

STANDARD (Warm up)

STAGE 1

Stage designer: Barnabás Antali

Scenario: STANDARD

Start position: Shooter stands at SP facing downrange, gun loaded, chamber loaded, in holster. 3 bullets in first magazine. PCC: same, PCC

with muzzle on the red mark

Stage procedure: At buzzer shooter engage from SP to T1 target with 5 shot to body and 1 head

shots

Strings: 1

Scoring: 6 round minimum, limited
Targets: 1 threat, 0 non threat, 0 steel

Range: 5 yd All movement: 0 yd

Scored hits: Best 5 body, 1 head per paper

Start-Stop: Audible - Last shot Rules: Current IDPA Rulebook

Concealment: Required

MS PTS: 180° horizontally, vertically the top of the bullet

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PERFORATED TIRE

STAGE 2

Stage designer: Barnabás Antali

Scenario: You and your friend are traveling to the countryside when one of the wheels of the car lowers. You start changing wheels when three gunmen suddenly attack you. Protect yourself and your friend ...

Start position: Shooter stands at SP, gun loaded, chamber loaded, holster. Hands on the tire. PCC: same, leaned on the tire.

Stage procedure: At buzzer shooter engage from SP to T1-T3 targets with 2 shots, PP1-PP2 target to fall. PP1 or PP2 activated T3 target.

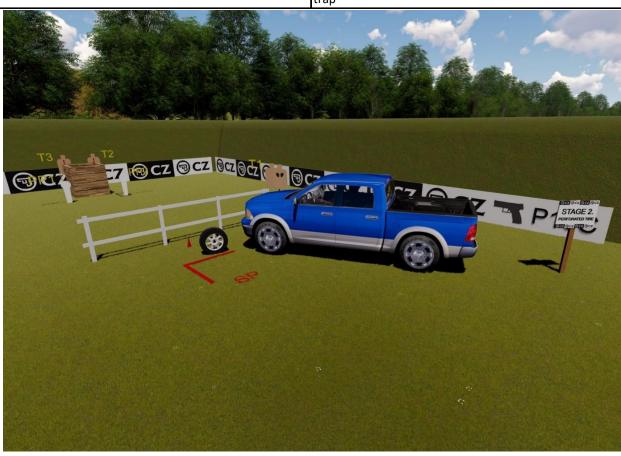
Strings: 1

Scoring: 8 round minimum, unlimited Targets: 3 threat, 1 non threat, 2 steel

Range: 4-12 yd All movement: 0 yd

Scored hits: Best 2 per paper Start-Stop: Audible - Last shot Rules: Current IDPA Rulebook

Concealment: Required













ARRIVING HOME

STAGE 3

Stage designer: Barnabás Antali

Scenario: You get home from work, you just close the car when two gunmen attack you and you hear your wife screaming from your house. Protect yourself and your family....

Start position: Shooter stands at SP facing to car, gun loaded, chamber loaded, in holster. PCC: same, PCC with muzzle on the red mark

Stage procedure: At buzzer shooter engage from SP-PoC4 to T1-T8 targets with 2 shots.

Strings: 1

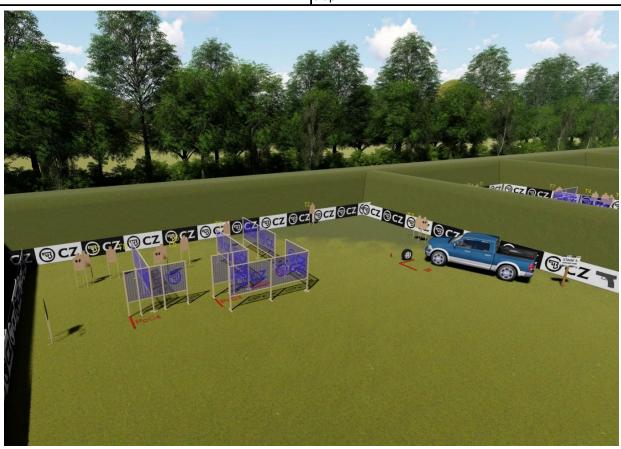
Scoring: 16 round minimum, unlimited Targets: 8 threat, 3 non threat, 0 steel

Range: 4-12 yd All movement: 17 yd

Scored hits: Best 2 per paper
Start-Stop: Audible - Last shot
Rules: Current IDPA Rulebook

Concealment: Required

MS PTS: 180° horizontally, vertically the top of the bullet













BANK ROBBERY

STAGE 4

Stage designer: Barnabás Antali

Scenario: You want to pay your checks in the bank. Unexpectedly, some armed robbers try to attack the place. Defend yourself and the other innocent ...

