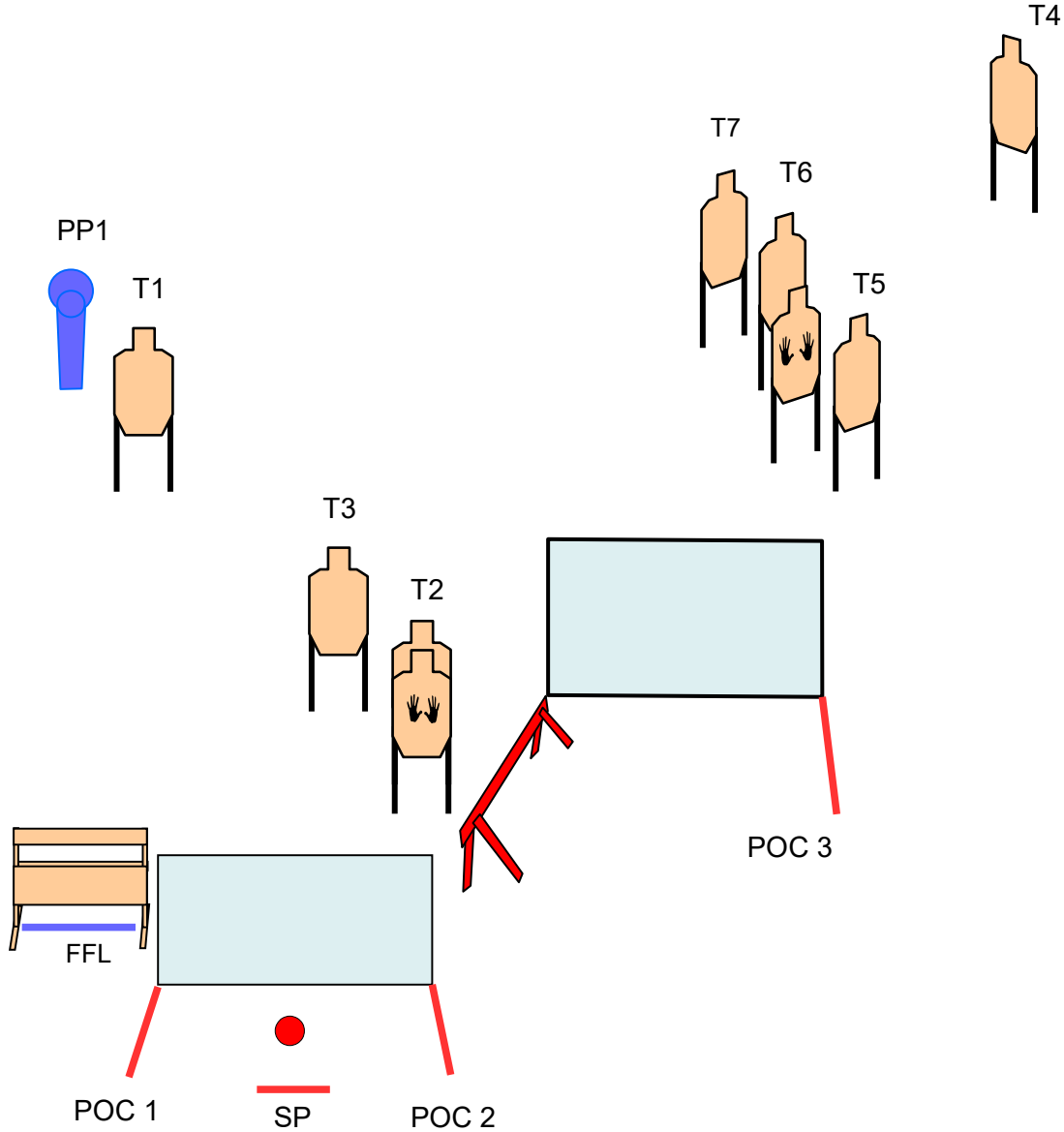


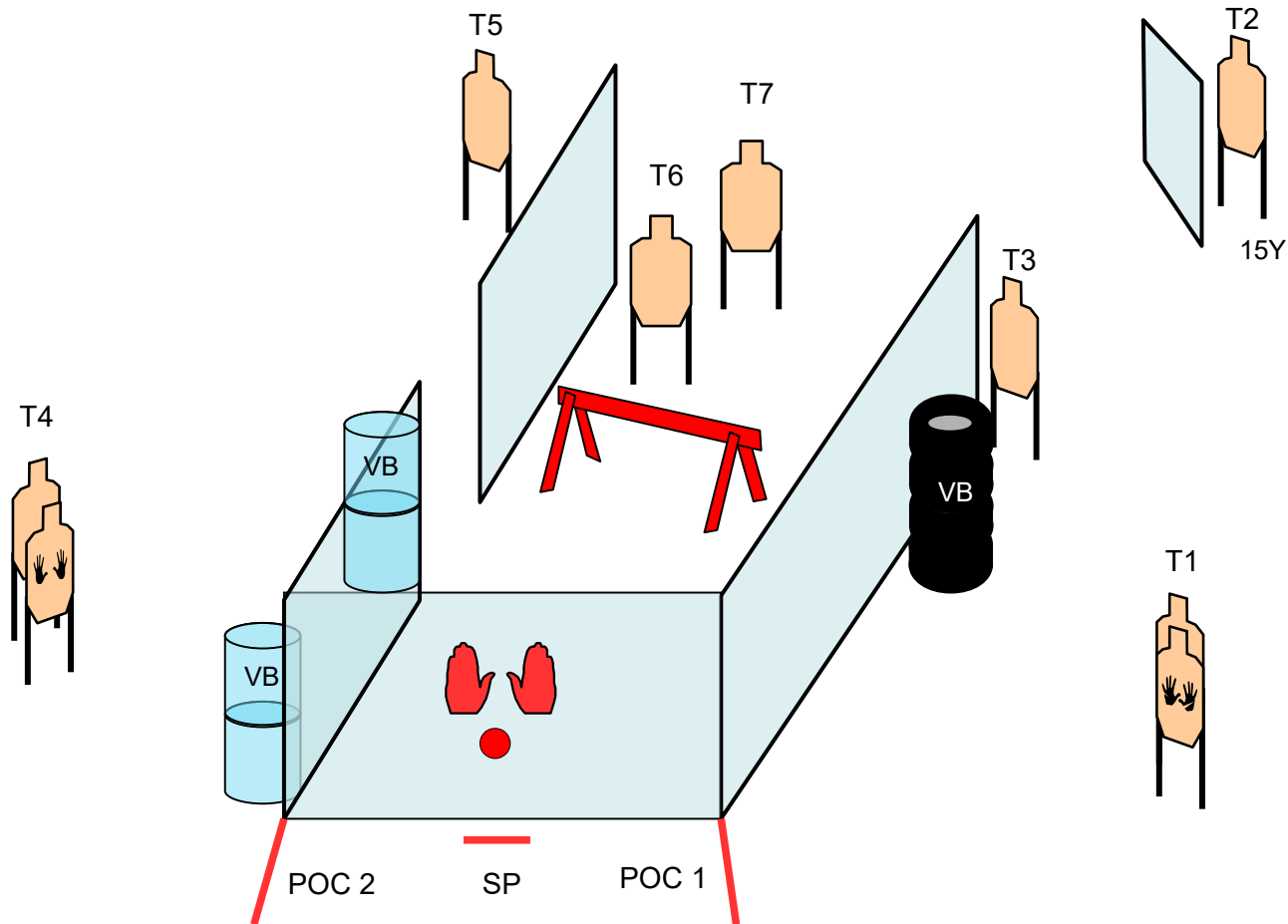
# STAGE 1 WALKING TOUR

SCENARIO:	
<b>START POSITION:</b> In SP, standing, face the range with hand naturally at sides, heels touching the red SP line. Gun loaded to division capacity and holstered. Some condition for PCC, muzzle low ready on red point	<b>STRING:</b> 1 Unlimited
	<b>SCORING:</b> 15 round minimum
<b>STAGE PROCEDURE:</b> At the beep engage all targets respecting cover and priority. Engaging PP1 after FFL is DQ	<b>TARGET:</b> 7 Threat – 1 Steel – 2 non -Threat
	<b>SCORE HITS:</b> Best 2 per paper – steel down
	<b>START - STOP:</b> Beep audible- Last shot
	<b>RULE:</b> IDPA 2023.2 <b>CONCEALMENT:</b> Required
<b>DISTANCE TARGET:</b> 4 – 18 Y	
<b>MUZZLE SAFETY:</b> unless otherwise specified, the 180° rule applies horizontally and vertically the limit is the height of the berms.	



