



In the Kitchen

Designed by: Roberto Failla

Stage 1



SCENARIO: While you are in the kitchen watching TV you realize that armed thieves are entering the house. Defend your family from the armed aggression.

START POSITION: Shooter sitting in P1 with the cutlery in both hands.
Gun loaded at maximum division capacity.

STRING: 1, Unlimited

SCORING: 16

STAGE PROCEDURE: At the beep, while sitting, the shooter engages T1 and T2. He then goes in P2 and engages T3, T4 and T5, then moves to P3 and engages T6. While going to P4, he engages T7 in the open, and finally from P4 he engages T8.

TARGETS: 8 threat, 3 no-threat

SCORED HITS: best 2 per target

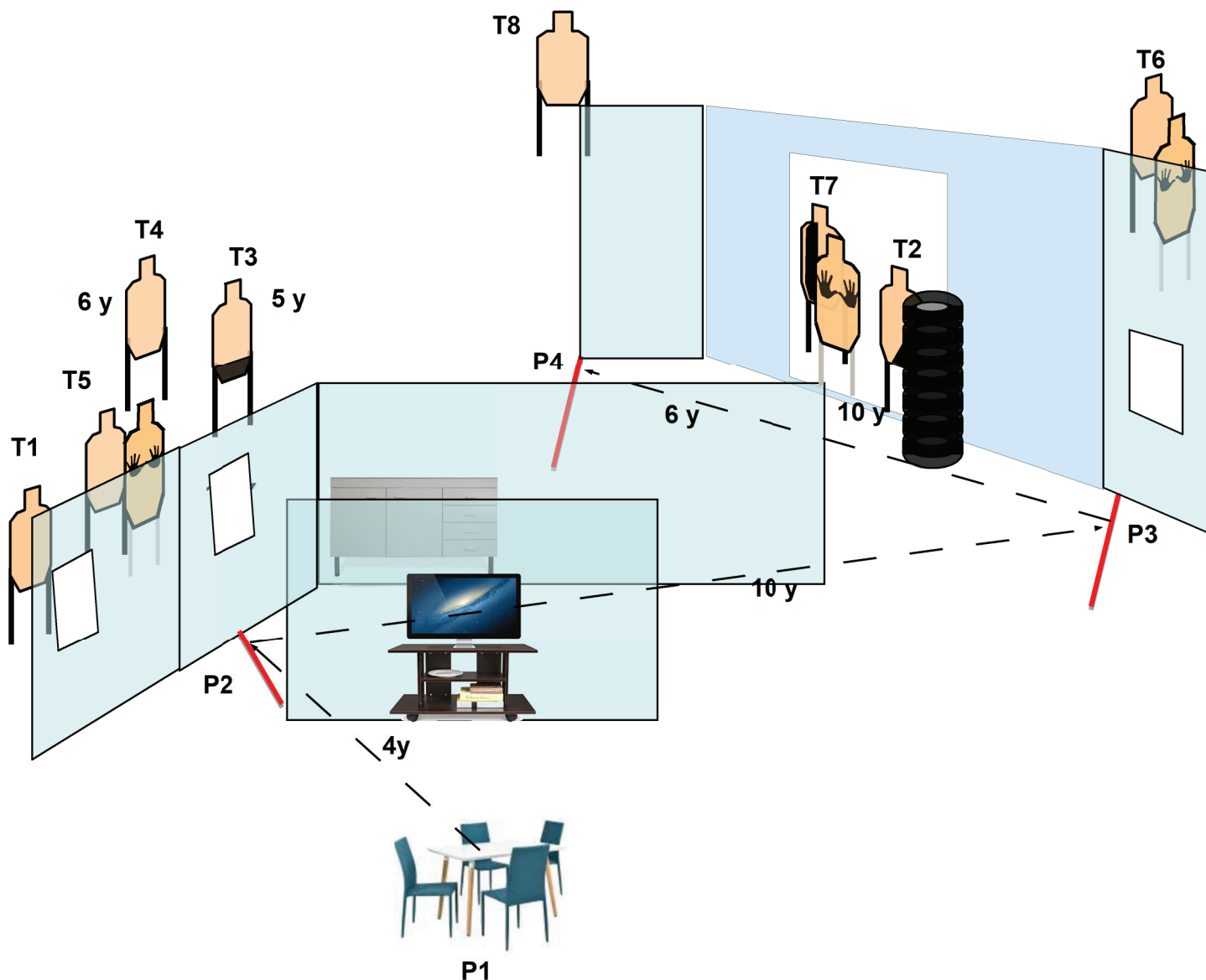
START-STOP: Beep – audible last shot

RULES: 2017v3

VEST: Required

DISTANCE: 2-15Y - 180° rule - berm

MUZZLE POINTS:





Robbery in the casino

Designed by: Patrizia Desideri – Massimo Massari

Stage 2



SCENARIO: You are the guard of a game room, you are on break and you are playing darts when you realize that armed thieves have taken the clients as hostage and are robbing them, while others thieves are emptying the slot machines. You intervene immediately.

START POSITION: Shooter stands in P1, upper limbs along the side parts of the body. Gun loaded at maximum division capacity.

STRING: 1, Unlimited

SCORING: 14

STAGE PROCEDURE: At the beep the shooter takes a dart from the table and with his strong hand throws it to the target, then engages T1.

