



# SEE YOU IN VALHALLA

TIER 2 IDPA MATCH

Stage n°1

“Attack on the park”



**SCENARIO:** You are jogging in your neighborhood park, when criminals armed stop you to rob you, react by saving yourself

**START POSITIONS:**

String 1: Standing relax on SP1 facing T1, toes on the line, gun and magazines at division capacity holstered and properly stowed

String 2 : Relax on SP2 facing down-range, toes on the line, gun loaded and magazines at division capacity holstered and properly stowed

PCC: both strings the same but hip-level

**PROCEDURE:** Both strings, on start signal, engage the targets from available covers,

N.B: On string 1, T1-T2-T3 are in the open.  
On string 2, T7, are in the open.

**STRINGS:** 2

**SCORING:** String 1: 12 rounds, Unlimited  
String 2: 12 rounds Unlimited

**TARGETS:** 12 threat, , 4 NT

**SCORED HITS:** Best 2 per target for both strings

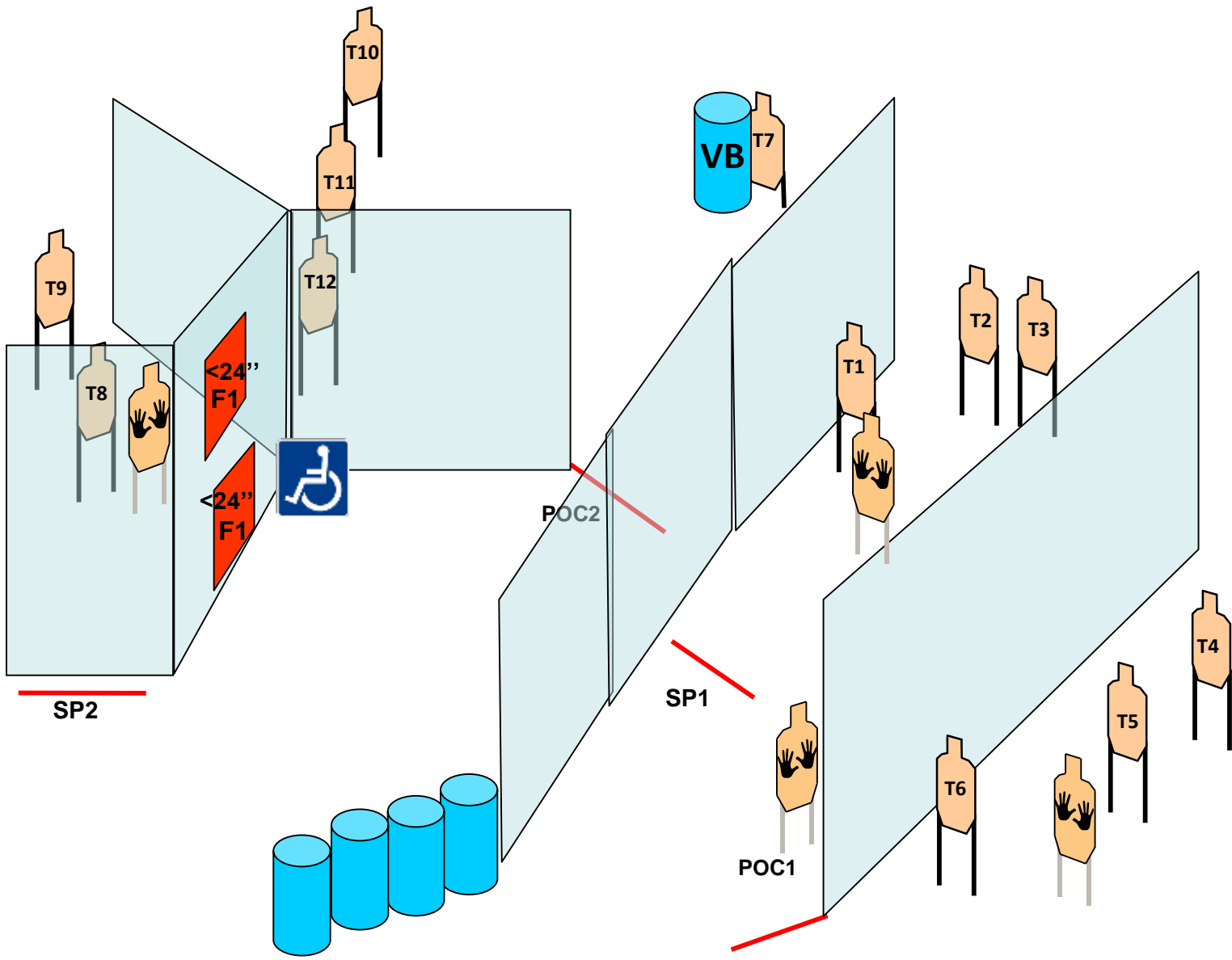
**START-STOP:** Audible – Last shoot

**RULES:** IDPA Rulebook 2024

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 3-14 yards

**NB:** For the muzzle, and during reloads, the 180° rule applies horizontally, and vertically the limit is the berms height





# SEE YOU IN VALHALLA

TIER 2 IDPA MATCH

Stage n°2  
"At Walmart"

