

STAGE 1

HOTEL

Stage designer: Barnabas Antal

Scoring	Unlimited
Round count	18
Targets	9 threat, 5 non-threat, 0 steel
Scored hits	Best 2 per target
Distance of targets	3-12y
All movement	16y
Start Stop	Audible - Last shot
Rules	Current IDPA rulebook
Muzzle safe	180°horizontally, vertically the height of the berm - also during the reload
Concealment	Required
Notes	Bag drop to the table (A) activates T2, T4 targets, targets remain visible. T1, T2, T3 are in the open.

Scenario:

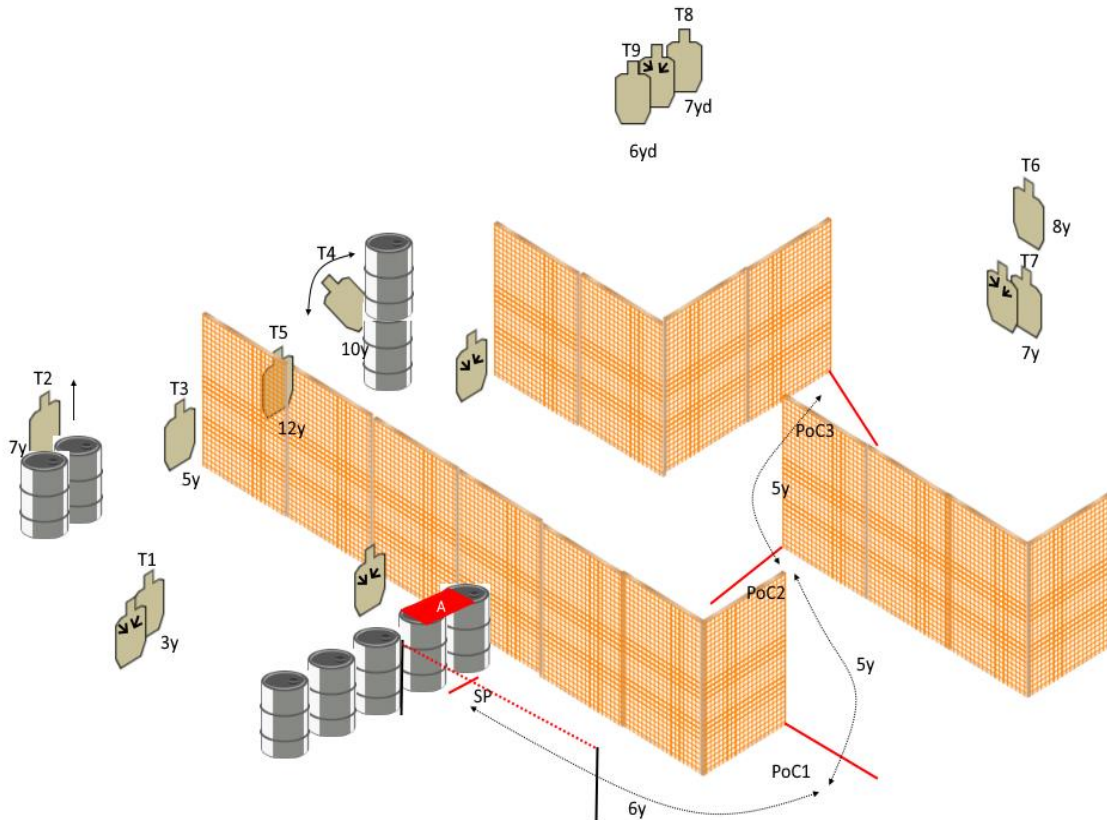
You're about to check in to the hotel when armed bad guys attack the guests and hotel staff. Protect yourself...

Start position:

Standing at SP, facing downrange, relaxed, gun loaded to division capacity, holstered, all remaining magazines on the shooter's person. Feet touch the mark. Bag in hands. PCC: ready hip level, same, bag in

Stage procedure:

At the start signal, shooter engage all threats using available cover.



STAGE 2

LIFE AT THE FARM

Stage designer: Barnabas Antali

Scoring	Unlimited
Round count	15
Targets	7 threat, 2 non-threat, 1 steel
Scored hits	Best 2 per target, steel must fall down
Distance of targets	5-11y
All movement	20y
Start Stop	Audible - Last shot
Rules	Current IDPA rulebook
Muzzle safe	180°horizontally, vertically the height of the berm - also during the reload
Concealment	Required
Notes	PP1 activates T3 target, T3 will not remain visible. T1-T2-T6 target in open.

Scenario:

You are fixing the broken water pump on your farm when armed convicts who have escaped from a nearby prison attack you and your family to take your valuables and your car. Protect yourself and your family...

