



IDPA

STAGE 1

“Fortis Fortuna Adiuvat”

Predators Practical Shooting



SCENARIO: You are making a call at the phone booth when armed robbers start shooting at you. Try to find your way out.

START POSITION-CONDITION: In SP facing downrange, toes on the line, strong hand holding the phone at ear level, gun loaded and holstered, magazines at division capacity properly stowed.
PCC: Supported with the weak hand, muzzle pointed to the mark.

STRINGS: 1

SCORING: 14 rounds, Unlimited

TARGETS: 7 threat, 4 non-threat

SCORED HITS: best 2 per target

START-STOP: audible - last shot

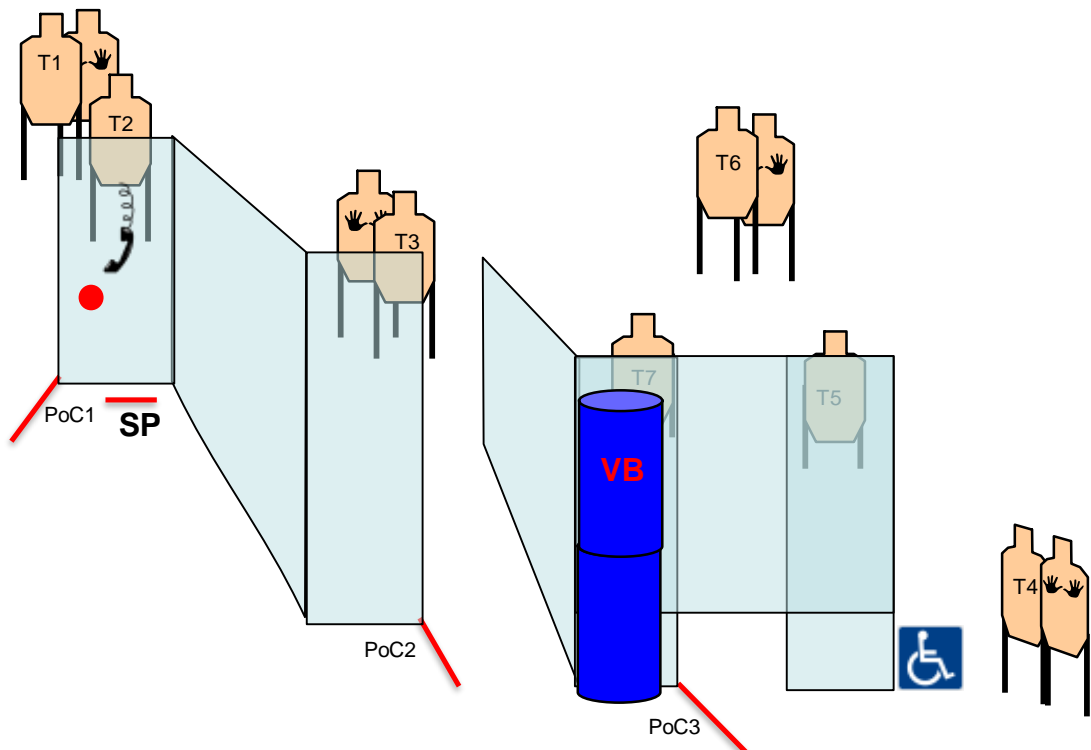
RULES: 2024 IDPA Rulebook

CONCEALMENT GARMENT: required

DISTANCES: 4-10 yards

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

PROCEDURE: On start signal engage targets from available cover. T4 in the open. Targets from PoC3 in prone position.





STAGE 2

“Museum”

Defense 360°

SCENARIO: While you and your family are taking a nice tour of the city museum, a gang of armed robbers want to steal some works of art. They have wounded the guard with a gunshot and are coming towards your side. Defend your family.

START POSITION-CONDITION: In SP relax facing downrange, heels on the line, gun loaded and holstered, magazines at division capacity properly stowed.
PCC: Hip level, muzzle pointed to the mark.

STRINGS: 1

SCORING: 16 rounds, Unlimited

TARGETS: 8 threat, 3 non-threat

SCORED HITS: best 2 per target

START-STOP: audible - last shot

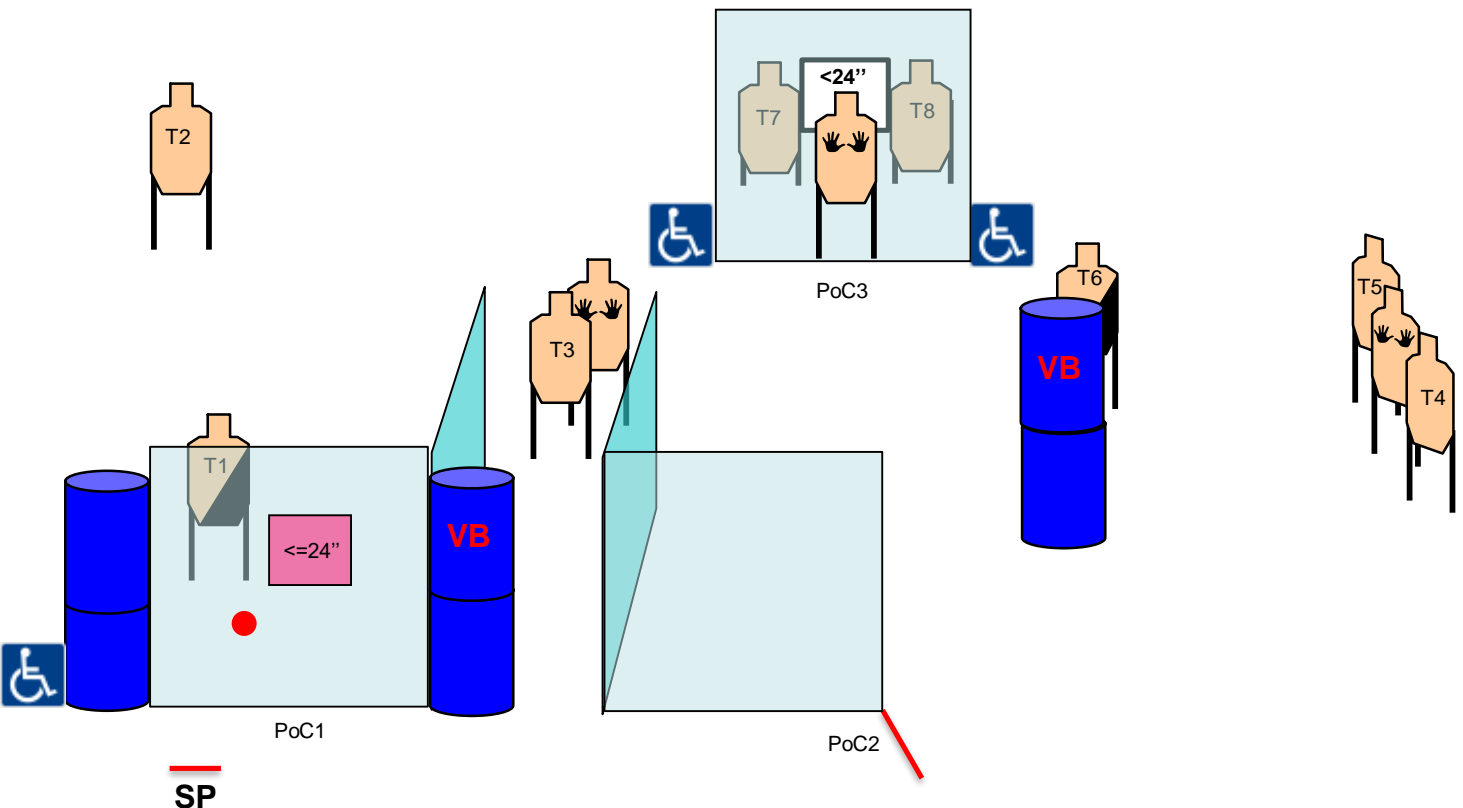
RULES: 2024 IDPA Rulebook

CONCEALMENT GARMENT: required

DISTANCES: 4-12 yards

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

PROCEDURE: On start signal engage targets from available cover. T3 and T6 in the open.





