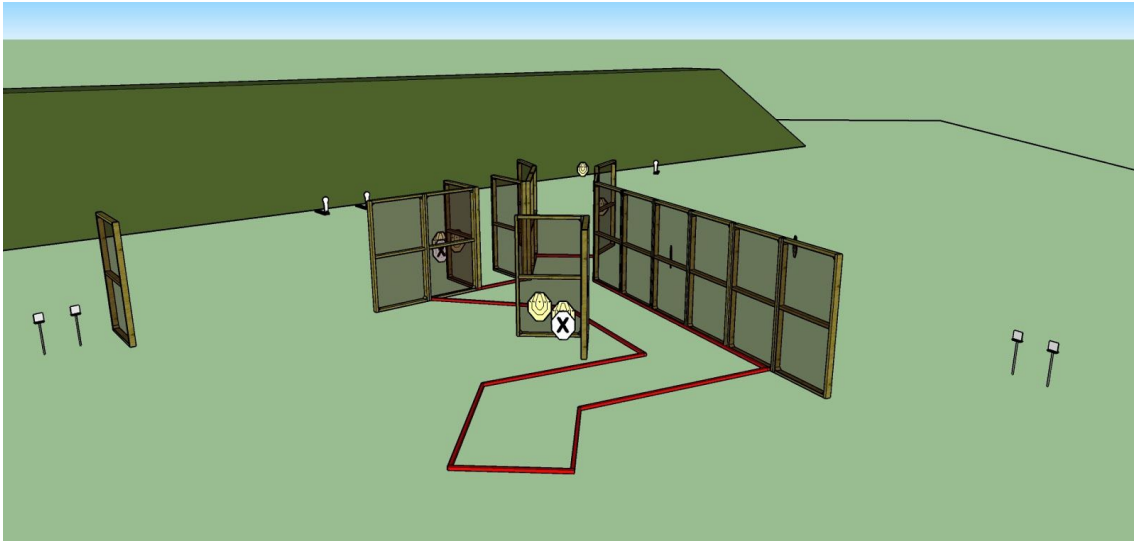


# Wasa Match 2019, IPSC

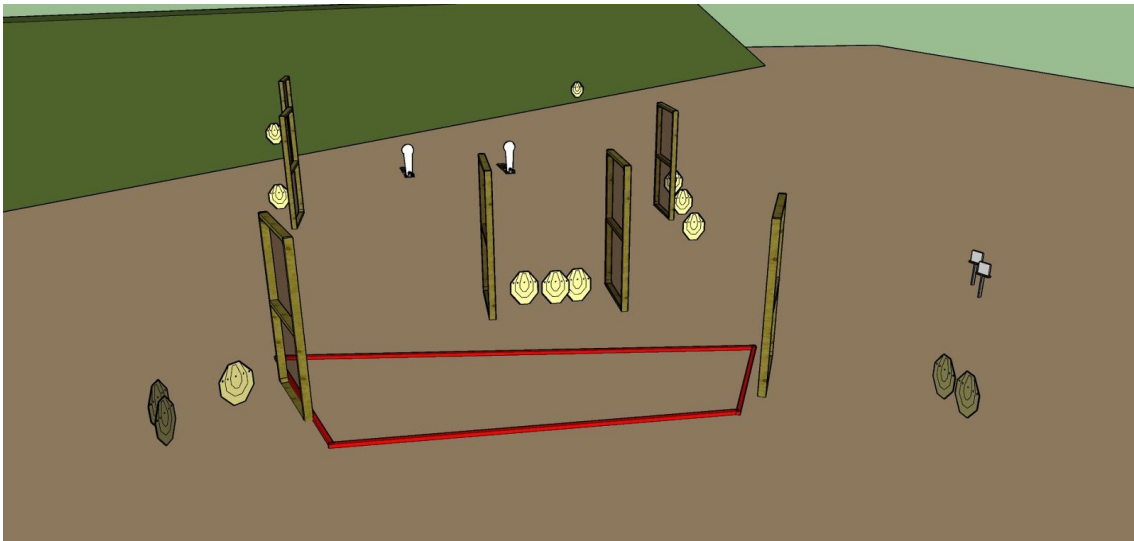
## HG Level 3

Summary:

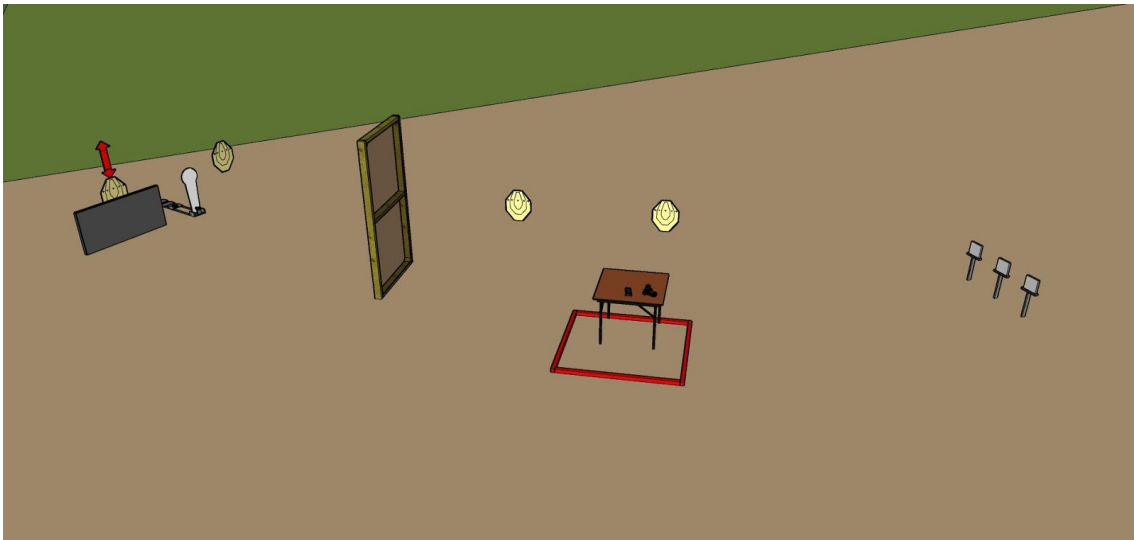
Stage nr.	Rounds	Points	IPSC Target	IPSC Popper	IPSC Mini Popper	IPSC Metal Plate
1	24	120	8		4	4
2	32	160	14		2	2
3	12	60	4		1	3
4	24	120	12			
5	10	50	5			
6	8	40	1		2	4
7	32	160	14	1	3	
8	16	80	7		2	
9	24	120	12			
10	24	120	11		2	
11	16	80	7		2	
12	12	60	10			2
13	12	60	4		2	2
14	24	120	12			
15	12	60	6			
16	9	45	3		2	1



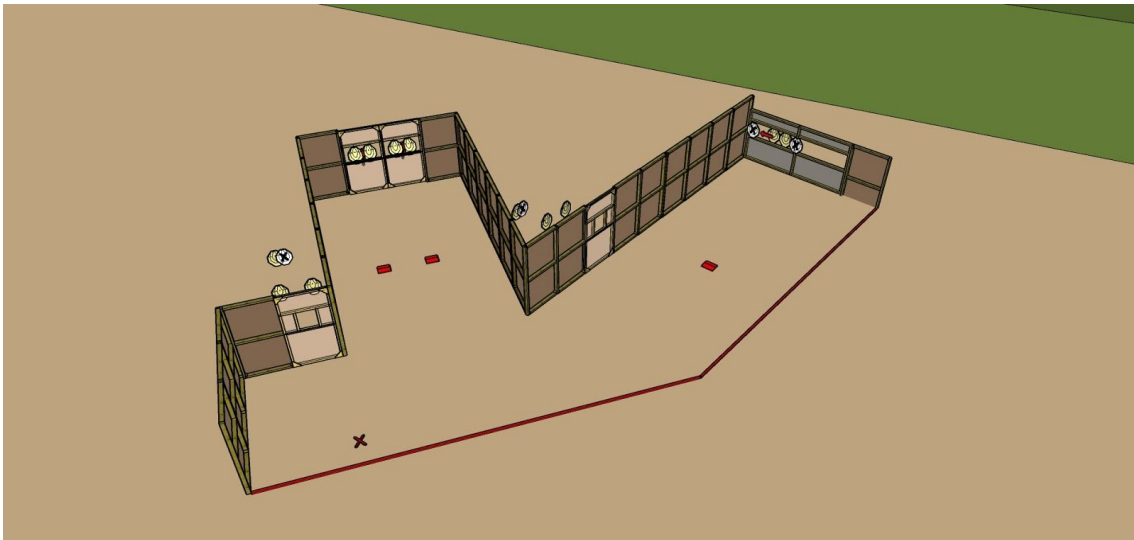
Stage	1
Number of rounds to be scored	24
Max. points	120
Targets	8 IPSC targets, 4 IPSC Mini Popper, 4 IPSC Metal Plates
Gun ready condition	
Start position	Normal standing anywhere in designated area.
Time starts	Audible signal
Procedure	After start signal engage targets.



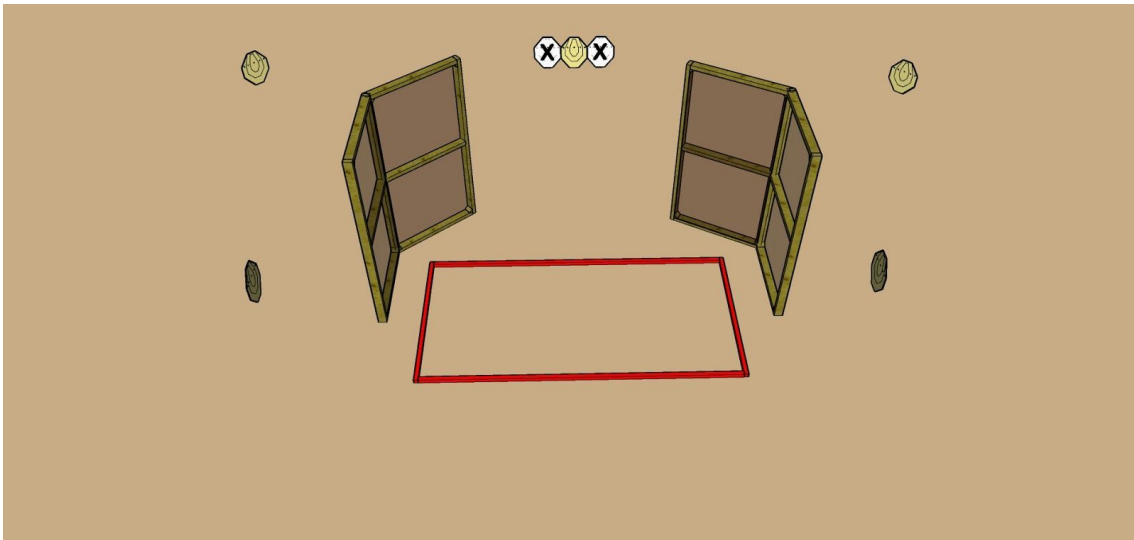
Stage	2
Number of rounds to be scored	32
Max. points	160
Targets	14 IPSC targets, 2 IPSC Mini Poppers, 2 IPSC Metal Plates
Gun ready condition	
Start position	Normal standing anywhere in designated area.
Time starts	Audible signal
Procedure	After start signal engage targets.