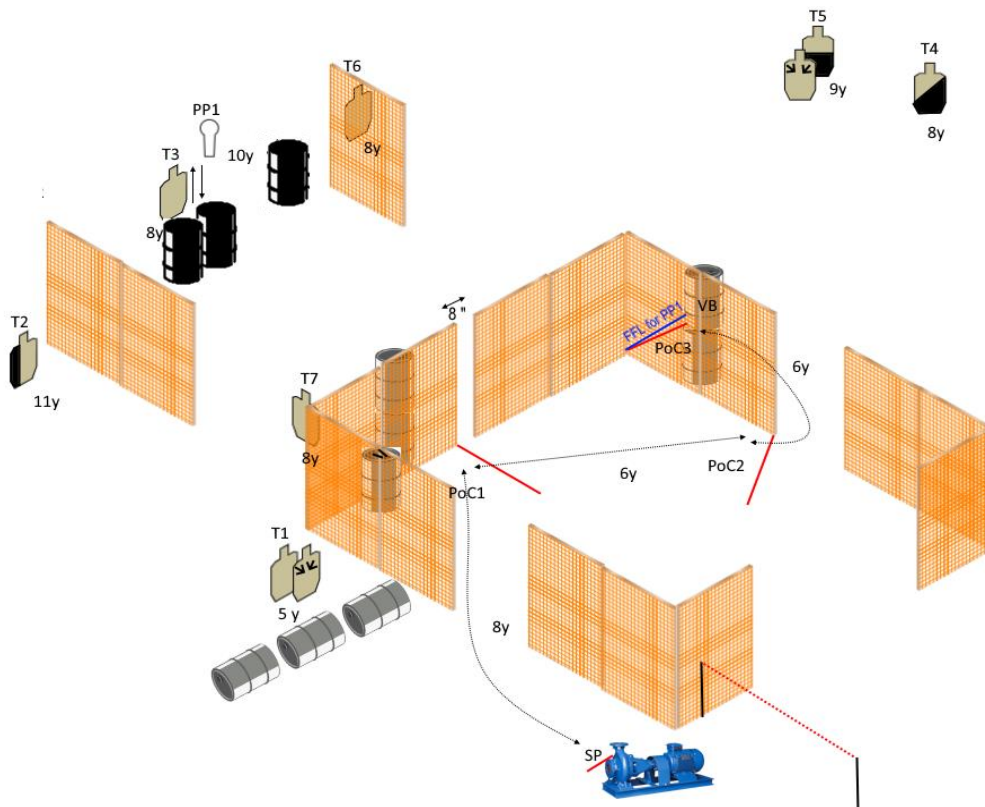
Start position:

Standing at SP facing uprange relaxed, gun loaded to division capacity, chamber is empty, holstered. Other magazine on the barrel in the building. Feet touch the mark. A tool in strong hand.

PCC: Facing downrange, ready hip level. Same.

Stage procedure:

At the start signal, shooter engage all threats using available cover.



STAGE 3

OFFICE

Stage designer: Tamas Illes

Scoring	Unlimited
Round count	18
Targets	8 threat, 4 non-threat, 2 steel
Scored hits	Best 2 per target, steel must fall down
Distance of targets	5-13y
All movement	20y
Start Stop	Audible - Last shot
Rules	Current IDPA rulebook
Muzzle safe	180°horizontally, vertically the height of the berm - also during the reload
Concealment	Required
Notes	PP1 activates T6 target (visible only once). Stomp box (A) activates T8 target and non-threat. T8 remain visible.T1-T2-T3 are in the open. Last hard cover barricade marked with X can be removed if PPDS requires it

Scenario:

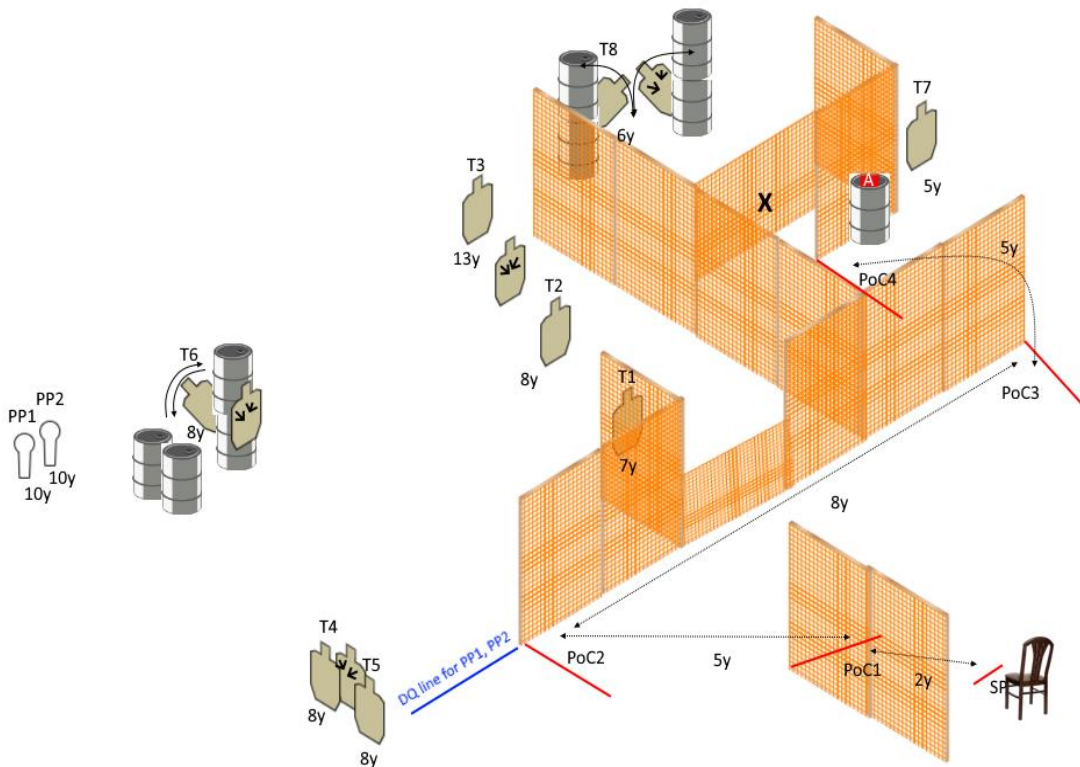
You have just arrived in the office and sat down. Suddenly armed attackers storm in and start killing everyone. Defend yourself and others.

Start position:

Sitting at SP, facing downrange, gun loaded to division capacity, in holster, all remaining magazines on the shooter's person. Back touching the chair, hands on knees. PCC: gun on the table, same.

Stage procedure:

At the start signal, shooter engage all threats using available cover. T1-T3 while sitting. PoC4 is low cover.