TARGETS: 6 threat, 2 steel, 2 no-threat

SCORED HITS: best 2 per target + 2 steel down

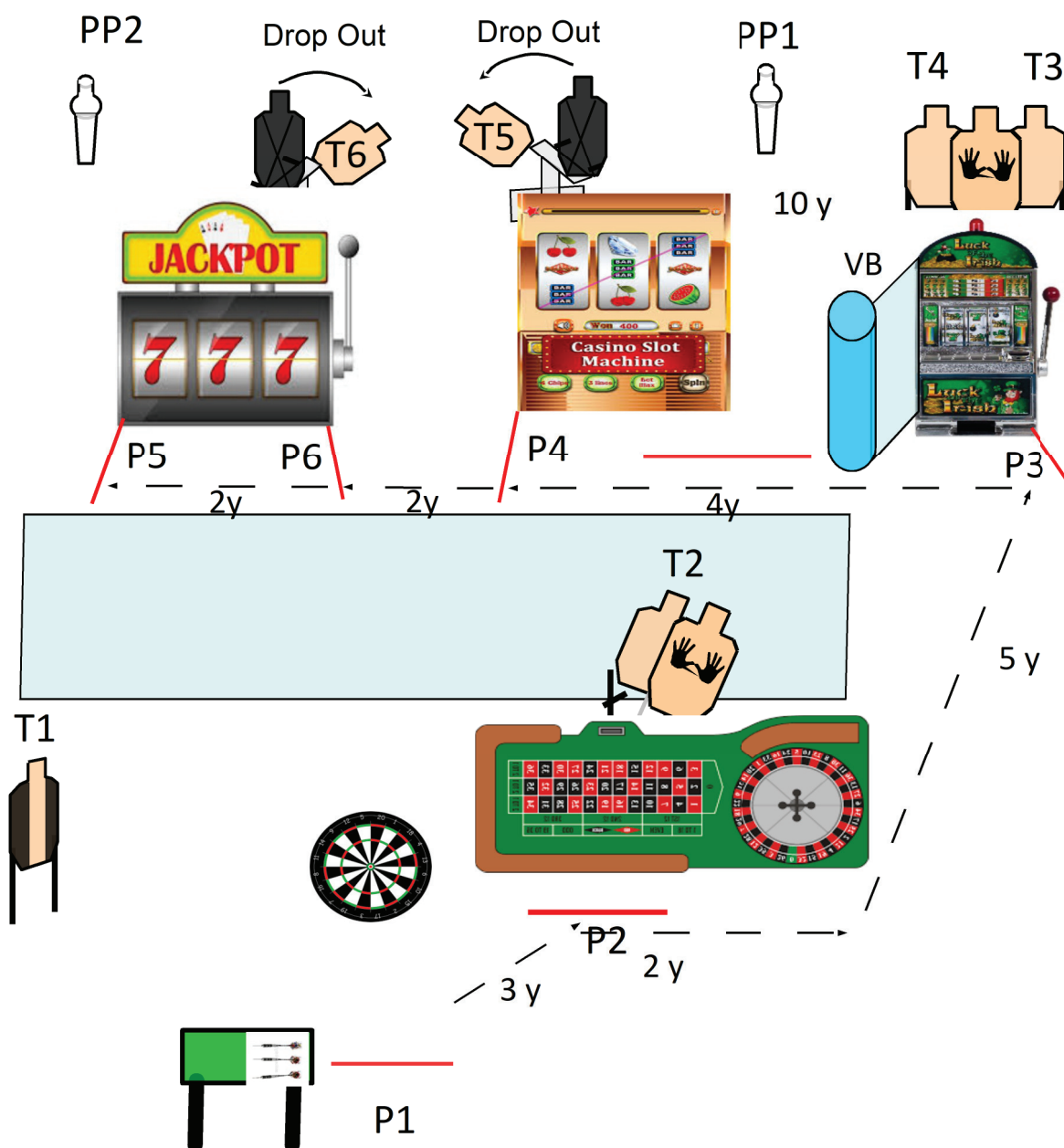
START-STOP: Beep – audible last shot

RULES: 2017v3

VEST: Required

DISTANCE: 4-10Y - 180° rule - berm

MUZZLE POINTS:





In the Office

Designed by: Roberto Failla

Stage 3



SCENARIO: You arrive at the office when you realize that armed thieves are stealing the daily collection. Defend your employees from the armed robbery aggression.

START POSITION: Shooter in P1 hands resting on appropriate signs. Gun loaded at maximum division capacity.

STRING: 1, Unlimited

SCORING: 16

STAGE PROCEDURE: At the beep the shooter goes to P2 and engages in tactical priority PP1 which activates the cart, then T1, T2 and T3. Going into P3 he engages in the open T4, T5 and T6. From P3 he engages PP1 and T7. For the PCC, muzzle shall be leaning on the appropriate sign on the barricade.

