



Stage 1 (Bay 1)
"Robbery at the bar"

Phalanx Shooting Team

SCENARIO: You are at the cash register of the bar when armed criminals come in through the main door asking for the cash while their accomplices have fired shots from the service entrance, injuring your colleague.

START POSITION-CONDITION:

STRING 1: In SP facing downrange, toes on the line, notebook and pen in the hands chest height simulating writing, gun loaded with 5 rounds and holstered, magazines at division capacity properly stowed.

STRING 2: In SP relax facing downrange, toes on the line, gun loaded with 5 rounds on the table (at X marks), magazines at division capacity properly stowed, muzzle towards the central berm.

STRINGS: 2

SCORING: 18 rounds, Unlimited

TARGETS: 8 threat, 2 NT

SCORED HITS: best 2 per target, T5 best 2 body + best 1 head

START-STOP: audible – last shot

RULES: 2024 IDPA Rulebook

CONCEALMENT: required

DISTANCES: 3-8 yards

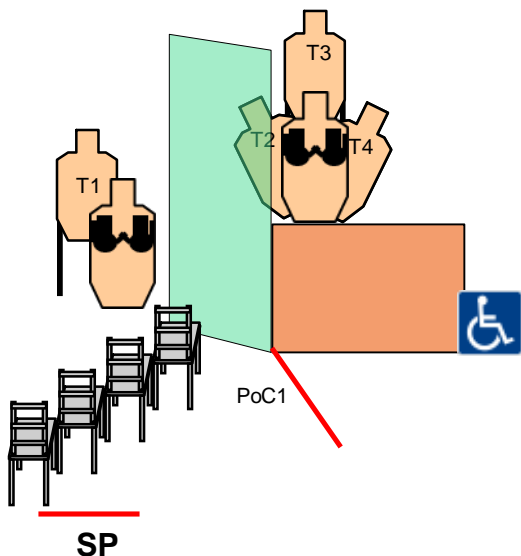
NB For the muzzle and during reloads, the 180 rule applies horizontally and vertically the limit is the height of the berms.

PROCEDURE:

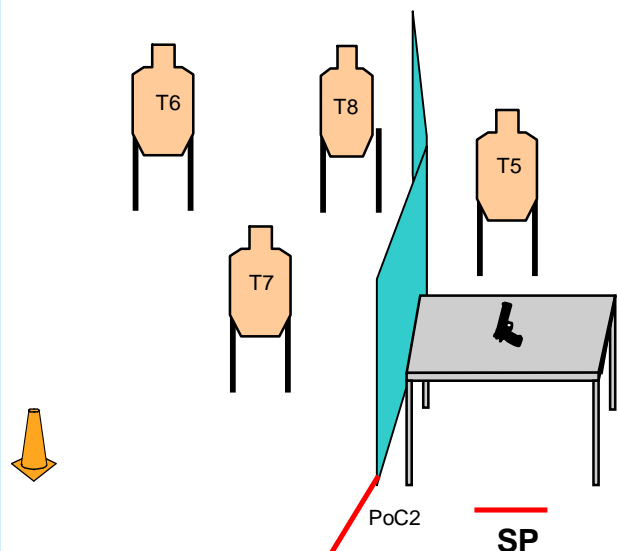
STRING 1: On start signal engage T1 in the open with two rounds head and then one round body. T2-T3-T4 in low cover (at least one knee to the ground).

STRING 2: On start signal engage targets from available cover, T5 in the open with 2 rounds body and then 1 round head.

STRING 1



STRING 2





Stage 2 (Bay 2)
“The avenue of sunset”
Phalanx Shooting Team

SCENARIO: It would have been an ideal evening stroll if criminals hadn't stopped you along with other passers-by to rob you. When one of the passers-by reacts, one of the bad guys armed injured him with a gunshot and then you decide to intervene to save yourself and the others.