# STAGE 2 WAITING

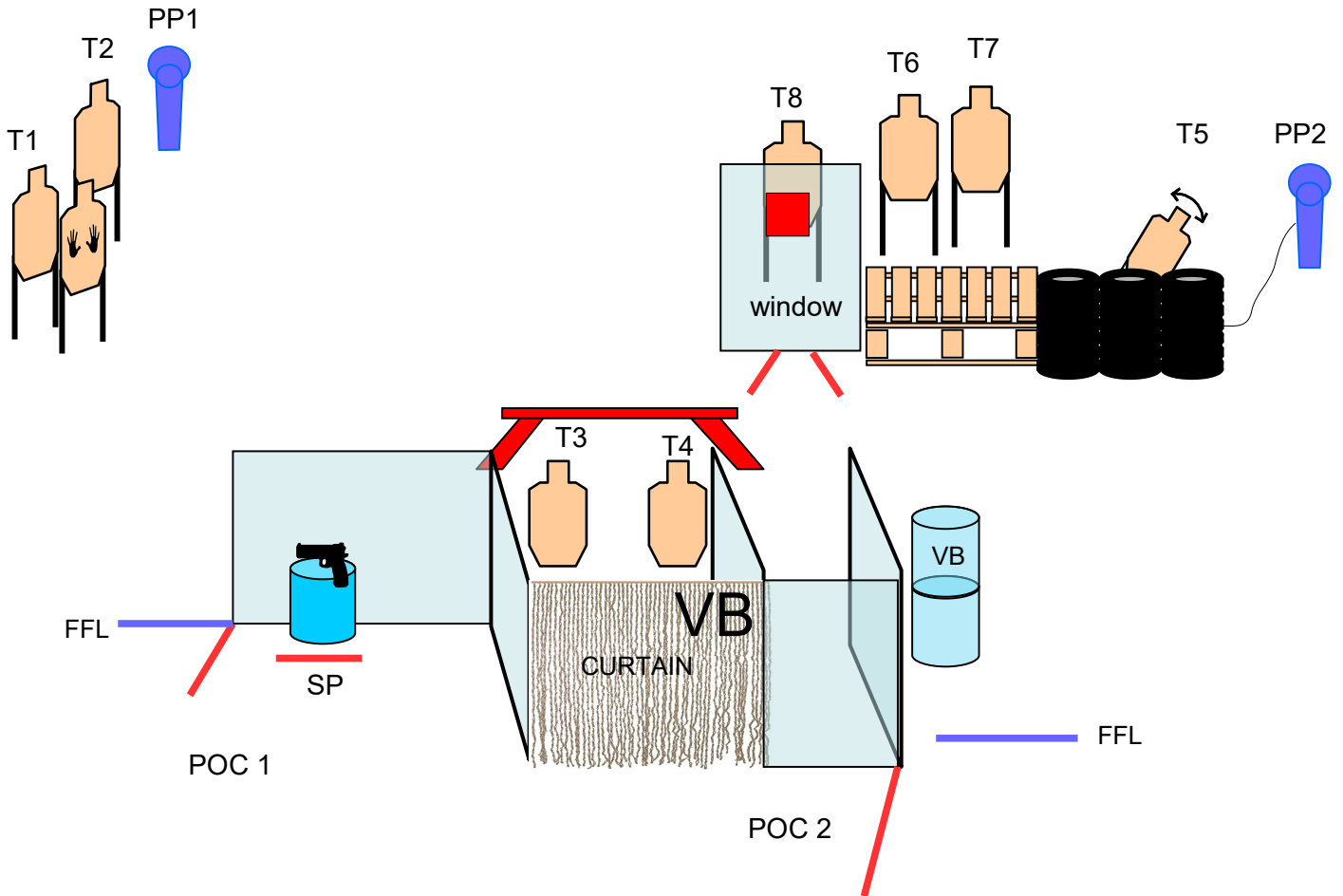
<b>SCENARIO:</b> You are waiting for two of your friends, when you see armed men who want rob you and your friends. Defend yourself	
<b>START POSITION:</b> In SP, standing with hands on the red sign. Gun loaded to division capacity and holstered. PCC start muzzle low ready on red point	<b>STRING:</b> 1 Unlimited <b>SCORING:</b> 14 rounds minimum <b>TARGET:</b> 7 Threat – 2 non -Threat <b>SCORE HITS:</b> Best 2 per paper
<b>STAGE PROCEDURE:</b> At the beep engage all targets, respecting cover and priority. T3 on right side and T5, T6 and T7 on the left side are in the open.	<b>START - STOP:</b> Beep audible- Last shot <b>RULE:</b> IDPA 2023.2 <b>CONCEALMENT:</b> Required <b>DISTANCE TARGET:</b> 4 – 15 Y <b>MUZZLE SAFETY:</b> unless otherwise specified, the 180° rule applies horizontally and vertically the limit is the height of the berms.



