



WARM UP (in all bays)



Course Designer:LIUZZI PIETRO

STANDARD

START POSITION: Facing T1, toes on marks, hands surrender. Gun loaded in holstered with 2 rounds, magazines at division capacity properly stowed.

PCC: Same condition ,gun strong hand, hip level.

STAGE PROCEDURE: At the acoustic signal engage from SP T1 with 2 body shot and 2 head shot..

STRINGS: 1

SCORING: 4 LIMITED

TARGETS: 1 threat

SCORED HITS: 2 BODY, 2 HEAD

START-STOP: Audible - Last shot

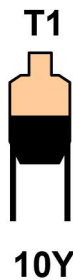
CONCEALMENT: required

RULES: current IDPA rulebook

DISTANCE: 10 Yard

MUZZLE SAFE PLANE: Unless otherwise specified, the 180° rule applies horizontally and the vertical limit is the height of the backstops.

TOTAL MOVEMENT : 0y



SP





Stage 1

Hang glider



SCENARIO: You are transporting a large quantity of diamonds, at a certain point something goes wrong with the aircraft and you are forced to land. Then you realize that it was all planned by a group of armed criminals, you react..

START POSITION: Sitting with hands and feet on the marks, gun loaded and holstered, round not chambered, magazines at division capacity properly stowed.

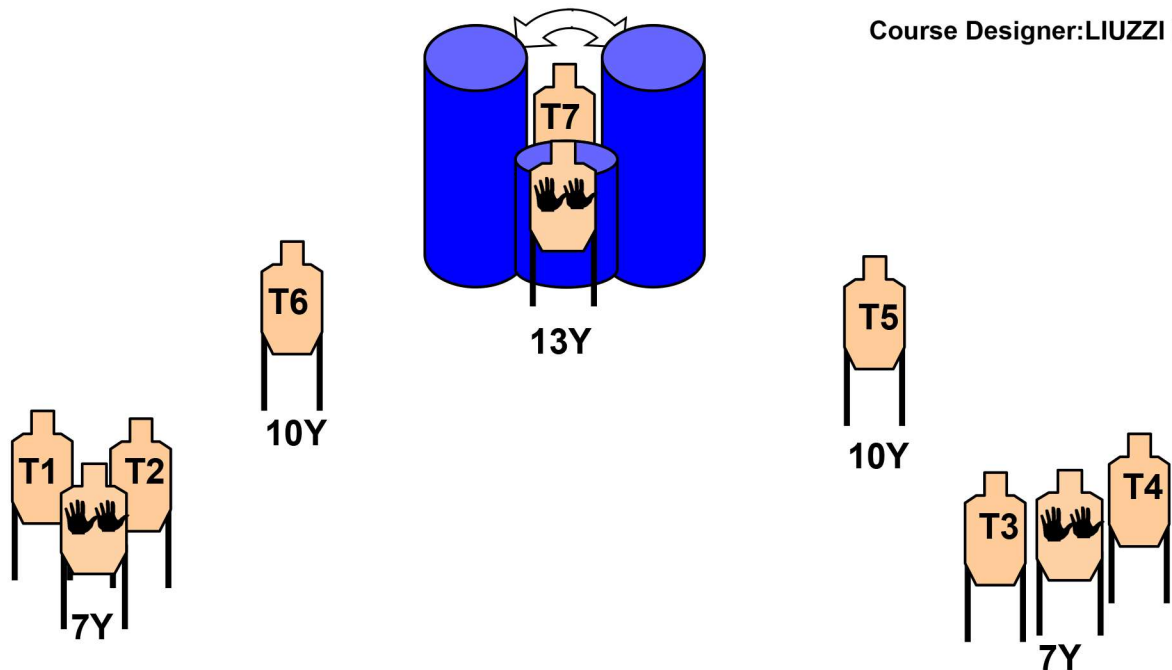
PCC: Same condition, ejection port closed. Hip level.

STAGE PROCEDURE: At the acoustic signal from sitting, engage targets. Pulling the joystick activates T7 bobber, which will remain visible at the end of the movement...

All targets are in the open..

STRINGS: 1
SCORING: 14 rounds min, unlimited
TARGETS: 7 Threat, 3 Non-threat,
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
CONCEALMENT: Required
DISTANCE: 7-13 yards
MUZZLE SAFE PLANE: Unless otherwise specified, the 180° rule applies horizontally and the vertical limit is the height of the backstops.
RULES: current IDPA rulebook
TOTAL MOVEMENT : 0 Y

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SP





Stage 2 Park



SCENARIO: You are sitting in a park and reading and you notice that a group of armed thugs has targeted you .Defend yourself..

START POSITION: Sitting , a newspaper held with both hands,loaded gun in holster with only 5 rounds,round not chambered , magazines at division capacity properly stowed.

