



BAY 1 – STAGE 1 SCENARIO ASSAULT AT THE VALUABLES WAREHOUSE

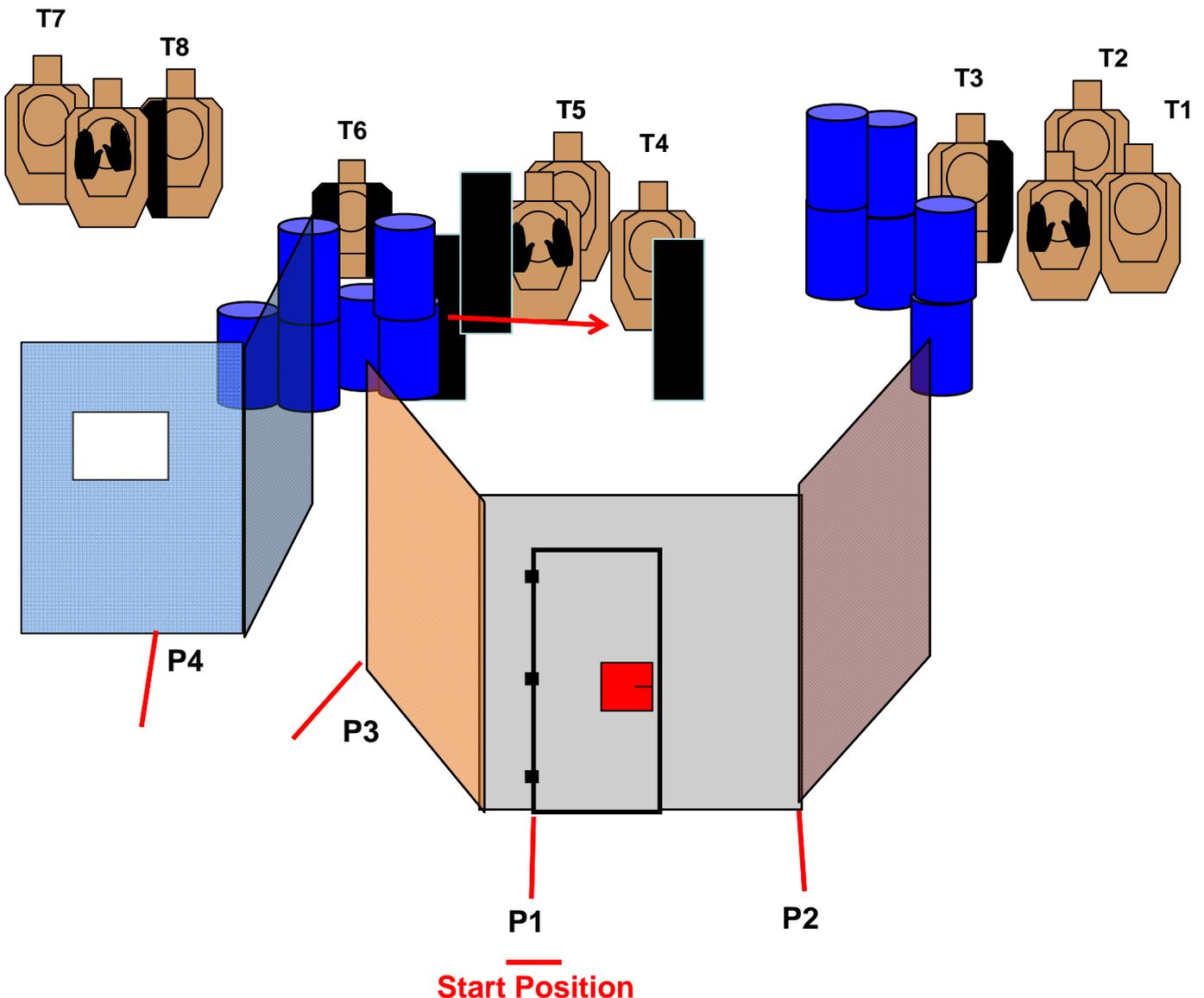


SCENARIO: Your valuables warehouse burglar alarm has been activated. While opening the door you suddenly face an armed band of criminals who are already inside the warehouse and are already stealing while holding the private security officers as hostages. Other members of the band are hauling the stolen goods in the back of the warehouse. They shout at you “don’t move”! while aiming you the gun. You must react.

START POSITION: standing in P1 in front of the door, gun loaded and holstered. Magazines at division capacity.

STAGE PROCEDURE: At the signal all targets must be engaged in tactical priority from the specified PoC. Opening the door (using any hand) will activate the mover on the T4 and T5 targets. T4 and T5 are only visible from P1.
(The Points of Cover P1, P2, P3 are interchangeable)

STRINGS: 1 - Unlimited
SCORING: 16 rounds min,
TARGETS: 8 IDPA, 3 NT,
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RANGE: 7-12 yards
CONCEALMENT: Required
RANGE SAFETY RULES: Pointing the muzzle over the berm is prohibited. Muzzle safe plane: 180 degree rule.