-----> DISTANCE  
 -----> TRAVEL

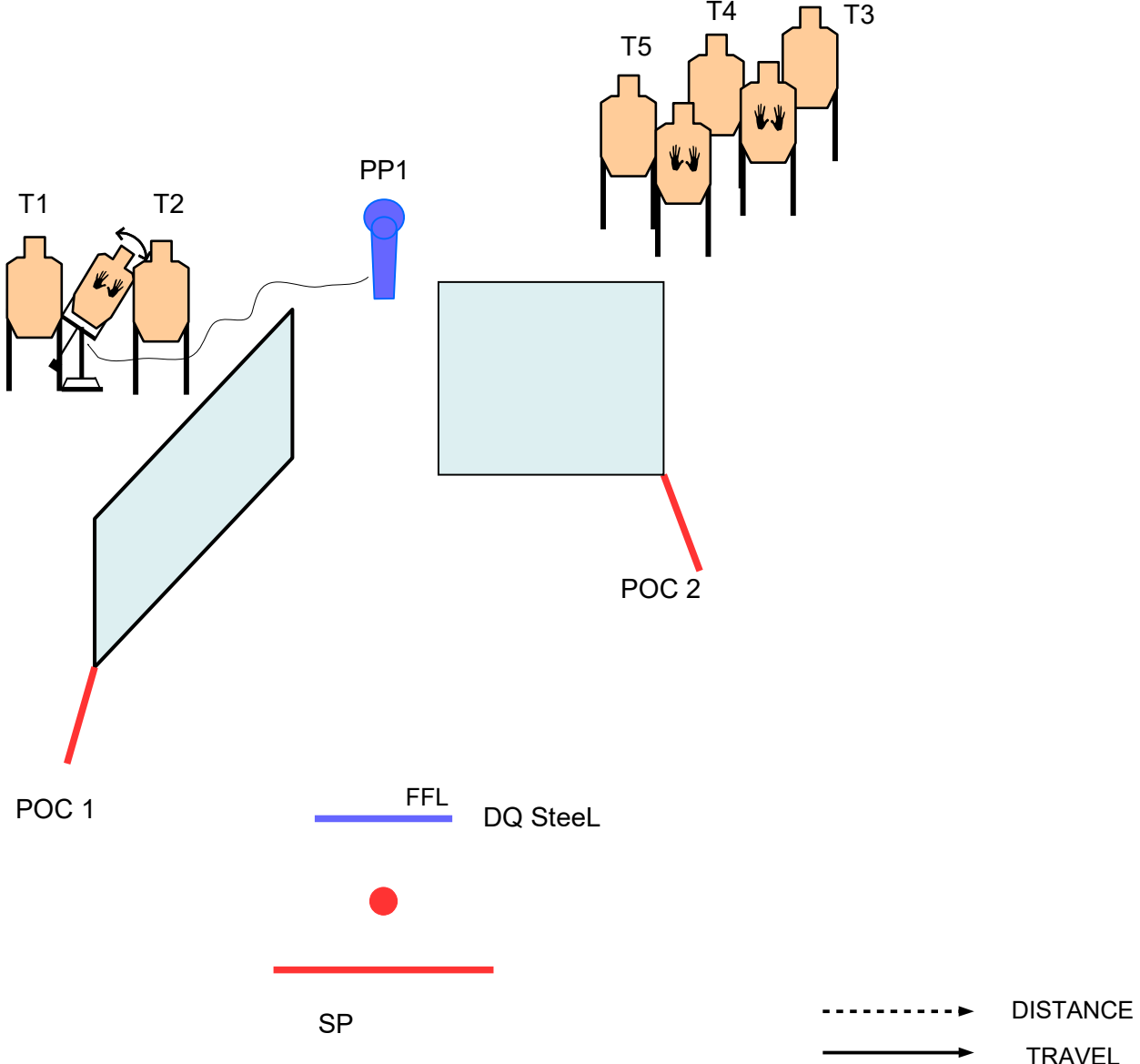
# STAGE 3 FARM

SCENARIO:	
<b>START POSITION:</b> In SP, standing, face the range with hand naturally at sides. Gun unloaded on the barrel. Magazine loaded to division capacity and in pouches PCC same condition with closed shutter	<b>STRING:</b> 1 Unlimited
	<b>SCORING:</b> 18 rounds minimum
	<b>TARGET:</b> 8 Threat – 2 Steel – 1 non -Threat
	<b>SCORE HITS:</b> Best 2 per paper – 2 steel down
<b>STAGE PROCEDURE:</b> At the beep engage all targets, respecting cover and priority. T3, T4, T6 and T7 are in the open. PP2 activates the swinger T5. Hands and Muzzle on the red window incurs in DQ. Engaging PP1 and PP2 after the FFL is DQ	<b>START - STOP:</b> Beep audible- Last shot
	<b>RULE:</b> IDPA 2023.2 <b>CONCEALMENT:</b> Required
	<b>DISTANCE TARGET:</b> 2 – 12 Y
	<b>MUZZLE SAFETY:</b> unless otherwise specified, the 180° rule applies horizontally and vertically the limit is the height of the berms.