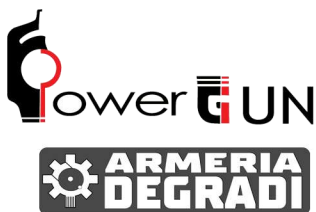
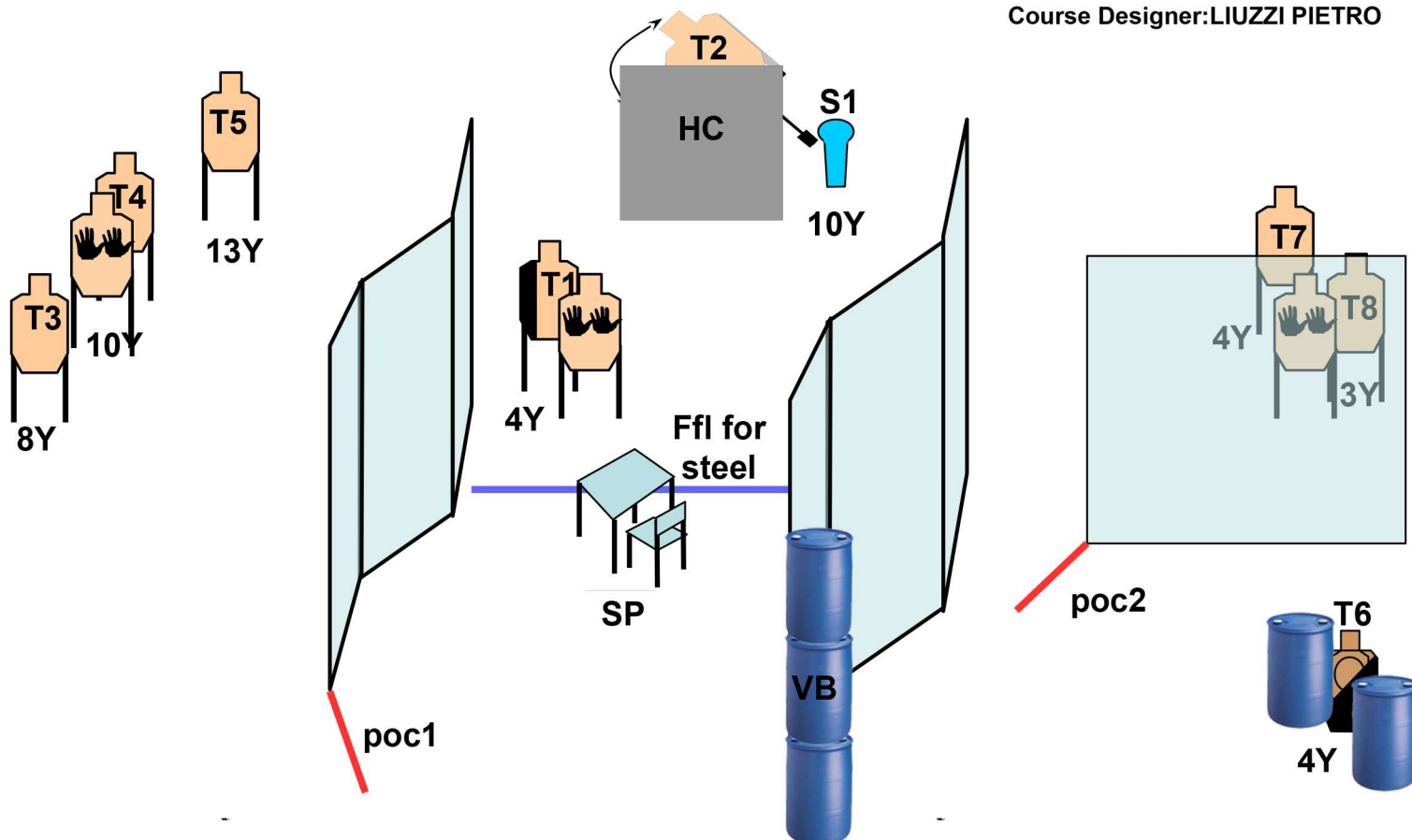
PCC: Same condition, gun on table ejection port closed. Muzzle on the berm.

STAGE PROCEDURE: At the acoustic signal ,engage T1 ,T2,S1 while sitting ,finish the cof using the available pocs. S1 activates T2 bobber which will remain visible at the end of the movement.T1,T2,S1,T6 are in the open.

NB:Engaging S1, beyond the FFLresults in DQ

STRINGS: 1
SCORING: 17 rounds min, unlimited
TARGETS: 8 Threat, 3 Non-threat,1 steel
SCORED HITS: Best 2 per target,steel down
START-STOP: Audible - Last shot
CONCEALMENT: Required
DISTANCE: 7-13 yards
RULES: current IDPA rulebook
MUZZLE SAFE PLANE: Unless otherwise specified, the 180° rule applies horizontally and the vertical limit is the height of the backstops.
TOTAL MOVEMENT :11 Y

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Stage 3 Car



SCENARIO: You are buying a new car when an armed group wants to take it over ,defend yourself.

