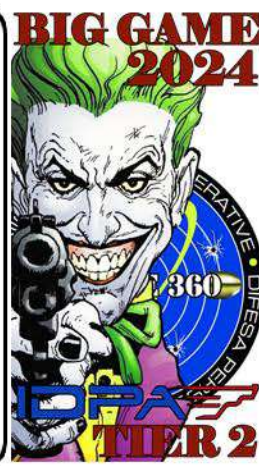


# BAY

## STAGE N.1 SHOPPING

- String 1
- Scoring 10 rounds , Unlimited
- Scored Hits best 3 for paper steel down
- Target 3 threat- 1 non threat t.1 steel
- Concealment garment Required
- Start-Stop Audible - last shot
- Distance 6 / 10 Yards
- Rules current IDPA Rulebook
- Stage Designer Diego Silvestri
- PSO /

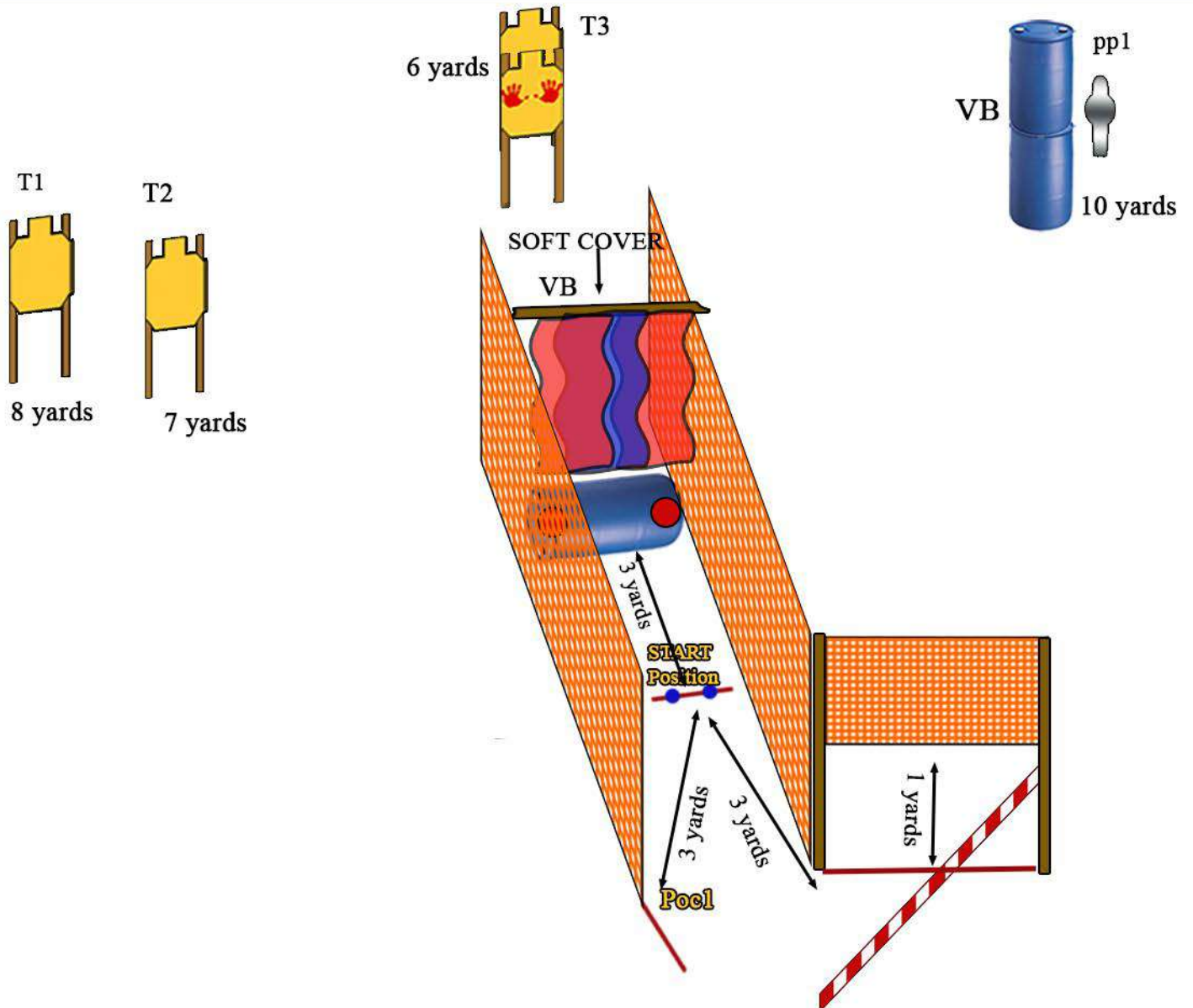


SCENARIO you come back home from shopping and find armed intruders attacking you, you defend yourself  
START POSITION: relax position, face down-range, toes touching the marks in SP, gun loaded and holstered with 10 shots (9+1) chambered loaded, revolvers and bugs at maximum capacity, the remaining magazines on belt at division capacity.

PCC: same start condition, but with the weapon in low ready towards the red dot

PROCEDURE: : at the acoustic signal, engage all the targets respecting priorities, T3 is hidden by soft cover.  
T3 and pp1 are in the open, pp1 from low cover. all targets must be engaged with 3 shots

SAFETY ANGLES: 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT THE BERM



# BAY

## STAGE N.2 THE EMBASSY

- String 1
- Scoring 11 rounds , Unlimited
- Scored Hits best 2 for paper steel down
- Target 5 threat- 2 non threat t.1 steel
- Concealment garment Required
- Start-Stop Audible - last shot
- Distance 5/ 11 Yards
- Rules current IDPA Rulebook
- Stage Designer Silvestri
- PSO /

# BIG GAME 2024



**SCENARIO:** while passing in front of the italian embassy in tripoli. they try to kill you for terrorist purposes, you are armed and you defend yourself