# STAGE 4 ROBBERY

SCENARIO:	
<b>START POSITION:</b> In SP, standing, face the range with hand naturally at sides, heels touching the red SP line. Gun loaded to division capacity and holstered. Some condition PCC, muzzle low ready on red point	STRING: <span style="float: right;">1 Unlimited</span>
	SCORING: <span style="float: right;">16 rounds minimum</span>
	TARGET: <span style="float: right;">5 Threat – 1 Steel – 3 non -Threat</span>
	SCORE HITS: <span style="float: right;">Best 3 per paper BBH – Steel down</span>
<b>STAGE PROCEDURE:</b> At the beep engage all targets, respecting cover and priority, with two hits at the body and one at the head. PP1 activates the swinger non-threat. Engaging PP1 after FFL is DQ.	START - STOP: <span style="float: right;">Beep audible- Last shot</span>
	RULE: <span style="float: right;">IDPA 2023.2</span> CONCEALMENT: <span style="float: right;">Required</span>
	DISTANCE TARGET: <span style="float: right;">5 – 12 Y</span>
	MUZZLE SAFETY: unless otherwise specified, the 180° rule applies horizontally and vertically the limit is the height of the berms.



# STAGE 5 CHECKPOINT

SCENARIO:

**START POSITION:** Sitting in SP, unloaded gun and all magazines loaded to division capacity on the table.  
Same condition for PCC, shutter closed

**STAGE PROCEDURE:** At the beep, while sitting, engage PP1 that activates the up-down T1 that not stay uncovered and T2 T1 shall be engaged with 3 rounds.  
Then collect all magazines that are intended to be used and engage all remaining targets, respenting cover and priority. T7 and T8 are in the open.  
Engaging PP1 after the FFL is DQ.

**STRING:** 1 Unlimited

**SCORING:** 18 rounds minimum

**TARGET:** 8 Threat – 1 Steel – 2 non -Threat

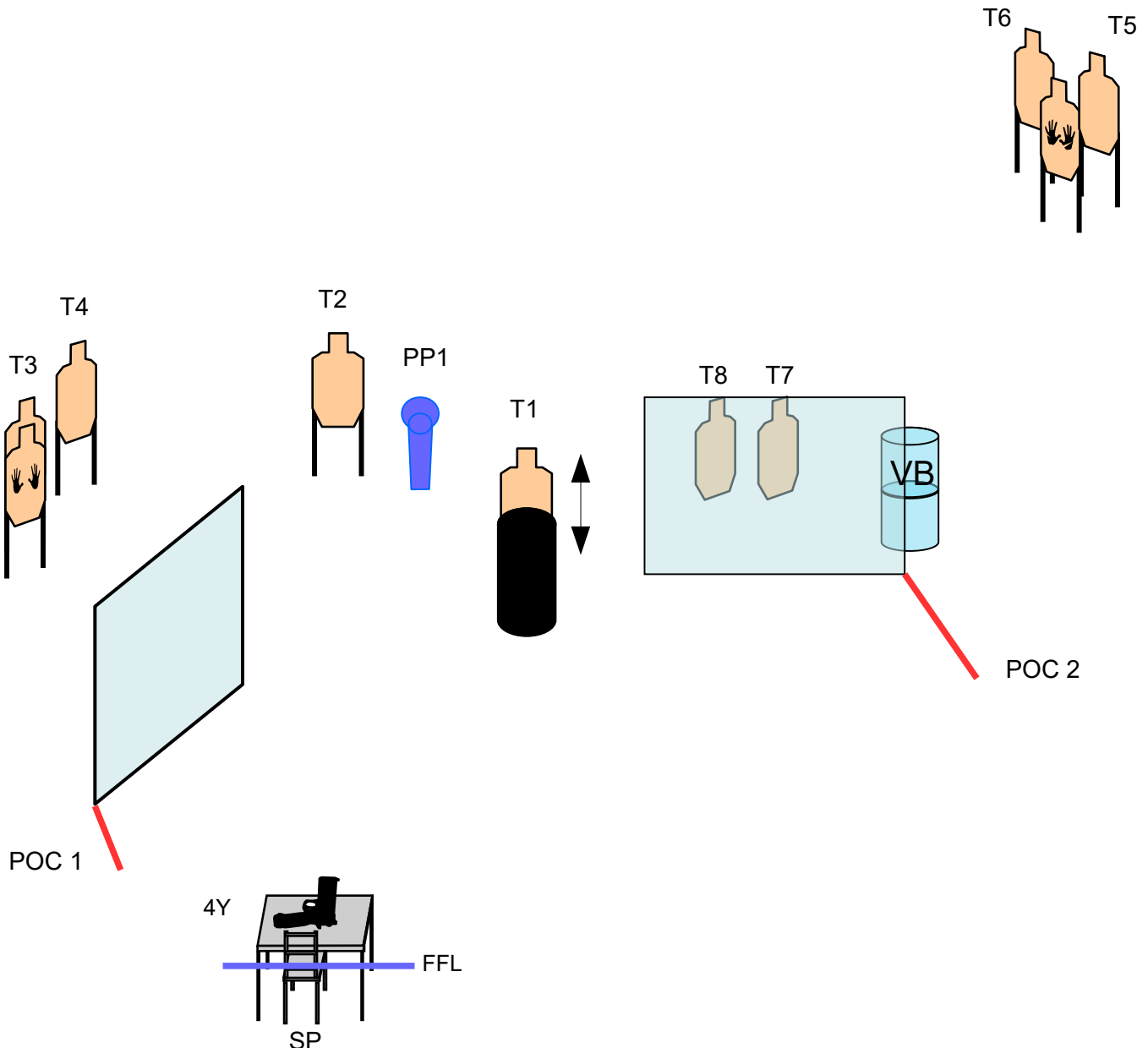
**SCORE HITS:** Best 3 for T1 – best 2 per paper – Steel down