STAGE 3 "Subway"

Accademia del Tiro Salernitana

SCENARIO: You are about to take the subway when armed hijackers shoot the train conductor and want to throw the train at the oncoming convoy. In the last compartment is your family, save their lives.

START POSITION-CONDITION: In SP facing downrange hands touching marks, gun loaded and holstered, magazines at division capacity properly stowed.
PCC: Supported with the strong hand, muzzle pointed to the mark.

PROCEDURE: On start signal engage targets from available cover. T1 with 2 rounds body and 1 round head. T3 in the open. The last window in PoC6 remains open only by holding the "LEV" lever.

STRINGS: 1

SCORING: 15 rounds, Unlimited

TARGETS: 6 threat, 4 non-threat, 2 steel

SCORED HITS: best 2 per paper, T1 best 2 body + best 1 head, steel down

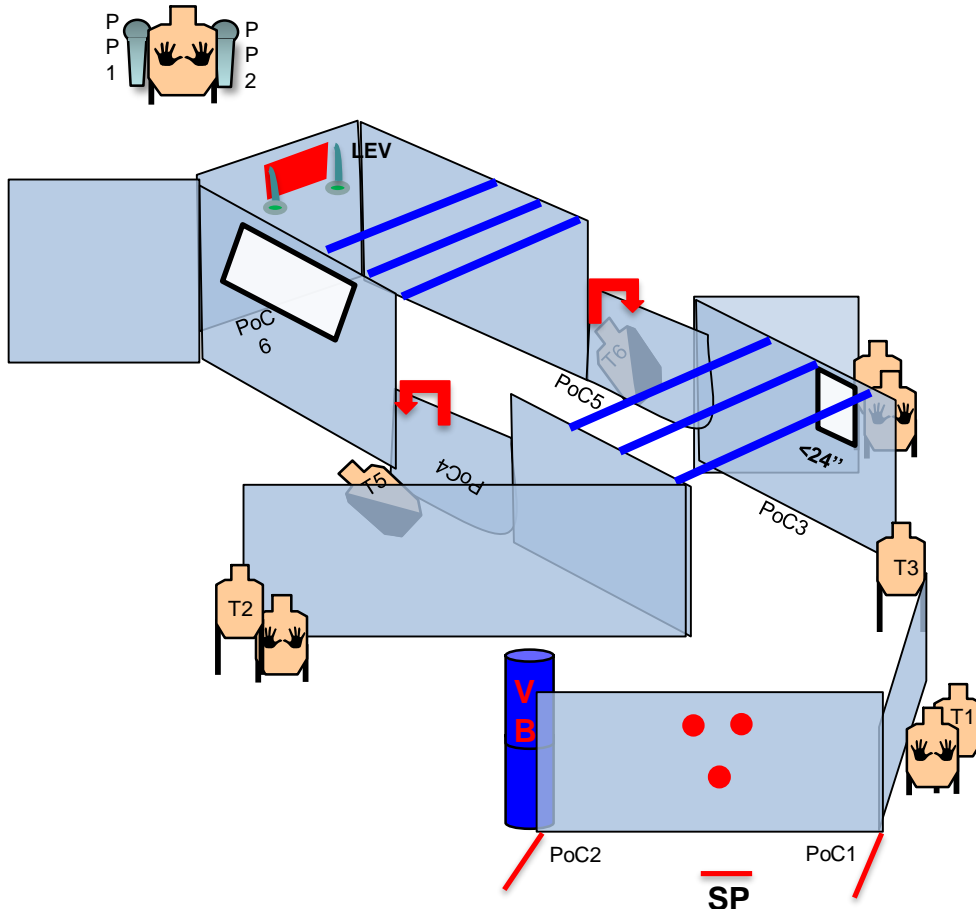
START-STOP: audible - last shot

RULES: 2024 IDPA Rulebook

CONCEALMENT GARMENT: required

DISTANCES: 3-12 yards

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





STAGE 4

“Counterfeiters”

Conrad Shooting Club

SCENARIO: The evening date to sell your precious watch turns out to be a date with counterfeiters. At your sign to flee they try to take you hostage by threatening you with a weapon. Run for your life and turn off that car light!