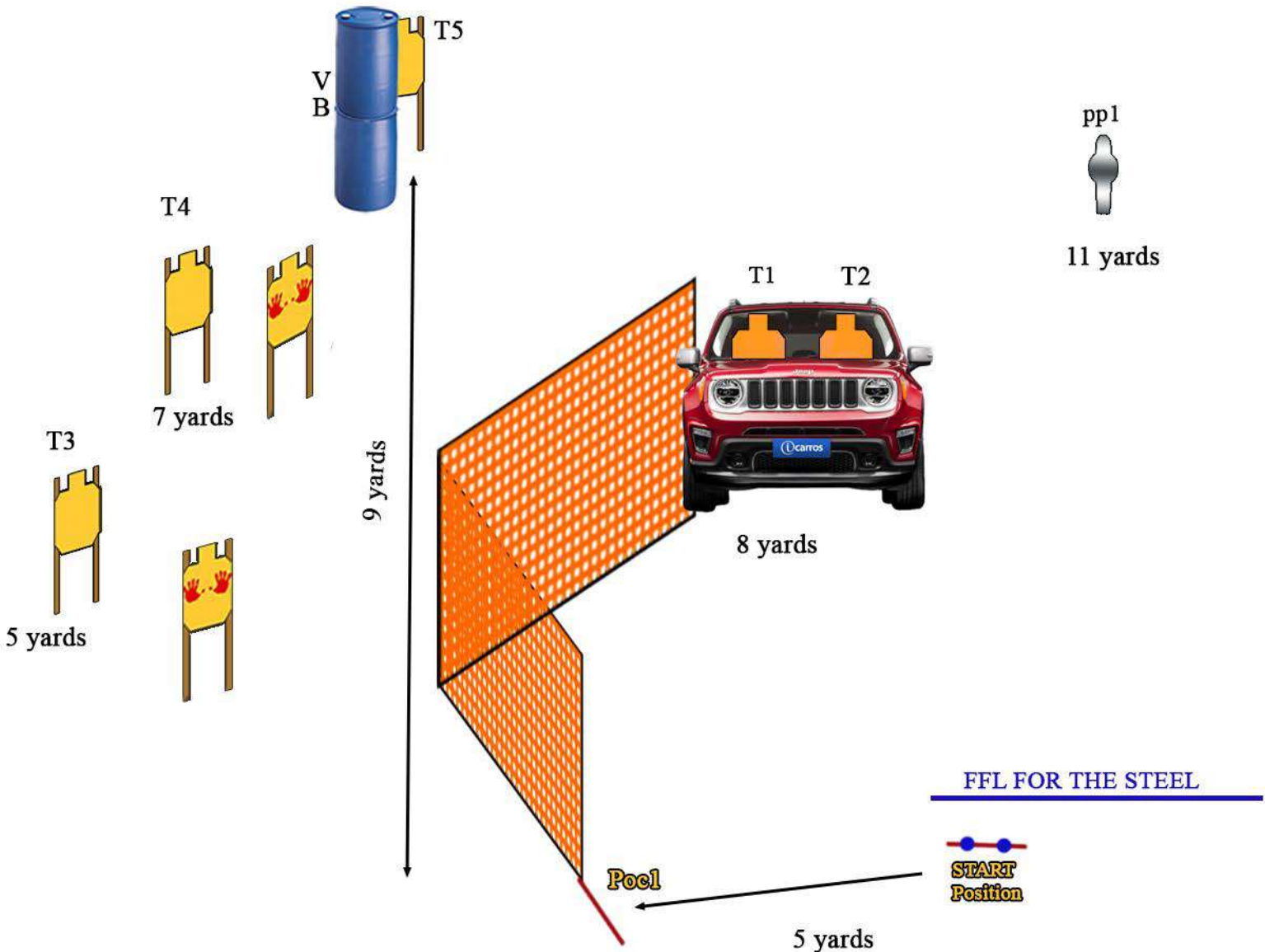
**START POSITION:** face down-range in SP, toes on the signs. cell phone in the weak hand, gun loaded and holstered, the remaining magazines at division capacity on belt

**PCC:** same start condition, but with weapon in hip level towards the berm

**PROCEDURE:** at the start signal, engage all targets respecting covers and priorities.

**note:** T1 - T2 - T5 and pp1 are in the open, FFL for the steel all targets must be engaged with a 2 rounds

**SAFETY ANGLES:** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT THE BERM



# BAY

## STAGE N. 3 FEAR

- String 1
- Scoring 18 rounds , Unlimited
- Scored Hits best 2 for paper steels down
- Target 8 threat- 3 non threat t.2 steels
- Concealment garment Required
- Start-Stop Audible - last shot
- Distance 4 / 10 Yards
- Rules current IDPA Rulebook
- Stage Designer PSO /