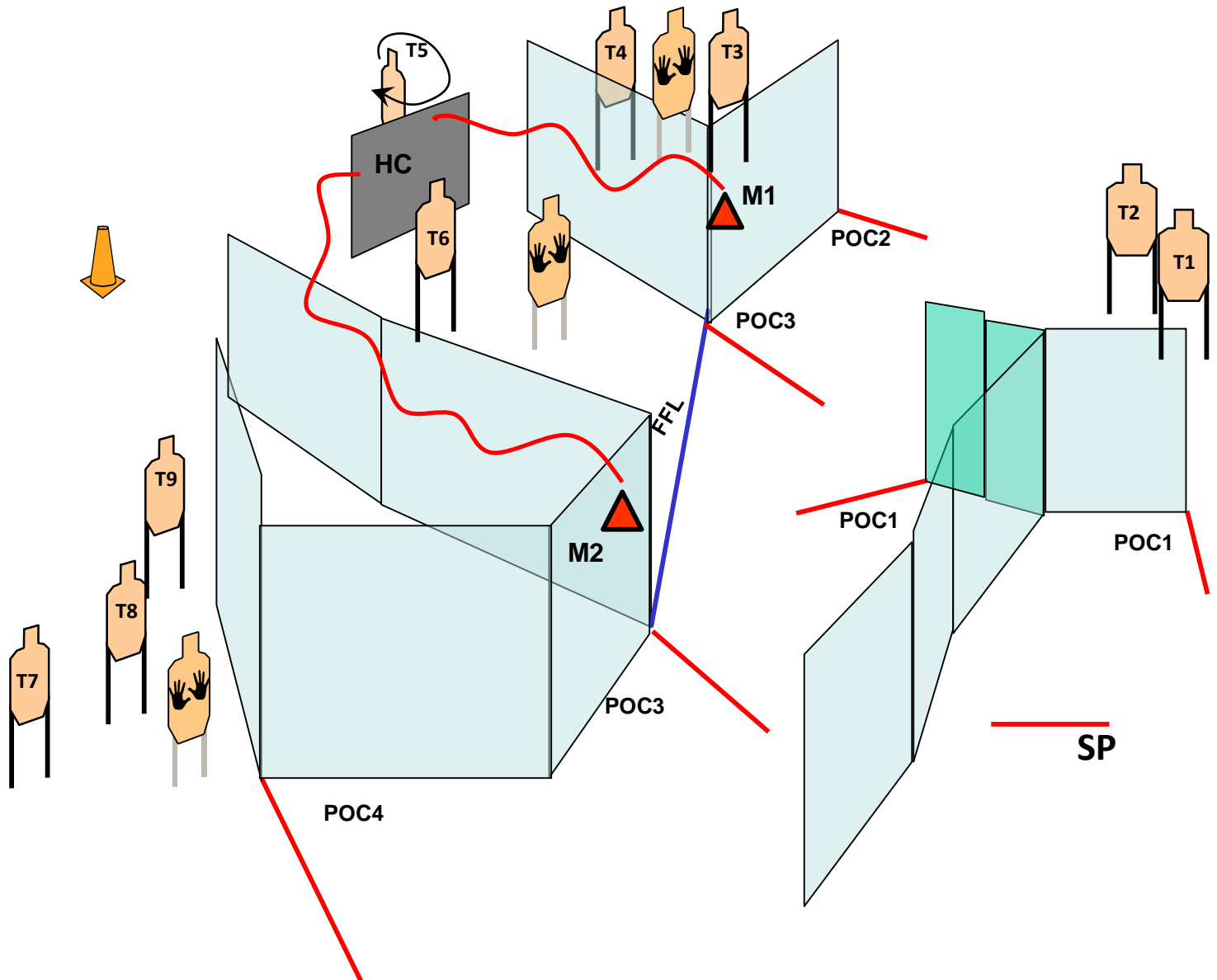


**SCENARIO:** You are at walmart for shopping, when you hear people screaming and running away, robbers have entered and shot people and you to steal the proceeds, defend and save yourself

**START POSITION:** Standing relax on SP facing down range, heels on the line, gun and magazines at division capacity holstered and properly stowed.  
**PCC:** Hip-level

**STRINGS:** 1  
**SCORING:** 18 rounds, Unlimited  
**TARGETS:** 9 threat, , 3 NT  
**SCORED HITS:** Best 2 per target.  
**START-STOP:** Audible – Last shoot  
**RULES:** IDPA Rulebook 2024  
**CONCEALMENT GARMENT:** Required  
**DISTANCES:** 3-10 yards  
**NB:** For the muzzle, and during reloads, the 180° rule applies horizontally, and vertically the limit is the berms height

**PROCEDURE:** On start signal, engage the targets from available covers, pulling the M1 or M2 handle will activate the turner which will disappear at the end of the movement.  
**N.B:** Enganging T5 or T6 beyond the FFL between Poc3 will incur on DQ (The HC is a steel slab)  
**NOTE:** The double point of fire (same POC) is refer to the same target array, it depends on the direction, clockwise or counterclockwise, the shooter will choose





