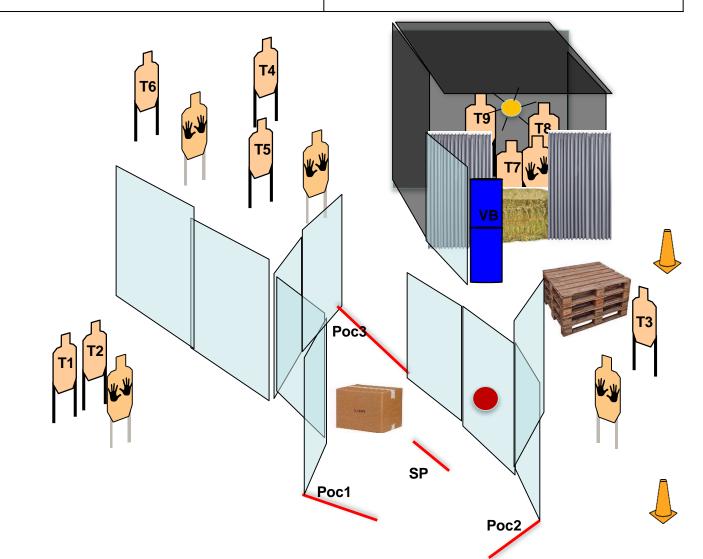
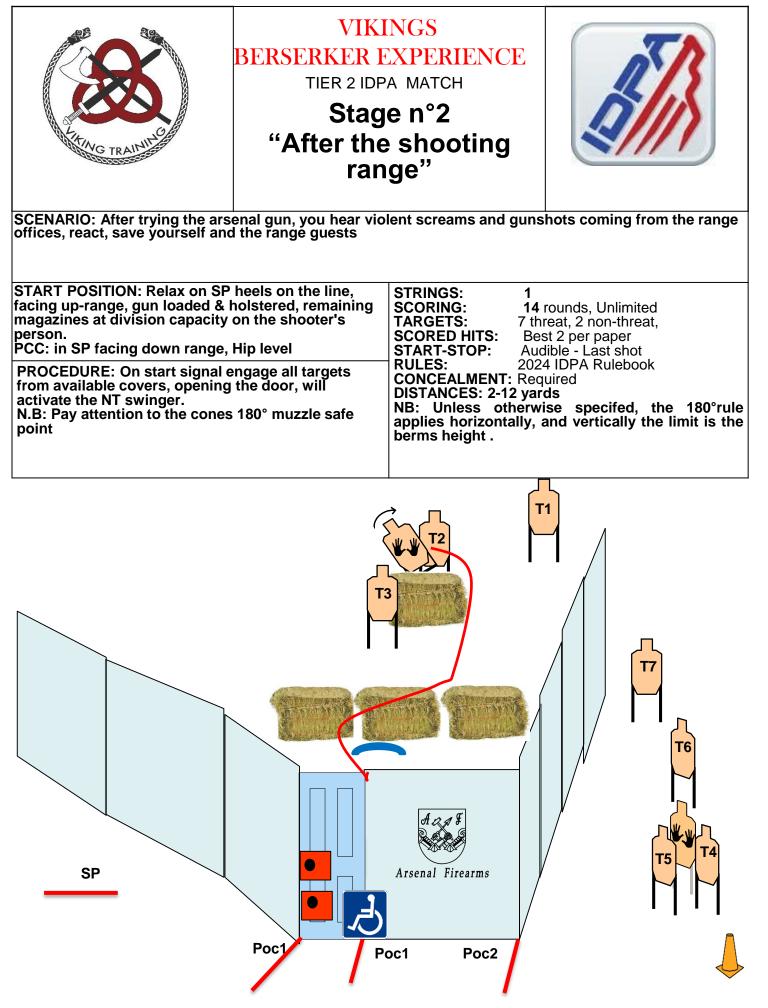
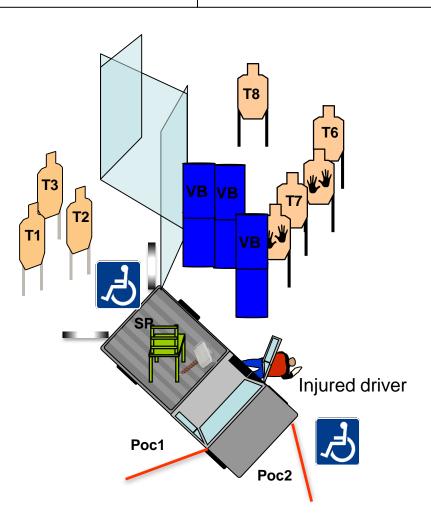
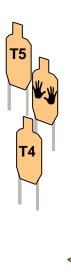
CONTRAINING TRAINING	BERSERKER F TIER 2 IDP Stag "Archae excava	а матсн e n°1 eological ations"				
SCENARIO: After a day of hard archaeological excavations, you are carrying a box of finds to be cataloged in the warehouse, unfortunately some unscrupulous mercenaries have realized that you have a treasure in your hands and trying to take possession of it with guns in hand. Get yourself and your team to safety						
START POSITION: In SP toes touch the line, face down range keeping the box with both hands like the PSO will show, gun loaded & holstered, remaining magazines at division capacity on the shooter's person. PCC: Hip level muzzle to the red point, box in the strong hand PROCEDURE: On start signal engage all targets		SCORED HITS: E START-STOP: A RULES: 2 CONCEALMENT: R DISTANCES: 1-9 ya	024 IDPA Rulebook equired <b>rds</b>			
from available covers, T7-T8-T9 are in the open in dark zone and backlight			wise specified, the 180°rule , and vertically the limit is the			