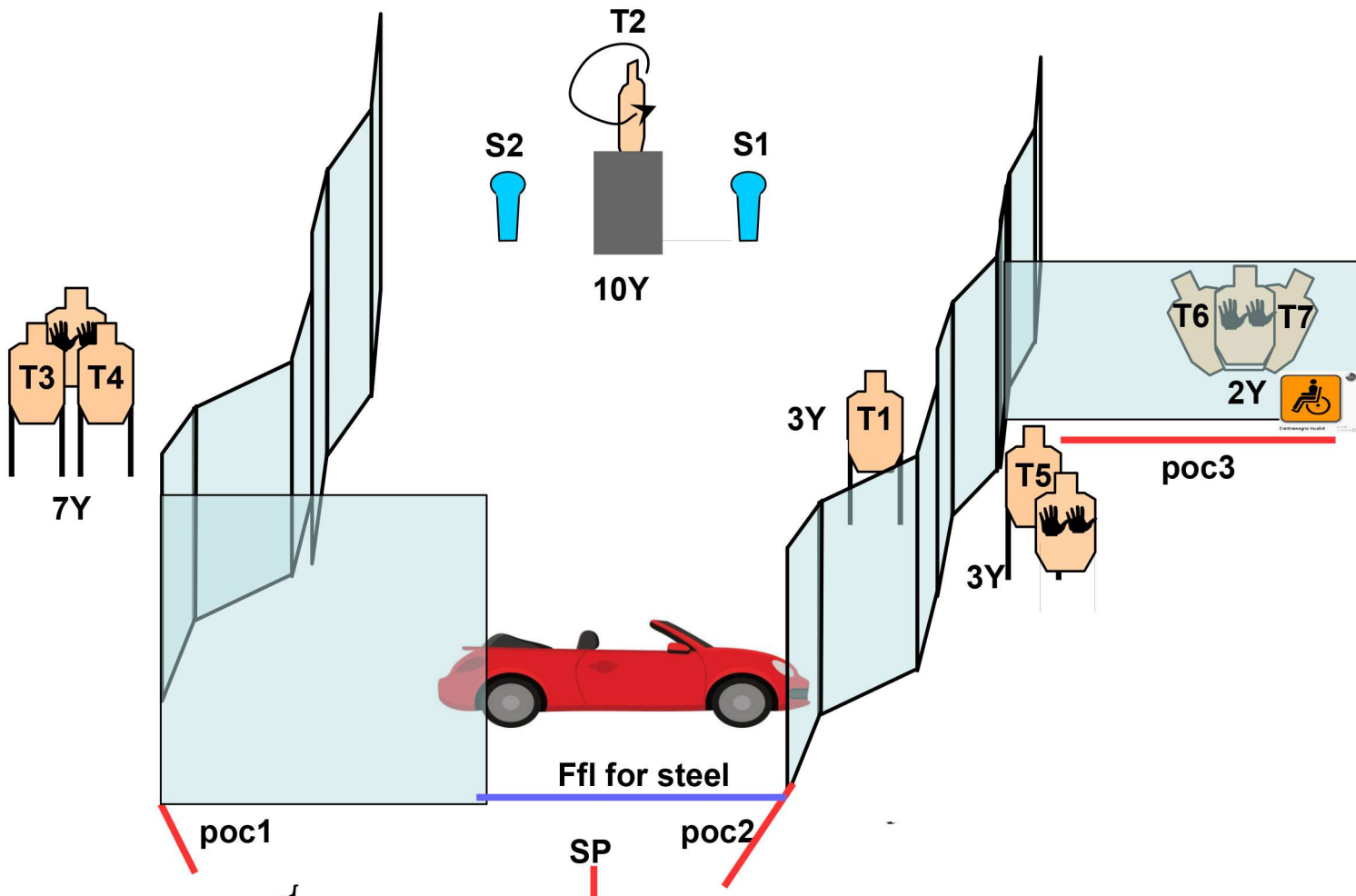
START POSITION: In SP relax facing down range, one foot on the line, gun loaded and holstered, magazines at division capacity properly stowed.

PCC: Same condition, hip level..

STAGE PROCEDURE: At the audible signal engage targets, T1, T2, S1, and S2 which are in the open. Complete the cof using the available pocs. S1 activates T2 turner which will not remain visible at the end of the movement.

STRINGS: 1
SCORING: 16 rounds min, unlimited
TARGETS: 7 Threat, 3 Non-threat, 2 steel
SCORED HITS: Best 2 per target, steel down
START-STOP: Audible - Last shot
CONCEALMENT: Required
DISTANCE: 2-10 yards
RULES: current IDPA rulebook
MUZZLE SAFE PLANE: Unless otherwise specified, the 180° rule applies horizontally and the vertical limit is the height of the backstops.
TOTAL MOVEMENT : 14 Y

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Stage 6 The Pole



SCENARIO: You're entering the supermarket and you notice there's a shadowy guy at the entrance. As soon as you enter, his accomplices open fire on you. Defend yourself..