STAGE 2 - BAY 2 SCENARIO IN THE GARDEN

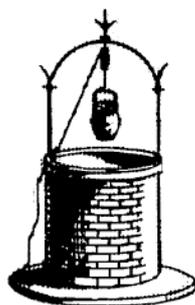
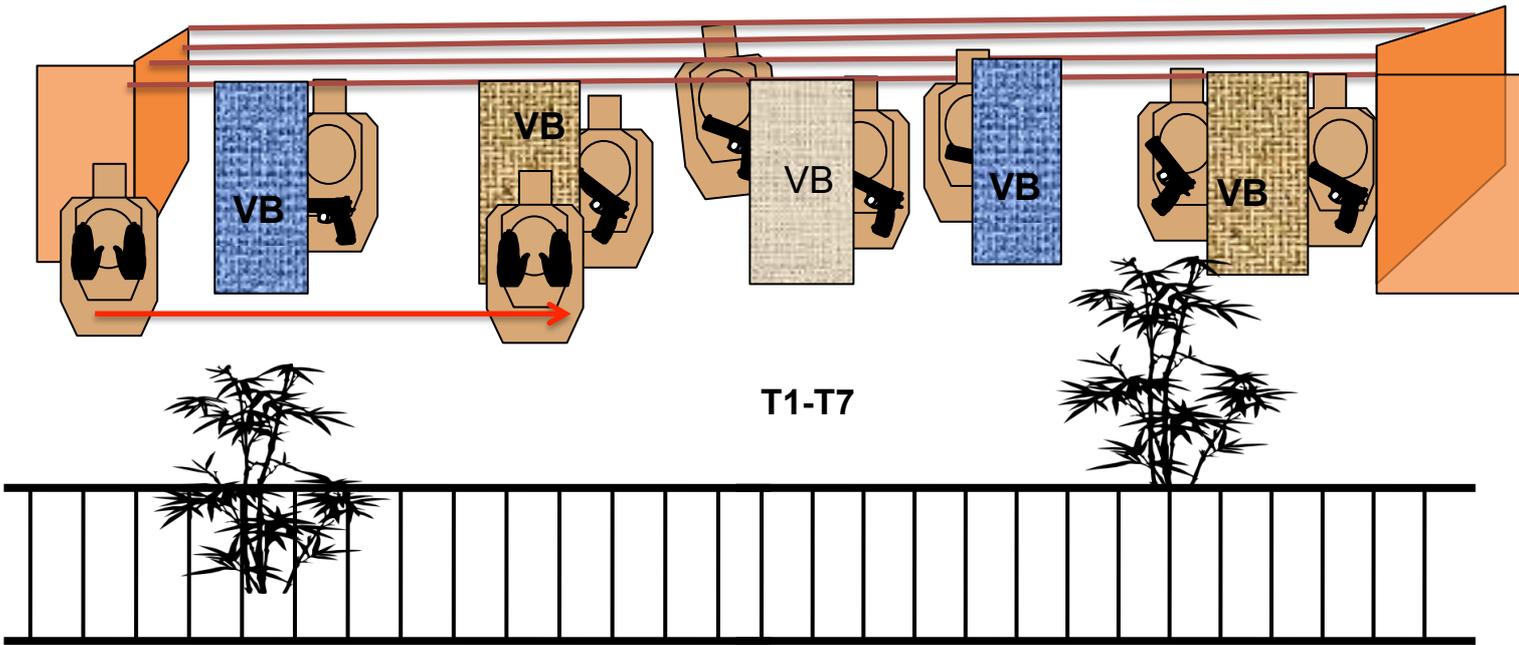


SCENARIO: You are pumping some water from the well while you suddenly hear screams coming from your neighbor's garden. A band of criminals has decided to rob him, they are kidnapping him and they have realized that you have seen them. They already try to shoot you from the neighbor's garden. Defend yourself!

START POSITION: Standing in P1 facing up-range holding the rope with both hands, gun loaded and holstered, magazines at maximum division capacity.

STAGE PROCEDURE: At the signal pull the rope then draw the gun engaging all targets "in the open". The rope will activate the mover with two NT targets. Shooter can move alongside the fencing but can't cross it.

STRINGS: 1- Unlimited
SCORING: 14 rounds minimum
TARGETS: 7 IDPA, 2 NT
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
CONCEALMENT: Required
RANGE: 9-10 yards
RANGE SAFETY RULES: Pointing the muzzle over the berm is prohibited. Muzzle safe plane: 180 degree rule.



Start Position
P1





STAGE 3 - BAY 3 SCENARIO DEFENSE AT THE EMBASSY



SCENARIO: You are inside the Embassy that is under attack by a group of terrorists. Some of them has already started to shoot. They want to enter the Embassy. They have reached the entrance, you must use your gun. Be careful with unarmed civilians.

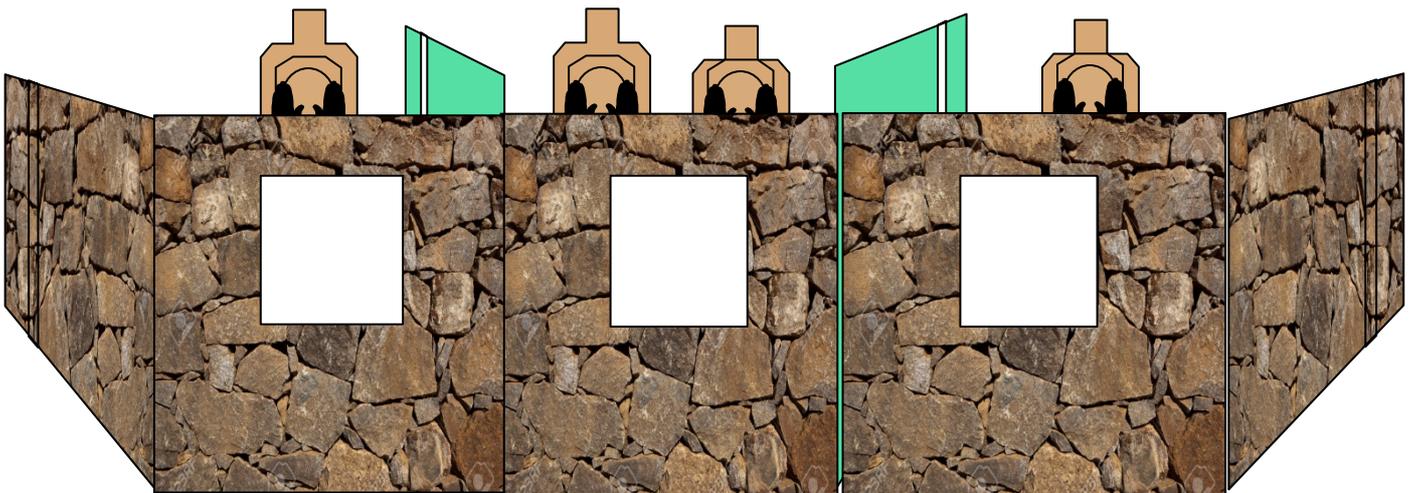
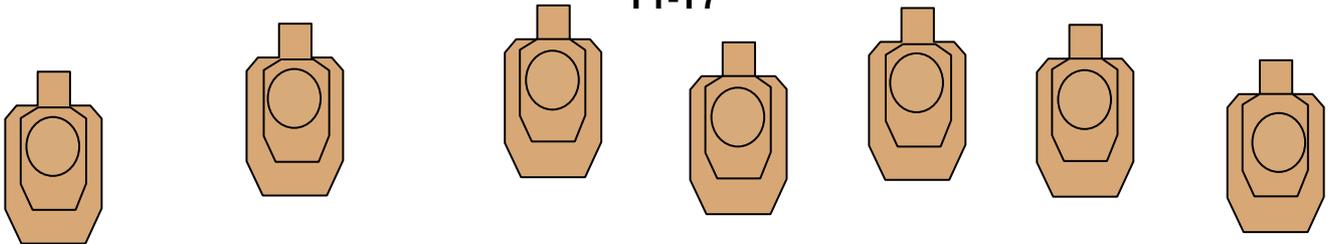
START POSITION: Standing in P1, gun loaded and holstered, magazines at maximum division capacity.