STAGE 4

BANK

Stage designer: Tamas Kasza

Scoring	Unlimited
Round count	15
Targets	5 threat, 2 non-threat, 0 steel
Scored hits	Best 2 body and 1 head per target
Distance of targets	4-9y
All movement	8y
Start Stop	Audible - Last shot
Rules	Current IDPA rulebook
Muzzle safe	180°horizontally, vertically the height of the berm - also during the reload
Concealment	Required
Notes	All target in open, there is a T-shirt for every target (soft cover).

Scenario:

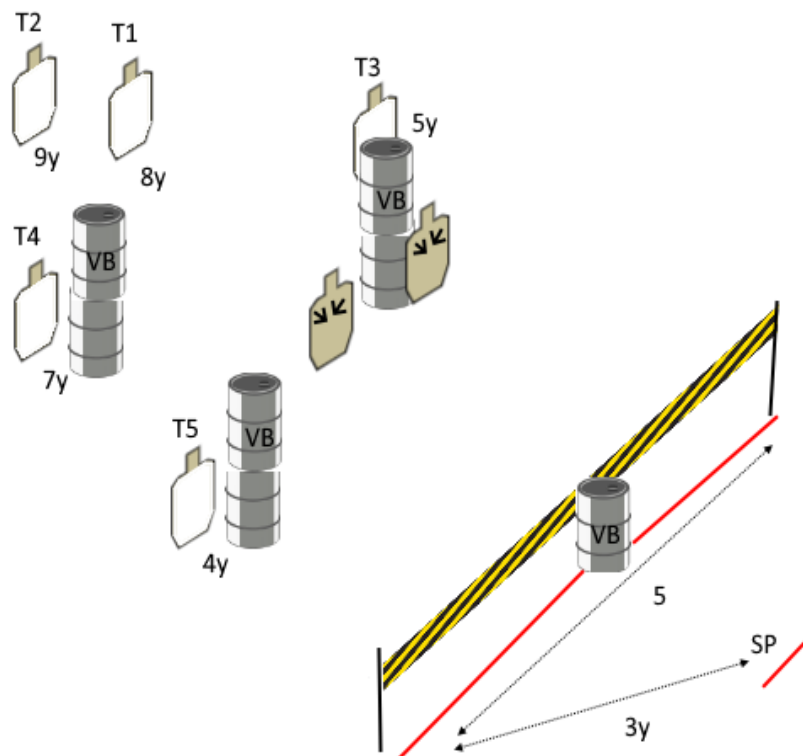
You are walking down the street when you realize there is a cordon crossing the sidewalk in front of the bank. The security guard says the area is limited, turn around and go the other way. Suddenly, armed bank robbers rush out of the building and the security guard is revealed to be fake and a member of the gang. They attack you! Protect yourself and the people on the street!

Start position:

Shooter standing at SP facing uprange, relaxed, gun loaded to division capacity, chamber is empty, in holster, all remaining magazines on the shooter's person.. Feet touch the mark. PCC: facing downrange, ready hip level, same.

Stage procedure:

At the start signal shooter engage all threats



STAGE 5

PLAYGROUND

Stage designer: Tamas Illes

Scoring	Unlimited
Round count	17
Targets	8 threat, 2 non-threat, 1 steel
Scored hits	Best 2 per target, steel must fall down
Distance of targets	4-11y
All movement	15y
Start Stop	Audible - Last shot
Rules	Current IDPA rulebook
Muzzle safe	180°horizontally, vertically the height of the berm - also during the reload
Concealment	Required
Notes	PP1 activates T2 target. T2 not visible before activation. T2 remain visible. PP1 and T1 in the open. The platform is unstable. Moving platform will be fixed (immobilized) if PPDS requires it. Small ramp is available for wheelchair.

Scenario:

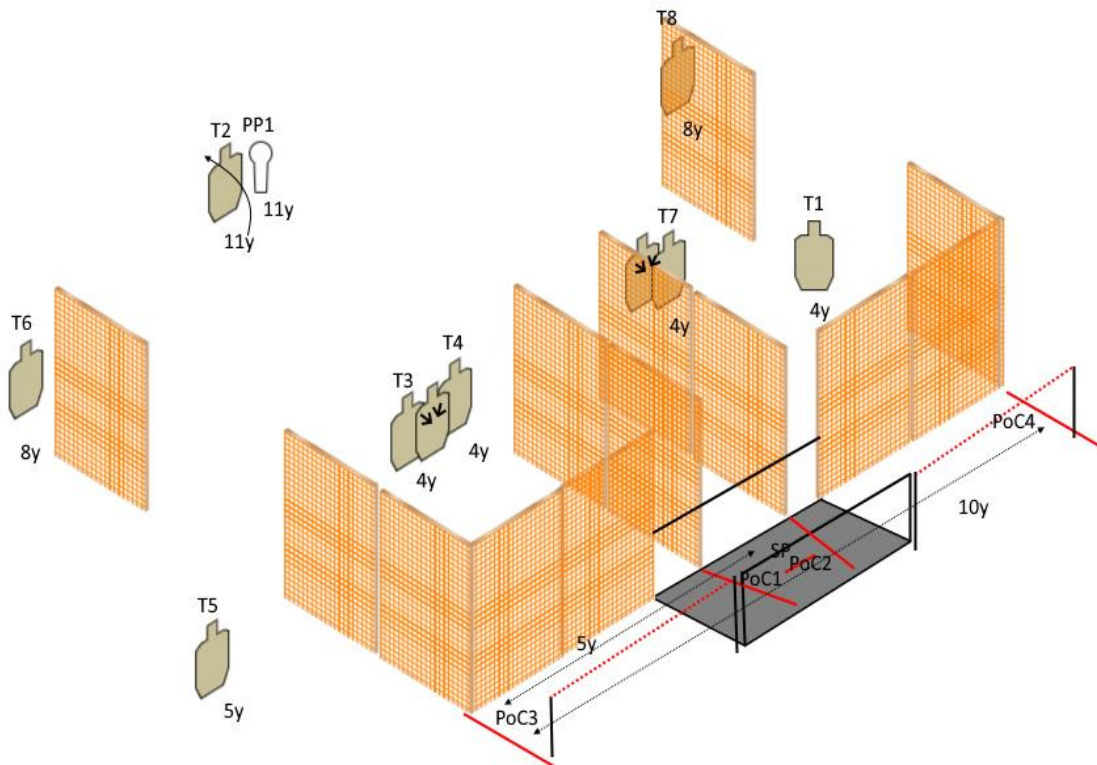
You arrived at the playground with your son. Suddenly armed attackers attack you and try to kidnap the children. Protect yourself and others...

