

# BAY 1

## STAGE N.1 THE JOKER

String	1
Scoring	18 rounds , Unlimited
Scored Hits	best 2 for target
Target	9threat- 3 non threat
Concealment garment	Required
Start-Stop	Audible - last shot
Distance	3 / 16 Yards
Rules	current IDPA Rulebook
Stage Designer	Aldo De Silvestro
PSO	Lorenzon/Caracciolo



**SCENARIO:** it's night, you come out made up and dressed like the Joker from a masquerade party, when a gang of criminals armed and dangerous, attack you to rob you. You take off the mask and defend yourself

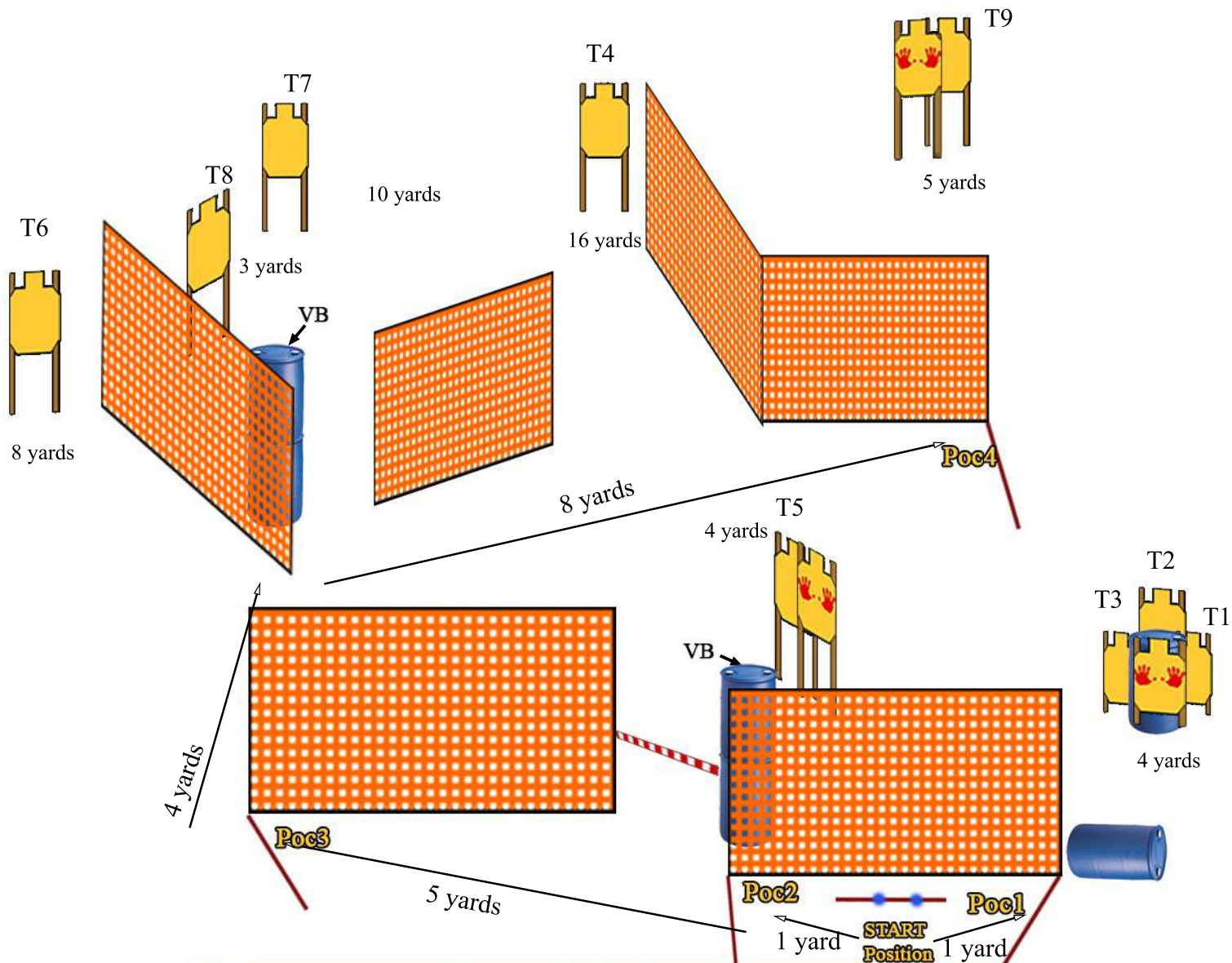
**START POSITION:** relax in S.P. face down-range toes on the signs, gun loaded and holstered magazines at division capacity properly stowed.mask held in front of the face with the strong hand, as shown by the S.O.

**PCC:** Same SP in hipec level weapon held with the weak hand.

**PROCEDURE:** at the acoustic signal engage the targets with 2 minimum shots respecting covers and priorities

**NOTE:** T5,T7 and T8 are in the open

**MUZZLE SAFE POINT:180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT OF THE BERM**





# BAY 2

## STAGE N. 2 AT THE STADIUM

String	1
Scoring	18 rounds , Unlimited
Scored Hits	best 2 for target
Target	9threat- 4 non threat
Concealment garment	Required
Start-Stop	Audible - last shot
Distance	3 / 8 Yards
Rules	current IDPA Rulebook
Stage Designer	Aldo De Silvestro
PSO	Rugarli/Messaggi



**SCENARIO:** you are in line for the match ticket, when a group of armed terrorists attacks you and everyone present. You defend yourself.

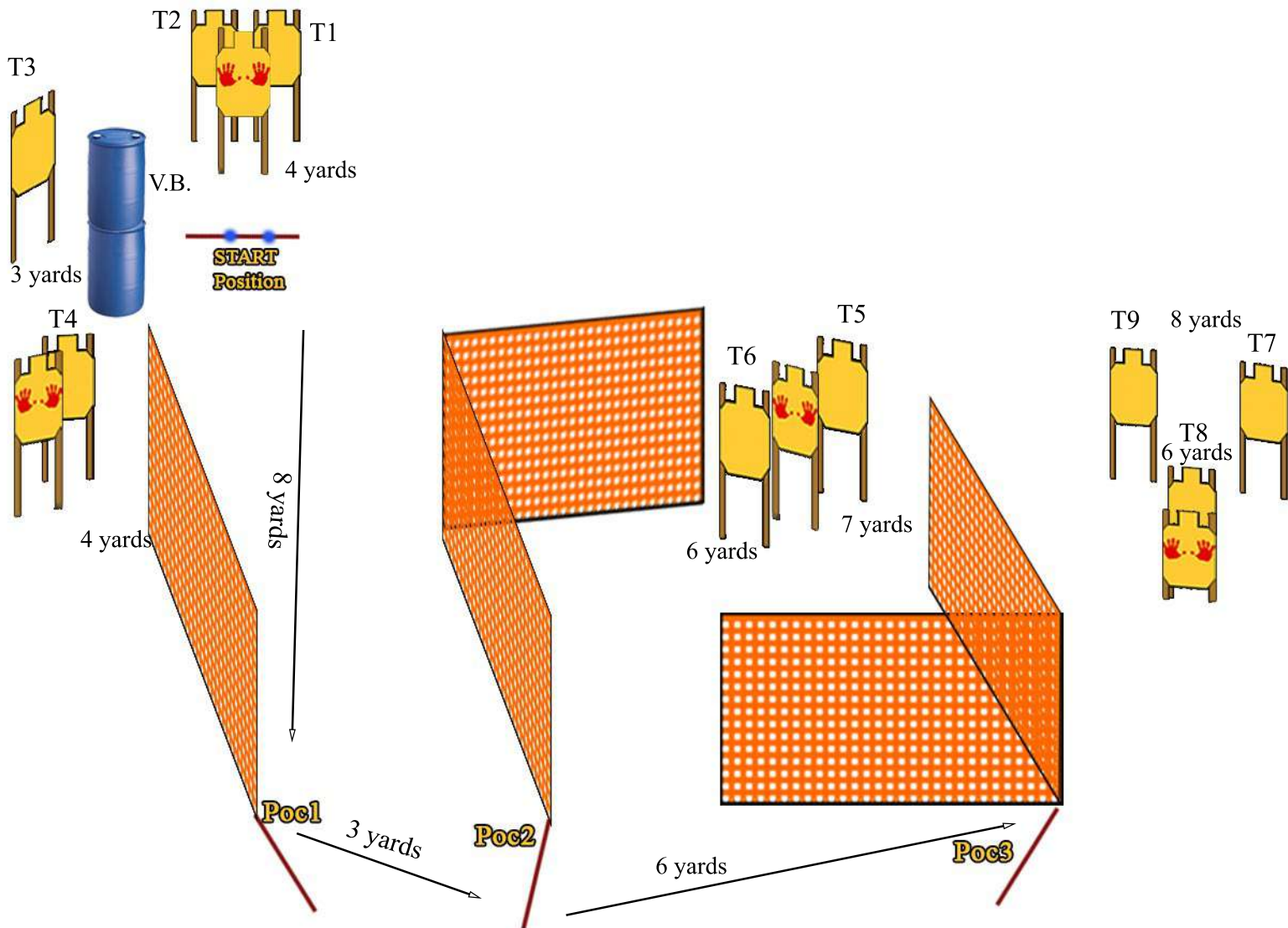
**START POSITION:** relax in SP, face down-range toes on the signs, gun loaded and holstered magazines at division capacity properly stowed.