Start position: Shooter stands at SP facing to downrange, gun loaded, chamber is loaded, in holster. PCC: same, PCC with muzzle on the red mark

Stage procedure: At buzzer shooter engage from SP-PoC4 to T1-T8 targets with 2 shots.

Strings: 1

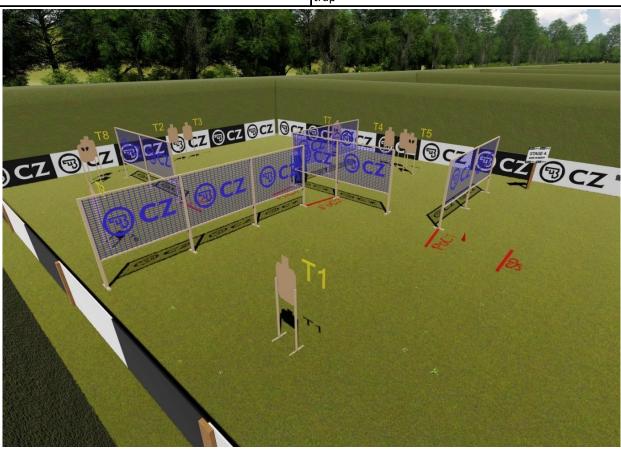
Scoring: 16 round minimum, unlimited Targets: 8 threat, 3 non threat, 0 steel

Range: 4-15 yd All movement: 11 yd

Scored hits: Best 2 per paper
Start-Stop: Audible - Last shot
Rules: Current IDPA Rulebook

Concealment: Required

MS PTS: 180° horizontally, vertically the top of the bullet













FAST FOOD

STAGE 5

Stage designer: Barnabás Antali

Scenario: You head home for dinner at a nearby fast food restaurant at night. While you wait for your order, some gunmen will try to rob the place. Defend yourself and others...

Start position: Shooter stands at SP facing downrange, gun loaded, chamber is loaded, in holster. PCC: same, PCC with muzzle on the red mark

Stage procedure: At buzzer shooter engage from SP-PoC1 to T1-T4 targets with 2 shots.

Strings:

Scoring: 8 round minimum, unlimited Targets: 4 threat, 2 non threat, 0 steel

Range: 5-10 yd All movement: 2 yd

Scored hits: Best 2 per paper Start-Stop: Audible - Last shot Current IDPA Rulebook Rules:

Concealment: Required













STANDARD

STAGE 6

Stage designer: Barnabás Antali

Scenario: STANDARD

Start position: Shooter stands at SP point facing downrange, gun loaded, chamber loaded, in holster. PCC: same,PCC with muzzle on the red

mark

Stage procedure: At buzzer shooter engage to T1-T2 with 2 shots from SP free style, from P1 with only strong hand, from P2 with only week hand

Strings:

Scoring: 12 round minimum, limited Targets: 2 threat, 0 non threat, 0 steel

Range: 5-7-10 yd All movement: 5 yd

Scored hits: Best 2 per paper Start-Stop: Audible - Last shot Rules: Current IDPA Rulebook

Concealment: Required













ATM

STAGE 7

Stage designer: Barnabás Antali

Scenario: You want to withdraw cash when some local armed insiders try to rob you. Defend yourself ...

Start position: Shooter stands at SP facing to ATM, gun loaded, chamber loaded, in holster. Leg touch the mark. Strong hand on red button. PCC: same, PCC with muzzle on the red mark

Strings:

Scoring:

Targets:

Range:

Stage procedure: At buzzer shooter engage from SP-PoC1 to T1-T5 targets with 2 shots.

