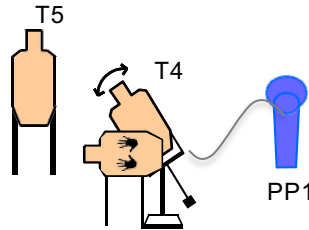


SCENARIO: xxx

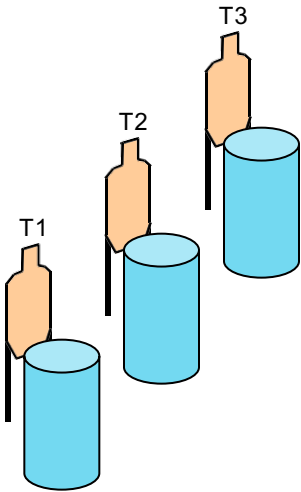
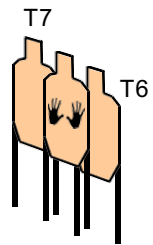
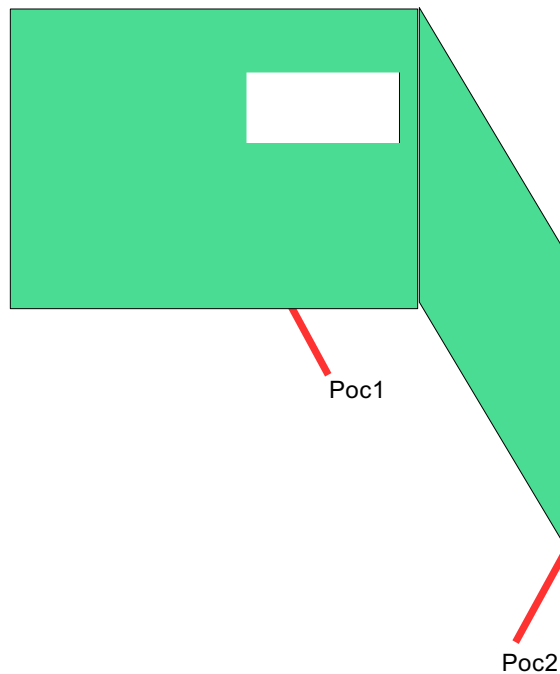
START CONDITION: In SP, standing facing the range with hand naturally at sides. Gun loaded and holstered, magazines in pouches, loaded to capacity division. PCC low ready on red point

STAGE PROCEDURE: A the beep draw the gun and engages all targets using the available PoCs and respecting cover and priority. T1, T2 and T3 shall be engaged in the open. PP1 releases the mover T4

STRINGS:	1 Unlimited
SCORING:	17 rounds minimum
TARGETS:	8 threat, 1 steel, 3 non-threat
SCORED HITS:	Best 2 per paper, Steel down
START-STOP:	Beep audible - Last shot
RULES:	IDPA Rulebook V 2017.3
CONCEALMENT:	Required
DISTANCE TARGET:	5-8 Y
MUZZLE SAFETY:	180 rule horizontal – cone - Berm height vertical



T3



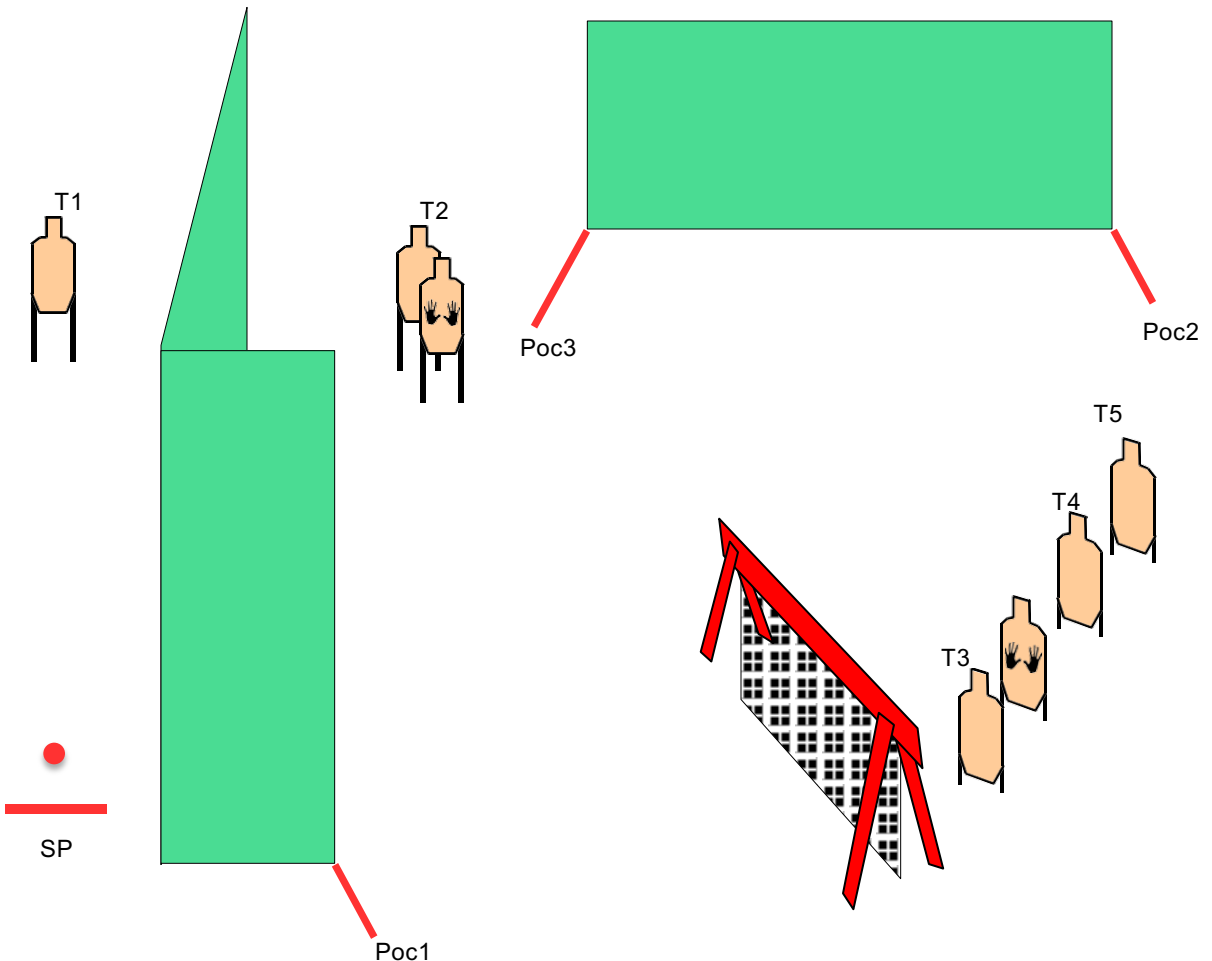
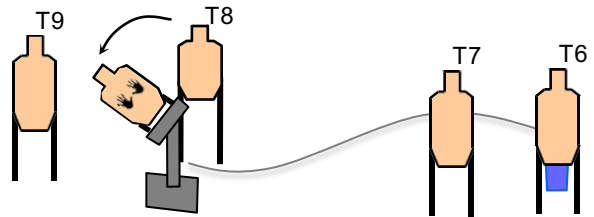
SP

