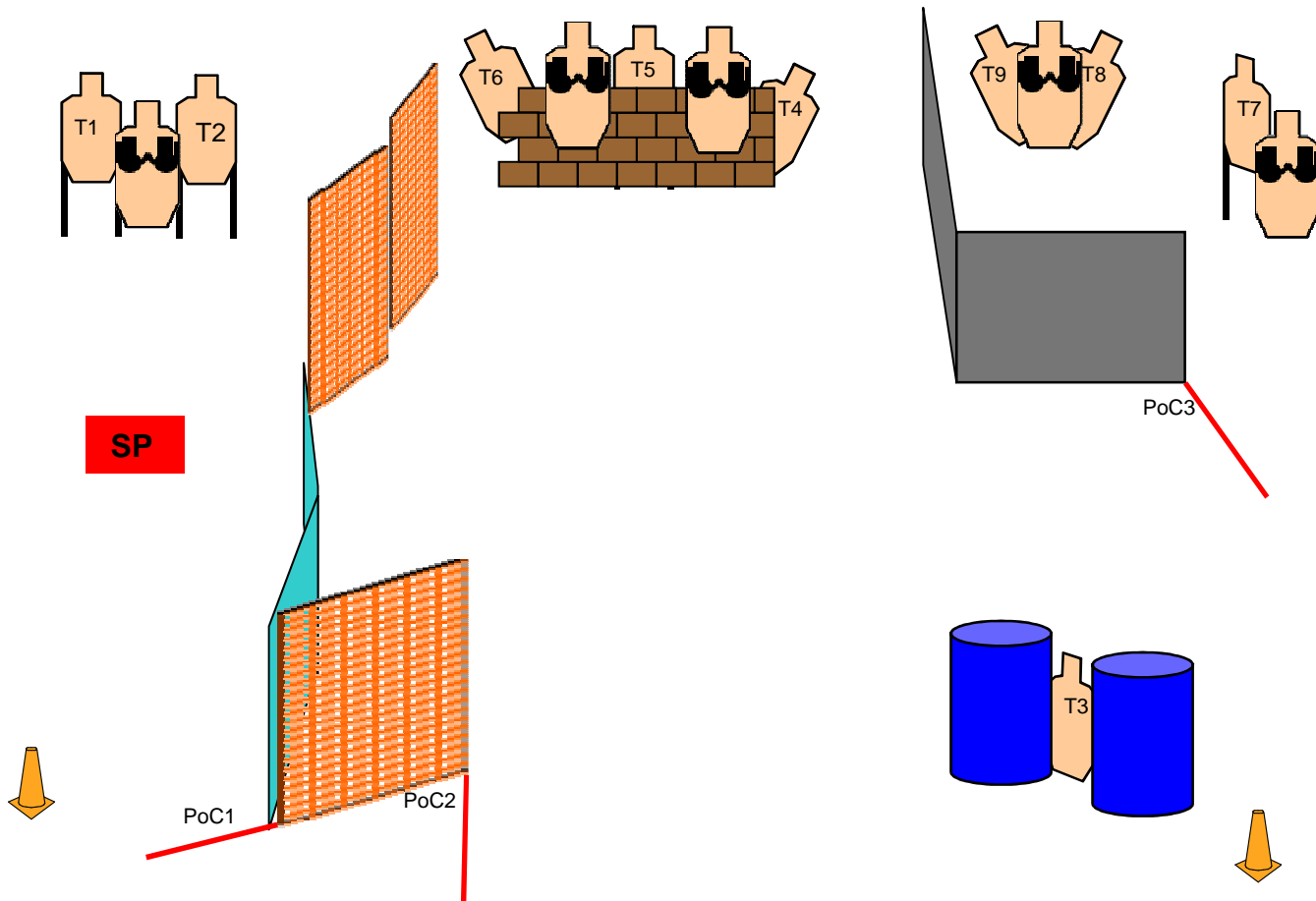
**RULES:** 2017 IDPA Rulebook v3

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 4 -13 yards

**NB** Unless otherwise specified, the 180° rule applies horizontally and vertically; the limit is the height of the berm (range rule). Pay attention to the safety cones.

**PROCEDURE:** On the start signal engage targets T1 through T9 from cover where available.





## Stage 2 (Bay 2)

### "Hard to die"

Phalanx Shooting Team

**SCENARIO:** They mistaken you for a diplomat and you have been captured by the enemies of your government, the interrogation is about to begin. By freeing yourself, you try to escape while they shoot you, defend yourself with the recovered weapon.

**START POSITION:** Sitting in front of the lateral berm; arms crossed behind the back; gun unloaded inside the suitcase on the table together with the magazines at division capacity.