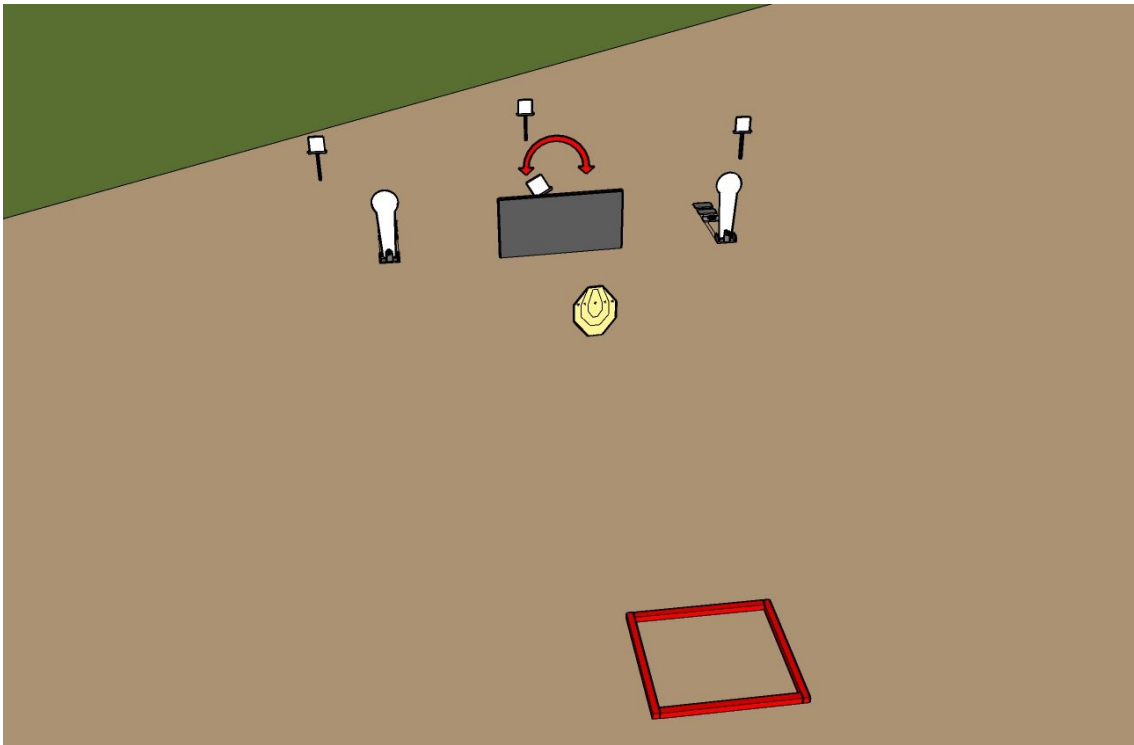
Stage		3
Number of rounds to be scored		12
Max. points		60
Targets	4 IPSC targets, 1 IPSC Mini Popper, 3 IPSC Metal Plates.	
Gun ready condition	Chamber and magwell empty, gun and all magazines flat on table.	
Start position	Normal standing anywhere in designated area.	
Time starts	Audible signal	
Procedure	After start signal engage targets. IPSC Mini Popper 1 activates moving IPSC target 1 which remains visible at the rest.	