SCENARIO: xxx

START CONDITION: In SP, standing facing the range with hand naturally at sides. Gun loaded and holstered, magazines in pouches, loaded to capacity division. PCC low ready on red point

STAGE PROCEDURE: At the beep draw the gun and engage T1 from SP, then engage all targets using the available PoCs and respecting cover and priority. T3, T4 and T5 shall be engaged in the open. Behind T6 there is an activator that moves the No-Shoot unveiling T8.

STRINGS:	1 Unlimited
SCORING:	18 rounds minimum
TARGETS:	9 threat, 3 non-threat
SCORED HITS:	Best 2 per paper
START-STOP:	Beep audible - Last shot
RULES:	IDPA Rulebook V 2017.3
CONCEALMENT:	Required
DISTANCE TARGET:	2-8 Y
MUZZLE SAFETY:	180 rule horizontal – cone - Berm height vertical

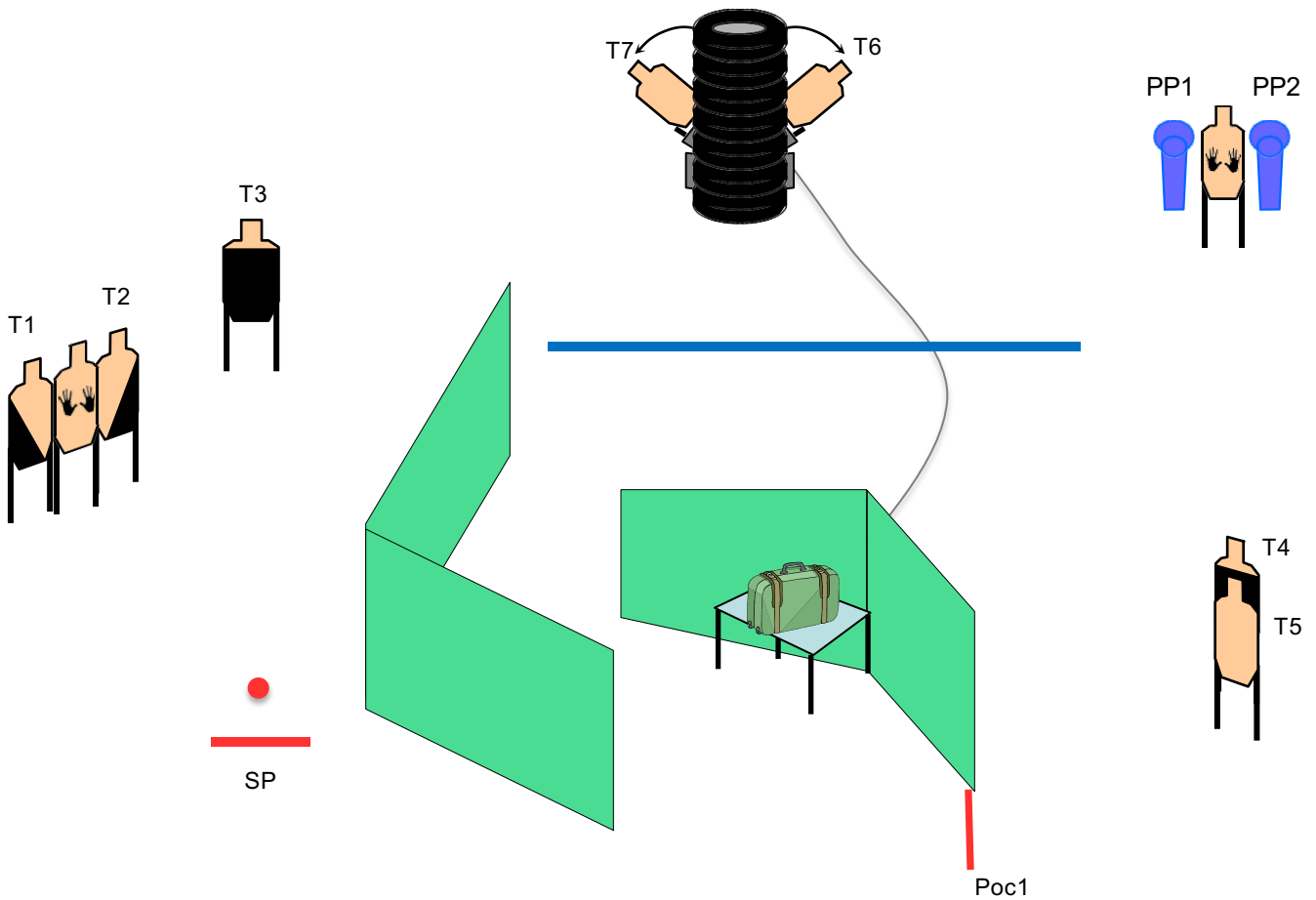


SCENARIO: xxxxx

START CONDITION: In SP, standing, face the target with hand naturally at sides. Gun loaded to capacity division and holstered.
PCC start muzzle low ready on red point

STAGE PROCEDURE: At the start signal draw the gun and engage T1, T2 and T3 while retreating and moving to PoC1 from where engage T4-T5 and PP1-PP2. Then go to the table and grab the medical kit in the support hand, which will activate T6 and T7, that shall be engaged in the open with strong hand only.