**PCC:** Weapon unloaded on the table, muzzle downrange.

**STRINGS:** 1

**SCORING:** 17 rounds, Unlimited

**TARGETS:** 8 threat, 1 steel, 4 non-threat

**SCORED HITS:** best 2 per target, steel down

**START-STOP:** Audible – last shot

**RULES:** 2017 IDPA Rulebook v3

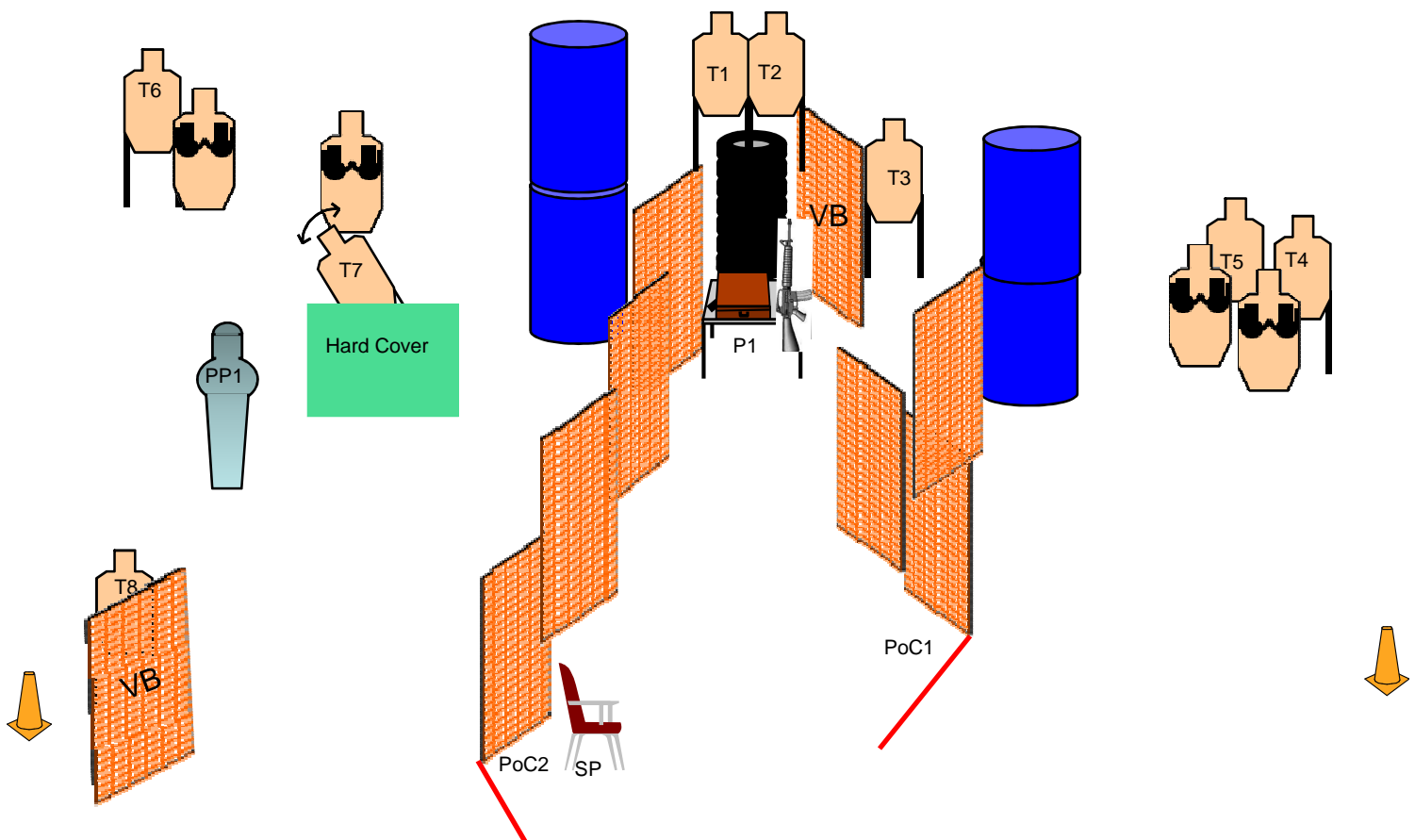
**CONCEALMENT GARMENT:** Required

**DISTANCES:** 2-18 yards

**NB** Unless otherwise specified, the 180° rule applies horizontally and vertically; the limit is the height of the berm (range rule). Pay attention to the safety cones.

**PROCEDURE:** On the start signal release your hands and recover the gun and then engage all targets using cover where available. PP1 activates T7.

**NB** For safety reasons PP1 and T7 can only be engaged from PoC2 (otherwise DQ).





Stage 3 (Bay 3)

“Radio City”

Phalanx Shooting Team



**SCENARIO:** You are listening to the recording of a song for your play list to be broadcast when the studio is attacked by an armed band of terrorists who fire some shots towards your colleagues in the recording room next door. Soon they will be with you, defend yourself.

**START POSITION:** In PoC1's corner, arms length from the barricade with hands on headphones (surrender position); gun loaded and holstered and magazines at division capacity.

PCC: Weapon on the rack.