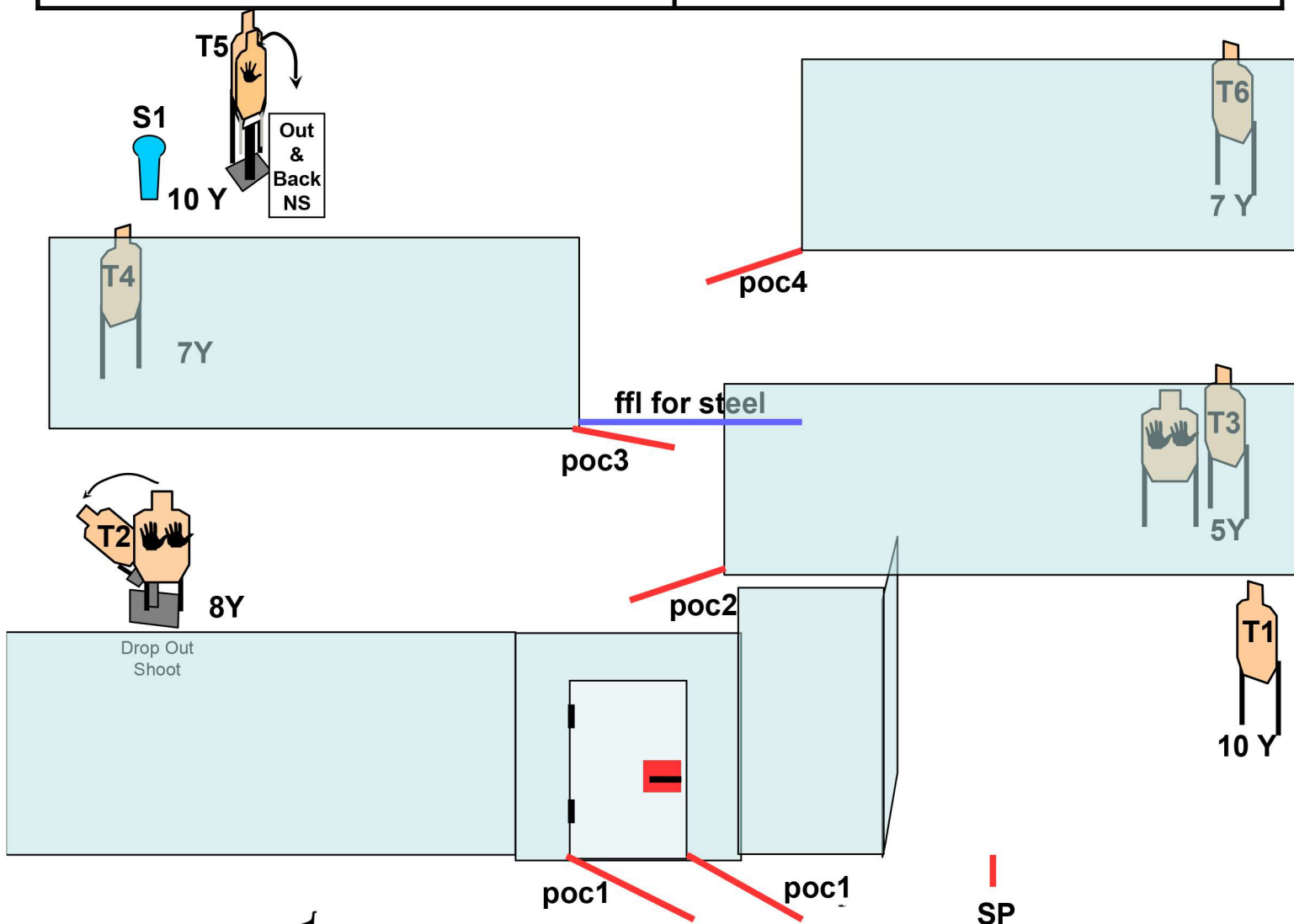
START POSITION: In SP relax facing down range, one foot on the line, gun loaded and holstered, magazines at division capacity properly stowed.

PCC: Same condition, hip level..

STAGE PROCEDURE: At the acoustic signal, engage the targets .T1 in the open ,with 2 body shots and 2 head shots. Complete the cof using the available pocs. The door activates T2, which will remain visible at the end of the movement. S1 activates the N/S, which will make T5 visible which will not remain visible at the end of the movement...
NB: Engage S1 after the FFL decrees DQ....

STRINGS: 1
SCORING: 15 rounds min, Unlimited
TARGETS: 6 Threat, 3 Non-threat, 1 Steel
SCORED HITS: Best 2 per target, T1 2 body, 2 head, steel down
START-STOP: Audible - Last shot
CONCEALMENT: Required
DISTANCE: 5-10 YARDS
RULES: Current IDPA Rulebook
MUZZLE SAFE PLANE: Unless otherwise specified, the 180° rule applies horizontally and the vertical limit is the height of the backstops.
TOTAL MOVEMENT : 12y

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Stage 7 STANDARD



STANDARD

START POSITION: Relax facing down range, heels on marks, gun loaded and holstered, magazines at division capacity properly stowed.

PCC: Same condition, hip level..

STAGE PROCEDURE: At the acoustic signal, engage the targets from the available pocs.

String 1: WEAK HAND ONLY, from poc 1 or poc 2..

String 2: STRONG HAND ONLY, from poc 1 or 2...

String 3: FREE STYLE, low cover position poc 3...

STRINGS: 3
SCORING: 15 rounds , limited
TARGETS: 3 Threat,
SCORED HITS: 5 per target
START-STOP: Audible - Last shot
CONCEALMENT: Required
RULES: Current IDPA Rulebook
DISTANCE : 7-20 Yards
MUZZLE SAFE PLANE: Unless otherwise specified, the 180° rule applies horizontally and the vertical limit is the height of the backstops.
TOTAL MOVEMENT : 3y

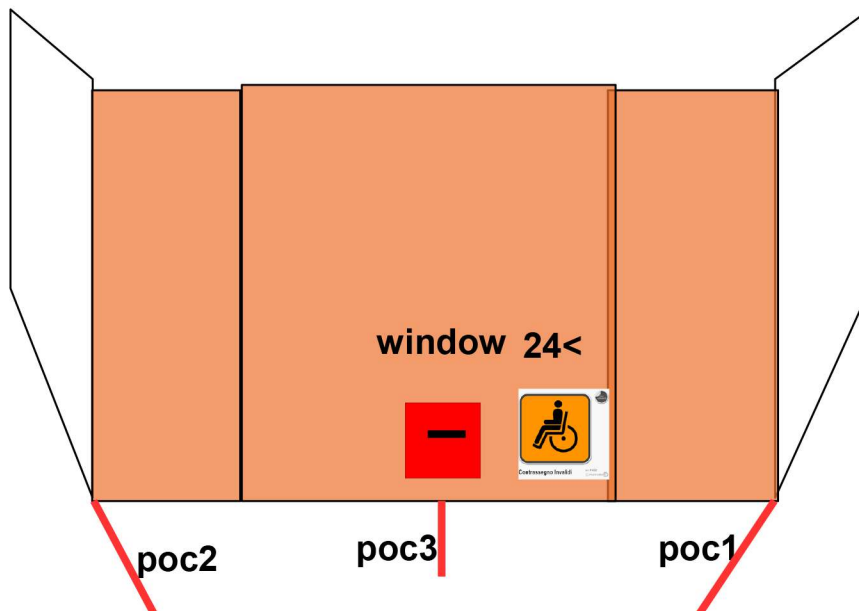
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20Y