STAGE PROCEDURE: At the signal engage all the visible targets from the points of cover.

(Points of cover P2, P3, P4 and P5 are interchangeable)

STRINGS: 1
SCORING: 14 rounds min, Unlimited
TARGETS: 7 IDPA, 4 NT,
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RANGE: 7-8 yards
CONCEALMENT: Required
RANGE SAFETY RULES: Pointing the muzzle over the berm is prohibited. Muzzle safe plane: 180 degree rule.

T1-T7



P4

P2 P3

P1

P5

Start Position



STAGE 4 - BAY 4 SCENARIO PHARMACEUTICAL COMPANY



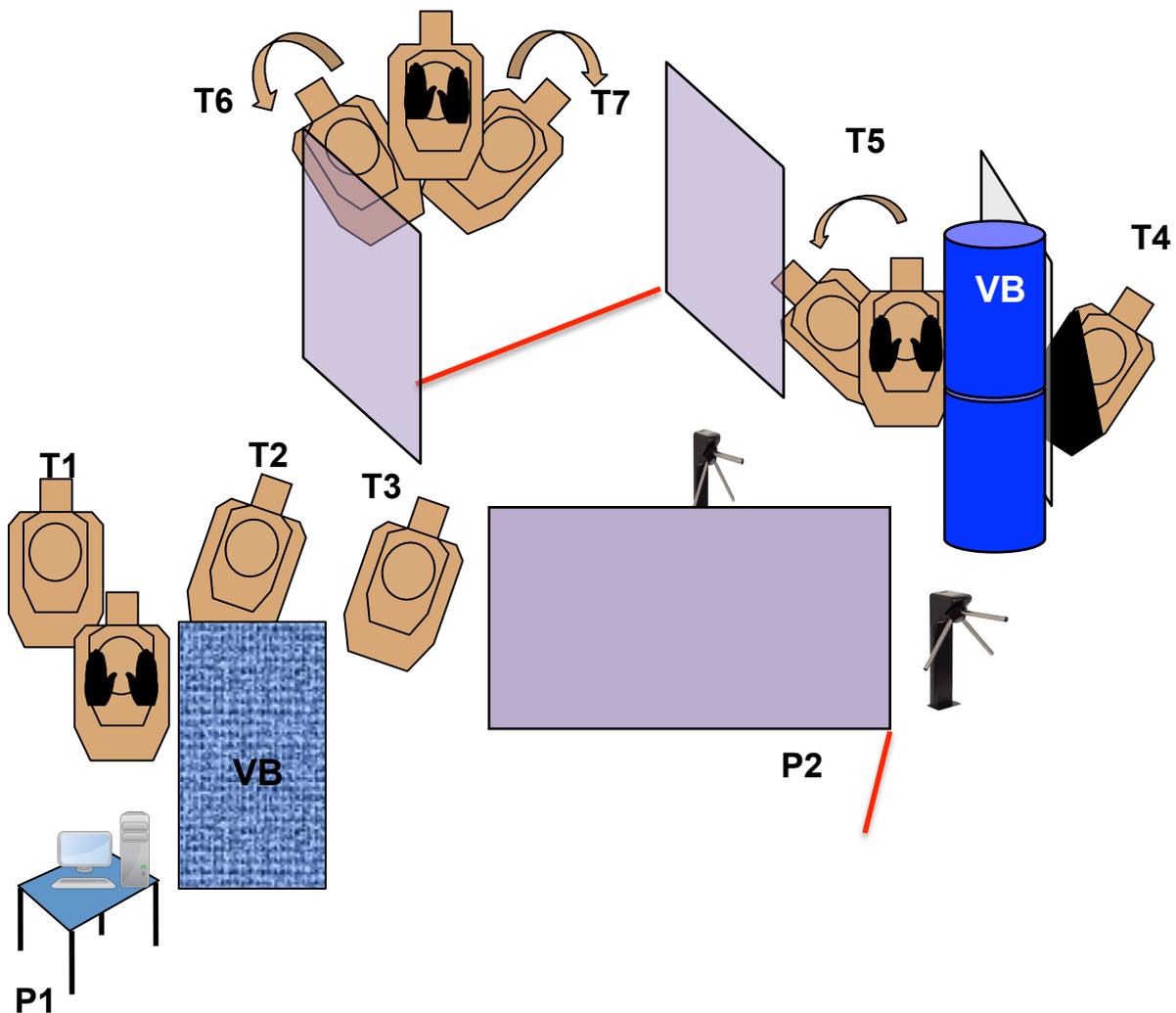
SCENARIO: You are an armed private security guard of a pharmaceutical company. You are registering the entrance of a visitor and you realize that a bunch of criminals have entered the company and are stealing extremely dangerous viruses. They realize you have unearth them and you are forced to start a gun fight.

START POSITION: Standing in P1 with both hands on the PC keyboard. Gun loaded and holstered, magazines at maximum division capacity.

STAGE PROCEDURE: At the signal engage "on the move" T1-T2 and T3 towards the PoC (P2). In P2, using cover, engage T4. T5 -T6 and T7 must be engaged "on the move" through the turnstiles that will activate the movers.

(T4 is only visible in P2 and not after having left the PoC. T5, T6 and T7 are only visible with the action of the turnstiles that will activate them.

STRINGS: 1
SCORING: 14 rounds min, Unlimited
TARGETS: 7 IDPA, 3 NT,
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RANGE: 3-9 yards
CONCEALMENT: Required
RANGE SAFETY RULES: Pointing the muzzle over the berm is prohibited. Muzzle safe plane:180 degree rule.