**STRINGS:** 1

**SCORING:** 18 rounds, Unlimited

**TARGETS:** 9 threat, 4 non-threat

**SCORED HITS:** best 2 per target

**START-STOP:** Audible – last shot

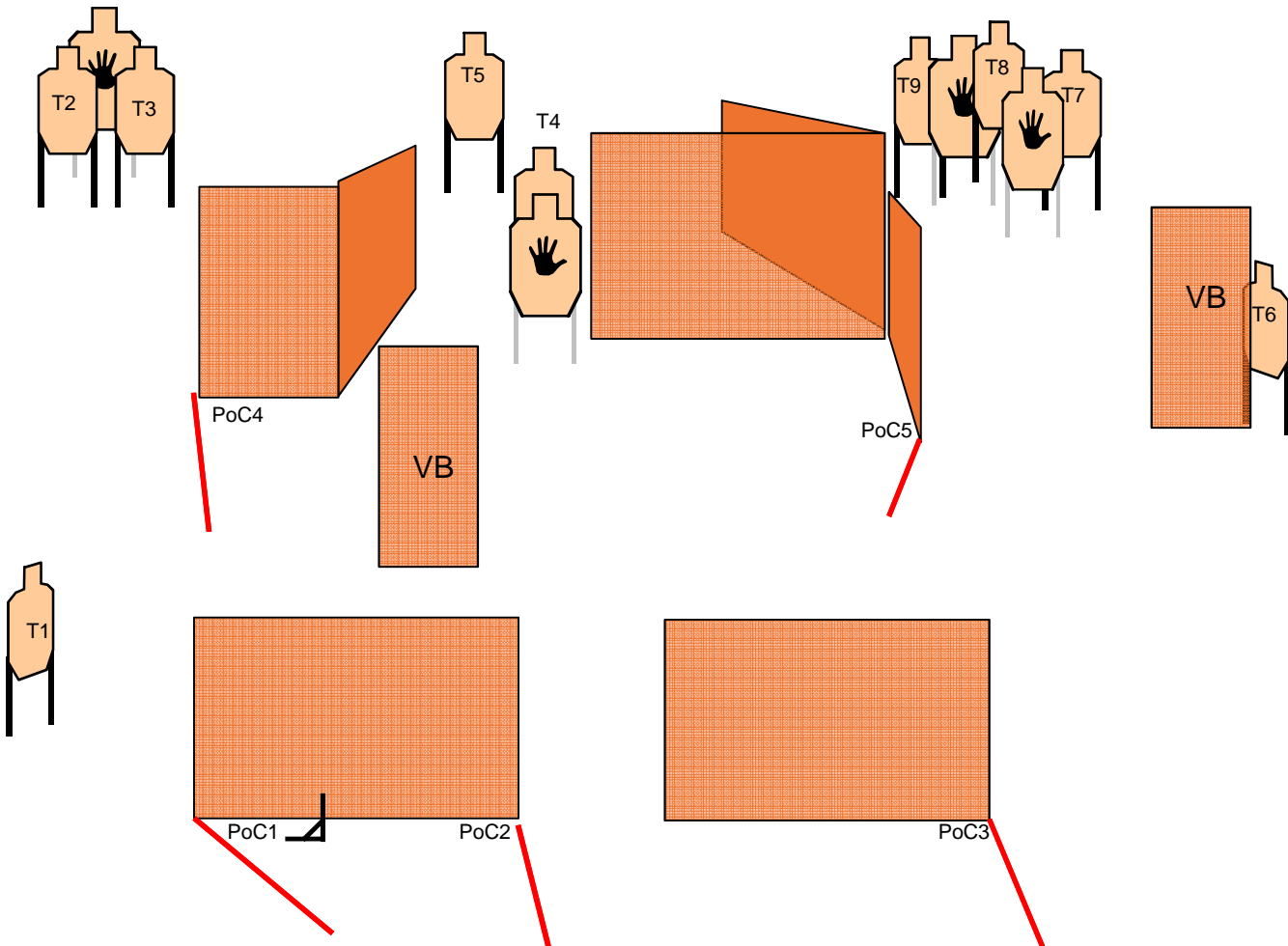
**RULES:** 2017 IDPA Rulebook v3

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 3-17 yards

**NB** Unless otherwise specified, the 180° rule applies horizontally and vertically; the limit is the height of the berm (range rule).

**PROCEDURE:** On the start signal engage targets from cover where available.





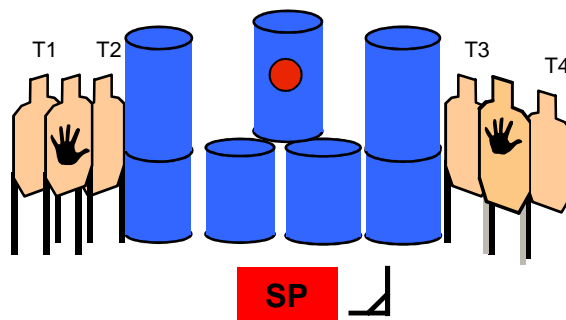
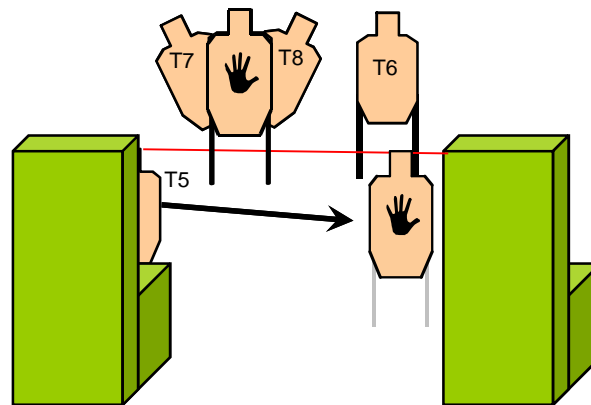
**Stage 4 (Bay 4)**  
**“A family in danger”**  
Phalanx Shooting Team

**SCENARIO:** You are helping your friend to arrange his garden when an armed gang raids and kidnaps him and his family as they point their weapons at you. Defend yourself.

**START POSITION:** In SP, tiptoes on the signs, holding the broom with both hands; gun loaded and holstered and magazines at division capacity.  
**PCC:** Weapon on the rack to the right side of the shooter.

**PROCEDURE:** On the start signal engage all the targets. To make the T5 runner visible (which does not disappear) the central bin must be dropped forward.