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

STRINGS: 1

SCORING: 12 rounds, Unlimited

TARGETS: 5 threat, 3 non-threat, 1 steel

SCORED HITS: best 2 per target, T1 best 3, steel down

START-STOP: audible - last shot

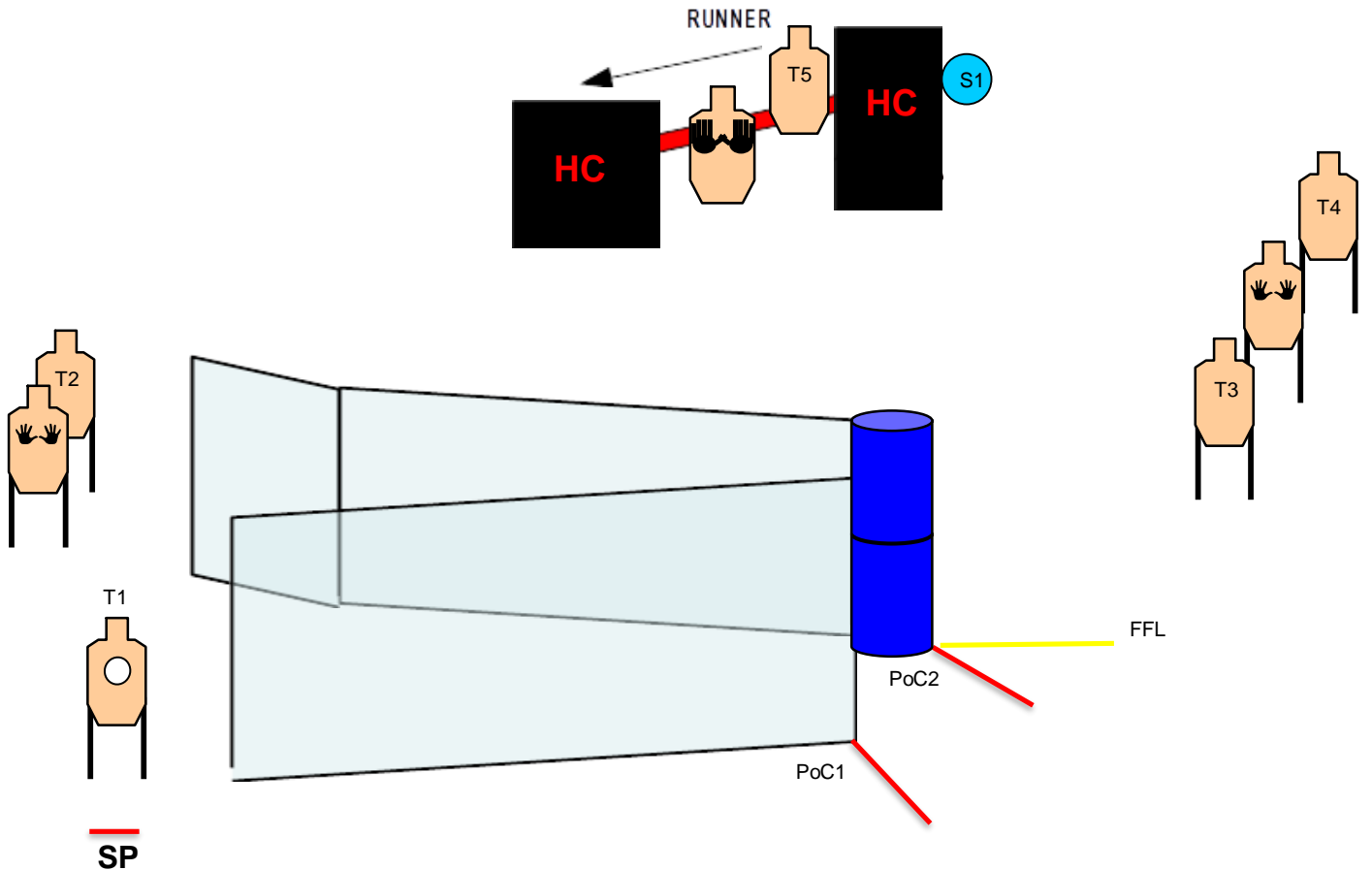
RULES: 2024 IDPA Rulebook

CONCEALMENT GARMENT: required

DISTANCES: 1-11 yards

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

PROCEDURE: On start signal engage targets from available cover. T1-T2 in the open. T1 from retention with 3 rounds. S1 activates the runner T5 which disappears.
NB ENGAGING S1-T5 BEYOND THE FFL INVOLVES DQ (HCs ARE IRON SLABS).





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STAGE 5

“Rude Kidnappers”

Due Torri Bologna Shooting Club



SCENARIO: Returning home, you realize that your beloved family has been taken hostage by armed criminals who want to blackmail you. At your first reaction, their accomplices at the entrance draw their weapons while more shots are heard from inside. Hearing cries for help, you have to do everything to save your loved ones.

START POSITION-CONDITION: In SP facing downrange, heels on the line, suitcase in strong hand, gun loaded and holstered, magazines at division capacity properly stowed.
PCC: Weapon held by weak hand stretched along side, muzzle pointed downrange.

PROCEDURE: On start signal engage targets from available cover. T1-T2 and T4-T5 in the open.
NB ENGAGING PP1 BEYOND THE FFL INVOLVES DQ.

STRINGS: 1

SCORING: 15 rounds, Unlimited

TARGETS: 7 threat, 3 non-threat, 1 steel

SCORED HITS: best 2 per target, steel down

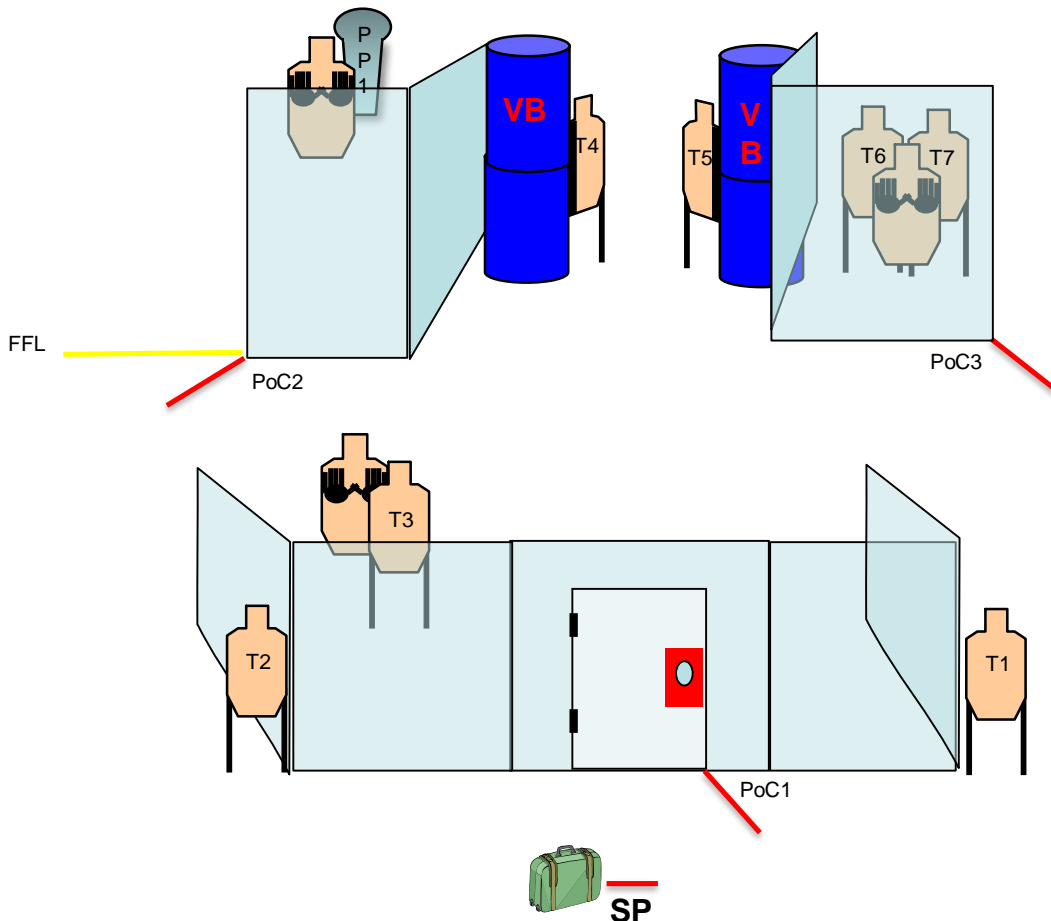
START-STOP: audible - last shot

RULES: 2024 IDPA Rulebook

CONCEALMENT GARMENT: required

DISTANCES: 5-10 yards

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





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STAGE 6

“Am I Dead or Alive?”

Associazione Tiro Roma & Shooting Club Vasanello



SCENARIO: After hearing the shot you realize that you are in the middle of a showdown between two rival gangs. Armed gangsters turn their attention to you for mistaken identity, save your skin!

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

PROCEDURE: On start signal engage targets from available cover. T1-T2-T3 in the open. PP1 activates T5 that remains visible.