**START - STOP:** Beep audible- Last shot

**RULE:** IDPA 2023.2      **CONCEALMENT:** Required

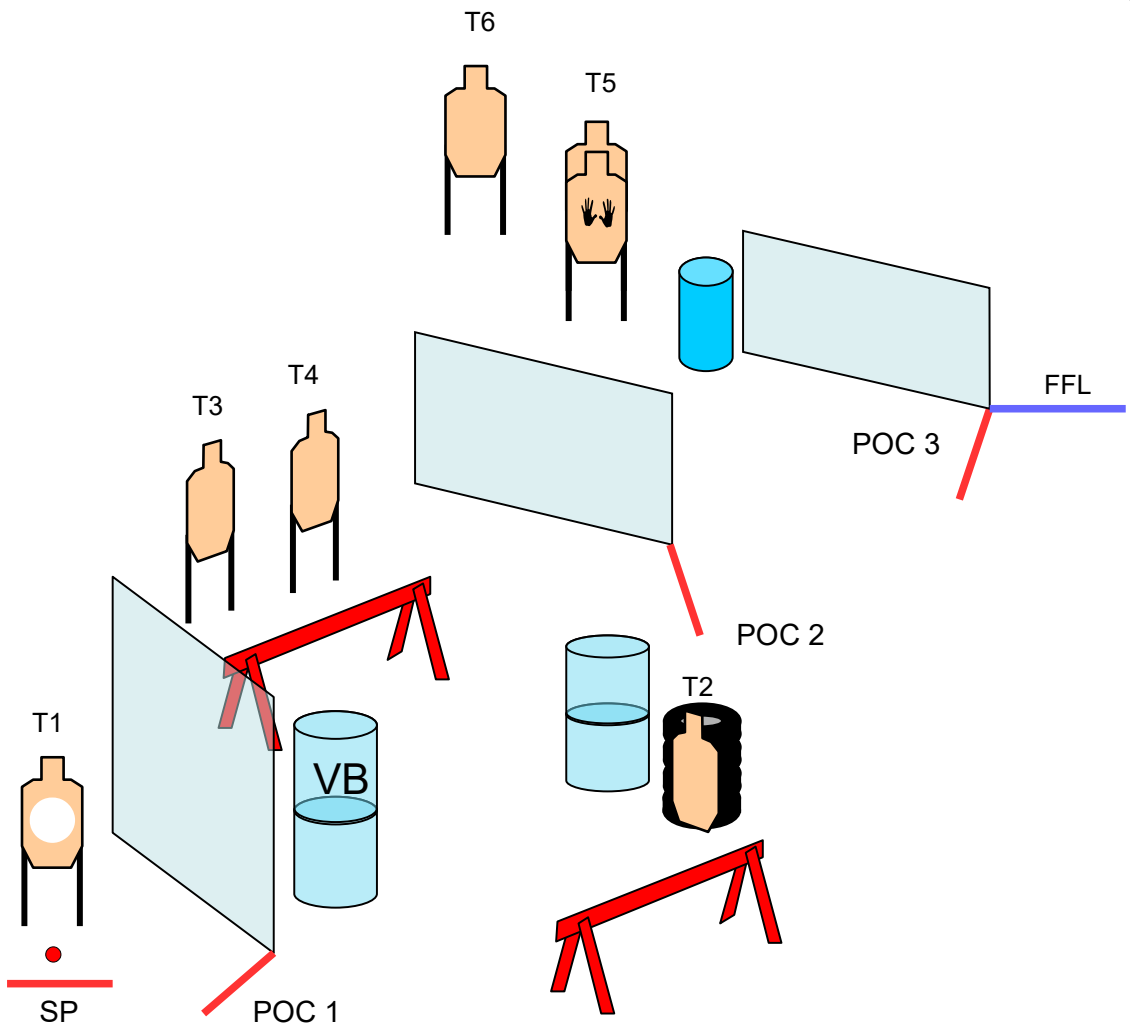
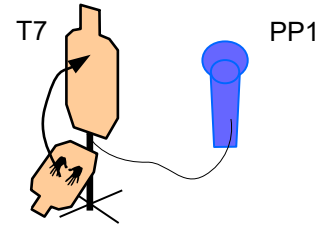
**DISTANCE TARGET:** 3 – 13 Y

**MUZZLE SAFETY:**  
unless otherwise specified, the 180° rule applies horizontally and vertically the limit is the height of the berms.



