

sanctioned Tier 3 match



gara di interesse nazionale



Smith & Wesson® 2021 IDPA Italian National Championship

Roma - 10/13 June
Futura Shooting Club
15 stage - 200 colpi
PCC consentita

Match Directors
Dragos Manea Andrea Bray



















Shooter standing in SP facing downrange, toes touching the line, hands naturally at sides. Gun loaded with only 2 rounds (1+1), chambered and holstered.

Magazines at division capacity. PCC hip level muzzle on dot.

STAGE PROCEDURE:

Standing in SP, engage all targets with 2 rounds each.



5.11 (



STRING 1

SCORING 4 ROUNDS LIMITED

SCORED 2 ROUNDS HITS PER TARGET (R)

TARGETS 2 TA

START TIMER -STOP LAST SHOT

COVER REQUIRED

MUZZLE 180 RULE SAFE SIDE BERMS IN POINT HEIGHT





the hall. Defend yourself and your colleagues!

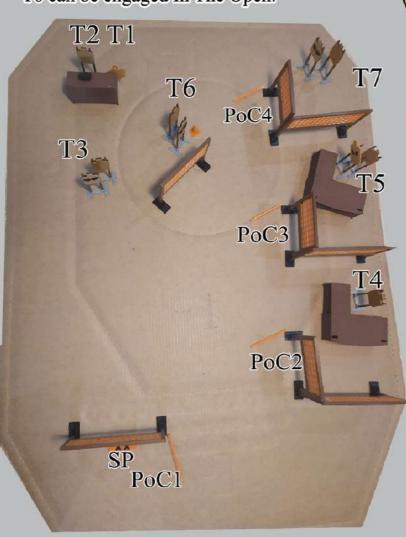
START POSITION:

Standing in SP, feet touching the line, arms relaxed at side. Gun holstered loaded to division capacity. Magazines at division capacity

PCC: Low ready, muzzle pointed at the dot

STAGE PROCEDURE:

Engage all targets with two rounds using proper IDPA rules. To can be engaged In The Open.







STRING 1

SCORING 14 ROUNDS MIN UNLIMITED

SCORED BEST 2 HITS PER TARGET

TARGETS 7 T 4 NT

START TIMER -STOP LAST SHOT

COVER GARMENT

REQUIRED

MUZZLE SAFE POINT 180 RULE SIDE BERMS IN HEIGHT



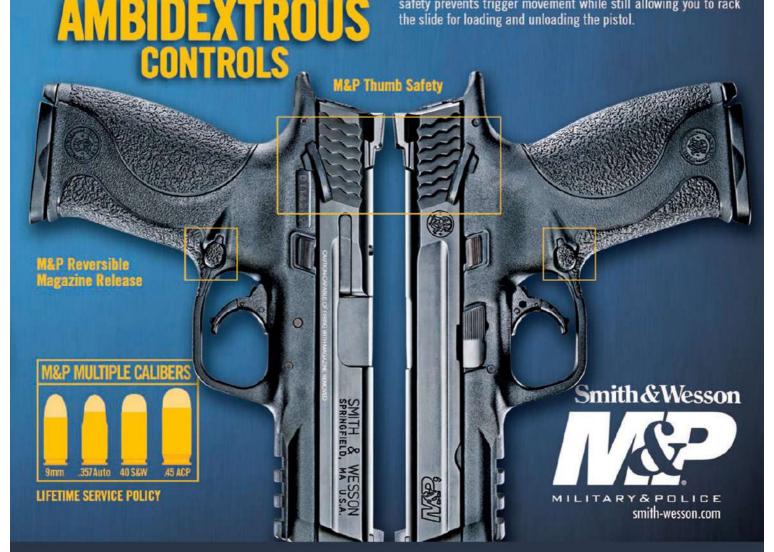


ALWAYS TAKES YOUR SIDE

The versatile M&P puts optimal performance in every hand with uniquely designed, ambidextrous features. The flat profile slide stop operates easily for both left- and right-handed shooters without protruding for inadvertent catch or engagement. Smart and versatile.

The M&P user friendly magazine release can be reversed from left to right side simply and quickly — using nothing more complex than a ballpoint pen. It also uses a durable single-spring design with fewer mechanical parts for lasting performance.