START POSITION-CONDITION: Surrender facing uprange in PoC1 or PoC2 (shooter's choice), gun loaded and holstered, magazines at division capacity properly stowed.

PROCEDURE: On start signal engage targets from available cover. T6-T7 in the open. PP1 activates T4 which remains visible.
NB ENGAGING PP1 - T4 BEYOND THE FFL NEAR PoC1 INVOLVES DQ (HC IS AN IRON SLAB).

STRINGS: 1

SCORING: 15 rounds, Unlimited

TARGETS: 7 threat, 4 NT, 1 steel

SCORED HITS: best 2 per target, steel down

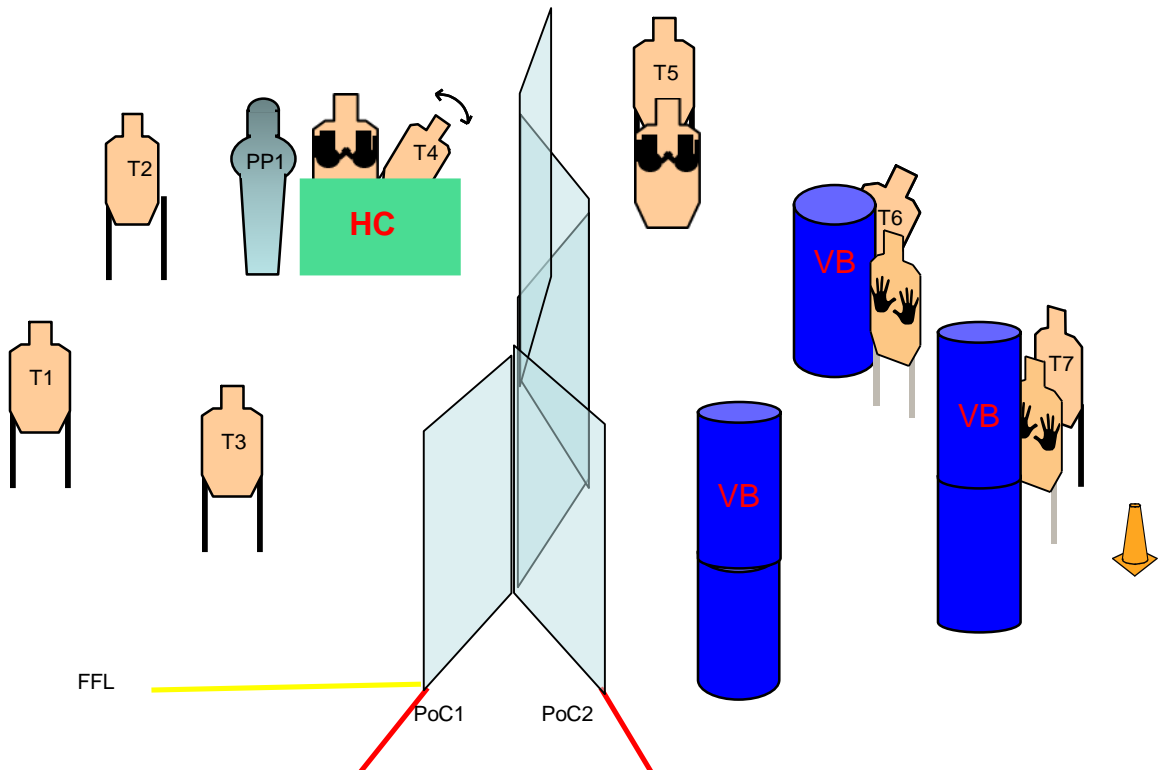
START-STOP: audible – last shot

RULES: 2024 IDPA Rulebook

CONCEALMENT: required

DISTANCES: 5-11 yards

NB For the muzzle and during reloads, the 180 rule applies horizontally and vertically the limit is the height of the berms.





Stage 3 (Bay 3)

“The deception”

Phalanx Shooting Team

SCENARIO: In the appointment for the sale of one of your firearms, you understand that you have fallen into a trap when the fake buyers with knives in hand threaten you while their accomplices armed with guns take passers-by hostage.