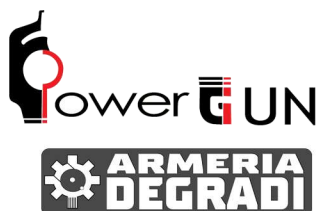


7Y



7Y

SP





Stage 8 Case



SCENARIO: You're on a business trip, but your briefcase attracts the attention of a gang of armed thugs who open fire on you to rob you. Defend yourself..

START POSITION: In SP relax facing down range, bag in the strong hand, one foot on the line, gun loaded and holstered, magazines at division capacity properly stowed.

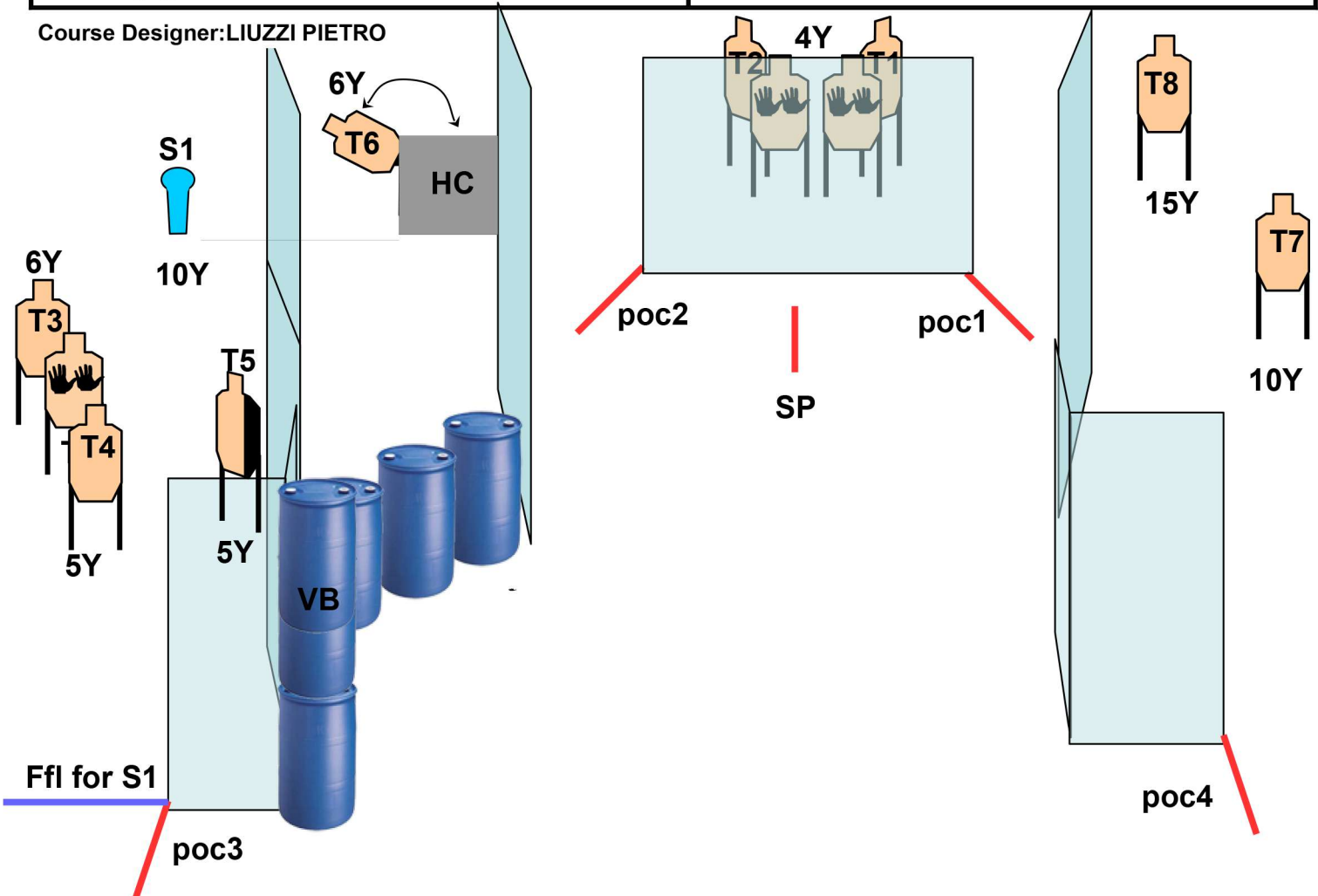
PCC: Same condition, weapon held with the weak hand... hip level..

STAGE PROCEDURE: At the acoustic signal engage targets from available pocs, S1 activates T6 bobber which remain visible at the end of the movement... T6 in the open.