The M&P also offers an optional ambidextrous thumb safety for both left- and right-handed shooters. While engaged, this manual safety prevents trigger movement while still allowing you to rack the slide for loading and unloading the pistol.





the citizens among the stalls!

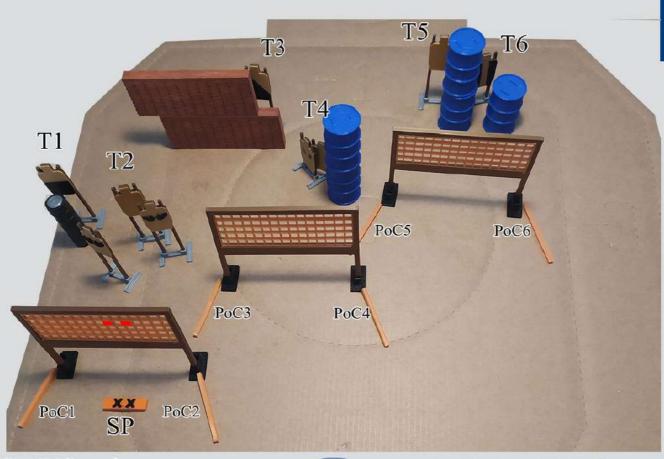
START POSITION:

Standing in SP hands on the signs. Gun loaded and chambered. Magazines at division capacity. PCC facing downrange, muzzle on the sign.

STAGE PROCEDURE:

At the signal engage from T1 to T6, with 2 rounds each, using available cover.





STRING 1

SCORING 12 ROUNDS MIN.

UNLIMITED

SCORED BEST 2

HIT PER TARGET

TARGETS 6 T 3 NT





START

STOP LAST SHOT

COVER GARMENT

1

REQUIRED

TIMER -

MUZZLE SAFE POINT 180 RULE SIDE BERMS IN HEIGHT



Shooter standing in SP, hands on the marks, facing downrange. Gun holstered and loaded with only 2 rounds (1+1). All loading devices placed under the cloche in P1.

PCC: on the table, pointed at the NT.

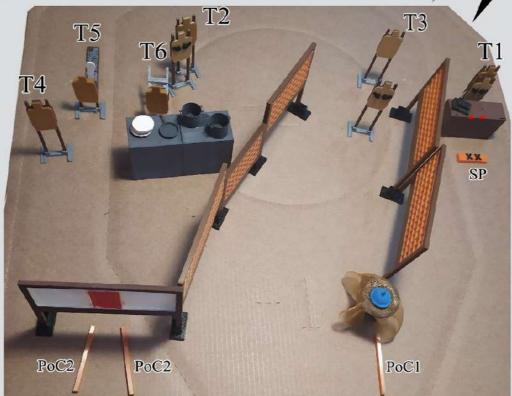
STAGE PROCEDURE:

On the start signal, engage T1-T6 in tactical priority using available cover. T5 activate T6 target Up&Down.

T6 is not exposed to PoC1.



SHOOTERS.GLOBAL



1 **STRING**

COVER

REQUIRED

GARMENT

SCORED

MIGLIORI 2

HIT

PER PAPER

SCORING

12 COLPI UNLIMITED



TARGETS

START

STOP

MUZZLE

SAFE

POINT

6 T

3 NT TIMER -

LAST SHOT

180 RULE

SIDE BERMS IN



(R)



START POSITION:

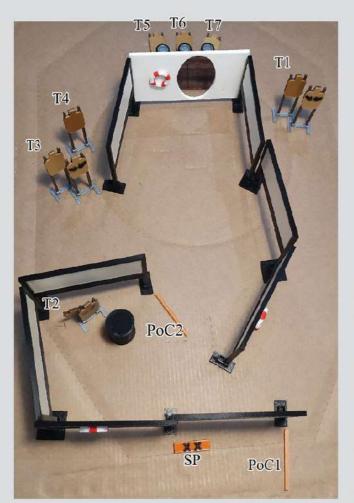
Standing in SP, facing down range, with walkie talkie in the strong hand. Gun loaded, chambered and holstered. Magazines at division capacity. PCC low ready, muzzle on the sign, walkie talkie in the strong hand.