Start Position



STAGE 5 - BAY 5 SCENARIO FIRST DAY OF WORK

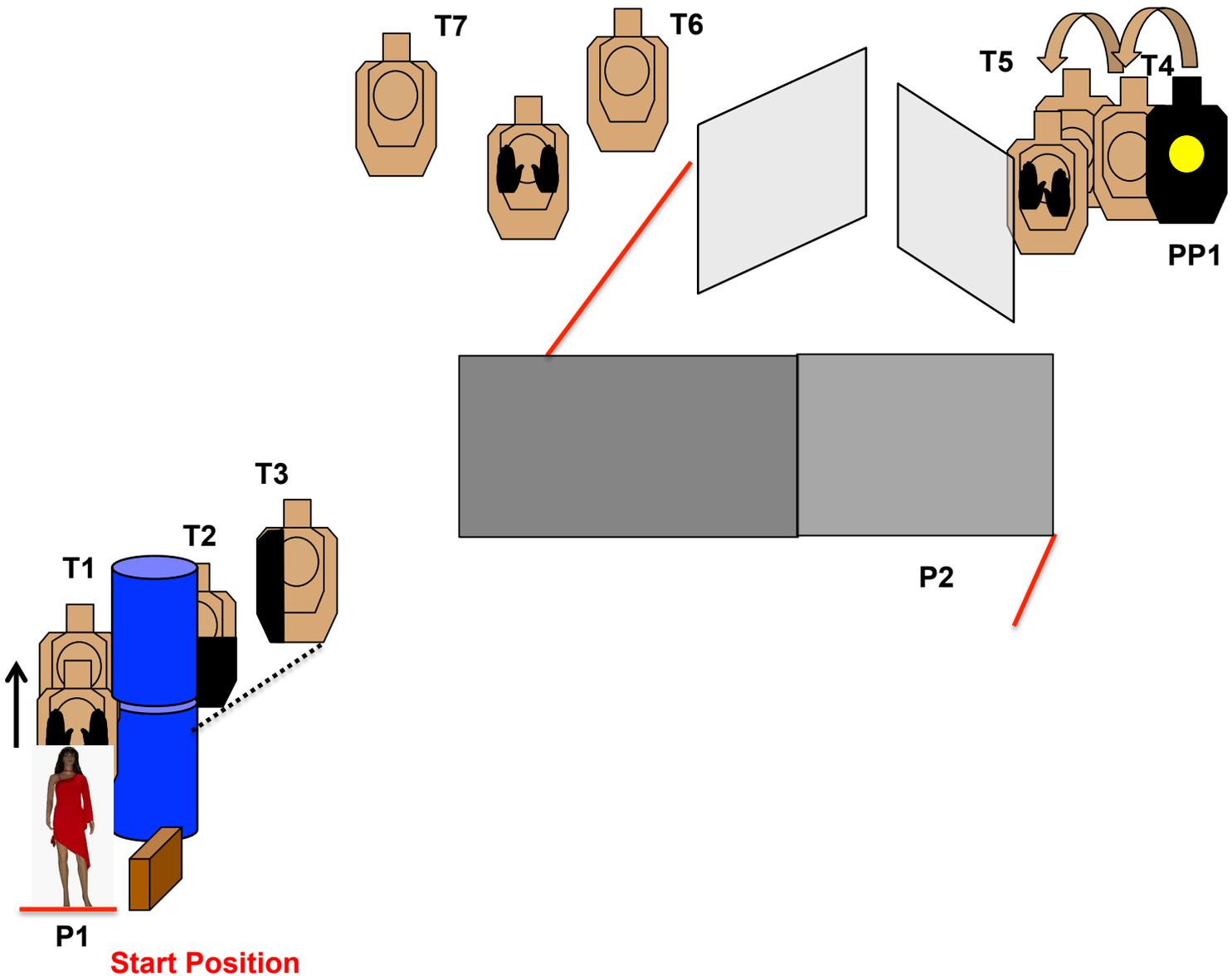


SCENARIO: It is your first day of work as an armored. You are going to pick up a bag of money when you are suddenly assaulted by armed robbers. Defend yourself.

START POSITION : Standing in P1 with both hands grabbing the mannequin. Gun loaded and holstered, magazines at maximum division capacity.

STAGE PROCEDURE: At the signal let go the mannequin that while falling down will activate T1. Engage T1 stationary, grab the small suitcase and then engage T2-T3 "on the move" while moving to P2. In P2 engage PP1 that will activate T4 and T5 and then engage T6 and T7 "on the move". The small suitcase can be layed on the ground but must be carried until the end of the CoF. PP1, T4 and T5 are only visible from P2 when using cover. (T6 and T7 are only visible after leaving P2).

STRINGS: 1
SCORING: 15 rounds min, Unlimited
TARGETS: 7 IDPA, 3 NT, 1 steel
SCORED HITS: Best 2 per target – steel down
START-STOP: Audible - Last shot
RANGE: 3-10 yards
CONCEALMENT: Required
RANGE SAFETY RULES: Pointing the muzzle over the berm is prohibited. Muzzle safe plane: 180 degree rule.