STRINGS:	1 Unlimited
SCORING:	16 rounds minimum
TARGETS:	7 threat, 2 steel, 2 non-threat
SCORED HITS:	Best 2 per paper, Steel down
START-STOP:	Beep audible - Last shot
RULES:	IDPA Rulebook V 2017.3
CONCEALMENT:	Required
DISTANCE TARGET:	3-11 Y
MUZZLE SAFETY:	180 rule horizontal – Berm height vertical

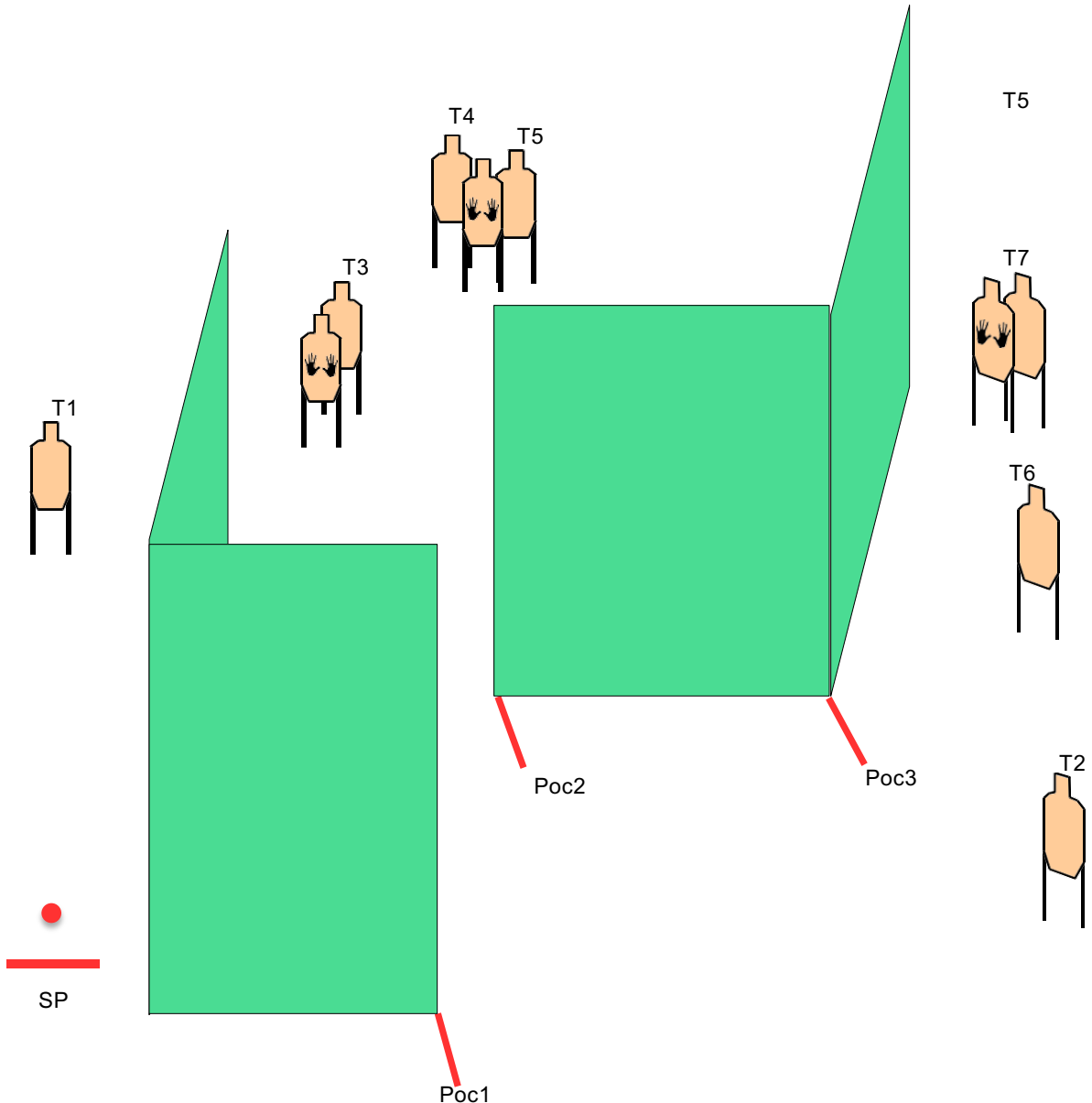


SCENARIO: xxx

START CONDITION: In SP, standing facing the range with hand naturally at sides. Gun loaded and holstered, magazines in pouches, loaded to capacity division. PCC low ready on red point

STAGE PROCEDURE: A the beep draw the gun and engages T1 from SP, then engage all targets using the available PoCs and respecting cover and priority.