# STAGE 6 AGGRESSION

<p><b>SCENARIO:</b> You are about to enter the bank when an armed man closes up to you. You have hardly time to react, when you realize you are about to be robbed. Defend yourself.</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;"><b>STRING:</b></td> <td style="width: 50%;">1 Unlimited</td> </tr> <tr> <td><b>SCORING:</b></td> <td>17 rounds minimum</td> </tr> <tr> <td><b>TARGET:</b></td> <td>7 Threat – 1 Steel – 2 non -Threat</td> </tr> <tr> <td><b>SCORE HITS:</b></td> <td>Best 4 for T1- Best 2 per paper – Steel down</td> </tr> <tr> <td><b>START - STOP:</b></td> <td>Beep audible- Last shot</td> </tr> <tr> <td><b>RULE:</b></td> <td>IDPA 2023.2</td> </tr> <tr> <td><b>CONCEALMENT:</b></td> <td>Required</td> </tr> <tr> <td><b>DISTANCE TARGET:</b></td> <td>1 – 12 Y</td> </tr> <tr> <td colspan="2"><b>MUZZLE SAFETY:</b> unless otherwise specified, the 180° rule applies horizontally and vertically the limit is the height of the berms.</td> </tr> </table>	<b>STRING:</b>	1 Unlimited	<b>SCORING:</b>	17 rounds minimum	<b>TARGET:</b>	7 Threat – 1 Steel – 2 non -Threat	<b>SCORE HITS:</b>	Best 4 for T1- Best 2 per paper – Steel down	<b>START - STOP:</b>	Beep audible- Last shot	<b>RULE:</b>	IDPA 2023.2	<b>CONCEALMENT:</b>	Required	<b>DISTANCE TARGET:</b>	1 – 12 Y	<b>MUZZLE SAFETY:</b> unless otherwise specified, the 180° rule applies horizontally and vertically the limit is the height of the berms.	
<b>STRING:</b>	1 Unlimited																		
<b>SCORING:</b>	17 rounds minimum																		
<b>TARGET:</b>	7 Threat – 1 Steel – 2 non -Threat																		
<b>SCORE HITS:</b>	Best 4 for T1- Best 2 per paper – Steel down																		
<b>START - STOP:</b>	Beep audible- Last shot																		
<b>RULE:</b>	IDPA 2023.2																		
<b>CONCEALMENT:</b>	Required																		
<b>DISTANCE TARGET:</b>	1 – 12 Y																		
<b>MUZZLE SAFETY:</b> unless otherwise specified, the 180° rule applies horizontally and vertically the limit is the height of the berms.																			
<p><b>START POSITION:</b> In SP, standing, face the range with hand naturally at sides, toes touching the red SP line. Gun loaded to division capacity and holstered. Some condition for PCC, muzzle low ready on red point.</p>																			
<p><b>STAGE PROCEDURE:</b> At the beep engages T1 in retention with 4 rounds, than engage all remaining targets, respecting cover and priority. T3 and T4 are in the open. PP1 activates the Flip-up T7 that does not stay uncovered. Engaging PP1 after the FFL is DQ.</p>																			



SCENARIO:

**START POSITION:** Sitting in SP. Gun loaded to division capacity without any round chambered and holstered. All magazines at division capacity in the pouches. PCC on the table, muzzle towards the berm, shutter closed.

**STAGE PROCEDURE:** At the beep, while seated, engages T1, T2 and T3. Then engage all remaining targets, respecting cover and priority.  
Engaging PP1 after the FFL is DQ.

**STRING:** 1 Unlimited

**SCORING:** 17 rounds minimum

**TARGET:** 8 Threat – 1 Steel – 3 non -Threat

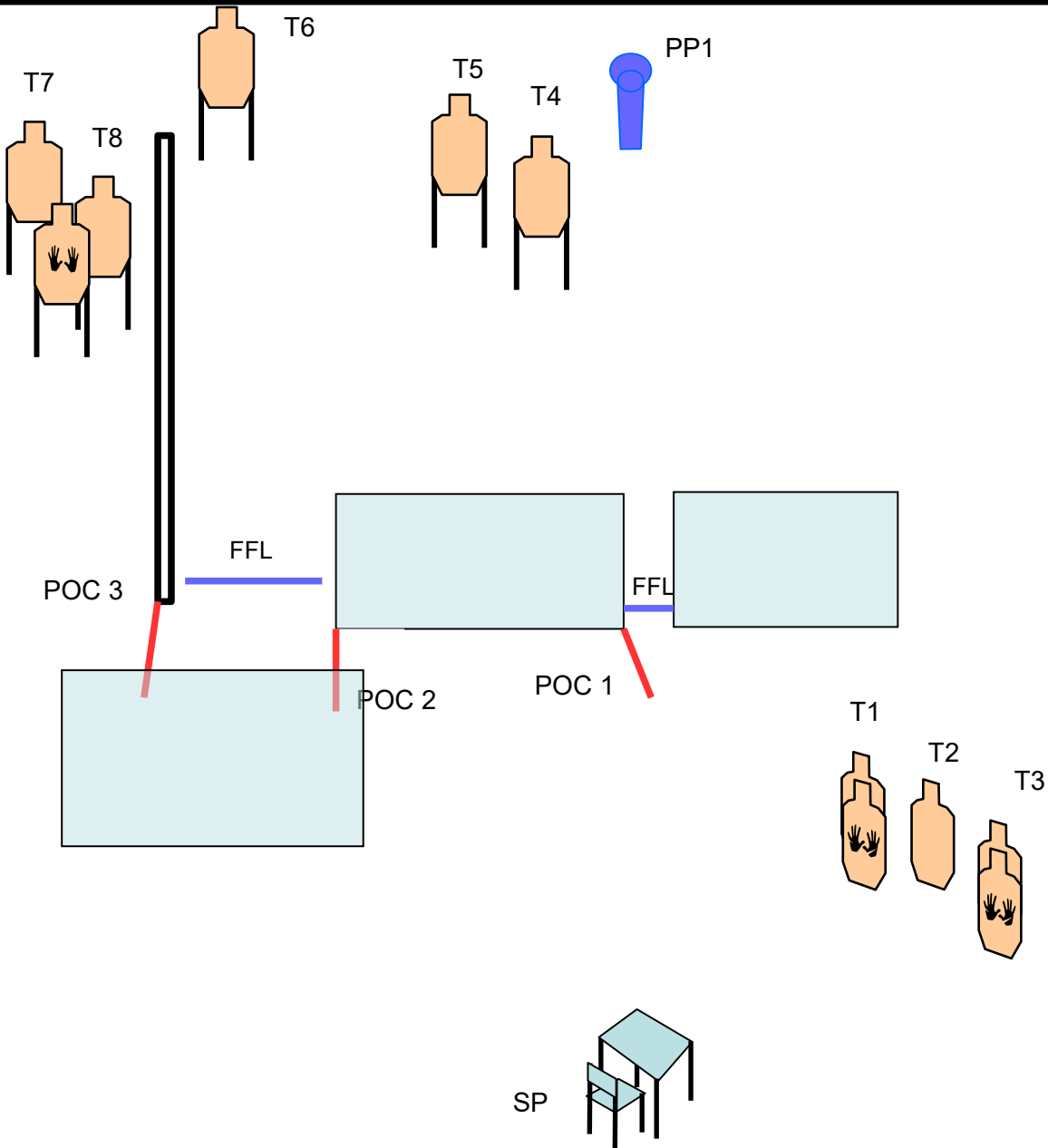
**SCORE HITS:** Best 2 per paper – steel down

