



TACTICAL TEAM ASD – IDPA C273651

North West Cup 2016

Stage 1 - Standard

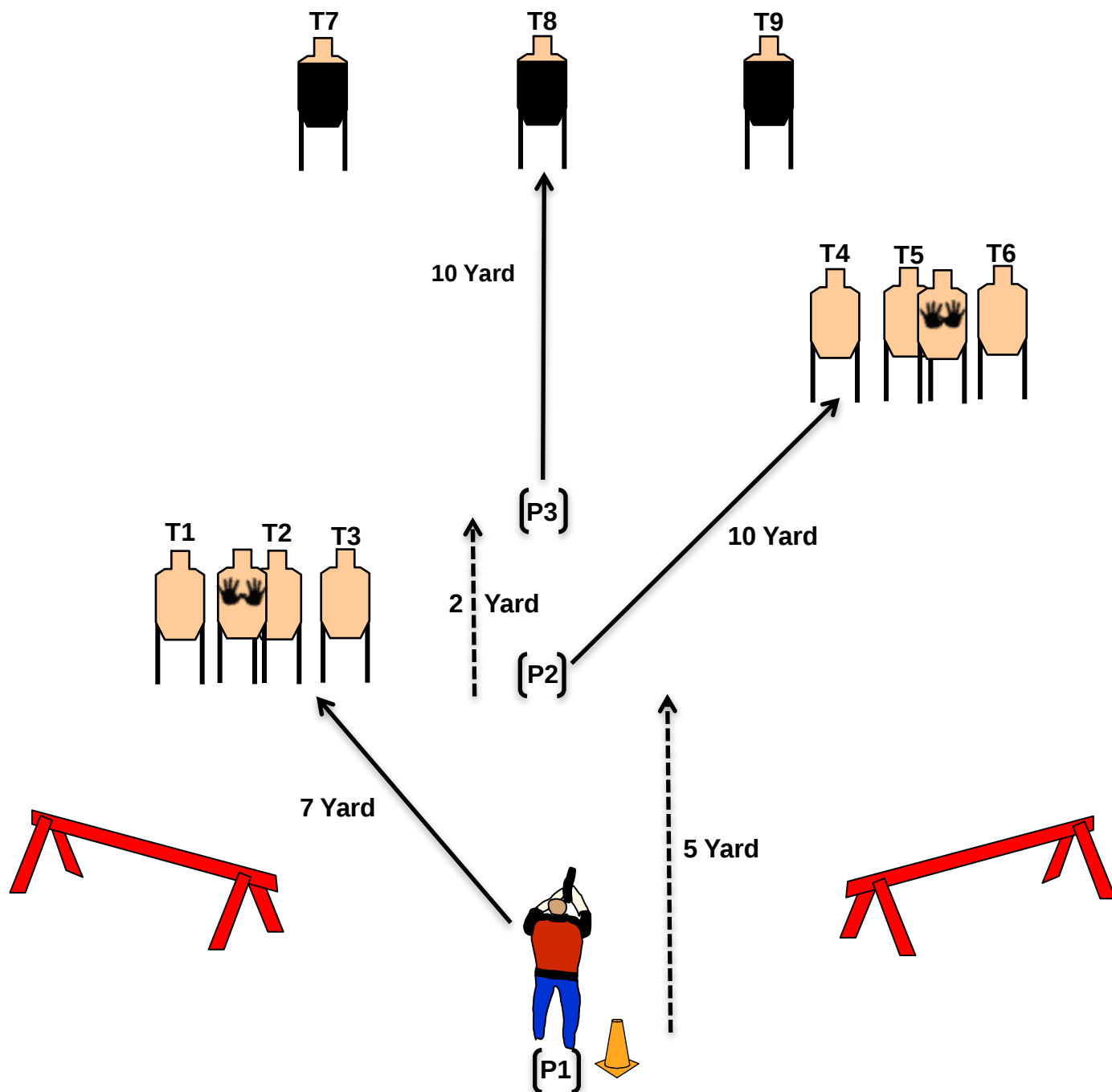
Course Designer: Zanni Flavio



START CONDITION: Tiratore in P1, condizione relax. Arma carica, massima capacità, colpo camerato, sicura disinserita, impugnata con la mano debole, posizione low ready.

STAGE PROCEDURE: Al segnale acustico ingaggiare in sequenza tattica i bersagli da T1 a T3 con 2 colpi con la sola mano debole. Portarsi in P2 e con la sola mano forte, ingaggiare da T4 a T6 in sequenza tattica con 2 colpi. Portarsi in P3 e ingaggiare free style da T7 a T9 in sequenza tattica.

STRINGS: 1
SCORING: 18 rounds, Limited
TARGETS: 9 threat, 2 non threat
SCORED HITS: 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Opzionale





TACTICAL TEAM ASD – IDPA C273651

North West Cup 2016 Stage 2 - Guasto al motorino

Course Designer: Zanni Flavio

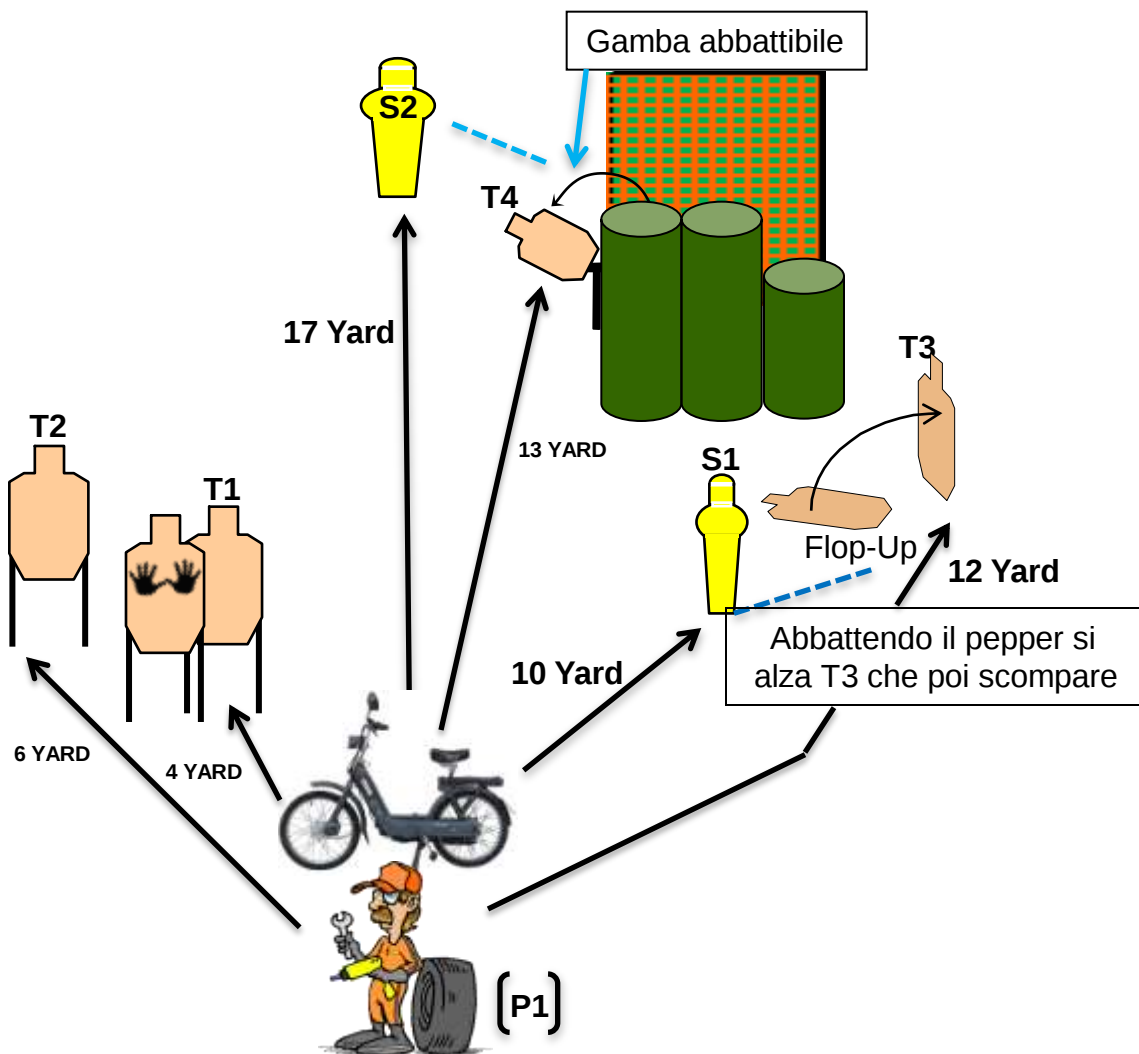


SCENARIO: Stai facendo un giro con il tuo vecchio motociclo appena rimesso a nuovo, quando qualcosa comincia a fare uno strano rumore. Ti fermi per controllare e ad un tratto sei aggredito da una banda di delinquenti. Estrai la tua arma e risolvi la situazione.

START CONDITION: Arma carica in fondina alla massima capacità, colpo camerato.
Caricatori secondo divisione.
Tiratore in ginocchio dietro al motorino intento a tirare la ruota con la chiave inglese.

STRINGS: 1
SCORING: 14 rounds, Unlimited
TARGETS: 4 threat, 1 non threat, 2 steel
SCORED HITS: 3 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

STAGE PROCEDURE: Al segnale acustico, da dietro il motorino e in ginocchio, ingaggiare T1 e T2 con 3 colpi, poi abbattere il pepper S1 che attiva T3 ed ingaggiarlo sempre con 3 colpi minimi.
In seguito ingaggiare S2 che attiva T4.
Tutte le sagome vanno ingaggiate con 3 colpi minimi da in ginocchio (almeno un ginocchio a terra), da dietro il motorino.