Start position:

Shooter standing at SP, facing downrange, relaxed, gun loaded to division capacity, in holster, all remaining magazines on the shooter's person.. Feet touch the mark. Teddy bear in strong hand. PCC: ready hip level,

Stage procedure:

At the start signal, shooter engage all threats using available cover.



STAGE 6

BUS STATION

Stage designer: Tamas Kasza

Scoring	Unlimited
Round count	8
Targets	4 threat, 1 non-threat, 0 steel
Scored hits	Best 2 per target
Distance of targets	1-8y
All movement	2y
Start Stop	Audible - Last shot
Rules	Current IDPA rulebook
Muzzle safe	180°horizontally, vertically the height of the berm - also during the reload
Concealment	Required
Notes	PoC1 is low cover, T1, T2 in the open.

Scenario:

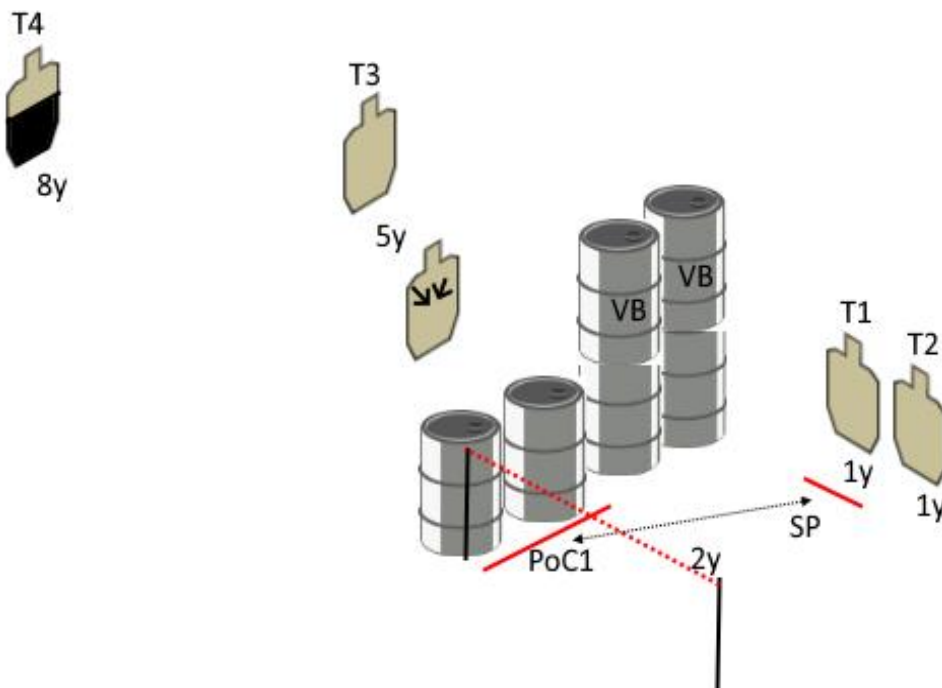
You're reading the new gun catalog at the bus station when some armed bad guys try to rob you with a knife. Defend yourself...

Start position:

Shooter standing at SP, facing downrange, relaxed, gun loaded to division capacity, in holster, all remaining magazines on the shooter's person.. Feet touch the mark. PCC: ready hip level, same

Stage procedure:

After the start signal, shooter engage all threats using available cover. T1-T2 targets with retention.



STAGE 7

STANDARD

Stage designer: Florin Popescu

Scoring	Limited
Round count	12
Targets	3 threat, 1 non-threat, 0 steel
Scored hits	4 per target
Distance of targets	4-8y
All movement	4y
Start Stop	Audible - Last shot
Rules	Current IDPA rulebook
Muzzle safe	180°horizontally, vertically the height of the berm - also during the reload
Concealment	Required
Notes	

Scenario:

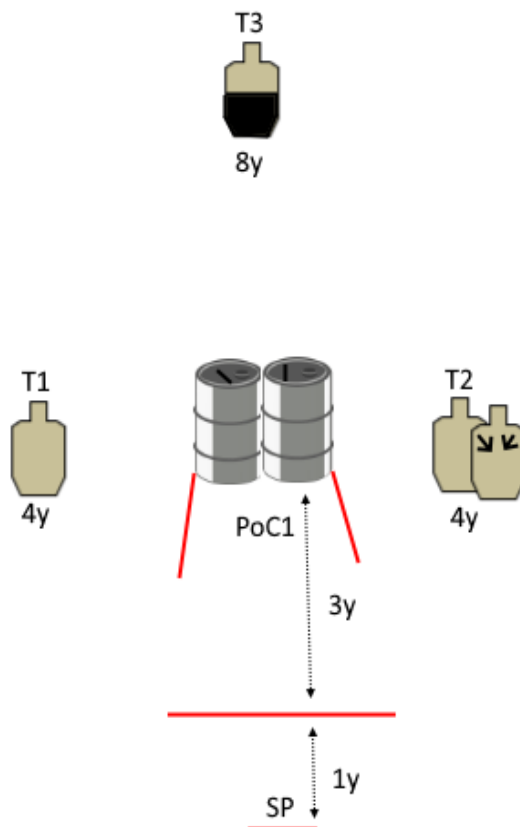
STANDARD

Start position:

Shooter standing at SP, facing uprange relaxed. Gun loaded to division capacity, chamber is empty, in holster. First magazine 8 rounds. Other magazines on the barrel loaded to division capacity. Feet touch the mark. PCC: facing downrange, ready hip level, same

Stage procedure:

After the start signal, shooter engage T1-T2 only with strong hand and T3 with free style from low cover (PoC1).



