



**IDPA**

**EUROPEAN BERSERKER  
EXPERIENCE 2026 TIER III  
COFs  
ENGLISH VERSION**



# European Berserker Experience 2026



## IRON AND OIL

COF 1 - Designer: Funcis

**SCENARIO:** The end-of-shift siren has just sounded. You sit down on a bench for a well-deserved break, while outside there is only the hum of machinery and the smell of hot oil... then, a sharp noise. Armed shadows move between the departments: they are not workers, they are here to steal. The factory is empty, the silence is heavy and your break is over... defend yourself from the intruders.

**START POSITION:**

Shooter in SP sitting in the center of the bench, facing down range, sandwich held with both hands at mouth height, gun loaded and holstered, **chamber empty**, spare magazines at division capacity properly stowed.

PCC: sandwich in the weak hand and rifle held with the strong hand resting on the leg muzzle down range, same condition as the gun, slide closed.

**STAGE PROCEDURE:**

At the acoustic signal, engage T1 and T2 from a seated position and the remaining targets from available cover. T1 and T2 are in the open; opening window F1 will make T6 and T7 visible.

NB: W1 is only available to PPDS shooters.

**STRINGS:** 1

**SCORING:** 14 rounds, unlimited

**TARGETS:** 7 Threats, 3 No-Threats

**SCORED HITS:** Best 2 per target

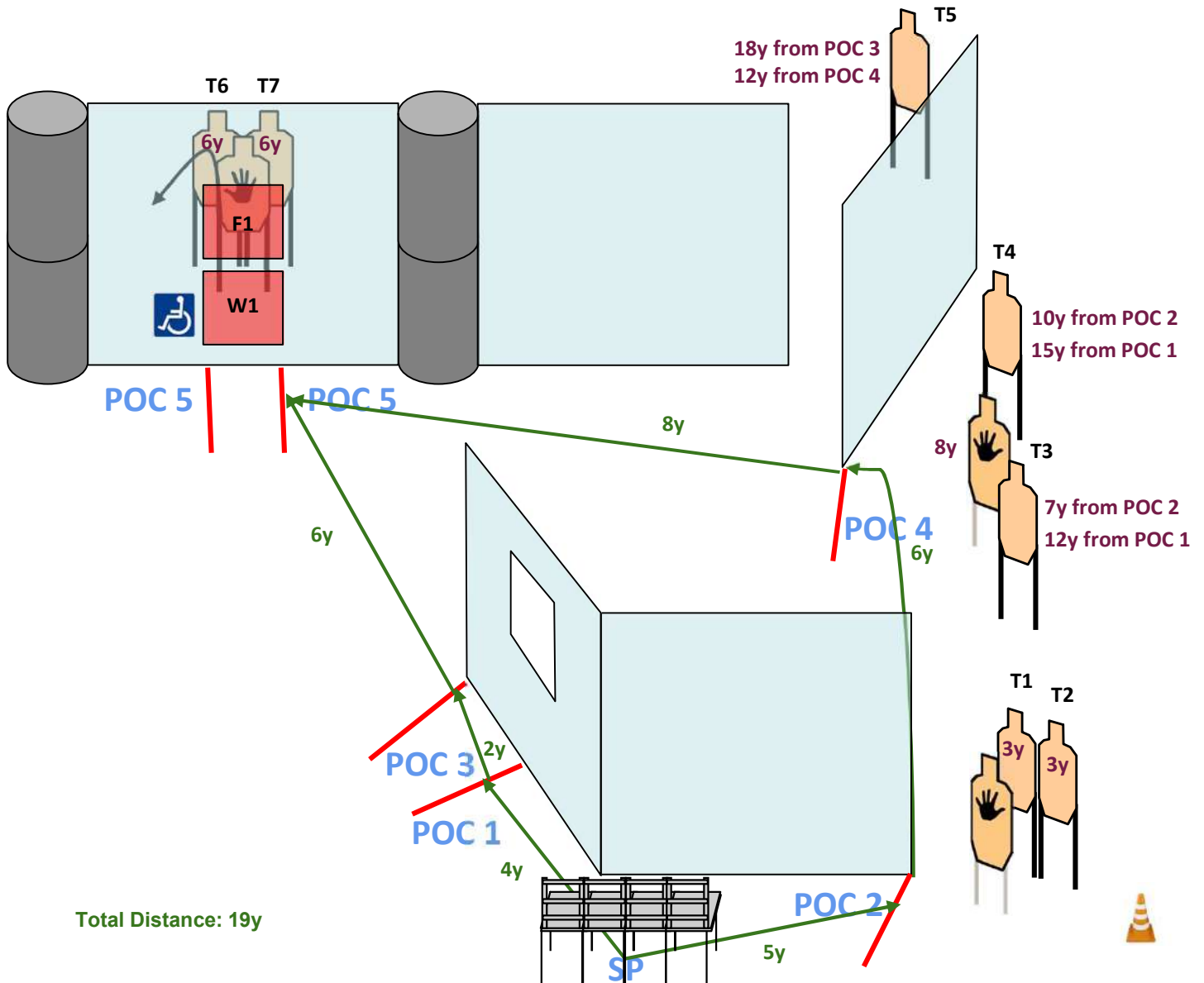
**START-STOP:** Audible - Last shoot

**RULES:** IDPA Rulebook latest version

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 3-18 yards

**MUZZLE SAFE PLANE:** Unless otherwise specified, the 180° rule applies horizontally, and vertically the limit is the berms height, vertically except guns unloaded and only with slide or cylinder open.



Total Distance: 19y



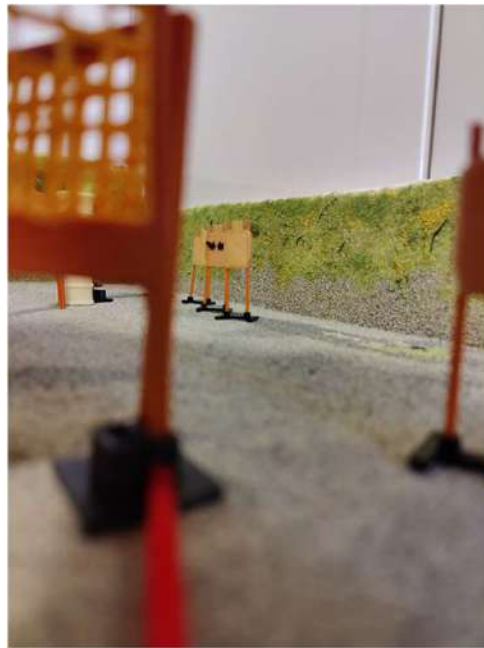
TOTAL



OPEN



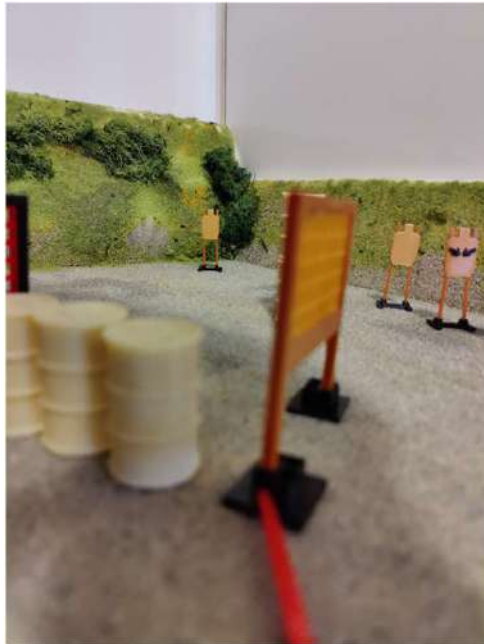
POC 1



POC 2



POC 3



POC 4



POC 5





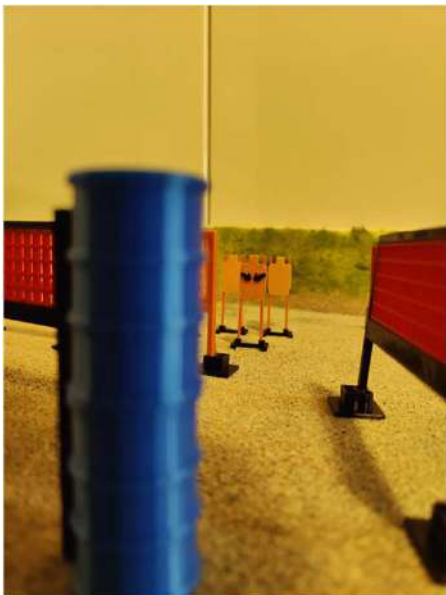
TOTAL



START POSITION



POC 1



OPEN



POC 2



POC 3



# European Berserker Experience 2026

## STANDARD I°

COF 3 - Designer: Polacco



**SCENARIO:** Standard.

**START POSITION:**

Shooter relax in SP facing down range, toes touching the line, gun loaded and holstered, spare magazines at division capacity properly stowed.