North West Cup 2016

Stage 3 - Imprevisto dopo cena

Course Designer: Zanni Flavio



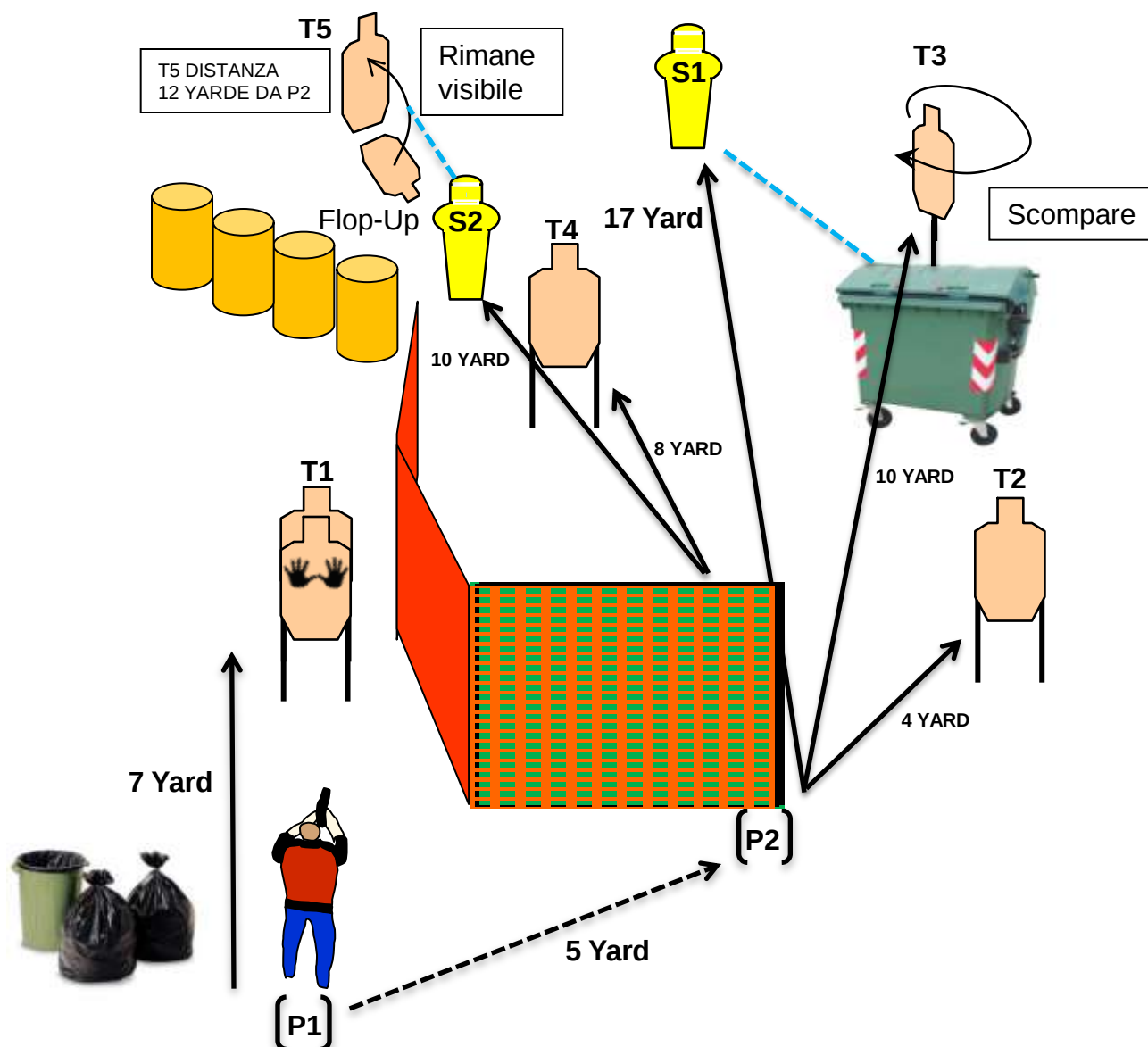
SCENARIO: Hai da poco finito di cenare; mentre lasci tua moglie alle stoviglie, ti appresti a portare fuori la spazzatura. Ad un tratto emergono dal buio dei personaggi armati di accetta e piccone che hanno già lasciato dietro di sé una scia di sangue fra il vicinato. Estrai la tua arma e neutralizza le minacce.

START CONDITION: Tiratore in P1 che regge il sacco dello sporco con la mano debole. Arma carica in fondina con caricatore inserito con un solo colpo, camerato. Restanti caricatori secondo divisione.

STAGE PROCEDURE: Al segnale acustico, lasciare il sacco, estrarre ed ingaggiare T1 con un solo colpo, poi spostarsi in P2 ed ingaggiare T2, poi S1 che attiva T3, bersaglio che scompare, poi T4, rispettando la priorità tattica. Infine abbattere S2 che attiva T5. Nota: E' possibile reingaggiare T1 da copertura. Ad eccezione di T1, tutti gli altri targets vanno ingaggiati con 2 colpi minimi.

STRINGS: 1
SCORING: 11 rounds, Unlimited
TARGETS: 5 threat, 1 non threat, 2 steel
SCORED HITS: 1 or 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required

Nota 2: Da P1, mentre ci si sposta in P2 è possibile iniziare il cambio caricatore.





TACTICAL TEAM ASD – IDPA C27365
North West Cup 2016
Stage 4 - Problemi al bar
Course Designer: Zanni Flavio

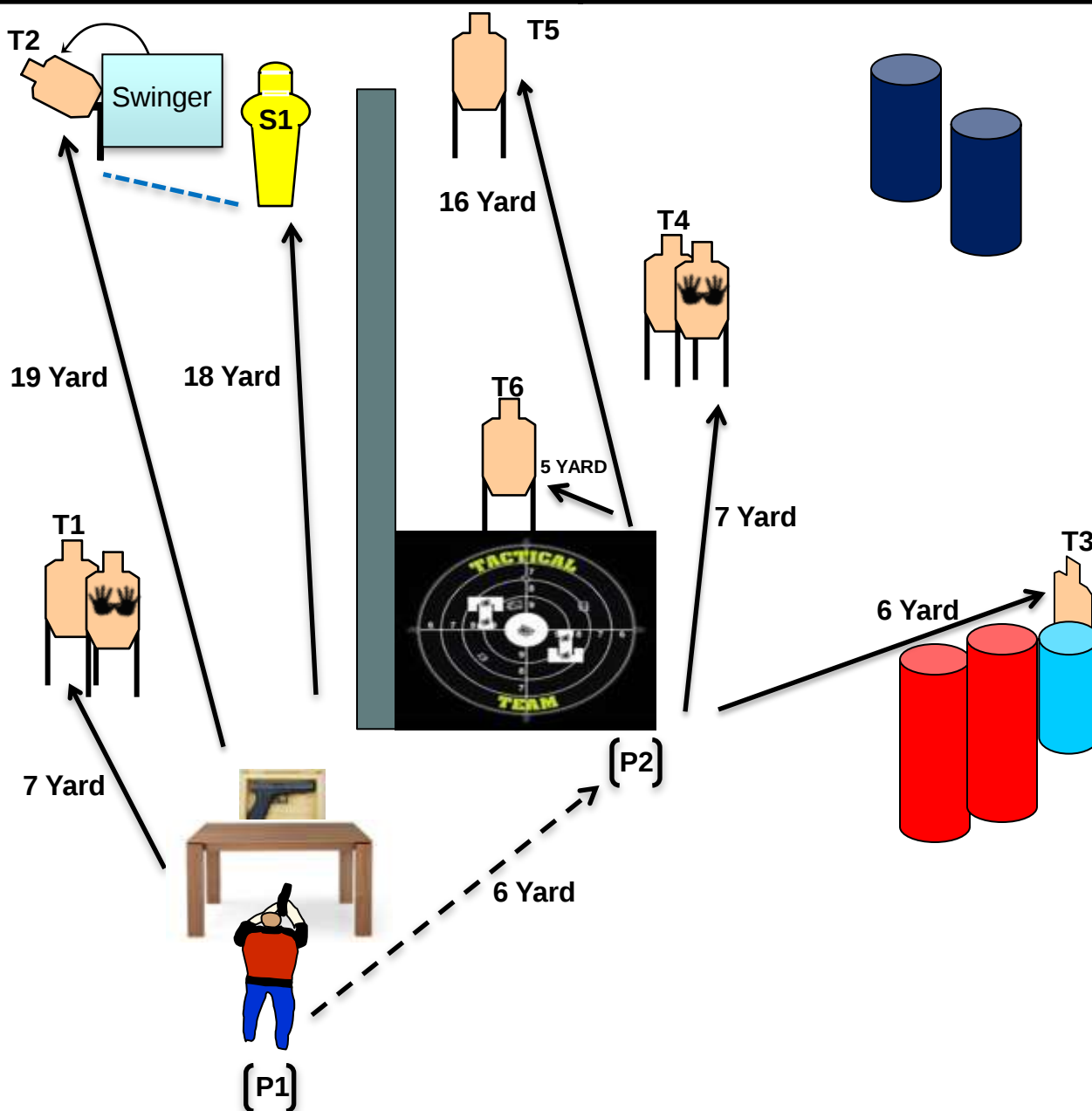


SCENARIO: Sei al bar a prendere un caffè prima di recarti al tuo allenamento settimanale. Ad un tratto, irrompe una banda di rapinatori armati che spara qualche colpo in aria, estrai la tua arma e risolvi.

START CONDITION: Tiratore in piedi in P1 di fronte al tavolo, condizione relax, arma carica nella scatola dimensionale alla massima capacità della divisione, colpo non camerato.

STAGE PROCEDURE: Al segnale acustico prendere l'arma dalla scatola dimensionale e ingaggiare da fermo T1, S1 e T2.
Spostandosi in P2, ingaggiare T3 in movimento quando visibile. Da P2 in copertura alta, ingaggiare da T4 a T6 in priorità tattica.

STRINGS: 1
SCORING: 13 rounds, Unlimited
TARGETS: 6 threat, 2 non threat, 1 Steel
SCORED HITS: 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required