**PCC:** same S.P. hiqe level towards T1.

**PROCEDURE:** at the acoustic signal engage all targets with 2 shots, respecting covers and priorities.

**NOTE:** T1, T2 and T3 are in the open.

**MUZZLE SAFE POINT:** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT OF THE BERM



# BAY 3

# STAGE N.3 CRONO

- String 1
- Scoring
- Scored Hits
- Target
- Concealment garment
- Start-Stop
- Distance
- Rules IDPA Rulebook
- Stage Designer PSO Perino/Viavattene





# BAY 4

## STAGE N.4 THE RUNNERS

String	1
Scoring	16 rounds , Unlimited
Scored Hits	best 2 for Target steel down
Target	7threat- 4 non threat 2 steel
Concealment garment	Required
Start-Stop	Audible - last shot
Distance	4 / 10 Yards
Rules	current IDPA Rulebook
Stage Designer	Aldo De Silvestro
PSO	Rutigliano/ Marta



**SCENARIO:** During a walk in the park among the "runners" you are attacked by a gang armed with knives, you defend yourself.

**START POSITION:** Relax in S.P. face down-range toes on the marks, gun loaded and holstered, magazines at division capacity properly stowed.

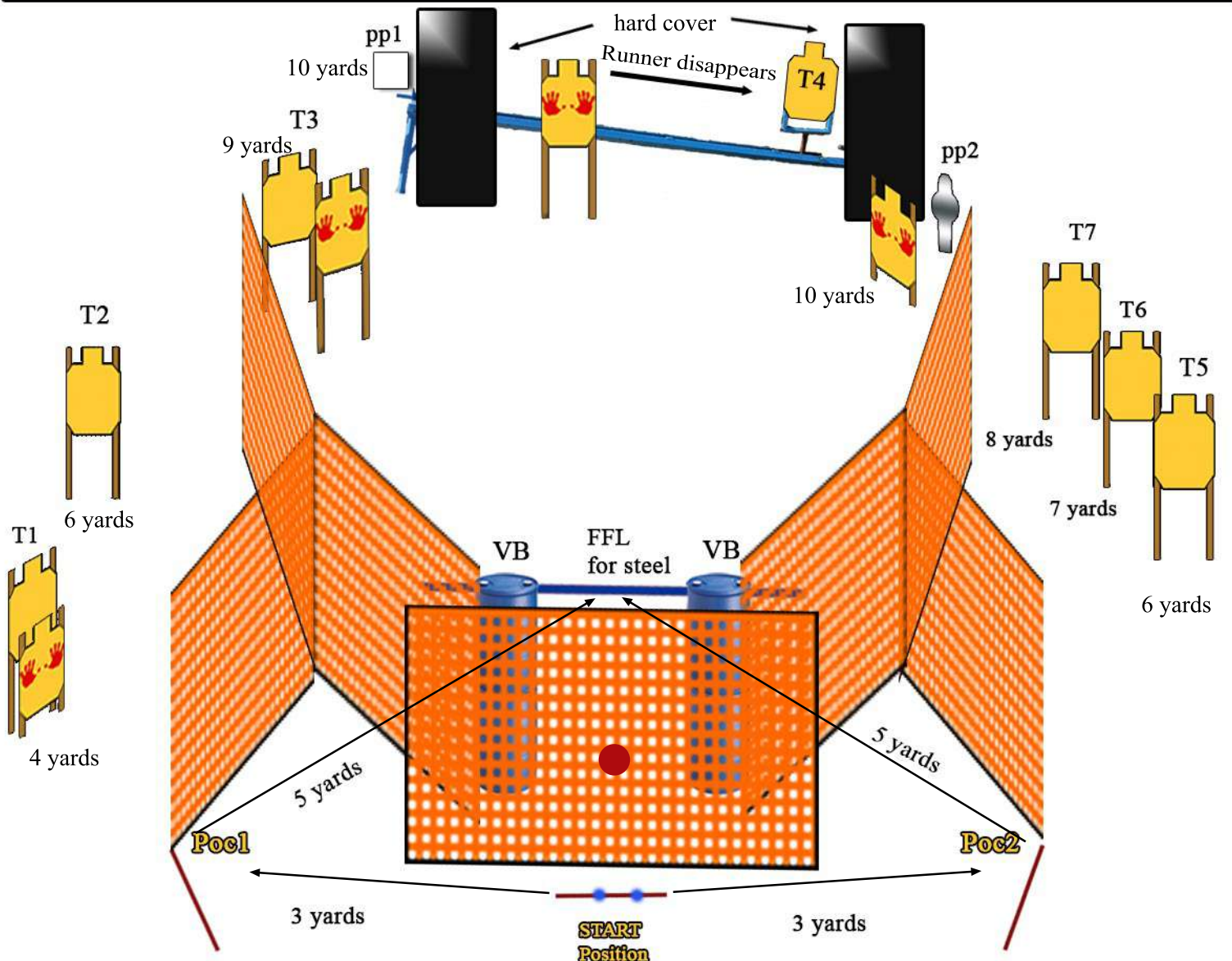
**PCC:** Same position in Low ready, with muzzle towards the red dot.

**PROCEDURE:** at the acoustic signal engage all targets with minimum 2 shots, respecting cover and priority.

T3, T4, pp1 and pp2 are in the open. pp1 activates the disappearing runner T4

**NOTE:** engage beyond the FFL results in DQ

**MUZZLE SAFE POINT:** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT OF THE BERM





# BAY 5

## STAGE N.5 DEAD OR ALIVE

String	1
Scoring	14 rounds , Unlimited
Scored Hits	best 2 for target
Target	7 threat- 4 non threat
Concealment garment	Required
Start-Stop	Audible - last shot
Distance	4 / 10 Yards
Rules	current IDPA Rulebook
Stage Designer	Aldo De Silvestro
PSO	Valter/Morgan



