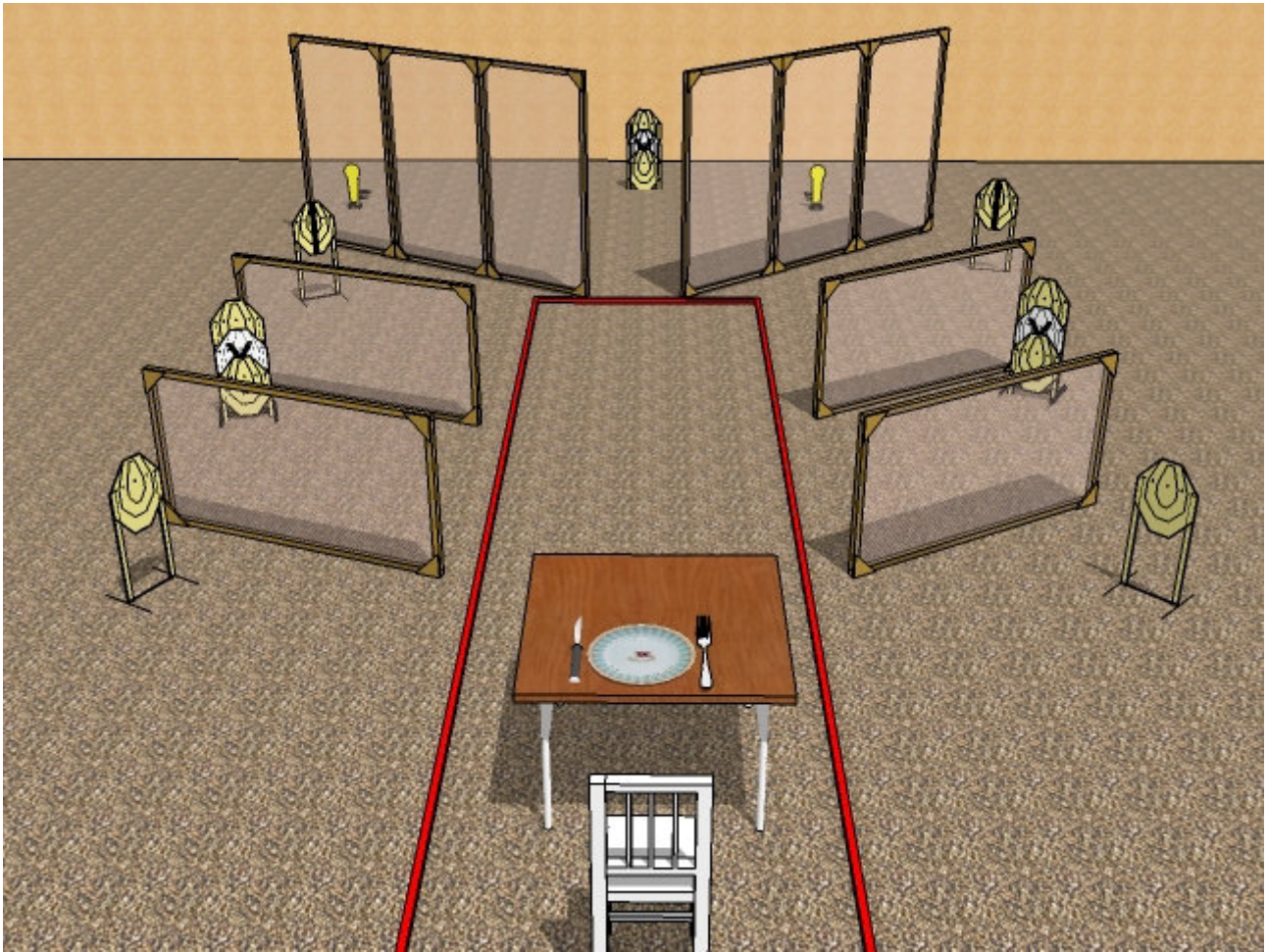


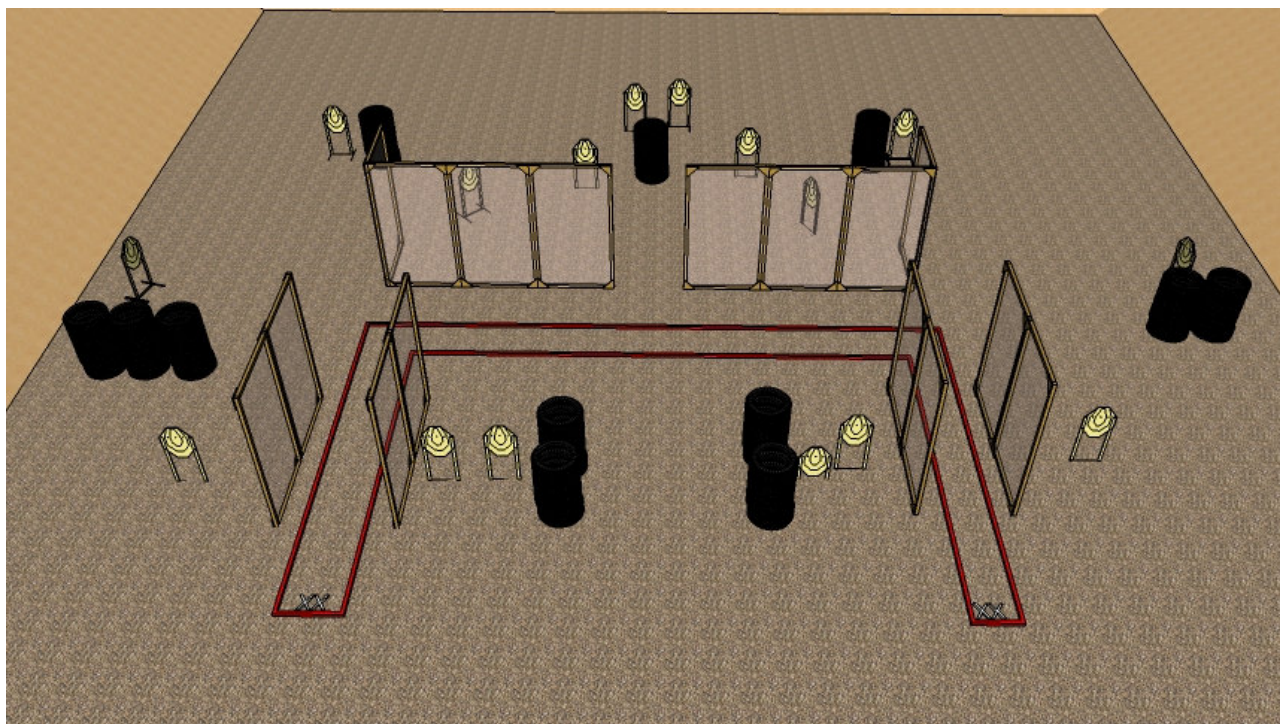
## Stage 1



Varusteleka Oy	
Stage Number:	1
Stage Name	Too HOT Dinner!?
Type of course:	Medium
Targets:	10 IPSC target, 3 Penalty target, 0 Plate, 2 Popper
Minimum rounds:	22
Maximum points:	110
Distances:	5-20m
Start position:	Sitting on chair, holding fork and knife in hands. Empty gun in holster
Start	Audible signal
Procedure:	After start signal shoot all targets from designated area
Briefing	All walls are hard cover
Notes:	-
Design by:	HannuM