# SEE YOU IN VALHALLA

TIER 2 IDPA MATCH

Stage n°3

Save the bear

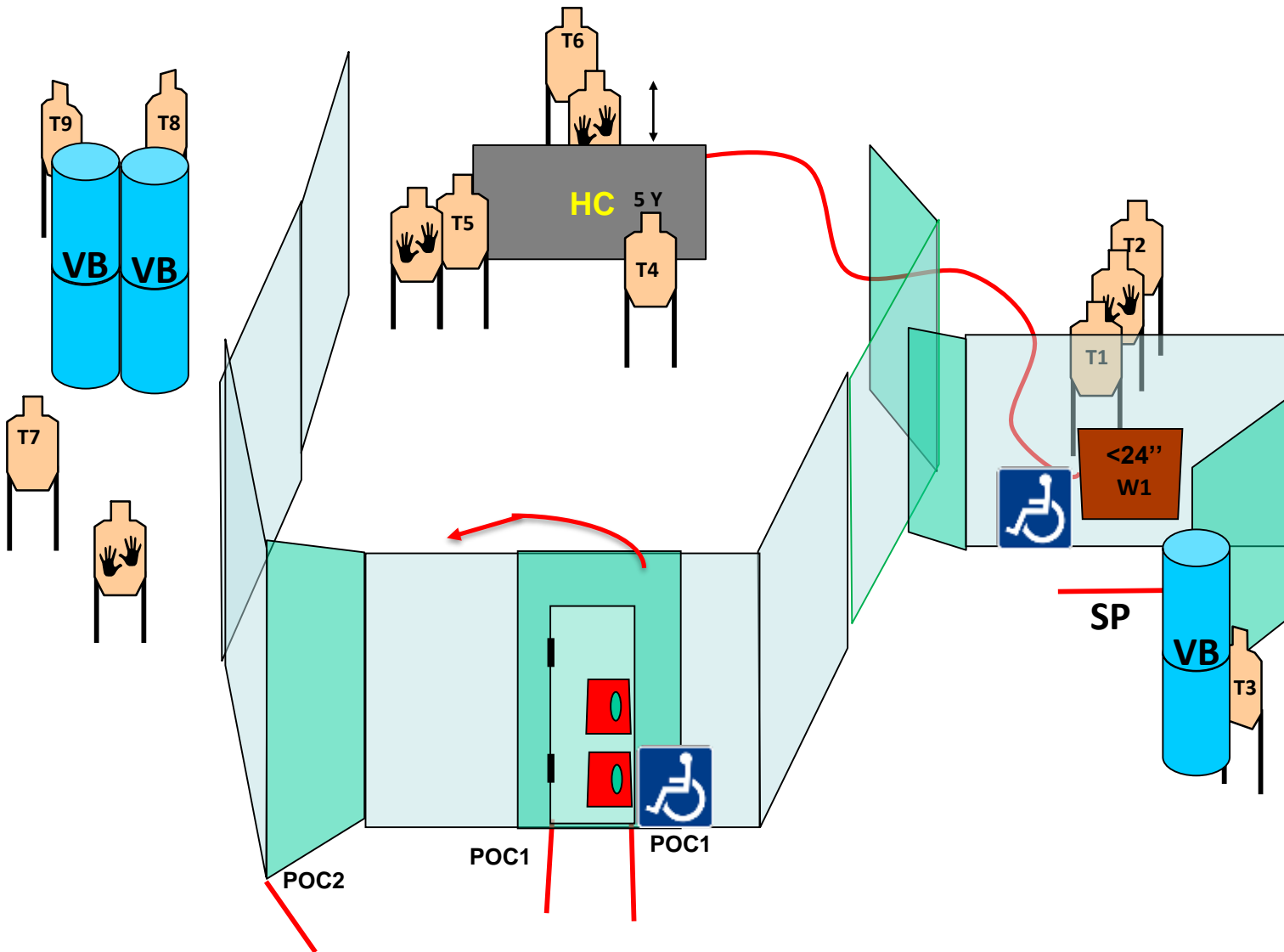


**SCENARIO:** You are taking the zoo bear to the vet, when poachers attack you by shooting you and to kill and steal the bear from for obtain the precious fur. Even though you have been injured, you react to save yourself and the bear

**START POSITIONS:** Standing relax on SP facing down-range, heels touching the line, gun and magazines at division capacity holstered and properly stowed.  
**PCC:** Hip-level

**STRINGS:** 1  
**SCORING:** 18 rounds, Unlimited  
**TARGETS:** 9 threat, , 4 NT  
**SCORED HITS:** Best 2 per target,  
**START-STOP:** Audible – Last shoot  
**RULES:** IDPA Rulebook 2024  
**CONCEALMENT GARMENT:** Required  
**DISTANCES:** 2-11 yards  
**NB:** For the muzzle, and during reloads, the 180° rule applies horizontally, and vertically the limit is the berms height

**PROCEDURE:** On start signal engage the targets from available covers, opening the window1, will activate the NT up & down in front of T6 which will remain visible, T3-T8-T9 are in the open.  
**N.B:** ENGAGING TARGETS BEYOND THE DOR, WILL RESULT DQ (HC IS A STEEL SLAB)





# SEE YOU IN VALHALLA

TIER 2 IDPA MATCH

Stage n°4

“Fashion house”



**SCENARIO:** You are carrying out a photo shoot for a famous designer, but bandits armed break in shooting to take possession of the precious accessories that the models are wearing. React by saving yourself and the models

**START POSITIONS:**

**String 1:** Standing relax on SP1 facing down-range, camera on the both hand like to take a picture (Like PSO will show) heels on the line, gun and magazines at division capacity holstered and properly stowed

**String 2 :** Standing relax on SP2 facing down-range, heels on the line, gun and magazines at division capacity holstered and properly stowed

**PCC:** both strings the same but, low ready muzzle to the red point

**PROCEDURE:** Both strings, on start signal, engage the targets from available covers, T1 and T7-T8-T11, are in the open. T1 Must to engage with 2 rounds body and then 1 round head