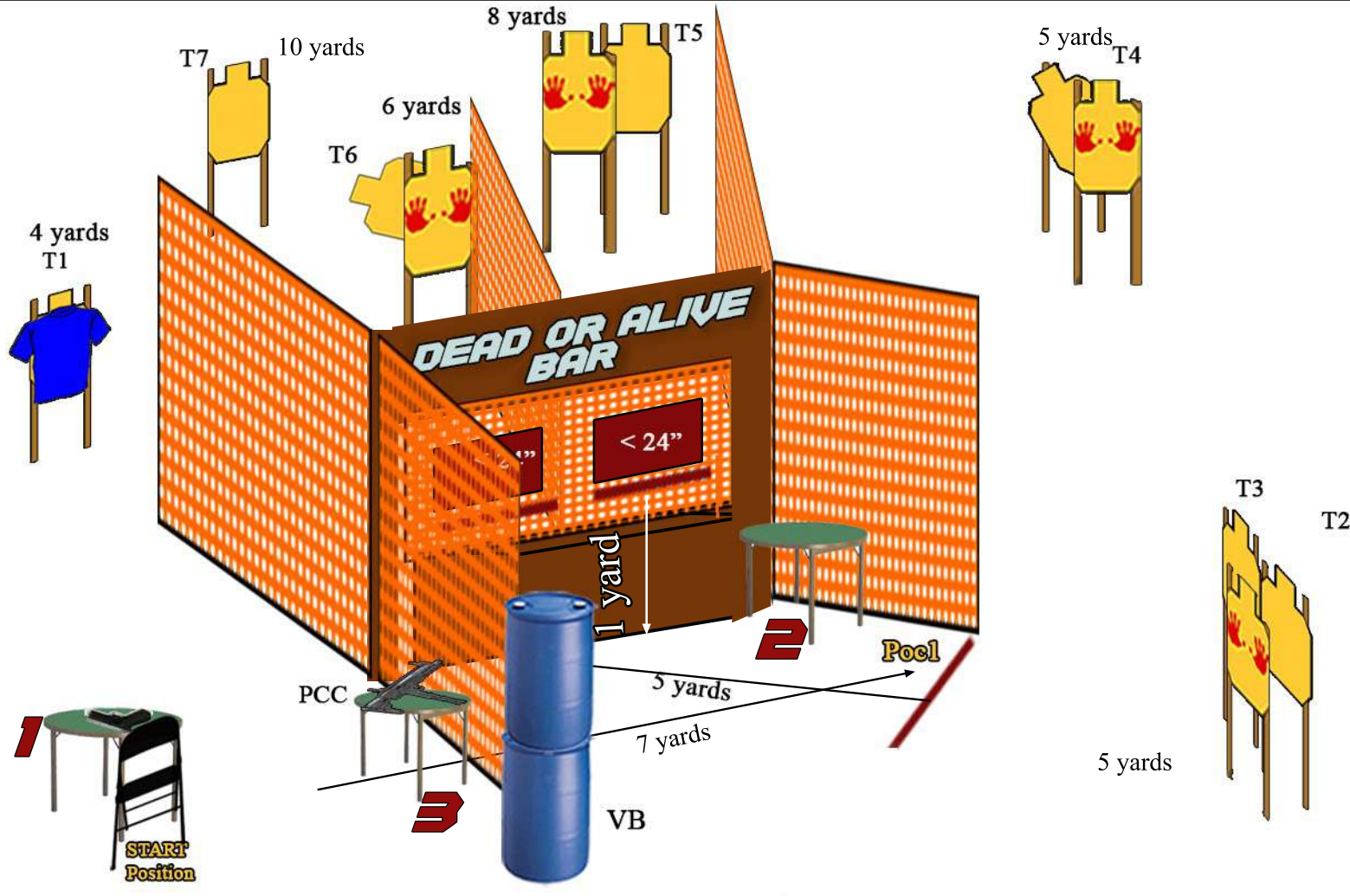
**SCENARIO:** You have just closed your bar in the suburbs of Bogota, when the narcos burst in to kill you because they have discovered that you are an informant, you defend yourself.

**START POSITION:** seated, as shown by the S.O. backup gun loaded with 2 rounds, shot NOT chambered resting on the signs on the table , with muzzle towards the central berm.. your weapon, in the holster loaded with 6 rounds, shot NOT chambered. the remaining magazines on table n.2 at division capacity.

**PCC:** Same start position with the PCC resting on table n.3 with muzzle towards the central berm. with a 6 round magazine inserted, shot NOT chambered. the remaining magazines always on table n.2.

**PROCEDURE:** at the acoustic signal, remaining seated, engage T1 with the 2 shots contained in the backup gun, leave the weapon open with muzzle towards the central berm. on the table and finish the COF respecting covers and priorities. Targets from T5 to T7 will be visible by opening the windows. All targets must be engaged with a minimum of 2 shots. T1, T2 and T3 are in "the open". T1 wears a soft cover

**MUZZLE SAFE POINT:** 180° HORIZZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT OF THE BERM





# BAY 6

## STAGE N.6 ON DUTY

String	1
Scoring	16 rounds , Unlimited
Scored Hits	best 2 for target steel down
Target	7threat- 3 non threat 2 steel
Concealment garment	Required
Start-Stop	Audible - last shot
Distance	2 / 10 Yards
Rules	current IDPA Rulebook
Stage Designer	Aldo De Silvestro
PSO	Bianchi/Riboni



**SCENARIO:** you are a guard on duty at the entrance to the stadium, when among the crowd and the ultras, an armed group bursts in and shoots at those present, you defend yourself.

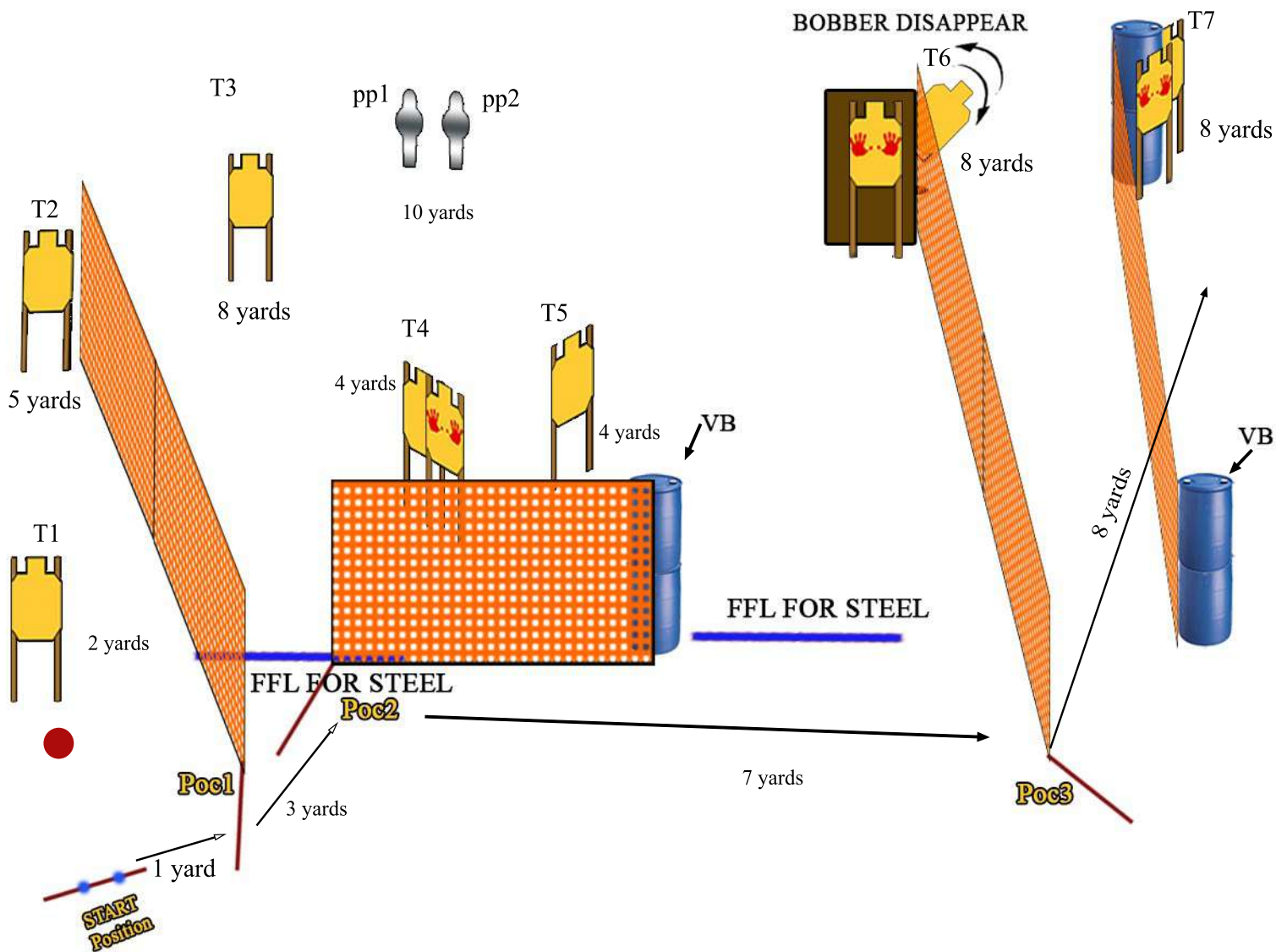
**START POSITION:** relax in s.p. face down-range toes on the signs , gun loaded weapon and holstered, magazines at division capacity properly stowed.