TARGETS: 7 threat, 2 steel, 2 no-threat

SCORED HITS: best 2 per target + 2 steel down

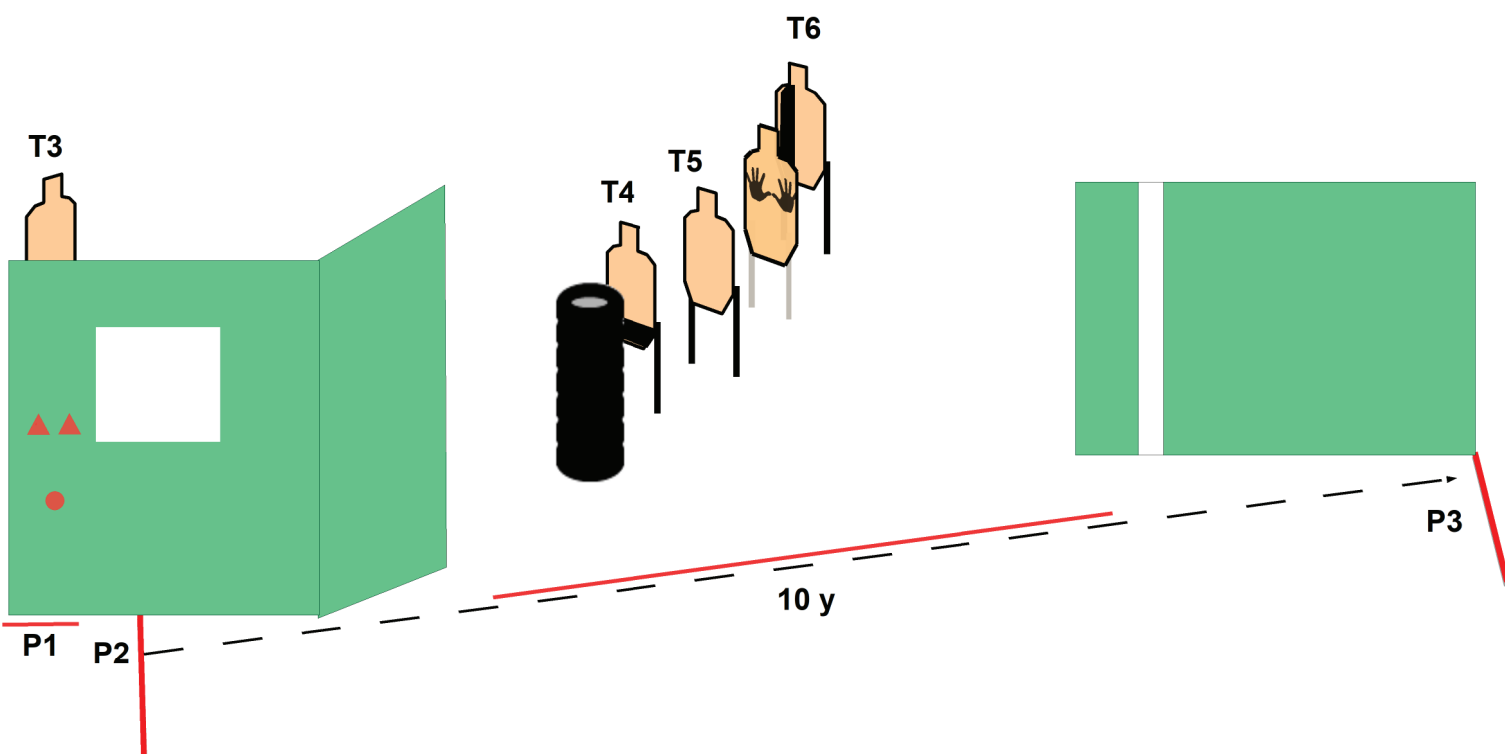
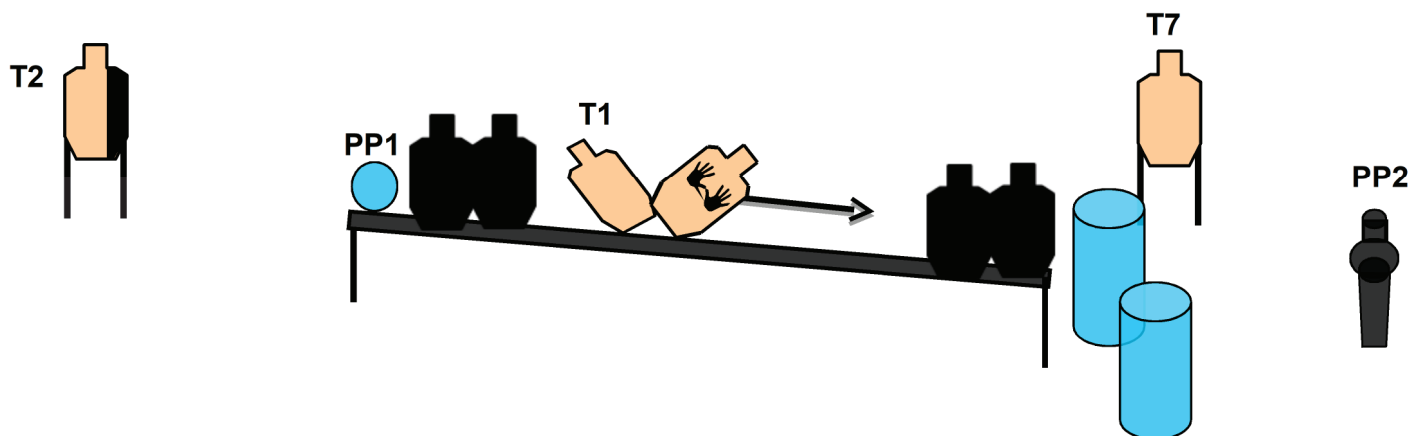
START-STOP: Beep – audible last shot

RULES: 2017v3

VEST: Required

DISTANCE: 3-15Y - 180° rule - berm

MUZZLE POINTS:





Interrupted Nap

Designed by: Patrizia Desideri – Massimo Massari

Stage 4

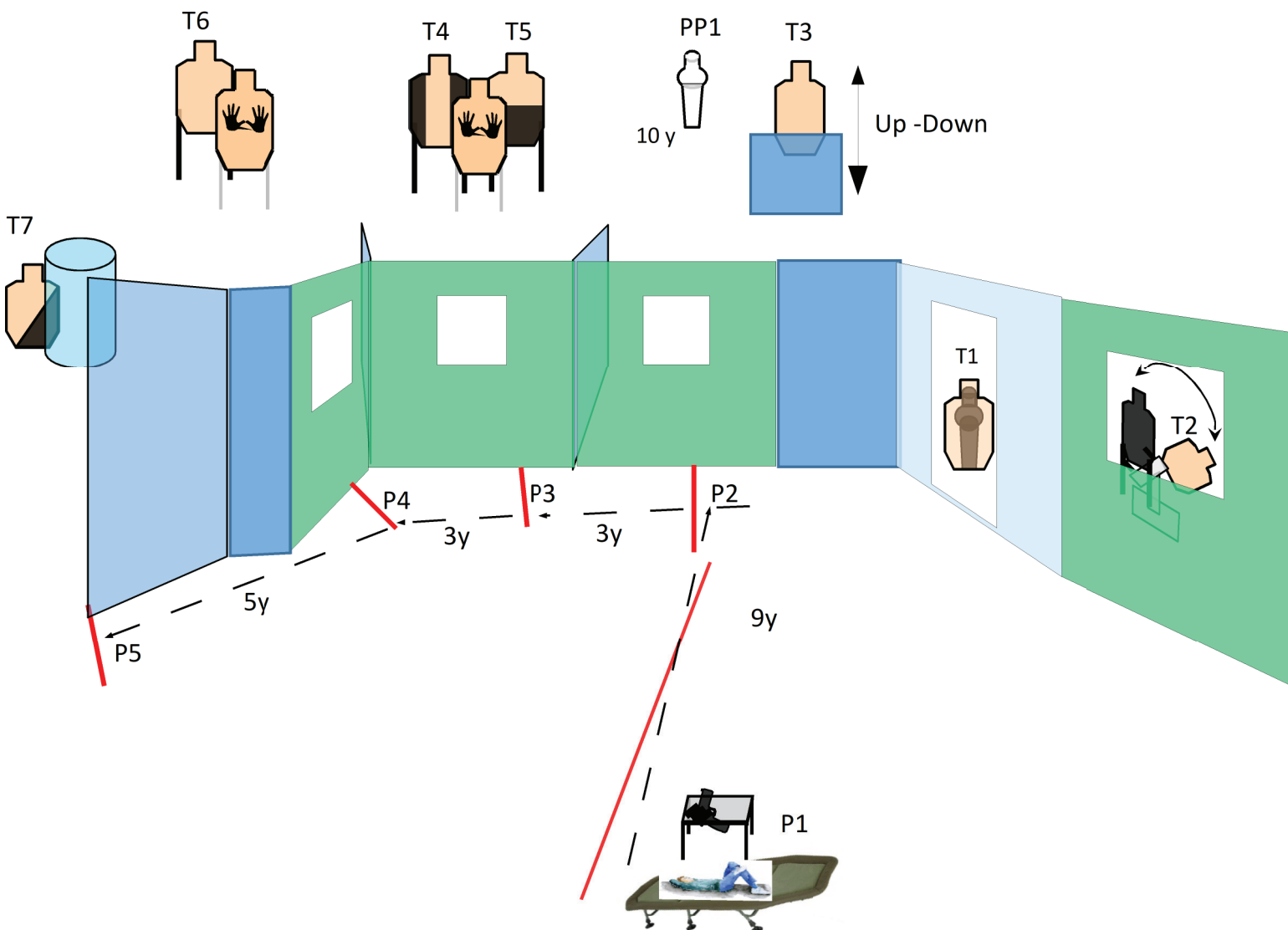


SCENARIO: You're in bed doing your usual nap, when the sound of a broken glass makes you wake up, a gunman is trying to get in through a French door. Take your weapon and defend yourself from armed aggression, then check the whole house.

START POSITION: Shooter in P1 lying on the bed. Weapon and magazines on the bedside table, hand gun loaded to maximum division capacity, no chambered round, magazines at maximum division capacity

STAGE PROCEDURE: At the beep the shooter get up, takes the loaded gun and, while seated, engage T1 that releases the swinger and then T2. The shooter stands up, takes the other magazines and goes to P2. From P2 he engages PP1, which actions the up-down swinger, and T3. He moves to P3 and engages T4-T5, then goes to P4 and engages T6. Finally he goes to P5 and engages T7 in low cover.

STRING:	1, Unlimited
SCORING:	15
TARGETS:	7 threat, 1 steel, 2 no-threat
SCORED HITS:	best 2 per target + 1 steel down
START-STOP:	Beep – audible last shot
RULES:	2017v3
VEST:	Required
DISTANCE:	5-10Y - 180° rule - berm
MUZZLE POINTS:	





In the Parking

Designed by: Salvatore Di Rosa

Stage 5



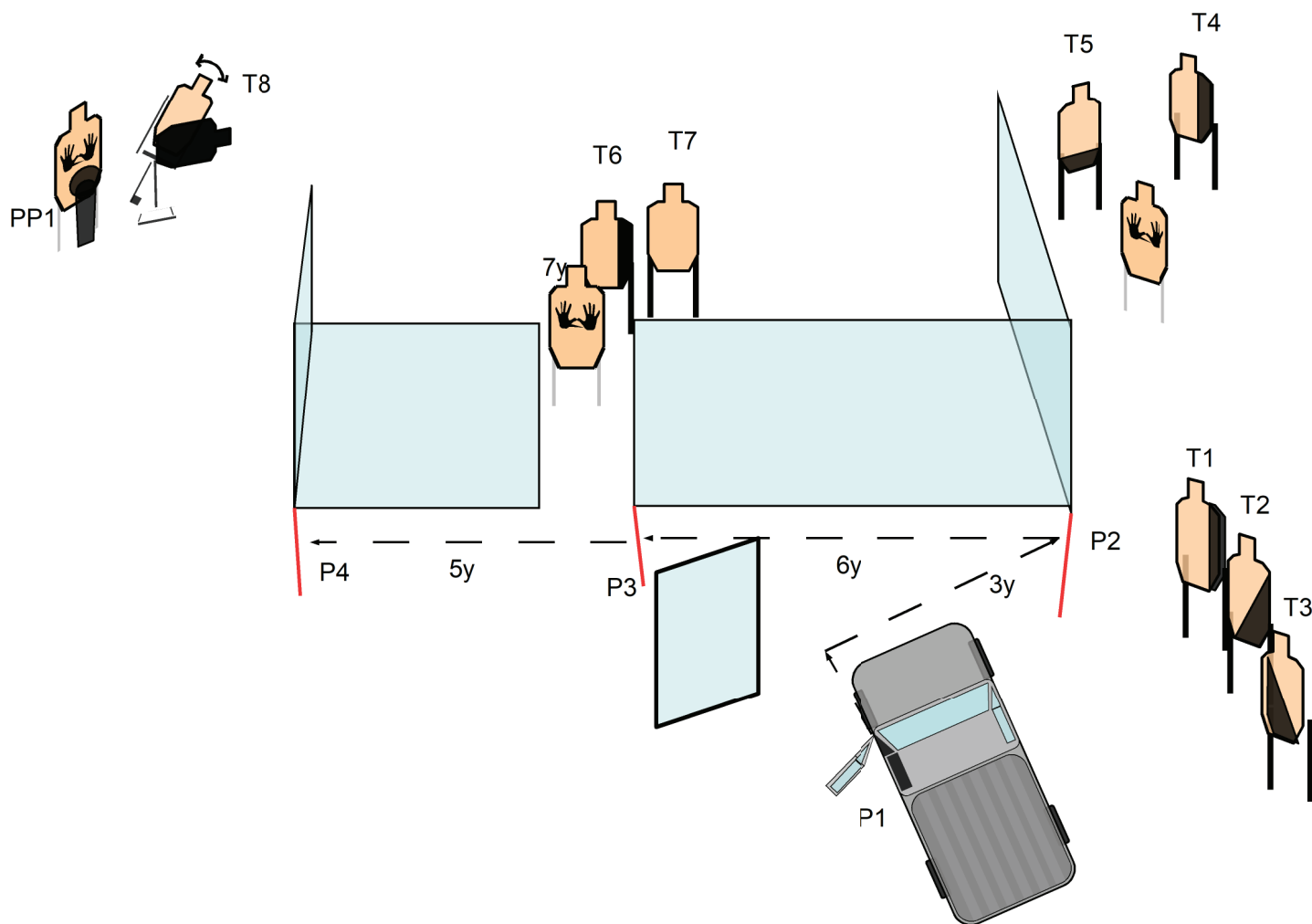
SCENARIO: You are in your car with your family when you realize that armed thieves are approaching your car to rob you. Defend your family and your assets from this armed aggression.