**N.B:** The camera is a toy.

**STRINGS:** 2

**SCORING:**

String 1: 13 rounds, Unlimited

String 2: 10 rounds, Unlimited

**TARGETS:** 11 threat, , 4 NT

**SCORED HITS:** both string, Best 2 per target, Best 2 body & best 1 head for T1

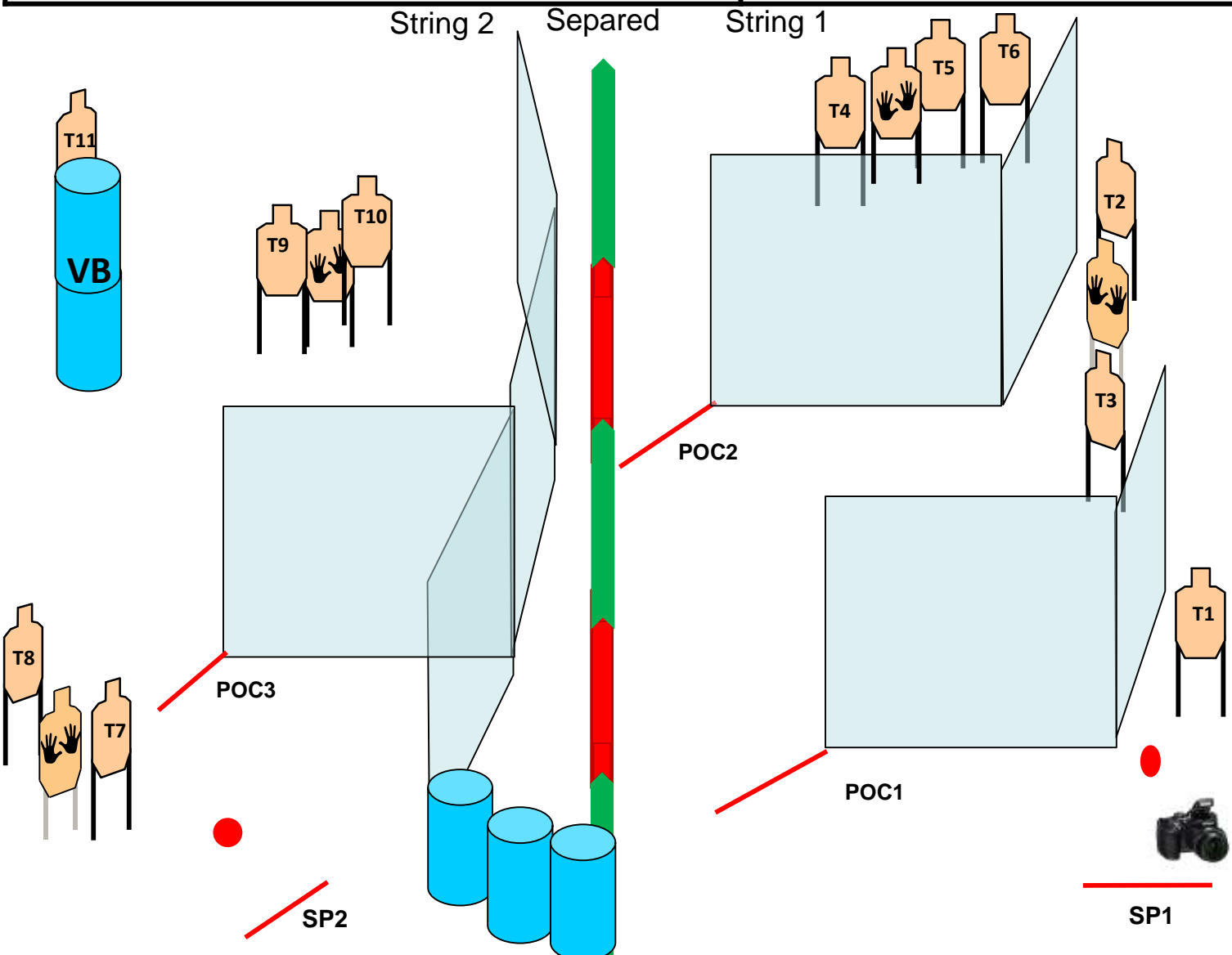
**START-STOP:** Audible – Last shoot

**RULES:** IDPA Rulebook 2024

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 2-7 yards

**NB:** For the muzzle, and during reloads, the 180° rule applies horizontally, and vertically the limit is the berms height