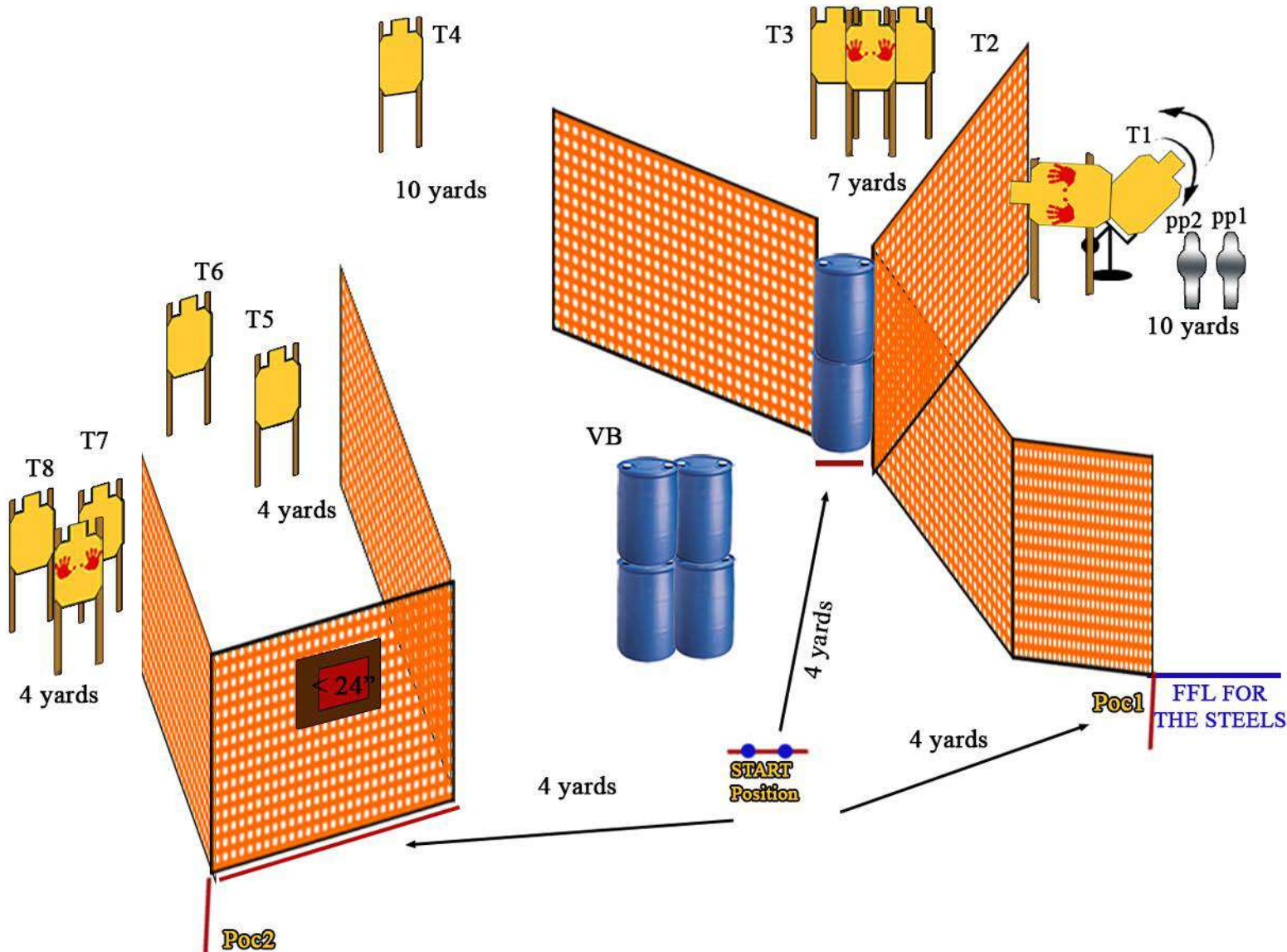


**SCENARIO :** in the alleys around the station you are involved in a shootout between drug dealers, you defend yourself  
**START POSITION:** face down-range in SP, relax with heels on marks, gun loaded and chambered shot holstered, remaining magazines at division capacity on belt.

**PCC:** same start condition, but with weapon in hip level towards the main berm

**PROCEDURE:** at the acoustic signal, engage all targets respecting covers and priorities,  
note: T2 and T3 will be visible by knocking down the bin. the T1 bobber (which will remain visible) will be activated by knocking down pp1, T4 is in the open FFL for the steels all targets must be engaged with 2 rounds

**SAFETY ANGLES:** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT THE BERM



# BAY

## STAGE N.4 FAST FOOD

- String 1
- Scoring 17 rounds , Unlimited
- Scored Hits best 3 for paper steels down
- Target 5threat- 2 non threat t. 2 steels
- Concealment garment Required
- Start-Stop Audible - last shot
- Distance 6 / 13 Yards
- Rules current IDPA Rulebook
- Stage Designer PSO /

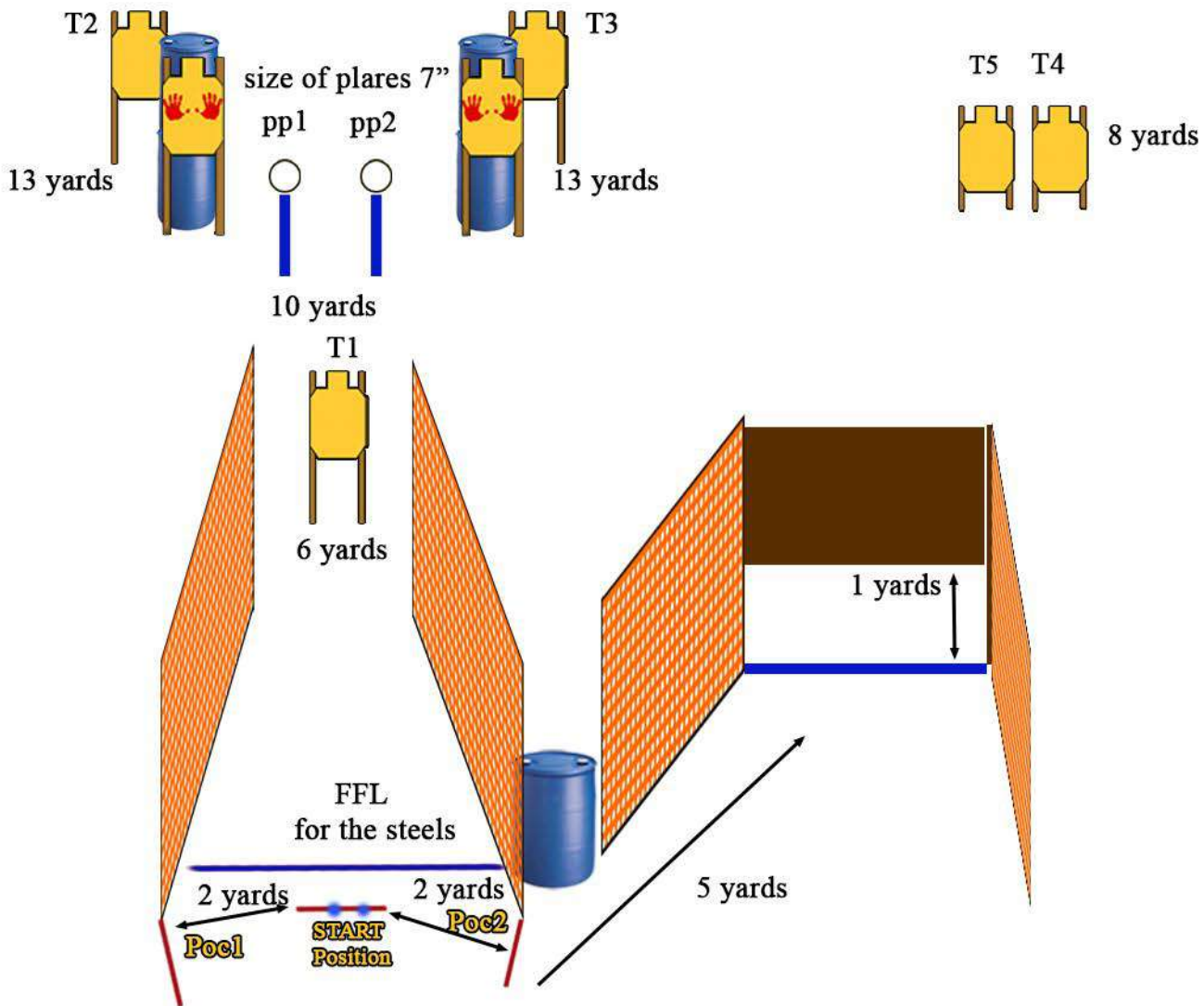


**SCENARIO :** you are at the checkout in a fast food restaurant, when a group of armed robbers attack you trying to hide behind powerful headlights pointed at you (pp1 and pp2), you defend yourself  
**START POSITION:** face down-range, relax, toes touching marks on the floor, gun loaded and holstered, the remaining magazines at division capacity on belt.

**PCC:** same start condition, but with weapon at hip level towards main berm

**PROCEDURE:** at the acoustic signal,engage all targets respecting covers and priorities T1, pp1 and pp2 are in the open T4 and T5 will be visible in low cover. all targets must be engaged with 3 hits.