START POSITION: Shooter sitting in P1, in the car, hands on the steering wheel. Gun in the drawer of the car, unloaded, containing a magazine with 6 rounds. All other magazine at maximum division capacity.

STAGE PROCEDURE: At the beep the shooter takes the weapon from the drawer and engages T1-T2 and T3 through the window. He exits the car and goes to P3 where he engages T4 -T5, then moves to P4 and engages T6 - T7. Finally it goes to P5 where it engages PP1 which activates the T8 mover.

For the PCC, the weapon is leaning on the seat with the muzzle placed on the floor on the appropriate sign.

STRING:	1, Unlimited
SCORING:	17
TARGETS:	8 threat, 1 steel, 3 no-threat
SCORED HITS:	best 2 per target + 1 steel down
START-STOP:	Beep – audible last shot
RULES:	2017v3
VEST:	Required
DISTANCE:	3-15Y - 180° rule - berm
MUZZLE POINTS:	





Pirates? To the Carribean

Designed by: Renato Nitti

Stage 6



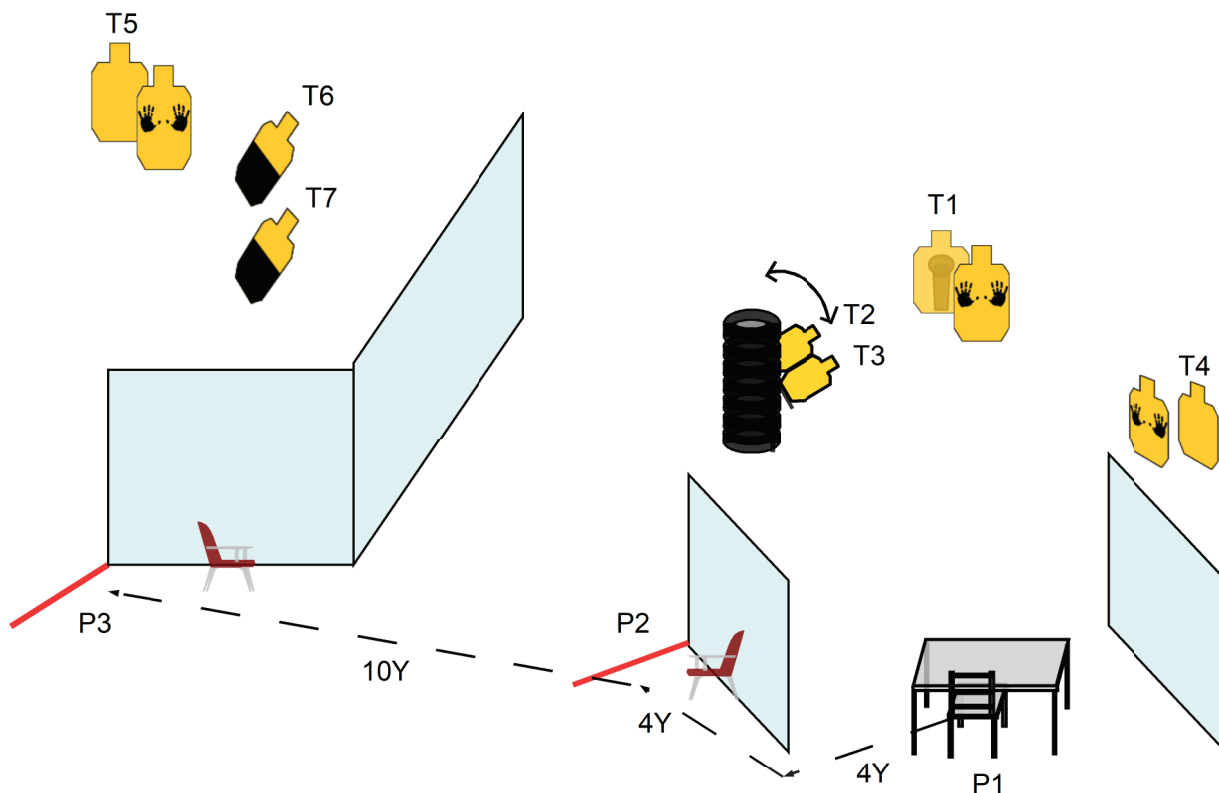
SCENARIO: You have to take service as an armed guard and you are having a cold drink sitting at a table on the beach, when you realize that screaming armed and hooded robbers have disembarked. Defend the swimmers and get them safe.

START POSITION: Shooter sitting in P1, hands on the table.
Gun loaded at maximum division capacity.

STAGE PROCEDURE: At the beep the shooter engages while seated T1, which activates the swinger, then engages T2 and T3. He stands up and goes to P2 where he engages T4. Then he takes the bathing lady from the chair in P2 and carries her to the chair in P3, from where he engages T5, T6 and T7. Dropping the bathing lady from the chair is PE.

For the PCC, the weapon rests on the table held with the strong hand, muzzle towards the berm.