STRINGS: 1

SCORING: 15 rounds, Unlimited

TARGETS: 7 threat, 2 non-threat, 1 steel

SCORED HITS: best 2 per target, steel down

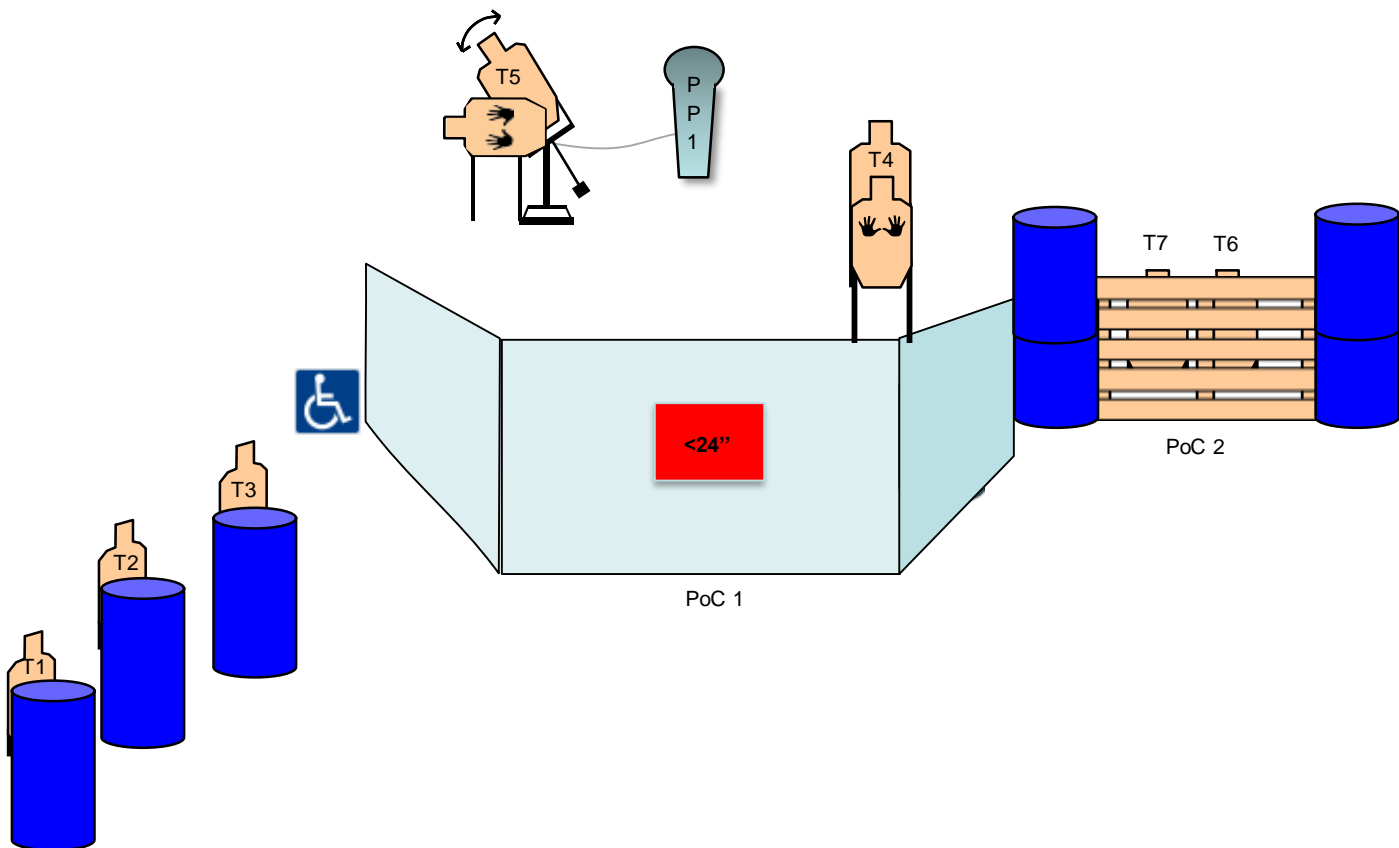
START-STOP: audible - last shot

RULES: 2024 IDPA Rulebook

CONCEALMENT GARMENT: required

DISTANCES: 1-10 yards

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



SP



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STAGE 7

“Grocery Store”

Gothic Shooters Team



SCENARIO: You're at the grocery store doing your little shopping when armed robbers shoot the cashier and want to rob the other customers too. Make your way to the exit.

START POSITION-CONDITION: In SP facing downrange, hands on the trolley, gun loaded and holstered, magazines at division capacity properly stowed.
PCC: Weapon held by weak hand stretched along side, strong hand on the trolley, muzzle pointed downrange.

PROCEDURE: On start signal engage targets from available cover. T3 and T6 in the open. T7-T8 from low cover. By pushing the activator with the trolley, the T1 drop-out appears.

STRINGS: 1

SCORING: 16 rounds, Unlimited

TARGETS: 8 threat - 3 non-threat

SCORED HITS: best 4 per target

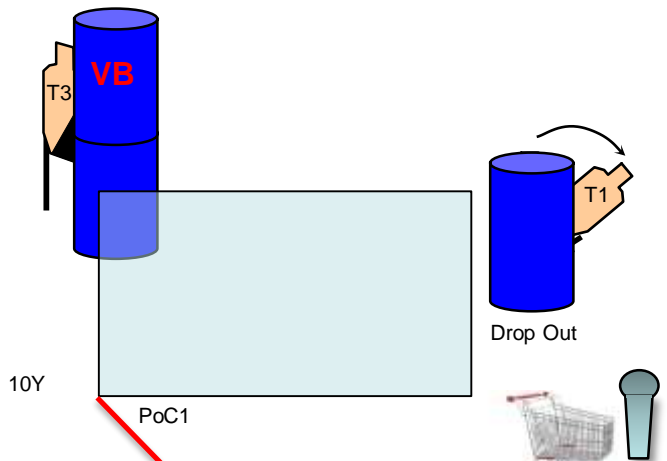
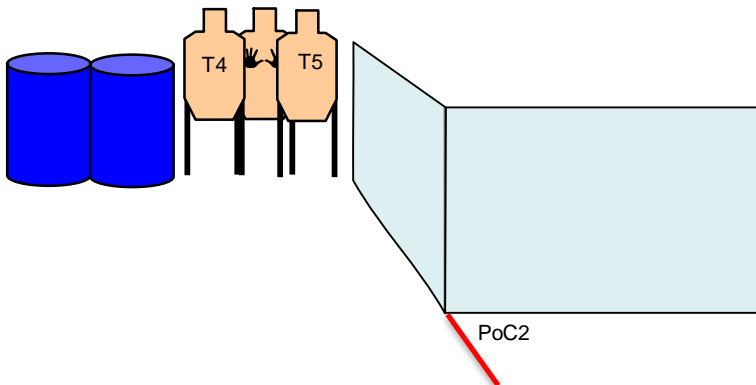
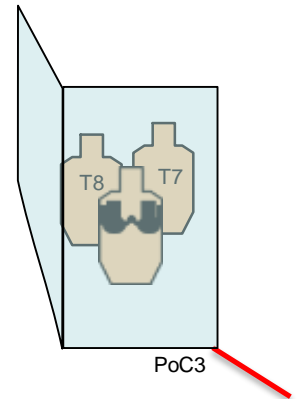
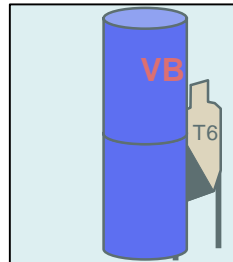
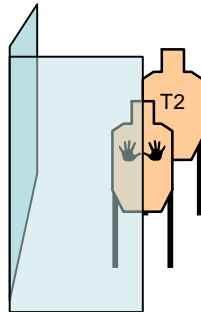
START-STOP: audible - last shot

RULES: 2024 IDPA Rulebook

CONCEALMENT GARMENT: required

DISTANCES: 3-12 yards

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



SP



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STAGE 8

“Bitter Aperitif”

Interforze Milano

“Guido Visconti di Modrone”



SCENARIO: You are a diplomat in Conrandlia and you are enjoying your aperitif in a famous bar in the capital. But be careful, those who serve you are not real waiters and together with other armed accomplices they want to kidnap you. When you react, they fire a few shots in your direction. Run away and save yourself.