**SAFETY ANGLES:** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT THE BERM



# BAY

## STAGE N.5 IN VILLA

- String 1
- Scoring 17 rounds , Unlimited
- Scored Hits best 2 for paper steels down
- Target 7threat- 2 non threat t. 3 steels
- Concealment garment Required
- Start-Stop Audible - last shot
- Distance 6 / 15 Yards
- Rules current IDPA Rulebook
- Stage Designer PSO /

# BIG GAME 2024



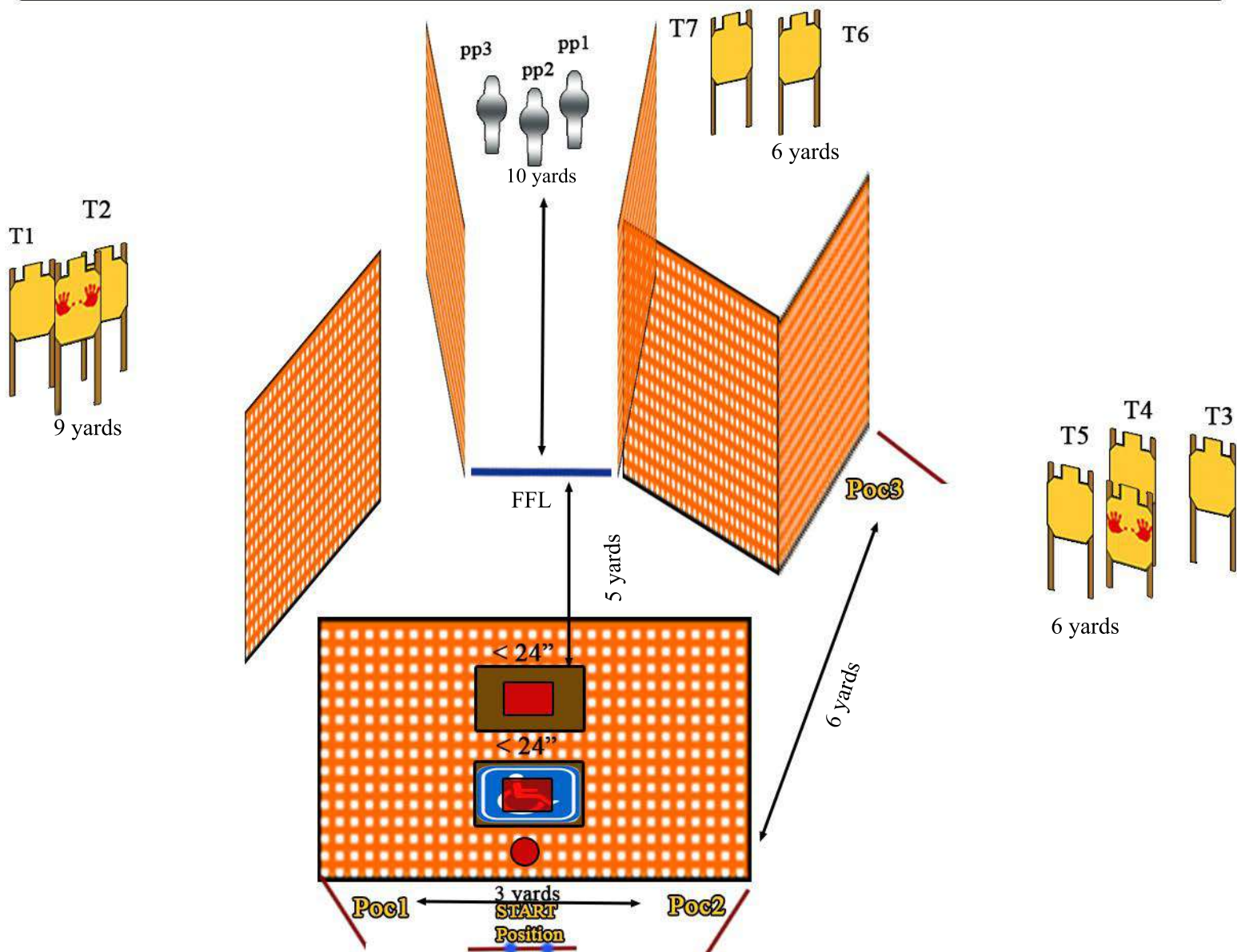
SCENARIO : : you arrive at your villa in the mountains, and you realize that armed criminals were waiting for you, you defend yourself

START POSITION: : relax in SP, face down-range, heels on the signs, gun loaded to division capacity, holstered. remaining magazines in belt.

PCC:same start position, low ready, loaded towards the red dot.

PROCEDURE: at the acoustic signal, engage the targets respecting covers and priorities. FFL is the engagement limit on steel. all targets must be engaged with 2 shots

SAFETY ANGLES: 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT THE BERM



# BAY

## STAGE N. 6 STANDARD limited

String	1
Scoring	10 rounds ,limited
Scored Hits	best 2 for paper1body and 1 head
Target	5 threat- 3 non threat T.
Concealment garment	Required
Start-Stop	Audible - last shot
Distance	8 Yards
Rules	current IDPA Rulebook
Stage Designer	Diego Silvestri
PSO	/