PCC: same conditions as the pistol, but Low Ready muzzle to the red point.

**STAGE PROCEDURE:**

At the acoustic signal, engage all targets from SP.

**STRINGS:** 1

**SCORING:** 4 rounds, unlimited

**TARGETS:** 2 Threats, 1 No-Threat

**SCORED HITS:** Best 2 per target

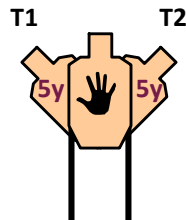
**START-STOP:** Audible - Last shoot

**RULES:** IDPA Rulebook latest version

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 5 yards

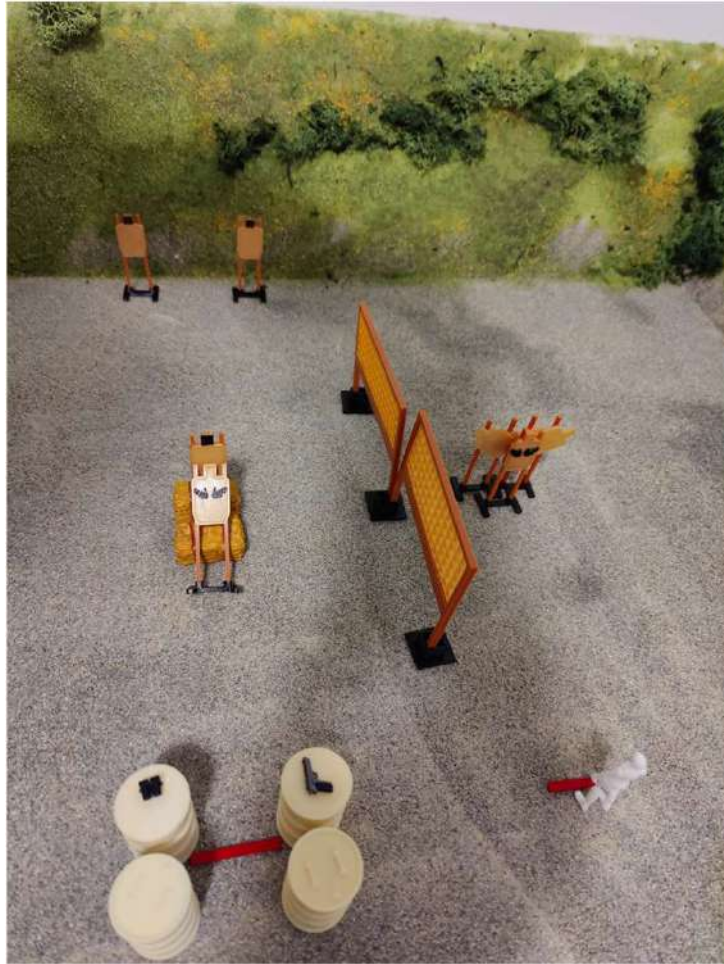
**MUZZLE SAFE PLANE:** Unless otherwise specified, the 180° rule applies horizontally, and vertically the limit is the berms height, vertically except guns unloaded and only with slide or cylinder open.



SP

Total Distance: 0y

**TOTAL**



**START  
POSITION**





# European Berserker Experience 2026 STANDARD II°



COF 4 - Designer: Polacco

**SCENARIO:** Standard.

**START POSITION:**

Shooter relax in SP facing down range, toes touching the line, gun is unloaded on one bin and magazines at division capacity on the other bin.  
PCC: as gun, muzzle down range and slide closed.

**STAGE PROCEDURE:**

At the acoustic signal, engage all targets with three shots from SP.

**STRINGS:** 1

**SCORING:** 9 rounds, limited

**TARGETS:** 3 Threats, 1 No-Threats

**SCORED HITS:** Best 3 per target

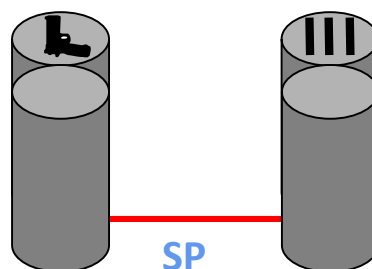
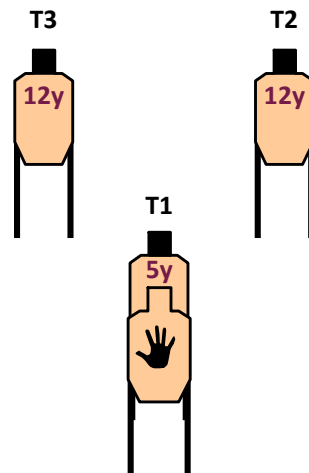
**START-STOP:** Audible - Last shoot

**RULES:** IDPA Rulebook latest version

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 5-12 yards

**MUZZLE SAFE PLANE:** Unless otherwise specified, the 180° rule applies horizontally, and vertically the limit is the berms height, vertically except guns unloaded and only with slide or cylinder open.



Total Distance: 0y

**TOTAL**



**START  
POSITION**





# European Berserker Experience 2026 BLACK OUT



COF 5 - Designer: Agostini

**SCENARIO:** The entire building is in the darkness; you go down to the lobby to restore the light: hands on the wall, the cold air of the building, the muffled sound of your steps. When you turn the light back on, a sharp sound takes your breath away: the cocking of a gun. It's not a malfunction: someone had deliberately cut off the power and now they spot you in the glare. You are not alone... defend yourself!

**START POSITION:**

Shooter in SP facing down range, toes touching the line and hands on the marks on the wall, gun loaded and holstered, spare magazines at division capacity properly stowed.

PCC: same conditions as gun, weak hand touching a mark on the wall, hip level.

**STAGE PROCEDURE:**

At the acoustic signal, engage targets from the available cover; T1, T2 and T3 are in the open. Opening window F1 will reveal T6, T7 and T8

NB: W1 is only available to PPDS shooters.