**START - STOP:** Beep audible- Last shot

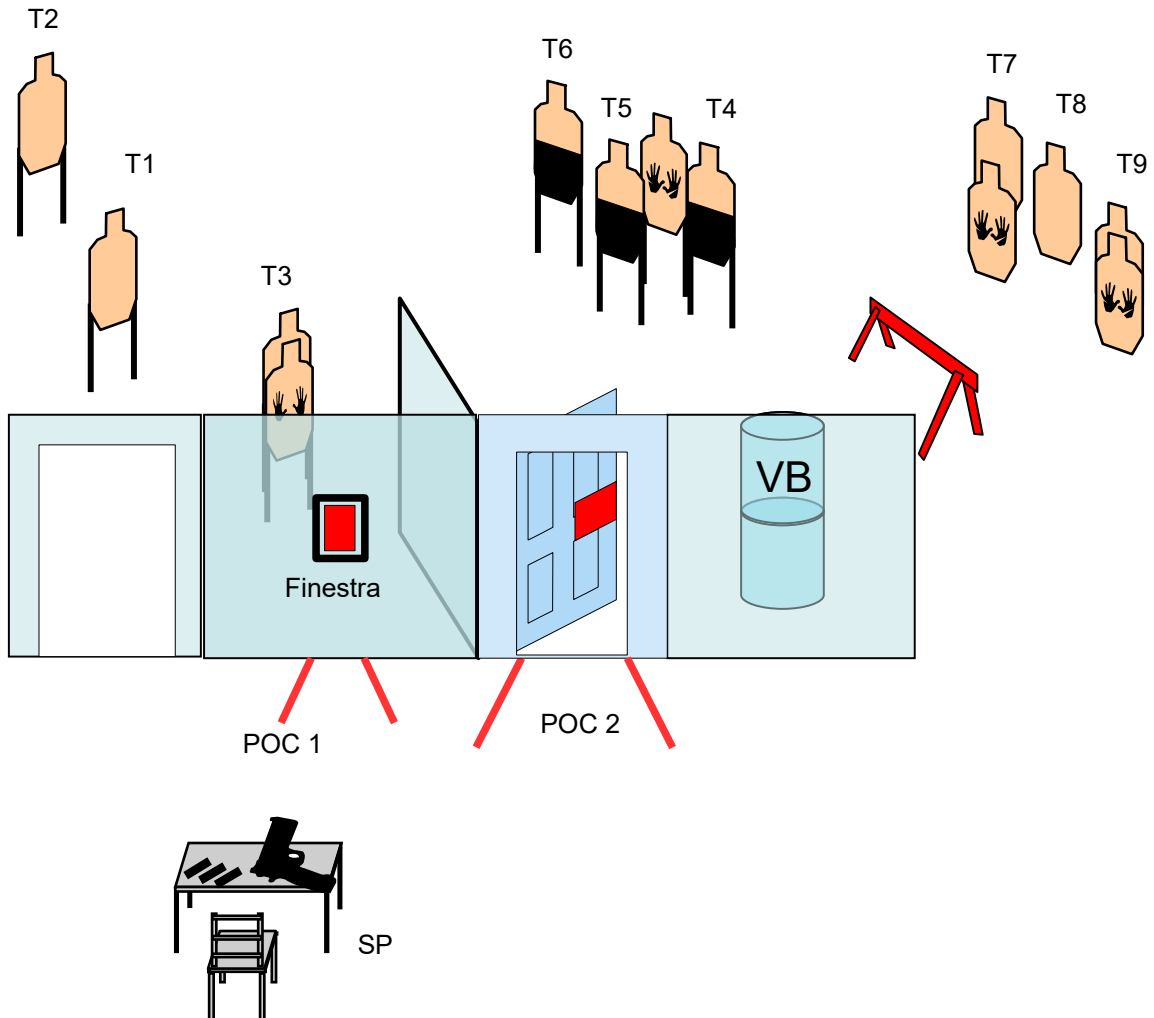
**RULE:** IDPA 2023.2      **CONCEALMENT:** Required

**DISTANCE TARGET:** 5 – 15 Y

**MUZZLE SAFETY:** unless otherwise specified, the 180° rule applies horizontally and vertically the limit is the height of the berms.



SCENARIO:	
<b>START POSITION:</b> Sitting in SP. Gun unloaded and all magazines at the division capacity on the table, muzzle towards the berm. Same condition for PCC, shutter closed.	<b>STRING:</b> 1 Unlimited
	<b>SCORING:</b> 18 rounds minimum
<b>STAGE PROCEDURE:</b> At the beep, while sitting, engage T1 and T2. Then engage all remaining targets, respecting cover and priority. T7, T8 and T9 are in the open. Hands and muzzle on the red zone incurs in DQ.	<b>TARGET:</b> 9 Threat – 4 non -Threat
	<b>SCORE HITS:</b> Best 2 per paper
<b>START - STOP:</b> Beep audible- Last shot	
<b>RULE:</b> IDPA 2023.2	<b>CONCEALMENT:</b> Required
<b>DISTANCE TARGET:</b> 2 – 11 Y	
<b>MUZZLE SAFETY:</b> unless otherwise specified, the 180° rule applies horizontally and vertically the limit is the height of the berms.	