**PCC:** same sp Low ready, muzzle towards red dot.

**PROCEDURE:** at the acoustic signal engage the targets respecting covers and priorities pp2 activates the disappearing bobberT6. all targets must be engaged with 2 minimum shots.

T1, T2, T5 and T7 are in the open

**MUZZLE SAFE POINT:** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT OF THE BERM





# BAY 7

## STAGE N.7 THE SALESMAN

String	1
Scoring	9 rounds , Unlimited
Scored Hits	best 2 for target, steel down
Target	4threat- 2 non threat.1 steel
Concealment garment	Required
Start-Stop	Audible - last shot
Distance	6 / 11 Yards
Rules	current IDPA Rulebook
Stage Designer	Aldo De Silvestro
PSO	Bertin/Torresani



**SCENARIO** while you show your jewels to a customer, some armed thugs attack you and you are forced to defend yourself.

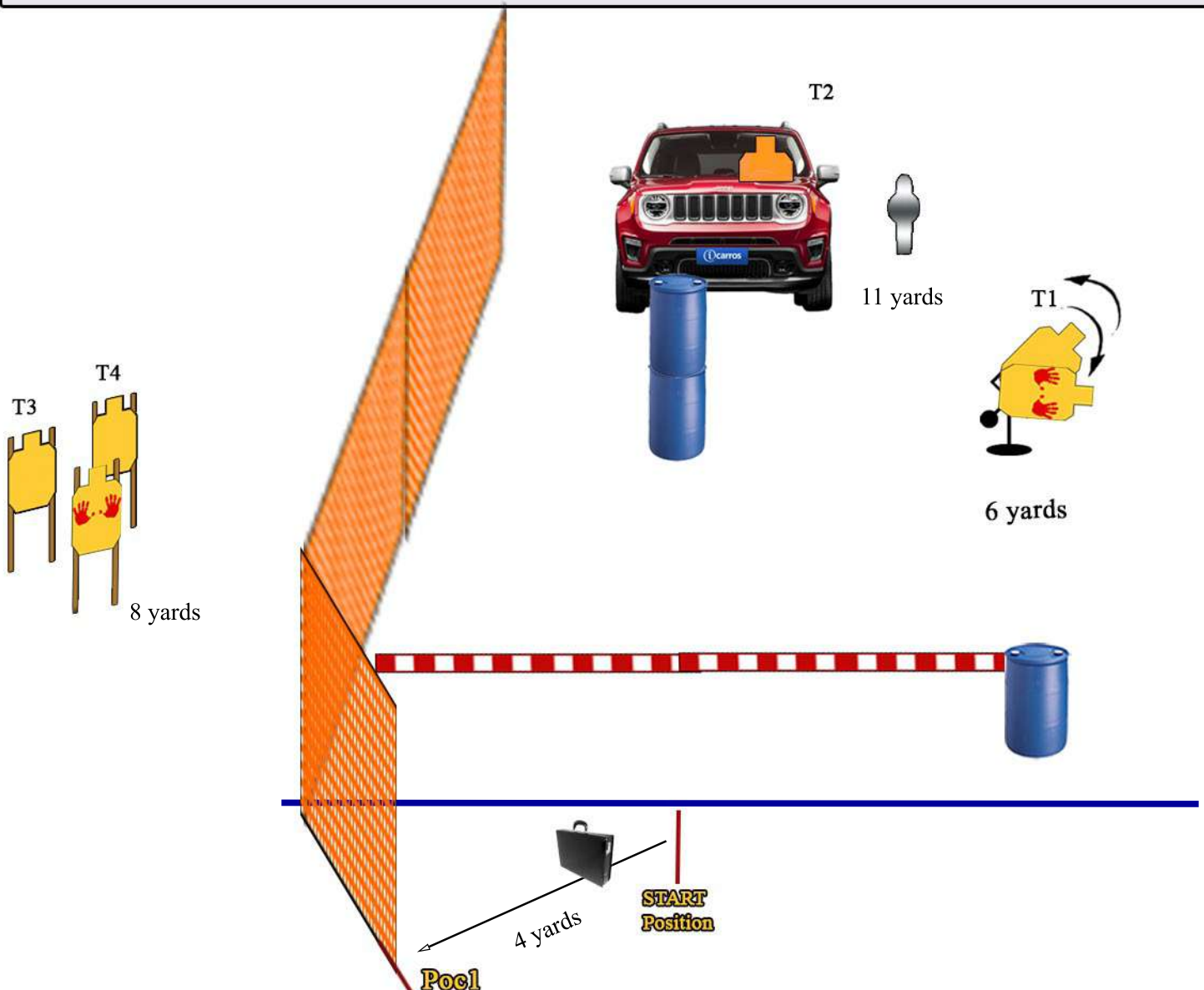
**START POSITION:** in SP, face down-range, feet straddling the Fault line,gun loaded and holstered suitcase held with the weak hand magazines at division capacity properly stowed.

**PCC:** same SP, hip level with muzzle towards the berm

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

**NOTE:** T1, becomes visible by dropping the suitcase. the blue line indicates the DQ limit on pp1. T1, T2 and pp1 are in the open.

**MUZZLE SAFE POINT::** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT OF THE BERM





# BAY 7

## STAGE N.8 NO MERCY

String	1
Scoring	10 rounds , Unlimited
Scored Hits	best 2 for target
Target	5threat- 3 non threat
Concealment garment	Required
Start-Stop	Audible - last shot
Distance	3 / 8 Yards
Rules	current IDPA Rulebook
Stage Designer	Aldo De Silvestro
PSO	Bertin/Torresani



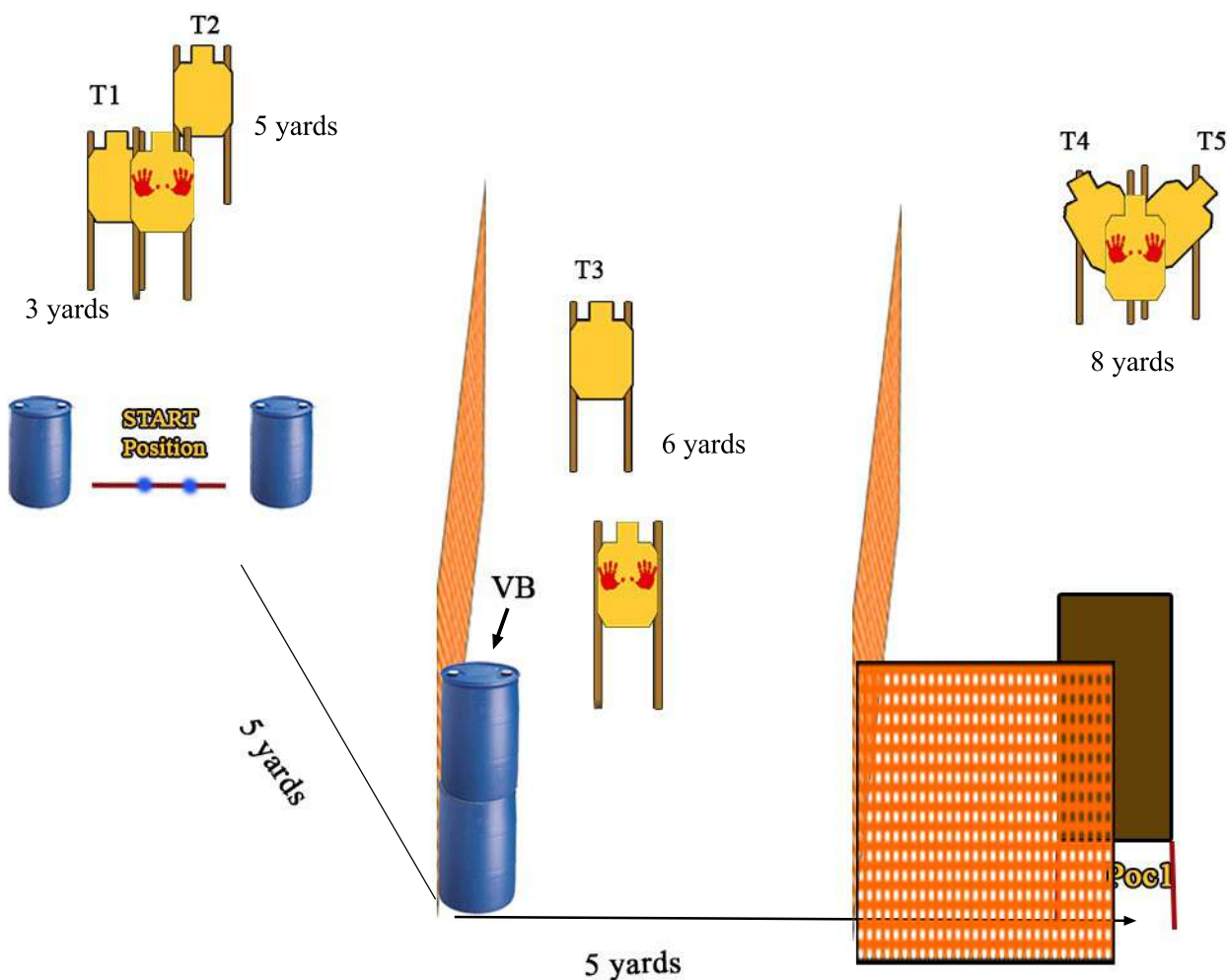
**SCENARIO:** some armed bad guys want to kill you, you have to defend yourself if you want to survive