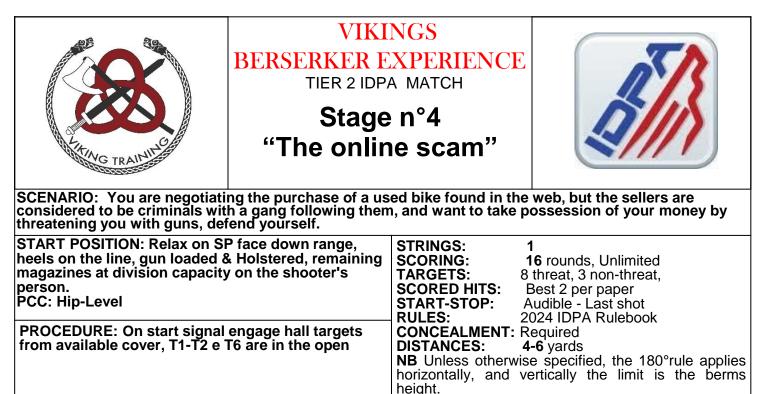


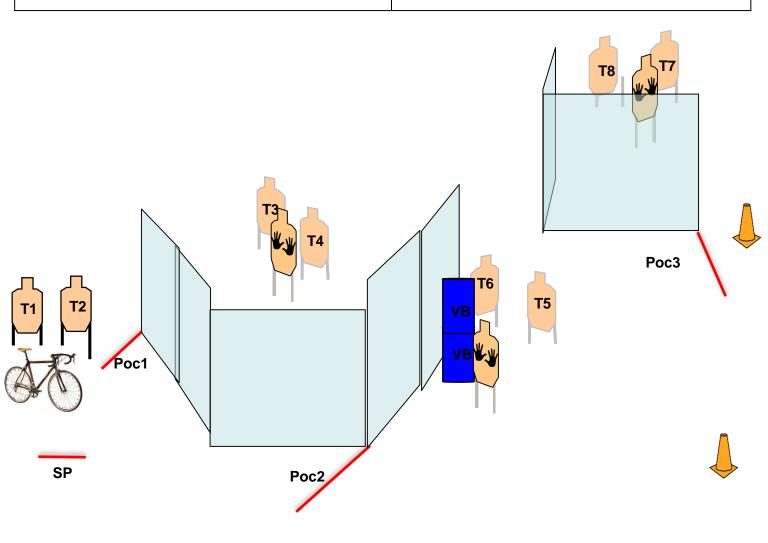


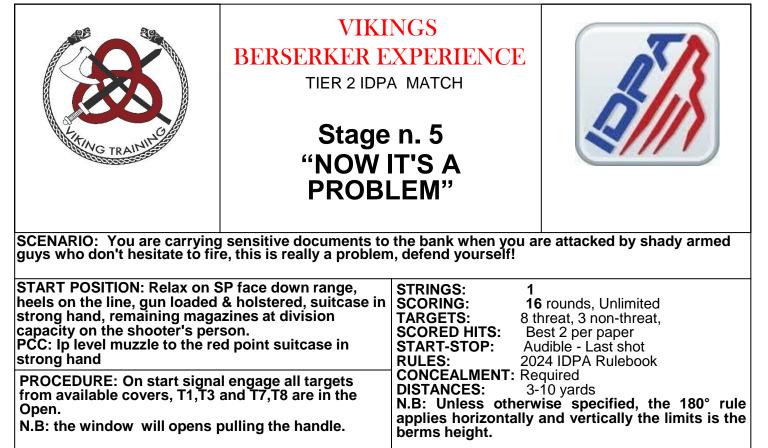
THE TRAINING	VIKI BERSERKER E TIER 2 IDP/ Stage "Thor's h	A MATCH	
SCENARIO: An archaeological team has finally found museum when the vehicle is attacked by criminals wir protect your colleague and the Thor's Hammer START POSITION: Sitting inside the armored vehicle, wearing body armor, gun loaded & holstered, face down range, remaining magazines at division capacity on the shooter's person, hands on knees PCC: The same but rifle over the knees keeped with both hands, muzzle pointed at T3 PROCEDURE: On start signal engage all targets from available cover, T1-T2-T3 are in the open, from Poc 2 engage in Low cover (At least one knee to the ground) N.B: pay attention to the cones 180 muzzle safe point		STRINGS:1SCORING:16TARGETS:8 thSCORED HITS:BeSTART-STOP:AudRULES:202CONCEALMENT:NoDISTANCES:3-11NB Unless otherwise s	rounds, Unlimited reat, 3 non-threat, st 2 per paper dible - Last shot 4 IDPA Rulebook