TACTICAL TEAM ASD – IDPA C273651

North West Cup 2016 Stage 5 – Giornata di bucato

Course Designer: Zanni Flavio

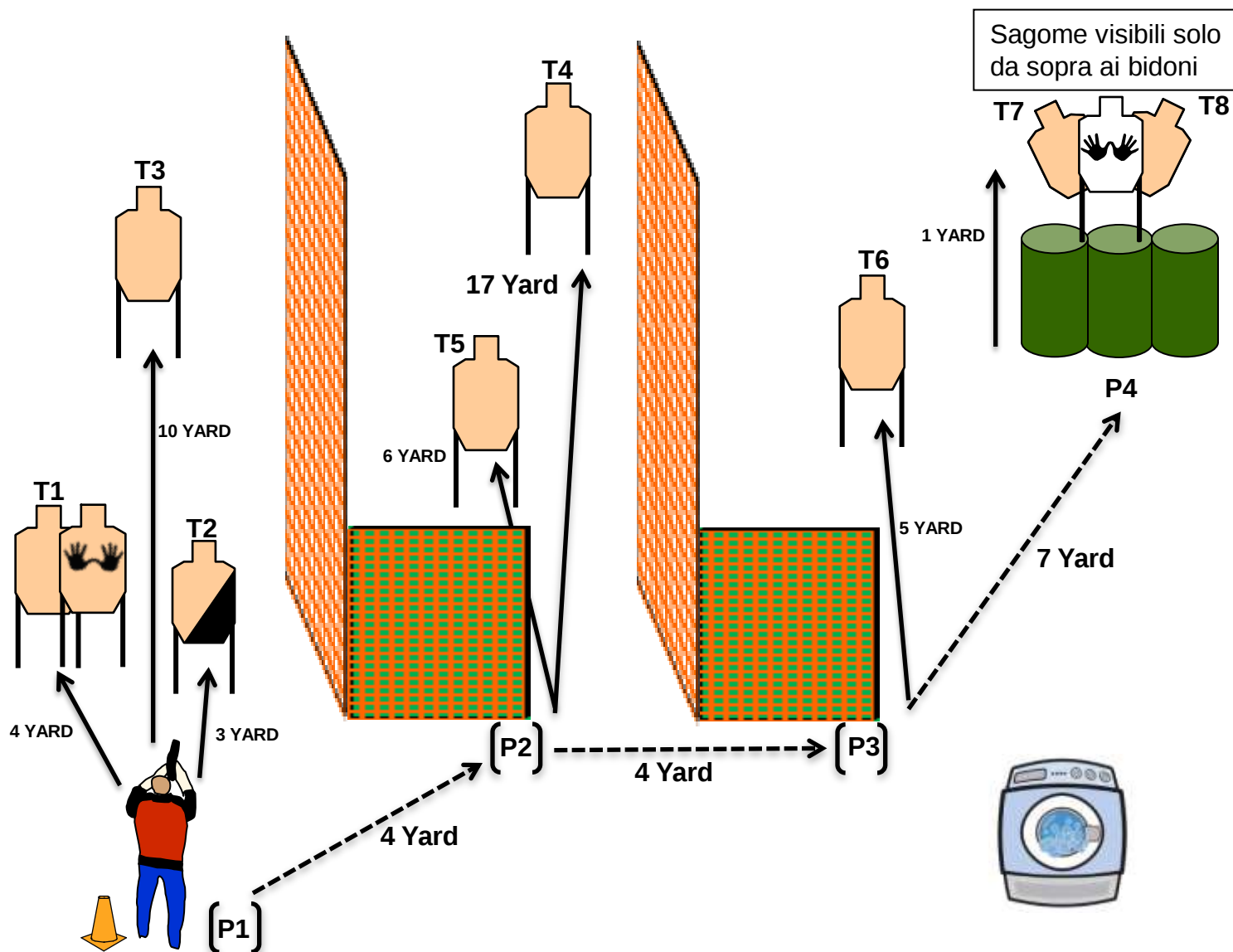


SCENARIO: Una bella giornata di sole non ti ha trattenuto dal fare un paio di giri di lavatrice. Dopo aver fatto due belle centrifughe scendi in cortile per stendere le lenzuola e capi vari d'abbigliamento. Ad un certo punto sei assalito da una banda di rapinatori armati. Estrai la tua arma e risolvi la situazione.

START CONDITION: Tiratore in P1, condizione relax, rivolto con le spalle verso i bersagli. Arma carica in fondina alla massima capacità, colpo camerato. Caricatori secondo divisione.

STAGE PROCEDURE: Al segnale acustico, ingaggiare T1, T2 e T3 in priorità tattica. Spostarsi in P2 ed ingaggiare T4 e T5 in priorità tattica. Spostarsi in P3 ed ingaggiare T6. Infine, portarsi in P4 e da sopra i bidoni, ingaggiare T7 e T8 con 3 colpi minimi in sequenza tattica.

STRINGS: 1
SCORING: 18 rounds, Unlimited
TARGETS: 8 threat, 2 non threat
SCORED HITS: 2 or 3 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required





North West Cup 2016

Stage 6 - Una notte diversa

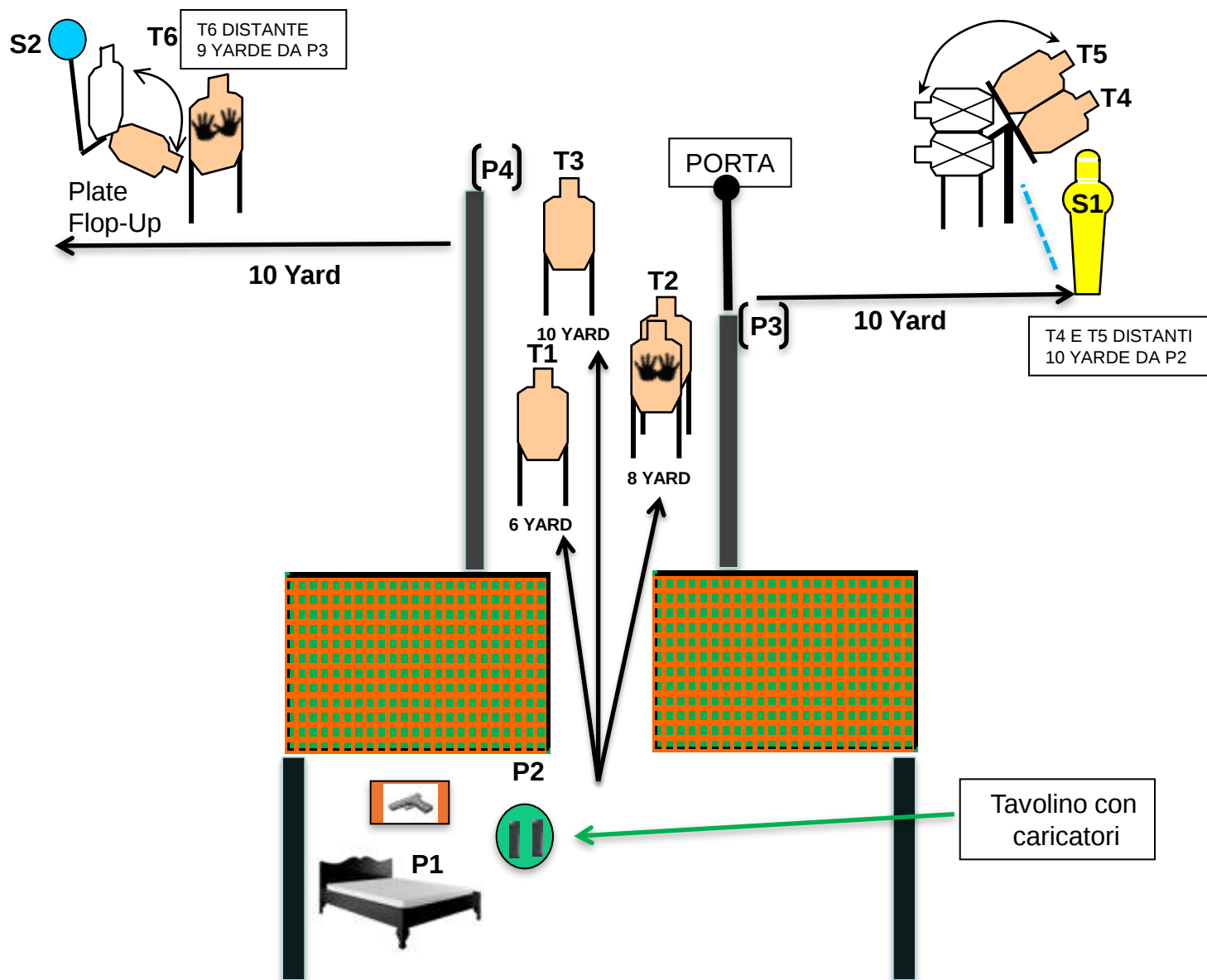
Course Designer: Tellaroli Patrick

SCENARIO: Sei andato a letto presto per far fronte alla pesante giornata lavorativa che ti attende. Ti stai per coricare quando dei colpi di fucile dal piano terra richiamano la tua attenzione. Prendi la tua arma dal comodino e ripulisci le stanze dagli invasori armati.

START CONDITION: Tiratore in P1, seduto sul letto, mani sulle ginocchia. Arma caricata con 6 colpi, colpo camerato, appoggiata sul comodino. Restanti caricatori secondo divisione appoggiati sul tavolino.

STAGE PROCEDURE: Al segnale acustico alzarsi dal letto (P1), prendere l'arma, recuperare i caricatori dal tavolino e da P2 in copertura ingaggiare da T1 a T3. Muoversi a P3 e da qui ingaggiare S1 che attiva T4 e T5. In seguito spostarsi in P4 e da copertura bassa con almeno un ginocchio a terra, ingaggiare S2 che attiva T6.

STRINGS:	1
SCORING:	14 rounds, Unlimited
TARGETS:	6 threat, 2 non threat, 2 Steel
SCORED HITS:	2 per paper
START-STOP:	Audible - Last shot
RULES:	Current IDPA Rulebook
COVER GARMENT:	Required





TACTICAL TEAM ASD – IDPA C273651

North West Cup 2016

Stage 7 - In cucina

Course Designer: Tellaroli Patrick

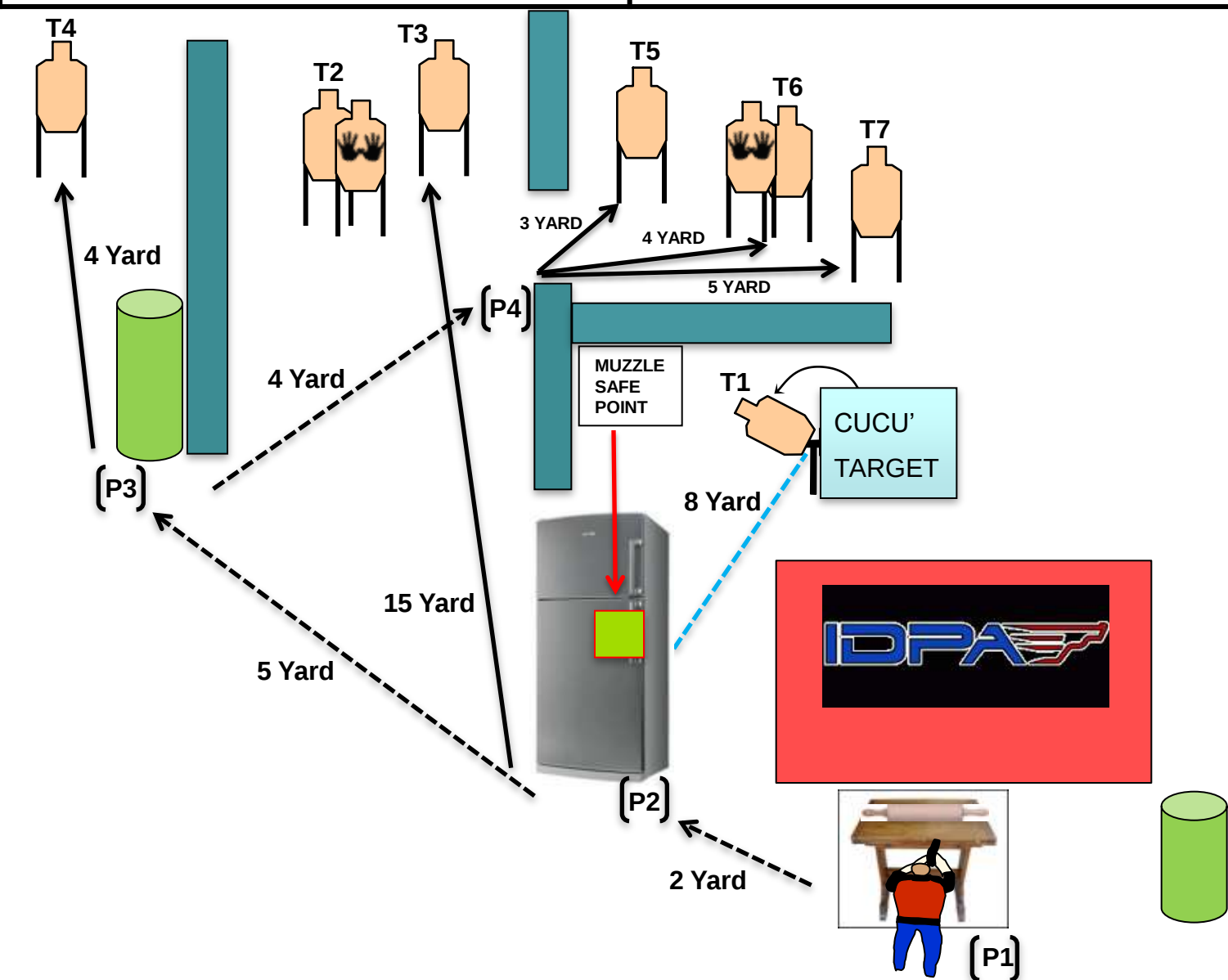


SCENARIO: Sei in cucina a tirare la sfoglia quando improvvisamente un gruppo di malintenzionati armati entrano in casa puntando la pistola sui tuoi familiari. Abbandona il mattarello ed estrai la tua arma per risolvere la situazione.