START POSITION-CONDITION: In SP sitting facing T1, a glass in strong hand, gun and a magazine with 5 rounds on the table both covered by a newspaper, other magazines at division capacity properly stowed.
PCC: Same on table, action closed, muzzle pointed to T1.

PROCEDURE: On start signal engage targets from available cover. T3 and T7 in the open. T1-T2 while sitting. The steel activator behind T1 puts in action the turner T2 that disappears. PP1 activates the T7 drop-out.
NB ENGAGING PP1 BEYOND THE FFL NEAR PoC2 INVOLVES DQ.

STRINGS: 1

SCORING: 15 rounds, Unlimited

TARGETS: 7 threat, 2 non-threat, 1 steel

SCORED HITS: best 2 per target, steel down

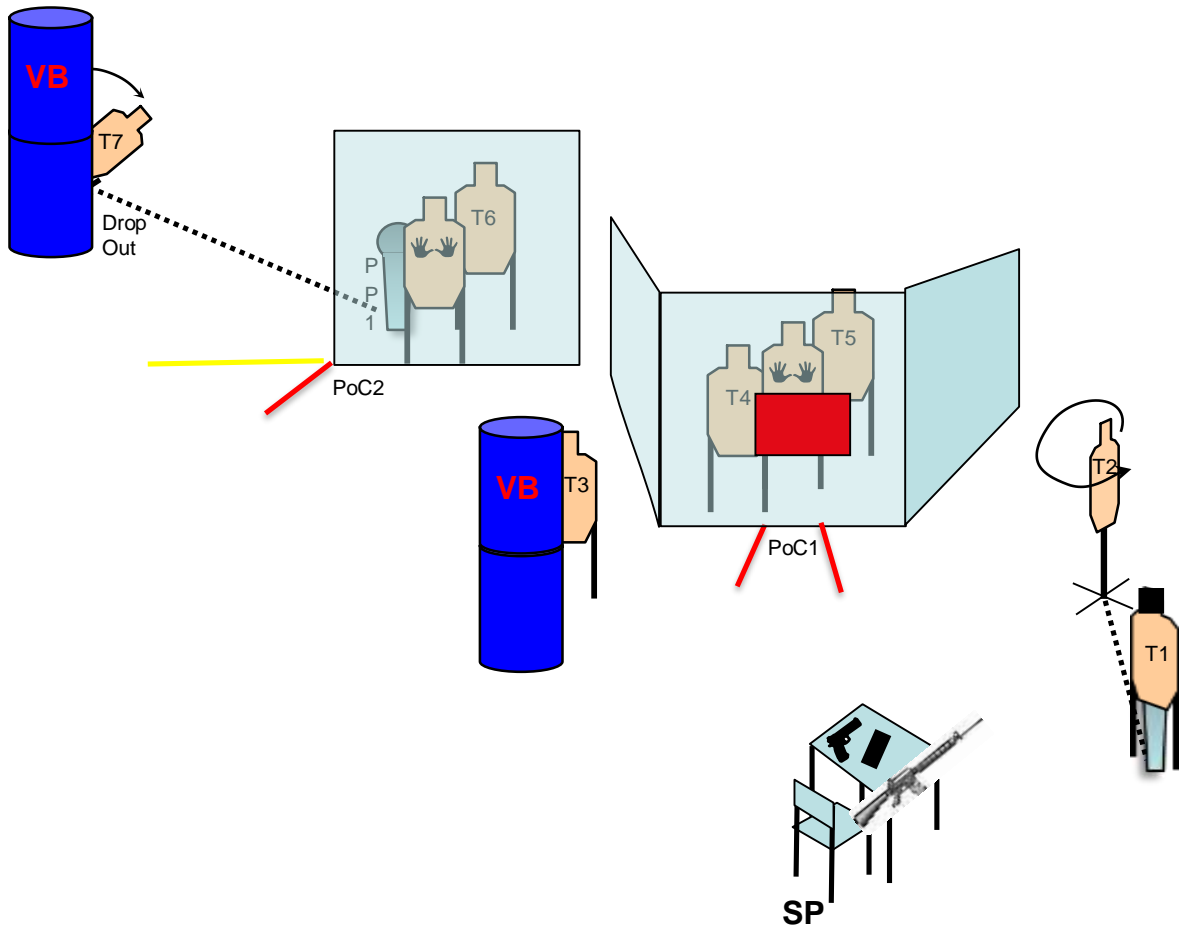
START-STOP: audible - last shot

RULES: 2024 IDPA Rulebook

CONCEALMENT GARMENT: required

DISTANCES: 4-12 yards

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





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STAGE 9

“State Road S24”