Strings: 1

Scoring: 10 round minimum, unlimited Targets: 5 threat, 0 non threat, 0 steel

Range: 3-7 yd All movement: 3 yd

Scored hits: Best 2 per paper
Start-Stop: Audible - Last shot
Rules: Current IDPA Rulebook

Concealment: Required

MS PTS: 180° horizontally, vertically the top of the bullet













SHELTER

STAGE 8

Stage designer: Barnabás Antali

Scenario: You run a shelter for local youth in need. The local gang leader is not looking good. One day, when you are just arriving from the market, some armed gang members attack you and your colleagues, wanting to set the building on fire. Protect yourself and your colleagues ...

Start position: Shooter stands at SP facing to downrange, gun loaded, chamber loaded, in holster. Bags in hand. PCC: same, PCC with muzzle

on the red mark, bag in strong hand

Stage procedure: At buzzer shooter engage from

SP-PoC4 to T1-T9 targets with 2 shots

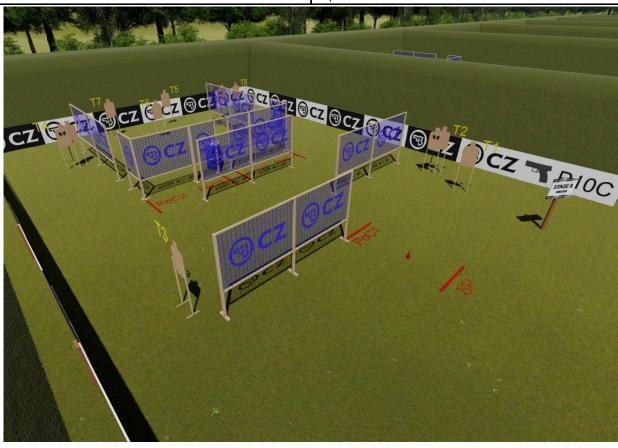
Strings:

Scoring: 18 round minimum, unlimited Targets: 9 threat, 3 non threat, 0 steel

Range: 4-12 yd All movement: 16 yd

Scored hits: Best 2 per paper Start-Stop: Audible - Last shot Current IDPA Rulebook Rules:

Concealment: Required













FREE KITCHEN

STAGE 9

Stage designer: Barnabás Antali

Scenario: In the free kitchen, you help your friend in the kitchen when armed vandals attack the place. Defend yourself and your friend ...

Start position: Shooter stands at SP back to stage, gun loaded, chamber is empty, on the table under the rag. Wooden spoons in a strong hand. PCC: same

Stage procedure: At buzzer shooter engage from SP-PoC1 to T1-T3 targets with 2 shots and T4

targets with 3 shots

Strings: 1

Scoring: 9 round minimum, unlimited
Targets: 4 threat, 1 non threat, 0 steel

Range: 3-6 yd All movement: 4 yd

Scored hits: Best 2 (T4 3) per paper Start-Stop: Audible - Last shot Rules: Current IDPA Rulebook

Concealment: Required

MS PTS: 180° horizontally, vertically the top of the bullet













BARBECUE PARTY

STAGE 10

Stage designer: Barnabás Antali

Scenario: You had a barbecue party with your friends. Unexpectedly, some armed prisoners who escaped from a nearby prison attack you. Protect yourself and your friends...

Start position: Shooter stands at SP point facing to barbecue, gun empty, on the table. Magazines on the table. Leg touch the mark. Meat clips in stong hand PCC: same

Strings:

Strings:

Targets:

Range:

Stage procedure: At buzzer shooter engage from SP-PoC2 to T1-T6 targets with 2 shots. Trap (T) activated T6 target

Note: After activating, T6 target moving continously, if stop the head will stay visilble

Strings: 1

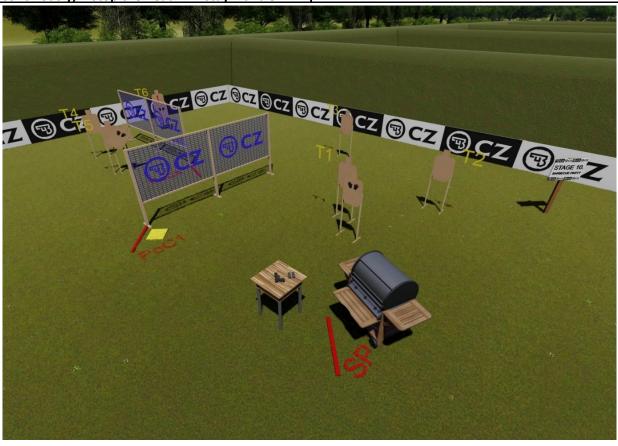
Scoring: 12 round minimum, unlimited Targets: 6 threat, 3 non threat, 0 steel