START POSITION-CONDITION: In SP facing downrange, toes on the line and suitcase in strong hand, gun loaded and holstered, magazines at division capacity properly stowed.

PROCEDURE: On start signal engage targets from available covers. T1-T2-T3-T6 in the open.

STRINGS: 1

SCORING: 16 rounds, Unlimited

TARGETS: 8 threats, 2 NT

SCORED HITS: best 2 per target

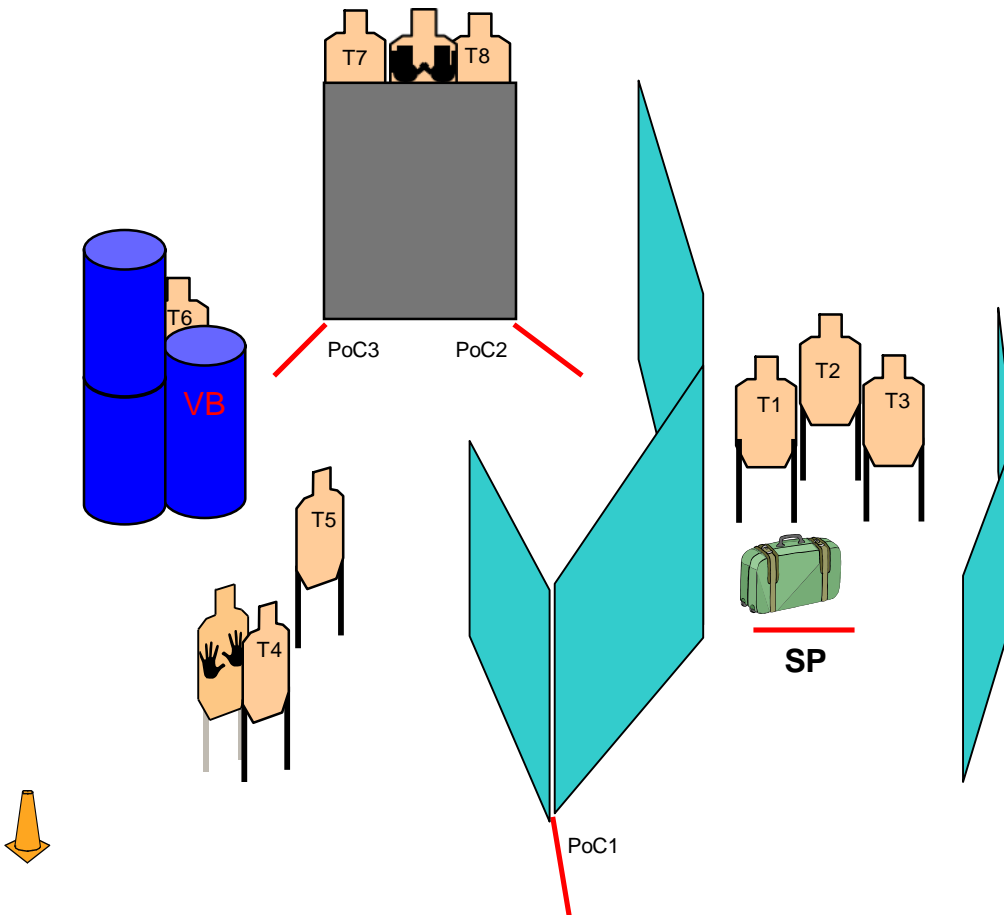
START-STOP: audible – last shot

RULES: 2024 IDPA Rulebook

CONCEALMENT: required

DISTANCES: 3-5 yards

NB For the muzzle and during reloads, the 180 rule applies horizontally and vertically the limit is the height of the berms.





Stage 4 (Bay 4)
“In the bank parking lot”
Phalanx Shooting Team

SCENARIO: You parked to go to the bank, but you see some fleeing armed robbers shoot into the crowd coming in your direction, defend yourself.