START CONDITION: Tiratore in piedi in P1 fronte al tavolo, intento a usare il mattarello. Arma carica sul tavolo alla massima capacità, colpo camerato. Caricatori secondo divisione.

STAGE PROCEDURE: Al segnale acustico lasciare il mattarello, prendere l'arma, avanzare verso P2, aprire il portello del frigorifero, che attiva T1 ed ingaggiarlo. Spostandosi in P3, ingaggiare in movimento T2 e T3. Da P3 ingaggiare T4. Successivamente spostarsi in P4 ed ingaggiare da T5 a T7 in priorità tattica. N.B. In P2, il frigorifero funge da copertura.

STRINGS: 1
SCORING: 14 rounds, Unlimited
TARGETS: 7 threat, 2 non threat
SCORED HITS: 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required





TACTICAL TEAM ASD – IDPA C273651

North West Cup 2016

Stage 8 - In cantiere

Course Designer: Zanni Flavio

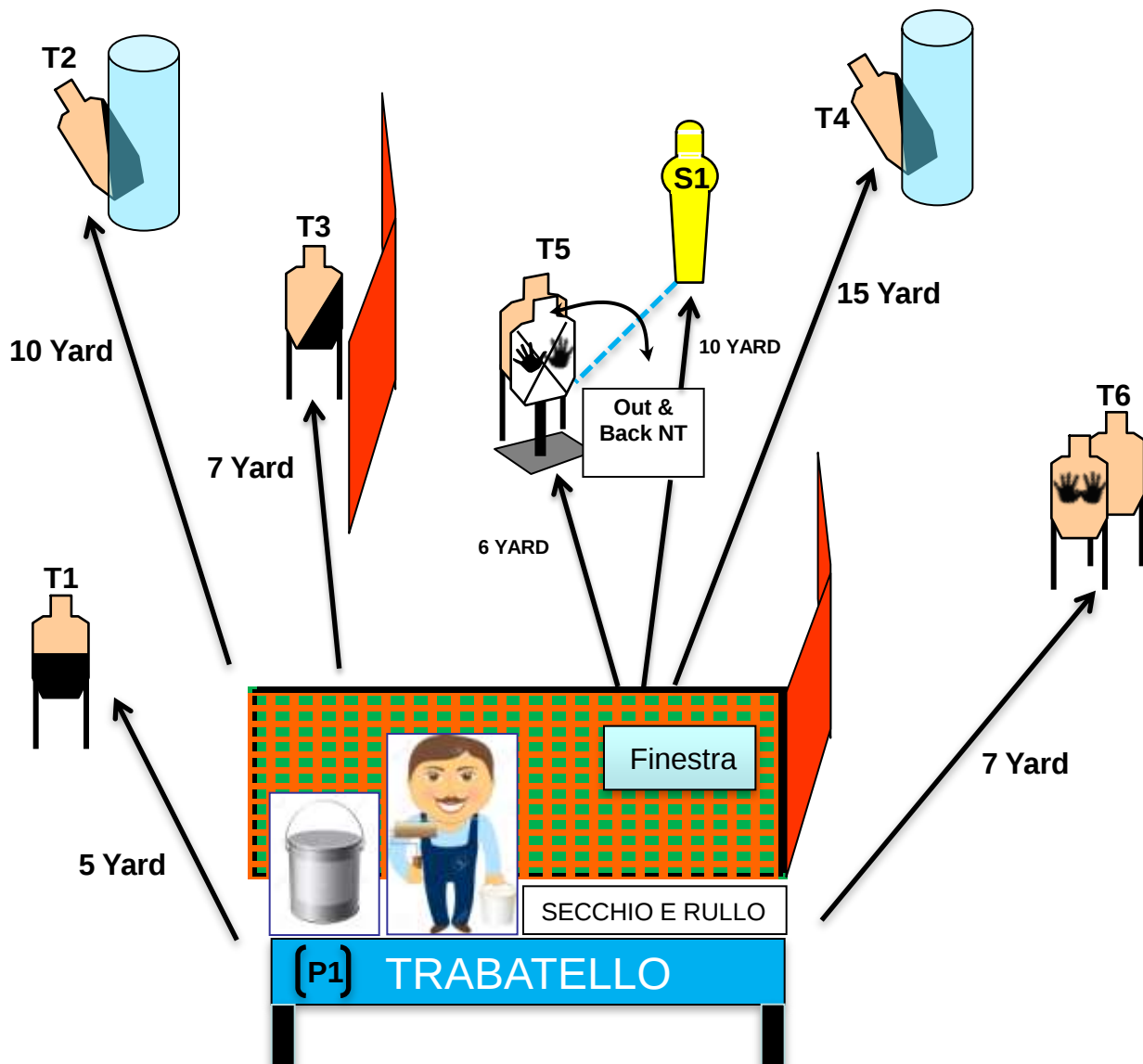


SCENARIO: Sei in cantiere sul trabatello a pitturare una parete. Ad un tratto si avvicina una banda di malintenzionati che ti puntano le loro armi per avere tutti i tuoi soldi. Estrai la tua arma e risolvi.

START CONDITION: Tiratore in P1, in piedi sul trabatello, rullo impugnato a due mani. Arma carica in fondina alla massima capacità, colpo camerato. Caricatori in buffetteria secondo divisione.

STAGE PROCEDURE: Allo standby rullare la parete, al segnale acustico lasciare il rullo e ingaggiare T1, T2, T3 in priorità tattica. Dalla finestra ingaggiare in priorità tattica T4 ed S1, che attiva T5. Infine spostarsi sul lato destro ed ingaggiare T6.

STRINGS: 1
SCORING: 13 rounds, Unlimited
TARGETS: 6 threat, 2 non threat, 1 Steel
SCORED HITS: 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required



North West Cup 2016

Stage 9 - Al campeggio

Course Designer: Zanni Flavio



SCENARIO: Ti sei isolato dal mondo per una splendida settimana di campeggio assieme ai tuoi tre storici compagni di merende. Ti stai scaldando attorno al fuoco quando compare una banda di squilibrati che vi minaccia di morte. Estrai la tua arma e risolvi la situazione salvando te e i tuoi amici.

START CONDITION: Tiratore in P1, seduto davanti al fuoco. Arma carica in fondina, massima capacità, colpo camerato. Caricatori secondo divisione.

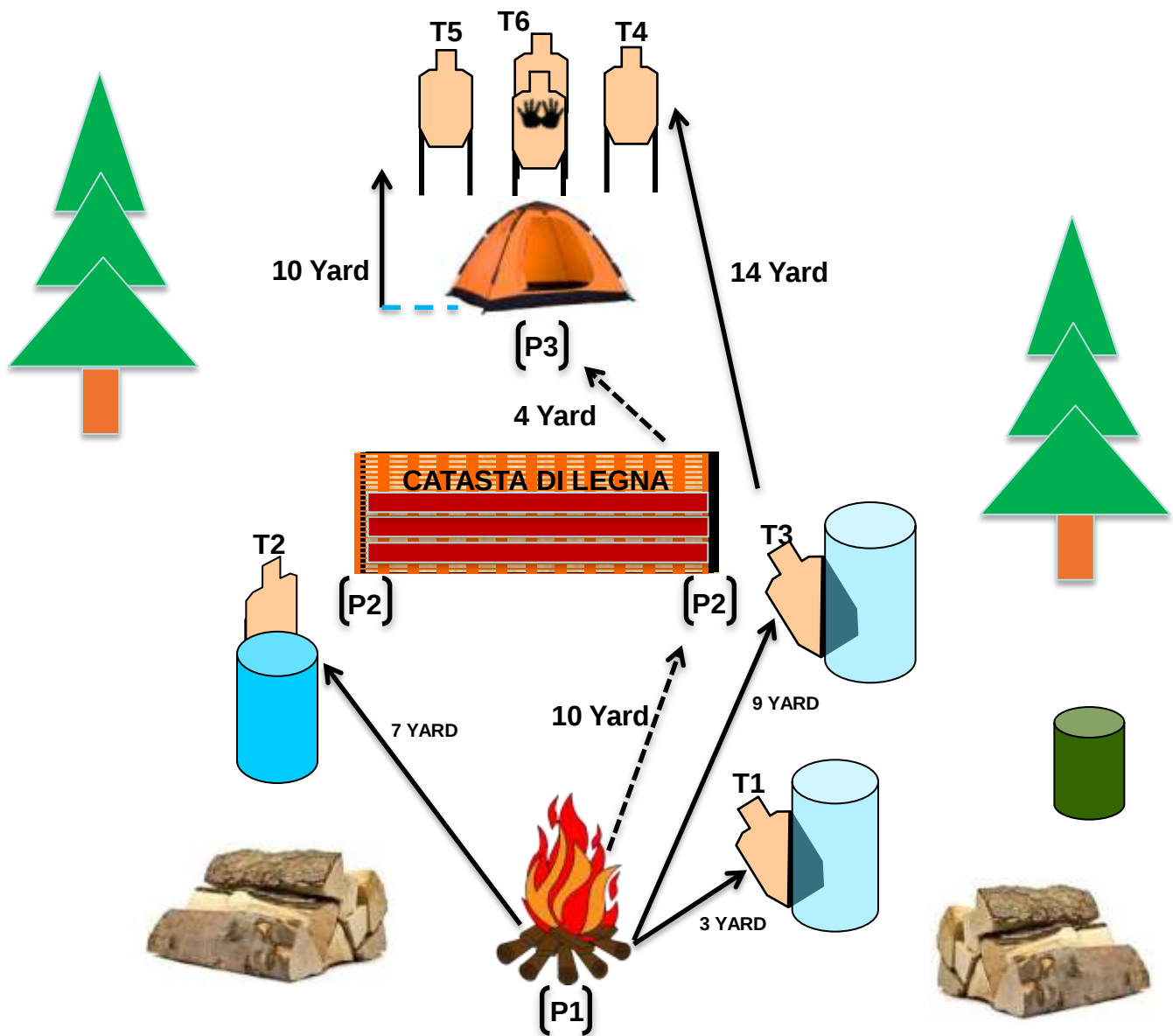
STRINGS:	1
SCORING:	12 rounds, Unlimited
TARGETS:	6 threat, 1 non threat
SCORED HITS:	2 per paper
START-STOP:	Audible - Last shot
RULES:	Current IDPA Rulebook
COVER GARMENT:	Required

STAGE PROCEDURE: Al segnale acustico alzarsi ed ingaggiare in movimento T1, T2, T3 man mano che si rendono visibili.

Arrivati in P2 da un lato a scelta, ingaggiare i bersagli visibili in priorità tattica da copertura alta.