Range: 3-7 yd All movement: 8 yd

Scored hits: Best 2 per paper
Start-Stop: Audible - Last shot
Rules: Current IDPA Rulebook

Concealment: Required

MS PTS: 180° horizontally, vertically the top of the bullet













NATIONAL LIBRARY

STAGE 11

Stage designer: Barnabás Antali

Scenario: You work in a library where several high-value book rarities have been kept. You would lock you up when armed robbers try to rob the place. Protect yourself and your colleagues...

Start position: Shooter stands at SP facing downrange, gun loaded, chamber loaded, in holster. Book in strong hand. PCC: same, PCC with muzzle on the red mark

Stage procedure: At buzzer shooter engage from

SP-PoC3 to T1-T8 targets with 2 shots.

Strings: 1

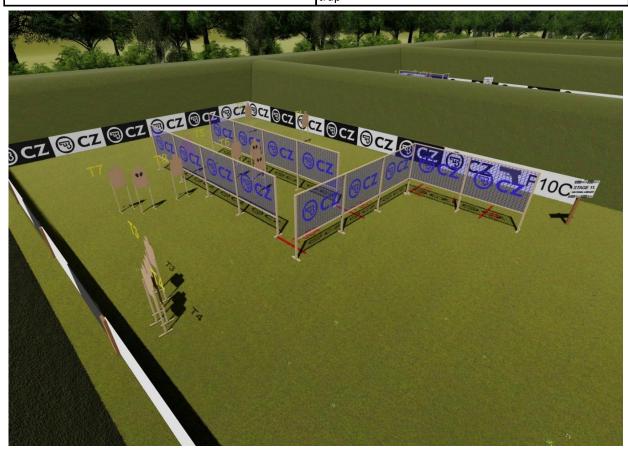
Scoring: 16 round minimum, unlimited Targets: 8 threat, 4 non threat, 0 steel

Range: 4-12 yd All movement: 9 yd

Scored hits: Best 2 per paper
Start-Stop: Audible - Last shot
Rules: Current IDPA Rulebook

Concealment: Required

MS PTS: 180° horizontally, vertically the top of the bullet













ROBBERS IN THE WAREHOUSE

STAGE 12

Stage designer: Barnabás Antali

Scenario: The warehouse where you work is being robbed by armed robbers. Protect yourself and your colleagues...

Start position: Shooter stands at SP facing downrange, gun loaded, chamber loaded, in holster. Box in hands.Leg touch the mark. PCC: same, box in week hand, PCC with muzzle on the red mark

Stage procedure: At buzzer shooter engage from SP-PoC3 to T1-T7, targets with 2 shots. Trap (T) activated T7 target.

Strings:

Scoring: 14 round minimum, unlimited Targets: 7 threat, 3 non threat, 0 steel

Range: 3-7 yd All movement: 12 yd

Scored hits: Best 2 per paper Start-Stop: Audible - Last shot Rules: Current IDPA Rulebook

Concealment: Required













COFFE BREAK

STAGE 13

Stage designer: Barnabás Antali

Scenario: You take a coffee break at the gun shop where you work. Since you have a good time you decide to consume it on the bench in front of the store. Unexpectedly, you hear shots from inside. You bounce and then you see a gunman attacking you. Protect yourself and your colleagues

Start position: Shooter sitting at SP facing downrange, gun loaded, chamber is empty, in holster. Coffe cup in strong hand. PCC: same, PCC with muzzle on the red mark

Stage procedure: At buzzer shooter engage from

SP-PoC3 to T1-T7 targets with 2 shots.

Strings:

Scoring: 14 round minimum, unlimited Targets: 7 threat, 3 non threat, 0 steel

Range: 4-9 vd All movement: 12 yd

Scored hits: Best 2 per paper Start-Stop: Audible - Last shot Rules: Current IDPA Rulebook

Concealment: Required

SO note: warn shooter to sweep MS PTS: 180° horizontally, vertically the top of the bullet