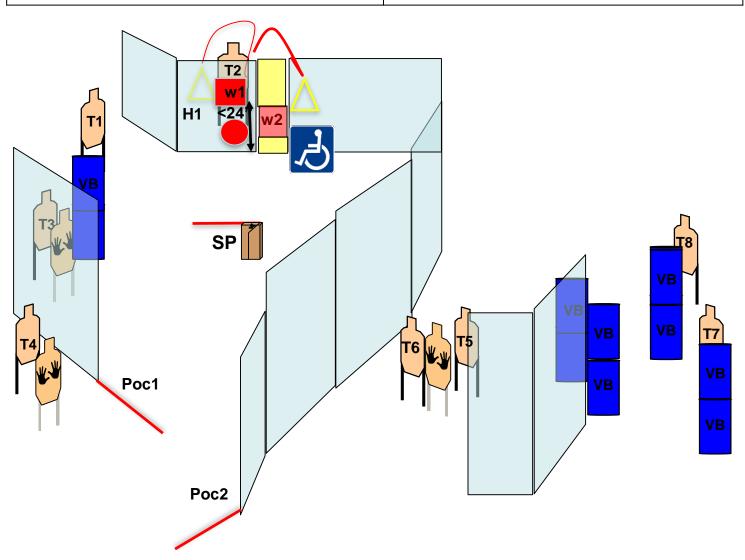


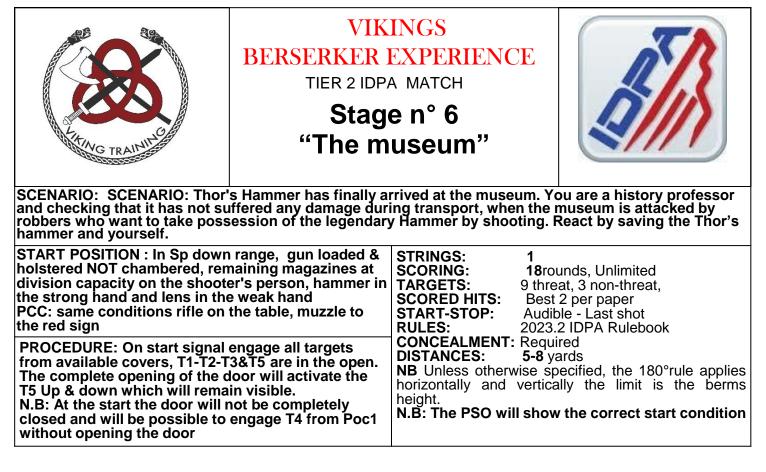


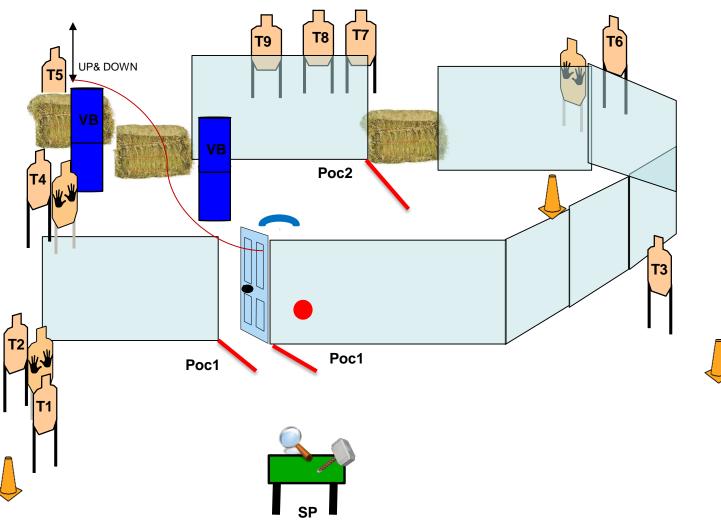




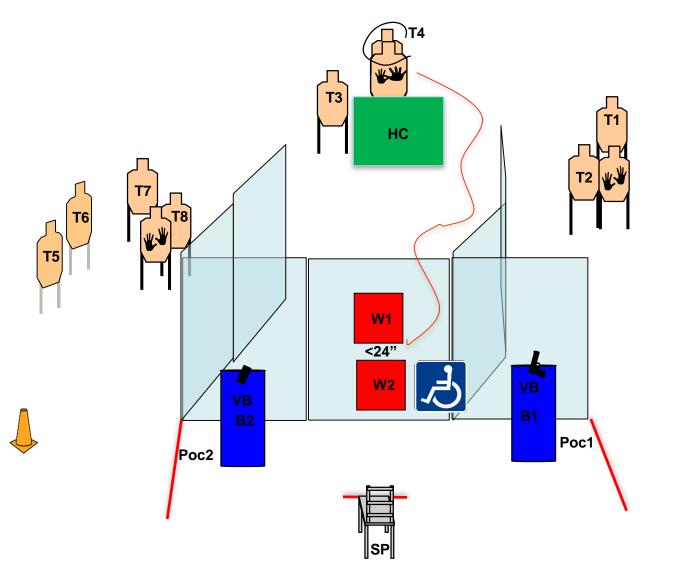


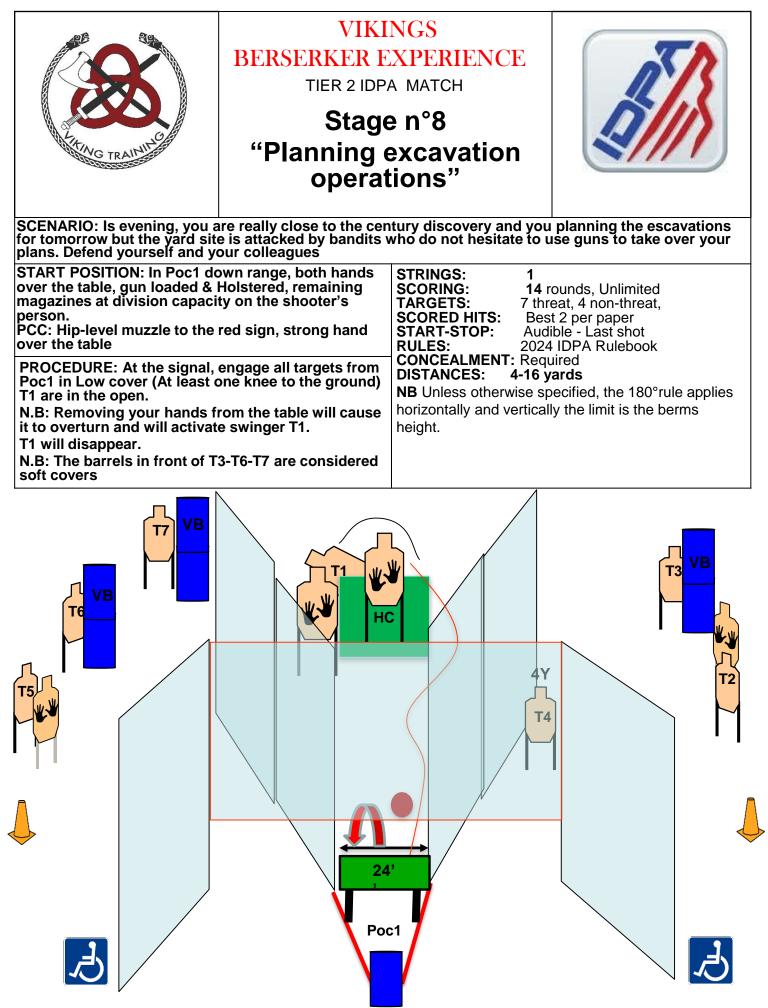














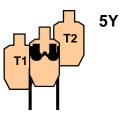
VIKINGS BERSERKER EXPERIENCE TIER 2 IDPA MATCH Stage 9

## STANDARD



## STANDARD

START POSITION : String 1&2: Relax in SP toes touching the line gun loaded & holstered, remains magazines at division capacity on the shooter's person. String 3 : Relax in SP toes touching the line gun loaded & holstered, remaining magazines at division capacity on the shooter's person. PCC: Strings 1-2-3 Low ready .	