Infine, spostarsi in P3, inginocchiarsi e mantenendo la copertura, ingaggiare T6 attraverso la tenda.

(sagoma visibile solo abbassandosi).





TACTICAL TEAM ASD – IDPA C273651

North West Cup 2016 Stage 10 - Il taglialegna

Course Designer: Zanni Flavio

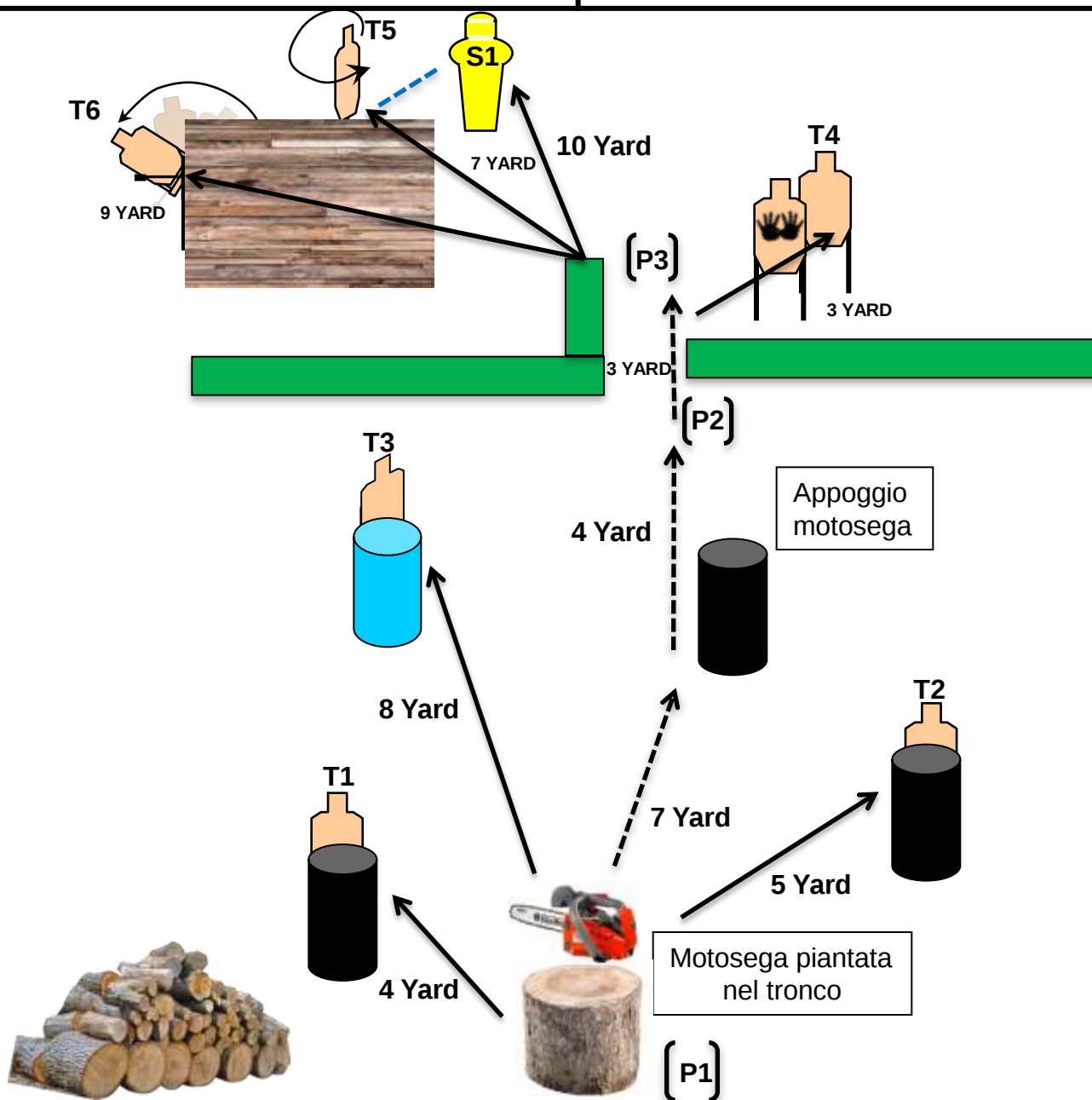


SCENARIO: Ti sei preso qualche giorno di ferie per tagliare un pò di legna con la tua motosega preferita, quando un gruppo di delinquenti ti aggredisce tentando di accoltellarti. Difenditi.

START CONDITION: Tiratore in P1 con entrambe le mani che tengono la motosega. Arma carica in fondina, massima capacità, colpo camerato. Restanti caricatori in buffetteria secondo divisione.

STAGE PROCEDURE: Al segnale acustico estrarre la motosega dal tronco con entrambe le mani, poi tenendola con la sola mano debole ed avanzando ingaggiare T1, T2 e T3 man mano che si rendono visibili. Appoggiare la motosega sul tavolo e da P2 ingaggiare prima T4, poi da P3, S1 che attiva T5 e T6.

STRINGS: 1
SCORING: 13 rounds, Unlimited
TARGETS: 6 threat, 2 non threat, 1 Steel
SCORED HITS: 2 per paper
START-STOP: Audible - Last shot
RULES: Current IDPA Rulebook
COVER GARMENT: Required





TACTICAL TEAM ASD – IDPA C273651

North West Cup 2016

Stage 1 - Standard

Course Designer: Zanni Flavio



START CONDITION:

At P1 from low ready position. Gun in your weak hand loaded at division capacity, chambered round and safety disengaged.

STAGE PROCEDURE

At the beep engage T1-T3 in tactical sequence with 2 round each with your weak hand only. Moving to P2, engage T4 – T6 in tactical sequence with 2 rounds each and with your strong hand only. Then moving to P3 and engage T7 – T9 in tactical sequence free style.

STRINGS: 1

SCORING:

18 rounds, Limited

TARGETS:

9 threat, 2 non threat

SCORED HITS:

2 per paper

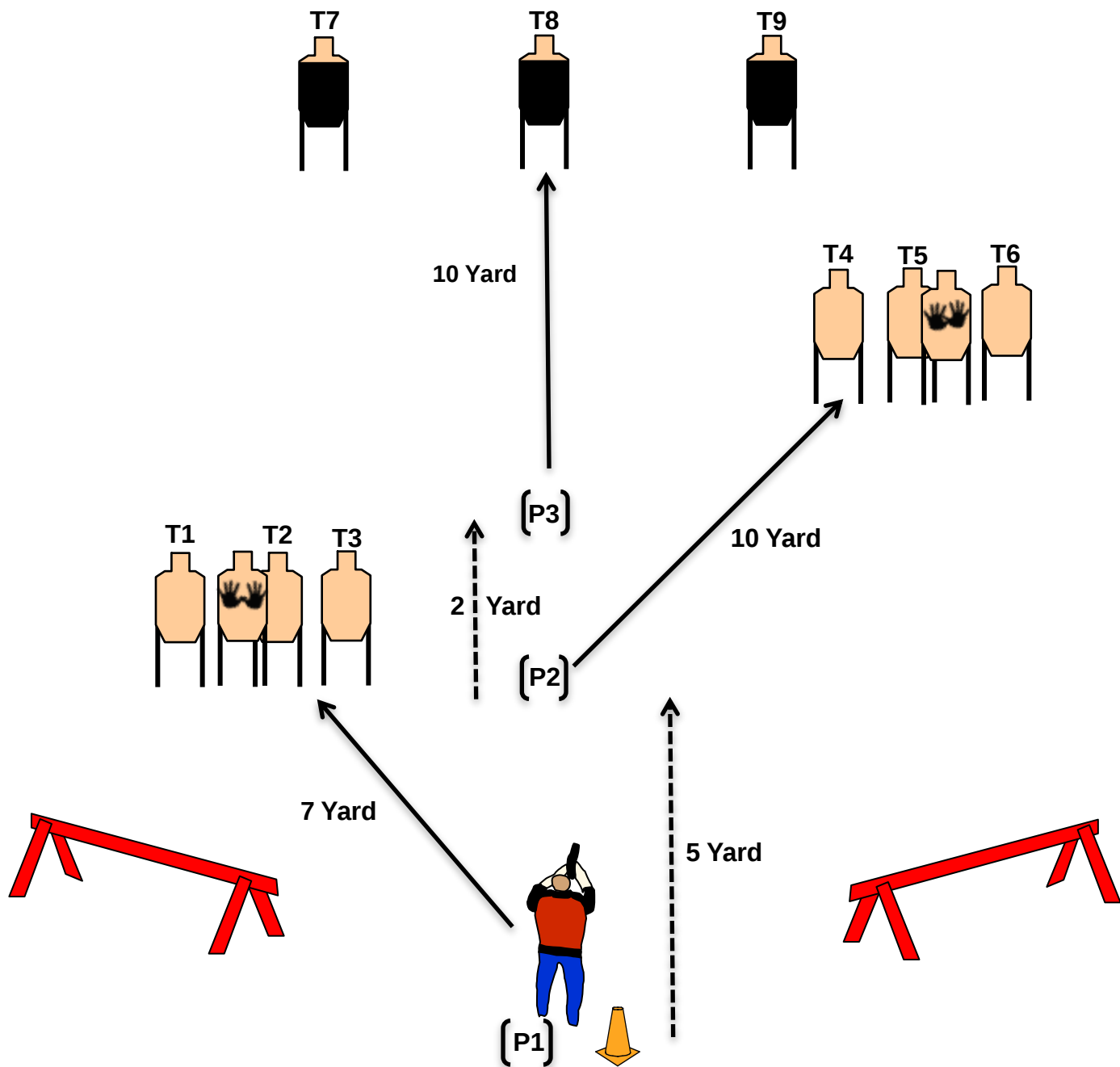
START-STOP:

Audible - Last shot

RULES:

Current IDPA Rulebook

COVER GARMENT: **Optional**





TACTICAL TEAM ASD – IDPA C273651

North West Cup 2016 Stage 2 – Trouble in the bike

Course Designer: Zanni Flavio



SCENARIO

You are riding your old scooter which you have just fixed like new, when you hear a strange noise. You stop to check and then suddenly you are attacked by a group of petty criminals. Grab your gun and sort out the situation.

START CONDITION

Standing at P1. Knee position while tightening the wheel with a wrench. Handgun loaded to division capacity, chambered round, holstered gun.

STAGE PROCEDURE

At the signal, behind the scooter and from low cover (with at least one knee on the ground), engage T1 and T2 with 3 rounds. Then engage S1 that falling down will activate T3 that must engaged with 3 rounds. Then engage S2 that falling down will activate T4 that must engaged with 3 rounds as well. All the targets must be engaged in low cover behind the scooter.