START POSITION-CONDITION: In SP relax facing downrange, heels on the line, gun loaded and holstered, magazines at division capacity properly stowed.

PROCEDURE: On start signal engage targets in prone position. S1 activates T7 which remains visible.
NB The "holster" command must be given only with the shooter standing.

STRINGS: 1

SCORING: 15 rounds, Unlimited

TARGETS: 7 threat, 3 NT, 1 steel

SCORED HITS: best 2 per target, steel down

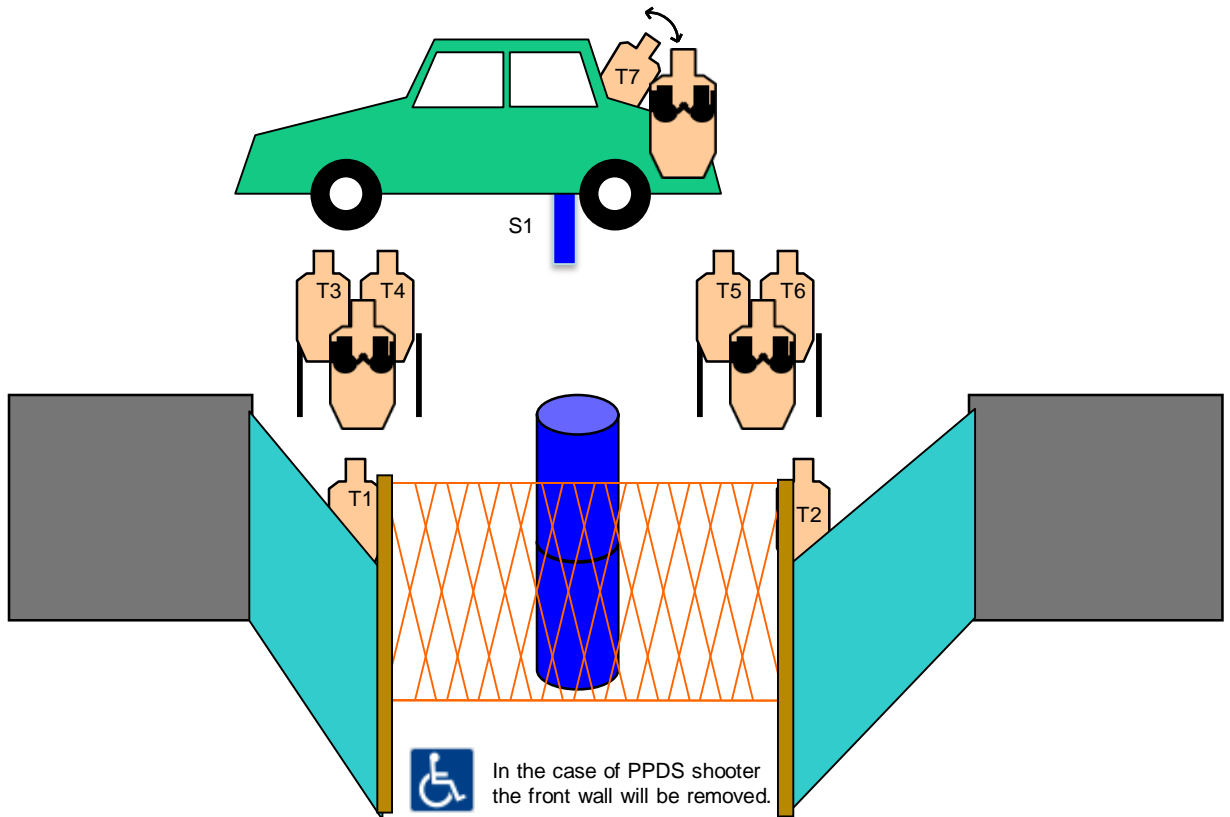
START-STOP: audible – last shot

RULES: 2024 IDPA Rulebook

CONCEALMENT: required

DISTANCES: 3-11 yards

NB For the muzzle and during reloads, the 180 rule applies horizontally and vertically the limit is the height of the berms.