STRINGS:	1 Unlimited
SCORING:	15 rounds minimum
TARGETS:	7 threat, 1 non-threat
SCORED HITS:	Best 3 on T1, Best 2 per paper all others
START-STOP:	Beep audible - Last shot
RULES:	IDPA Rulebook V 2017.3
CONCEALMENT:	Required
DISTANCE TARGET:	2-8 Y
MUZZLE SAFETY:	180 rule horizontal – cone - Berm height vertical

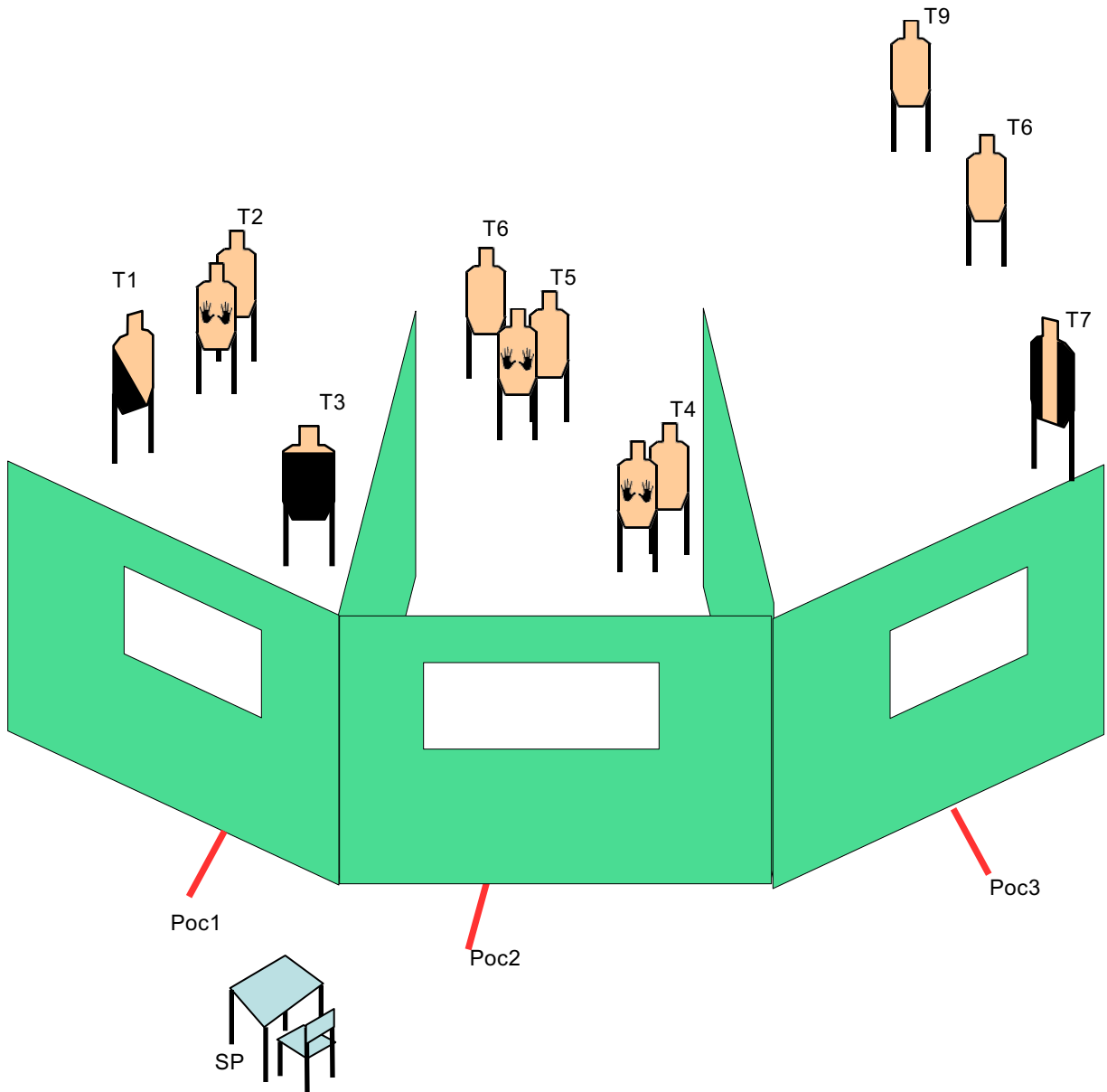


SCENARIO: xxx

START CONDITION: Sitting on the chair with empty gun and all magazines you intend to use on the table, loaded to capacity division.

STAGE PROCEDURE: At the beep put magazines in pouches, take the gun and go successively to PoC1, PoC2 and PoC3 and engages all targets respecting cover and priority.

STRINGS:	1 Unlimited
SCORING:	18 rounds minimum
TARGETS:	9 threat, 3 non-threat
SCORED HITS:	Best 2 per papers
START-STOP:	Beep audible - Last shot
RULES:	IDPA Rulebook V 2017.3
CONCEALMENT:	Required
DISTANCE TARGET:	3-10 Y
MUZZLE SAFETY:	180 rule horizontal – cone - Berm height vertical