**STRINGS:** 1  
**SCORING:** 16 rounds, Unlimited  
**TARGETS:** 8 threat, 4 non-threat  
**SCORED HITS:** best 2 per target  
**START-STOP:** Audible – last shot  
**RULES:** 2017 IDPA Rulebook v3  
**CONCEALMENT GARMENT:** Required  
**DISTANCES:** 3-14 yards  
**NB** Unless otherwise specified, the 180° rule applies horizontally and vertically; the limit is the height of the berm (range rule).





**Stage 5 (Bay 5)**  
**“The escape”**

Phalanx Shooting Team

**SCENARIO:** You are a famous businessman, they kidnapped you and locked you in a room. In a moment of distraction from your jailers, you take advantage of it immediately and break the door by taking possession of a weapon to escape but some of them notice it and threaten your life with their weapons.

**START POSITION:** Sitting in SP; gun loaded on the table with all magazines at division capacity on the marked areas; muzzle downrange.  
PCC: Same condition.

**STRINGS:** 1

**SCORING:** 14 rounds, Unlimited

**TARGETS:** 7 threat, 3 non-threat

**SCORED HITS:** best 2 per target

**START-STOP:** Audible – last shot

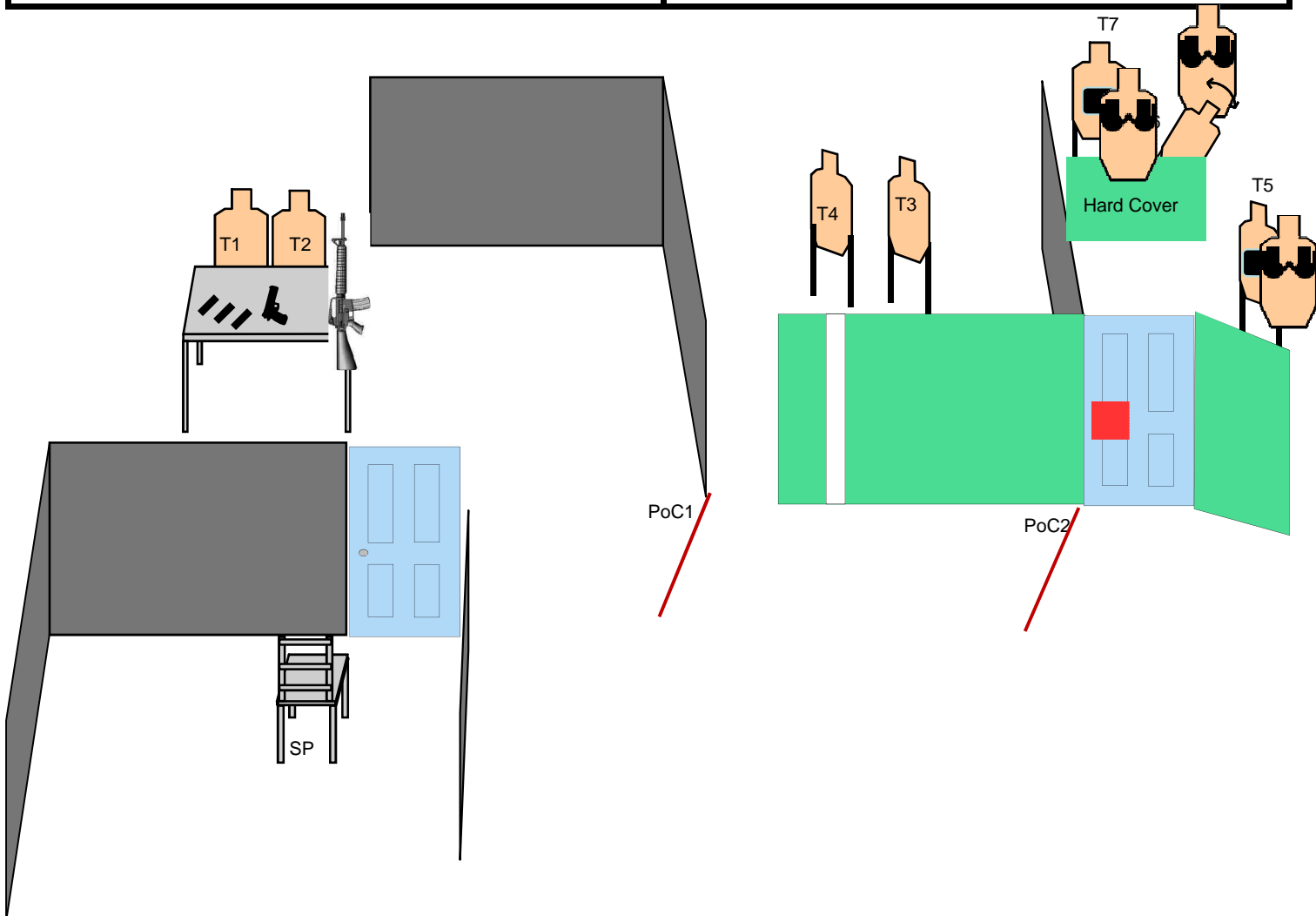
**RULES:** 2017 IDPA Rulebook v3

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 2-13 yards

**NB** Unless otherwise specified, the 180° rule applies horizontally and vertically; the limit is the height of the berm (range rule).

**PROCEDURE:** On the start signal retrieve the weapon and engage all the targets using cover where available.  
NB Opening the door in PoC2 activates T6.