## Stage 2

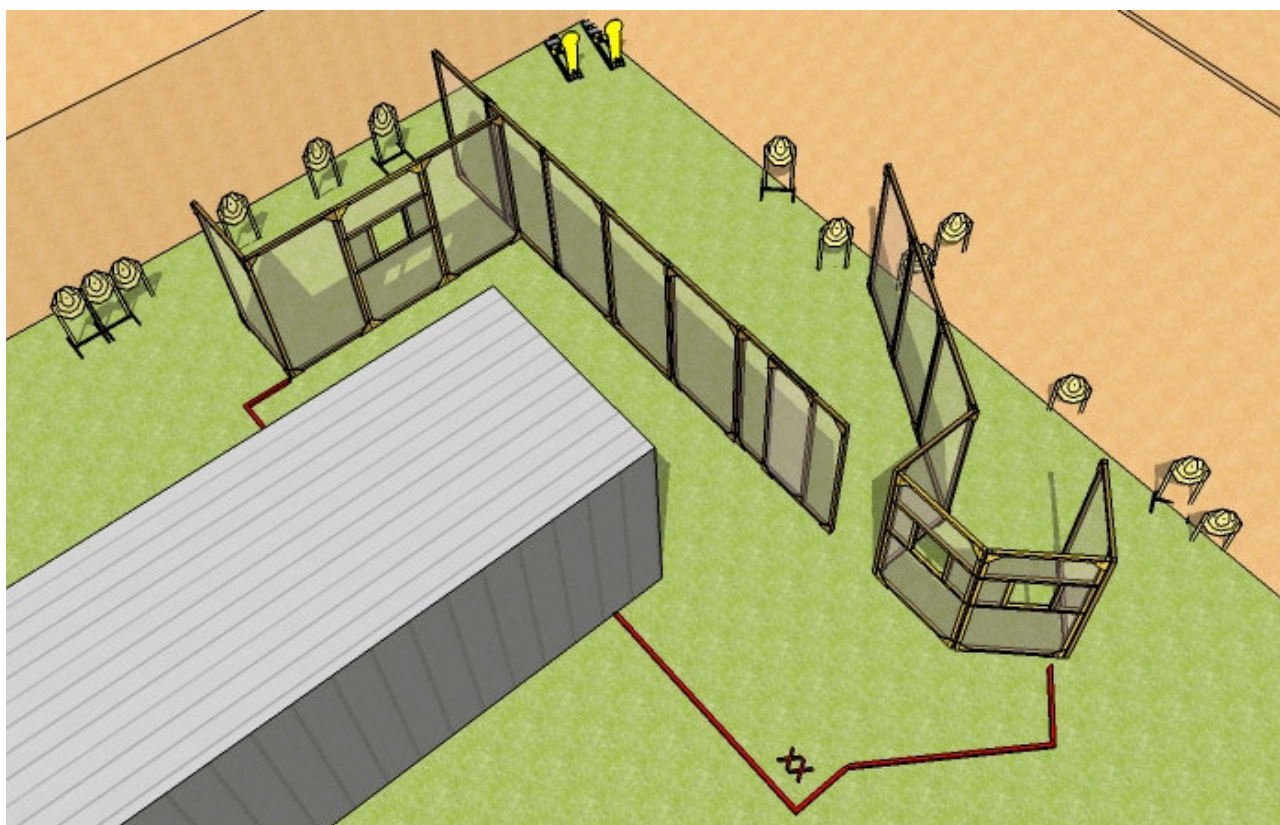


Asetalo Oy	
Stage Number:	2
Stage Name	Auxpac 32
Type of course:	Long
Targets:	16 IPSC target, 0 Penalty target, 0 Plate, 0 Popper
Minimum rounds:	32
Maximum points:	160
Distances:	3-25m
Start position:	Normal standing, gun loaded and holstered
Start	Audible signal
Procedure:	After start signal shoot all targets from designated area
Briefing	All walls are hard cover
Notes:	-
Design by:	TomiK & KimmoV