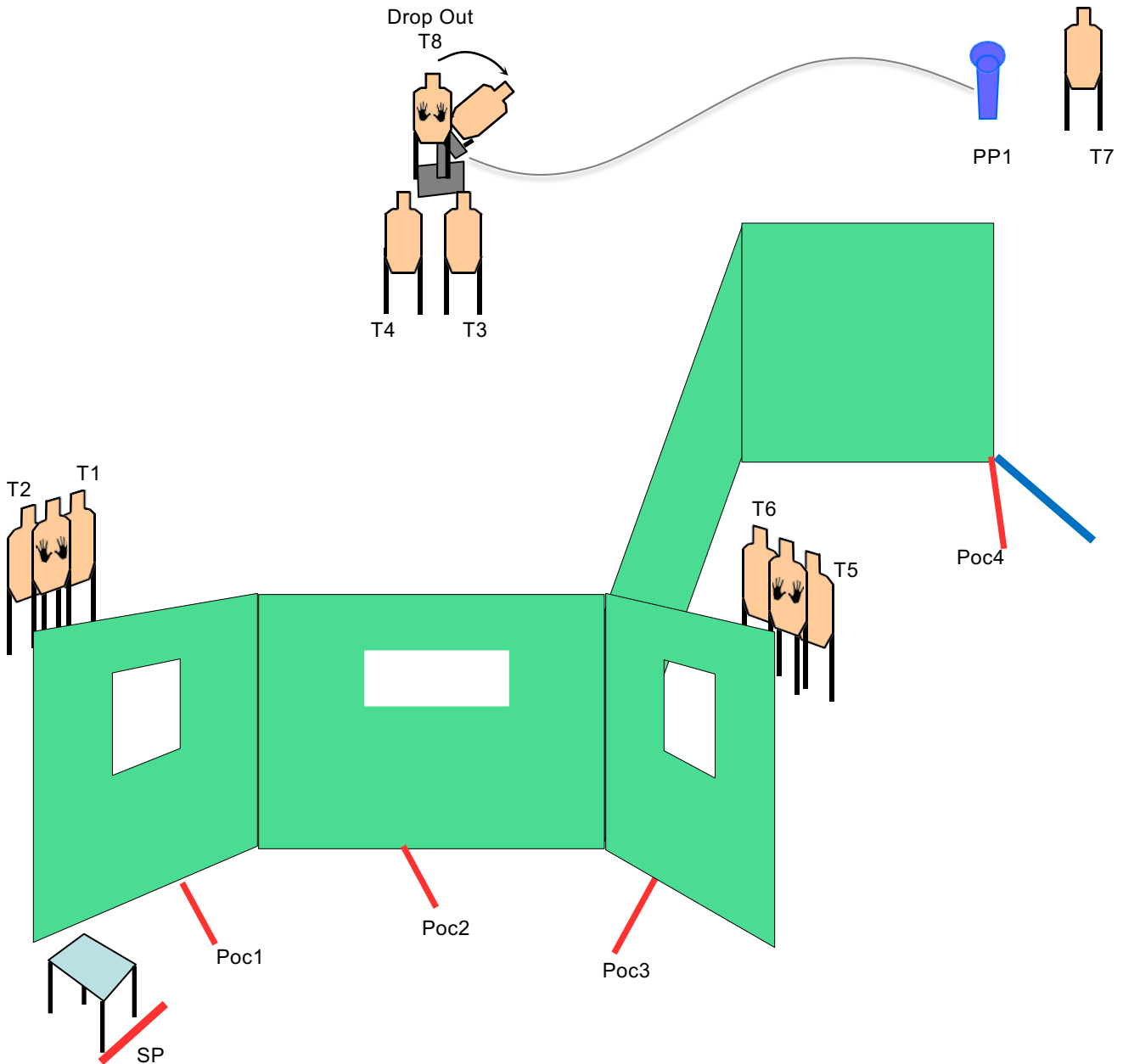


SCENARIO: xxx

CONDIZIONE DI PARTENZA: Tiratore in piedi in SP, in posizione relax, pistola scarica sul tavolo, caricatori in buffetteria, alla massima capacita per divisione.

PROCEDURA STAGE: Al beep estrarre la pistola e ingaggiare tutte le carte utilizzando le PoCs disponibili e rispettando coperture e priorità.
PP1 rilascia il drop-out T8

STRINGS:	1 Unlimited
COLPI MINIMI:	17 colpi minimum
BERSAGLI:	8 Carte, 1 Ferro, 3 No-shoot
COLPI NECESSARI:	Migliori 2 colpi per carta, Ferro abbattuto
START-STOP:	Beep – Ultimo Colpo
REGOLAMENTO:	IDPA Rulebook V 2017.3
GIACCHETTO:	Richiesto
DISTANZE BERSAGLI:	5-12 Y
MUZZLE SAFETY:	180 rule horizontal – cone – altezza parapalle

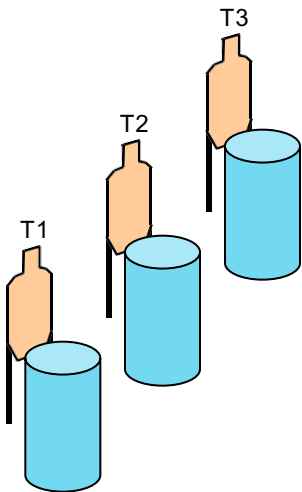
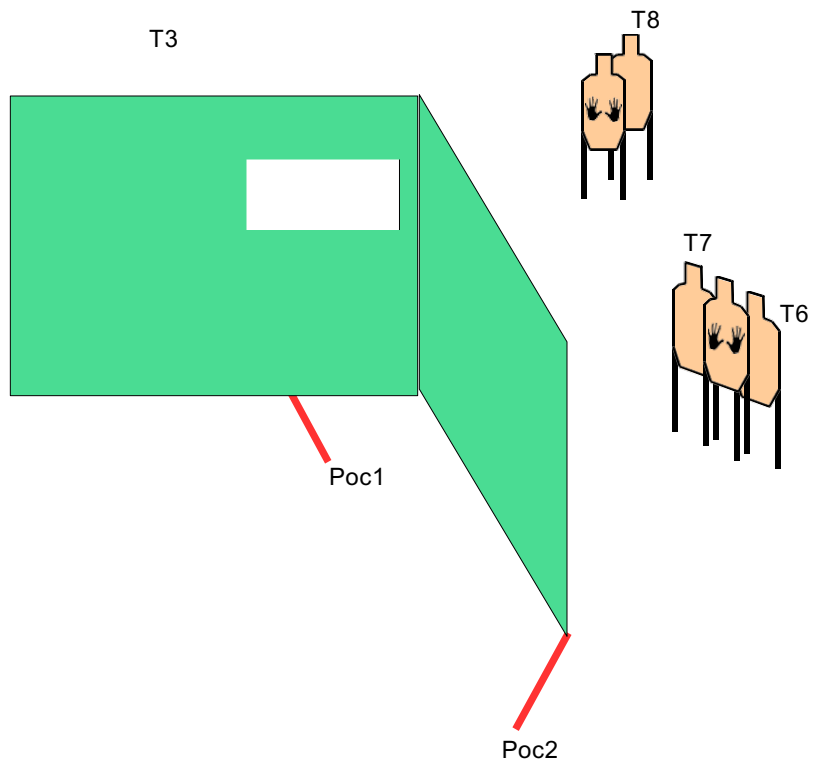
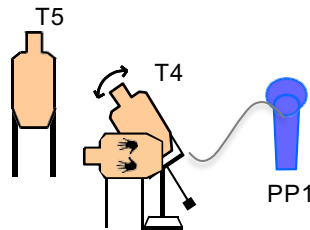


SCENARIO: xxx

CONDIZIONE DI PARTENZA: Tiratore in piedi in SP, in posizione relax, colpo camerato, massima capacita per divisione.
PCC posizione Low-Ready, volata sul punto rosso.