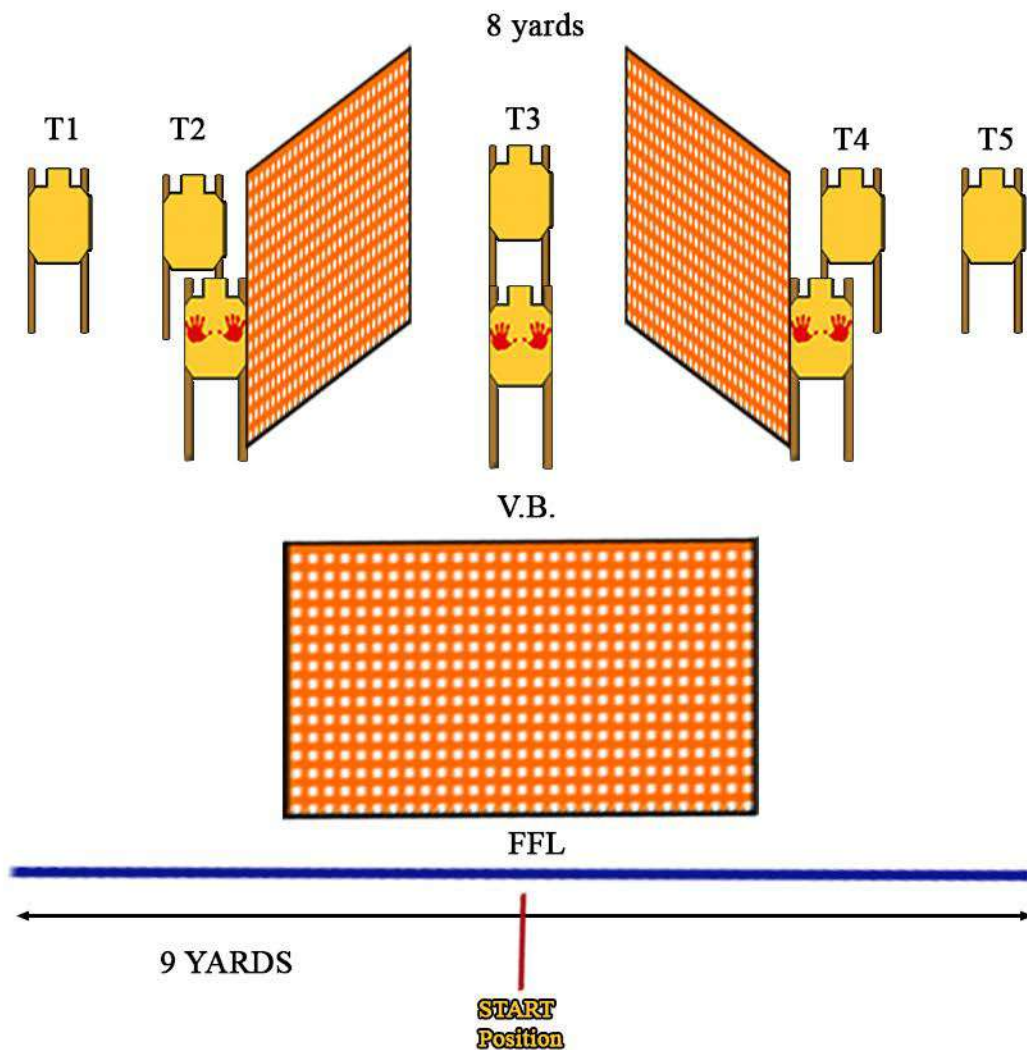
### STANDARDS

**START POSITION::** relax position with face down-range, feet astride the fault line in SP, gun loaded and holstered with 5 rounds (4+1) chambered round, the remaining magazines on belt to division capacity.

**PCC:** same start condition, but with weapon in hip level towards the berm

**PROCEDURE:** at the acoustic signal, engage the targets with one shot to the body and one to the head.

**SAFETY ANGLES:** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT THE BERM



# BAY

## STAGE N.7 STANDARD 2

String	1
Scoring	9 rounds ,unlimited
Scored Hits	best 1 for paper, 5 for T5
Target	5 threat- 1 non threat T.
Concealment garment	NOT Required
Start-Stop	Audible - last shot
Distance	4 / 12 Yards
Rules	current IDPA Rulebook
Stage Designer	Diego Silvestri
PSO	/

# BIG GAME 2024



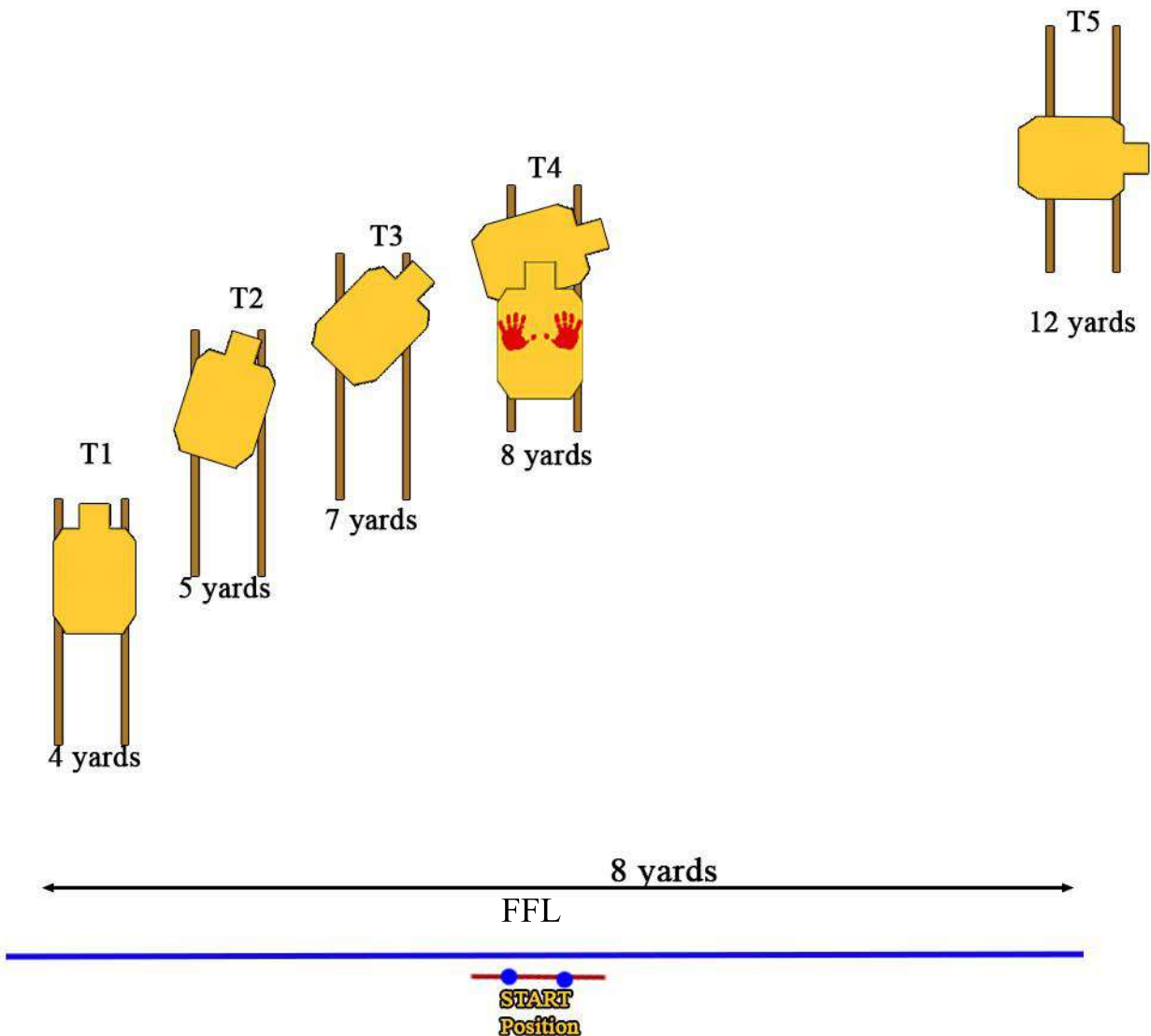
## STANDARDS

**START POSITION:** relax, face down-range, toes on the marks, gun loaded and holstered with 5 rounds, (4 + 1) round chambered, the remaining magazines on belt at division capacity

**PCC:** same start condition, weapon in hip level towards the beam

**PROCEDURE:** at the acoustic signal, engage from T1 to T4 with one shot, then T5 with 5 shots.

**SAFETY ANGLES:** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT THE BERM







# BAY

## STAGE N.9 PAWN SHOP

- String 1
- Scoring 18 rounds , Unlimited
- Scored Hits best 2 for paper, steels down
- Target 8threat- 4 non threat t. 2 STEELS
- Concealment garment Required
- Start-Stop Audible - last shot
- Distance 4 / 10 Yards
- Rules current IDPA Rulebook
- Stage Designer Aldo De Silvestro
- PSO /