STAGE 8

THE BEST NEIGHBOUR

Stage designer: Andrej Lipa

Scoring	Unlimited
Round count	18
Targets	8 threat, 4 non-threat, 2 steel
Scored hits	Best 2 per target, steel must to fall down
Distance of targets	4-12y
All movement	10y
Start Stop	Audible - Last shot
Rules	Current IDPA rulebook
Muzzle safe	180°horizontally, vertically the height of the berm - also during the reload
Concealment	Required
Notes	PP1 activates target T5. T5 is not visible before activation. T5 remain visible. Windows is closed prior to start. The window can also be opened by pushing it inwards if PPDS requires it.

Scenario:

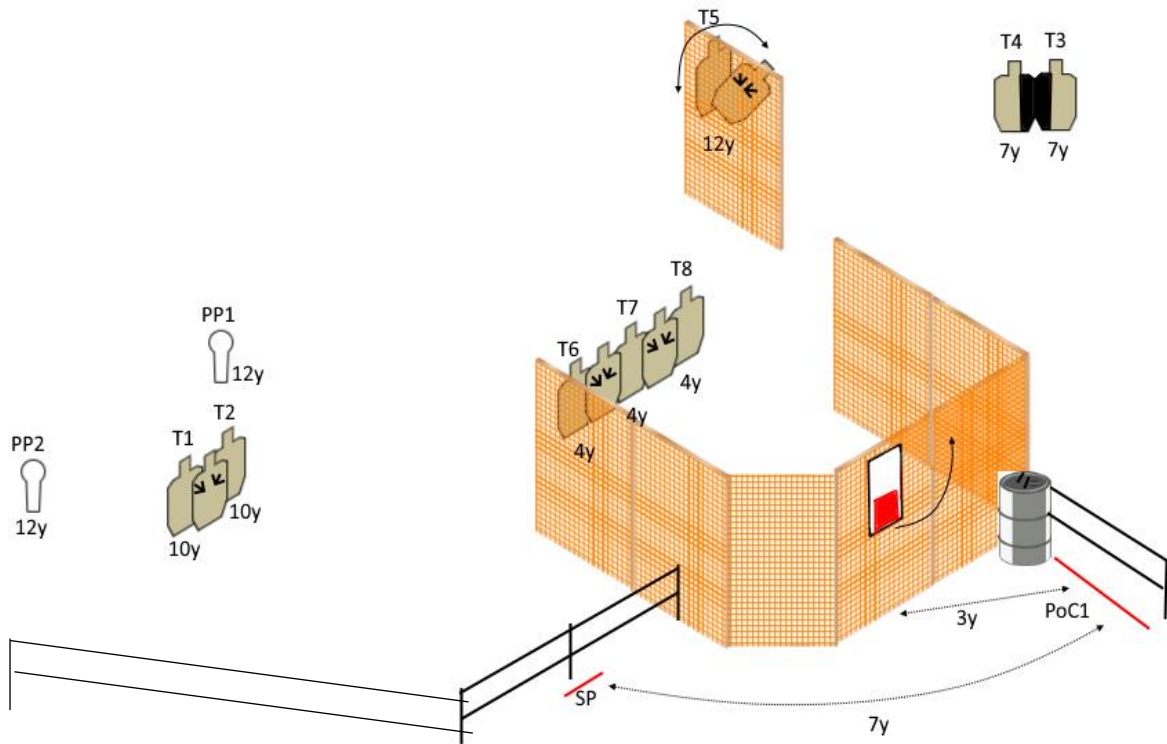
Armed thugs attacked your neighbors in their yard. They see you arrive and charge at you with knives. Luckily you came home after the range practice ready to defend yourself and help.

Start position:

Standing in SP, facing downrange, relaxed, gun is loaded with 6 rounds only and holstered, chamber empty. Feet touch the mark. Other magazines on the barrel. PCC: ready hip level same.

Stage procedure:

At the start signal, shooter engage all threats using available cover.



Window less than 24 inches.

STAGE 9

DINNER

Stage designer: Barnabas Antali

Scoring	Unlimited
Round count	14
Targets	7 threat, 4 non-threat, 0 steel
Scored hits	Best 2 per target
Distance of targets	5-11y
All movement	12y
Start Stop	Audible - Last shot
Rules	Current IDPA rulebook
Muzzle safe	180°horizontally, vertically the height of the berm - also during the reload
Concealment	Required
Notes	Door activates T4 target and non threat. T4 not visible before activate, not remain visible. T1, T2, T5, T6 target in open.