**STRINGS:** 1

**SCORING:** 16 rounds, unlimited

**TARGETS:** 8 Threats, 4 No-Threats

**SCORED HITS:** Best 2 per target

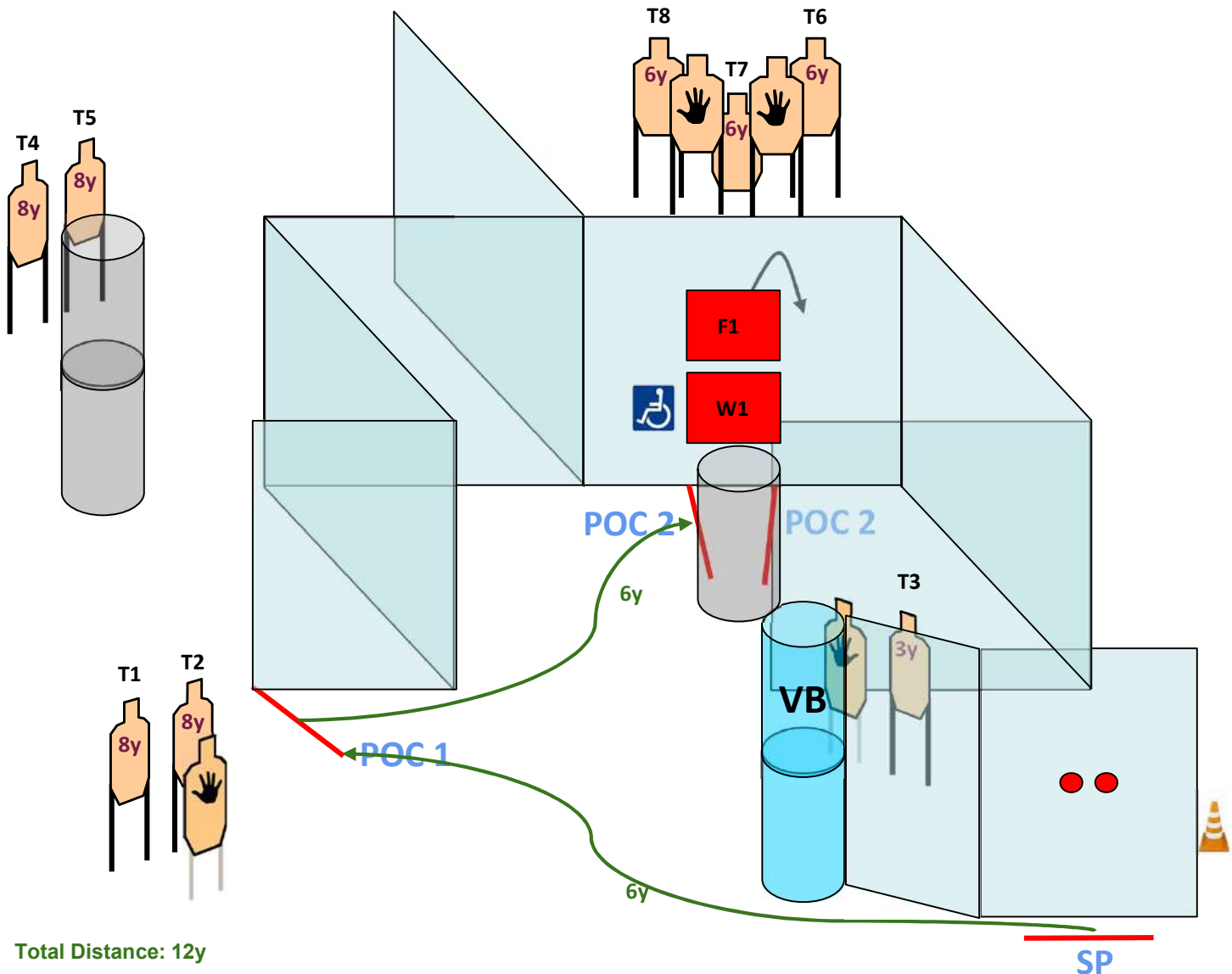
**START-STOP:** Audible - Last shoot

**RULES:** IDPA Rulebook latest version

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 3-8 yards

**MUZZLE SAFE PLANE:** Unless otherwise specified, the 180° rule applies horizontally, and vertically the limit is the berms height, vertically except guns unloaded and only with slide or cylinder open.





**TOTAL**



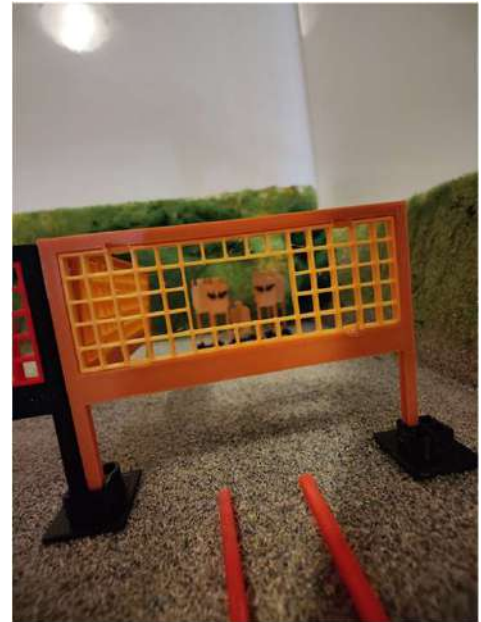
**START POSITION**



**OPEN**



**POC 1**



**POC 2**



# European Berserker Experience 2026



## UNCOMFORTABLE WITNESS

COF 6 - Designer: Polacco

**SCENARIO:** The alley smells of rain and iron; your back is against the wall, your hands raised. In front of you, three armed men... no words, just breathing and fingers touching the triggers. They've come to shut you up forever... you were in the wrong place at the wrong time. You still have a way out... and a loaded gun; defend yourself!

**START POSITION:**

Shooter in SP facing down range, toes touching the line and hands raised to ear level, gun loaded in holstered, spare magazines at division capacity properly stowed.

PCC: same conditions as gun, hip level.

**STAGE PROCEDURE:**

At the acoustic signal, engage targets from the available cover; T1, T2 and T3 are in the open.