NB: Engage S1 after the FFL decree DQ:

STRINGS: 1
SCORING: 17 rounds min, limited
TARGETS: 8 Threat, 3 NT, 1 steel
SCORED HITS: Best 2 per target, steel down
START-STOP: Audible - Last shot
CONCEALMENT: Required
RULES: Current IDPA Rulebook
DISTANCE : 4-15 YARDS
MUZZLE SAFE PLANE: Unless otherwise specified, the 180° rule applies horizontally and the vertical limit is the height of the backstops.
TOTAL MOVEMENT : 18,5 y

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Stage 9 Diamonds



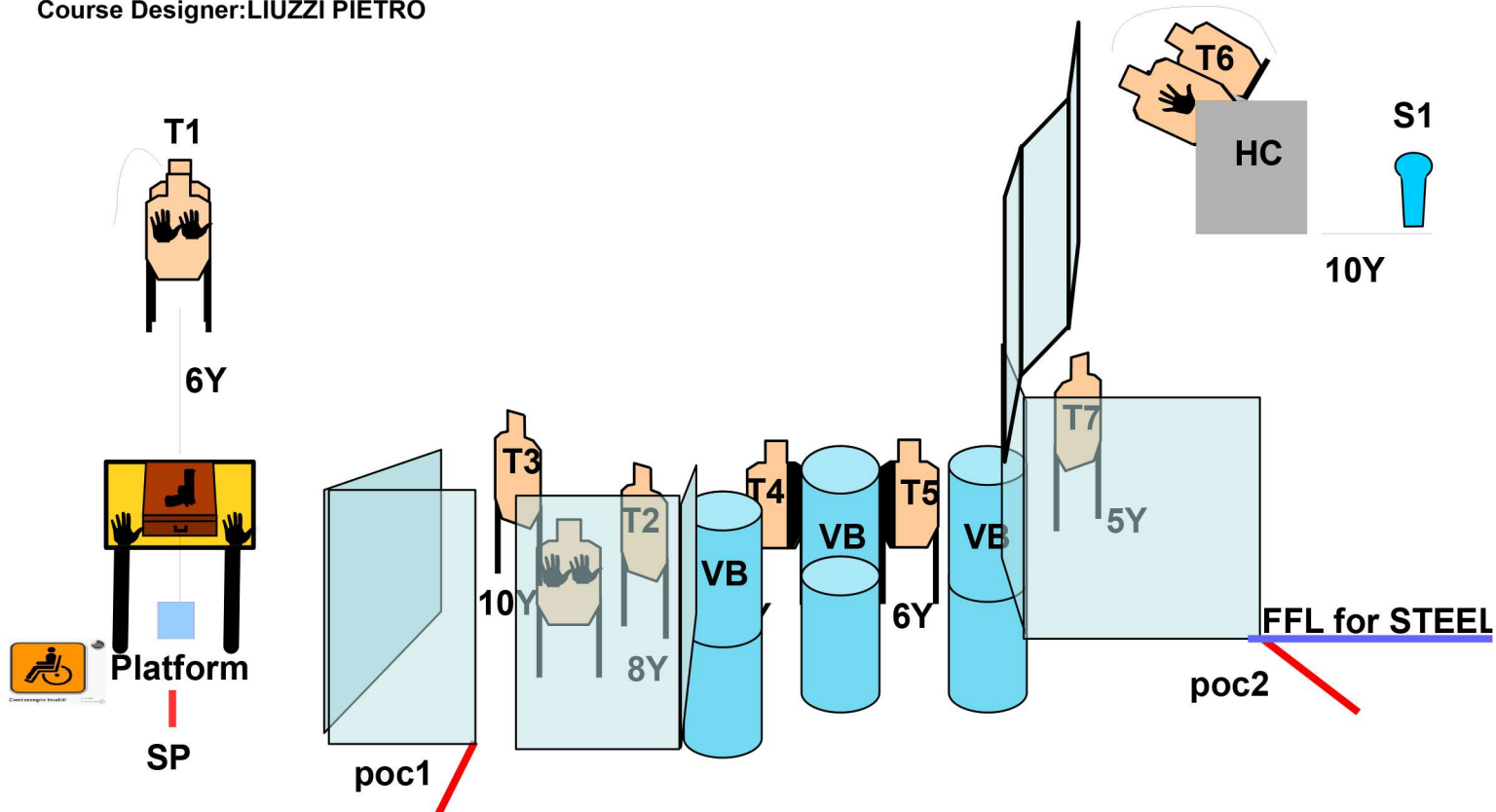
SCENARIO: You are examining some diamonds when a gang of armed thugs attacks you. Defend yourself..

START POSITION: In SP relax facing down range, hands on marks, one foot on the line, gun unloaded on the sign, magazines to division capacity in ammo bag..
PCC: Same condition, ejecton port closed..

STAGE PROCEDURE: At the acoustic signal engage targets. T1 will only be visible by pressing the platform, and will not remain visible at the end the movement.. T1, T4 and T5 are in the open.
NB: Engage S1 beyond the FFL decrees DQ..

STRINGS: 1
SCORING: 15 rounds min, Unlimited
TARGETS: 7 threat, 3 non-threat, 1 steel
SCORED HITS: Best 2 per target, steel down
START-STOP: Audible - Last shot
CONCEALMENT: Required
DISTANCE : 5 -10 YARDS
RULES: Current IDPA Rulebook
MUZZLE SAFE PLANE: Unless otherwise specified, the 180° rule applies horizontally and the vertical limit is the height of the backstops.
TOTAL MOVEMENT : 16y

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Stage 10 Dog



SCENARIO: You leave the city to go to the countryside with your dog at your usual place, when you arrive you notice that a group of armed bandits wants to attack you. Defend yourself..