Scenario:

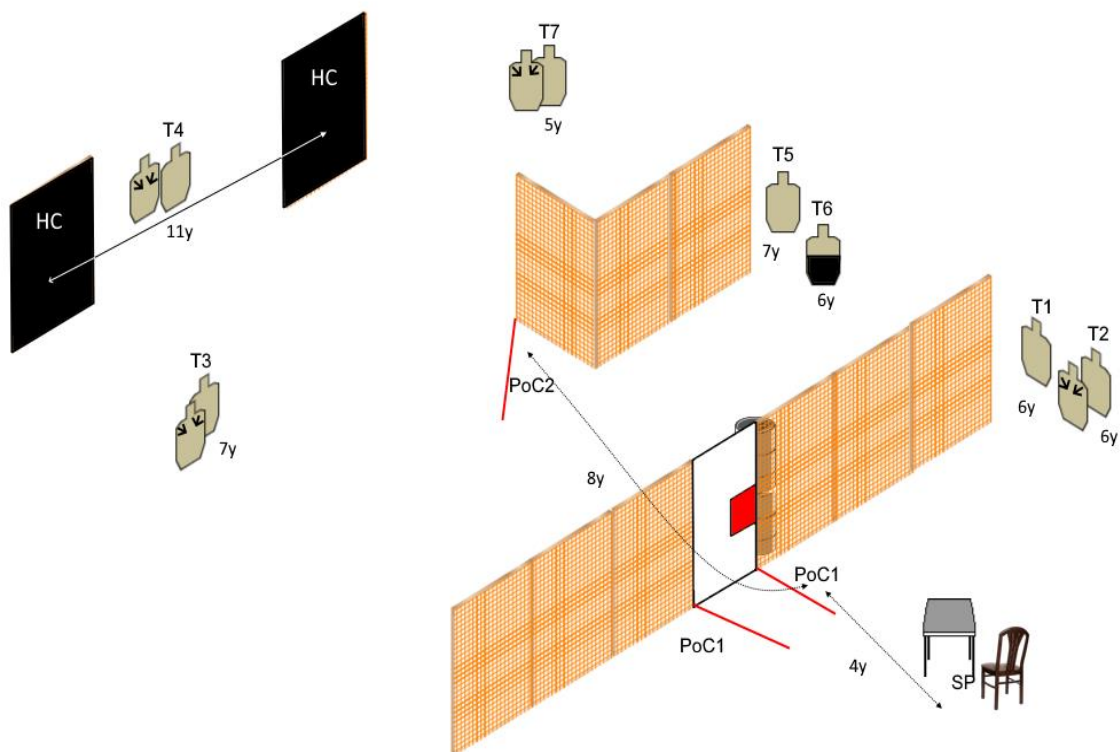
You arrive home after a tiring day. Since you are very hungry, you go straight to the kitchen for dinner. You are about to start when some armed robbers break into the house and attack you and your family. Protect yourself and your family...

Start position:

Shooter sitting at SP, facing downrange, gun loaded to division capacity, chamber is empty, in holster, all remaining magazines on the shooter's person. Cutlery in hands. PCC: gun on the table, same muzzle downrange

Stage procedure:

At the start signal, shooter engage all threats using available cover.



STAGE 10

OFFICE HEIST

Stage designer: Florin Popescu

Scoring	Unlimited
Round count	16
Targets	7 threat, 1 non-threat, 1 steel
Scored hits	Best 2 per target (2 body and 1 head on T1) steel must fall down
Distance of targets	3-12y
All movement	13y
Start Stop	Audible - Last shot
Rules	Current IDPA rulebook
Muzzle safe	180°horizontally, vertically the height of the berm - also during the reload
Concealment	Required
Notes	T5, T6 target not visible before activation. PP1 activates T5 target, remain visible. Opening windows activates T6 target, not remain visible. T6 in open. Window can be opened with gun and T7 can engage from PPDS shooting position (as marked on drawing) if PPDS requires it

Scenario:

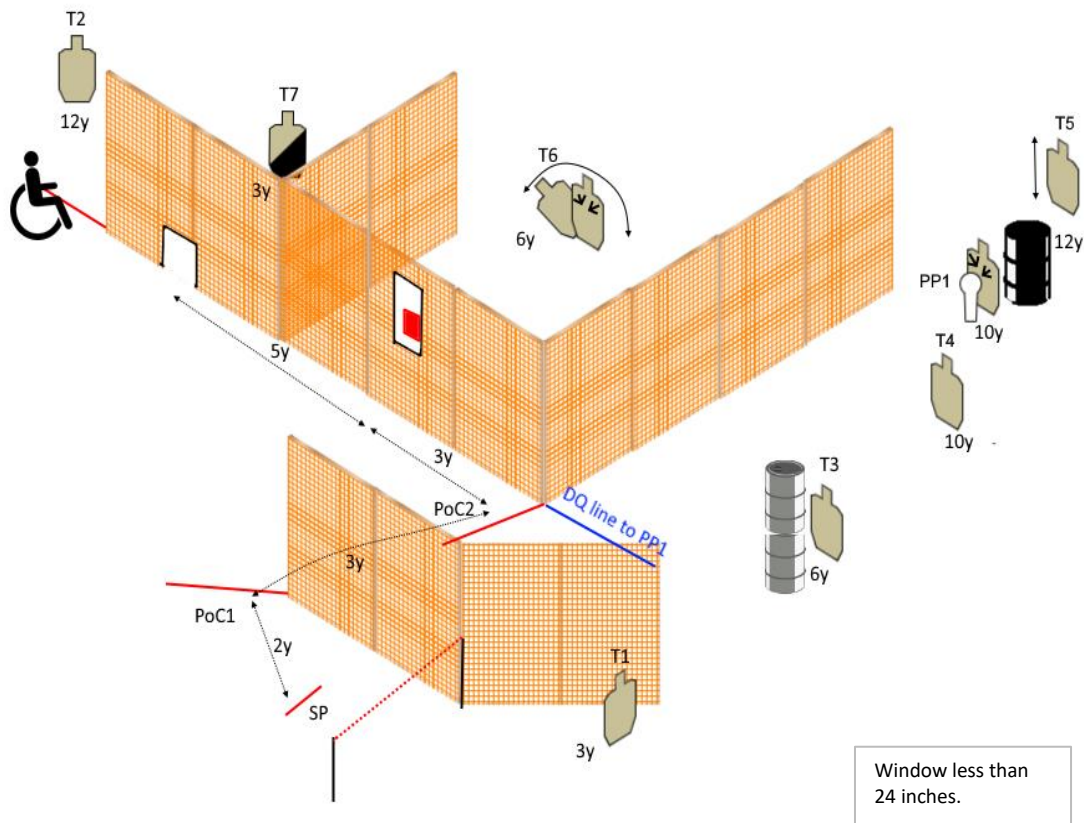
Some armed thugs are trying to rob all the money from your office self. Defend yourself and your employees.