Stage 5 (Bay 5)
“The gardener”

Phalanx Shooting Team

SCENARIO: You are tidying up the garden but you are attacked by armed kidnapers with the intention of taking away one of your family members.

START POSITION-CONDITION: In SP facing uprange, toes on the line, box held with both hands chest height, gun loaded and holstered, magazines at division capacity properly stowed.

PROCEDURE: On start signal engage targets from available cover. T1-T2 weak hand only. T6-T7 in the open. PP1 activates T5 which disappears.

STRINGS: 1

SCORING: 15 rounds, Unlimited

TARGETS: 7 threat, 3 NT, 1 steel

SCORED HITS: best 2 per target, steel down

START-STOP: audible – last shot

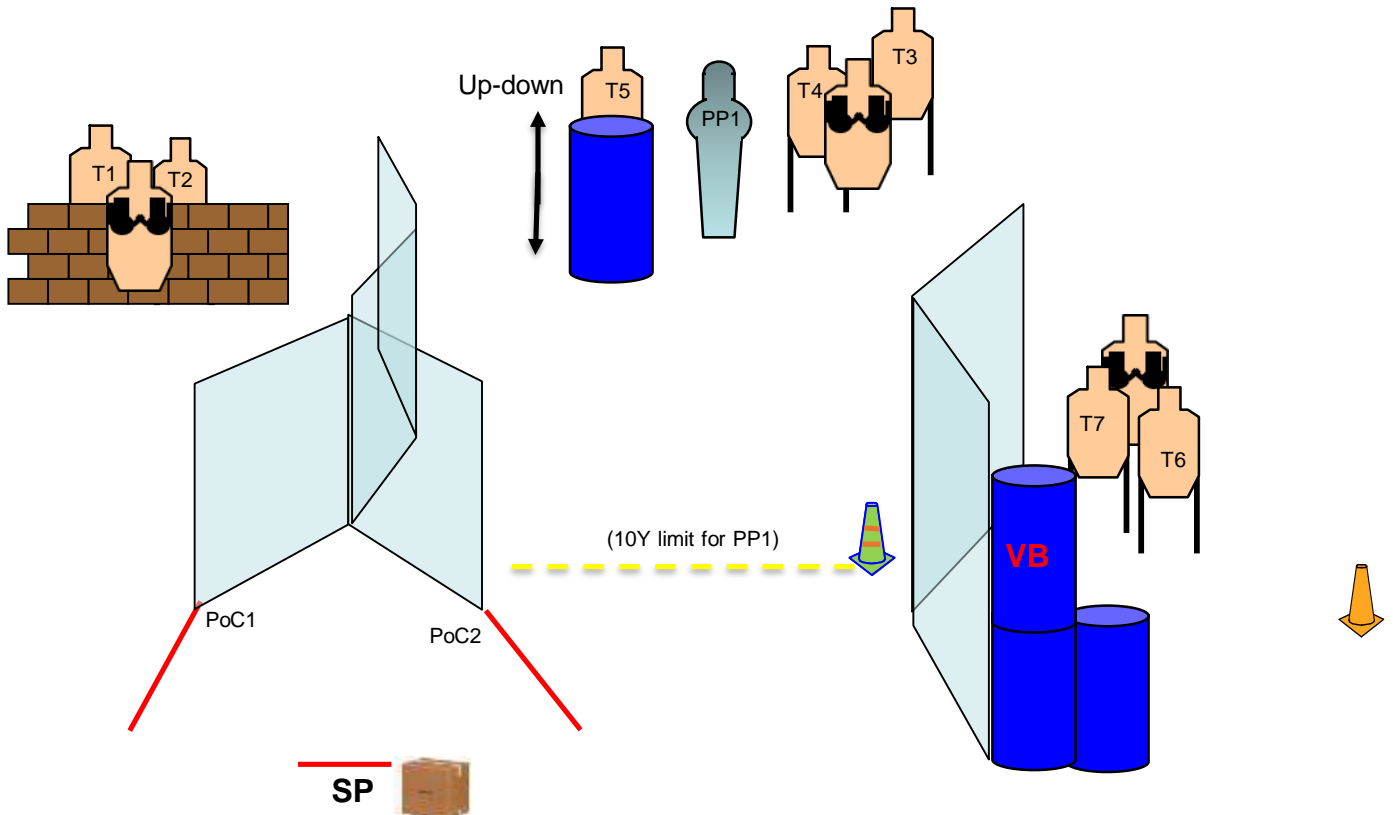
RULES: 2024 IDPA Rulebook

CONCEALMENT: required

DISTANCES: 6-13 yards

NB For the muzzle and during reloads, the 180 rule applies horizontally and vertically the limit is the height of the berms.

Pay attention to the 10 yards limit cone for engaging PP1.





Stage 6 (Bay 6)
“The tire specialist”
Phalanx Shooting Team

SCENARIO: You're replacing a tire in your garage when robbers come in shooting and attempt a robbery.

START POSITION-CONDITION: In SP face to T1 with both hands on the tire, heels on the line, gun loaded and holstered, magazines at division capacity properly stowed.

PROCEDURE: On start signal engage targets from available cover. T1-T4-T5 in the open. T1 with two rounds body and then one round head.