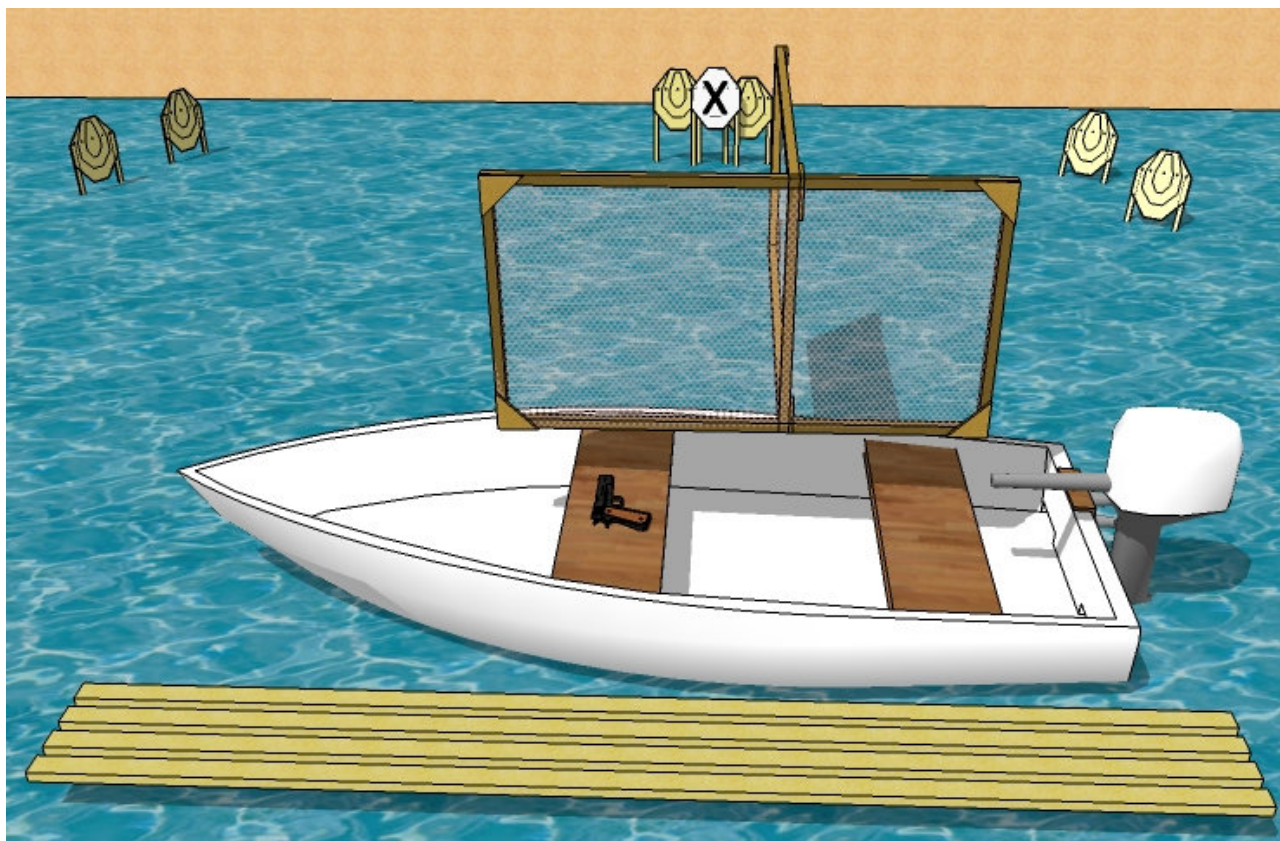
## Stage 3



Kurre Erä ja Kalastus Oy	
Stage Number:	3
Stage Name	Quick
Type of course:	Long
Targets:	13 IPSC target, 0 Penalty target, 0 Plate, 2 Popper
Minimum rounds:	28
Maximum points:	140
Distances:	2-10m
Start position:	Normal standing in marked place, gun loaded and holstered
Start	Audible signal
Procedure:	After start signal shoot all targets from designated area
Briefing	All walls are hard cover
Notes:	Rule 10.4.1 " specified in the written stage briefing by the match organizers as being unsafe" --> wall on the left
Design by:	EsaB