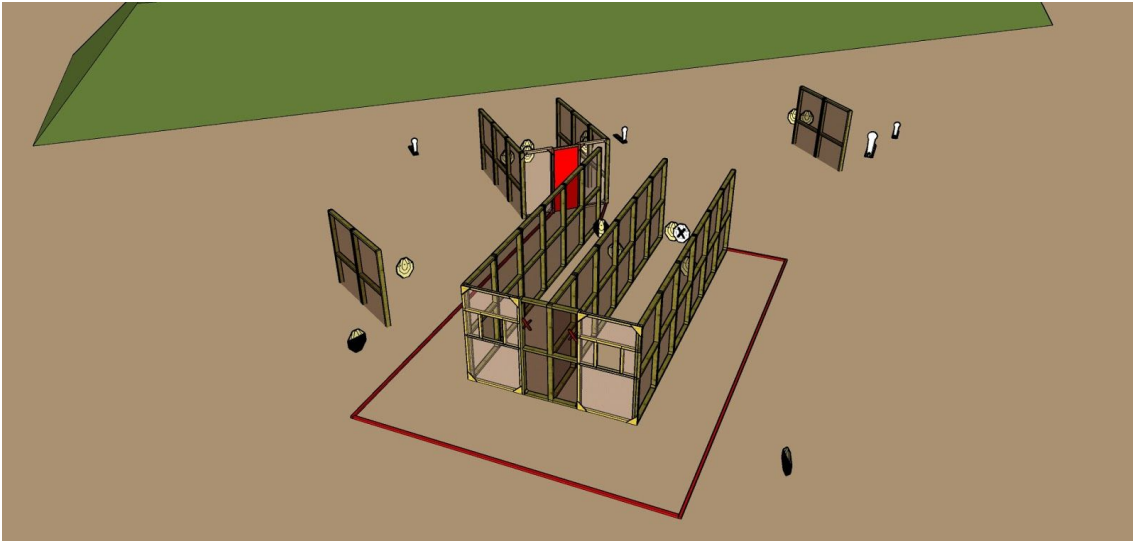
Stage	4
Number of rounds to be scored	24
Max. points	120
Targets	12 IPSC targets
Gun ready condition	
Start position	Normal standing on marked place.
Time starts	Audible signal
Procedure	After start signal engage targets. Stepper 1 activates moving IPSC targets 1 and 2. Stepper 2 activates moving IPSC targets 3 and 4. Stepper 3 activates moving IPSC targets 5 and 6. Moving targets remains visible at the rest.



Stage	5
Number of rounds to be scored	10
Max. points	50
Targets	5 IPSC targets
Gun ready condition	
Start position	Normal standing anywhere in designated area.
Time starts	Audible signal
Procedure	After start signal engage targets.

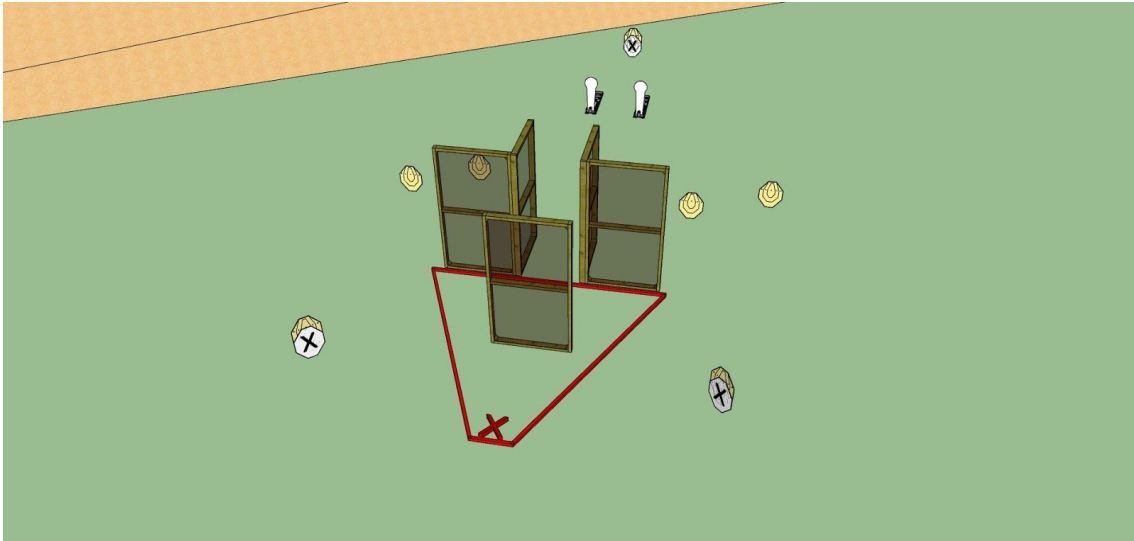


Stage		6
Number of rounds to be scored		8
Max. points		40
Targets	1 IPSC target, 2 IPSC Mini Poppers, 4 IPSC Metal Plates.	
Gun ready condition		
Start position	Normal standing anywhere in designated area.	
Time starts	Audible signal	
Procedure	After start signal engage targets. IPSC Mini Popper 1 activates swinging IPSC Metal Plate 1 which remains visible at the rest. Strong hand only.	