**START POSITION:** in SP, surrender (arms raised, hands at ear height) with your back to the targets, toes on the marks, gun loaded and holstered.

**PCC:** same SP, but with the weapon resting on the barrel, with muzzle towards the berm

**PROCEDURE:** at the acoustic signal, engage the targets respecting covers and priorities. T1, T2 and T3 are in the open.

**MUZZLE SAFE POINT:** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT OF THE BERM





# BAY 8

## STAGE N.9 THE GARAGE 2

String	1
Scoring	17 rounds , Unlimited
Scored Hits	best 2 for target steel down
Target	7threat- 4 non threat. 3 steel
Concealment garment	Required
Start-Stop	Audible - last shot
Distance	6 / 14 Yards
Rules	current IDPA Rulebook
Stage Designer	Aldo De Silvestro
PSO	Gilardi/Adreani



**SCENARIO:** it seems incredible, but a year later you are attacked again in your garage for a robbery, you defend yourself.

**START POSITION:** in Poc1, face down-range toes on the signs and both hands touching the tire. gun loaded, and holstered magazines at division capacity properly stowed.

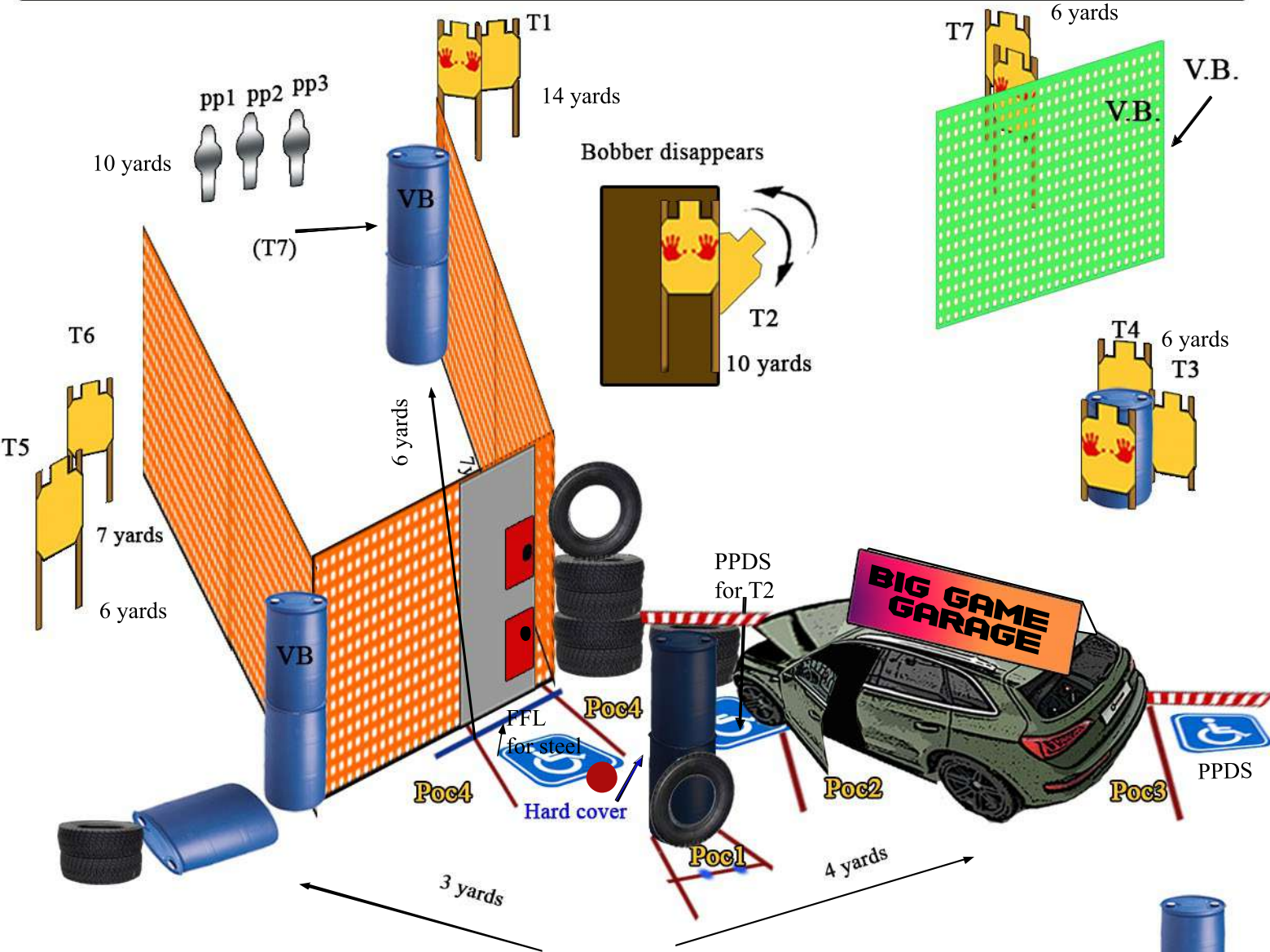
**PCC:** same sp Low ready, a muzzle towards the red dot.

**PROCEDURE:** at the acoustic signal, engage the targets respecting covers and priorities. to activate the disappearing bobber T2 , you will have to close the car door.

**NOTE:** T5,T6, and T7 are in the open, the FFL is the engagement limit for the steels.

T1 is visible from the SP through the tire. All targets must be engaged with a minimum of 2 shots.

**MUZZLE SAFE POINT:** 180° HORIZZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT OF THE BERM





# BAY 9

## STAGE N. 10 THE EXCURSION

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



**SCENARIO:** you are in a remote area with 3 friends for a hike when armed strangers attack you to kill you, you defend yourself.