STAGE 6 - BAY 6 SCENARIO TOILET

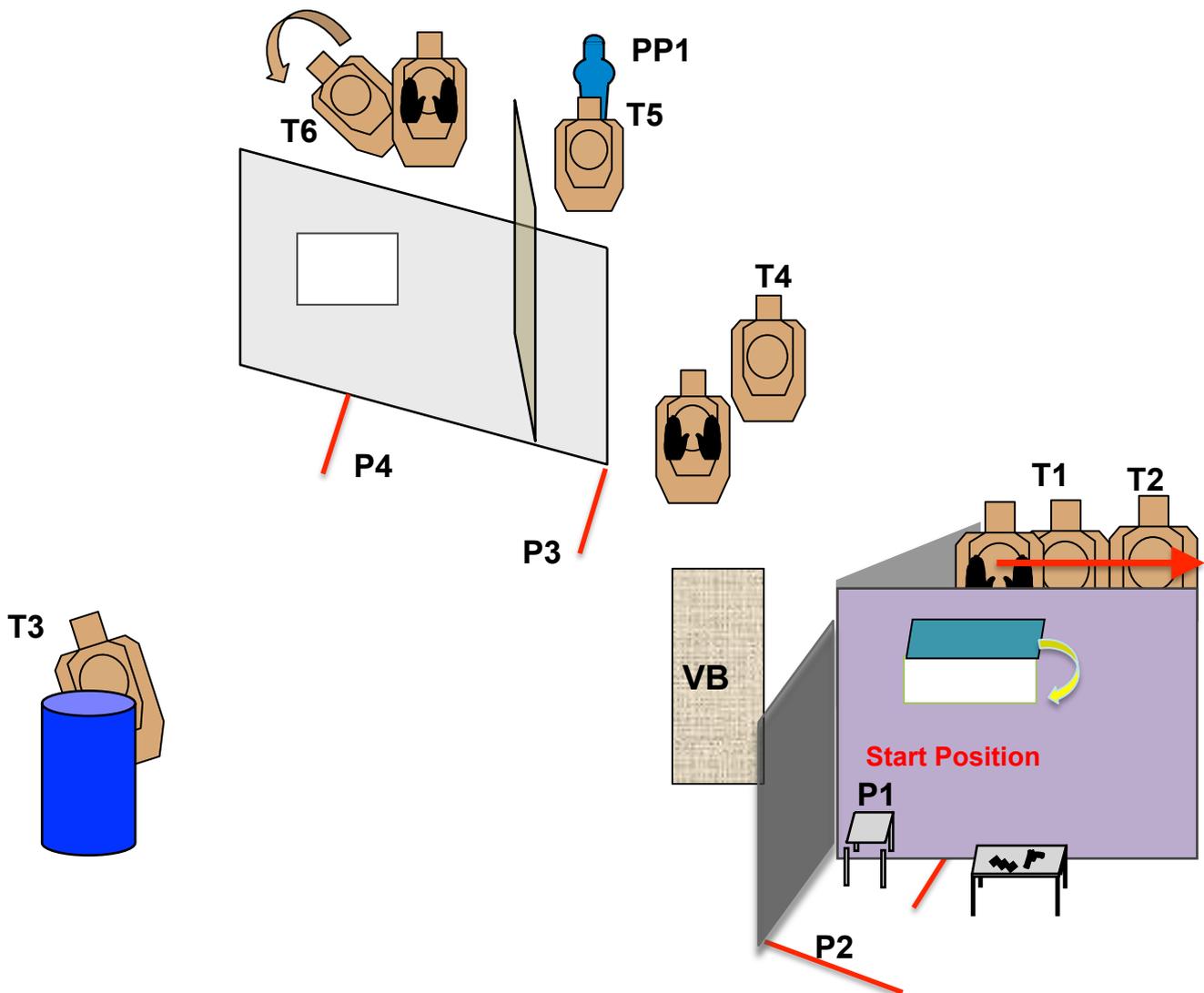


SCENARIO: You know that you are a very dangerous witness and they have already tried to kill you many times. For this reason you bear your gun everywhere. While you are at home at the toilette, one of your rivals with his accomplices enter the house trying to kill you. You must defend yourself and your relatives.

START POSITION: In P1 seated on the toilet, hands on your knees, gun loaded on the table together with all magazines loaded at maximum division capacity.

STRINGS: 1
SCORING: 12 rounds min, Unlimited
TARGETS: 6 IDPA, 3 NT, 1 Steel
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RANGE: 4-11 yards
CONCEALMENT: **NOT Required**
RANGE SAFETY RULES: Pointing the muzzle over the berm is prohibited. Muzzle safe plane: 180 degree rule.

STAGE PROCEDURE: At the signal stand up and engage T1 and T2 from the window (P1). Opening the window will activate the mover. Engage T3 from the PoC P2. T4 must be engaged "on the move". Engage T5 from the PoC P3 with an activator behind the target that will activate the mover T6 that must be engaged from the window (P4).





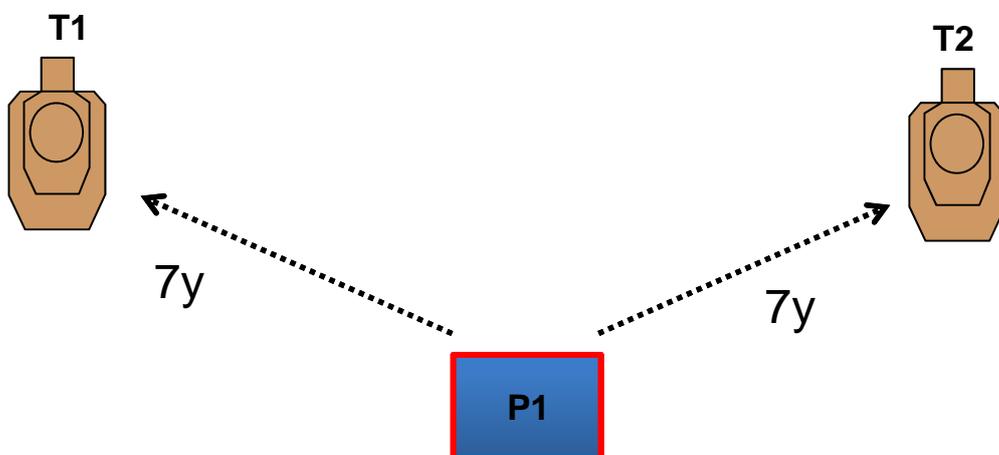
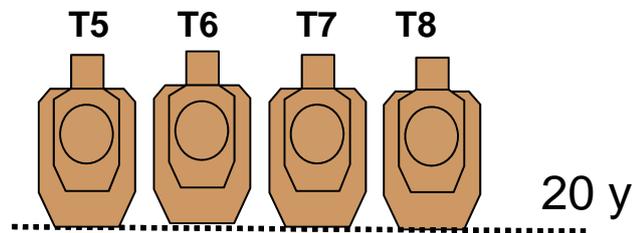
BAY 8 – STAGE 7 STANDARD



START POSITION: Standing in P1 holding the gun loaded at division capacity with the weak hand at 45° angle.

STAGE PROCEDURE: At the signal engage T1 – T2 with the weak hand only, T3 and T4 with the strong hand only. The remaining targets T5-6-7-8 can be engaged free style

STRINGS: 1
SCORING: 16 rounds min, **LIMITED**
TARGETS: 8 IDPA,
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RANGE: 7-20 yards
CONCEALMENT: **NOT Required**
RANGE SAFETY RULES: Pointing the muzzle over the berm is prohibited. Muzzle safe plane: 180 degree rule.