START POSITION: In sp relax facing down range, one foot on the line, gun loaded in holstered, magazines at division capacity properly stowed.

PCC: Same condition, hip level

STAGE PROCEDURE: At the acoustic signal engage targets from available pocs, T1, T2, T7, T8, T9 are in the open..

NOTE: all target engaged with 1 round min.

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STRINGS: 1

SCORING: 11 rounds min, Unlimited

TARGETS: 11 Threat, 3 Non-threat,

SCORED HITS: Best 1 per target

START-STOP: Audible - Last shot

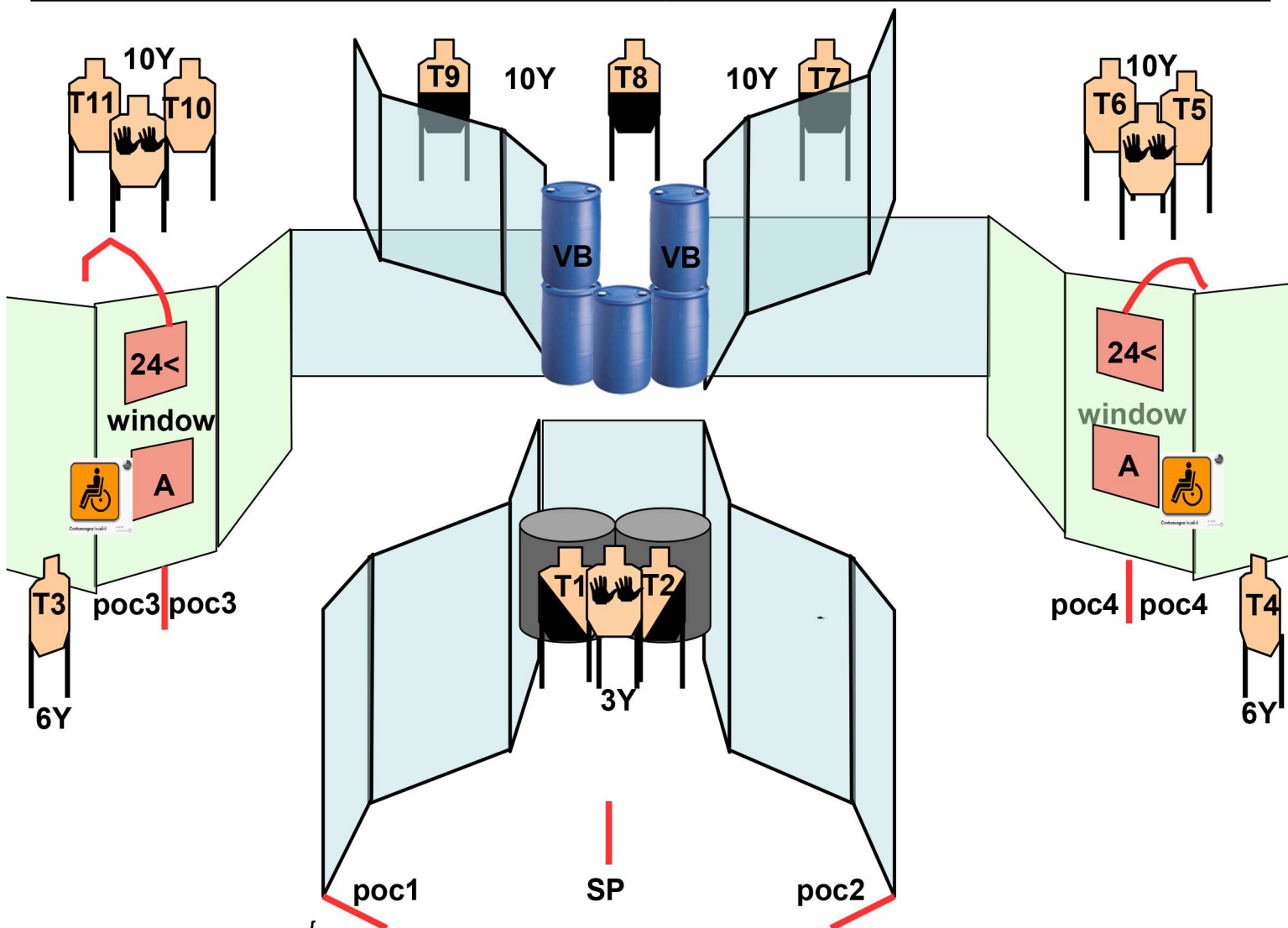
CONCEALMENT: Required

RULES: Current IDPA Rulebook

DISTANCE : 3-10 YARDS

MUZZLE SAFE PLANE: Unless otherwise specified, the 180° rule applies horizontally and the vertical limit is the height of the backstops.

TOTAL MOVEMENT : 19y





Stage 11

September more



SCENARIO: You're walking in the park and as you're about to cross the bridge, you notice that a group of armed criminals are wanting to rob you. Defend yourself..