STRINGS:

1

SCORING:

14 rounds, Unlimited

TARGETS:

4 threat, 1 non threat, 2 steel

SCORED HITS:

Best 3 per target/steels fallen down

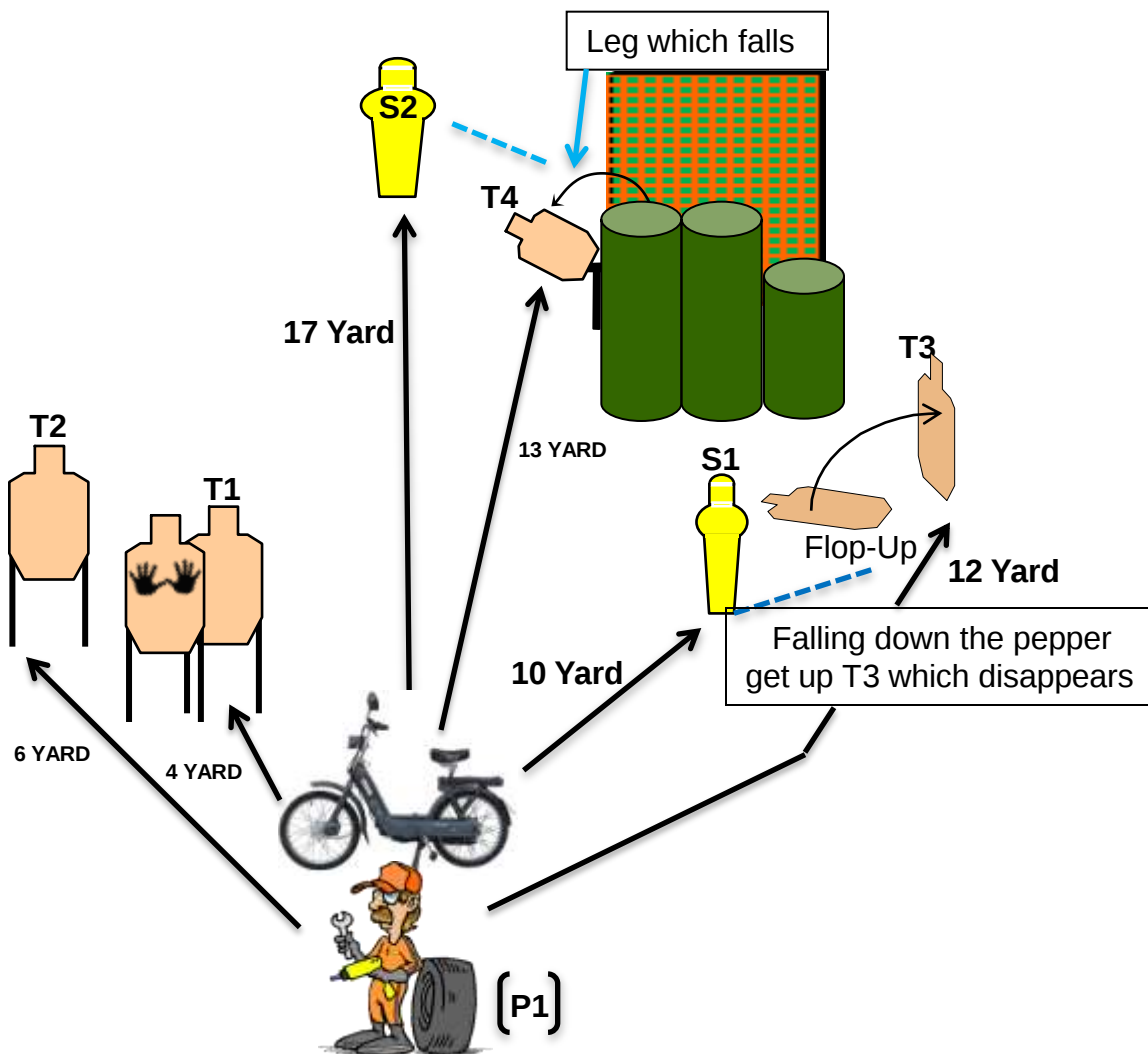
START-STOP:

Audible - Last shot

RULES:

Current IDPA Rulebook

COVER GARMENT: Required





TACTICAL TEAM ASD – IDPA C273651
North West Cup 2016
Stage 3 – Unexpected after dinner
Course Designer: Zanni Flavio



SCENARIO

You have just finished dinner. Your wife is washing up as you take out the trash. All of a sudden from the shadow, a group of people armed with an axe and a pick axe. They have already attacked us in the neighbourhood. React.

START CONDITION

Standing at P1 while holding the trash bag with your weak hand, chambered round, holstered gun with only -1- round in the magazine.

STAGE PROCEDURE

At the signal, leave the bag, grab your gun and engage T1 with only 1 round. Move to P2 and engage T2, S2, that will activate the disappearing T3 and after T4 in tactical priority. Finally engage S2 that activate T5. Note: it is possible re-engage T1 from cover. All targets but T1 must be engaged with 2 rounds minimum.

STRINGS: 1

SCORING: 11 rounds, Unlimited

TARGETS: 5 threat, 1 non threat, 2 steel

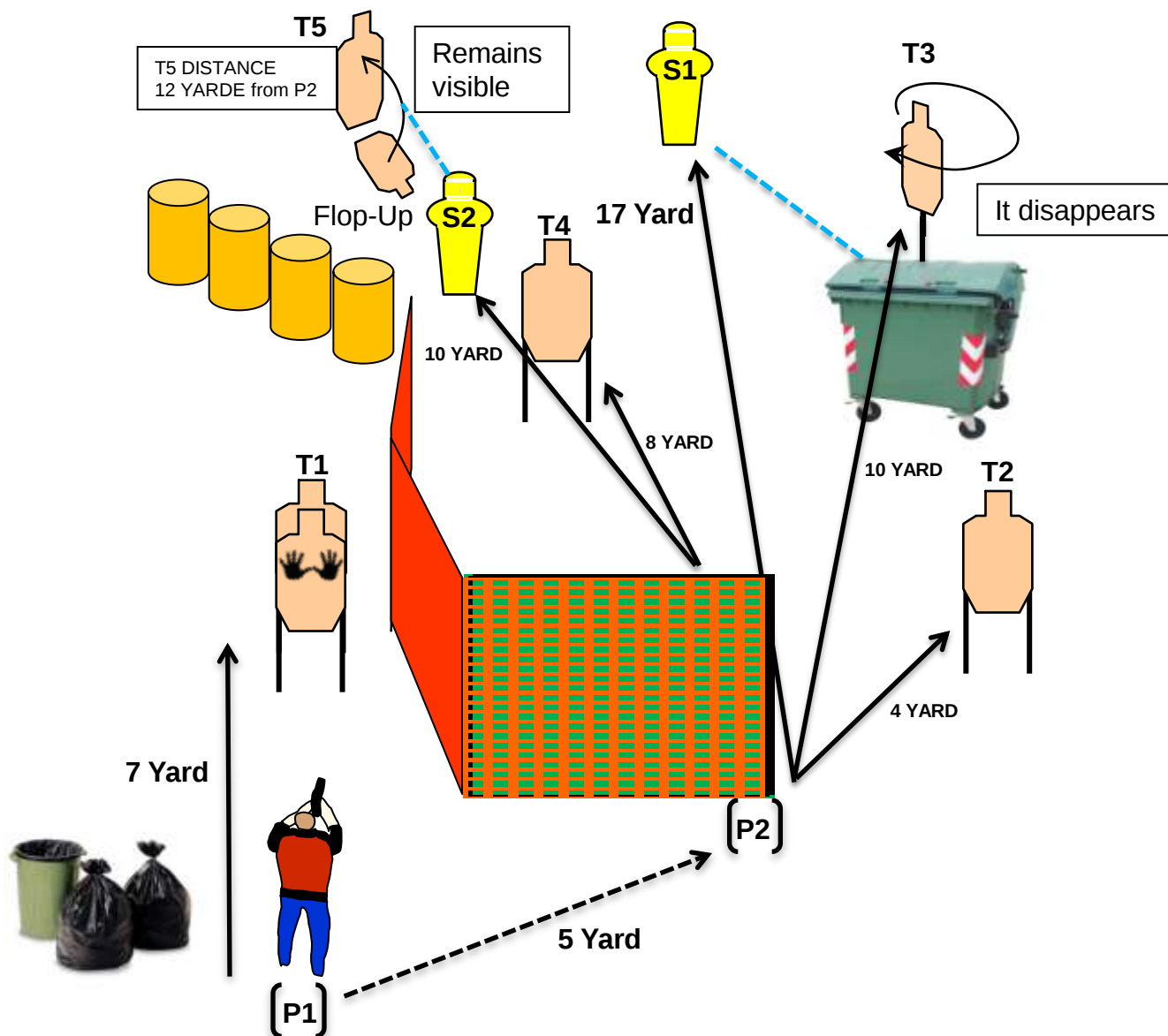
SCORED HITS: best 1 or 2 per paper/steels fallen down

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

COVER GARMENT: Required

Note : From P1, while moving to P2 is possible to start the reload.





TACTICAL TEAM ASD – IDPA C273651

North West Cup 2016 Stage 5 – Laundry day

Course Designer: Zanni Flavio



SCENARIO

It is a beautiful sunny day and you decided to put the washing machine on. You go to hang out the sheets when you are surrounded by armed robbers. Grab your gun and stop the situation.

START CONDITION

At P1 with back to target, hands relaxed at sides. .
Handgun loaded to division capacity. Chambered round, holstered.

STAGE PROCEDURE

At the signal, from P1 engage T1, T2 and T3 in tactical priority. Then engage T3. Move to P2 and engage T4 – T5 in tactical priority. Move to P3 and engage T6. Finally move to P4 and engage T7 and T8 with 3 rounds each in tactical sequence. **T7 and T8 are visible only from P4.**

STRINGS:

1

SCORING:

18 rounds, Unlimited

TARGETS:

8 threat, 2 non threat

SCORED HITS:

best 2 or 3 per paper

START-STOP:

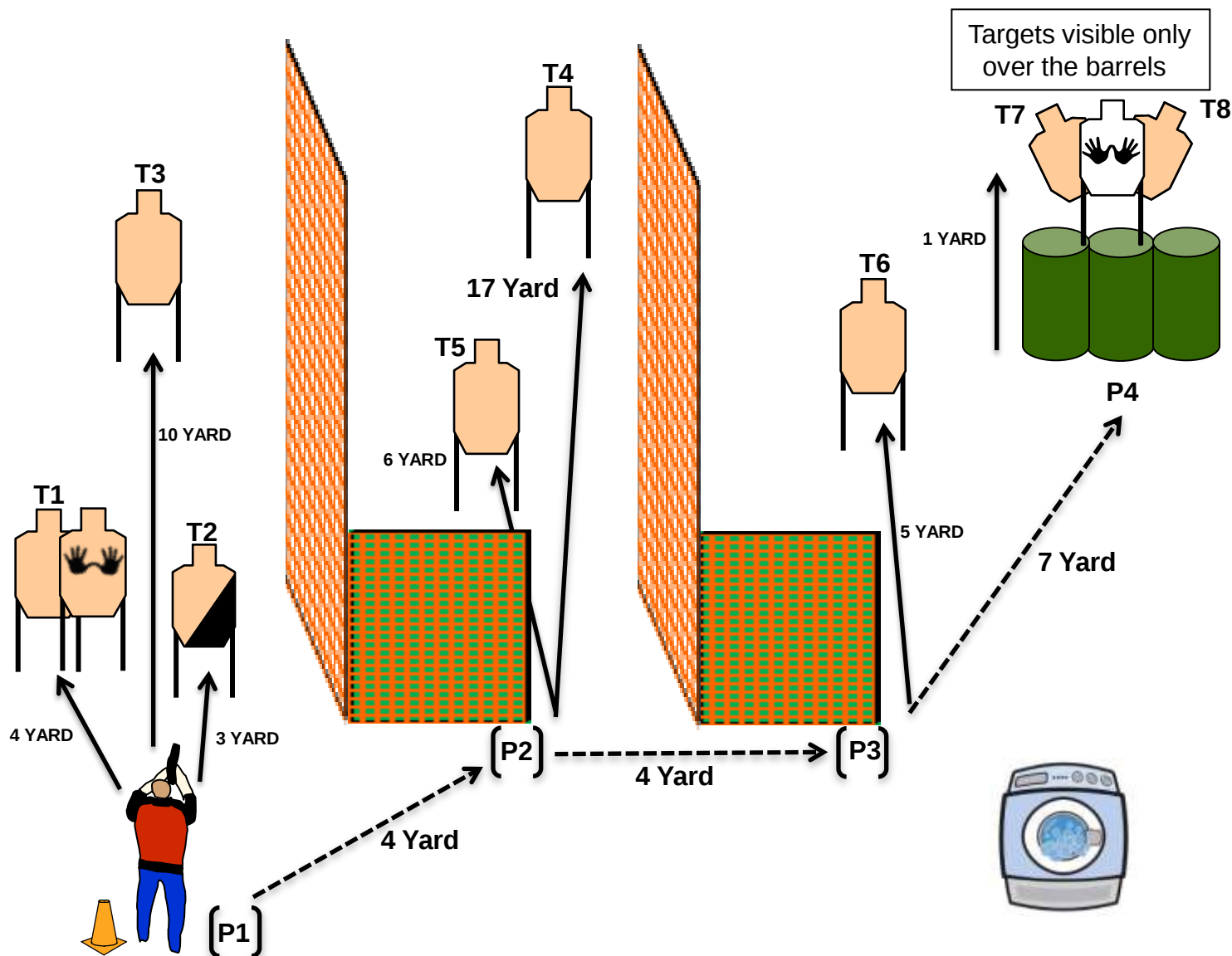
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RULES:

Current IDPA Rulebook

COVER GARMENT:

Required





North West Cup 2016 Stage 6 – A different night

Course Designer: Tellaroli Patrick



SCENARIO

You are going to bed early as you have a long day ahead of you. Just as you lie down you hear gunfire. Take your gun from the bedside table and get rid of the armed thieves.

START CONDITION

At P1, seated on the bed with hands on your knee. Gun on the bedside table loaded with 6 rounds, chambered rounds. Others magazines on another table.

STAGE PROCEDURE

At the signal stand up, grab your gun and take all the magazine from the table, go to P2 and engage T1 to T3 in tactical priority. Then go to P3, open the door and from cover engage S1 that will activate T4 and T5. Finally move to P4 and from low cover (at least one knee on the ground) engage S2 that will activate T6.

STRINGS:

1

SCORING:

14 rounds, Unlimited

TARGETS:

6 threat, 2 non threat, 2 Steel

SCORED HITS:

Best 2 per target/steels fallen down

START-STOP:

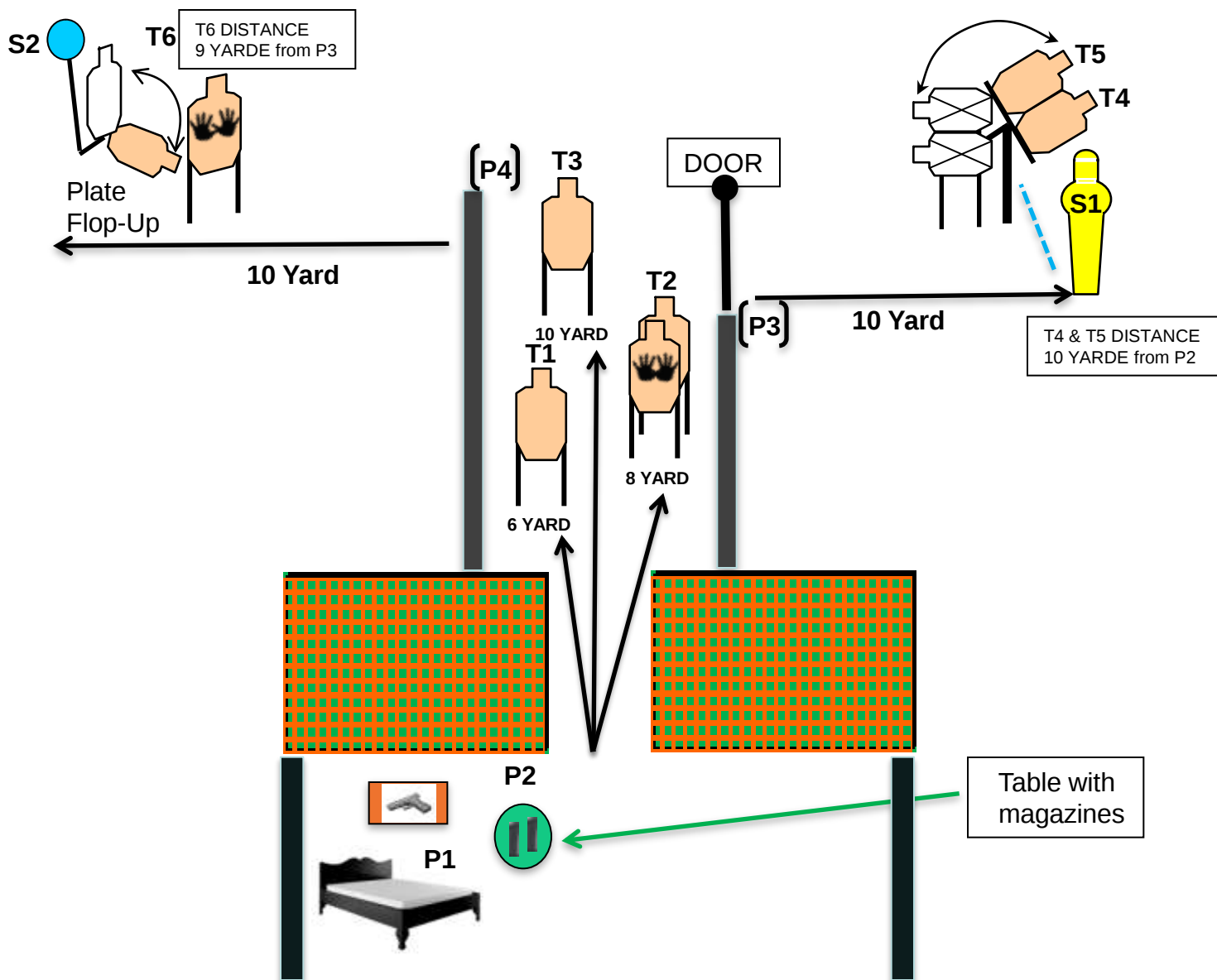
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RULES:

Current IDPA Rulebook

COVER GARMENT:

Required





TACTICAL TEAM ASD – IDPA C273651

North West Cup 2016

Stage 7 - In the Kitchen

Course Designer: Tellaroli Patrick



SCENARIO

You are cooking in the kitchen when suddenly a bunch of robbers enter and aim a gun at your family. Take out your gun and end the situation.

START CONDITION

At P1 while using a rolling pin. Handgun loaded to division capacity. Chambered round.

STAGE PROCEDURE

At the signal leave the rolling pin, grab your gun and go to P2, open the fridge that will activate T1 that must be engaged. While moving to P3 engage T2 and T3. From P3 engage T4. Finally move to P4 and engage T5 to T7 in tactical priority. Note: the fridge can be considered as cover.

STRINGS:

1

SCORING:

14 rounds, Unlimited

TARGETS:

7 threat, 2 non threat

SCORED HITS:

Best 2 per target

START-STOP:

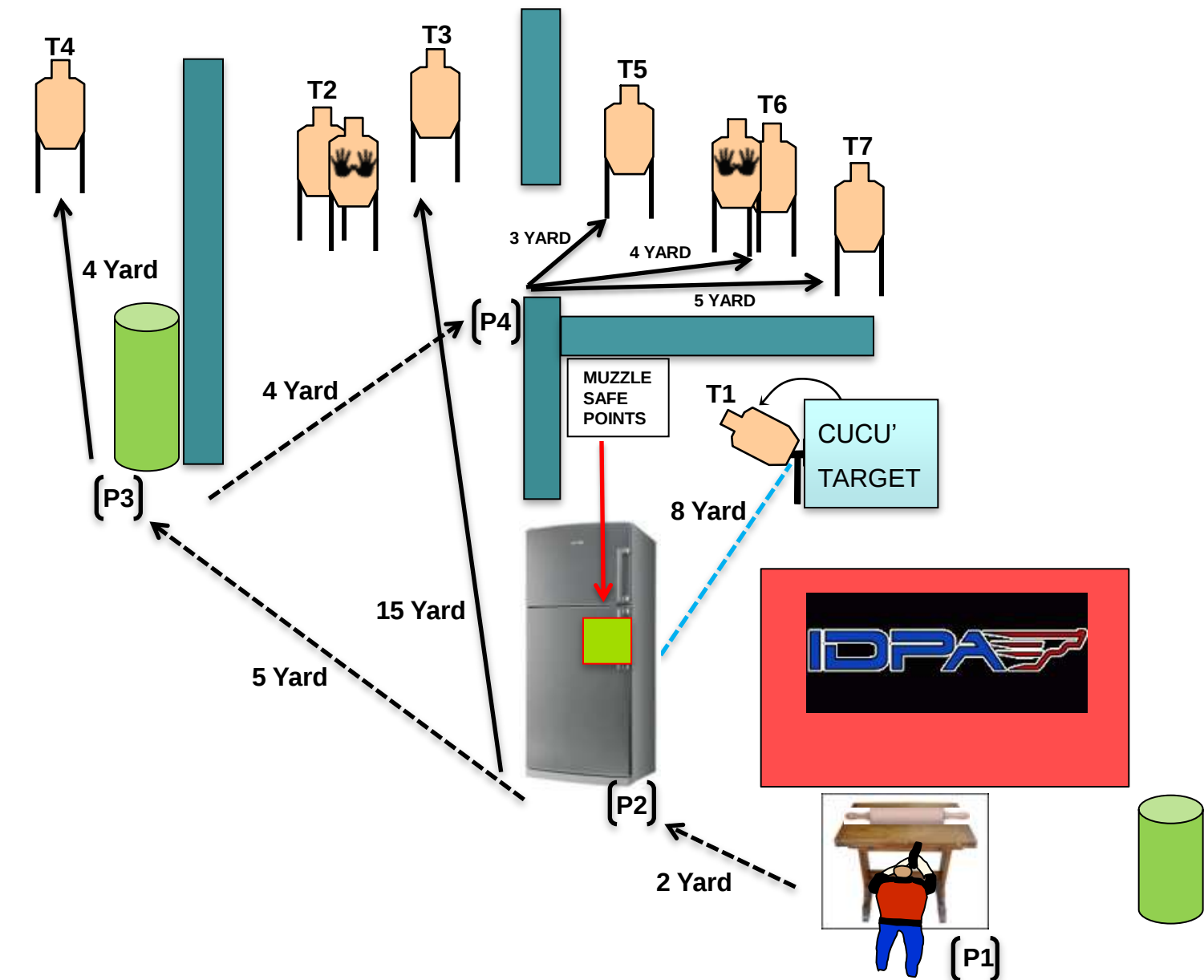
Audible - Last shot

RULES:

Current IDPA Rulebook

COVER GARMENT:

Required





TACTICAL TEAM ASD – IDPA C273651

North West Cup 2016 Stage 8 - In the dockyard

Course Designer: Zanni Flavio



SCENARIO

You are on scaffolding painting a wall. Suddenly a group of petty criminals come up to you and aim their guns at you demanding money. Take your gun out and finalize.