STRINGS: 3 SCORING: 18 rounds, Limited TARGETS: 2 threat 1 HNT SCORED HITS: String 1&2: 2 per target String 3 : 3 body 2 head per target	
PROCEDURE: At the start signal String 1: remaining on SP Engage the targets with strong hand only String 2: Remaining on SP Engage the targets with weak hand only String 3: Remaining on SP Engage The targets with 3 round Body and 2 round Head ( in any order) NOTE. The score will be noted at the end of all strings	START-STOP: Audible – Last Shot RULES: 2024 IDPA Rulebook CONCEALMENT GARMENT: Not required DISTANCES: 5 yards NB: Unless otherwise specified, the 180° rule applies horizontally and vertically the limit is the berms height.	



STANDARD ARSENAL	VIKI BERSERKER F TIER 2 IDP Stage "Harsenal ex		
START POSITION: in SP pick-up gun on the table loaded with 10 rounds only, no spare magazine available PROCEDURE: At the signal remaining on SP, engage only with pick-up gun all target in the open. NB: The gun will be loaded, unloaded and placed on the table, only from PSO. The ammunition will be supply from the range. In case of gun malfunction, reshoot is mandatory.		STRINGS:1SCORING:10 rounds LimitedTARGETS:5 threat,SCORED HITS:2 per paperSTART-STOP:Audible - Last shotRULES:2024 IDPA RulebookCONCELAMENT:RequiredDISTANCES:1-11 yardsNB Unless otherwise specified, the 180°rule applieshorizontally and vertically the limit is the bermsheight.	