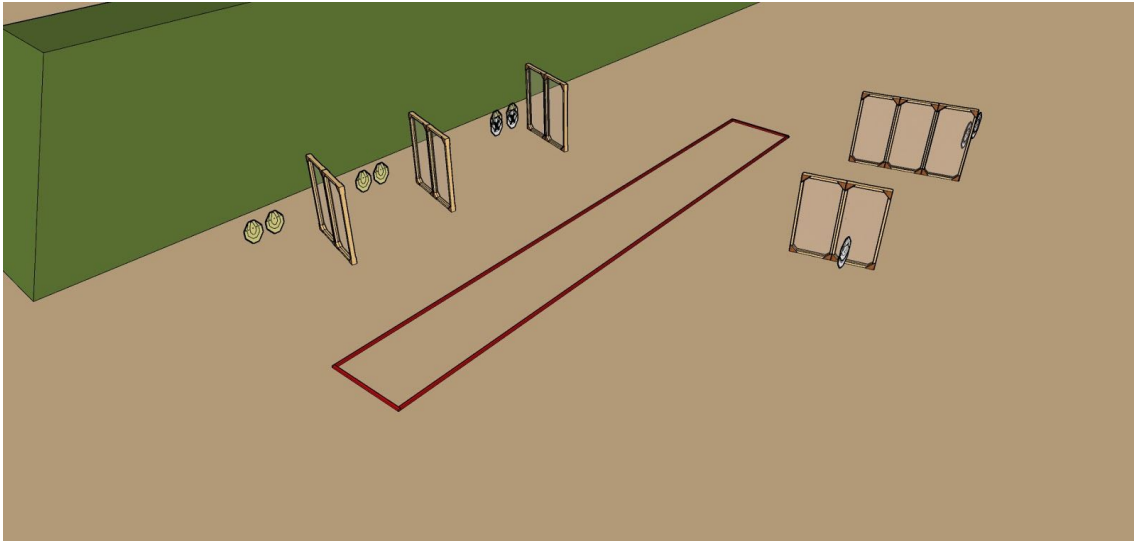


Stage	7
Number of rounds to be scored	32
Max. points	160
Targets	14 IPSC targets, 1 IPSC Poppers, 3 IPSC Mini Poppers
Gun ready condition	
Start position	Hands on marked places as demonstrated by the RO.
Time starts	Audible signal
Procedure	After start signal engage targets.

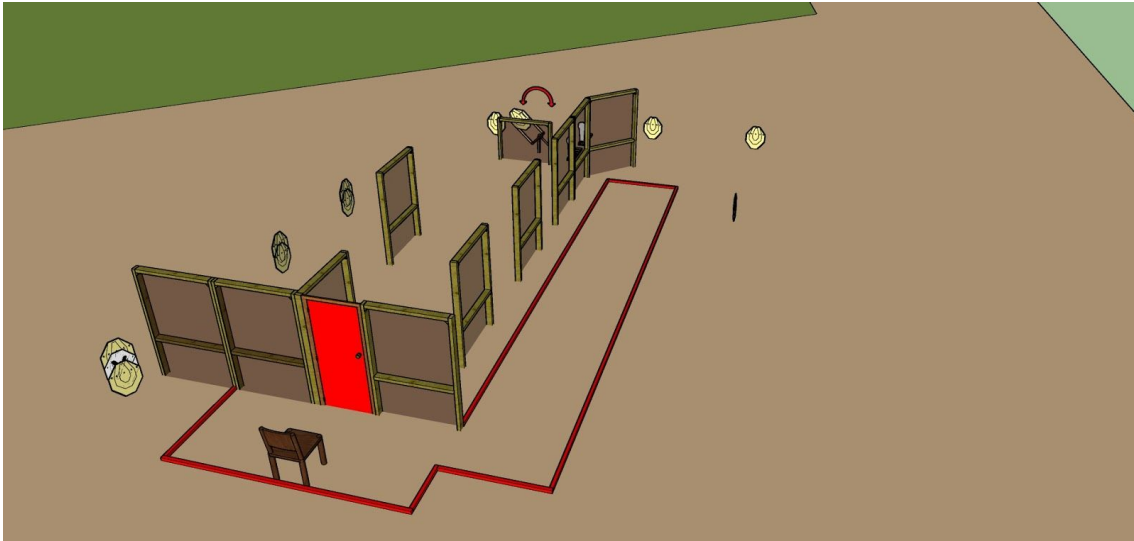




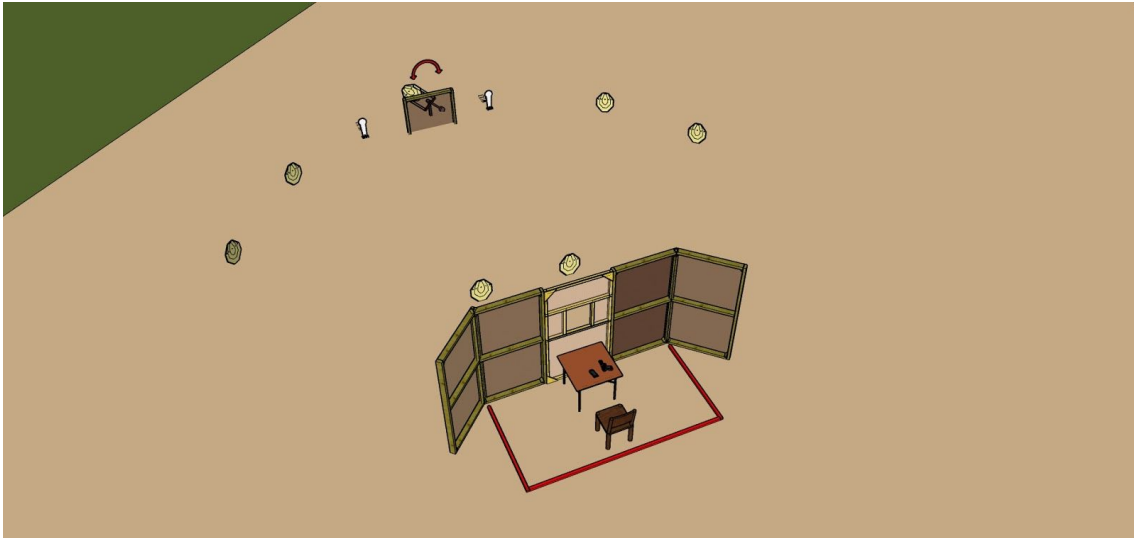
Stage		8
Number of rounds to be scored		16
Max. points		80
Targets	7 IPSC targets, 2 IPSC Mini Poppers	
Gun ready condition		
Start position	Normal standing on marked place as demonstrated by the RO.	
Time starts	Audible signal	
Procedure	After start signal engage targets.	