Stage 6 (Bay 6)

“Attack on the embassy”

Phalanx Shooting Team



**SCENARIO:** You are entering an embassy to apply for a tourist visa for your next trip as a fake tourist approaches. He is part of a group of terrorists some of whom have already infiltrated and you hear gunshots while he too shoots the guard and you could be the next victim. Defend yourself.

**START POSITION:** In SP, tiptoes on the signs; relax; gun loaded and holstered and magazines at division capacity.  
PCC: Low ready pointing the red dot.

**STRINGS:** 1

**SCORING:** 18 rounds, Unlimited

**TARGETS:** 9 threat, 3 non-threat

**SCORED HITS:** best 2 per target

**START-STOP:** Audible – last shot

**RULES:** 2017 IDPA Rulebook v3

**CONCEALMENT GARMENT:** Required

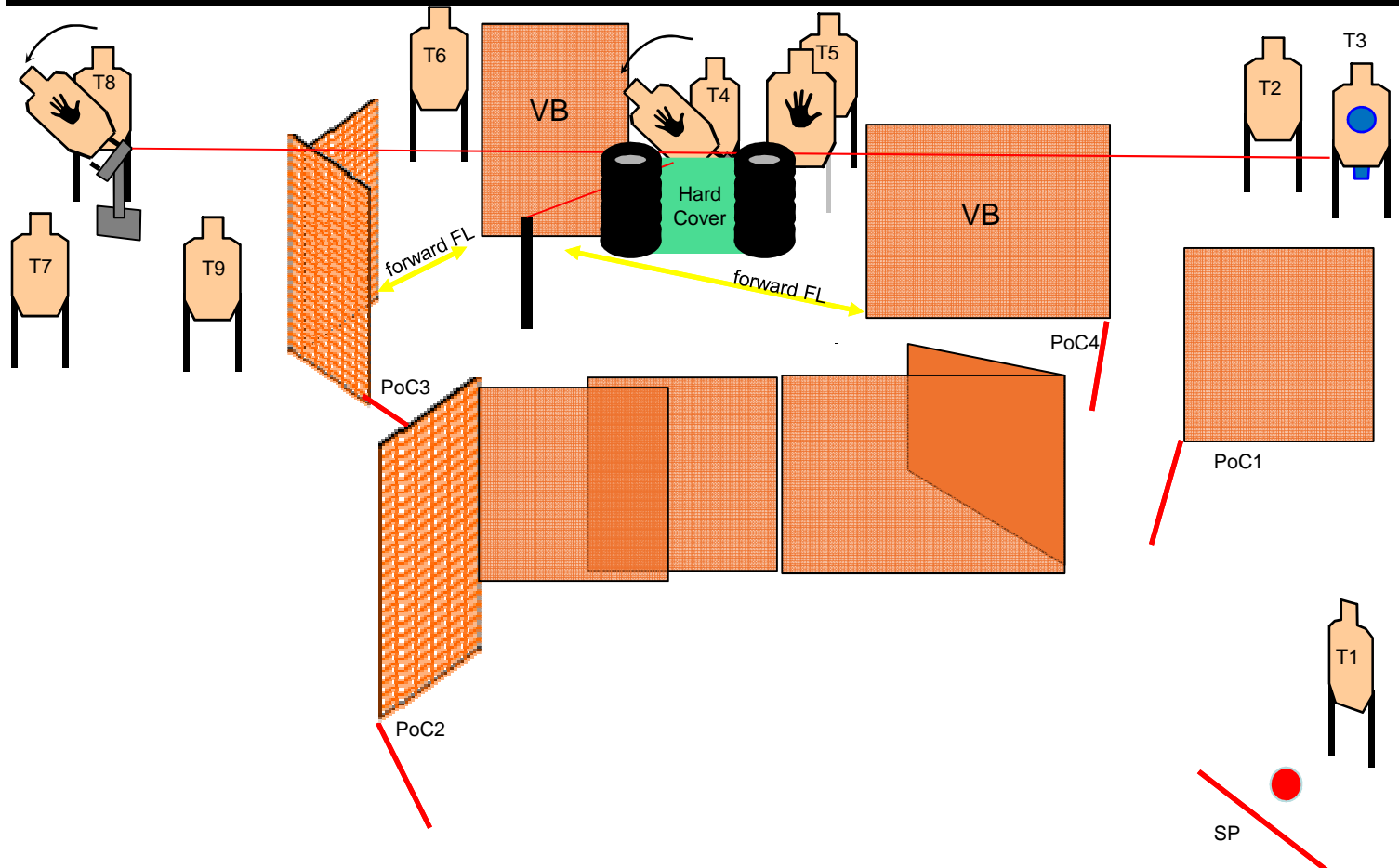
**DISTANCES:** 3-17 yards

**NB** Unless otherwise specified, the 180° rule applies horizontally and vertically; the limit is the height of the berm (range rule).

**PROCEDURE:** On start signal engage all targets using cover where available.

NB Hitting T3 on the 0 body activates the drop out which removes the threat in front of T8. Pulling the rope activates the drop out which removes the threat in front of T4. T4 and T8 are however able to engage even without activating the drop outs.

NB It is forbidden to exceed the limits of the stage specifically indicated.





# IDPA

## Stage 7 (Bay 9) "At the barber"

Phalanx Shooting Team



**SCENARIO:** You are served by the barber and suddenly criminals come in to for a reckoning with a customer. They also shoot in your direction, defend yourself.