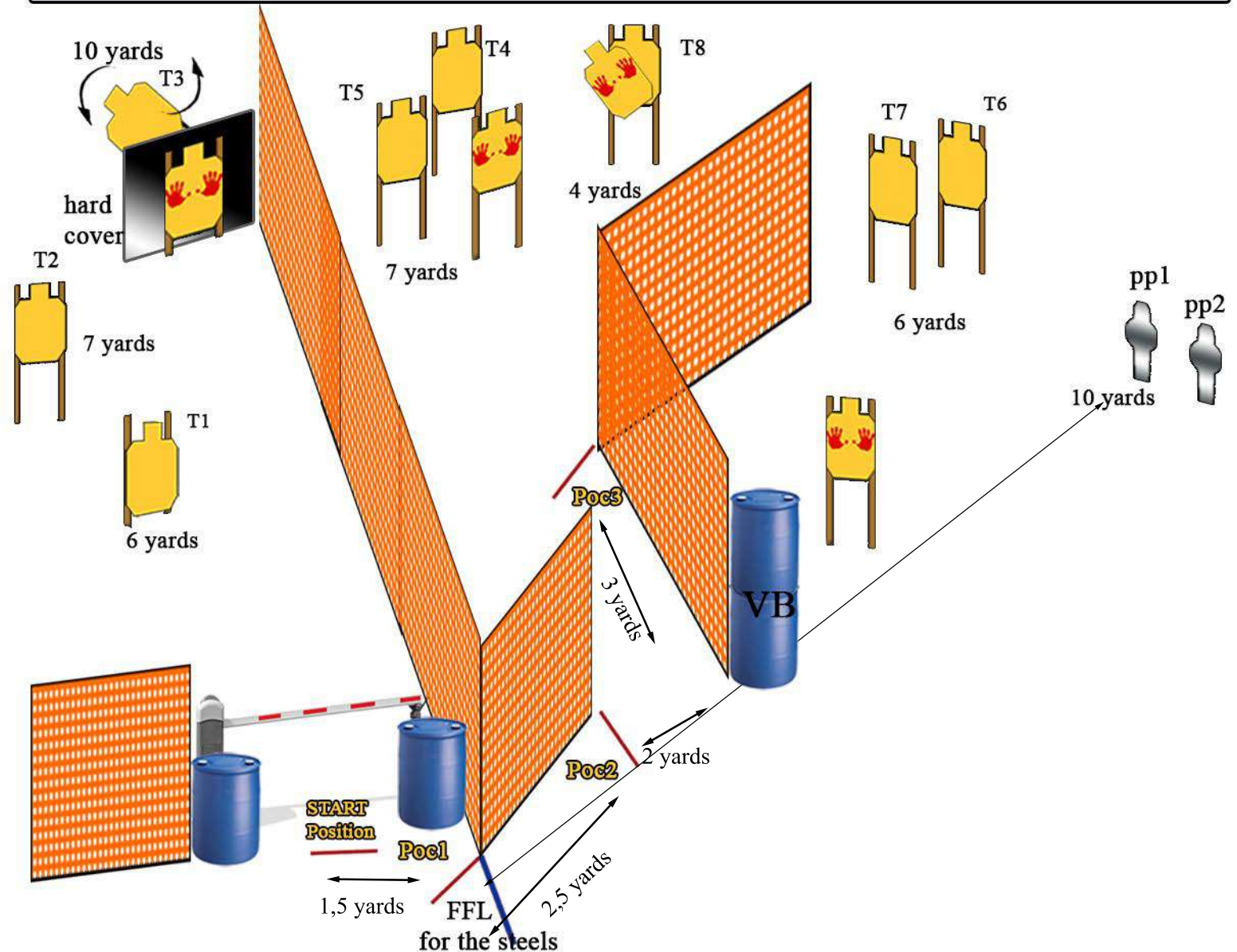
SCENARIO : : you're closing your pawn shop, when an armed gang breaks in to rob you, you're armed and defending yourself

START POSITION: face down-range, toes touching the marks on the line, both hands holding the bar. gun loaded and holstered, the remaining magazines at the division capacity on belt

PCC: same start condition, but with the weapon resting on one of the bins, muzzle towards the main berm

PROCEDURE: at the start signal, engage all targets respecting covers and priority, note: releasing the bar activates the T3 swinger which will remain visible. all targets must be engaged with 2 rounds. T1, T2, T3, T6 and T7 are in the open, the FFL on steels

SAFETY ANGLES: 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT THE BERM



# BAY

## STAGE N.10 THE GARAGE

String	1
Scoring	18 rounds , Unlimited
Scored Hits	best 2 for paper steels down
Target	8threat- 2non threat t. 2 steels
Concealment garment	Required
Start-Stop	Audible - last shot
Distance	6 / 10 Yards
Rules	current IDPA Rulebook
Stage Designer	Aldo De Silvestro
PSO	/