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TIER 2 IDPA MATCH

Stage n°5

“Garden cleaning”



**SCENARIO:** During garden maintenance, you hear screams and shots coming from your home, armed criminals are shooting and want to take the family jewels, defend your family

**START POSITIONS:**

**String 1:** On SP1 facing up-range, heels on the line, broom held with both hands (like PSO will show you) Gun and magazines at division capacity holstered and properly stowed

**String 2 :** Standing relax on SP2 facing down-range, toes on the line, gun and magazines at division capacity holstered and properly stowed

**PCC:**

**String 1:** Facing down range broom in the weak hand, rifle hip-level in strong hand.

**String 2:** Hip-level

**STRINGS:** 2

**SCORING:**

**String 1:** 12 rounds, Unlimited

**String 2:** 12 rounds, Unlimited

**TARGETS:** 12 threat, , 4 NT

**SCORED HITS:** Both strings Best 2 per target

**START-STOP:** Audible – Last shoot

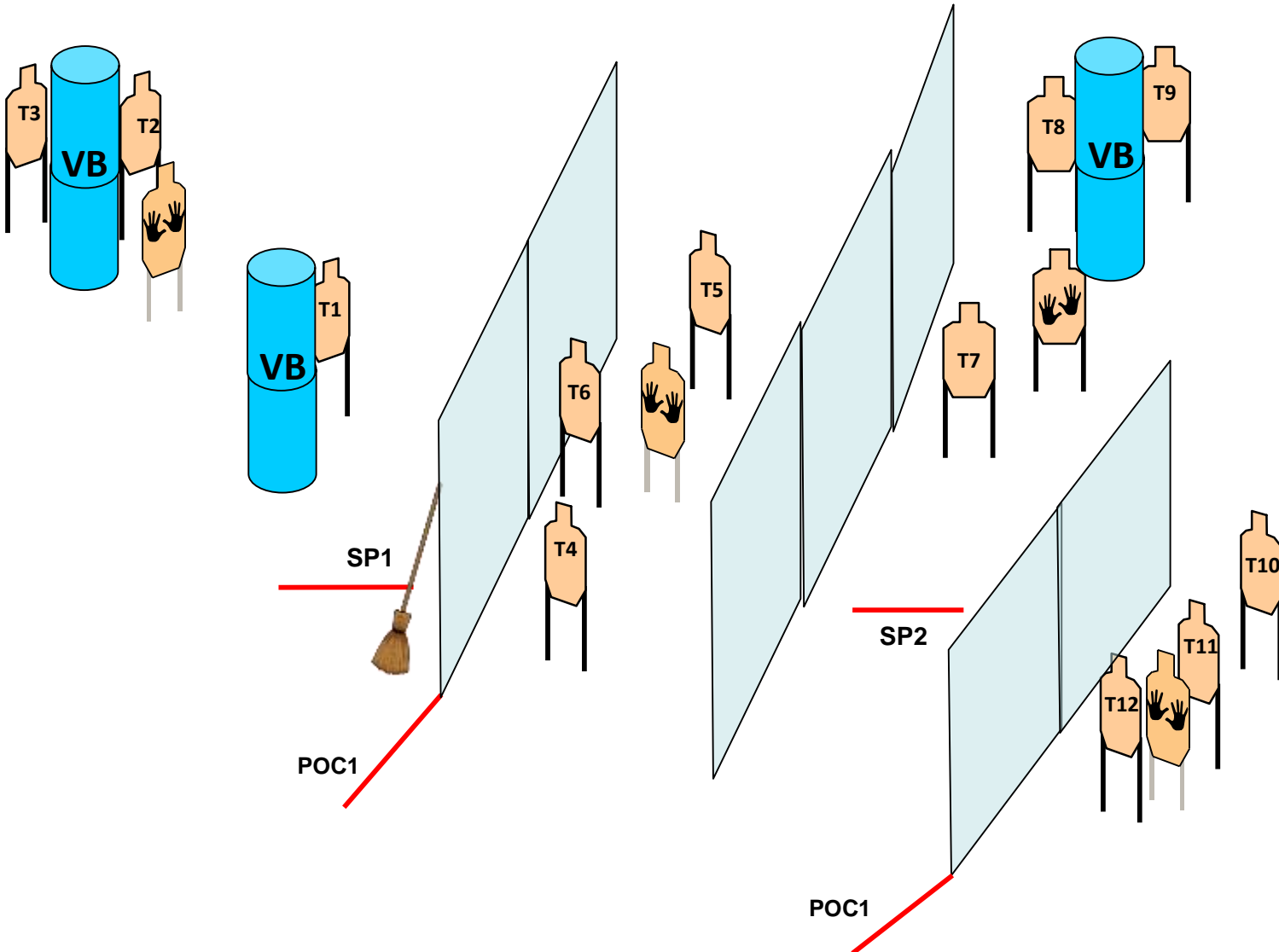
**RULES:** IDPA Rulebook 2024

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 2-9 yards

