



The Kattivaara margarine factory is not a gold mine for the workers, so you can only afford the cheapest holiday trip. That happens to be Brutopia, the home of the happy people located right across the Elbonian border.

Brutopia is proud to have their inflation below that of Zimbabwe, by a fair margin of almost 0,00006 percent. This means that your money became worthless during the flight, but fortunately you find immediately a job the ice cream booth on the beach.



Haur IDPA 2025 – Brutopian rannat T1
Stage 1: The ice cream booth
Course Designer: Veijo Länsikunnas



SCENARIO:

The Elbonians think that the happy people of Brutopia should not be eating ice cream are about to get your booth out of business. Defend your booth and the most gorgeous Brutopian whom you were just about to hand the cone.

START CONDITION:

Gun loaded and holstered standing at the starting point, holding an ice cream cone in strong hand at the booth window (marked position)

STAGE PROCEDURE:

Engage targets T1 to T3 from SP. Target T4 is in the open. When opening the gate targets T5 and T6 start moving away and will retract behind hard cover.

STRINGS: 1

SCORING: 12 rounds, Unlimited

TARGETS: 6 threat, 1 non-threat

DISTANCE: 2 to 10 meters

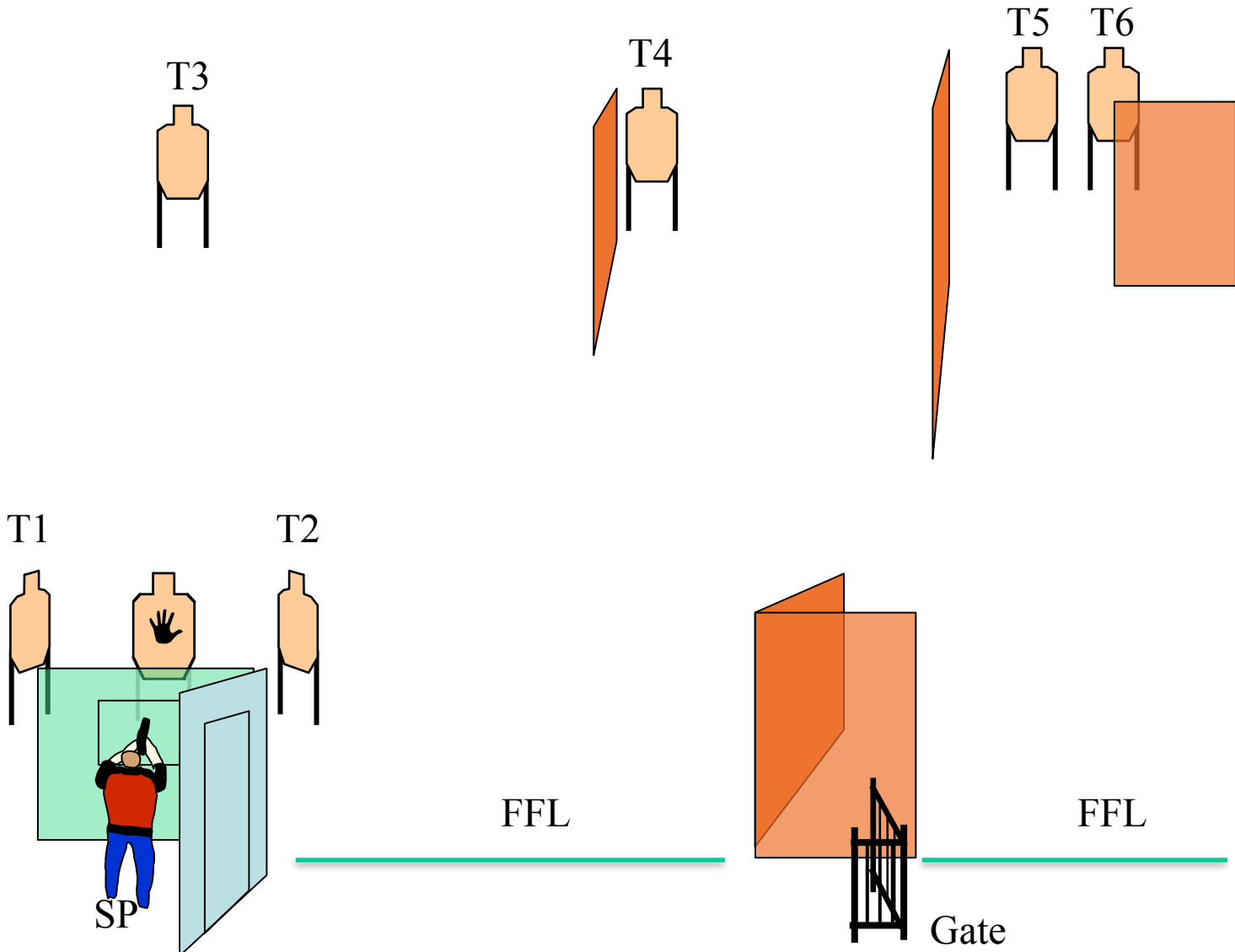
SCORED HITS: Best 2 each target

MUZZLE SAFE POINT: 180 degree rule

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

COVER GARMENT: Required





Haur IDPA 2025 – Brutopian rannat T1
Stage 2: Making contact
 Course Designer: Veijo Länsikunnas



SCENARIO:

You are getting in better contact with the ice cream buyer you just saved, when a group of close-minded locals try to convince you to leave immediately. Their methods of persuasion require you to answer with the same means.

START CONDITION:

Gun loaded and holstered standing at the starting point holding a flower in weak hand

STAGE PROCEDURE:

Engage T1 with three shots from retention Engage the rest of the targets with all available cover

STRINGS: 1

SCORING: 14 rounds, Unlimited

TARGETS: 7 threat, 1 non-threat, 1 plate

DISTANCE: 5 to 13 meters

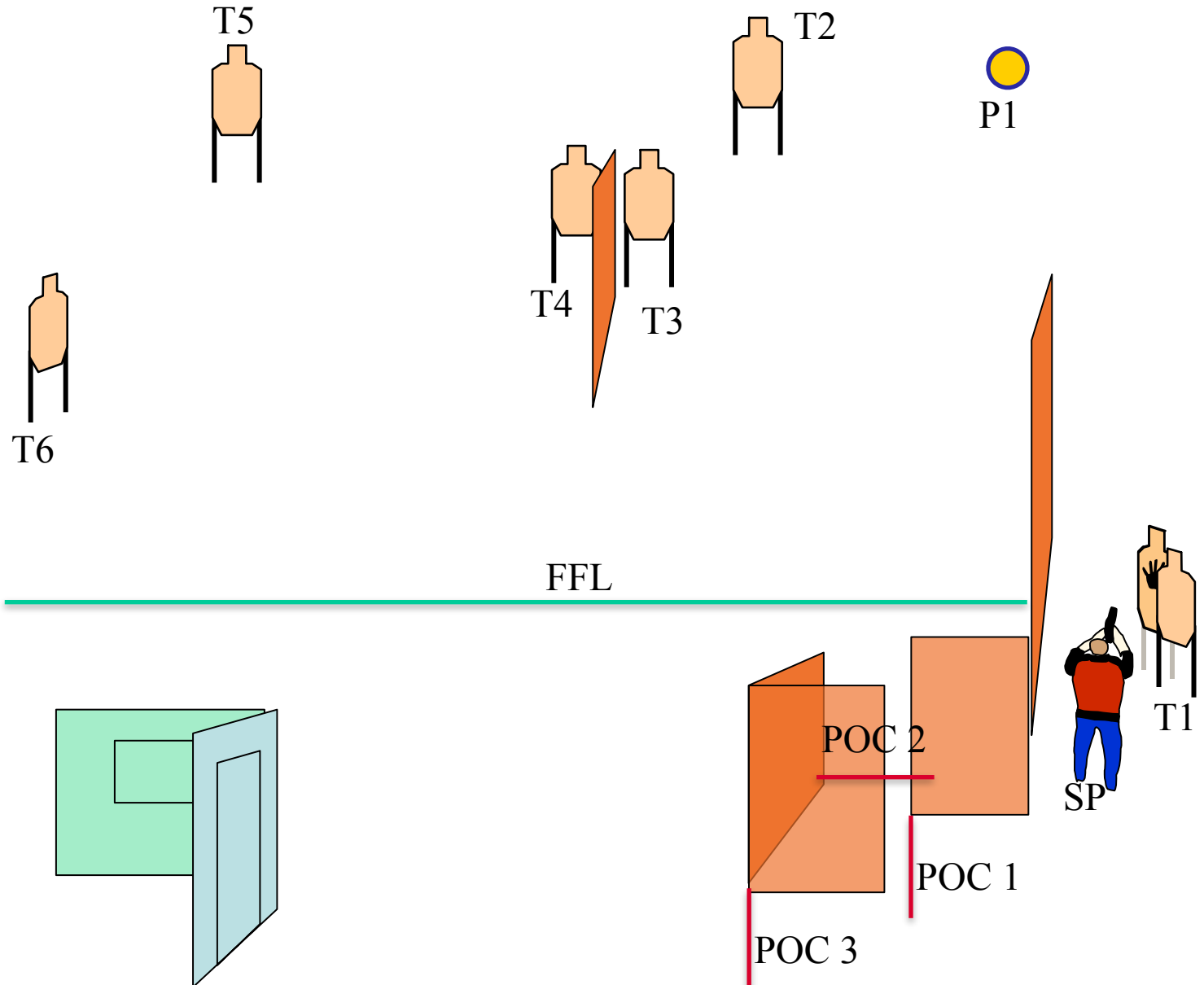
SCORED HITS: T1 three best hits, T2 to T6 best 2 per target, plate must fall

MUZZLE SAFE POINT: 180 degree rule

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

COVER GARMENT: Required





Haur IDPA 2025 – Brutopian rannat T1
Stage 3: Tales of the Brutopian nights
Course Designer: Veijo Länsikunnas



SCENARIO:

You are at the beach adding wood to the fire, when you hear screams and notice the are Elbonians by the score. Save your self and your new Brutopian partner for the third time this night.

START CONDITION:

Gun loaded and holstered both palms toward the "fire"

STAGE PROCEDURE:

Engage targets T1 to T3 are in the open. The only light available is the fire and the moonlight. Have your flashlight ready if you need more enlightenment in your chores.

STRINGS: 1

SCORING: 14 rounds, limited

TARGETS: 7 threat, 1 non-threat

DISTANCE: 5 to 10 meters

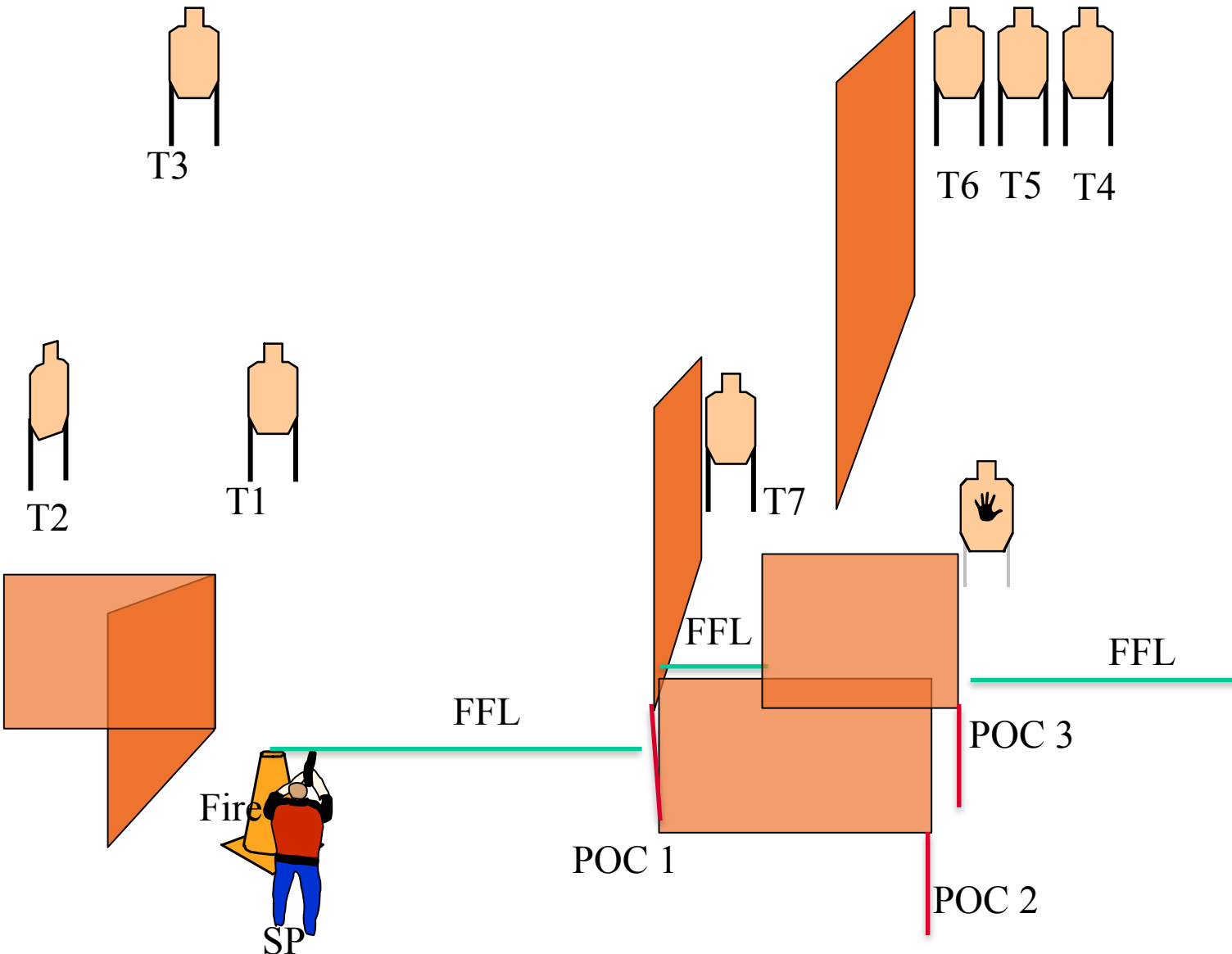
SCORED HITS: 2 best per target

MUZZLE SAFE POINT: Area marked with red line

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

COVER GARMENT: Required





Haur IDPA 2025 – Brutopian rannat T1
Stage 4: At the mother-in-law's house
Course Designer: Veijo Länsikunnas



SCENARIO:

After getting married at the EEC (Elvis Express Chapel) of Brutopia, you are at the new mother-in-law's house sitting at the table with the dearest one. You suddenly hear noise. It is the Elbonians again and they are out to get you and your new relatives. Defened fiercely your new international family.

START CONDITION:

Sitting on the chair, holding hands with the dummy.
Gun holstered and loaded to division capacity

STAGE PROCEDURE:

Engage the targets using available cover

STRINGS: 1

SCORING: 16 rounds, unlimited

TARGETS: 2 threat

DISTANCE: 5 to 7 meters

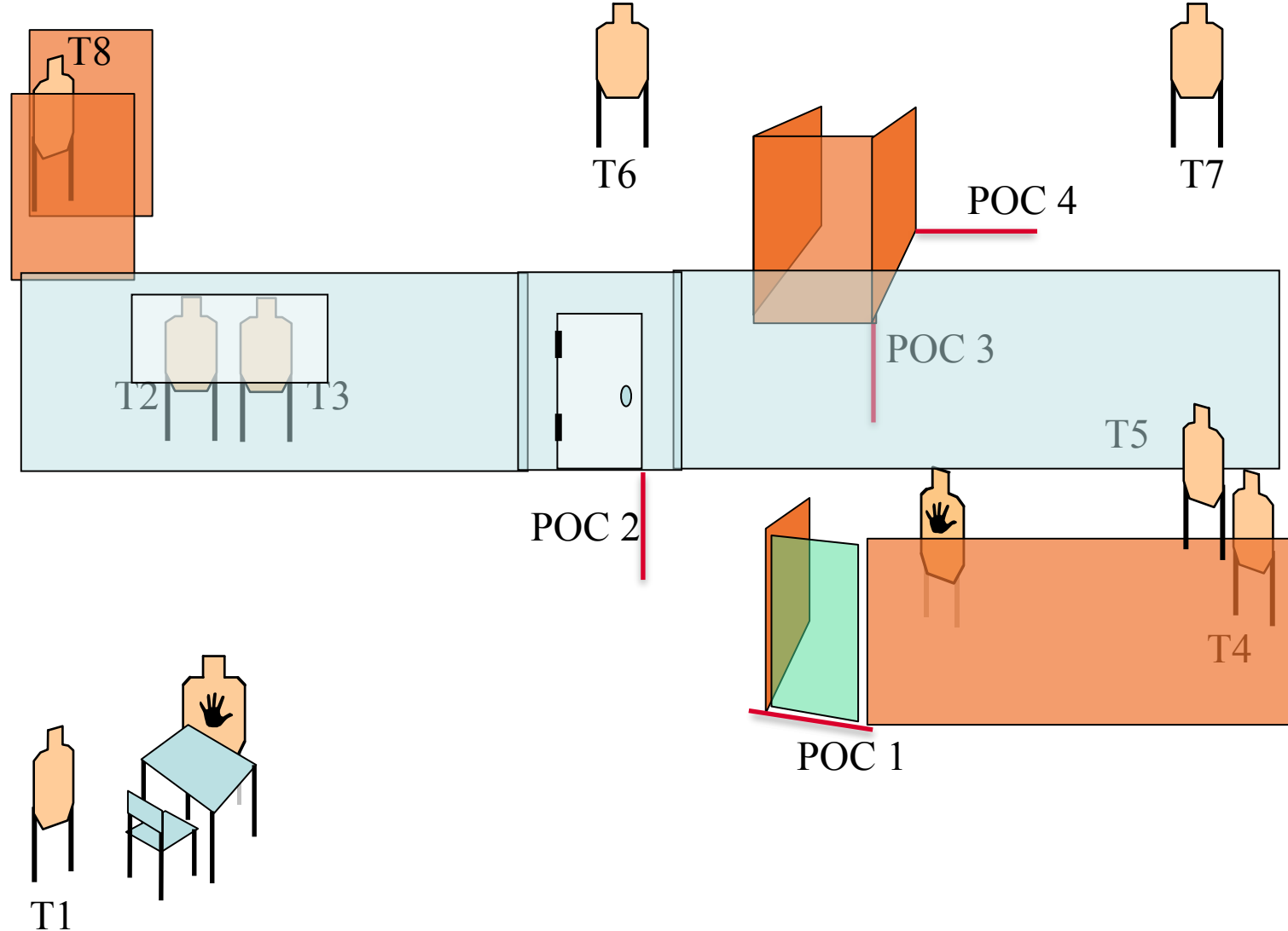
SCORED HITS: Best two per target

MUZZLE SAFE POINT: 180 degrees

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

COVER GARMENT: Required





Haur IDPA 2025 – Brutopian rannat T1
Stage 5: Stan D. art exhibition
Course Designer: Veijo Länsikunnas



SCENARIO:

Standard (Maybe it was the Kattivaara margarine used in pastry or the mushrooms were the more potent ones, but pie you had at the mother-in-laws house started to take hold. You feel dizzy and believe you have been attacked by middle-aged mutant vampire bats coming out of the paintings.)

START CONDITION:

String 1: gun loaded to division capacity
String 2: gun loaded to division capacity

STAGE PROCEDURE:

String 1: Strong hand only @ 9 meters distance
String 2: Weak hand only @ 6 meters distance

STRINGS: 2

SCORING: 12 rounds, limited

TARGETS: 3 threat, 1 non-threat

DISTANCE: 6 to 9 meters

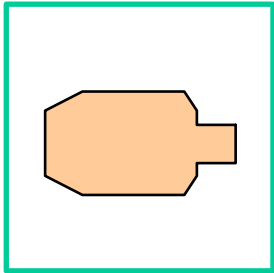
SCORED HITS: Best 4 per target

MUZZLE SAFE POINT: Area marked with red line

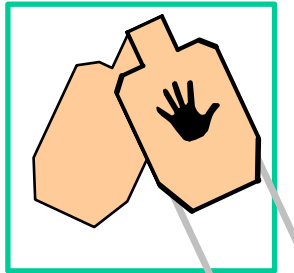
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RULES: Current IDPA Rulebook

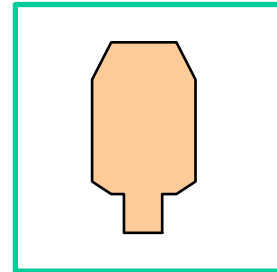
COVER GARMENT: Required



T1



T2



T3



Haur IDPA 2025 – Brutopian rannat T1
Stage 6: Back at the factory
Course Designer: Veijo Länsikunnas



SCENARIO:

You wake up in the cleaning closet of the Kattivaara margarine factory. The noises outside suggest that there is someone coming to put an end to you night shifts permanently. Defend yourself and your precious work place.

START CONDITION:

Standing on marked position with forehead touching the wall hugging a mop. Gun loaded to division capacity

STAGE PROCEDURE:

Engage the targets with all

STRINGS: 1

SCORING: 14 rounds, unlimited

TARGETS: 7 threat, 1 non-threat

DISTANCE: 3 to 10 meters

SCORED HITS: Best 2 per target

MUZZLE SAFE POINT: 180 degrees

START-STOP: Audible - Last shot

RULES: Current IDPA Rulebook

COVER GARMENT: Required