Full Protection Shooting Club

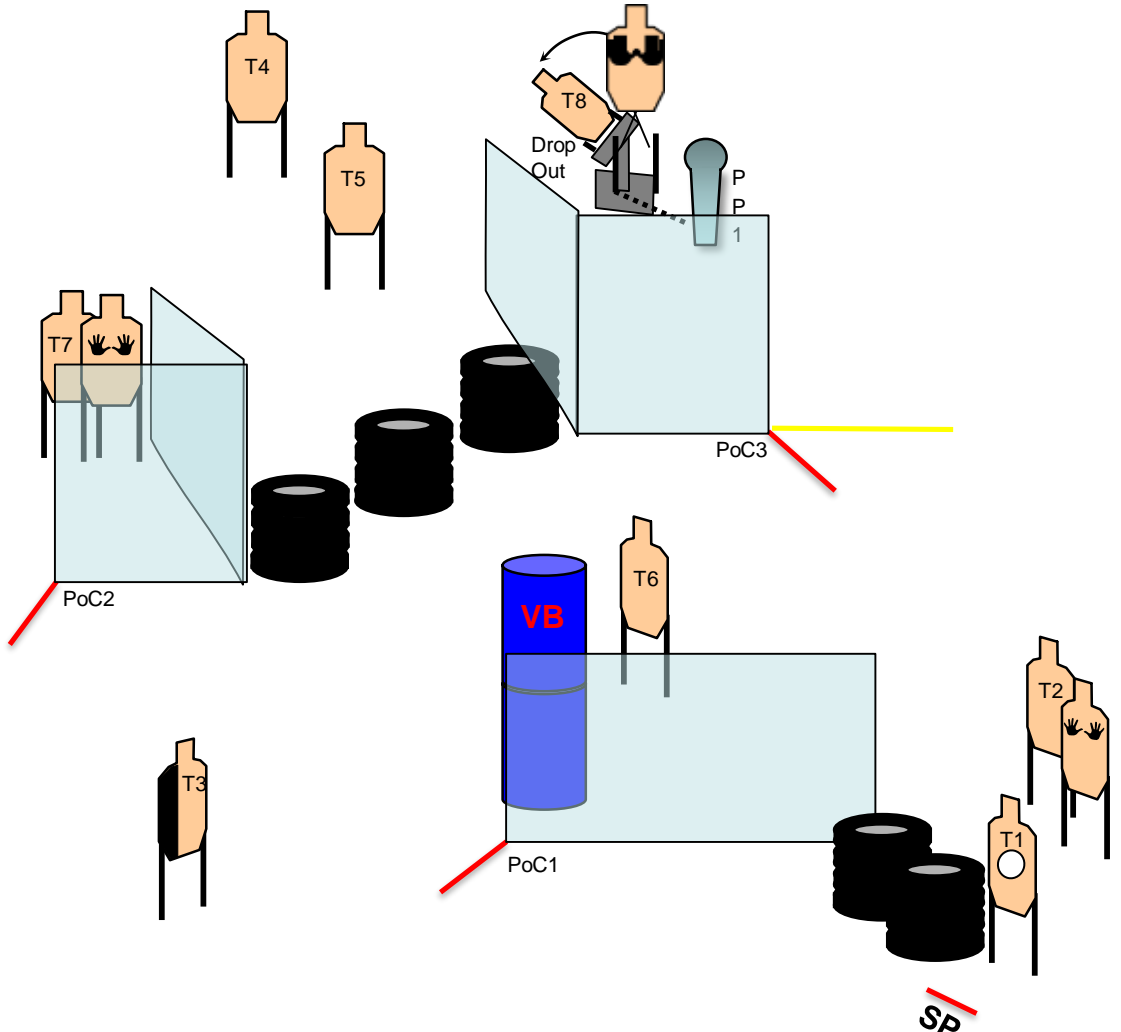


SCENARIO: In a car park along the S24 state road you are subjected to a knife threat for the purpose of robbery while other armed members of the gang head towards your car threatening your family. When they threaten you with their guns you decide it's time to act. No, they won't take your family hostage.

START POSITION-CONDITION: In SP surrender facing T1, toes on the line, gun loaded and holstered, magazines at division capacity properly stowed.
PCC: Low ready, weak hand surrender, muzzle pointed to the T1.

PROCEDURE: On start signal engage targets from available cover. T1-T2-T3 and T6 in the open. T1 from retention. In PoC3 engage from low cover.
NB ENGAGING PP1 BEYOND THE FFL NEAR PoC3 INVOLVES DQ.

STRINGS: 1
SCORING: 17 rounds, Unlimited
TARGETS: 8 threat, 3 non-threat, 1 steel
SCORED HITS: best 2 per target, steel down
START-STOP: audible - last shot
RULES: 2024 IDPA Rulebook
CONCEALMENT GARMENT: required
DISTANCES: 1-16 yards
NB For the muzzle, the 180 rule applies horizontally and vertically the limit is the height of the berms.





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STAGE 10

“Not Gonna Happen”

Arena Shooters



SCENARIO: In the ongoing robbery you were grazed with a gunshot and you don't want it to end up worse. Defend yourself.

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

PCC: Hip level, weak on markm muzzle pointed downrange.

STRINGS: 1

SCORING: 18 rounds, Unlimited

TARGETS: 9 threat, 3 non-threat

SCORED HITS: best 2 per target

START-STOP: audible - last shot

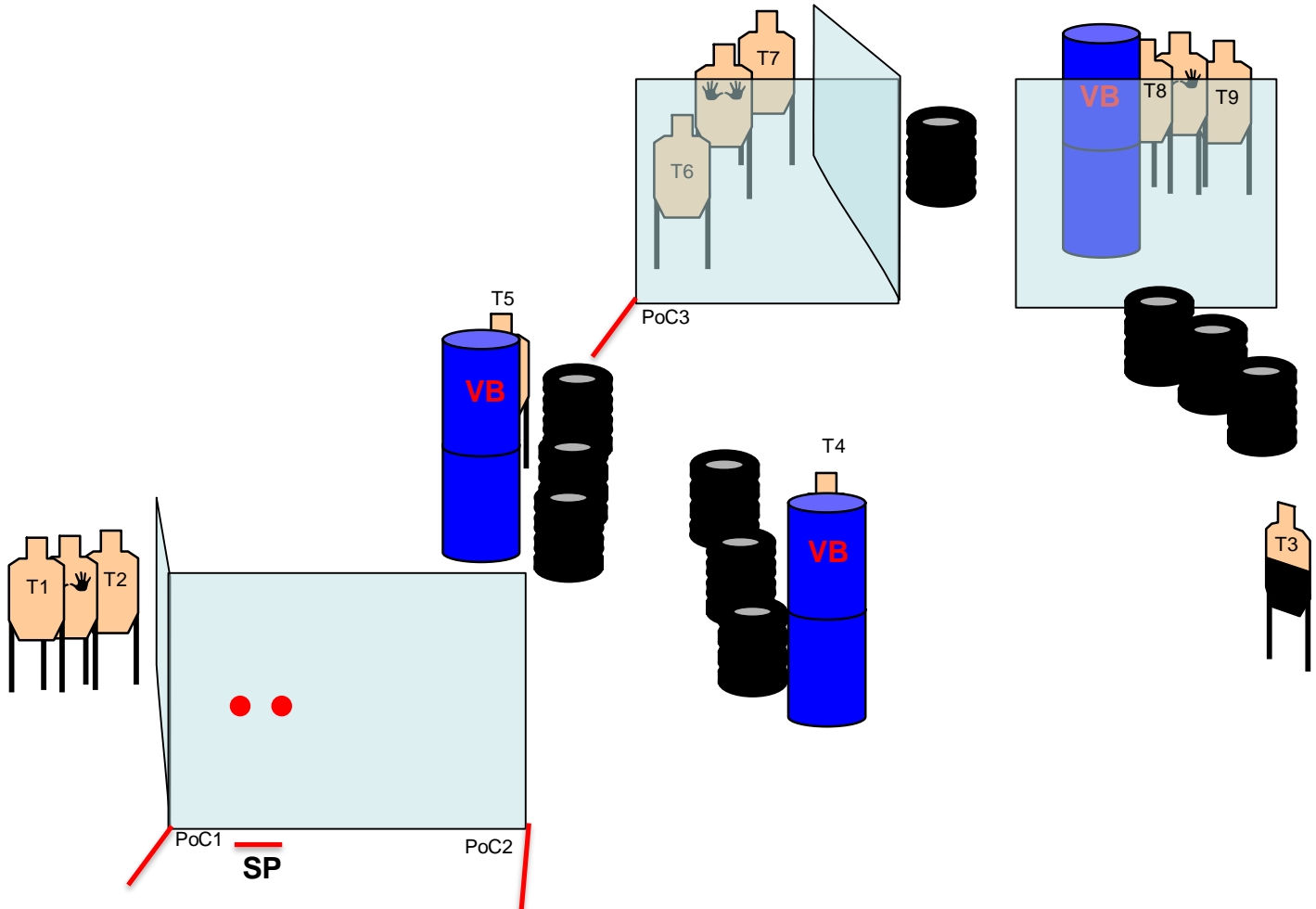
RULES: 2024 IDPA Rulebook

CONCEALMENT GARMENT: required

DISTANCES: 2-12 yards

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

PROCEDURE: On start signal engage targets from available cover. T1-T2 strong hand only. T4-T5 in the open.





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STAGE 11

“Identity Exchange”

Phalanx Shooting Team



SCENARIO: You are talking on your cell phone when you are attacked by armed criminals who mistake you for one of the rival gang. Your interlocutor has to wait because after they open fire pointing at you, you are about to have big problems.