STRING:	1, Unlimited
SCORING:	14
TARGETS:	7 threat, 3 no-threat
SCORED HITS:	best 2 per target
START-STOP:	
RULES:	2017v3
VEST:	Required
DISTANCE:	2-12Y - 180° rule - berm
MUZZLE POINTS:	





Thieves in the garden

Designed by: Stefano Vittori

Stage 7

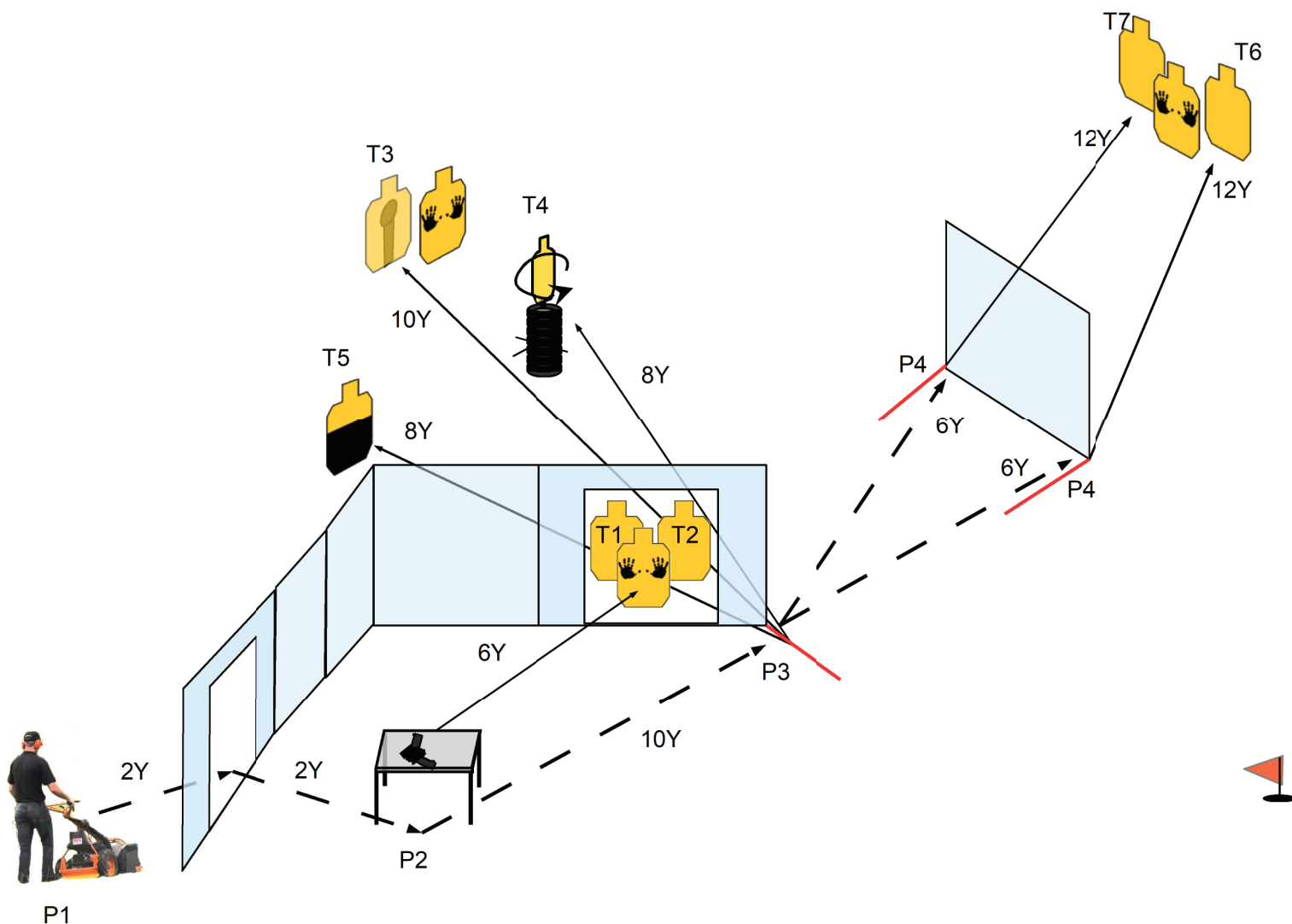


SCENARIO: You're mowing the lawn when suddenly you see people in your garden. In doubt you get back into your home, and looking out of the window you realize that they're armed and want to rob you. Defend yourself.

START POSITION: Shooter in P1 with both hands on the lawnmower. Unloaded gun on the table, together with all magazines at maximum division capacity.

STAGE PROCEDURE: At the beep the shooter pushes the lawnmower up to the entrance (point marked on the ground), goes to P2, loads the gun and from P2 engages T1 and T2. Only then the shooter takes the other magazines and goes to P3 from where he engages T3 that activates the T4 turner. He engages T4 and T5, and finally he goes to one of the two P4 positions and engages T6 and T7

STRING:	1, Unlimited
SCORING:	14
TARGETS:	7 threat, 3 no-threat
SCORED HITS:	best 2 per target
START-STOP:	Beep – audible last shot
RULES:	2017v3
VEST:	Required
DISTANCE:	6-12Y - DX 180° rule, SX Cone - berm
MUZZLE POINTS:	





Wolves at the farm

Designed by: Renato Nitti

Stage 8



SCENARIO: You are hoeing your garden, when you realize that a herd of ravenous wolves is attacking your fold, defend yourself.

START POSITION: P1 shooter with both hands on the hoe.
Gun loaded at maximum division capacity..

STRING: 1, Unlimited

SCORING: 15

STAGE PROCEDURE: At the beep, drop the hoe and go towards P2 while engaging in the open T1-T2-T3, In P2 engage T4-T5 through the window, then go to P3, open the door and engage PP1, which activates the mover with a no-threat target, then engage T7 and T8.