PROCEDURA STAGE: Al beep estrarre la pistola e ingaggiare tutte le carte utilizzando le PoCs disponibili e rispettando coperture e priorità.
T1, T2 e T3 sono da ingaggiare in the open, PP1 rilascia il mover T4

STRINGS:	1 Unlimited
COLPI MINIMI:	17 colpi minimum
BERSAGLI:	8 Carte, 1 Ferro, 3 No-shoot
COLPI NECESSARI:	Migliori 2 colpi per carta, Ferro abbattuto
START-STOP:	Beep – Ultimo Colpo
REGOLAMENTO:	IDPA Rulebook V 2017.3
GIACCHETTO:	Richiesto
DISTANZE BERSAGLI:	5-8 Y
MUZZLE SAFETY:	180 rule horizontal – cone – altezza parapalle



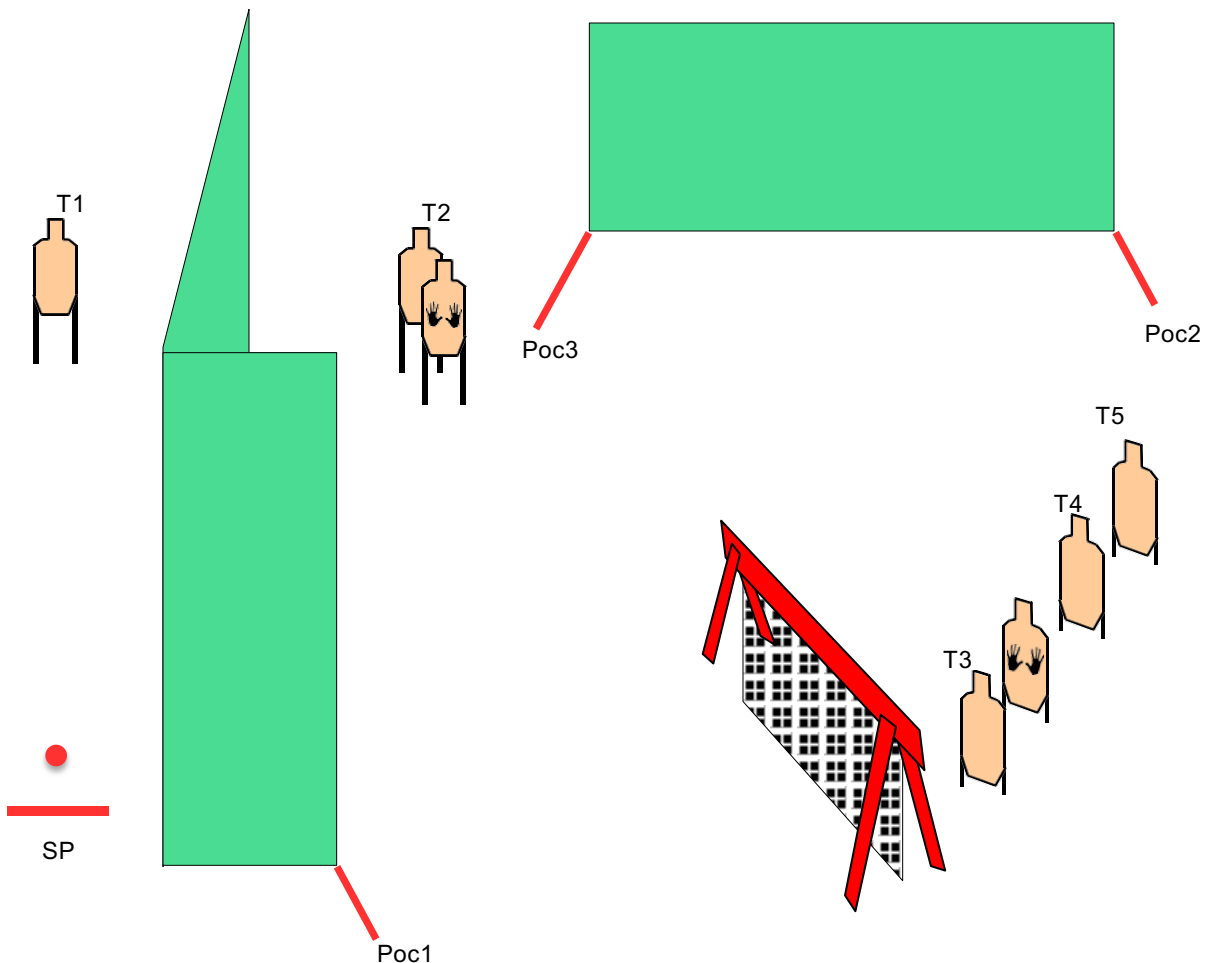
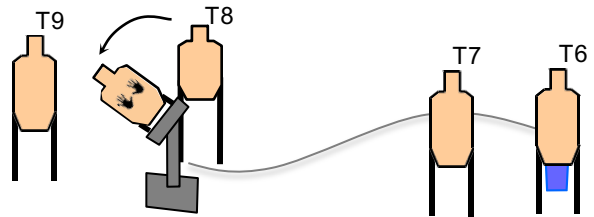
SP

SCENARIO: xxx

CONDIZIONE DI PARTENZA: : Tiratore in piedi in SP, in posizione relax, colpo camerato, massima capacita per divisione.
PCC posizione Low-Ready, volata sul punto rosso.