START CONDITION

Standing at P1 on the scaffolding, roller brush held with two hands. Holstered gun, loaded at division capacity, chambered round.

STAGE PROCEDURE

At the stand by signal, start to paint the wall and at the signal, leave the brush and engage T1 to T3 in tactical priority. From the window engage in tactical priority T4 and S1 that will activate T5. Finally move to the right side of the wall and engage T6.

STRINGS:

1

SCORING:

13 rounds, Unlimited

TARGETS:

6 threat, 2 non threat, 1 Steel

SCORED HITS:

Best 2 per target/steels fallen down

START-STOP:

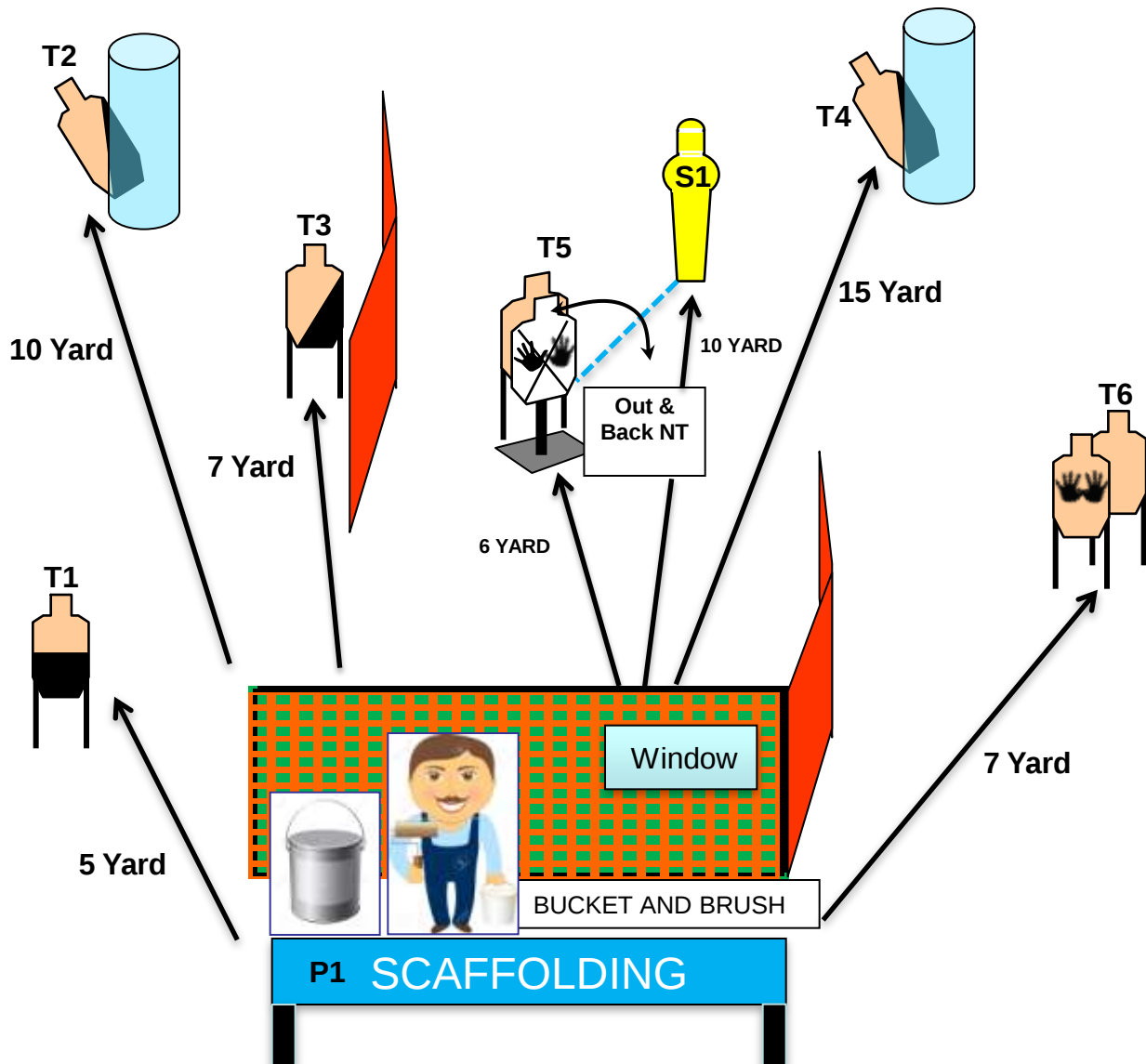
Audible - Last shot

RULES:

Current IDPA Rulebook

COVER GARMENT:

Required





TACTICAL TEAM ASD – IDPA C273651

North West Cup 2016 Stage 9 – At the campground

Course Designer: Zanni Flavio



SCENARIO

You want some peace and quiet and so you decide to go on a wonderful camping trip with your 3 best friends. You have just lit a fire when a group of delinquents threaten you. Take out your gun and end the situation.

START CONDITION

At P1 sit down in front of the fireplace. Holstered gun, loaded at division capacity, chambered round.

STAGE PROCEDURE

At the signal stand up and engage while moving, T1, T2 and T3 when they became visible. Move to P2 (You decide which side) and engage from cover the visible targets in tactical priority. Finally, move to P3 and in low cover (at least one knee on the ground) engage T6 through the tent. T6 is visible only kneeling down.

STRINGS:

1

SCORING:

12 rounds, Unlimited

TARGETS:

6 threat, 1 non threat

SCORED HITS:

Best 2 per target

START-STOP:

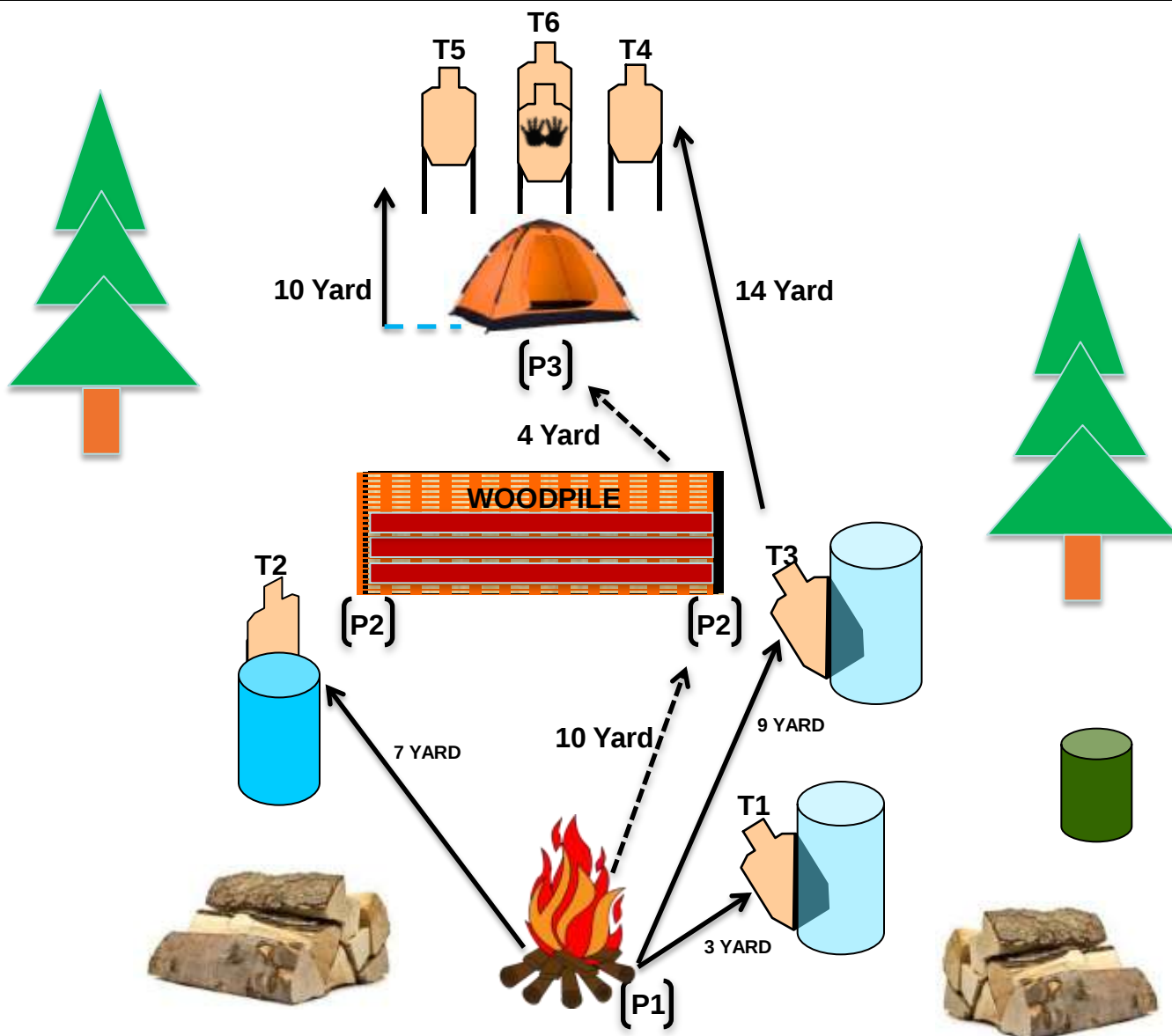
Audible - Last shot

RULES:

Current IDPA Rulebook

COVER GARMENT:

Required





TACTICAL TEAM ASD – IDPA C273651

North West Cup 2016 Stage 10 – The woodcutter

Course Designer: Zanni Flavio



SCENARIO

You are sawing some wood when a group of delinquents attack you and try to stab you. Defend yourself !

START CONDITION

In P1 holding a chainsaw with both hands. Holstered gun, loaded at division capacity, chambered round.

STAGE PROCEDURE

At the signal pull out with both hands the chainsaw from the log. Then, while holding the chainsaw with your weak hand, moving forward and engage T1, T2 and T3. Put the chainsaw on the table and from P2 engage T4 and from P3 engage S1 that will activate T5 and T6.

STRINGS:	1
SCORING:	13 rounds, Unlimited
TARGETS:	6 threat, 2 non threat, 1 Steel
SCORED HITS:	Best 2 per target/steels fallen down
START-STOP:	Audible - Last shot
RULES:	Current IDPA Rulebook
COVER GARMENT:	Required