START POSITION-CONDITION: In SP facing T1, toes on the line, cell phone held with strong hand at ear height, gun loaded and holstered, magazines at division capacity properly stowed.

PCC: Weapon held by weak hand stretched along side, muzzle pointed to the lateral berm.

PROCEDURE: On start signal engage targets from available cover. T1-T2 and T7 in the open. PP1 activates T4 that receives 3 rounds and remains visible. NB ENGAGING PP1 - T4 BEYOND THE FFL INVOLVES DQ (HC IS AN IRON SLAB).

STRINGS: 1

SCORING: 16 rounds, Unlimited

TARGETS: 7 threat, 4 non-threat, 1 steel

SCORED HITS: best 2 per target, T4 best 3, steel down

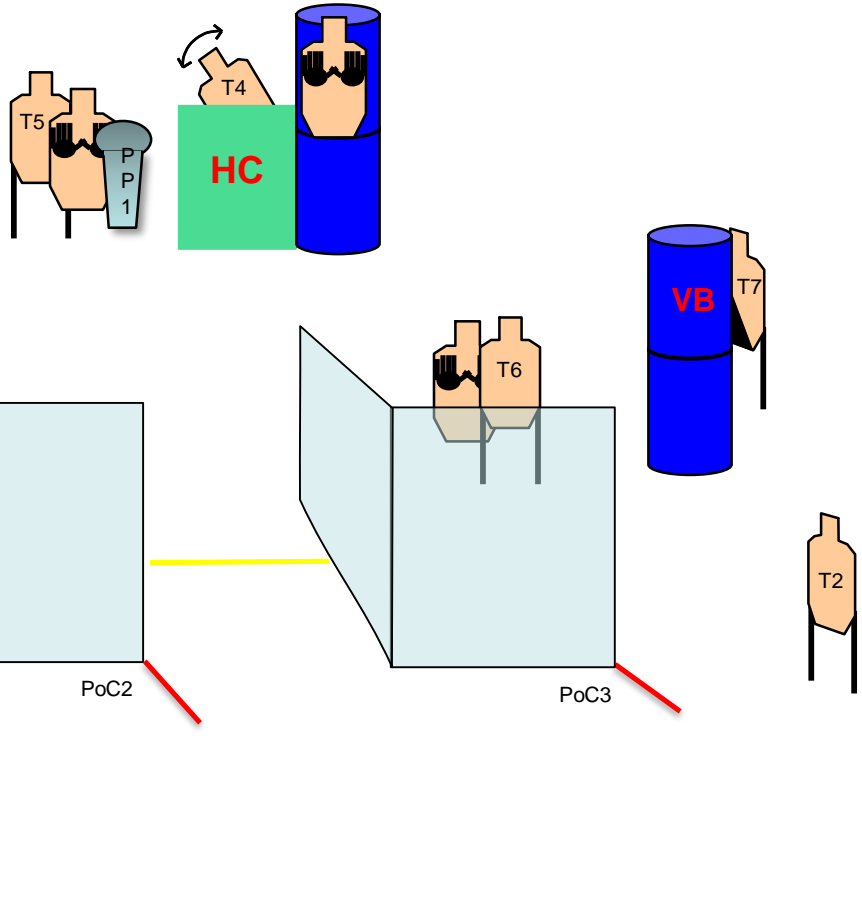
START-STOP: audible - last shot

RULES: 2024 IDPA Rulebook

CONCEALMENT GARMENT: required

DISTANCES: 4-15 yards

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





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STAGE 12 "Invitation"

Friends of Squadra Italiana



SCENARIO: You are invited to a friend's house but when you are about to enter you hear screams and gunshots. You soon realize that your friend's family is under threat from armed criminals. Save them.

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

STRINGS: 1

SCORING: 12 rounds, Unlimited

TARGETS: 5 threat, 3 non-threat, 2 steel

SCORED HITS: best 2 per target, steel down

START-STOP: audible - last shot

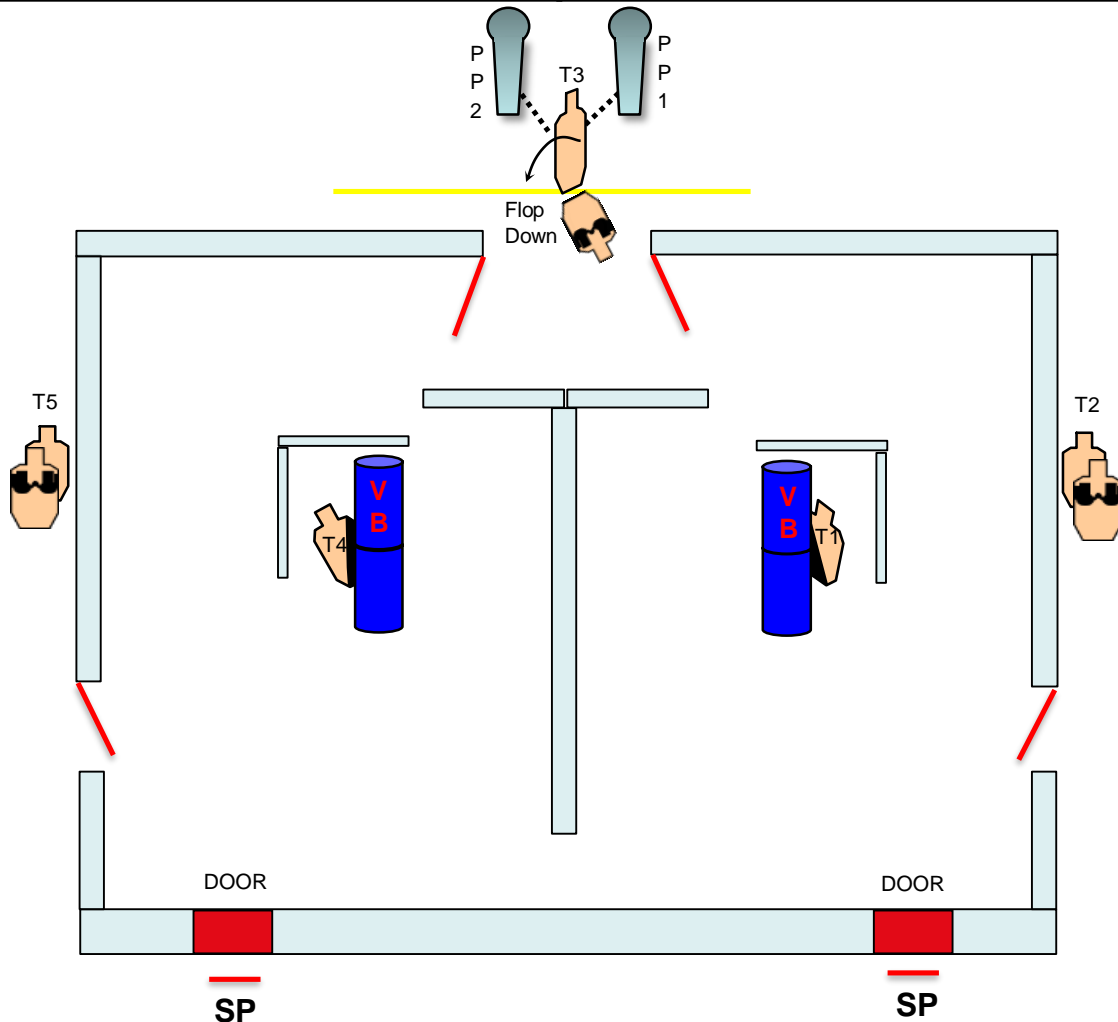
RULES: 2024 IDPA Rulebook

CONCEALMENT GARMENT: required

DISTANCES: 5-12 yards

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

PROCEDURE: On start signal engage targets from available cover. T1 and T4 in the open. PP1 (or PP2) activates the T3 flop down.
NB ENGAGING PPs BEYOND THE FFL INVOLVES DQ.