STAGE PROCEDURE:

On the start signal engage from T1 to T7, with 2 rounds each, using the cover when available. T2, T5, T6 and T7 can be engaged In The Open. T5, T6, T7 are lying on the ground and are visibile only from the top of the platform.



5.11



STRING 1

14 COLPI MIN. **SCORING** UNLIMITED

SCORED BEST 2 PER TARGET HIT

TARGETS 3 NT

TIMER -START LAST SHOT STOP

COVER REQUIRED GARMENT

MUZZLE **180 RULE** SAFE SIDE BERMS IN POINT HEIGHT







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Shooter at the driver's place, hands on the wheel, feet inside the car.

Gun holstered, loaded to division capacity with empty chamber. Magazines at capacity of division PCC: between the seats.

STAGE PROCEDURE:

robbers whom open fire at your car. Save yourself.

On the start signal, engage T1-T7 in tactical priority using available cover. T1, T2 and T3 can be engaged In The Open. T5, T6 and T7 are visible only from prone.







STRING 1

COVER

REQUIRED

GARMENT

SCORED

BEST 2

HIT

PER TARGET

SCORING

14 ROUNDS MIN UNLIMITED

TARGETS

START STOP

MUZZLE

SAFE

POINT

7 T 4 NT

TIMER -

LAST SHOT

180 RULE

SIDE BERMS IN



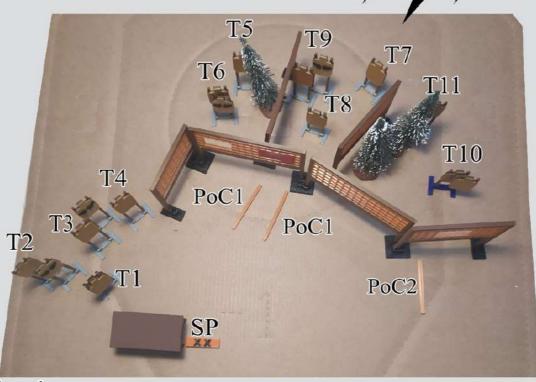


Shooter standing in SP facing down range, heels touching the line, thumbs to division capacity. Magazines at capacity of division. PCC: placed on the table perpendicularly to the downrange berm.

STAGE PROCEDURE:

On the start signal, engageT1-T11 touching temples. Gun holstered, loaded in tactical priority using available cover. Targets from T1 to T6 can be engaged In The Open.

5.11 [



STRING 1

COVER

REQUESTED **GARMENT**

SCORED BEST 1

HIT PER TARGET

SCORING 11 ROUNDS MIN.

UNLIMITED



Prodotti per la manutenzione delle armi!

TARGETS

5 NT

START STOP

MUZZLE SAFE

POINT

TIMER -

11 T

LAST SHOT

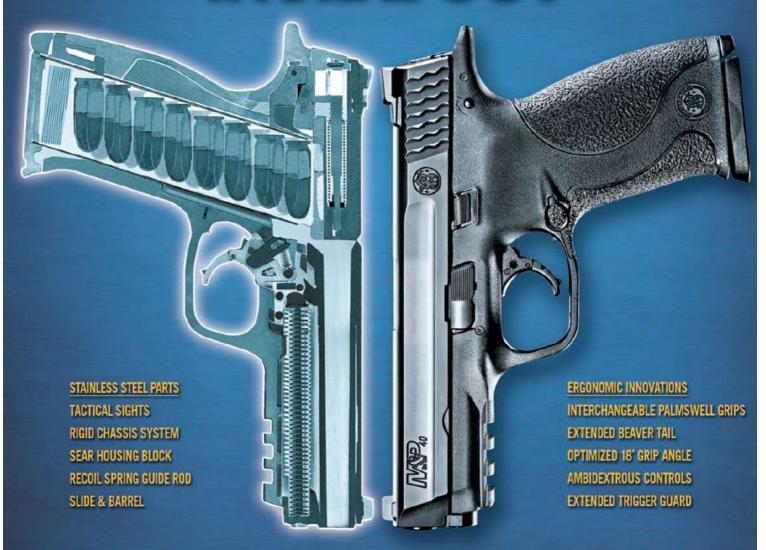
180 RULE

SIDE BERMS IN



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Standing with hands at your sides in SP facing down range, toes touching the line. 6 rounds (5+1) in the firearm, chambered and holstered. Magazines at division capacity. PCC facing downrange, muzzle on the sign