PROCEDURA STAGE: Al beep estrarre la pistola e ingaggiare T1 da SP, poi ingaggiare tutte le carte rimanenti utilizzando le PoCs disponibili e rispettando coperture e priorità.
T3, T4 e T5 sono da ingaggiare in the open, Dietro T6 c'è un attivatore che aziona il No-Shoot svelando T8

STRINGS:	1 Unlimited
COLPI MINIMI:	18 colpi minimum
BERSAGLI:	9 Carte, 3 No-shoot
COLPI NECESSARI:	Migliori 2 colpi per carta, Ferro abbattuto
START-STOP:	Beep – Ultimo Colpo
REGOLAMENTO:	IDPA Rulebook V 2017.3
GIACCHETTO:	Richiesto
DISTANZE BERSAGLI:	2-8 Y
MUZZLE SAFETY:	180 rule horizontal – cone – altezza parapalle

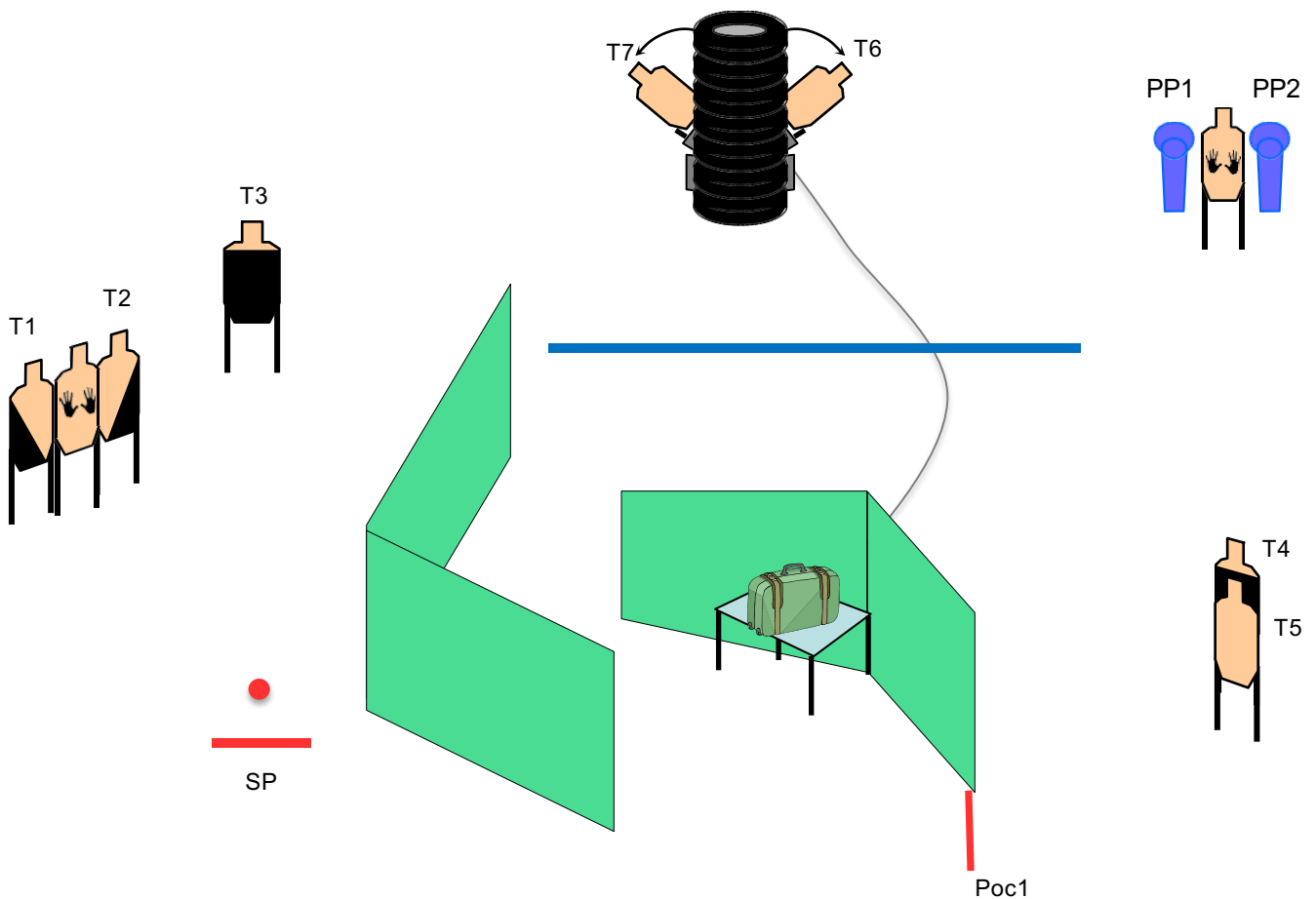


SCENARIO: xxx

CONDIZIONE DI PARTENZA: Tiratore in piedi in SP, in posizione relax, colpo camerato, massima capacita per divisione.
PCC posizione Low-Ready, volata sul punto rosso.

PROCEDURA STAGE: Al beep estrarre la pistola e ingaggiare T1, T2 e T3 indietreggiando e spostarsi su PoC1 da dove ingaggiare T4-T5 e PP1-PP2. Poi andare al tavolo e afferrare il kit medico nella mano debole, il che attiverà T6 e T7, che saranno da ingaggiare in the open, solo con mano forte.