**STRINGS:** 1

**SCORING:** 18 rounds, unlimited

**TARGETS:** 9 Threats, 4 No-Threats

**SCORED HITS:** Best 2 per target

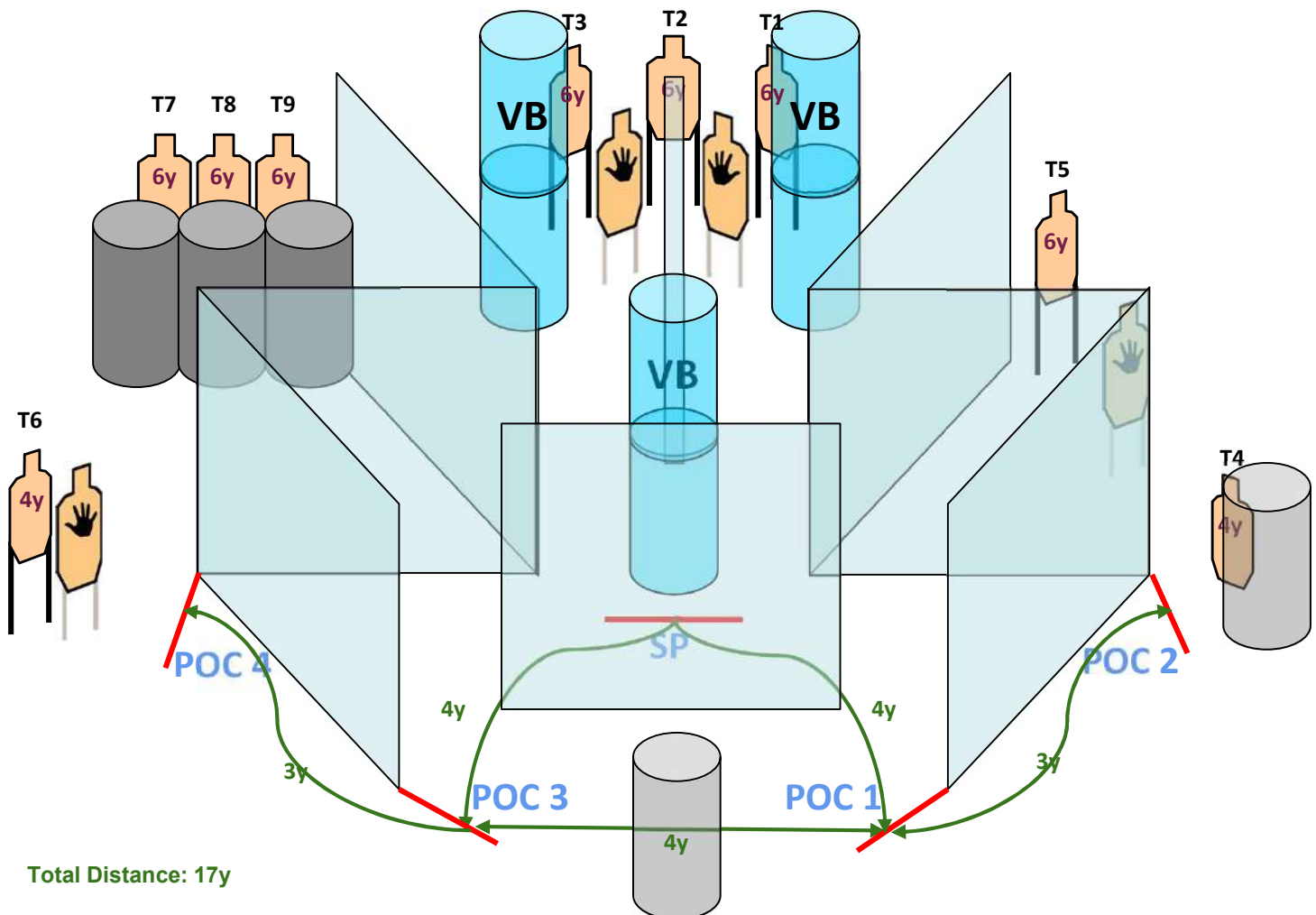
**START-STOP:** Audible - Last shoot

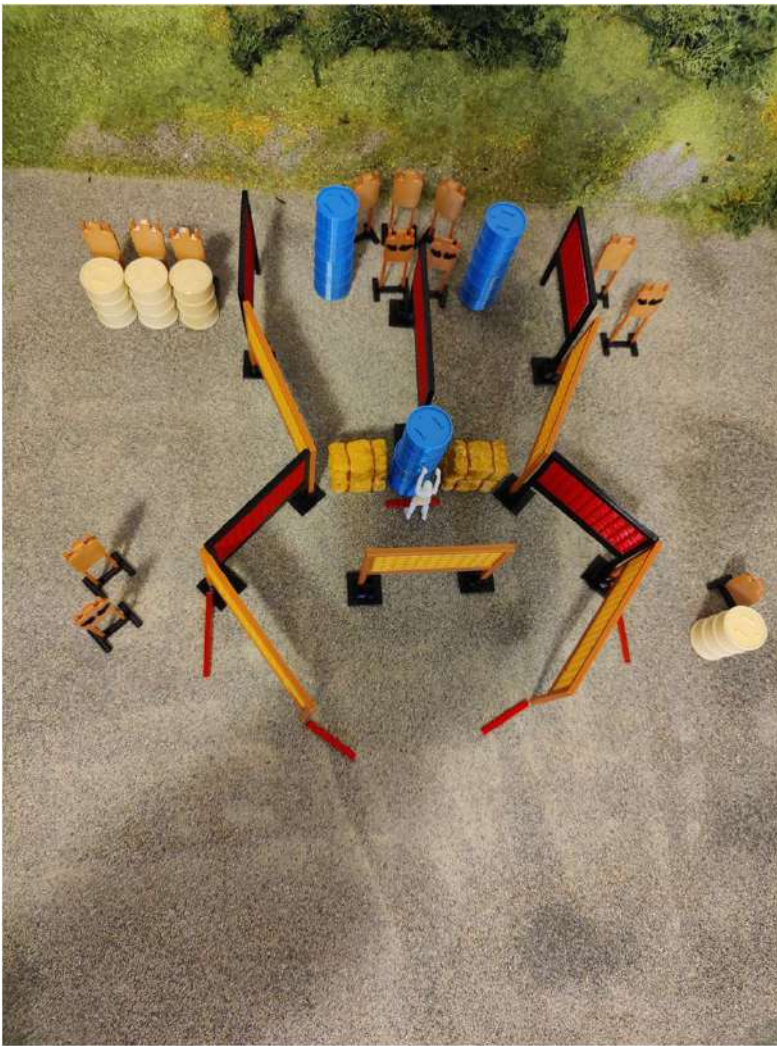
**RULES:** IDPA Rulebook latest version

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 4-6 yards

**MUZZLE SAFE PLANE:** Unless otherwise specified, the 180° rule applies horizontally, and vertically the limit is the berms height, vertically except guns unloaded and only with slide or cylinder open.





**TOTAL**



**START POSITION**



**OPEN 1**



**OPEN 2**



**POC 1**



**POC 2**



**POC 3**



**POC 4**



# European Berserker Experience 2026



## NIGHT-TIME PROTOCOL

COF 7 - Designer: Funcis

**SCENARIO:** The lights remain on, as cold as the tension in the air. A metallic noise among the servers, then slow, determined footsteps: someone has entered and is armed. You have a moment to react and secure the data before the silence will be broken.

**START POSITION:**

Shooter relax in SP facing down range, toes touching the line and hands touching the computer keyboard, gun loaded and holstered, spare magazines at division capacity properly stowed.

PCC: weak hand touching the keyboard and rifle in the strong hand at hip level.

**STAGE PROCEDURE:**

At the acoustic signal, engage targets from the available cover; T4, T5 and T6 are in the open.

**STRINGS:** 1

**SCORING:** 16 rounds, unlimited

**TARGETS:** 8 Threats

**SCORED HITS:** Best 2 per target

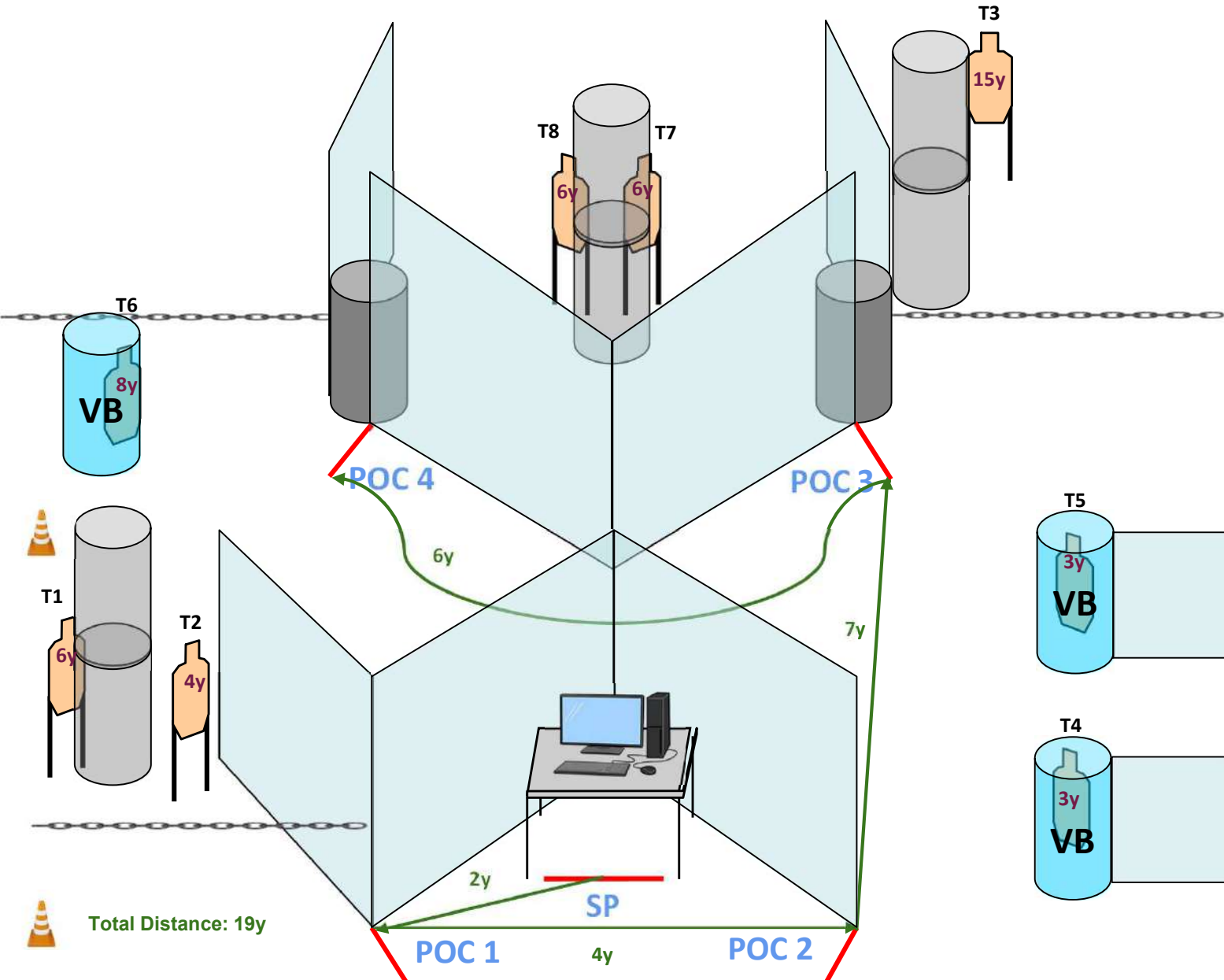
**START-STOP:** Audible - Last shoot

**RULES:** IDPA Rulebook latest version

**CONCEALMENT GARMENT:** Required

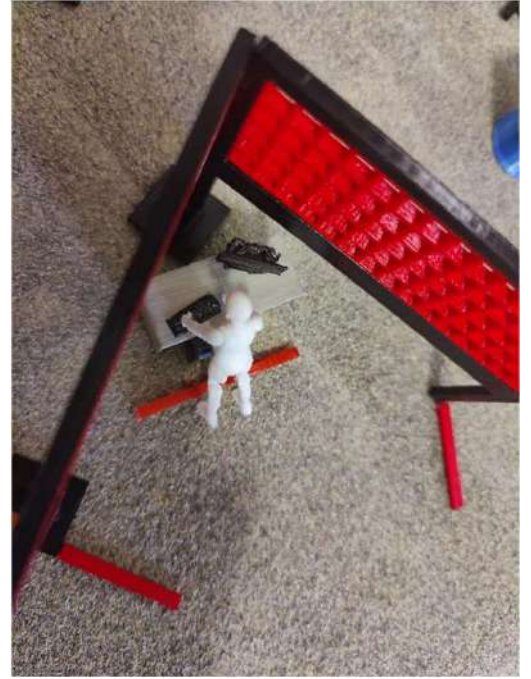
**DISTANCES:** 3-15 yards

**MUZZLE SAFE PLANE:** Unless otherwise specified, the 180° rule applies horizontally, and vertically the limit is the berms height, vertically except guns unloaded and only with slide or cylinder open.





**TOTAL**



**START POSITION**



**POC 1**



**POC 2**



**OPEN 1**



**OPEN 2**



**OPEN 3**



**POC 3**



**POC 4**



# European Berserker Experience 2026



## THE LAST BEER

COF 8 - Designer: Funcis

**SCENARIO:** The evening is coming to the end; behind the counter, you serve the last beer, but something doesn't feel right. One customer looks down, three others stand too still, too close to the exit. By the time you realise, it's too late: they're armed and your till is their target. The gun is there, hidden among the cash. The counter is your only cover. It's time to act!

### START POSITION:

Shooter relax in SP facing down range, toes touching the line, hands touching the till on the marks, gun loaded in the till drawer, not chambered, spare magazines at division capacity properly stowed.

PCC: same conditions as gun, rifle on the marks on the counter, unloaded, slide closed, muzzle down range and first magazine inside the till drawer.