STRINGS: 1

SCORING: 17 rounds, Unlimited

TARGETS: 8 threat, 3 NT

SCORED HITS: best 2 per target, T1 best 2 body + best 1 head

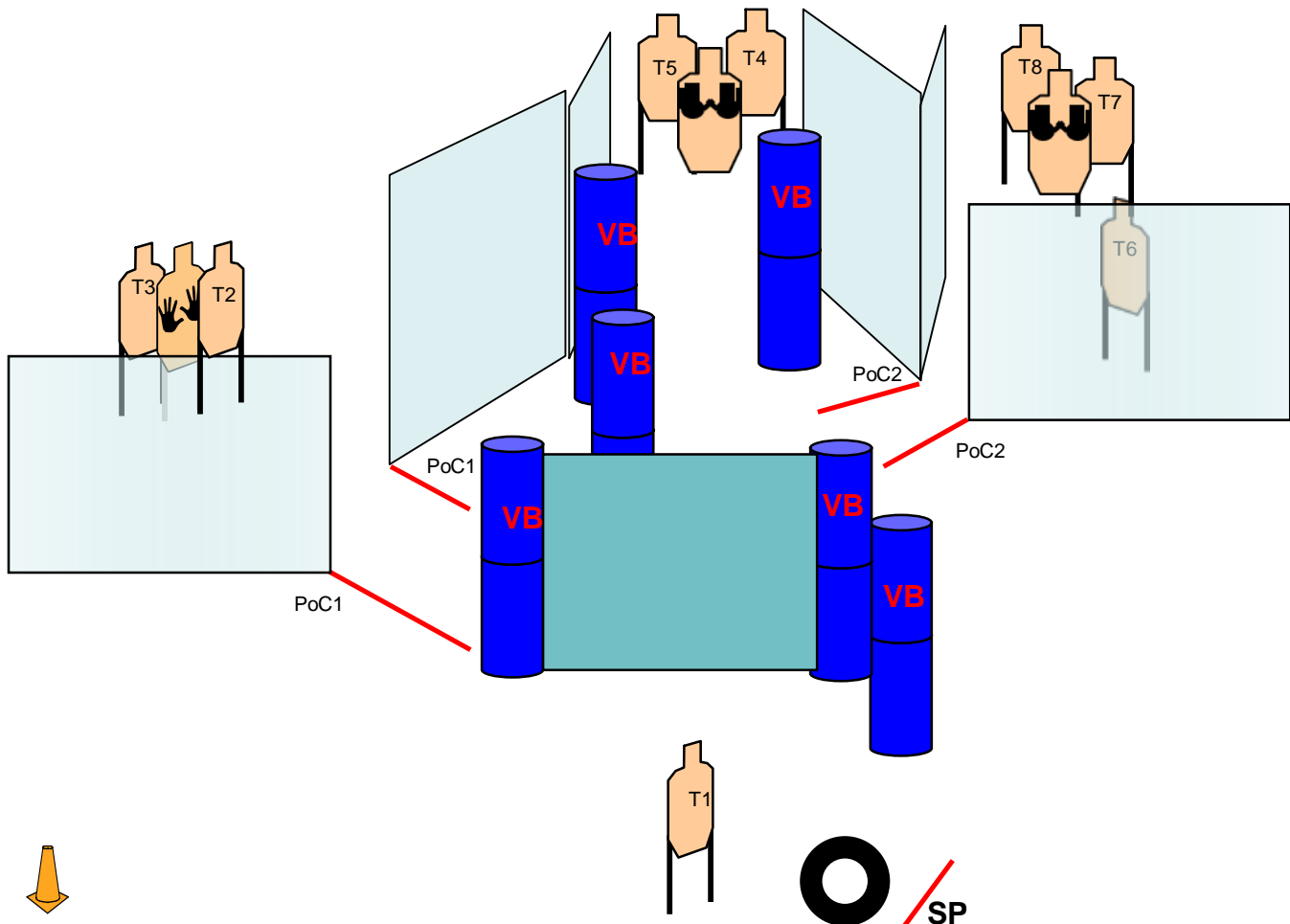
START-STOP: audible – last shot

RULES: 2024 IDPA Rulebook

CONCEALMENT: required

DISTANCES: 2-4 yards

NB For the muzzle and during reloads, the 180 rule applies horizontally and vertically the limit is the height of the berms.





Stage 7 (Bay 7)
“Attack on the park”
Phalanx Shooting Team

SCENARIO: You are sitting in the park reading the newspaper when criminals break into the crowd and shoot on passers-by in your direction.

START POSITION: In SP facing downrange, sitting with the newspaper held with both hands at face level, gun loaded and holstered, magazines at division capacity properly stowed.