Start Position



STAGE 8 - BAY 9 SCENARIO AT THE STABLES

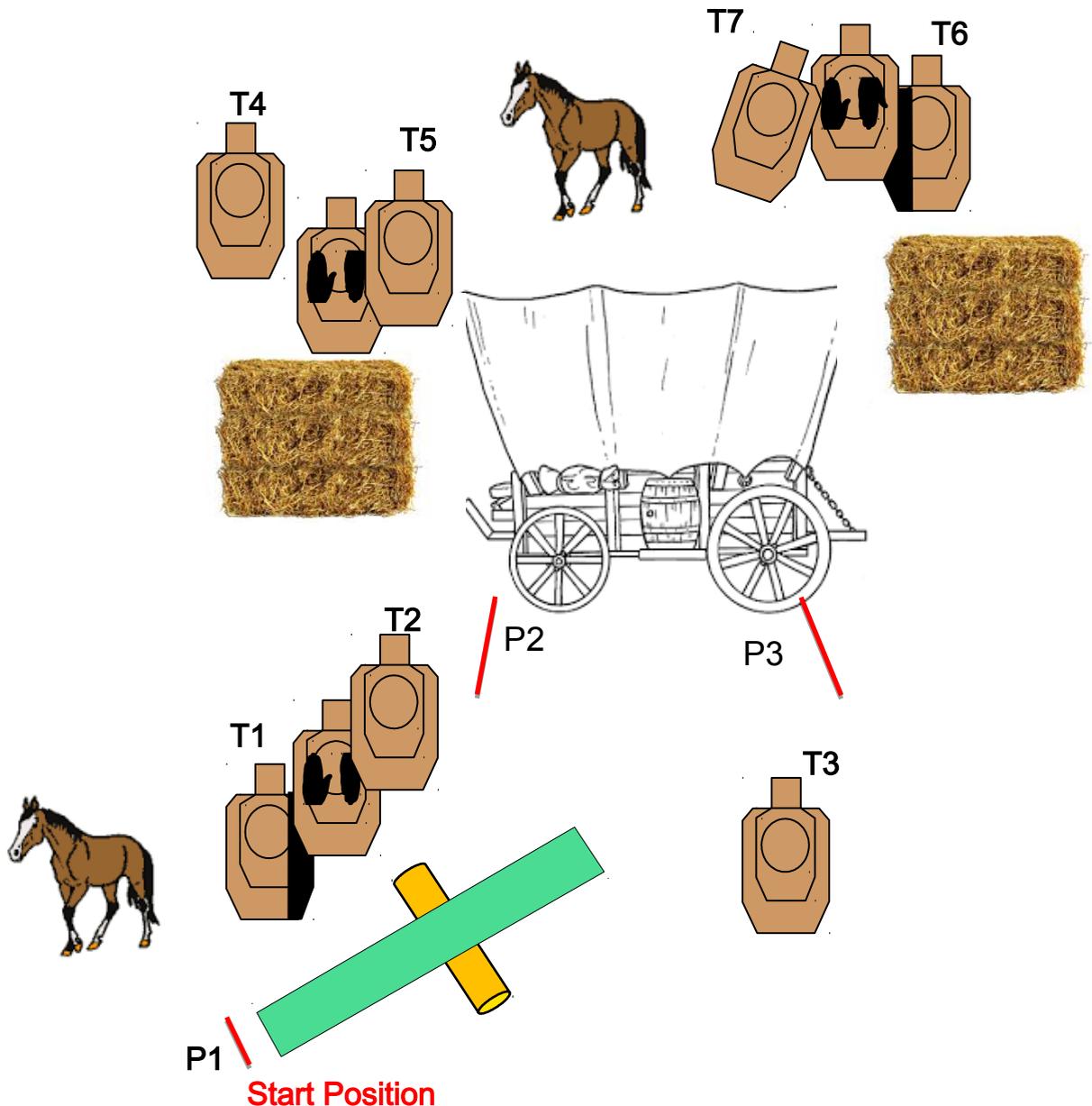


SCENARIO: You are the owner of a high value thoroughbred . The Farm's burglar alarm has been activated during the night and you decide to pick up your gun and to verify what's happening. You then realize that a bunch of individuals are trying to steal your stallion! They realize of your presence and they start shooting at you. Take cover and defend yourself.

START POSITION: Standing in P1, gun holstered and loaded, magazines at division capacity.

STAGE PROCEDURE: At the signal start walking on the wood made bridge and engage T1-2-3 "on the move" from the bridge. Engage the remaining targets from P2 and then from P3 in lateral low cover (only P3 is low cover).
P2 and P3 are interchangeable

STRINGS: 1 - Unlimited
SCORING: 14 rounds min
TARGETS: 7 IDPA, 3 NT,
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
CONCEALMENT: Required
RANGE: 2 – 10 yards
RANGE SAFETY RULES: Pointing the muzzle over the berm is prohibited. Muzzle safe plane: 180 degree rule.





STAGE 9 – BAY 10 SCENARIO AIRPORT SECURITY



SCENARIO: You are an armed Airport security officer. You realize that there are several armed perpetrators inside a check in area who are starting to shoot. You have a very few time to save your and other lives while people is screaming.