### STAGE PROCEDURE:

At the acoustic signal, press A1 button on the till to open the drawer; all targets are in the open.

Pressing A1 button will also activate mover T1, which will remain visible at the end of its movement.

### STRINGS: 1

**SCORING:** 14 rounds, unlimited

**TARGETS:** 7 Threats, 3 No-Threats

**SCORED HITS:** Best 2 per target

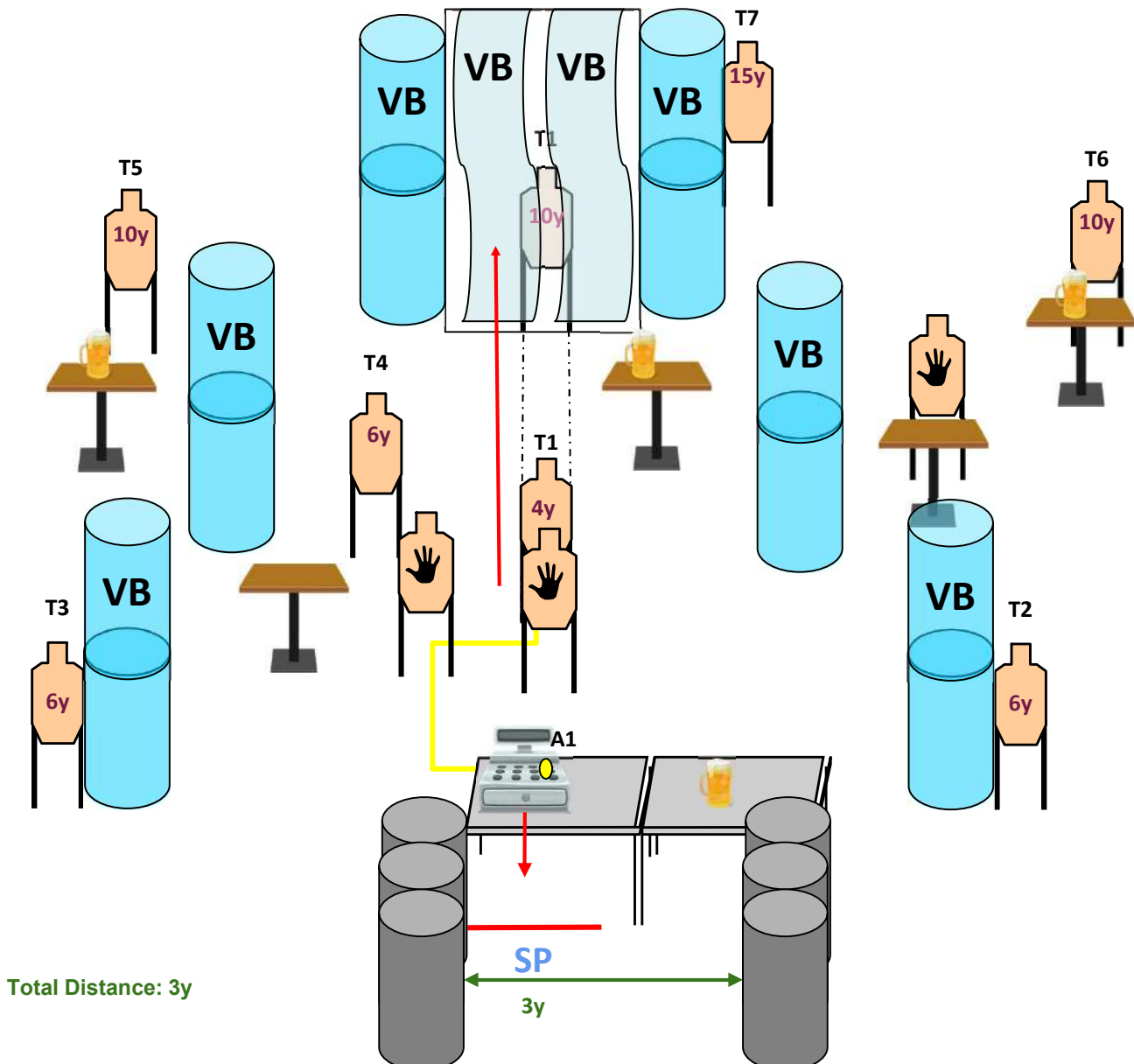
**START-STOP:** Audible - Last shoot

**RULES:** IDPA Rulebook latest version

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 4-15 yards

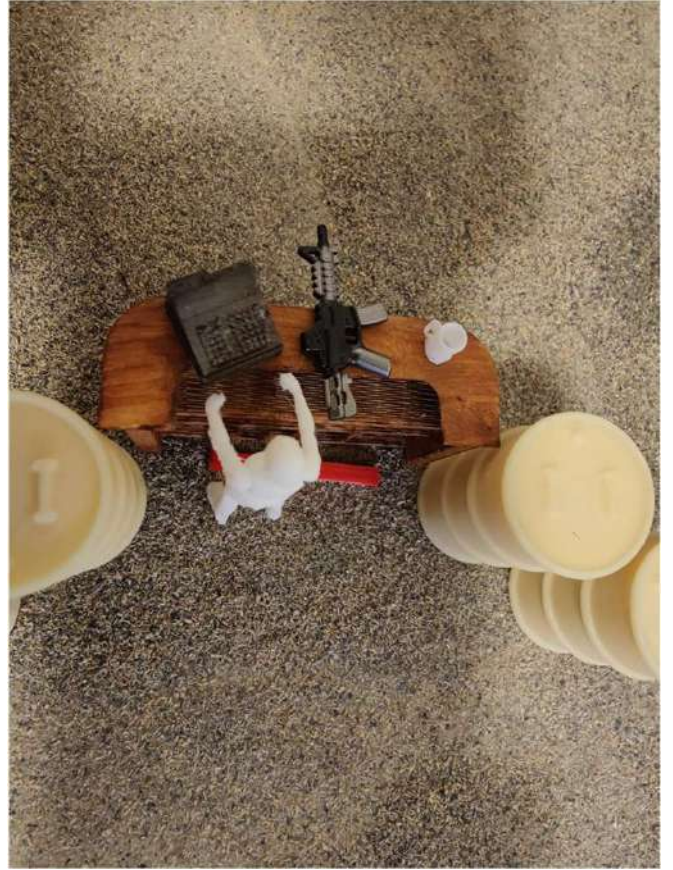
**MUZZLE SAFE PLANE:** Unless otherwise specified, the 180° rule applies horizontally, and vertically the limit is the berms height, vertically except guns unloaded and only with slide or cylinder open.



Total Distance: 3y



**TOTAL**



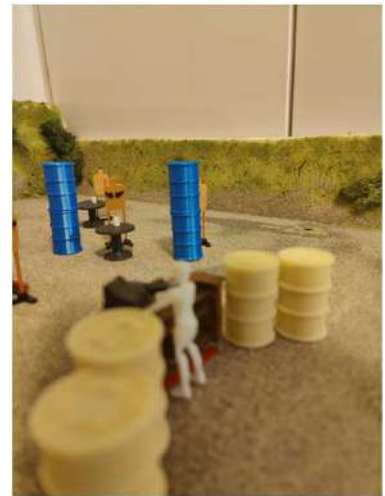
**START POSITION**



**OPEN 1**



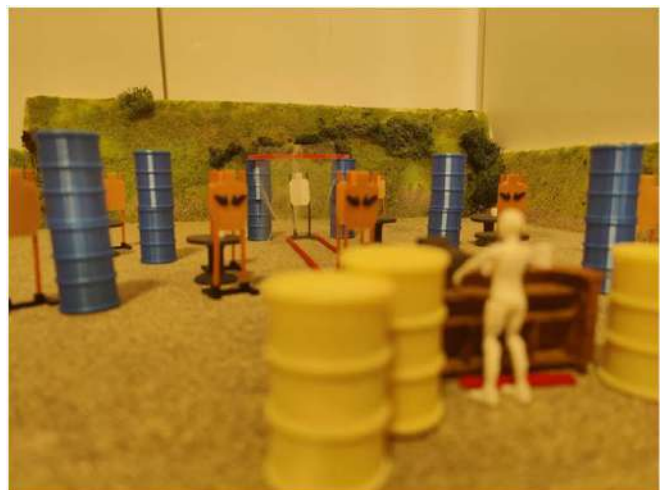
**OPEN 2**



**OPEN 3**



**OPEN 4**



**OPEN 5**



# European Berserker Experience 2026



## SCREAMS FROM INSIDE

COF 9 - Designer: Polacco

**SCENARIO:** The midday sun beats down on the gravel driveway. The old house seems asleep, windows closed, no movement. Then, a sharp human scream. You stop in front of the gate and the silence after the scream is even heavier. Behind the bins, an armed shadow; inside, a voice you recognise. There is no time to think: only to act, to defend the hostage.