STRINGS:	1 Unlimited
COLPI MINIMI:	16 colpi minimum
BERSAGLI:	7 Carte, 2 Ferro, 2 No-shoot
COLPI NECESSARI:	Migliori 2 colpi per carta, Ferro abbattuto
START-STOP:	Beep – Ultimo Colpo
REGOLAMENTO:	IDPA Rulebook V 2017.3
GIACCHETTO:	Richiesto
DISTANZE BERSAGLI:	5-12 Y
MUZZLE SAFETY:	180 rule horizontal – cone – altezza parapalle

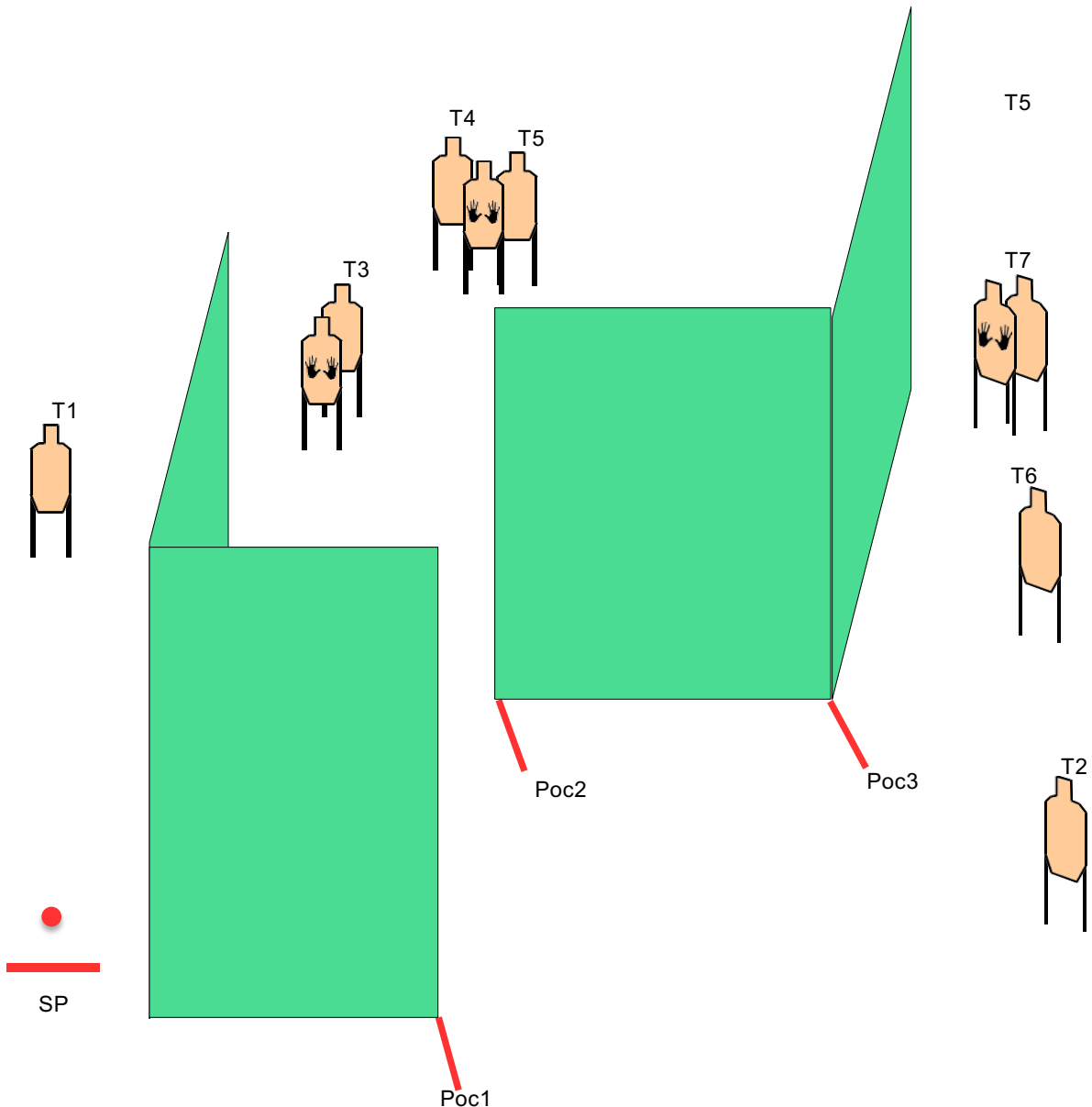


SCENARIO: xxx

CONDIZIONE DI PARTENZA: : Tiratore in piedi in SP, in posizione relax, colpo camerato, massima capacita per divisione.
PCC posizione Low-Ready, volata sul punto rosso.

PROCEDURA STAGE: Al beep estrarre la pistola e ingaggiare T1 da SP, poi ingaggiare tutte le carte rimanenti utilizzando le PoCs disponibili e rispettando coperture e priorità.

STRINGS:	1 Unlimited
COLPI MINIMI:	15 colpi minimum
BERSAGLI:	7 Carte, 1 No-shoot
COLPI NECESSARI:	Migliori 2 colpi per carta
START-STOP:	Beep – Ultimo Colpo
REGOLAMENTO:	IDPA Rulebook V 2017.3
GIACCHETTO:	Richiesto
DISTANZE BERSAGLI:	2-8 Y
MUZZLE SAFETY:	180 rule horizontal – cone – altezza parapalle



SCENARIO: xxx

CONDIZIONE DI PARTENZA: Tiratore seduto in SP, con pistola scarica e tutti i caricatori che si intendono usare sul tavolo, alla massima capacita per divisione.

PROCEDURA STAGE: Al beep, inserire tutti i caricatori in buffetteria, estrarre la pistola e spostarsi successivamente in PoC1, PoC2 et PoC3 e ingaggiare tutte le rispettando coperture e priorit .

STRINGS:	1 Unlimited
COLPI MINIMI:	18 colpi minimum
BERSAGLI:	9 Carte, 3 No-shoot
COLPI NECESSARI:	Migliori 2 colpi per carta
START-STOP:	Beep – Ultimo Colpo
REGOLAMENTO:	IDPA Rulebook V 2017.3
GIACCHETTO:	Richiesto
DISTANZE BERSAGLI:	3-10 Y
MUZZLE SAFETY:	180 rule horizontal – cone – altezza parapalle