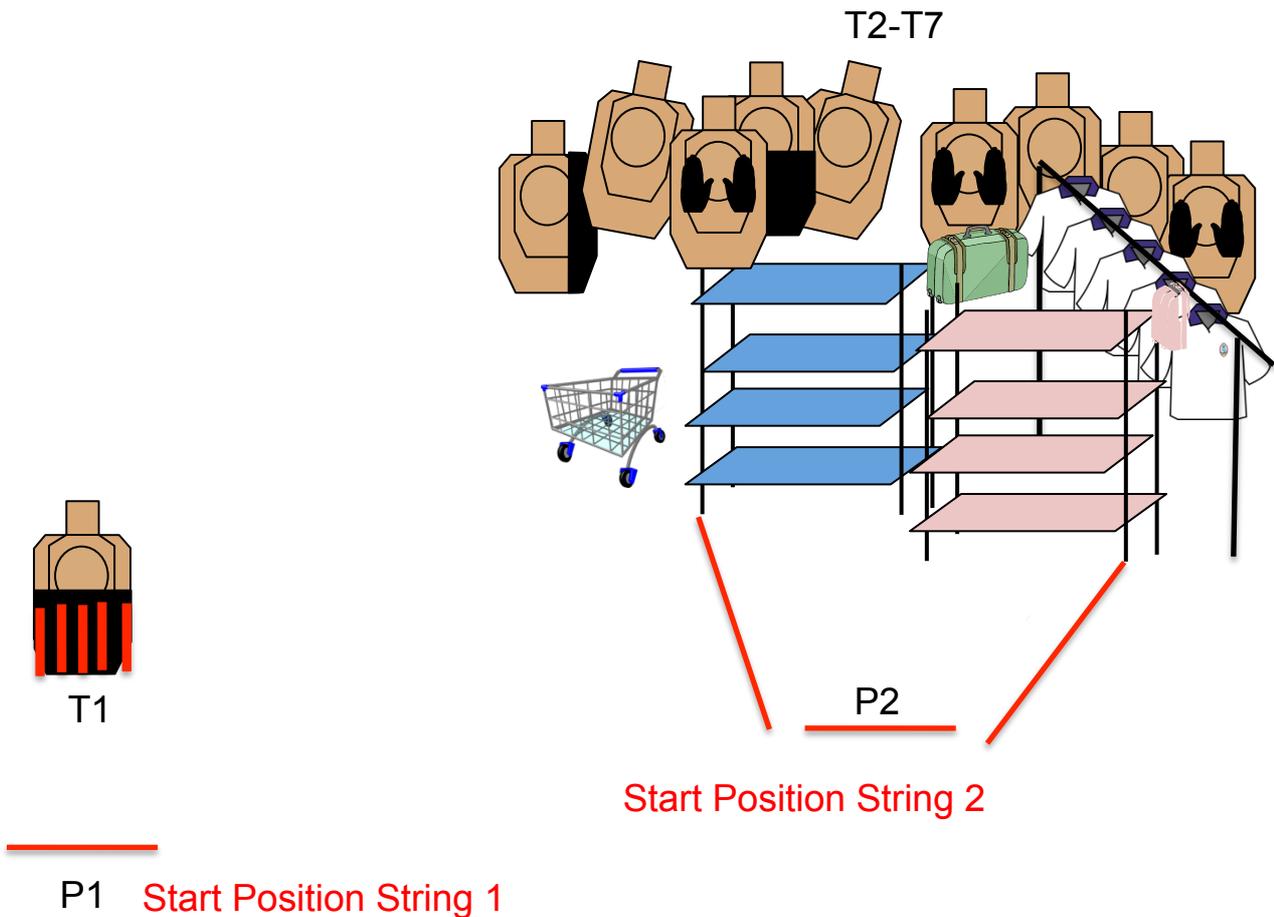
START POSITION: For both strings, standing in the SP facing up range, gun loaded and holstered, magazines at maximum division capacity.

STAGE PROCEDURE:

String 1: At the signal turn over and engage T1 stationary with this order of procedure: 1 shot at the body and 4 at the head. After String 1 an administrative reload can be performed before moving to P2.

String 2: In P2 at the signal turn over and engage all the targets “in the open” with at least two rounds respecting the FL inside area.

STRINGS: 2 - UNLIMITED
SCORING: 17 rounds min
TARGETS: 7 IDPA, 3 NT
SCORED HITS: Best 2 per target – (T1 1B e 4H)
START-STOP: Audible - Last shot
RANGE: 4-7 yards
CONCEALMENT: Required
RANGE SAFETY RULES: Pointing the muzzle over the berm is prohibited. Muzzle safe plane: 180 degree rule.





BAY 11 –STAGE 10 SCENARIO ANTIQUÉ DEALER

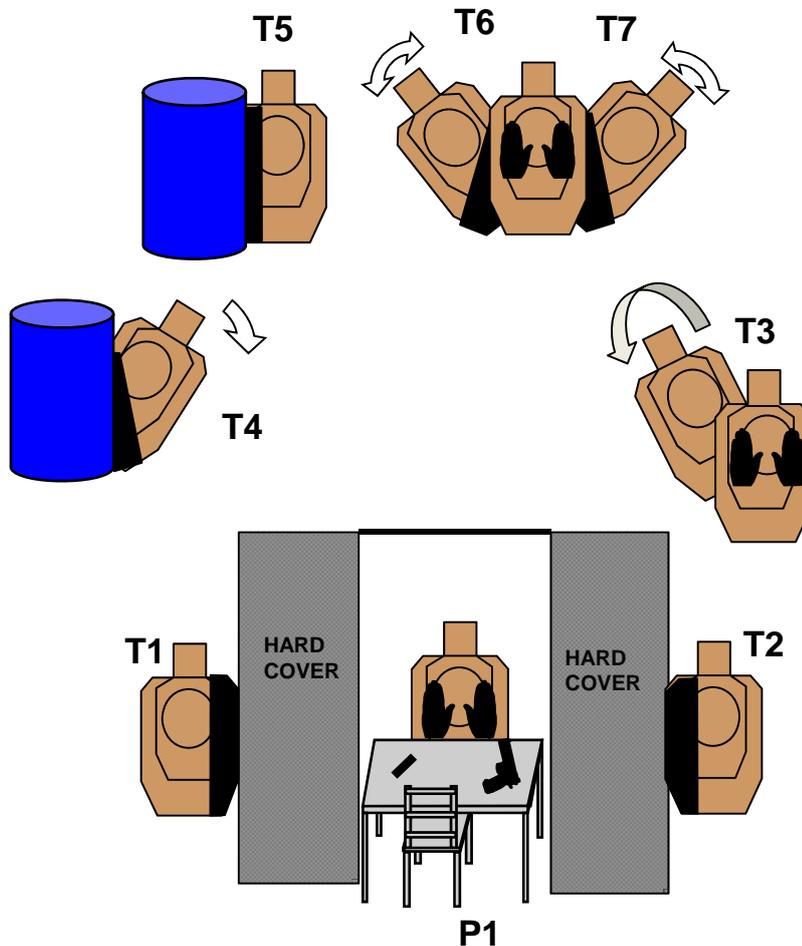


SCENARIO: You are seated while negotiating with a customer who wants to buy a very rare and expensive object. All of a sudden a gang of criminals enter the shop, draw their guns pointing at you and the customer. They want to rob you, respond !.

START POSITION: Seated at the table while simulating to clean an antique gun on the table, shred in one hand and the antique gun in the other. Gun loaded and holstered, magazines at maximum division capacity.