STRINGS: 1

SCORING: 15 rounds, Unlimited

TARGETS: 7 threats, 2 NT, 1 steel

SCORED HITS: best 2 per target, steel down

START-STOP: audible – last shot

RULES: 2024 IDPA Rulebook

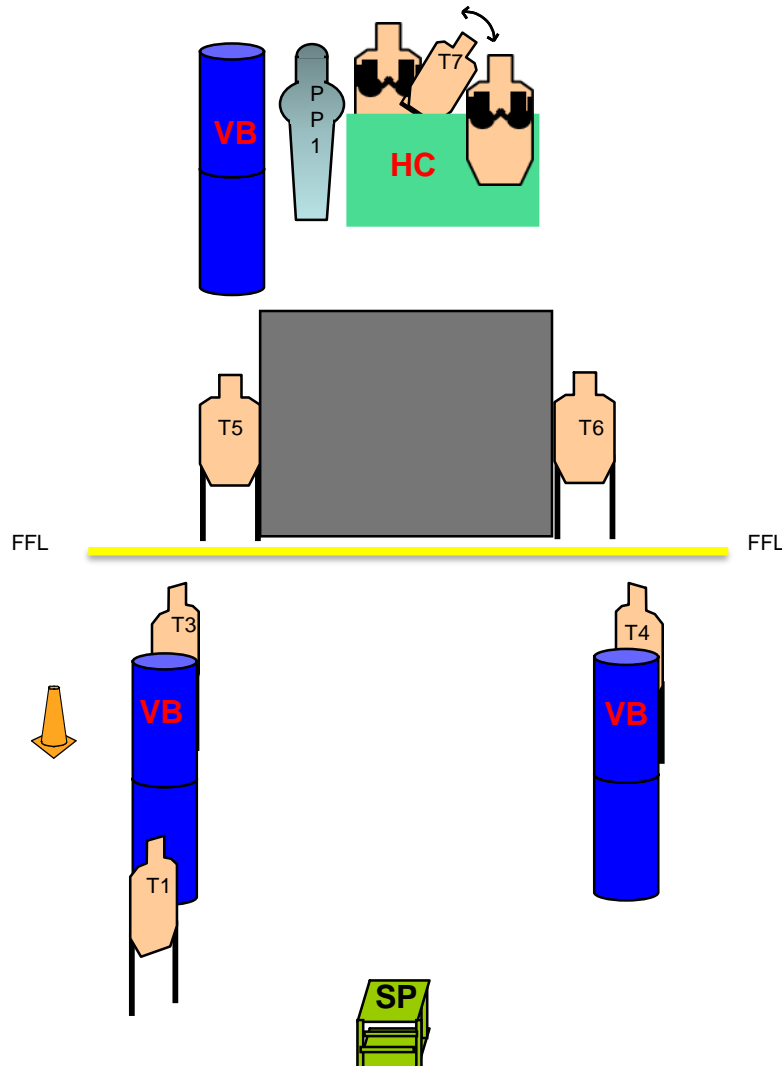
CONCEALMENT: required

DISTANCES: 2-10 yards

NB For the muzzle and during reloads, the 180 rule applies horizontally and vertically the limit is the height of the berms.

PROCEDURE: On start signal engage all targets in the open. T1-T2 seated. PP1 is visible only from the FFL and will activate the swinger T7 that remains visible.

NB ENGAGING PP1 - T7 BEYOND THE FFL INVOLVES DQ (HC IS AN IRON SLAB).





Stage 8 (Bay 8)
"Standards Crown 2024"
Phalanx Shooting Team

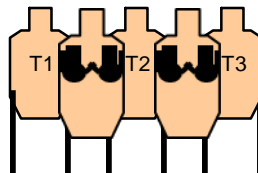


STANDARD

START POSITION-CONDITION: In SP relax facing downrange, toes on the line, gun loaded and holstered, magazines at division capacity properly stowed.

PROCEDURE: On start signal from the relative SP standing still
STRING 1 (SP1): engage targets with 2 rounds weak hand only
STRING 2 (SP2): engage targets with 2 rounds strong hand only
STRING 3 (SP3): engage targets with 3 rounds (2 body and then 1 head) strong hand only
In each string restore the start condition.

STRINGS: 3