**START POSITION:**

Shooter relax in SP facing down range, heels touching the line on the marks, weapon loaded and holstered, spare magazines at division capacity properly stowed.  
PCC: same conditions as gun, hip level.

**STAGE PROCEDURE:**

At the acoustic signal, engage targets T1, T4 and T5 are in the open, the opening of window F1 will make T6 and T7 visible.  
NB: W1 is only available to PPDS shooters.

**STRINGS:** 1

**SCORING:** 14 rounds, unlimited

**TARGETS:** 7 Threats, 4 No-Threats

**SCORED HITS:** Best 2 per target

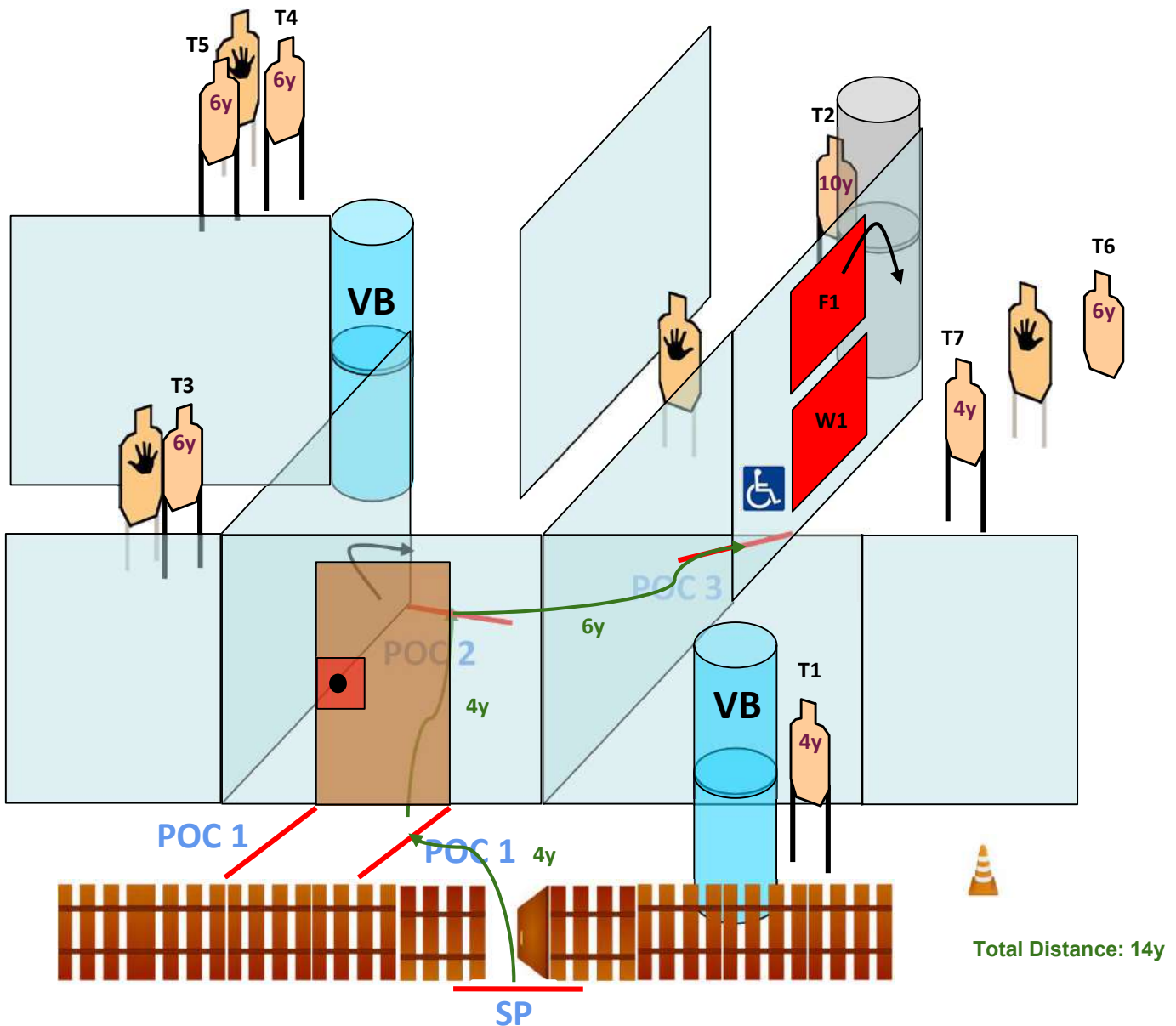
**START-STOP:** Audible - Last shoot

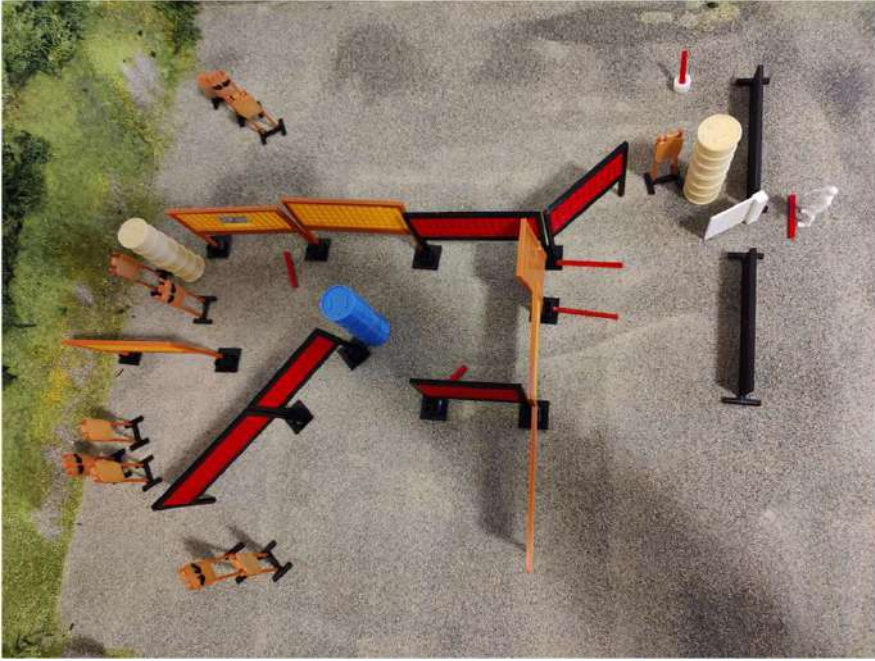
**RULES:** IDPA Rulebook latest version

**CONCEALMENT GARMENT:** Required

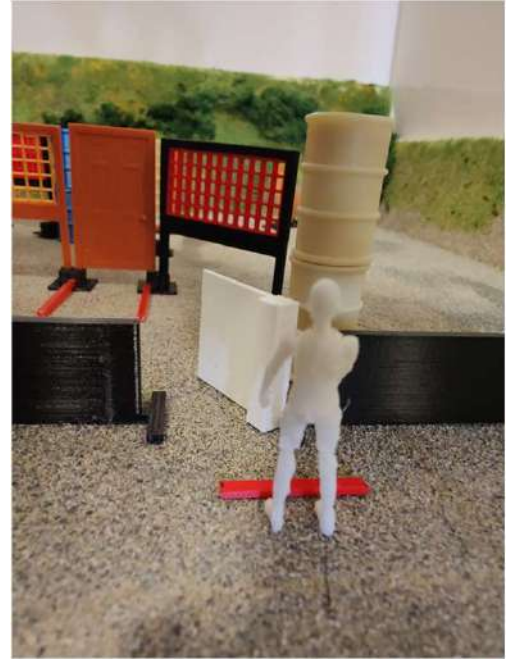
**DISTANCES:** 4-10 yards

**MUZZLE SAFE PLANE:** Unless otherwise specified, the 180° rule applies horizontally, and vertically the limit is the berms height, vertically except guns unloaded and only with slide or cylinder open.





**TOTAL**



**START POSITION**



**OPEN 1**



**POC 1**



**POC 2**



**OPEN 2**



**POC 3**



# European Berserker Experience 2026



## OTHER PEOPLE'S SLEEP

COF 10 - Designer: Funcis

**SCENARIO:** A thud, then the sound of breaking glasses: armed men move among the lights in the garden and others are already in the living room. The house is silent; your family is sleeping a few meters away. Your heart races, the gun is in the bedside table. There is no time to think... only to act, defend your family.

**START POSITION:**

Shooter seated on the bed; gun is loaded with empty chamber on the bedside table and magazines at division capacity stored in the chest of drawers.  
PCC: unloaded inside the dedicated container next to the bed facing down range and magazines on the bedside table and/or chest of drawers.

**STAGE PROCEDURE:**

At the acoustic signal, engage targets from available cover; T8 and T9 are in the open.  
Opening F1 will make T1, T2 and T3 visible; opening window F2 will make T6 and T7 visible.  
NB: W1 and W2 are only available to PPDS shooters.