STAGE PROCEDURE: At the signal let go the antique gun, draw and engage T1 and T2 while seated, overturn the table and engage the T3 to T7 targets in tactical priority over the table in low cover. Overturning of the table will activate the movers.

STRINGS: 1 Unlimited
SCORING: 14 rounds min
TARGETS: 7 IDPA, 3 NT
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RANGE 2 -12 yards
CONCEALMENT: Required
RANGE SAFETY RULES: Pointing the muzzle over the berm is prohibited. Muzzle safe plane:180 degree rule.



Start Position



STAGE 11 – BAY 12 SCENARIO RETURN TO THE FARM

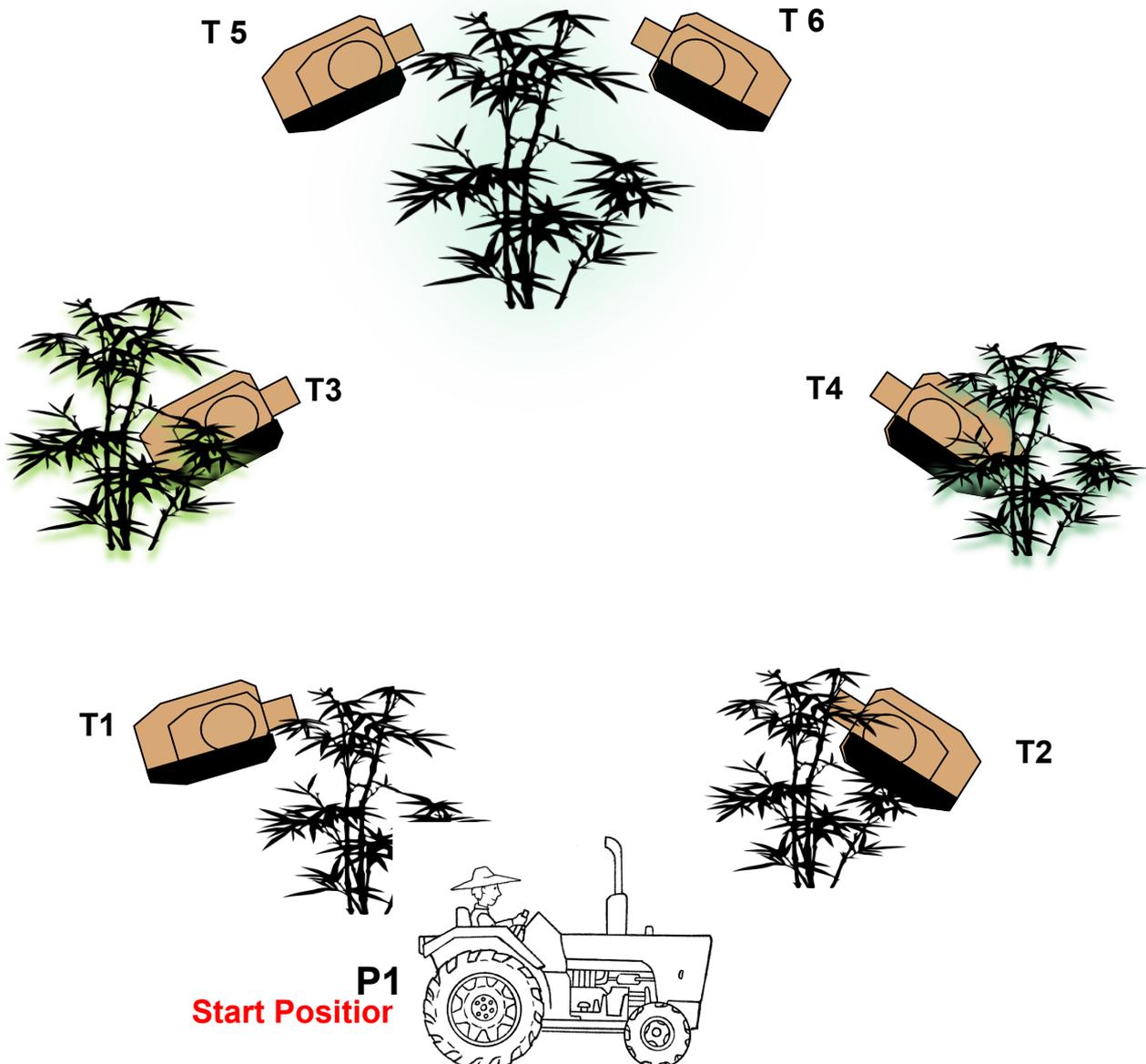


SCENARIO: You are hauling provisions to your farm that will be needed for you and your family for an upcoming freezing and long winter. A pack of ferocious and hungry animals is attracted by the smell of your food has decided to attack you. Defend yourself.

START POSITION: In P1 seated on the vehicle with both hands on the steering, gun loaded and holstered, magazines at maximum division capacity.

STAGE PROCEDURE: At the signal engage all the targets in tactical priority remaining seated on the vehicle.

STRINGS: 1
SCORING: 12 rounds min, Unlimited
TARGETS: 6 IDPA
SCORED HITS: Best 2 per target
START-STOP: Audible - Last shot
RANGE: 7-14 yards
CONCEALMENT: Required
RANGE SAFETY RULES: Pointing the muzzle over the berm is prohibited. Muzzle safe plane: 180 degree rule.





STAGE 12 – BAY 13 SCENARIO ASSAULT ON THE BUS



SCENARIO: You are an undercover police officer and you are travelling on a urban bus. You hear some screams behind you and you understand a band of criminals has decided to abduct the bus and its occupants to kill them. Intervene immediately to avoid the worst.

START POSITION: Standing in P1 on the platform facing up range with both hands holding strong the handle, gun loaded and holstered, magazines at maximum division capacity.

STAGE PROCEDURE: At the signal turn over and engage all targets in tactical priority, remaining on the platform. There are no covers and the platform is unsteady and moving.

STRINGS: 1
SCORING: 12 rounds min, Unlimited
TARGETS: 6 IDPA – 3 NT
SCORED HITS: Best 2 per target..
START-STOP: Audible - Last shot
RANGE 4-10 yards
CONCEALMENT: Required
RANGE SAFETY RULES: Pointing the muzzle over the berm is prohibited. Muzzle safe plane:180 degree rule.