SCORING: 21 rounds, Limited
TARGETS: 3 threat, 2 NT
SCORED HITS: 6 body + 1 head per target
START-STOP: audible – last shot
RULES: 2024 IDPA Rulebook
CONCEALMENT: required
DISTANCES: 4-8 yards
NB For the muzzle, and during reloads, the 180 rule applies horizontally and vertically the limit is the height of the berms.



SP1

SP2

SP3



Stage 9 (All Bays)
“Warm-up Crown 2024”

Phalanx Shooting Team

STANDARD

START POSITION-CONDITION: In SP relax facing downrange, toes on the line, gun loaded with 3 rounds and holstered, magazines at division capacity properly stowed.

PROCEDURE: On start signal, from SP standing still, engage T1 with 6 rounds: 2 weak hand only, 4 free style in any order chosen by the shooter.

NB At the end of the CoF, the target must present at least 4 shots to the body and at least 2 shots to the head.

STRINGS: 1

SCORING: 6 rounds, Unlimited

TARGETS: 1 threat

SCORED HITS: best 4 body + best 2 head

START-STOP: audible – last shot

RULES: 2024 IDPA Rulebook

CONCEALMENT: required

DISTANCES: 4 yards

NB For the muzzle, and during reloads, the 180 rule applies horizontally and vertically the limit is the height of the berms.



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SP