**START POSITION:** Sitting in SP with an apron around your neck; gun loaded and holstered and magazines at division capacity.  
PCC: Weapon on the rack to the left of the armchair.

**PROCEDURE:** On the start signal engage T1-T2 while seated and then all other targets using cover where available.  
NB It is forbidden to exceed the limits of the stage specifically indicated.

**STRINGS:** 1

**SCORING:** 16 rounds, Unlimited

**TARGETS:** 8 threat, 4 non-threat

**SCORED HITS:** best 2 per target

**START-STOP:** Audible – last shot

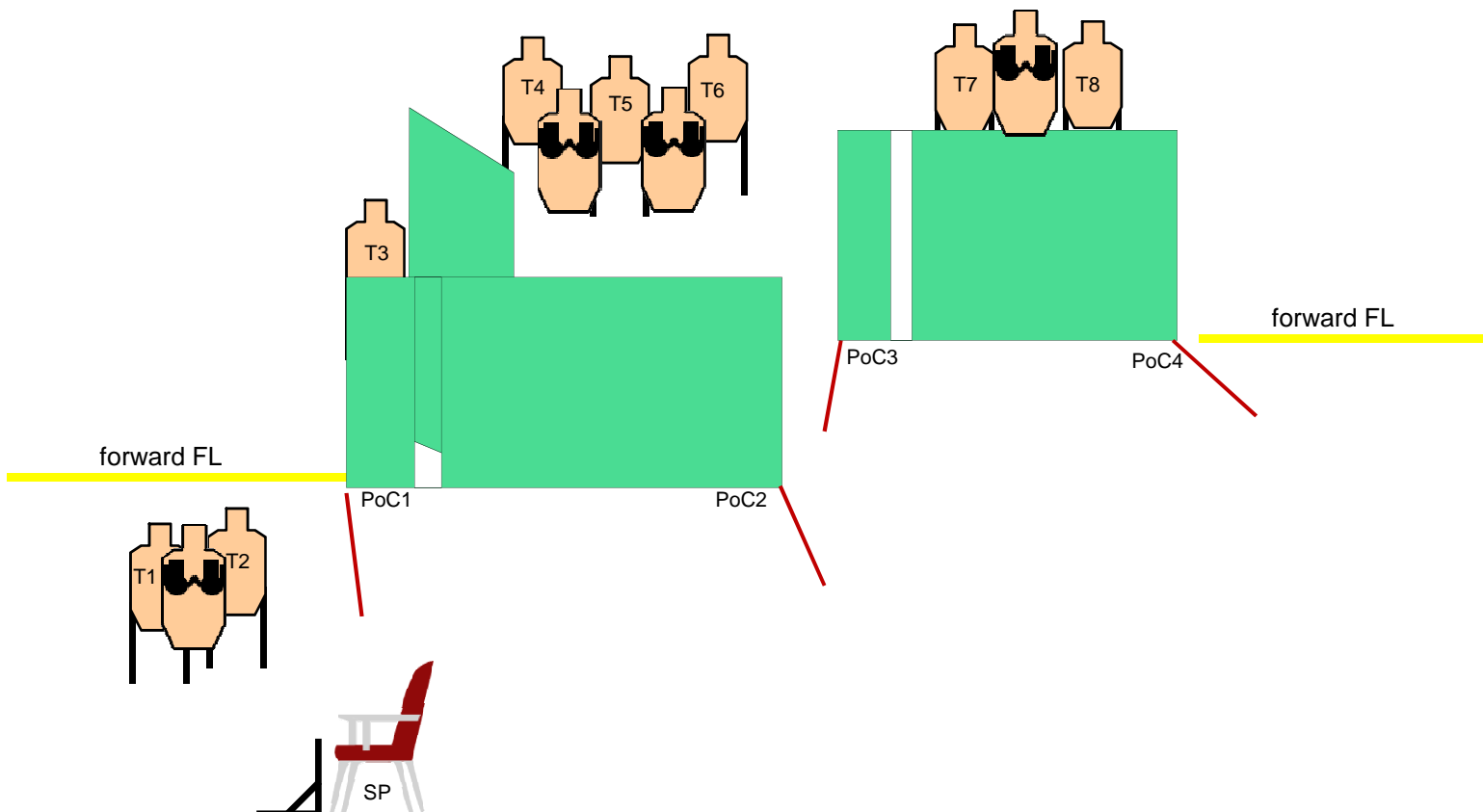
**RULES:** 2017 IDPA Rulebook v3

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 2-5 yards

**NB** Unless otherwise specified, the 180° rule applies horizontally and vertically; the limit is the height of the berm (range rule).

**SO NOTE:** caution each shooter that sweeping is a DQ (2.2.A).





Stage 8 (Bay 10)

“Standards 3”

Phalanx Shooting Team



## STANDARD

**START POSITION:** In PoC1 relax; gun with magazine inserted, NOT chambered; magazines at division capacity.

PCC: Weapon on the bin; muzzle downrange.

### PROCEDURE:

String 1: On the start signal engage T1-T2-T3 with 3 rounds free style.

String 2: On the start signal engage T1 with 3 rounds head weak hand only and T2 with 3 rounds head strong hand only.

String 3: On the start signal engage from low cover T1-T2-T3 with 2 rounds each free style.

NB At the end of each string the "holster" command will be given without unloading; reloads must be made during strings at shooter's choice.

**STRINGS:** 3

**SCORING:** 21 rounds, Limited

**TARGETS:** 3 threat

**SCORED HITS:** per T1- T2 5 body + 3 head; 5 per T3

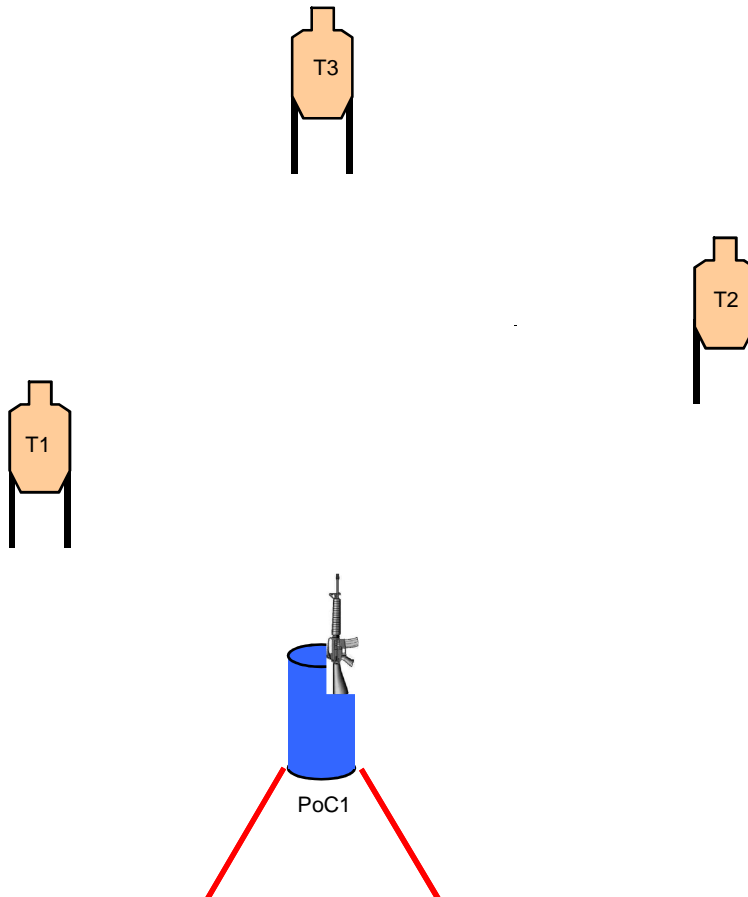
**START-STOP:** Audible – last shot

**RULES:** 2017 IDPA Rulebook v3

**CONCEALMENT GARMENT:** Not required

**DISTANCES:** 5-10-15 yards

**NB** Unless otherwise specified, the 180° rule applies horizontally and vertically; the limit is the height of the berm (range rule).





**Stage 9 (Bay 11)**  
**“Execution failed”**  
Phalanx Shooting Team

**SCENARIO:** You are hostage under interrogation when the word "execution" reaches your ears. Free yourself and defend yourself.

**START POSITION:** Sitting with both hands forced / tied to the table; gun unloaded on the table together with all the magazines at division capacity.  
**PCC:** Weapon with muzzle downrange.