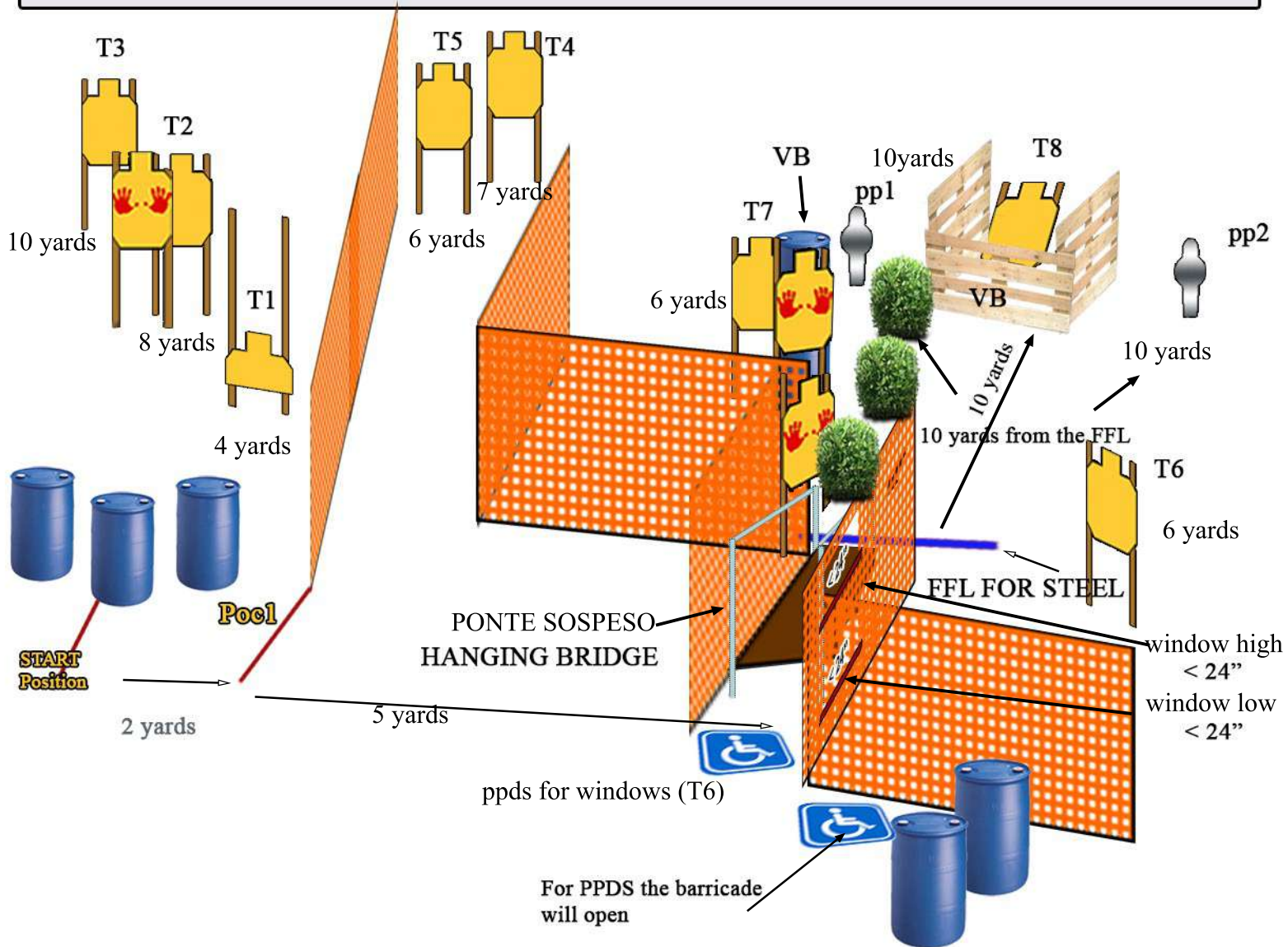
**START POSITION:** Relax in SP,face down-range with your feet straddling the Fault line gun loaded and holstered, magazines at division capacity properly stowed.

**PCC:** same sp Hipe level, muzzle towards the berm.

**PROCEDURE:** At the acoustic signal engage all targets respecting covers and priorities. T1,T2, T3, T7, T8, pp1 and pp2 are in the open.

**NOTE:** T7, pp1 and pp2 will be visible at the end of the suspension bridge, T8 is hidden by vision barrier. engage the steel beyond the FFL compartment DQ.

**MUZZLE SAFE POINT:** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT OF THE BERM





# BAY 10

## STAGE N.11 THE TREKKING

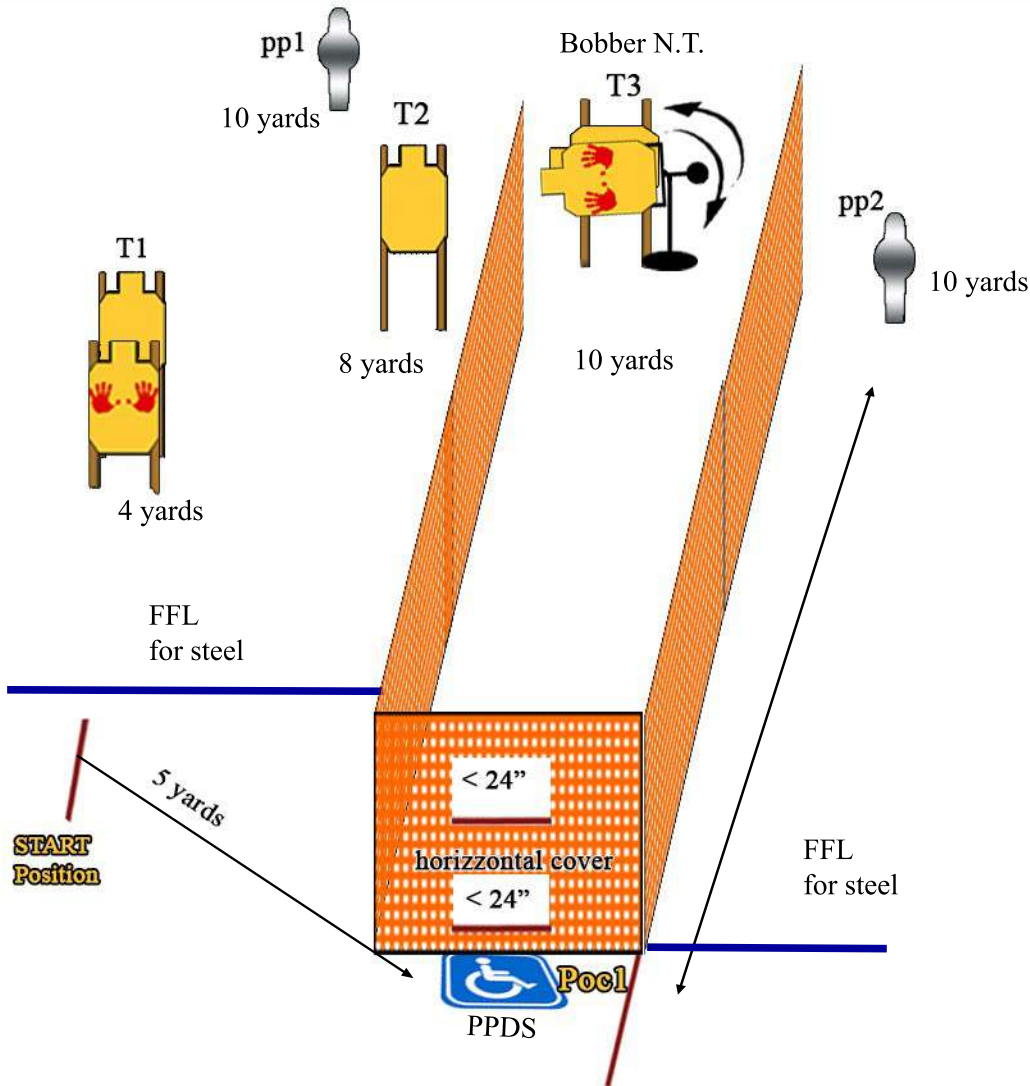
String	1
Scoring	8 rounds , Unlimited
Scored Hits	best 2 for target steel down
Target	3threat- 2 non threat 2 steel
Concealment garment	NOT Required
Start-Stop	Audible - last shot
Distance	4 / 10 Yards
Rules	current IDPA Rulebook
Stage Designer	Diego Silvestri
PSO	Liuzzi/Cutrignelli



**SCENARIO:** trekking can be dangerous in Nepal. Armed people attack you, defend yourself  
**START POSITION:** in SP, face down-range with your feet straddling the Fault line, backpack worn as shown by the S.O. gun loaded and holstered, magazines at division capacity properly stowed.  
**PCC:** same SP in hip level towards the berm  
**PROCEDURE:** at the acoustic signal, engage the targets respecting cover and priority.