**STRINGS:** 1

**SCORING:** 18 rounds, unlimited

**TARGETS:** 9 Threats, 3 No-Threats

**SCORED HITS:** Best 2 per target

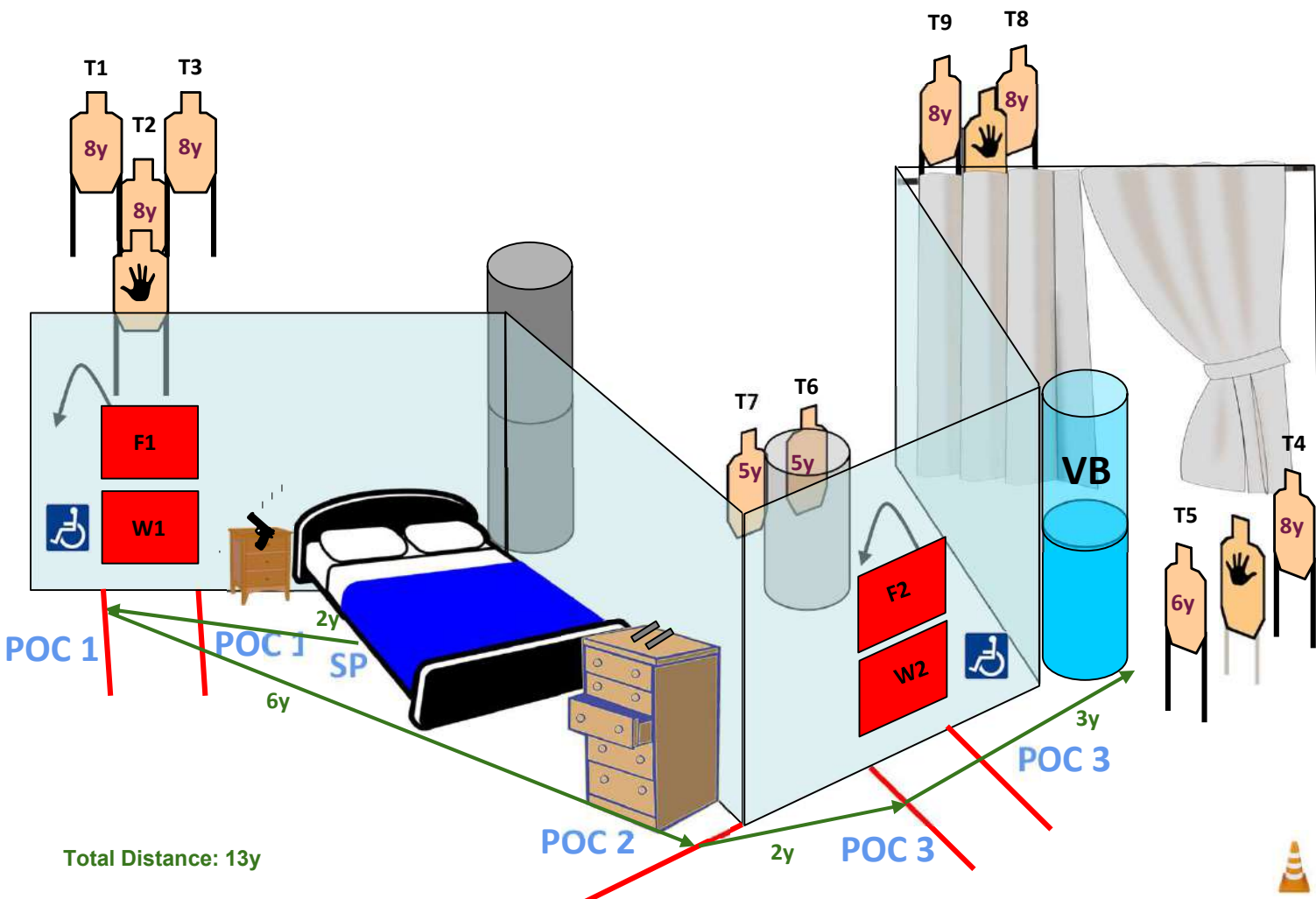
**START-STOP:** Audible - Last shoot

**RULES:** IDPA Rulebook latest version

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 5-12 yards

**MUZZLE SAFE PLANE:** Unless otherwise specified, the 180° rule applies horizontally, and vertically the limit is the berms height, vertically except guns unloaded and only with slide or cylinder open.





**TOTAL**



**START POSITION**



**POC 1**



**POC 2**



**POC 3**



**OPEN**



# European Berserker Experience 2026



## WELCOME HOME

COF 11 - Designer: Polacco

**SCENARIO:** You get out of the car and the night watches you: an armed man on the left sees you and raises the alarm; in front of him, a witness seeks shelter among the rubbish bins. The door is locked: you must find an alternative way in, get inside and stop whoever is threatening your loved ones.

**START POSITION:**

Shooter seated in the car with one hand on the steering wheel and the other holding the remote control opening the garage door, gun is loaded on the dashboard, **empty chamber** and spare magazines at division capacity properly stowed; **first magazine with 2 rounds**.  
PCC: same conditions as gun, muzzle down range and slide closed.

**STRINGS:** 1

**SCORING:** 14 rounds, unlimited

**TARGETS:** 7 Threats, 3 No-Threats

**SCORED HITS:** Best 2 per target

**START-STOP:** Audible - Last shoot

**RULES:** IDPA Rulebook latest version

**CONCEALMENT GARMENT:** Required

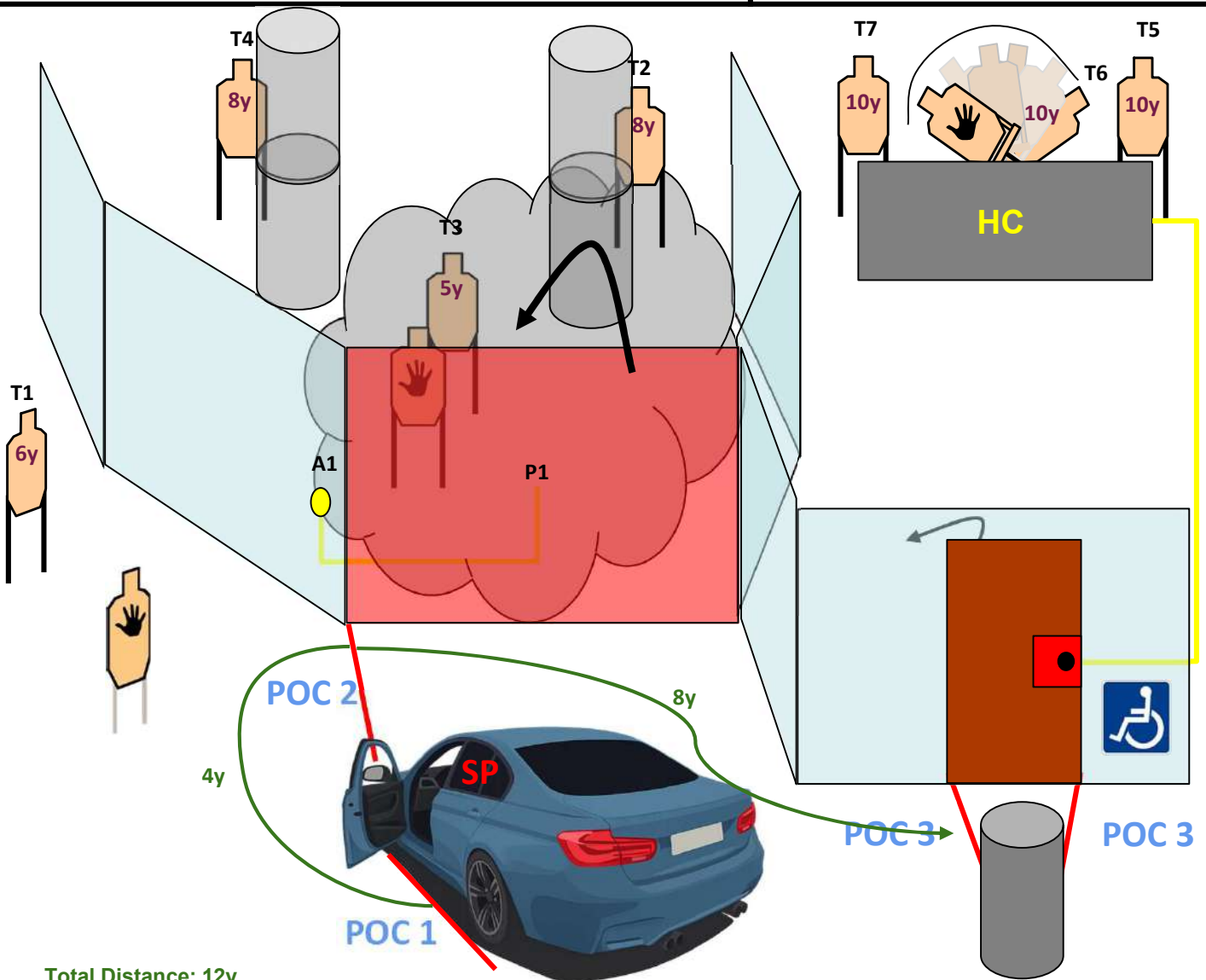
**DISTANCES:** 5-10 yards

**MUZZLE SAFE PLANE:** Unless otherwise specified, the 180° rule applies horizontally, and vertically the limit is the berms height, vertically except guns unloaded and only with slide or cylinder open.