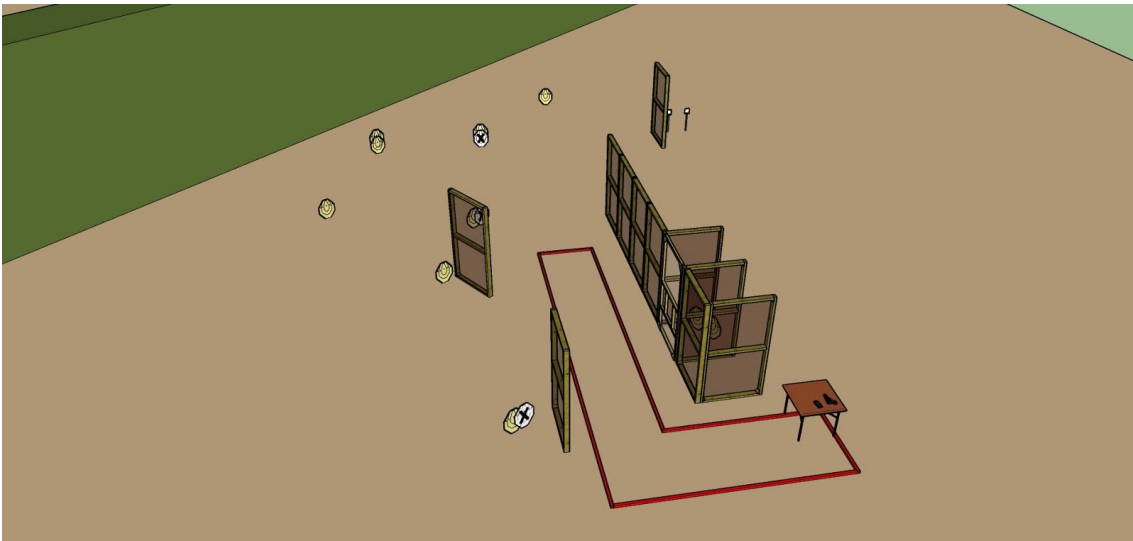
Stage	9
Number of rounds to be scored	24
Max. points	120
Targets	12 IPSC targets
Gun ready condition	
Start position	Normal standing anywhere in designated area.
Time starts	Audible signal
Procedure	After start signal engage targets.



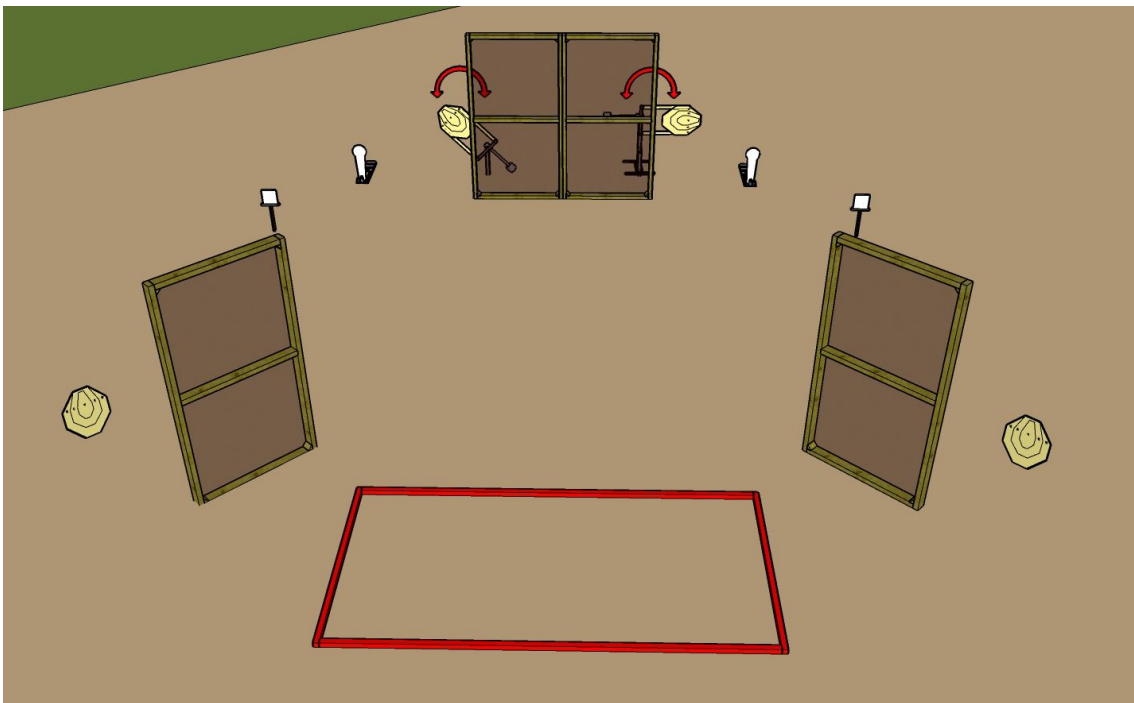
Stage		10
Number of rounds to be scored		24
Max. points		120
Targets	11 IPSC targets, 2 IPSC Mini Poppers	
Gun ready condition	Chamber empty, magazine inserted.	
Start position	Sitting on the chair as demonstrated by the RO.	
Time starts	Audible signal	
Procedure	After start signal engage targets. IPSC Mini Popper 1 activates moving IPSC target 1 which remains visible at the rest.	