**NOTE:** engaging the steel beyond the FFL results in DQ. pp1 activates the bobber Non Threat target

**MUZZLE SAFE POINT:** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT THE OF BERM





# BAY 10

## STAGE N.12 AUGUST HOLIDAYS

String	1
Scoring	10 rounds , Unlimited
Scored Hits	best 2 for target
Target	5threat- 2 non threat .
Concealment garment	Required
Start-Stop	Audible - last shot
Distance	4 / 8 Yards
Rules	current IDPA Rulebook
Stage Designer	Diego Silvestri
PSO	Liuzzi/Cutrignelli



**SCENARIO:** even going on vacation can be dangerous, you are attacked by armed robbers while reading the newspaper, you defend yourself.

**START POSITION:** in SP, face down-range with your feet straddling the Fault line, newspaper held with both hands, as shown by the S.O. gun loaded and holstered , magazines at division capacity properly stowed.

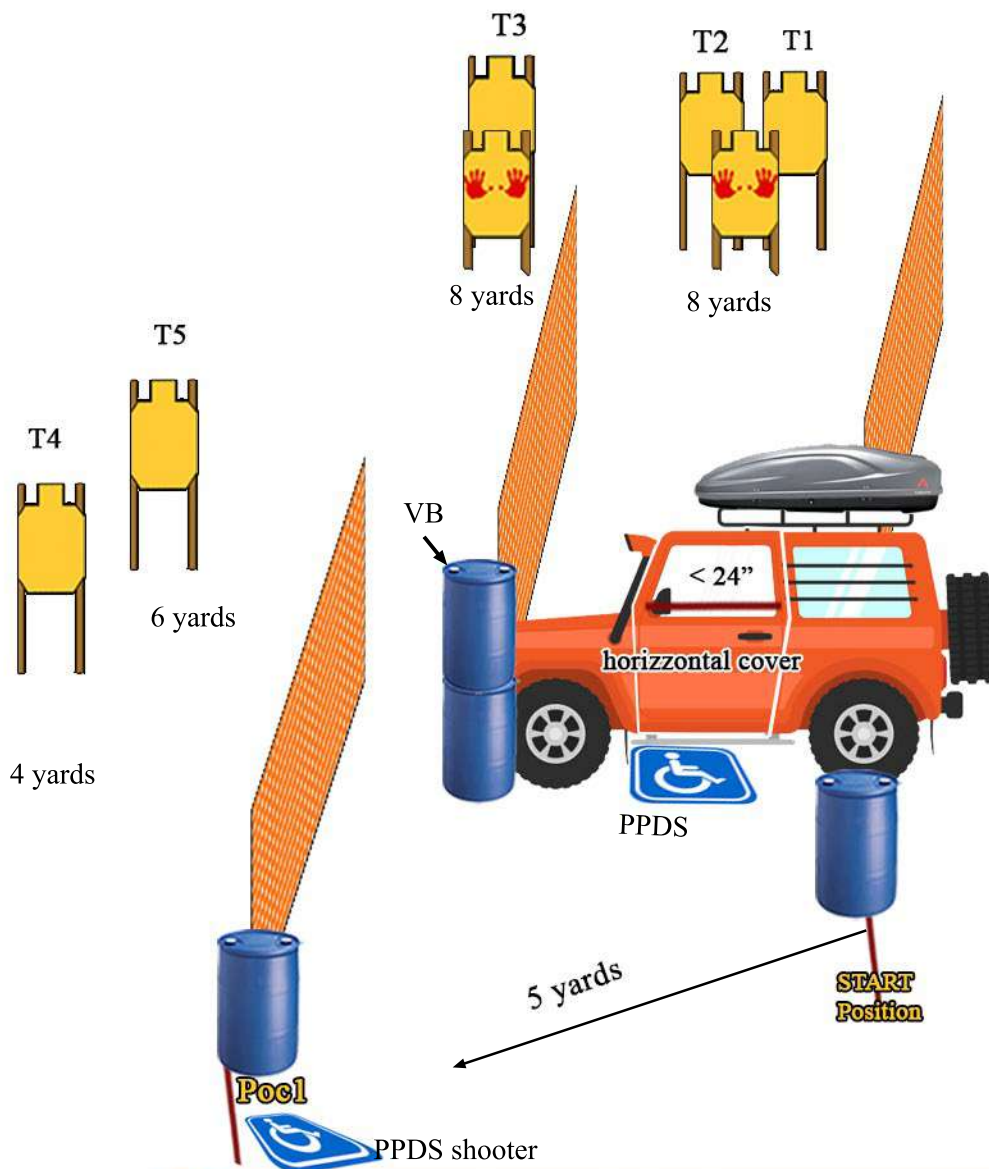
**PCC:** same SP, but with weapon resting on the barrel, with muzzle towards the berm

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

**NOTE:** T3 is in the open, T1 and T2 will be visible through the car window

T4 and T5 must be engaged from low cover.