Start position:

Shooter in SP, facing downrange, relaxed, feet touching the mark. Gun loaded with 5 rounds, chamber loaded, in holster, all remaining magazines on the shooter's person.. PCC: Ready hip level, same.

Stage procedure:

At the start signal, shooter engage all threats using available cover. T1 target with 2 body and 1 head shot. T7 from prone position.



STAGE 11

SHOPPING CENTER

Stage designer: Barnabas Antal

Scoring	Unlimited
Round count	17
Targets	8 threat, 4 non-threat, 1 steel
Scored hits	Best 2 per target, steel must fall down
Distance of targets	5-11y
All movement	16y
Start Stop	Audible - Last shot
Rules	Current IDPA rulebook
Muzzle safe	180°horizontally, vertically the height of the berm - also during the reload
Concealment	Required
Notes	PP1 activate T5 target. T5 remain visible. T1, T2, T3 T6 target in open.

Scenario:

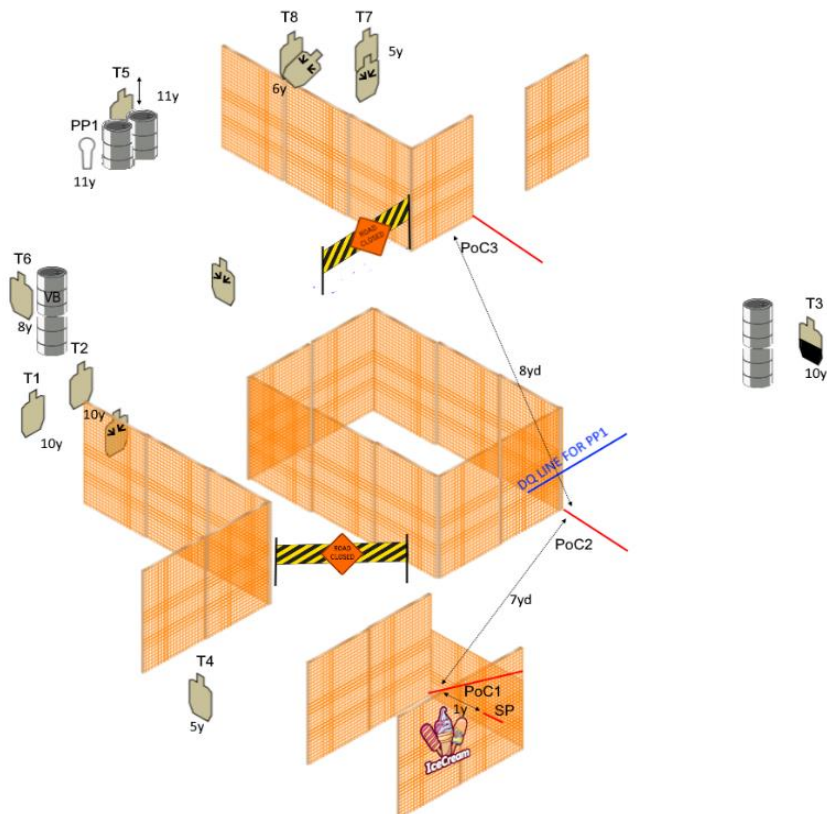
You go with your family to the nearby mall for a weekend shopping spree. When they're done, your partner goes to the toy store to look around with the kids. You go to the ice cream shop to surprise your child with a few scoops of ice cream. However, the alarm at the bank branch next door suddenly goes off and armed robbers burst out of the bank and open fire on everyone including you. Protect yourself and your family...

Start position:

Shooter standing at SP, facing the ice cream stand, gun loaded to division capacity, in holster, all remaining magazines on the shooter's person. Feet touch the mark. Ice cream in strong hand. PCC: ready hip level, same.

Stage procedure:

At the start signal, shooter engage all threats using available cover.



STAGE 12

YACHT 1

Stage designer: Barnabas Antali

Scoring	Unlimited
Round count	14
Targets	6 threat, 2 non-threat, 0 steel
Scored hits	Best 4 on T1 and T2-T6 best 2 per target
Distance of targets	3-8y
All movement	8y
Start Stop	Audible - Last shot
Rules	Current IDPA rulebook
Muzzle safe	180°horizontally, vertically the height of the berm - also during the reload
Concealment	Required
Notes	Not needed to start in lying position if PPDS requires it.T1 in the open

Scenario:

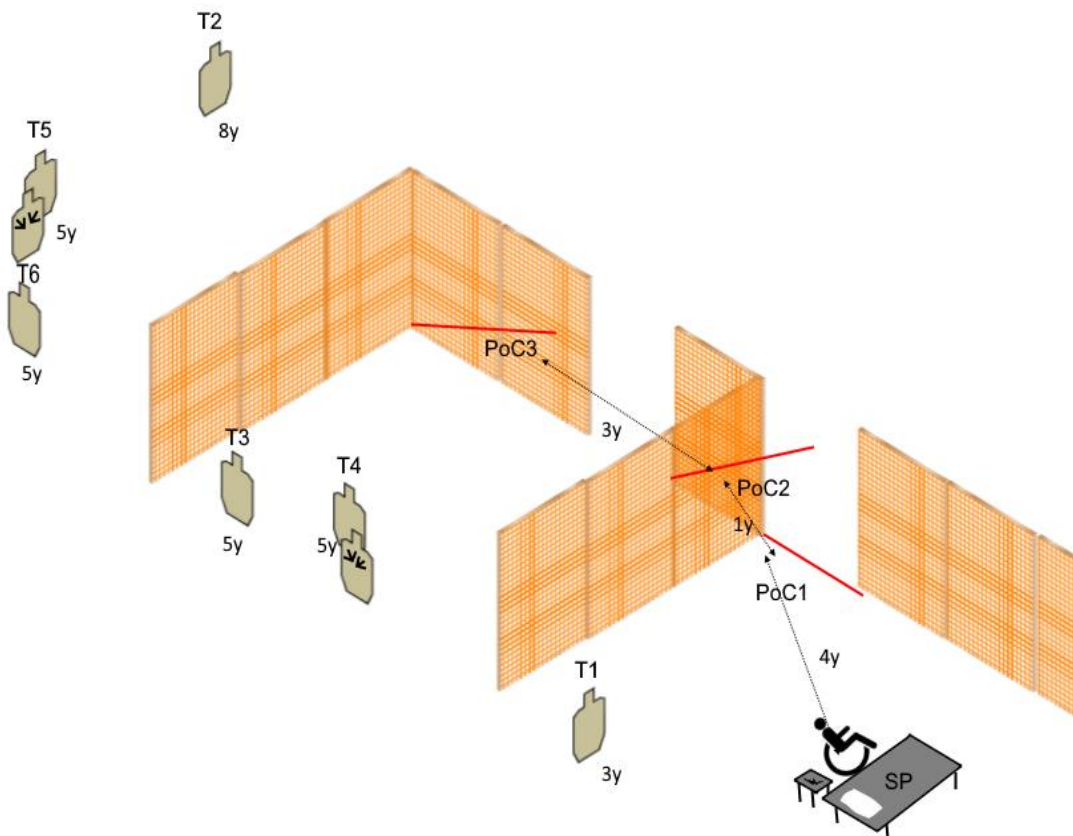
You work on a millionaire's yacht. After a tiring day, you are relaxing in your cabin when gunmen attack the ship. Protect yourself...

Start position:

Shooter lying in SP, shoulders touching the mark, gun loaded to division capacity, chamber empty, on the table on mark, muzzle downrange. All magazines on the table. PCC: same

Stage procedure:

After start signal, shooter engage all threats using available cover. T1 engage while sitting with 4 shots.



STAGE 13

YACHT 2

Stage designer: Barnabas Antali

Scoring	Unlimited
Round count	10
Targets	4 threat, 2 non-threat, 1 steel
Scored hits	Best 3 on T1 and best 2 per other target, steel must fall down
Distance of targets	2-10y
All movement	4y
Start Stop	Audible - Last shot
Rules	Current IDPA rulebook
Muzzle safe	180°horizontally, vertically the height of the berm - also during the reload
Concealment	Required
Notes	The platform is unstable. It can also be used with a wheelchair. Moving platform will be fixed (immobilized) if PPDS requires it. Small ramp is available for wheelchair.

Scenario:

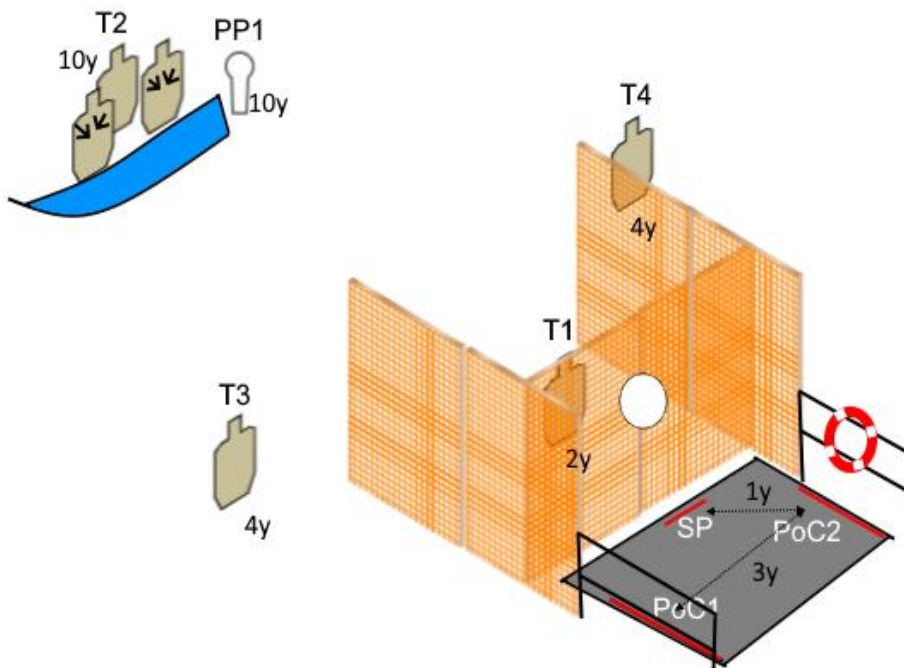
From the stern of the ship, you hear emergency calls and the roar of engines. Armed attackers are trying to kidnap your boss and his wife. When they notice, they attack you so that you don't remain a witness. Protect yourself...

Start position:

Standing at SP facing downrange, gun loaded with exactly 6 rounds, holstered, all remaining magazines on the shooter's person. Feet touch the mark. PCC: ready hip level, same

Stage procedure:

At the start signal, shooter engage all threats using available cover. T1 target with 3 shots. Shooter needs to stay on platform during the entire CoF.



Window less than 24 inches.