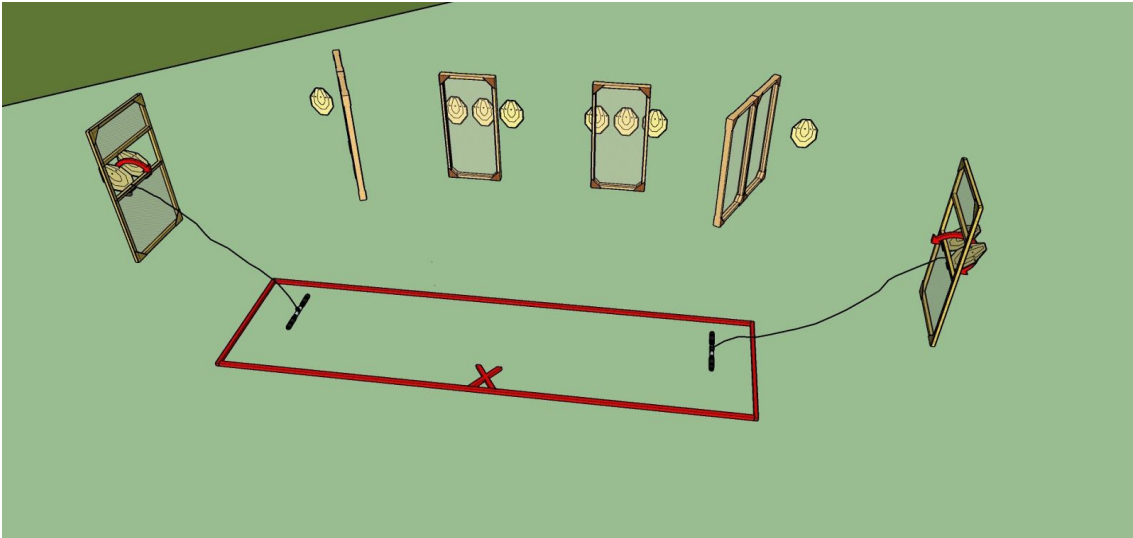
Stage		11
Number of rounds to be scored		16
Max. points		80
Targets	7 IPSC targets, 2 IPSC Mini Poppers	
Gun ready condition	Chamber and magwell empty, gun and all magazines flat on table.	
Start position	Sitting on the chair as demonstrated by the RO.	
Time starts	Audible signal	
Procedure	After start signal engage targets. IPSC Mini Popper 1 activates moving IPSC target 1 which remains visible at the rest.	



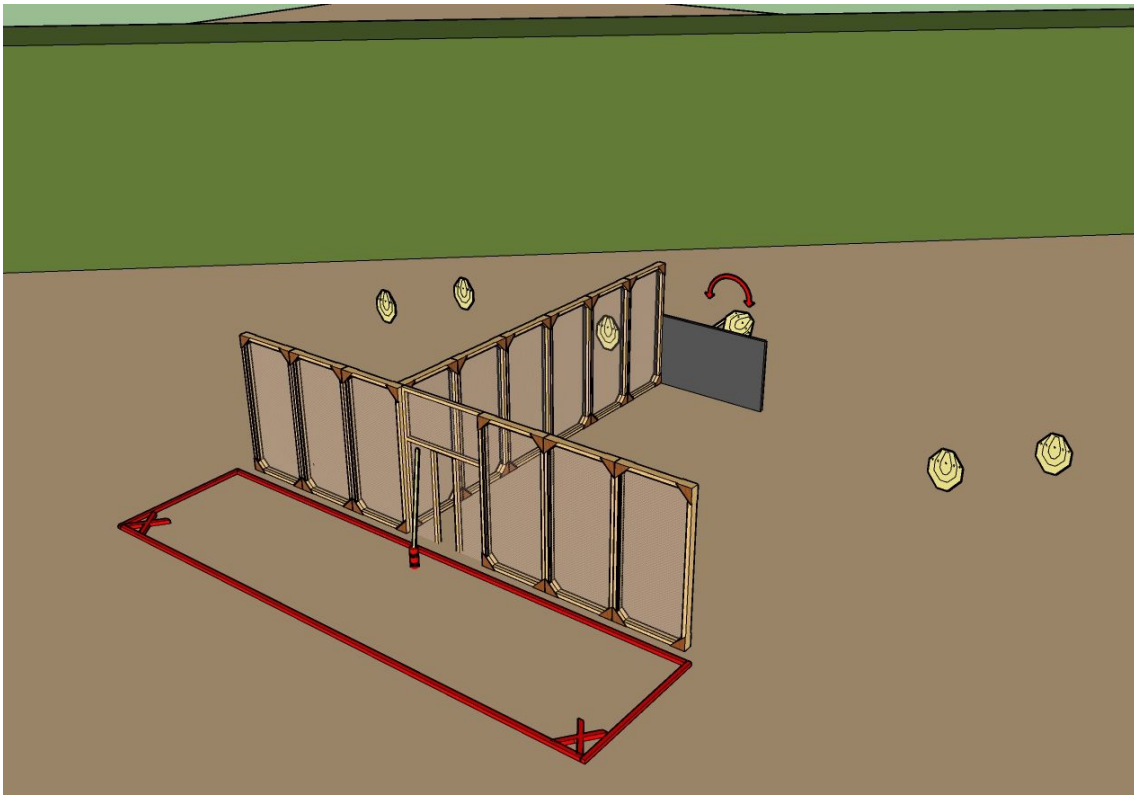
Stage	12
Number of rounds to be scored	12
Max. points	60
Targets	10 IPSC targets, 2 IPSC Metal Plates
Gun ready condition	Chamber and magwell empty, gun and all magazines flat on table.
Start position	Normal standing anywhere in designated area as demonstrated by the RO.
Time starts	Audible signal
Procedure	After start signal engage targets. Only the best hit will score on a paper target.