**STAGE PROCEDURE:**

At the acoustic signal, engage T1 from a seated position and the remaining targets from the available cover; pressing the A1 button will cause the P1 garage door to fall, revealing targets T2, T3 and T4; opening the door will activate swingers T6 and NT, T6 will not remain visible at the end of the movement.

NB: the fall of wall P1 will activate the smoke machine. opening available to PPDS shooters.



Total Distance: 12y



**TOTAL**



**START POSITION**



**POC 1**



**POC 2**



**POC 3**



# European Berserker Experience 2026



## INNER COURTYARD

COF 12 - Designer: Polacco

**SCENARIO:** The sun has set behind the buildings and the air smells of dust and iron. In the courtyard, a drunk man staggers near the wall: he laughs, talks to himself, doesn't understand that something has changed; armed figures move among the shadows... silent, determined, they want your bag. Defend what is yours before they take it away.

### START POSITION:

Shooter in SP facing down range, bag held with the weak hand, heels touching the marks, gun loaded and holstered, spare magazines at division capacity properly stowed.

PCC: same conditions as gun, hip level.

### STAGE PROCEDURE:

At the acoustic signal, engage targets from the available covers; T1, T2 and T3 are in the open; pressing the P1 platform will activate the drunk bobber target T1 and the non-threat target.

NB: engaging T1, T2 or T3 beyond the FFL will result in FP.

### STRINGS: 1

**SCORING:** 12 rounds, unlimited

**TARGETS:** 6 Threats, 1 No-Threats

**SCORED HITS:** Best 2 per target

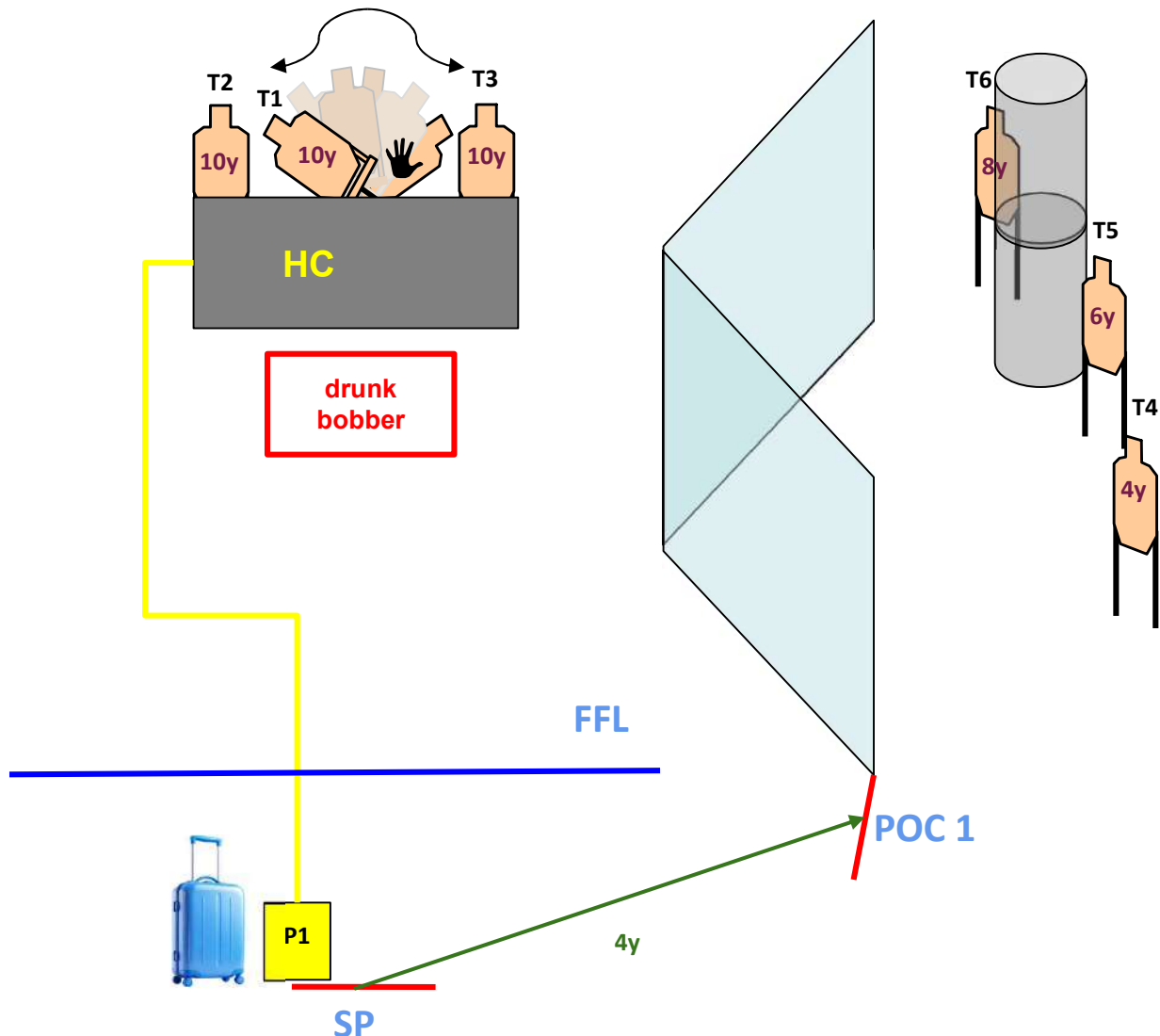
**START-STOP:** Audible - Last shoot

**RULES:** IDPA Rulebook latest version

**CONCEALMENT GARMENT:** Required

**DISTANCES:** 4-10 yards

**MUZZLE SAFE PLANE:** Unless otherwise specified, the 180° rule applies horizontally, and vertically the limit is the berms height, vertically except guns unloaded and only with slide or cylinder open.



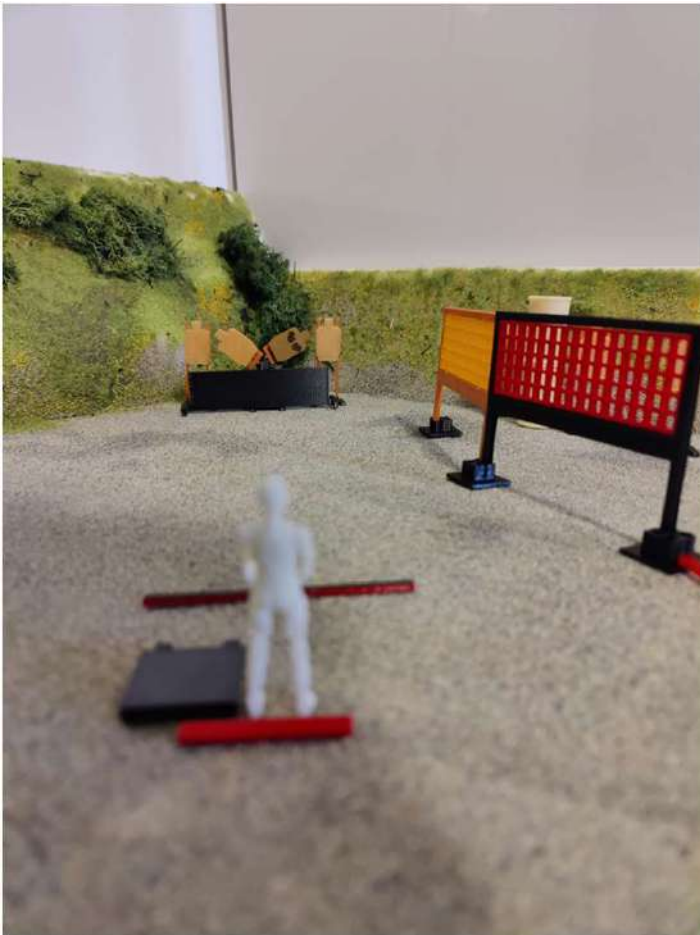
Distanza tot: 4y



**TOTAL**



**START POSITION**



**START POSITION - OPEN**



**POC 1**