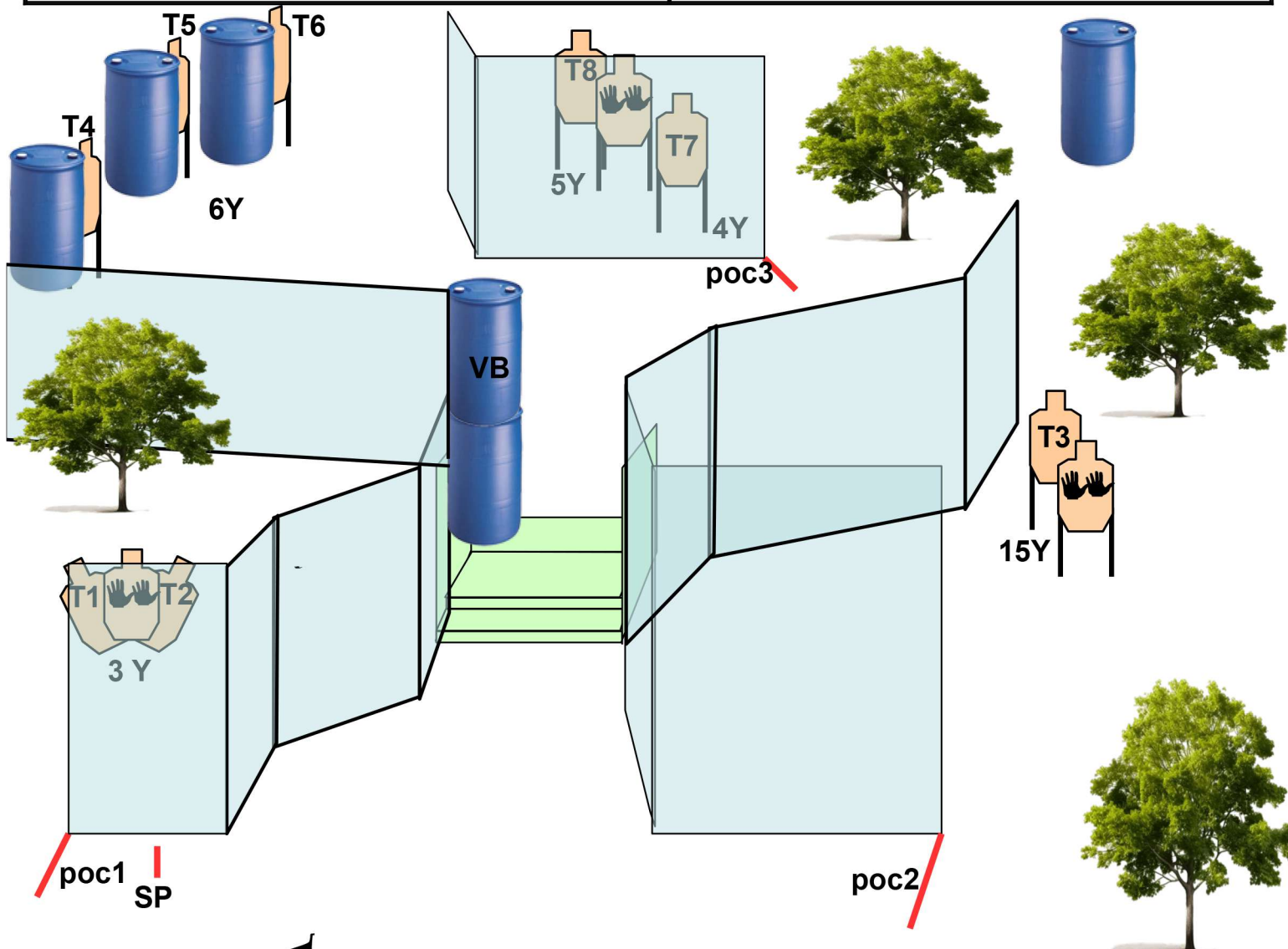
START POSITION: In SP relax facing down range, one foot on the line, gun loaded and holstered, magazines at division capacity properly stowed.

PCC: Same condition, hip level..

STAGE PROCEDURE: At the acoustic signal engage the targets from the available pocs, T4, T5, T6 are in the open..

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STRINGS: 1
SCORING: 16 rounds min, Unlimited
TARGETS: 8 Threat, 3 Non-threat,
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
CONCEALMENT: Required
RULES: current IDPA rulebook
DISTANCE: 3 -15 YARDS
MUZZLE SAFE PLANE: Unless otherwise specified, the 180° rule applies horizontally and the vertical limit is the height of the backstops.
TOTAL MOVEMENT : 16y





Stage 12 Shower



Course Designer: LIUZZI PIETRO

SCENARIO: After a day at work, you come home and while you're taking a shower, you hear some noises. Unfortunately they're armed thieves who want to steal your gun collection. Defend yourself..

START POSITION: In SP relax facing down range one foot on the line, unloaded gun on the mark, all magazines in the drawer.
Pcc: Same condition.

STAGE PROCEDURE: At the acoustic signal, engage the targets, T1 mover will only become visible when the drawer is opened, and will remain visible at the end of the movement. T1 and T4 are in the open.
S1 activates T2 bobber which will remain visible at the end of the movement..

STRINGS: 1
SCORING: 15 rounds min, Unlimited
TARGETS: 7 Threat, 2 Non-threat, 1 steel
SCORED HITS: Best 2 per target, steel down
START-STOP: Audible - Last shot
CONCEALMENT: Required
RULES: Current IDPA Rulebook
DISTANCE : 4-15 YARDS
MUZZLE SAFE PLANE: Unless otherwise specified, the 180° rule applies horizontally and the vertical limit is the height of the backstops.
TOTAL MOVEMENT : 12 y