**MUZZLE SAFE POINT:** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT OF THE BERM





# BAY 11

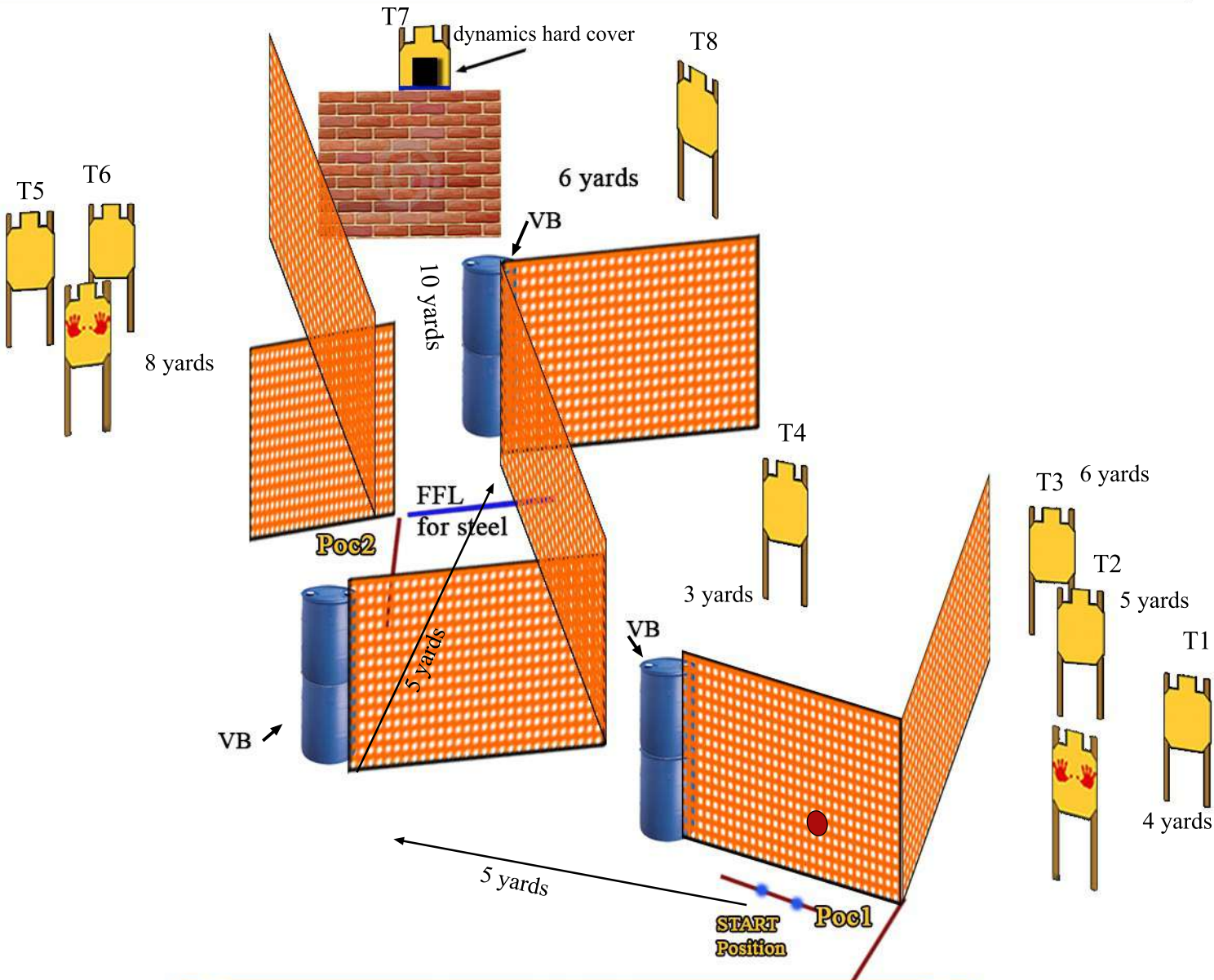
## STAGE N.13 DISCO MUSIC

String	1
Scoring	16 rounds , Unlimited
Scored Hits	best 2 for target
Target	8threat- 2 non threat
Concealment garment	Required
Start-Stop	Audible - last shot
Distance	3 / 8 Yards
Rules	current IDPA Rulebook
Stage Designer	Aldo De Silvestro
PSO	Canaglia/Salvo



**SCENARIO:** You are in a disco, when armed terrorists appear among the crowd, you defend yourself.  
**START POSITION:** Relax in SP, face down-range toes on the signs, gun loaded and holstered magazines at division capacity properly stowed.  
**PCC:** same SP in Low ready, muzzle towards the red dot.  
**PROCEDURE:** at the acoustic signal engage the targets respecting cover and priority, T4, T5, T6 and T8 are in the open. T7 is partially hidden behind a low wall, behind a heavy metal vase (metallic hard cover), which falls if hit, showing the large "zero" of the target. FFL for T7.

**NOTE:** all targets must be engaged with 2 shots minimum, engaging T7 beyond the FFL results in DQ.  
**MUZZLE SAFE POINT: 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT OF THE BERM**





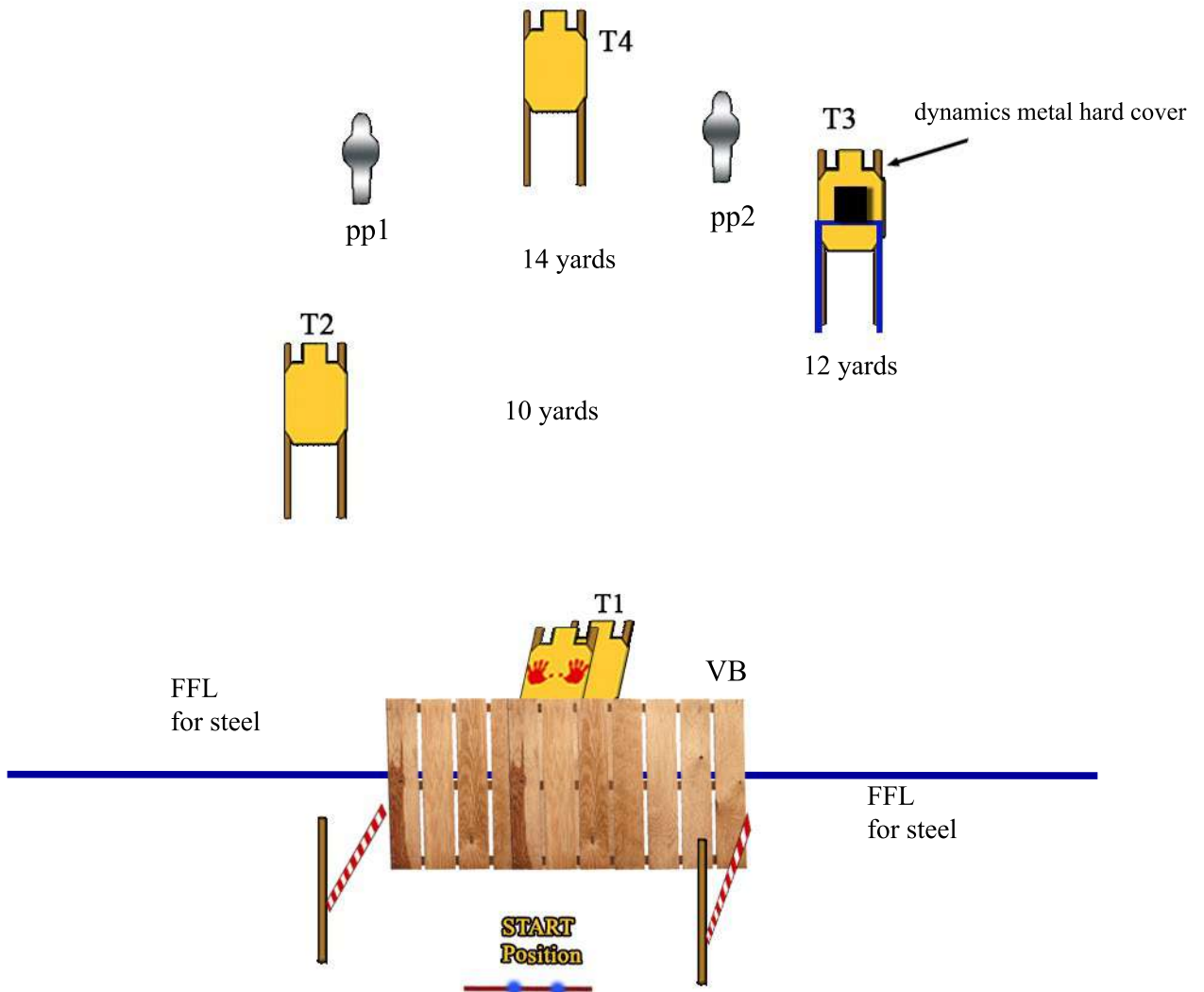
# BAY 12 STAGE N.14 STANDARD UNLIMITED

String	1
Scoring	10 rounds , unlimited
Scored Hits	best 2 for target steel down
Target	4threat- 1 non threat 2 steel
Concealment garment	NOT Required
Start-Stop	Audible - last shot
Distance	6 / 14 Yards
Rules	Current IDPA Rulebook
Stage Designer	Diego Silvestri
PSO	Sabri/Nicoletta/Bottazzini



**START POSITION:** in SP, facing downrange heels on the marks, loaded weapon in holster, with 5 rounds (4+1) chambered round, remaining magazines properly stowed. at division capacity  
**PCC:** same start position , weapon in hip level towards the berm , loaded with 5 rounds (4+1) remaining magazines properly stowed. at division capacity  
**PROCEDURE:** at the acoustic signal, engage all targets with 2 minimum rounds, respecting the priorities. T3 is partially hidden behind a metallic hard cover, which falls if hit, showing the large “zero” of the target.

**MUZZLE SAFE POINT: 180° HORIZZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT OF THE BERM**





# BAY 13

## STAGE N.15 PAWN SHOP

- String 1
- Scoring 17 rounds , Unlimited
- Scored Hits best 2 for target steel down
- Target 8 threat- 3 non threat 1 steel
- Concealment garment Required
- Start-Stop Audible - last shot
- Distance 2 / 11 Yards
- Rules IDPA Rulebook latest update
- Stage Designer Aldo De Silvestro
- PSO Sabri/Nicoletta/Bottazzini



**SCENARIO:** While you are evaluating some jewels in your pawn shop, armed robbers, mixed in with the customers, draw their weapons to attack you. you defend yourself.

**START POSITION:** seated, as shown by the S.O. gun with loaded chamber, resting on the marks on the table muzzle towards the central berm, remaining magazines at division capacity properly stowed.

**PCC:** Same start position.

**PROCEDURE:** at the acoustic signal, remaining seated, you engage from T1 to T2. You finish the COF respecting covers and priorities. All targets must be engaged with 2 minimum hits. T1,T2 and T5, are in "the open".

**MUZZLE SAFE POINT:** 180° HORIZONTALLY AND VERTICALLY THE LIMIT IS THE HEIGHT THE BERM