**NB:** For the muzzle, and during reloads, the 180° rule applies horizontally, and vertically the limit is the berms height

**PROCEDURE:** Both strings, on start signal, engage the targets from available covers, T1-T2-T3 and T7-T8-T9, are in the open





# SEE YOU IN VALHALLA

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Stage n°6  
"The gunsmith"



**SCENARIO:** you are in your workshop and you are setting up the handgun for a famous shooter who will use at the next IDPA world championship. Some robbers enter in the shop shooting to take possession of the guns and the daily money, react by saving yourself and your business customers

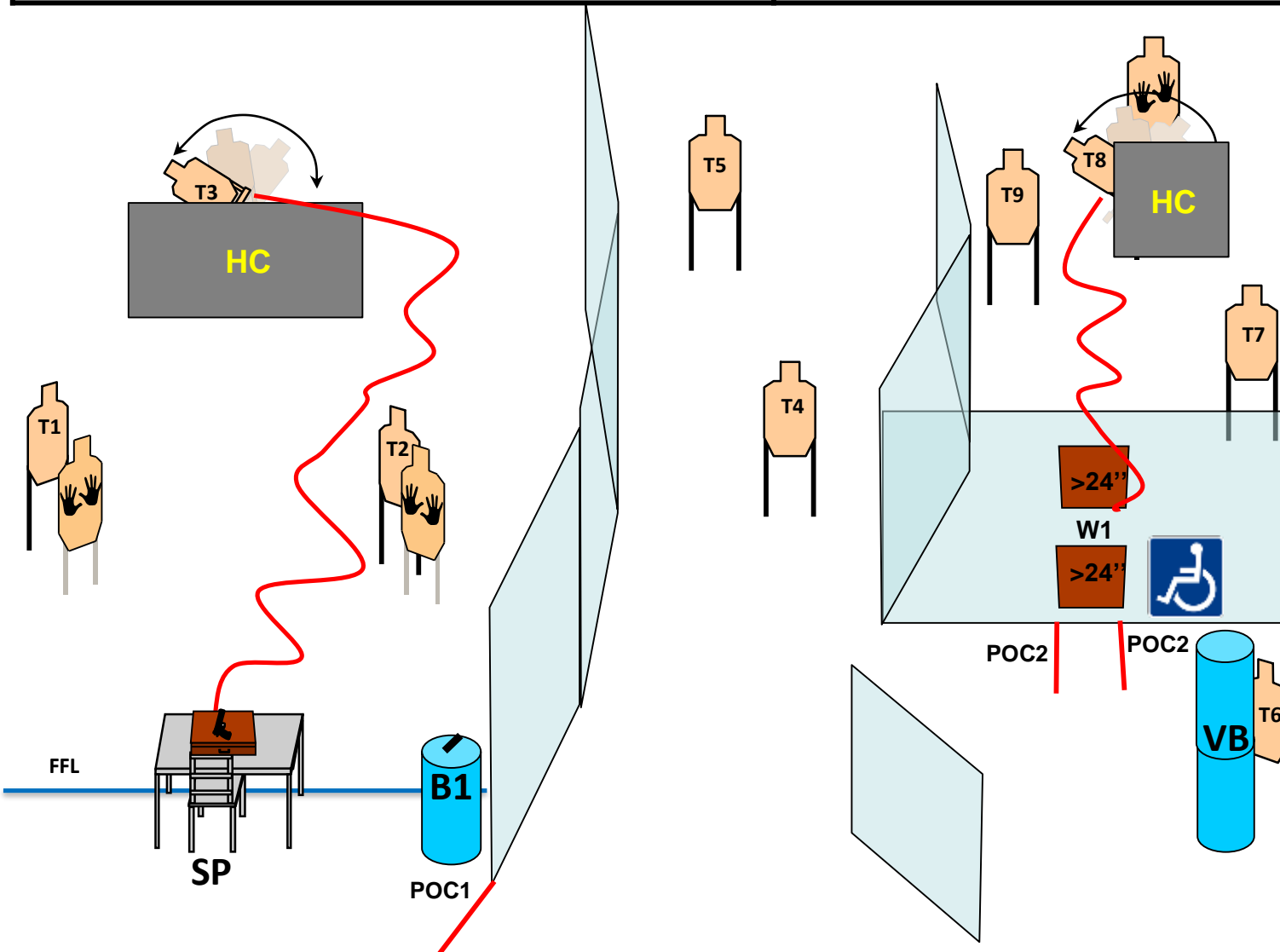
**START POSITIONS:** Sitting on SP facing down-range, both hands on the suitcase sides. Gun unloaded inside the suitcase together only two spares magazine, remaining spares magazine on the top of Bin 1. All magazines at division capacity  
**PCC:** Same condition, rifle on the table, muzzle down range at suitcase side (left or right side)