# BIG GAME 2024

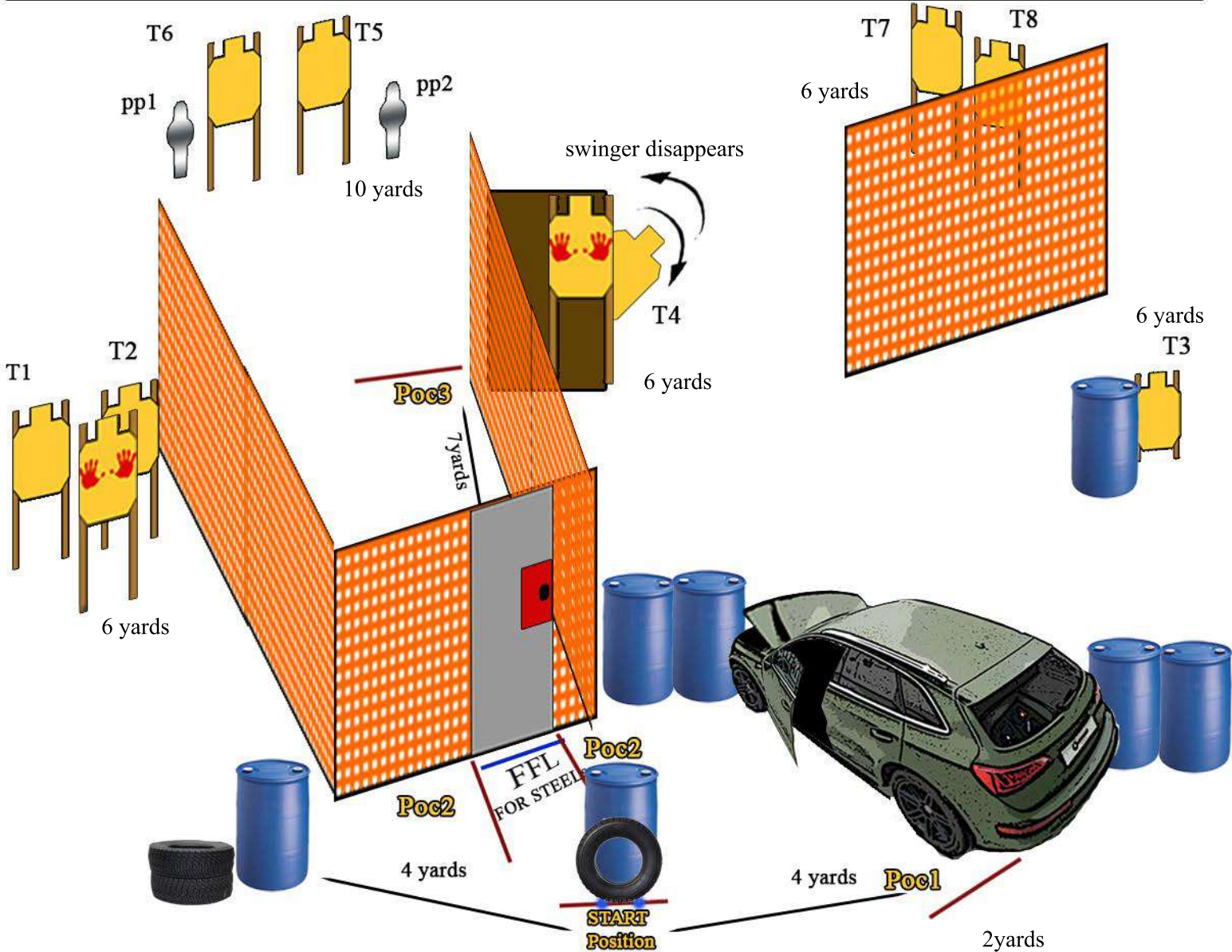


**SCENARIO :** you are in your garage, when an armed bunch breaks in for a robbery, you defend yourself.  
**START POSITION:** ,face down-range in S.P. toes on marks and both hands touching the tire. gun loaded to division capacity, holstered remaining magazines in belt..

**PCC:** loaded to division capacity on the bin, muzzle to the main beam.

**PROCEDURE :** at the acoustic signal, engage the targets respecting covers and priorities. to activate the t4 disappearing swinger, you need to close the car door. T1-T2 and T4 are in the open, poc2 is the engagement limit for pp1 and pp2. all targets must be engaged with 2 shots.

**SAFETY ANGLES:** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT THE BERM





# BAY

## STAGE N. 12 THE SCOOTER

String	1
Scoring	10 rounds ,unlimited
Scored Hits	3 for paper steel down
Target	3 threat- 1 non threat T.1 steel
Concealment garment	Required
Start-Stop	Audible - last shot
Distance	4/12 Yards
Rules	current IDPA Rulebook
Stage Designer	Diego Silvestri
PSO	/



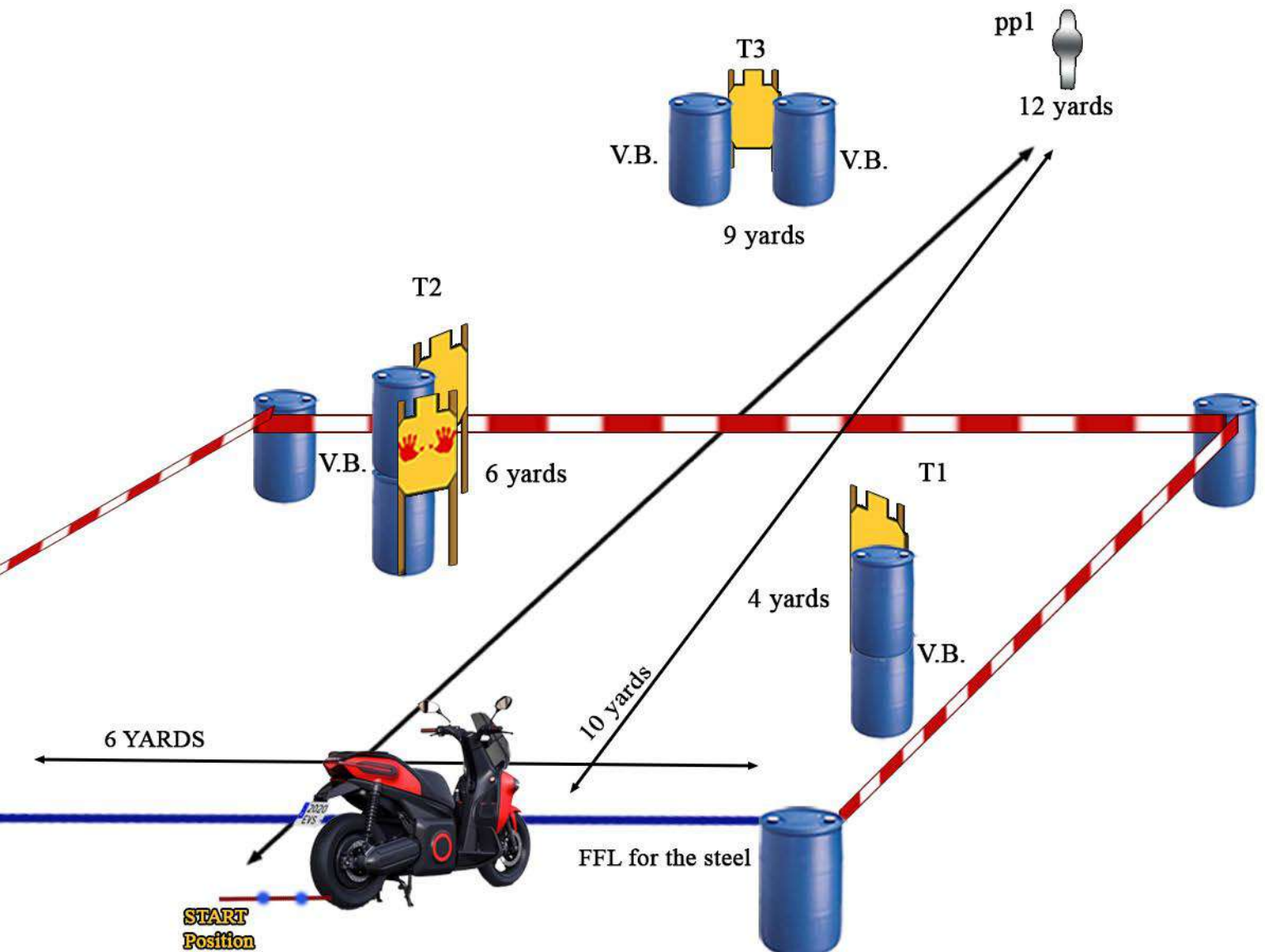
**SCENARIO:** while you're taking a nice ride on your motorbike, you stop to refuel... bad luck hits you, armed guys appear and you're forced to use weapons to defend yourself

**START POSITION:** face down-range in SP. behind the scooter, toes touching the marks on the floor, hands on the saddle. gun loaded and chambered, the remaining magazines at division capacity on belt.