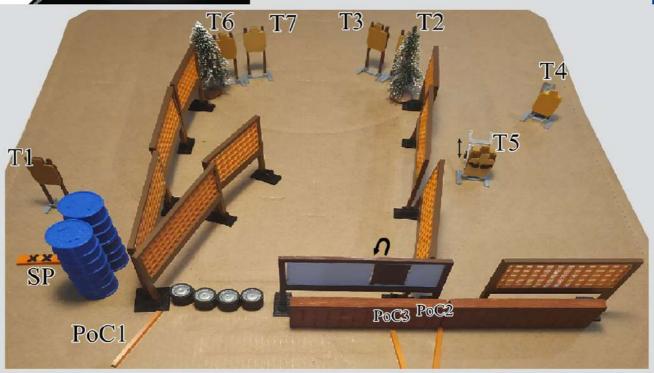


STAGE PROCEDURE:

you realize that you are victim of an ambush. Defend yourself!

At the signal engage T1 with one round to the body and one to the head. Engage the remaining targets, with 2 rounds each, using the cover when available. The activator behind T4 start up & down T5 and opening of the window in Poc3. T1 can be engaged In The Open





STRING 1

COVER

REQUIRED **GARMENT**

BEST 2 SCORED

PER TARGET

HIT T1 1BODY+1HEAD

14 SHOTS MIN - UNLIMITED SCORING

TARGETS

1 NT START TIMER -

STOP LAST SHOT

MUZZLE **180 RULE**

SAFE SIDE BERMS IN

7 T

POINT HEIGHT





Standing in SP, weak hand on the mouse. Gun holstered, loaded and chambered to division capacity.

Magazines at capacity of division.

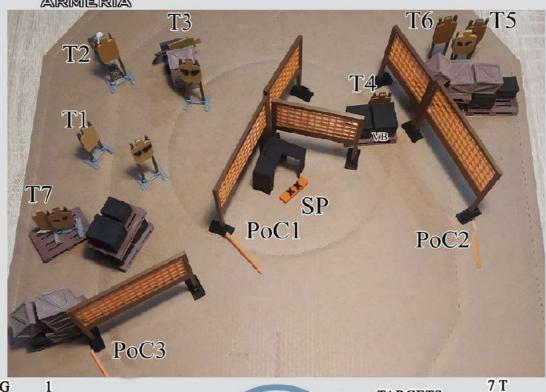
PCC: low ready, muzzle pointed at the dot.

STAGE PROCEDURE:

On the start signal, engage T1-T7 in tactical priority using available cover. T2 activates bobber T3. T4 can be engaged In the Open. T7 is visible only through the gaps between the boxes.







STRING 1

COVER

REQUIRED

GARMENT

SCORED

BEST 2

HIT

PER TARGET

SCORING

14 ROUNDS UNLIMITED



TARGETS

4 NT

START

TIMER -

STOP

LAST SHOT

180 RULE

MUZZLE

SAFE

SIDE BERMS IN

POINT





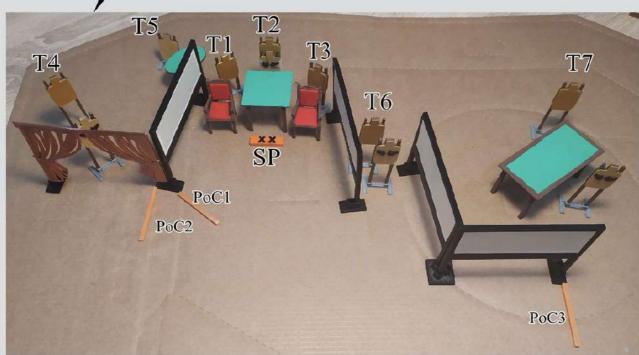
Shooter standing in SP facing down range, one hand over the money, the other on the cards. Gun holstered, loaded and chambered. Magazines at division capacity. PCC: placed on the table pointed at T2.