Stage		13
Number of rounds to be scored		12
Max. points		60
Targets	4 IPSC targets, 2 IPSC Mini Poppers, 2 IPSC Metal Plates	
Gun ready condition		
Start position	Normal standing anywhere in designated area.	
Time starts	Audible signal	
Procedure	After start signal engage targets. IPSC Mini Popper 1 activates moving IPSC target 1 and IPSC Mini Popper 2 activates moving IPSC target 2. Both moving targets remain visible at the rest.	

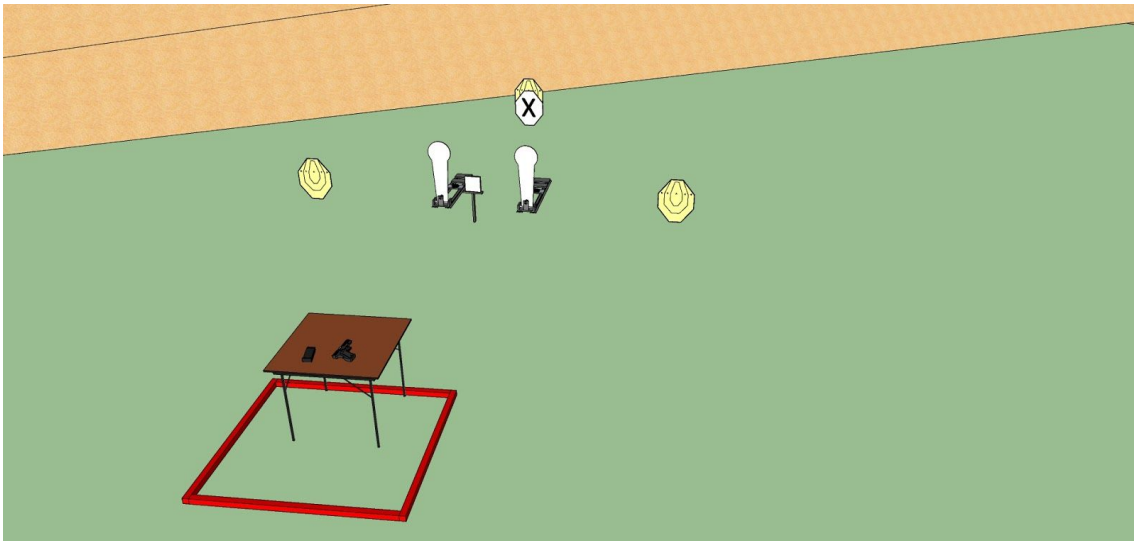


Stage		14
Number of rounds to be scored		24
Max. points		120
Targets	12 IPSC targets	
Gun ready condition		
Start position	Normal standing on marked place as demonstrated by the RO.	
Time starts	Audible signal	
Procedure	After start signal engage targets. Pulling the handle 1 activates moving targets 1 and 2. Pulling the handle 2 activates moving targets 3 and 4.	



Stage		15
Number of rounds to be scored		12
Max. points		60
Targets	6 IPSC targets	
Gun ready condition		
Start position	Standing on marked place hamsterstick on weak hand as demonstrated by the RO.	
Time starts	Audible signal	
Procedure	After start signal engage targets. Hamsterstick activates swinging IPSC target 1 which remains visible at the rest.	





Stage		16
Number of rounds to be scored		9
Max. points		45
Targets	3 IPSC targets, 2 IPSC Mini Poppers, 1 IPSC Metal Plate	
Gun ready condition	Gun loaded flat on table.	
Start position	Normal standing anywhere in designated area.	
Time starts	Audible signal	
Procedure	After start signal engage targets. Weak hand only.	