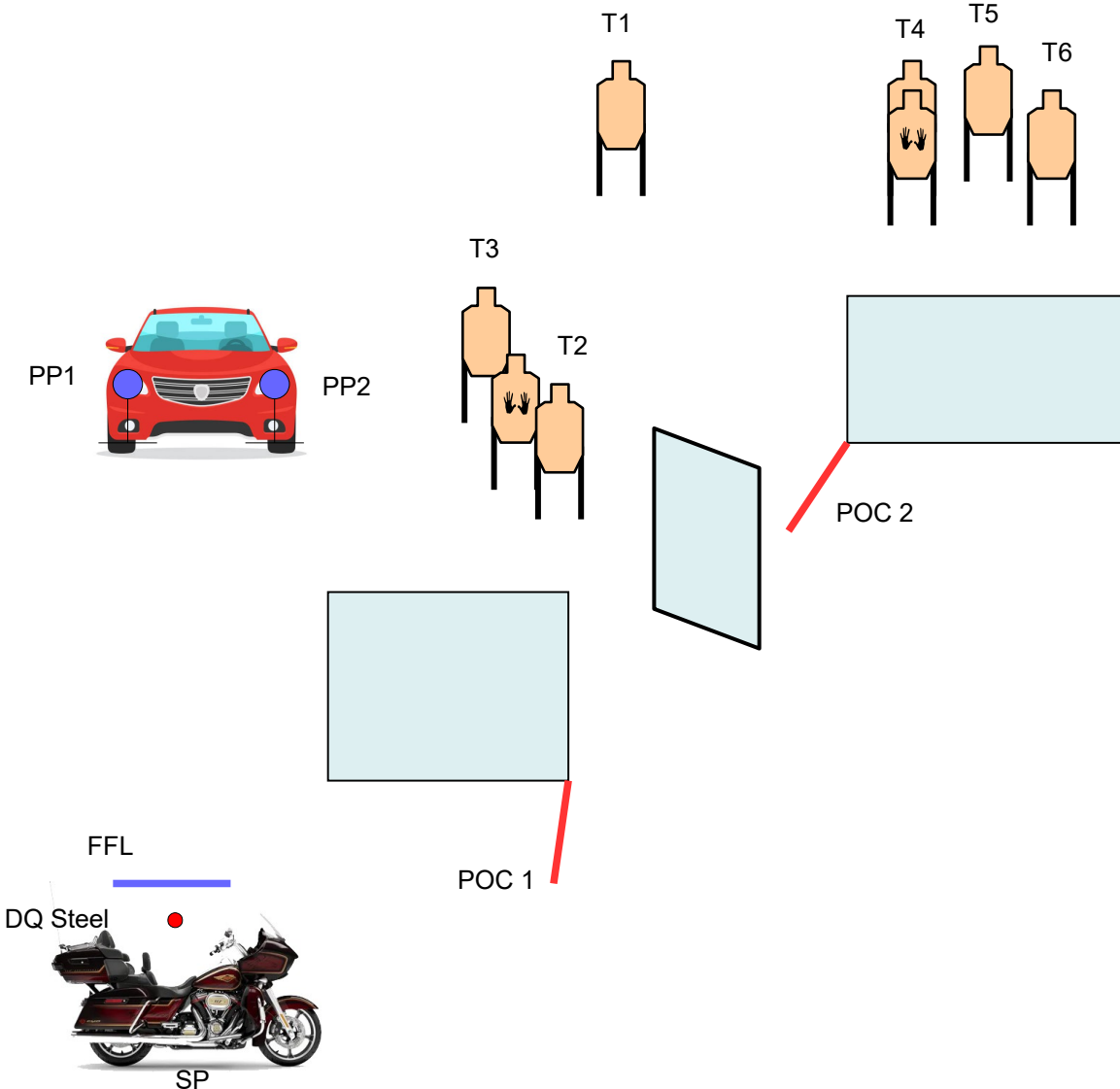
# STAGE 9 THE MOTORBIKE

SCENARIO:

**START POSITION:** Shooter sitting on the motorbike, gun loaded to division capacity and holstered, All magazines at division capacity.  
Same condition for PCC muzzle on red point.

**STAGE PROCEDURE:** At the beep, while sitting, engages PP1 and PP2. Then engage all remaining targets respecting cover and priority.  
Engaging PP1 and PP2 after the FFL is DQ.

STRING:	1 Unlimited	
SCORING:	14 round minimum	
TARGET:	6 Threat – 2 Steel – 2 non -Threat	
SCORE HITS:	Best 2 per paper – steels down	
START - STOP:	Beep audible- Last shot	
RULE:	IDPA 2023.2	CONCEALMENT: Required
DISTANCE TARGET:	5 – 12 Y	
MUZZLE SAFETY:	unless otherwise specified, the 180° rule applies horizontally and vertically the limit is the height of the berms.	



SCENARIO:

## Standard

**START POSITION:** In SP, standing, face the range with hand naturally at sides. Gun loaded with 3 rounds capacity (2+1) and holstered. All other magazines to division capacity. Some condition fo PCC, muzzle on red point

**STAGE PROCEDURE:** At the beep engages the target with 3 rounds **STRONG HAND ONLY**, then engage the target with 3 Rounds **WEAK HAND ONLY**  
Please note that stage is **LIMITED**.

**STRING:** 1 Limited

**SCORING:** 6 rounds

**TARGET:** 1 Threat

**SCORE HITS:** 6 on paper

**START - STOP:** Beep audible- Last shot

**RULE:** IDPA 2023.2      **CONCEALMENT:** Not required

**DISTANCE TARGET:** 5 Y

**MUZZLE SAFETY:**  
unless otherwise specified, the 180° rule applies horizontally and vertically the limit is the height of the berms.



5Y



SP