**PCC:** same start condition, but with the weapon in the weak hand in hip level, muzzle towards the berm and strong hand on the saddle

**PROCEDURE:** at the start signal, engage targets when visible, respecting the priorities. all targets must be engaged with 3 rounds . blue line is DQ limit for pp1

**SAFETY ANGLES:** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT THE BERM



# BAY

## STAGE N.13 RICCIONE

- String 1
- Scoring 12 rounds ,unlimited
- Scored Hits best 3 for paper
- Target 4 threat- 1 non threat T.
- Concealment garment Required
- Start-Stop Audible - last shot
- Distance 6 / 8 Yards
- Rules current IDPA Rulebook
- Stage Designer Silvestri
- PSO /



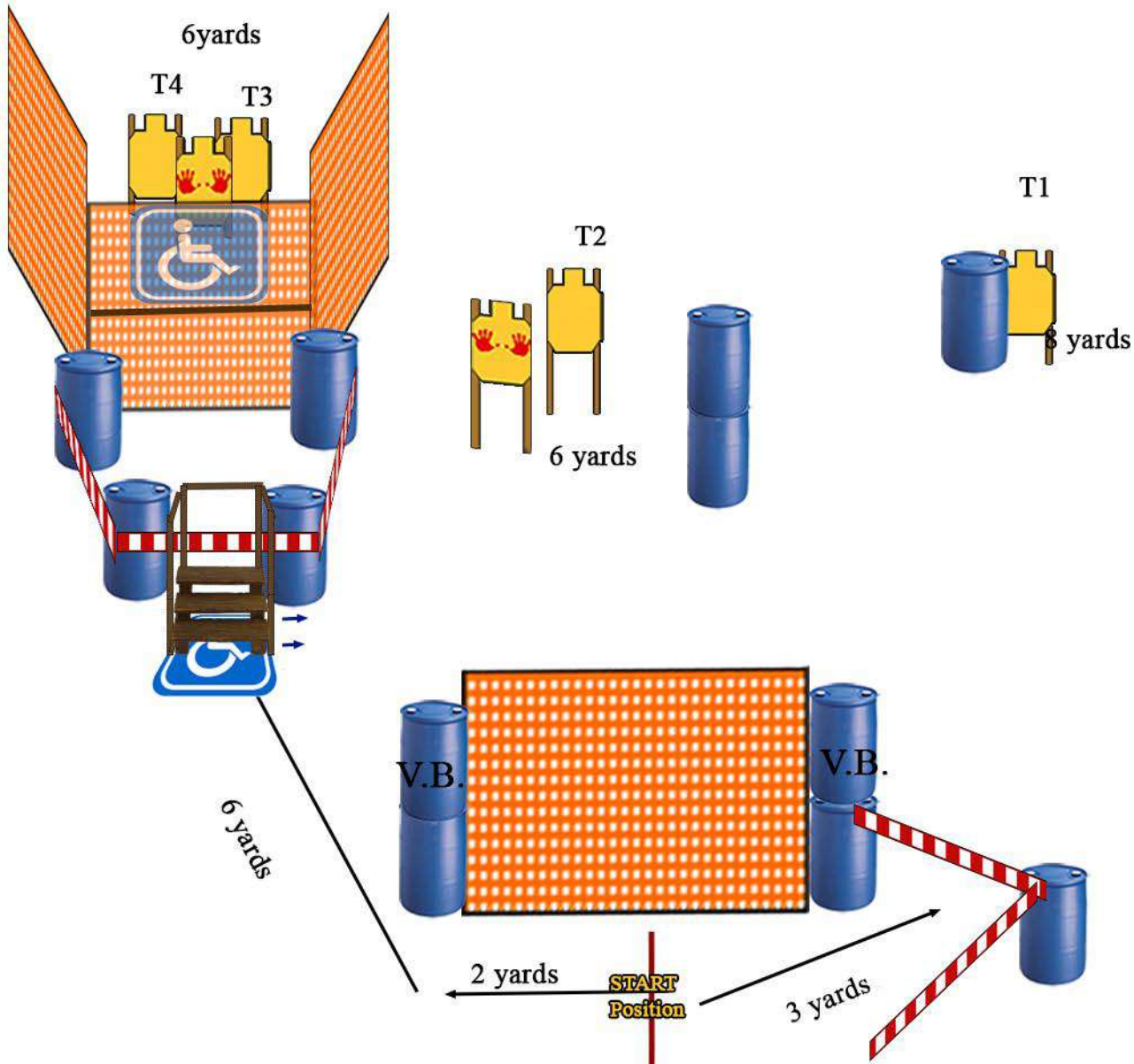
**SCENARIO:** you are enjoying your piadina while walking around riccione, when a bunch armed with knives attacks you, you defend yourself

**START POSITION:**face down-range feet straddling the line in SP, with the piadina held with 2 hands at height of the mouth as shown by the S.O. gun loaded and holstered with 5 rounds (4+1) chambered is loaded, remaining magazines at division capacity on belt.

**PCC:** same start condition, with weapon at hip level towards thye berm with piadina in the weak hand

**PROCEDURE:** at the acoustic signal, engage all targets in the open, T3 and T4 will be visible by climbing onto the platform all targets must be engaged with 3 minimum shots

**SAFETY ANGLES:** 180° HORIZZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT THE BERM



# BAY

## STAGE N.14 DUSK

- String 1
- Scoring 18 rounds , Unlimited
- Scored Hits best 2 for paper steels down
- Target 8 threat- 2 non threat t.2 steels
- Concealment garment Required
- Start-Stop Audible - last shot
- Distance 8 / 18 Yards
- Rules current IDPA Rulebook
- Stage Designer PSO /

# BIG GAME 2024



**SCENARIO** :you are at home when armed subjects break in shooting, you have to come out into the open to defend yourself

**START POSITION:** in SP, face down-range, relax with your toes on the marks, gun loaded and holstered, remaining magazines at capacity division on belt.

**PCC:** same start condition, but with weapon in hip level towards main berm

**PROCEDURE:** at the acoustic signal,engage all targets respecting covers and priorities, after having engaged T1 and T2 in cover from the SP, all pocs are interchangeable.

**note:** T5 is partially covered by hard “dynamic” cover which falls if hit, making the body visible. all targets must be engaged with 2 rounds

**SAFETY ANGLES:** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT THE BERM