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STAGE 13 "Bloody Dance" The Shield Team



SCENARIO: You are waiting for your son to leave the nightclub when shots are heard from inside and shortly thereafter the fire has already spread to the street and armed criminals are coming towards you shooting. Recover your son and save your life.

START POSITION-CONDITION: In SP sitting on the bench (red mark) facing downrange, hands on knees, gun loaded and holstered, magazines at division capacity properly stowed.
PCC: On the bench nearby the shooter, muzzle pointed downrange.

PROCEDURE: On start signal engage targets from available cover. T1, T5 and T8 in the open. In PoC2 there is a bin with a flashlight.

STRINGS: 1

SCORING: 16 rounds, Unlimited

TARGETS: 8 threat, 4 non-threat

SCORED HITS: best 2 per target

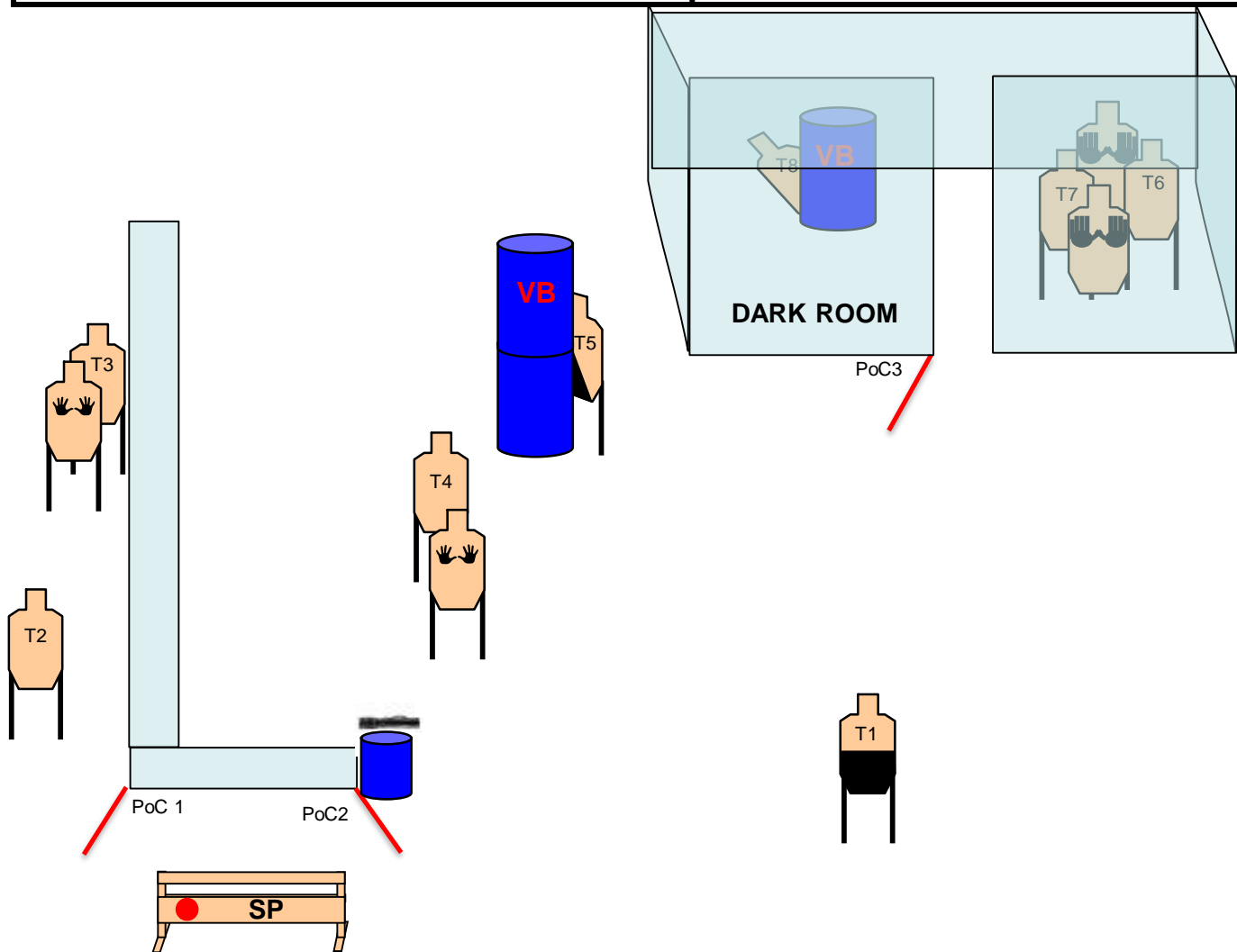
START-STOP: audible - last shot

RULES: 2024 IDPA Rulebook

CONCEALMENT GARMENT: required

DISTANCES: 1-10 yards

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





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STAGE 14 (All bays) "First & Last Shots 25" Friends of Squadra Italiana



STANDARD

START POSITION-CONDITION:

STRING 1: In SP relax facing T1, toes on the line, gun loaded and holstered, magazines at division capacity properly stowed.

STRING 2: In SP relax facing T2, toes on the line, gun loaded with 2 rounds and holstered, magazines at division capacity properly stowed.

PCC: Low ready, muzzle pointed to the mark.

PROCEDURE: On start signal from the relative SP standing still

STRING 1 (SP1): engage T1 with 3 rounds body and then 2 rounds head

STRING 2 (SP2): engage T2 with 2 rounds head strong hand only and then with 4 rounds body weak hand only

STRINGS: 2

SCORING: 11 rounds, Limited

TARGETS: 2 threat, 1 non-threat

SCORED HITS: T1 3 body + 2 head, T2 4 body + 2 head

START-STOP: audible - last shot

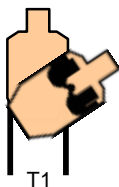
RULES: 2024 IDPA Rulebook

CONCEALMENT GARMENT: required

DISTANCES: 7-8 yards

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

STRING 1



T1



SP1

STRING 2



T2



SP2



STAGE 15 (All bays)
“Warm-Up 25”
Conrad Shooting Club

STANDARD

START POSITION-CONDITION: In SP relax facing T1, toes on the line, gun loaded and holstered, magazines at division capacity properly stowed.
PCC: Low ready, muzzle pointed to the mark.

PROCEDURE: On start signal from SP standing still, engage T1 with 4 rounds.

STRINGS: 1
SCORING: 4 rounds, Limited
TARGETS: 1 threat
SCORED HITS: best 4 per T1
START-STOP: audible - last shot
RULES: 2024 IDPA Rulebook
CONCEALMENT GARMENT: required
DISTANCES: 10 yards
NB For the muzzle, the 180 rule applies horizontally and vertically the limit is the height of the berms.



T1



SP