TARGETS: 7 threat, 1 steel, 3 no-threat

SCORED HITS: best 2 per target + 1 steel down

START-STOP: Beep – audible last shot

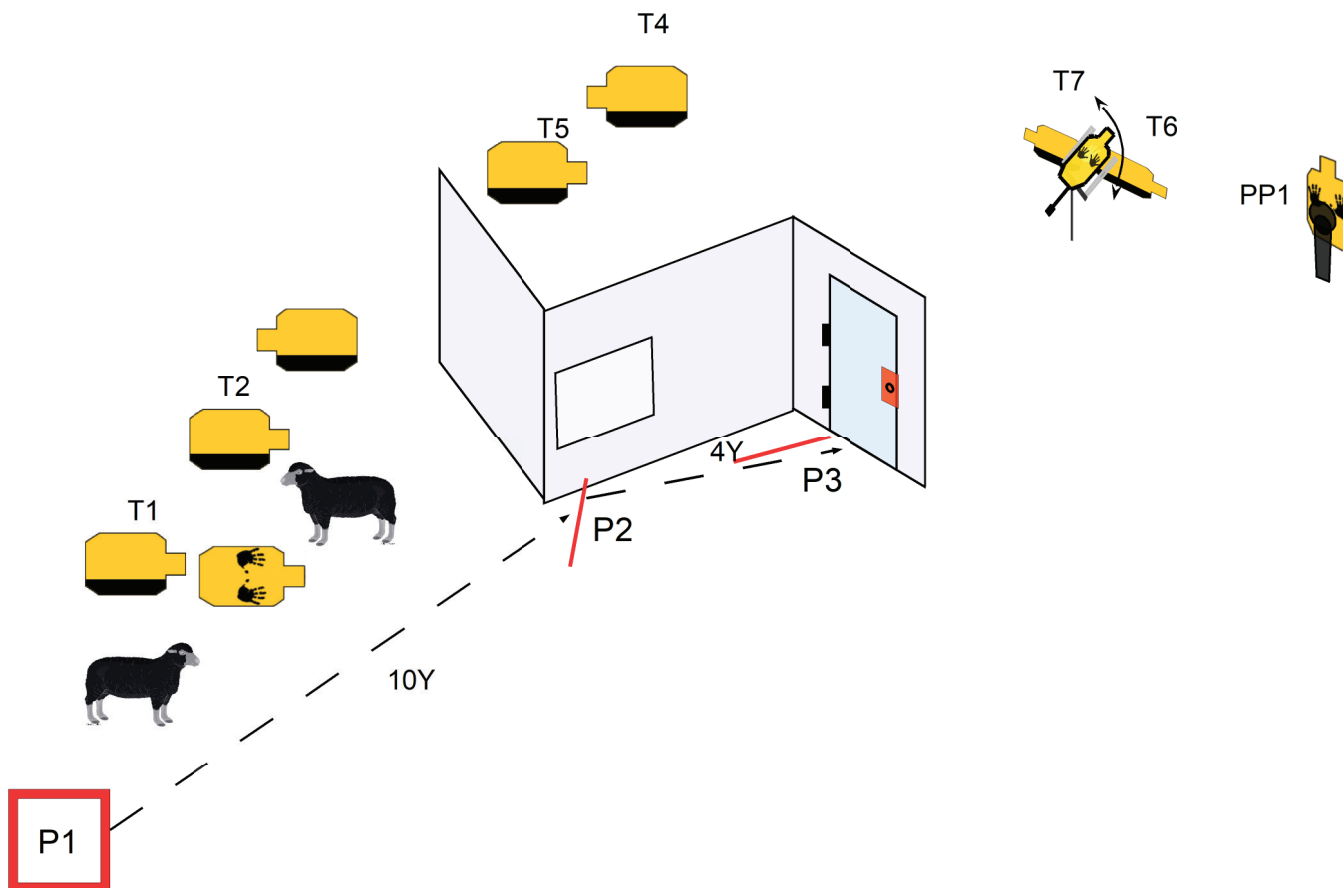
RULES: 2017v3

VEST: Required

DISTANCE: 4-10Y - 180° rule - berm

MUZZLE POINTS:

For the PCC the shooter holds the hoe with his weak hand





Limited

Designed by: Roberto Failla

Stage 9



SCENARIO: Standard.

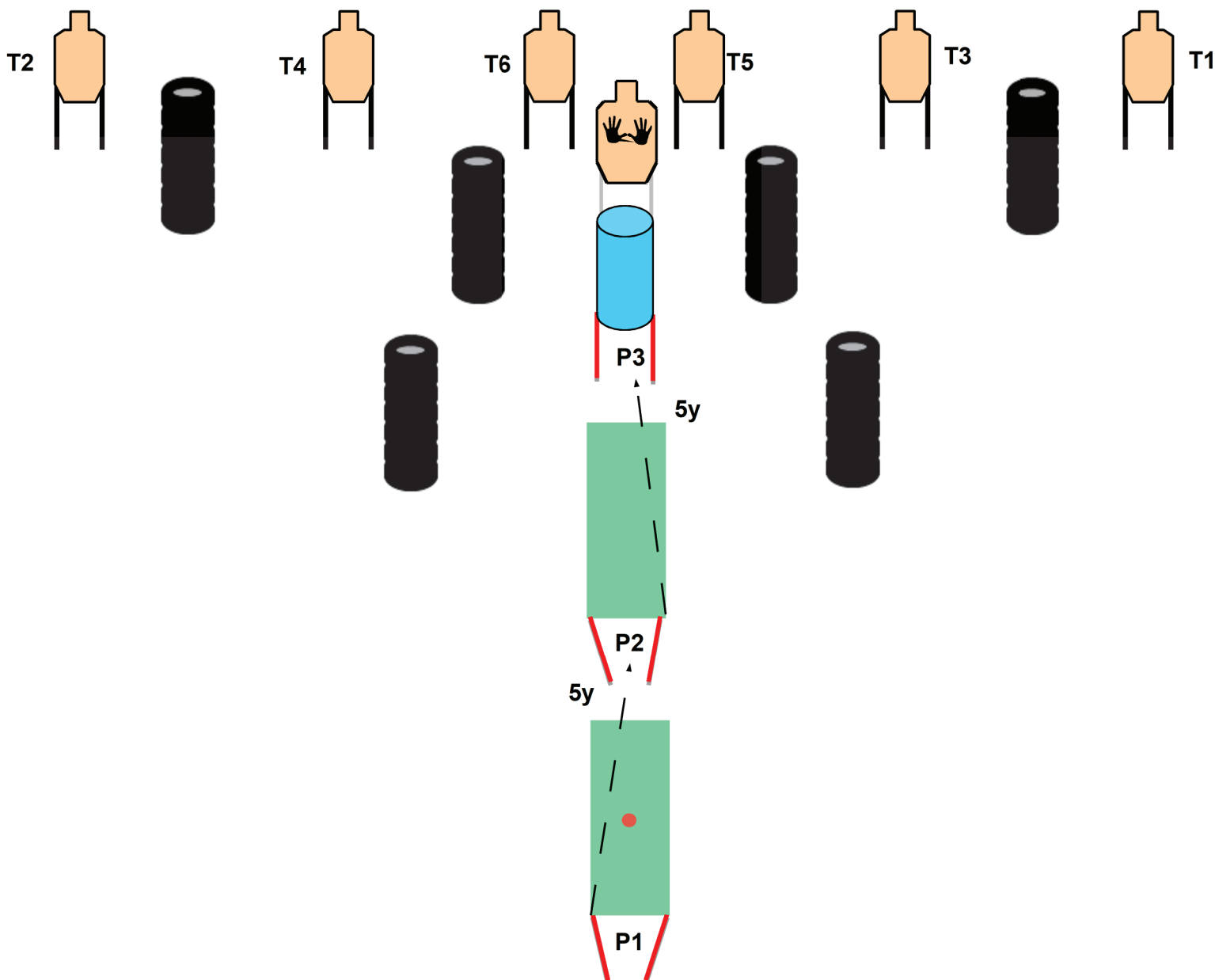
START POSITION: Shooter standing in P1, upper limbs along the side parts of the body. Gun loaded at maximum division capacity.