STAGE PROCEDURE:

On the start signal, engage T1-T7 in tactical priority using available cover. T6 can be engaged In The Open.







1 **STRING**

COVER

SCORED

REQUESTED

GARMENT

BEST 2

HIT

PER TARGET

SCORING

14 ROUNDS MIN UNLIMITED

TARGETS START

STOP

MUZZLE

SAFE

POINT

7 T 4 NT

TIMER -

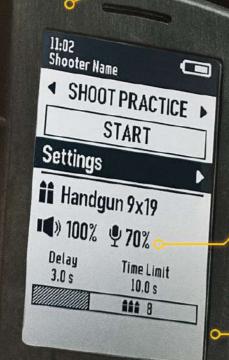
LAST SHOT 180 RULE

SIDE BERMS IN



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Standing in SP, , heels touching the line, gun loaded, chambered in the holster facing down range.

PCC muzzle on the sign. Magazines at division capacity.

STAGE PROCEDURE:

On the start signal engage targets from T1 to T7, with two rounds each, using available cover. T1, T2, T3 and T5, T6 can be engaged In The Open.



5.11 ⊕ °



STRING 1

SCORING 14 ROUNDS MIN. UNLIMITED

SCORED BEST 2 HITS PER TARGET ®

TARGETS 7 T

START TIMER -STOP LAST SHOT

COVER GARMENT

REQUIRED

MUZZLE 180 R SAFE SIDE I POINT HEIGI

180 RULE SIDE BERMS IN HEIGHT



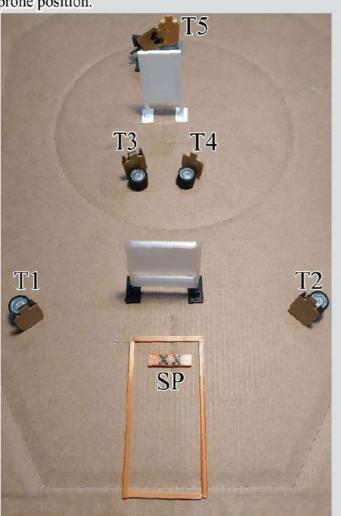


Standing in SP, gun loaded with only 4 rounds (3+1), chamberd and holsterd. Magazines at division capacity.

PCC low ready, muzzle on the sign.

STAGE PROCEDURE:

At the signal from inside the box engage T1,T2 with weak hand only, T3, T4 with strong hand only and T5 free style. All the targets must be engaged with 2 round each. T3 and T4 are visible only through the port in the barricade while T5 is visible only from prone position.







STRING 1

10 ROUNDS **SCORING** LIMITED

SCORED 2 PER TARGET HIT

TARGETS 1 NT

TIMER -**START** LAST SHOT STOP

COVER NOT REQUIRED GARMENT

MUZZLE **180 RULE** SIDE BERMS IN SAFE POINT HEIGHT



THE INSIDE ADVANTAGE OF STAINLESS STEEL











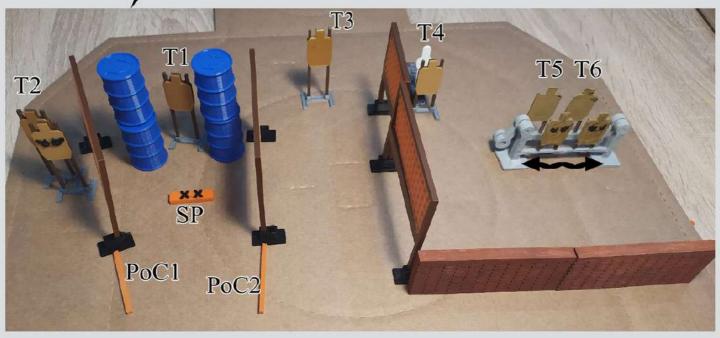
Standing in SP, gun loaded, chambered and holstered. Magazines at division capacity. PCC facing downrange muzzle on the sign.



STAGE PROCEDURE:

At start signal engage T1 iI The Open in retention, that means the gun hand elbow must touch the body. Engage the remaining targets, with 2 rounds each, using the cover when available. The activator behind T4 start up T5,T6, can-can array. T4, T5 and T6 are In the Open and they remain visible at the end.

5.11 ⊕ °



STRING 1

COVER

REQUIRED

GARMENT

SCORED

BEST 2

HIT

PER TARGET

SCORING

12 COLPI MIN

UNLIMITED



TARGETS

START

STOP

MUZZLE SAFE

DODIT

POINT

6 T

3 NT

TIMER -

LAST SHOT

180 RULE

SIDE BERMS IN







SSP, ESP, CCP, CO Divisions

Power Floor is 125,000

Bullet Weight (Grains)	Minimum Velocity (FPS)	Bullet Weight (Grains)	Minimum Velocity (FPS)	Bullet Weight (Grains
92	1359	148	845	212
95	1316	150	834	215
100	1250	155	807	220
105	1191	158	792	225
110	1137	160	782	230
115	1087	161	777	235
120	1042	162	772	240
121	1034	165	758	245
124	1009	168	745	248
125	1000	170	736	250
130	962	173	723	
131	955	174	719	
133	940	175	715	
135	926	180	695	
137	913	185	676	
140	893	190	658	
141	887	195	642	
145	863	200	625	
146	657	205	610	

147 851 210 596

CDP Division

Power Floor is 165,000

Bullet Weight Grains)	Velocity (FPS)	
180	917	
185	892	
190	869	
195	847	
200	825	
206	805	
210	786	
212	779	
215	768	
220	750	
225	734	
230	718	
235	703	
240	688	
245	674	
246	666	
250	660	
255	648	
260	635	

REV Division Enhanced Revolver sub-category

Power Floor is 155,000

Bullet Weight (Grains)	Minimum Velocity (FPS)	Bullet Weight (Grains)	Minimum Velocity (FPS)	Bullet Weight (Grains)	Minimum Velocity (FPS)	Bullet Weight (Grains)	Minimum Velocity (FPS)
100	1550	155	1000	220	705	190	816
105	1477	158	982	225	689	195	795
110	1410	160	969	230	674	200	775
115	1348	161	963	235	660	205	757
120	1292	162	957	240	646	210	739
121	1281	165	940	245	633	212	732
124	1250	168	923	248	625	215	721
125	1240	170	912	250	620	220	705
130	1193	173	896	255	608	225	689
131	1184	174	891	260	597	230	674
133	1166	175	886	280	554	235	660
135	1149	180	862	300	517	240	646
137	1132	185	838	165	940	245	633
140	1108	190	816	168	923	248	625
141	1100	195	795	170	912	250	620
145	1069	200	775	173	896	255	608
146	1062	205	757	174	891	260	597
147	1055	210	739	175	886	280	554
148	1048	212	732	180	862	300	517
150	1034	Z15	721	185	838		

BUG Division Semi-Automatic and Revolver sub-categories Power Floor is 95,000

Bullet Weight (Grains)	Minimum Velocity (FPS)	Bullet Weight (Grains)	Minimum Velocity (FPS)
92	1033	147	647
95	1000	148	642
99	960	160	634
100	950	155	613
105	905	158	602
110	864	160	594
115	827	161	591
120	792	162	587
121	786	165	576
124	767	168	566
125	760	170	559
130	731	173	550
131	726	174	546
133	715	175	543
135	704	180	528
137	694	185	514
140	679	190	500
141	674		
145	656		
146	651		

PCC Specialty Division

	1.0	Power Floo	or is 135,000	3	
Bullet Weight (Grains)	Minimum Velocity (FPS)	Bullet Weight (Grains)	Minimum Velocity (FP3)	Bullet Weight (Grains)	Minimu Velocit (FPS
92	1467	148	912	212	637
95	1421	150	900	215	628
100	1350	155	871	220	614
105	1286	158	854	225	600
110	1227	160	844	230	587
115	1174	161	839	235	574
120	1125	162	833	240	563
121	1116	165	818	245	551
124	1089	168	804	248	544
125	1080	170	794	250	540
130	1038	173	780		
131	1031	174	776		
133	1015	175	771		
135	1000	180	750		
137	985	185	730		
140	964	190	711		
M 44	0.57	400	0000		

REV Division Stock Revolver sub-category

Power Floar is 105,000

Weight	Minimum Velocity (FFS)	Bullet Weight (Grains)	
F)2	1147	148	710
95	1106	150	70C
100	1050	155	578
105	1001	158	565
110	955	160	957
115	914	161	563
120	875	162	549
121	868	165	537
124	847	168	520
125	840	170	518
130	808	173	507
131	802	1/4	504
133	790	1/5	50C
135	778	180	584
137	767	185	568
140	75C	190	568
141	745	195	535
145	720	200	525
146	720	205	513
147	710	210	500





(R)



START POSITION:

You're flying to Rome but when get out from the lavatory you realize that the airplane was hijacked from terrorists and they threaten to blow up the plane. Save yourself and the passengers!

Standing at SP facing the door.

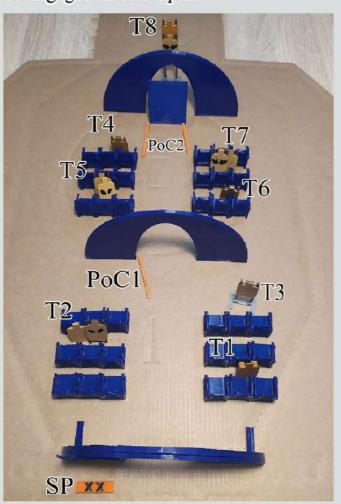
Loaded to division capacity, chambered and holstered.

Magazines at division capacity. PCC muzzle on the sign.

STAGE PROCEDURE:

On the start signal, engage all targets using proper IDPA rules and available covers.

T1, T2 and T3; T5, T6 and T7 can be engaged In The Open.





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STRING 1

SCORING 16 ROUNDS MIN. UNLIMITED

SCORED BEST 2 HIT PER TARGET

TARGETS 8 T 5 NT

START TIMER -STOP LAST SHOT

COVER GARMENT REQUIRED

MUZZLE 180 RULE SAFE SIDE BERMS IN POINT HEIGHT



(R)



START POSITION:

Standing in SP, strong hand on the door handle, gun loaded, chambered and holstered. Magazines at division capacity. PCC facing downrange muzzle on the sign, strong hand on the handle door.

STAGE PROCEDURE:

At start signal open the door and engage all targets, with 2 rounds each, using the cover when available.

Activator behind T2 activate rotating NT in the front of T3 which remains visible at the end. T6&T8 can be engaged In The Open.





18 ROUNDS MIN. **SCORING** UNLIMITED

SCORED HIT

BEST 2 PER TARGET

TARGETS

9 T 5 NT

START STOP

TIMER LAST SHOT

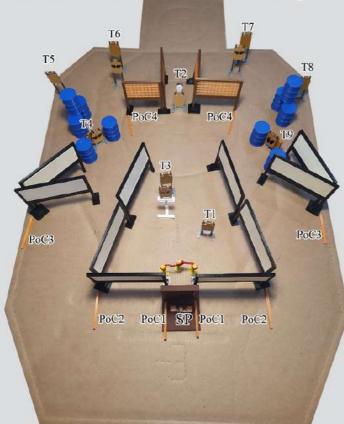
COVER GARMENT

REQUIRED

MUZZLE SAFE

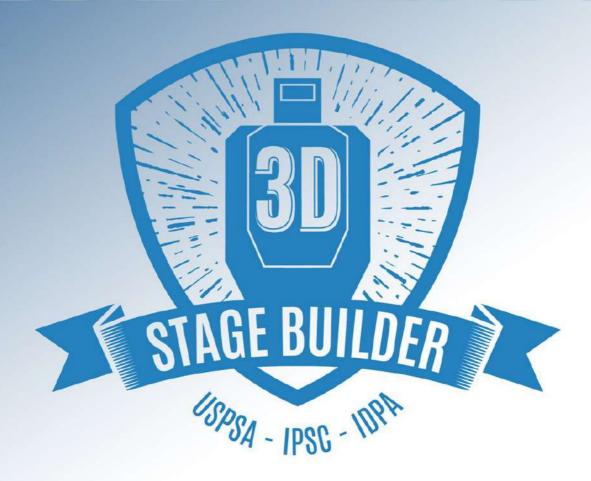
180 RULE SIDE BERMS IN

POINT HEIGHT





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