**STRINGS:** 1  
**SCORING:** 18 rounds, Unlimited  
**TARGETS:** 9 threat , 3 NT  
**SCORED HITS:** Best 2 per target  
**START-STOP:** Audible – Last shoot  
**RULES:** IDPA Rulebook 2024  
**CONCEALMENT GARMENT:** Required  
**DISTANCES:** 4-14 yards  
**NB:** For the muzzle, and during reloads, the 180° rule applies horizontally, and vertically the limit is the berms height

**PROCEDURE:** On start signal, pik-up only the spares magazines you need for the cof and engage the targets from available cover, T1-T2-T3-T6 are in the open, opening the suitcase, will activate the swinger T3, opening Window 1, will activate the swinger T8, both swinger will remaining visible

**N:B:** From Poc 1, T6 will not be visible

Engage T1-T2-T3 beyond FFL, will incur on DQ (The HC is a steel slab)





# SEE YOU IN VALHALLA

TIER 2 IDPA MATCH

**WARM-UP  
"STANDARD"**



## STANDARD

**START POSITIONS:** Standing relax on SP facing down-range, toes on the forward fault line, gun and magazines at division capacity holstered and properly stowed.

**PCC:** Hip-level

**PROCEDURE:** On start signal, engage the targets staying in SP with 3 rounds body and 2 round head each target (shooter order)

**N.B:** fire beyond the FFL, will be FTDR

**STRINGS:** 1

**SCORING:** 15 rounds, Unlimited

**TARGETS:** 3 threat, , 1 NT

**SCORED HITS:** Best 3 body & 2 best head per target

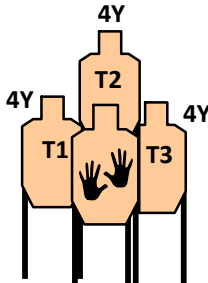
**START-STOP:** Audible – Last shoot

**RULES:** IDPA Rulebook 2024

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 4 yards

**NB:** For the muzzle, and during reloads, the 180° rule applies horizontally, and vertically the limit is the berms height



FFL

SP