STAGE PROCEDURE: At the beep the shooter engages in free style T1 and T2. He moves to P2 and engages T3 and T4 with the sole strong hand, then goes to P3 in where he engages T5 and T6 in low cover with the weak hand only.

The reloading it must be held in place within the fault lines.
The reloading in movement, or in an advanced position will give rise to an FP.

For the PCC, muzzle shall be leaning on the appropriate sign on the barricade.

STRING:	1 LIMITED
SCORING:	12
TARGETS:	6 threat, 1 no-threat
SCORED HITS:	2 per target
START-STOP:	Beep – audible last shot
RULES:	2017v3
VEST:	Optional
DISTANCE:	5-25Y - 180° rule - berm
MUZZLE POINTS:	





Shooting through the Porthole

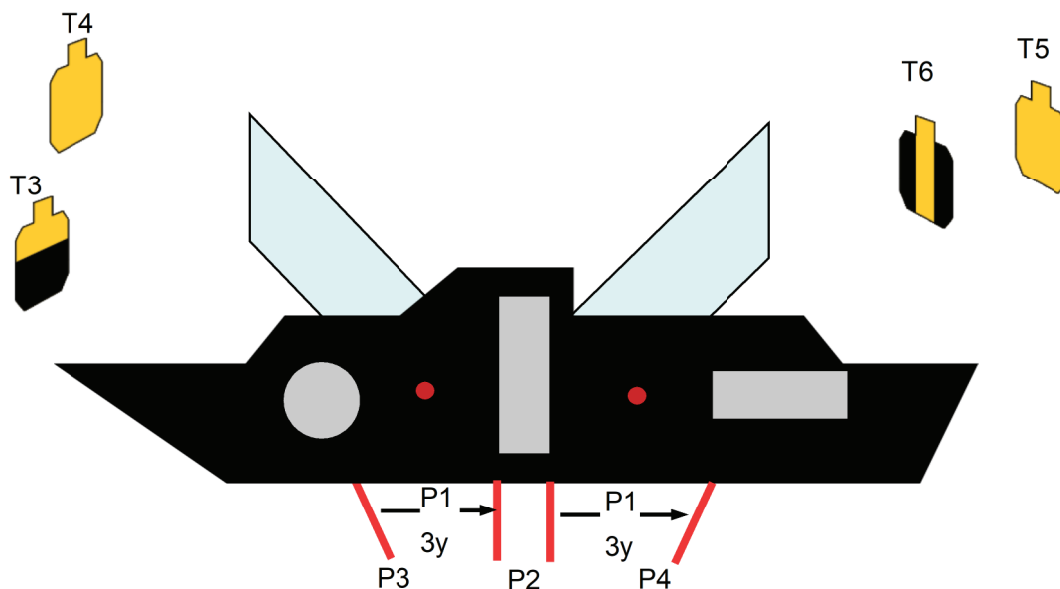
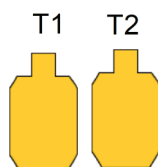
Designed by: Renato Nitti

Stage 11



SCENARIO: You are serving on a ship as armed defense crew, when during the navigation you discover that armed pirates are approaching the ship and shooting towards it with the obvious intention to seize it. You open the fire from the portholes to defend yourself.

START POSITION: Shooter in any one of the P1, standing with the upper limbs along the sides of the body. Gun loaded at maximum division capacity.	STRING:	1, Unlimited
	SCORING:	12
STAGE PROCEDURE: At the beep the shooter goes into P2 and engages T1 and T2, then goes into P3 and engages T3 and T4 and finally goes into P4 and engages T5 and T6. The positions P2 - P3 and P2 - P4 are interchangeable. For the PCC, weapon with the muzzle leaning on the appropriate sign.	TARGETS:	6 threat
	SCORED HITS:	best 2 per target
	START-STOP:	Beep – audible last shot
	RULES:	2017v3
	VEST:	Required
	DISTANCE:	6-14Y - 180° rule - berm
	MUZZLE POINTS:	





The Bank

Designed by: Stefano Vittori

Stage 12



SCENARIO: You're going to take your duty turn as a security guard in a bank, when you are faced with an armed bandit who holds one of your colleague as a hostage. Your colleague will nod and falls abruptly to allow you to neutralize the bandit, then go into the bank and find other armed bandits.

START POSITION: Shooter standing in P1 with the upper limbs along the sides
Gun loaded at maximum division capacity.

STRING: 1, Unlimited

SCORING: 13

STAGE PROCEDURE: At the beep the shooter activates the no-threat with his foot thus unveiling T1, than then pulls out the gun and engages T1, then he goes to P2 and engages T2,. He then moves to P3 while engaging in the open T3-T4.

TARGETS: 6 threat, 1 steel, 3 no-threat

SCORED HITS: best 2 per target + 1 steel

Arrived in P3, he engages PP1, which activates the no-shoot mover, and finally engages T5-T6.

START-STOP: Beep – audible last shot

Draw before activating T1 is FP.

RULES: 2017v3

VEST: Required

For the PCC low ready start

DISTANCE: 3-10Y - SX 180° rule, DX cone - berm
MUZZLE POINTS:

