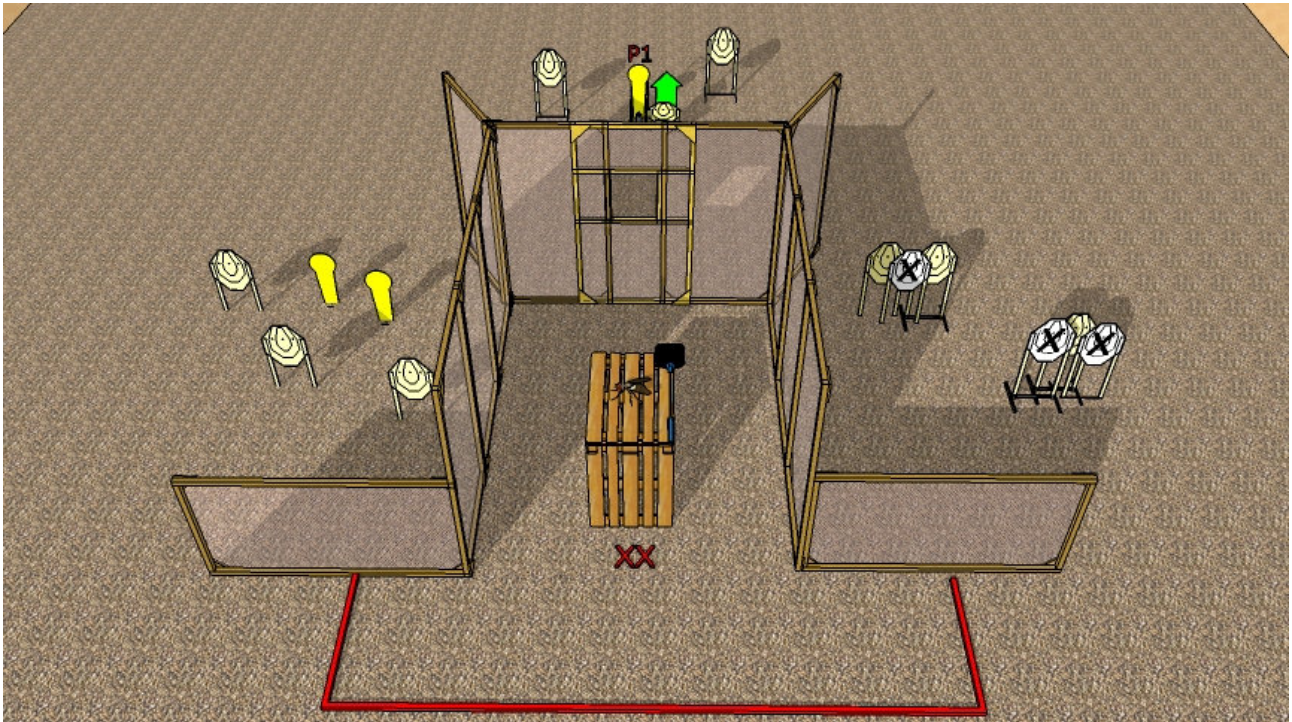


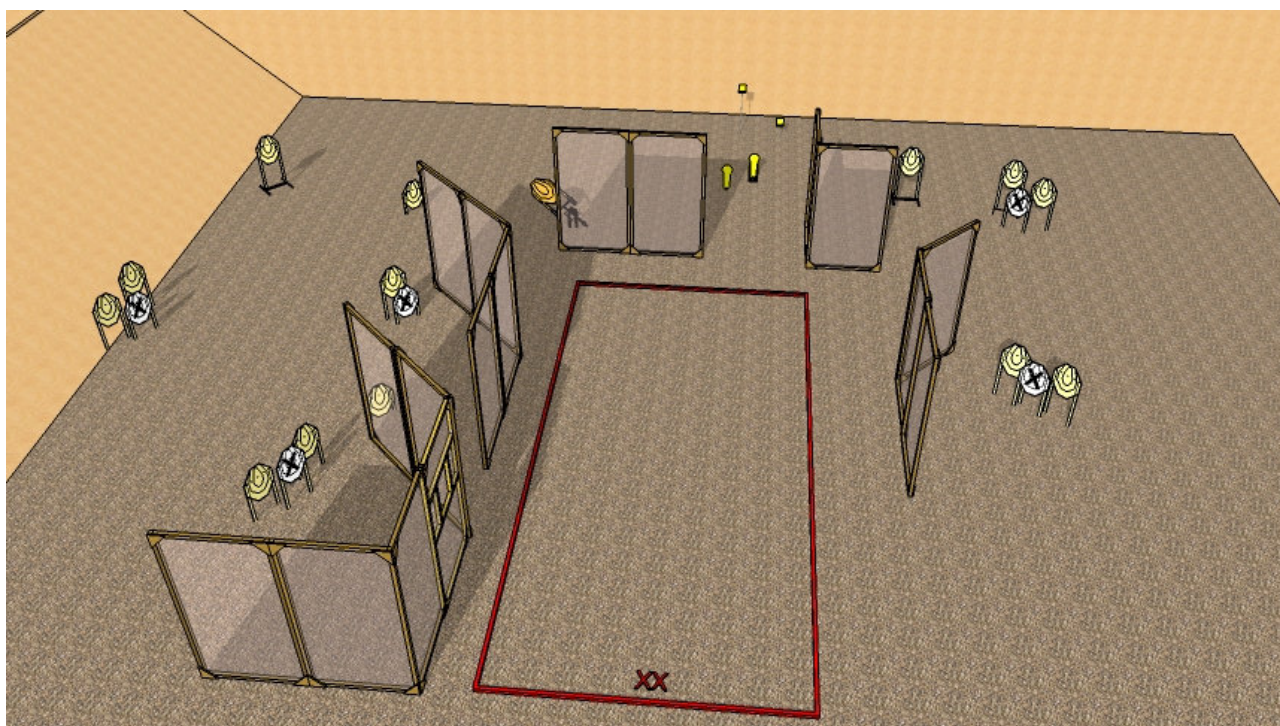
Stage 1



Varusteleka Oy	
Stage number	1
Stage name	Swat the fly
Targets	9 IPSC targets, 3 No shoot targets, 3 poppers
Distances	3-10m
Possible points	105
Minimum rounds	21
Start position	Normal standing on marked place. Gun loaded and holstered
Start	Audible signal
Procedure	After start signal engage all targets from marked area, free style free order.
Briefing	2 shots per target, poppers must fall to score. Popper P1 activates one target. Target remains visible. All walls are hard cover
Design notes	



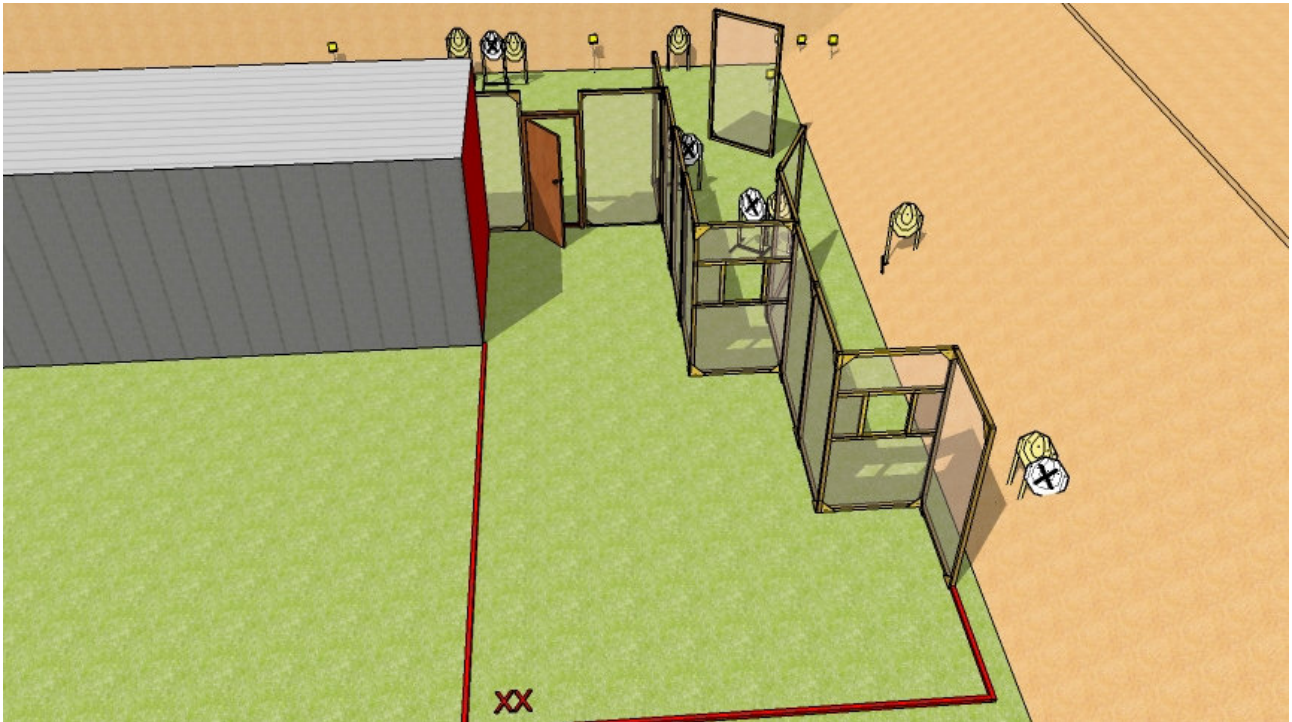
Stage 2



Kurre Erä ja Kalastus Oy	
Stage number	2
Stage name	Simple
Targets	14 IPSC targets, 6 No shoot targets, 2 poppers, 2 plates
Distances	3-20m
Possible points	160
Minimum rounds	32
Start position	Normal standing on marked place. Gun loaded and holstered
Start	Audible signal
Procedure	After start signal engage all targets from marked area, free style free order.
Briefing	2 shots per target, poppers and plates must fall to score. Popper P1 activates swinger target. Target remains visible. All walls are hard cover
Design notes	



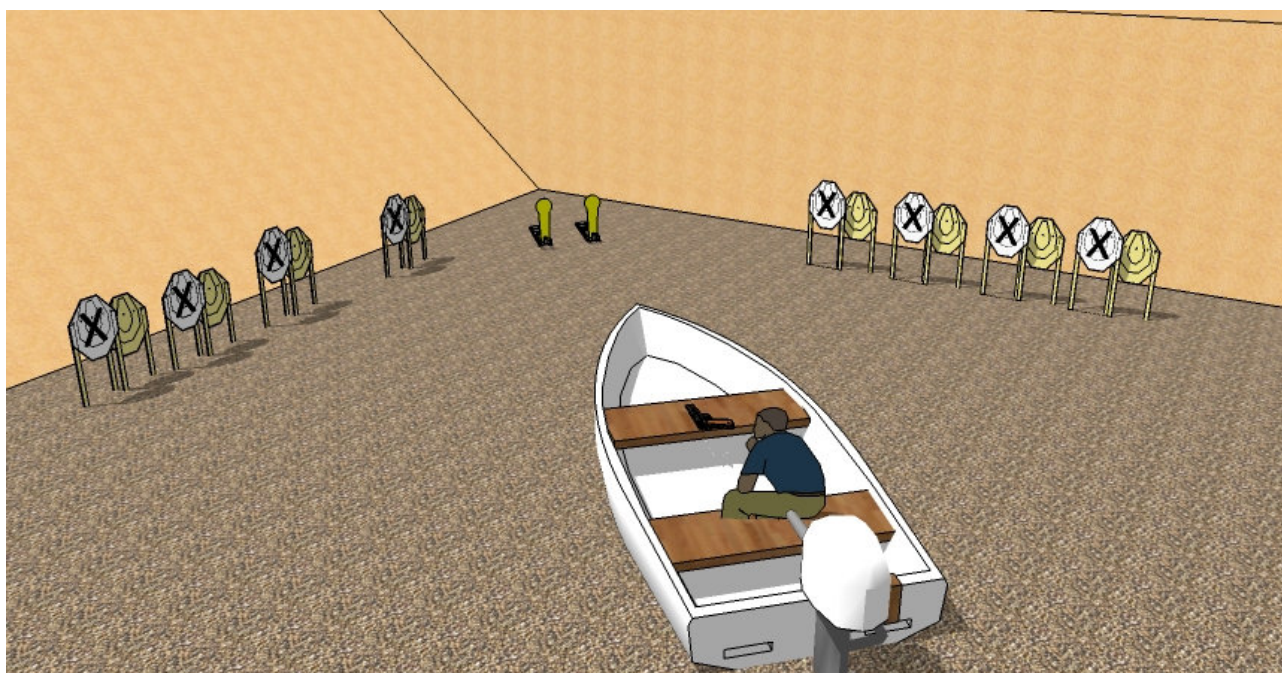
Stage 3



Asetalo Oy	
Stage number	3
Stage name	Door
Targets	7 IPSC targets, 4 No shoot targets, 6 plates
Distances	3-20m
Possible points	100
Minimum rounds	20
Start position	Normal standing on marked place. Gun loaded and holstered
Start	Audible signal
Procedure	After start signal engage all targets from marked area, free style free order.
Briefing	<p>2 shots per target, plates must fall to score. All walls are hard cover.</p> <p>10.4.1: "specified in the written stage briefing by the match organizers as being unsafe. (Will be shown on stage)</p>
Design notes	



Stage 4

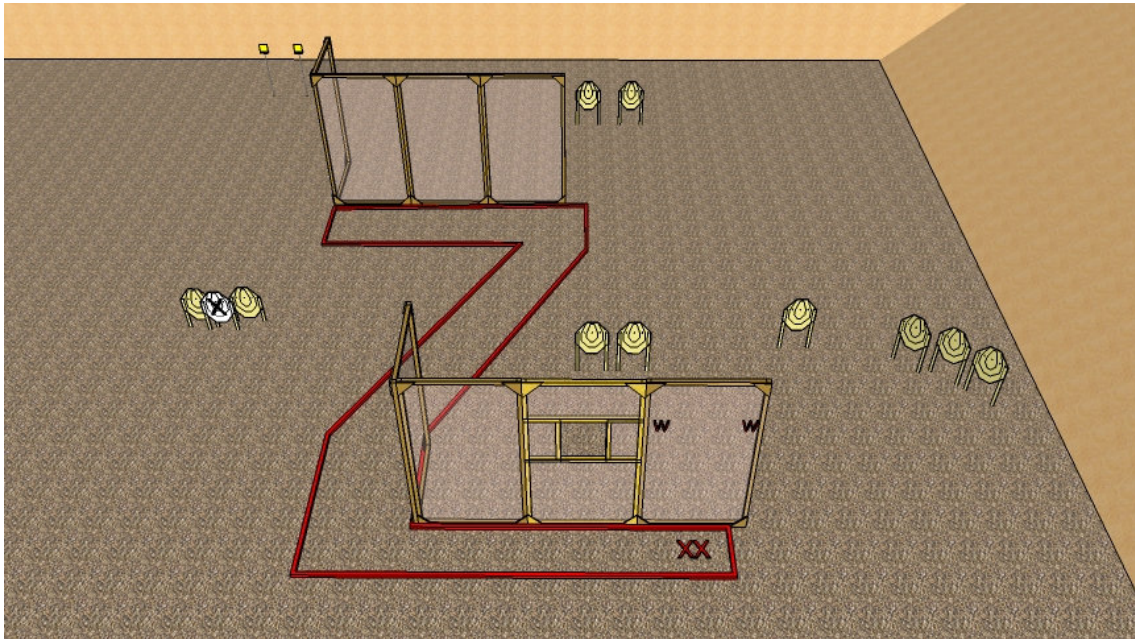


T:mi PaukkuPakka

Stage number	4
Stage name	Boat
Targets	8 IPSC targets, 8 No shoot targets, 2 poppers
Distances	8-14m
Possible points	50
Minimum rounds	10
Start position	Sitting on back seat, weak hand on a throttle. Gun loaded, flat on the front seat
Start	Audible signal
Procedure	After start signal engage all targets from the boat. Strong hand only, weak hand holding the throttle
Briefing	1 shot per target, poppers must fall to score. Popper P1 activates swinger target. Target remains visible. 10.4.1: "specified in the written stage briefing by the match organizers as being unsafe. (Shot through boat body)
Design notes	Boat will be fixed



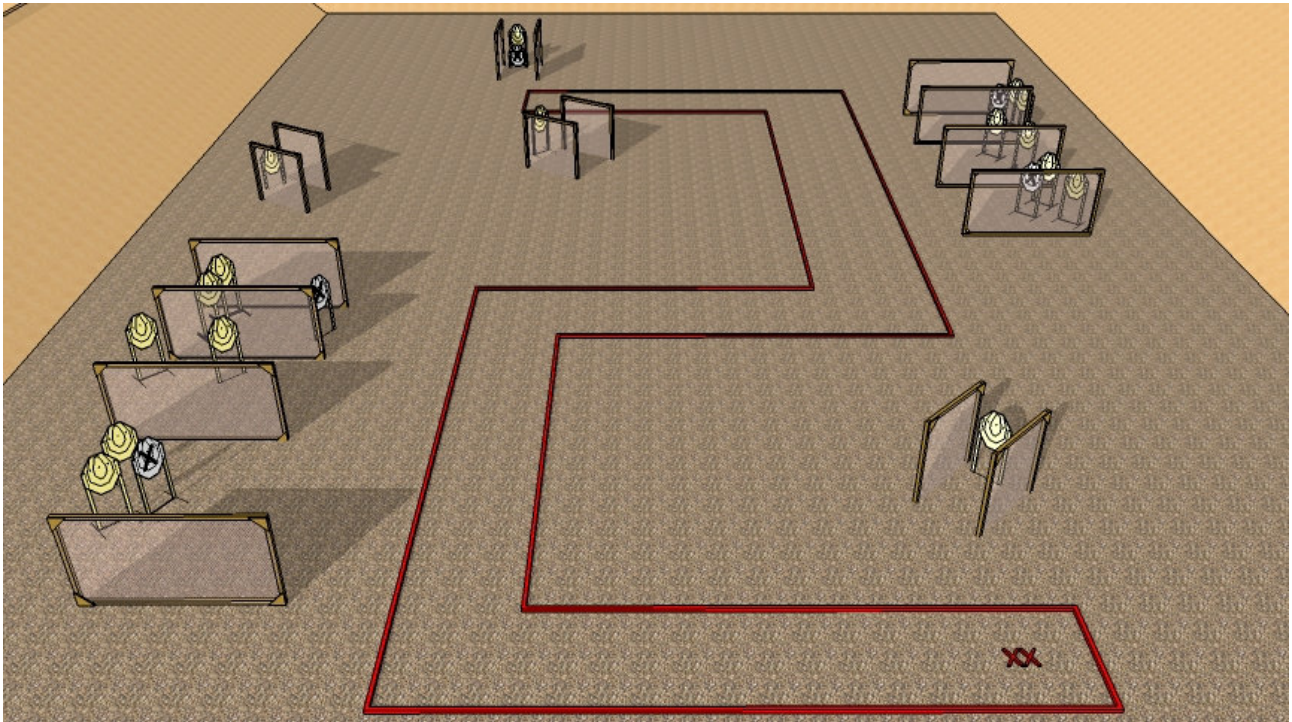
Stage 5



Decorpaint	
Stage number	5
Stage name	Zed
Targets	10 IPSC targets, 1 No shoot target, 2 plates
Distances	2-20m
Possible points	110
Minimum rounds	22
Start position	Standing, hands on marked places. Gun loaded and holstered.
Start	Audible signal
Procedure	After start signal engage all targets from the marked area. Free style free order
Briefing	2 shot per target, plates must fall to score. All walls are hard cover. 10.4.1: "specified in the written stage briefing by the match organizers as being unsafe. (Will be shown on stage)
Design notes	



Stage 6

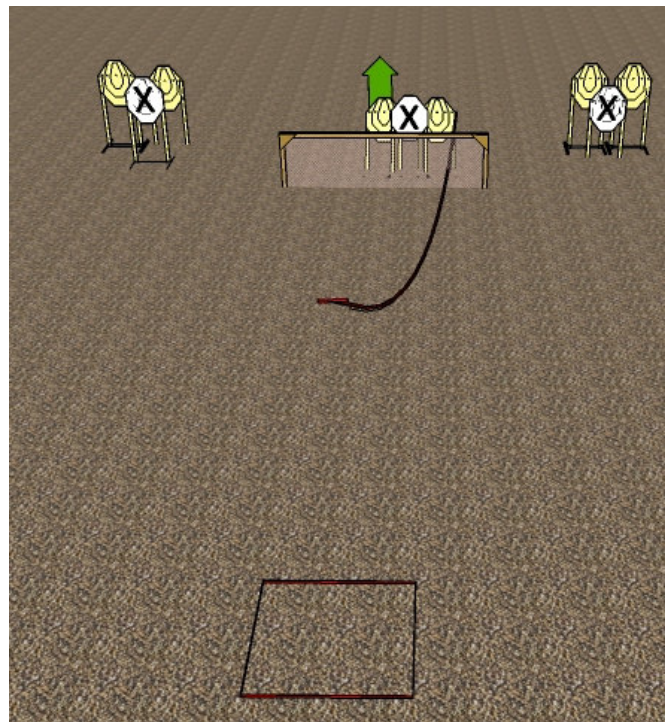


Databros Services Oy

Stage number	6
Stage name	Wild boar
Targets	16 IPSC targets, 5 No shoot targets
Distances	4-25m
Possible points	160
Minimum rounds	32
Start position	Normal standing on marked place. Gun loaded and holstered.
Start	Audible signal
Procedure	After start signal engage all targets from the marked area. Free style free order.
Briefing	2 shot per target. All walls are hard cover
Design notes	



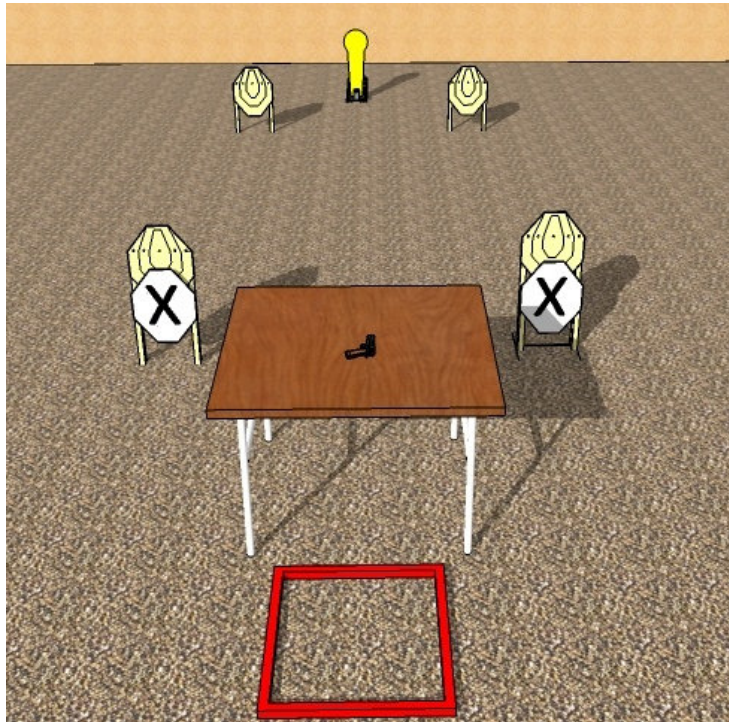
Stage 7



Stage number	7
Stage name	Handle bar
Targets	6 IPSC targets, 3 No shoot targets
Distances	10-15m
Possible points	60
Minimum rounds	12
Start position	Normal standing on marked area, a handle bar in hand(s). Gun loaded and holstered.
Start	Audible signal
Procedure	After start signal engage all targets from the marked area. Pull the handle to see hidden targets.
Briefing	2 shots per target. Wall is hard cover
Design notes	Targets are visible as long as the handle is pulled.



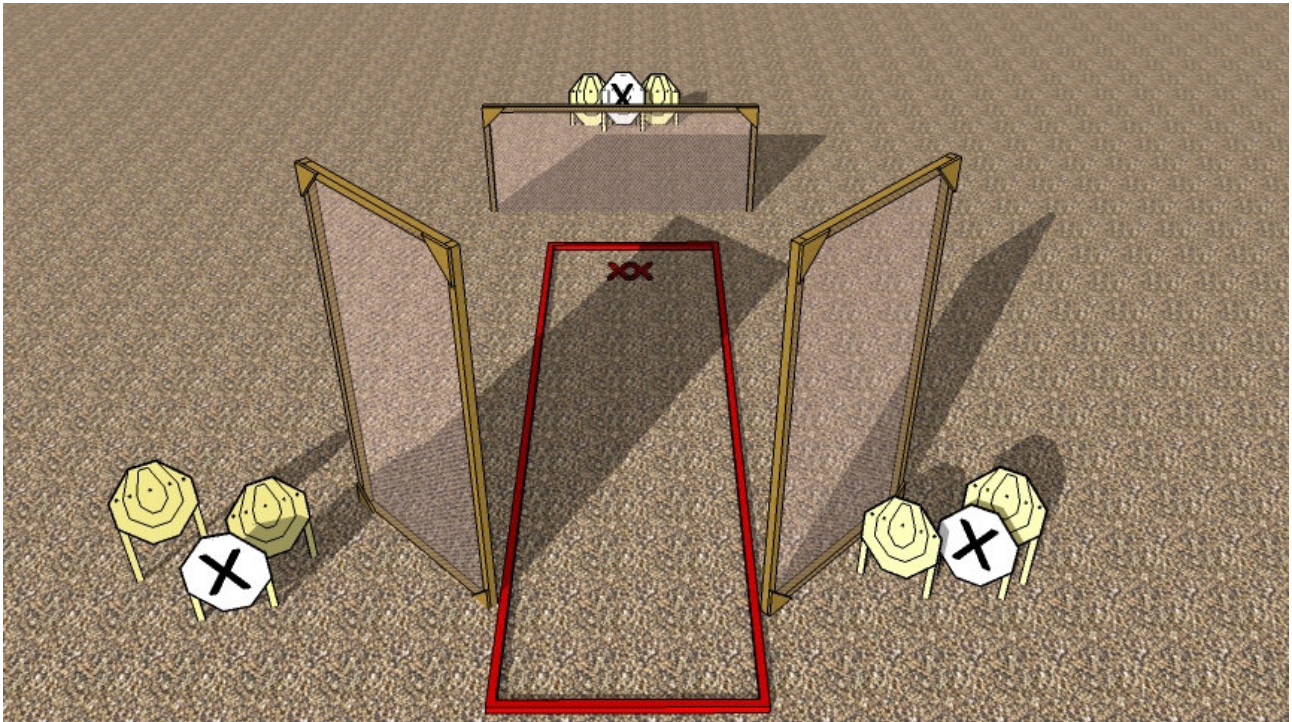
Stage 8



Stage number	8
Stage name	Weak hand
Targets	4 IPSC targets, 2 No shoot targets, 1 popper
Distances	4-15m
Possible points	45
Minimum rounds	9
Start position	Normal standing on marked place. Gun loaded and flat on table.
Start	Audible signal
Procedure	After start signal engage all targets from the area A. Weak hand only.
Briefing	2 shot per target. Popper must fall to score
Design notes	



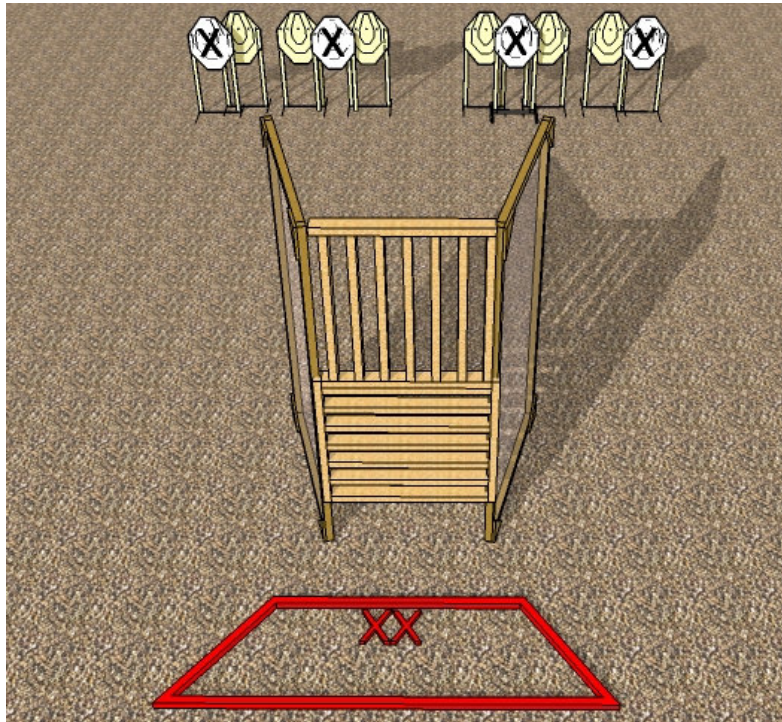
Stage 9



Stage number	9
Stage name	Reverse
Targets	6 IPSC targets, 3 No shoot targets
Distances	2-8m
Possible points	60
Minimum rounds	12
Start position	Normal standing on marked place. Gun loaded and holstered.
Start	Audible signal
Procedure	After start signal engage all targets from the area A. Free style free order.
Briefing	2 shot per target. Walls are hard cover
Design notes	



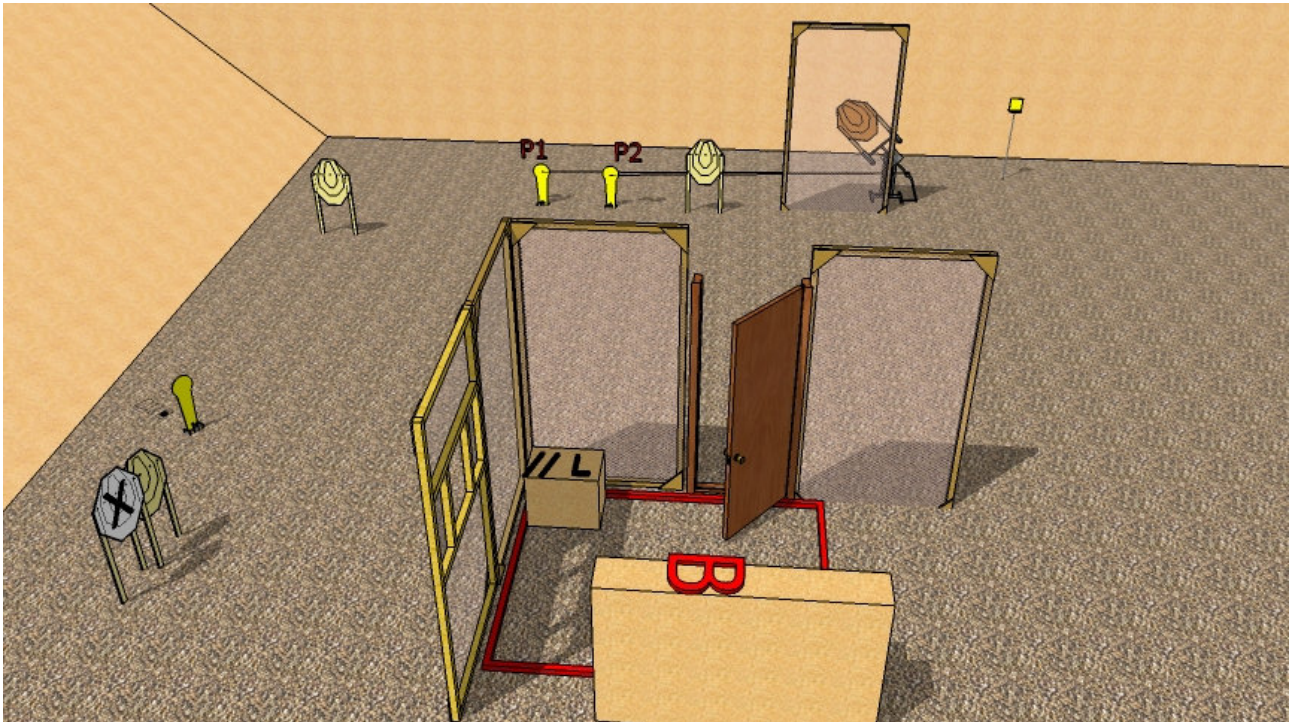
Stage 10



Stage number	10
Stage name	Narrow gap
Targets	6 IPSC targets, 4 No shoot targets
Distances	10-15m
Possible points	60
Minimum rounds	12
Start position	Normal standing on area A. Gun loaded and holstered.
Start	Audible signal
Procedure	After start signal engage all targets from the area A. Free style free order.
Briefing	2 shot per target. Bars are soft cover
Design notes	



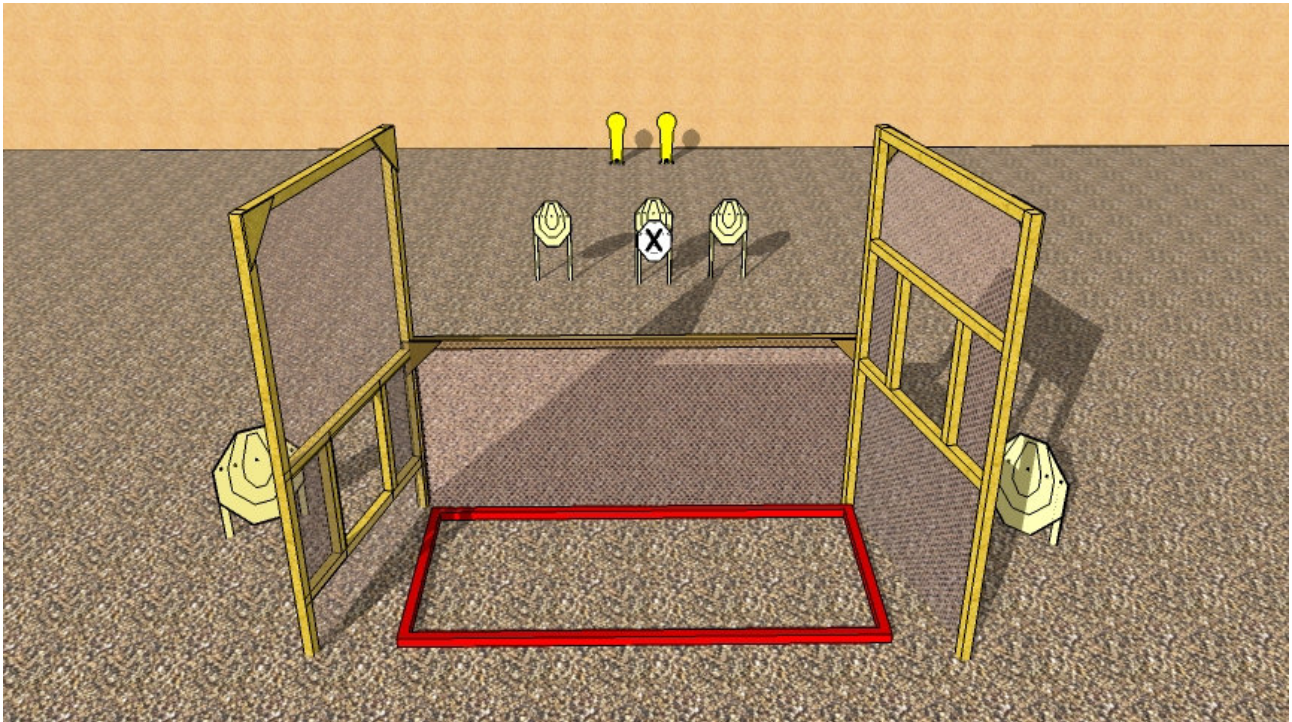
Stage 11



Stage number	11
Stage name	Sauna
Targets	4 IPSC targets, 1 No shoot target, 3 poppers, 1 plate
Distances	4-25m
Possible points	60
Minimum rounds	12
Start position	Sitting on marked place. Gun unloaded. Gun and all magazines flat on table.
Start	Audible signal
Procedure	After start signal engage all targets from the marked area. Free style free order.
Briefing	2 shot per target. P1 or P2 activates swinger target. Target remains visible. All walls are hard cover.
Design notes	



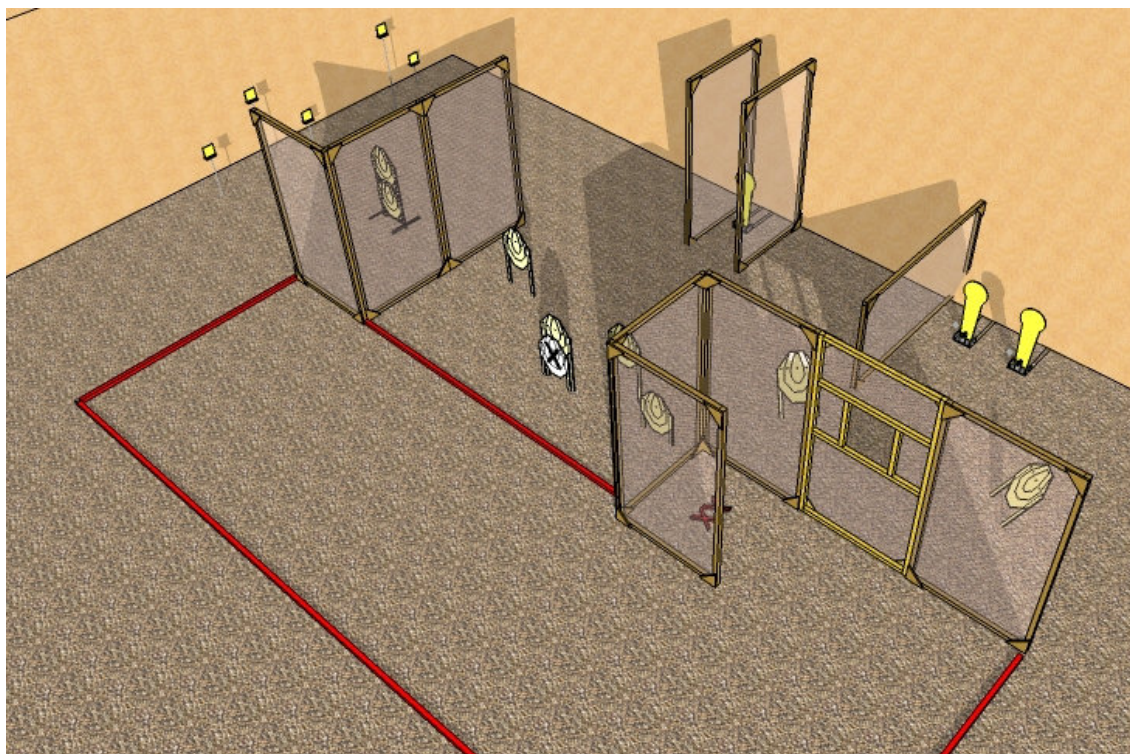
Stage 12



Stage number	12
Stage name	Shallow
Targets	2 IPSC targets, 3 mini-IPSC targets 1 mini no shoot target, 2 poppers
Distances	2-20m
Possible points	60
Minimum rounds	12
Start position	Normal standing on area A. Gun loaded and holstered.
Start	Audible signal
Procedure	After start signal engage all targets from the marked area. Free style free order.
Briefing	2 shot per target.
Design notes	



Stage 13



Stage number	13
Stage name	Corner
Targets	8 IPSC targets, 1 No shoot targets, 2 poppers, 5 plates
Distances	4-25m
Possible points	160
Minimum rounds	32
Start position	Normal standing on marked place. Gun loaded and holstered.
Start	Audible signal
Procedure	After start signal engage all targets from the marked area. Free style free order.
Briefing	2 shot per target, poppers and plates must fall to score. All walls are hard cover
Design notes	