**STRINGS:** 1

**SCORING:** 14 rounds, Unlimited

**TARGETS:** 7 threat

**SCORED HITS:** best 2 per target

**START-STOP:** Audible – last shot

**RULES:** 2017 IDPA Rulebook v3

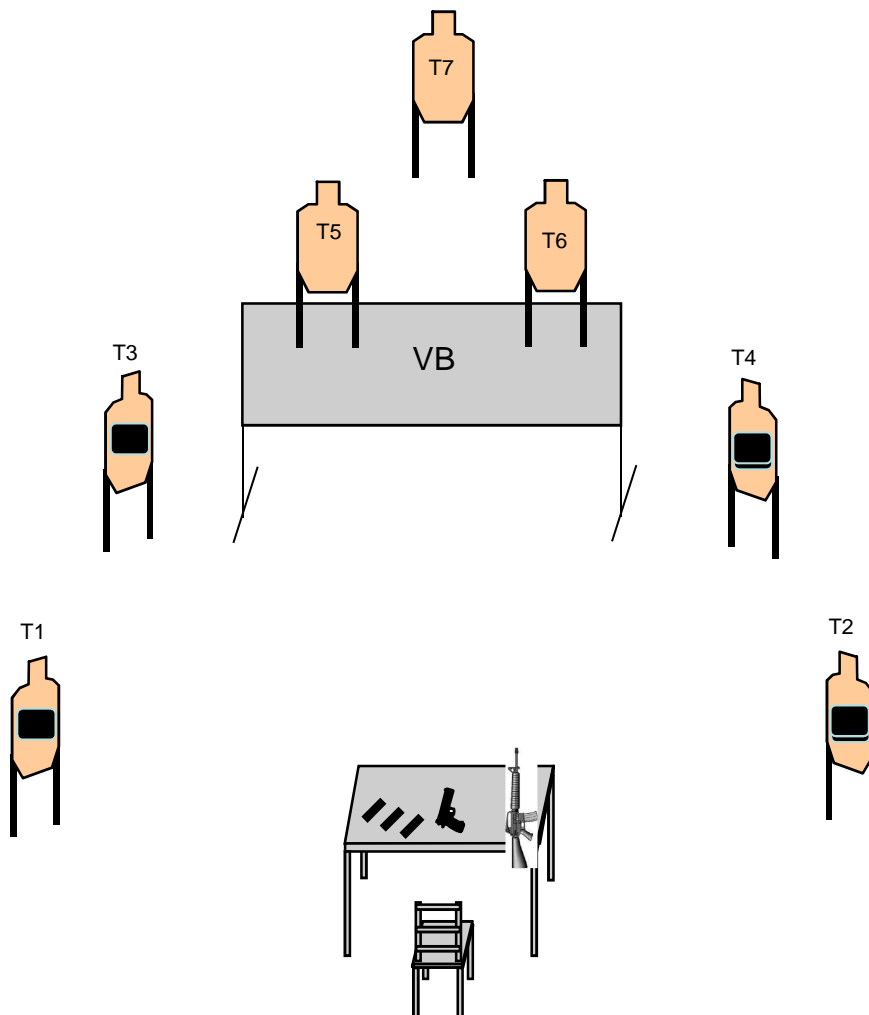
**CONCEALMENT GARMENT:** Not required

**DISTANCES:** 4-15 yards

**NB** Unless otherwise specified, the 180° rule applies horizontally and vertically; the limit is the height of the berm (range rule).

**PROCEDURE:** On the start signal engage the targets.

NB The shooter chooses which hand will be most forced to the table.





**Stage 10 (Bay 12)**  
**“Dead or alive”**

Phalanx Shooting Team

**SCENARIO:** You are in an appointment for the sale of a precious object accompanied by a friend but your interlocutors have lured you into a trap. When you try to escape, they shoot at you. Defend yourself and save your friend.

**START POSITION:** In PoC1 or PoC2 with both hands on red dots; gun loaded and holstered and magazines at division capacity.

PCC: Low ready pointing to the red dot.

**PROCEDURE:** On the start signal engage targets from available cover.

**STRINGS:** 1

**SCORING:** 12 rounds, Unlimited

**TARGETS:** 6 threat, 1 non-threat

**SCORED HITS:** best 2 per target

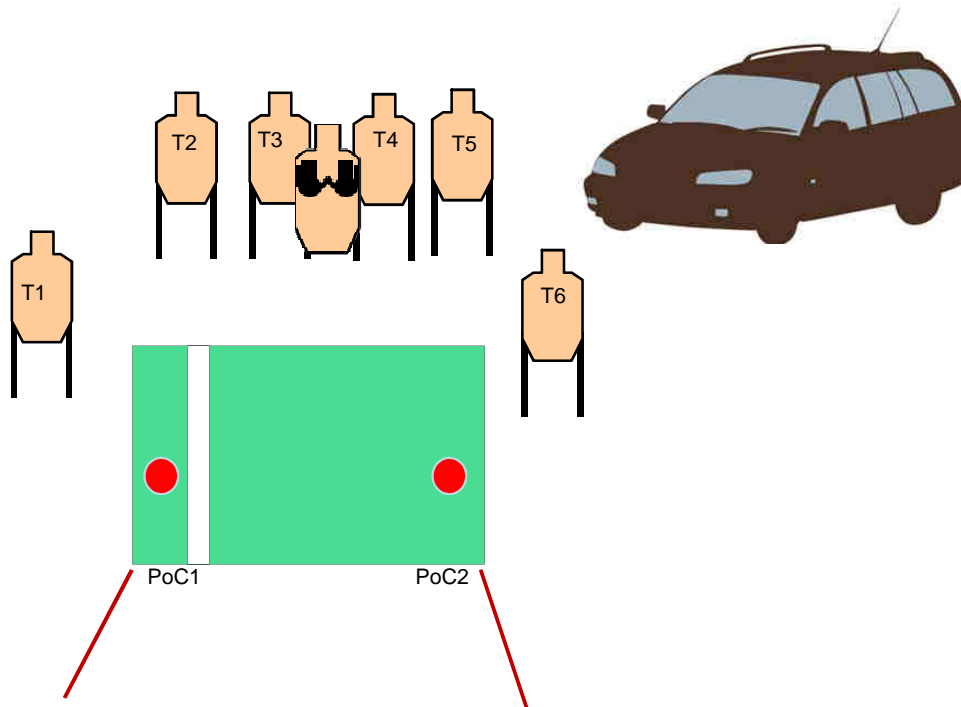
**START-STOP:** Audible – last shot

**RULES:** 2017 IDPA Rulebook v3

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 2-5 yards

**NB** Unless otherwise specified, the 180° rule applies horizontally and vertically; the limit is the height of the berm (range rule).





Stage 11 (All bays)  
“Warm-up Nike 2021”

Phalanx Shooting Team



**SCENARIO:** Two thugs knife in hand come in your direction. Defend yourself.

**START POSITION:** In SP relax; tiptoes on the signs; gun loaded with 4 rounds and holstered; the other magazines at division capacity.  
PCC: Weapon low ready.

**STRINGS:** 1

**SCORING:** 8 rounds, Unlimited

**TARGETS:** 2 threat

**SCORED HITS:** best 2 body and best 2 head per target

**START-STOP:** Audible – last shot

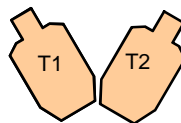
**RULES:** 2017 IDPA Rulebook v3

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 6 yards

**NB** Unless otherwise specified, the 180° rule applies horizontally and vertically; the limit is the height of the berm (range rule).

**PROCEDURE:** On start signal engage T1-T2 with 2 rounds to the body and 2 rounds to the head.



SP