## Stage 4

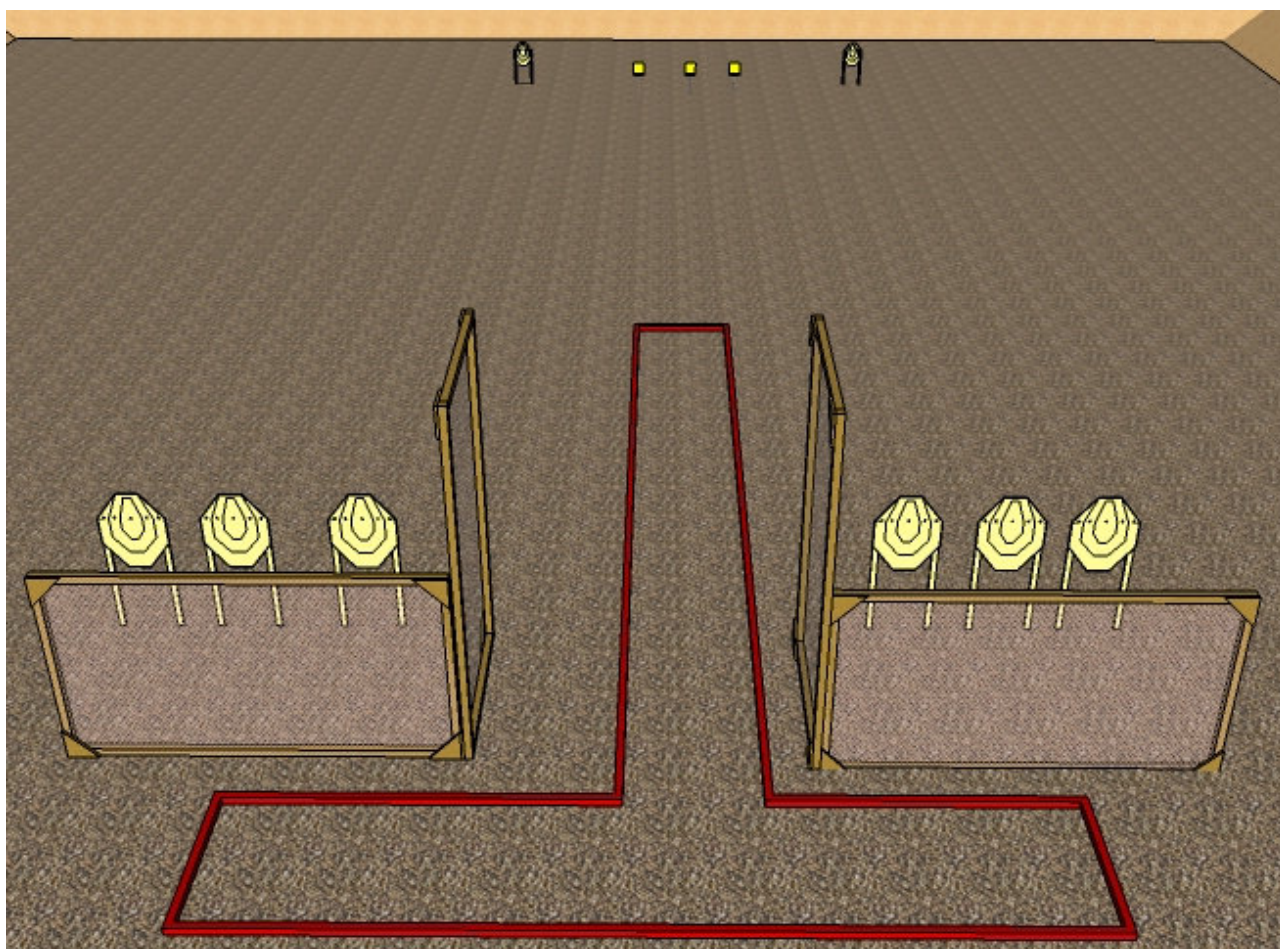


-	
Stage Number:	4
Stage Name	Boat
Type of course:	Short
Targets:	6 IPSC target, 1 Penalty target, 0 Plate, 0 Popper
Minimum rounds:	12
Maximum points:	60
Distances:	10-15m
Start position:	Normal standing. Gun loaded but chamber empty, flat on the boat seat
Start	Audible signal
Procedure:	After start signal shoot all targets from designated area
Briefing	All walls are hard cover
Notes:	-
Design by:	JussiN





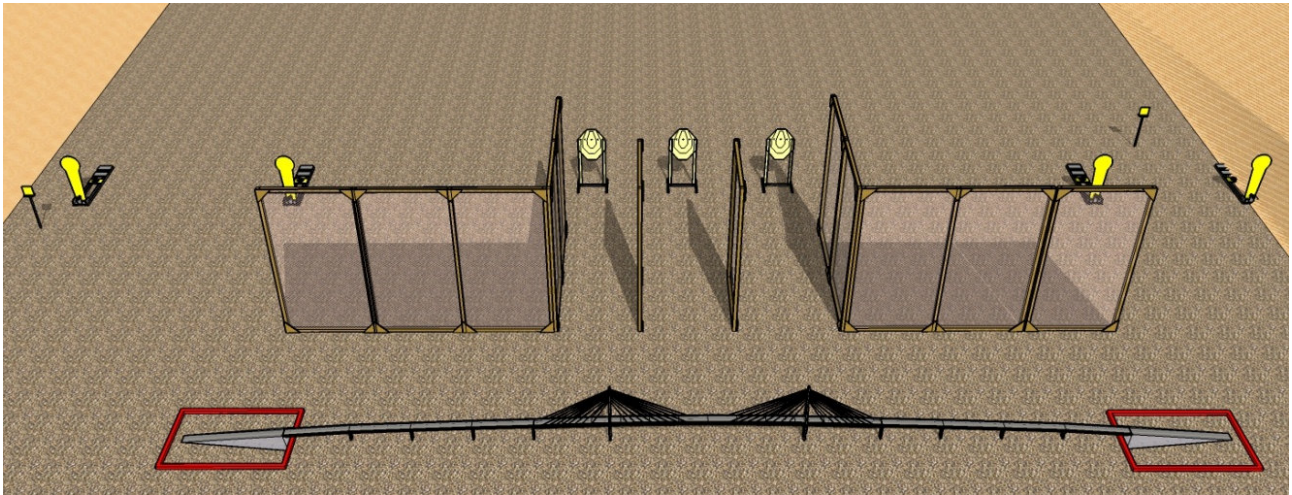
## Stage 5



T:mi Paukku Pakka	
Stage Number:	5
Stage Name	Shoot or run?
Type of course:	Medium
Targets:	6 IPSC targets, 2 mini IPSC target, 3 plates
Minimum rounds:	19
Maximum points:	95
Distances:	3-30m
Start position:	Normal standing in marked place, gun loaded and holstered
Start	Audible signal
Procedure:	After start signal shoot all targets from designated area
Briefing	All walls are hard cover
Notes:	Rule 10.4.1 " specified in the written stage briefing by the match organizers as being unsafe" --> metal structures on the left
Design by:	AkiP



## Stage 6

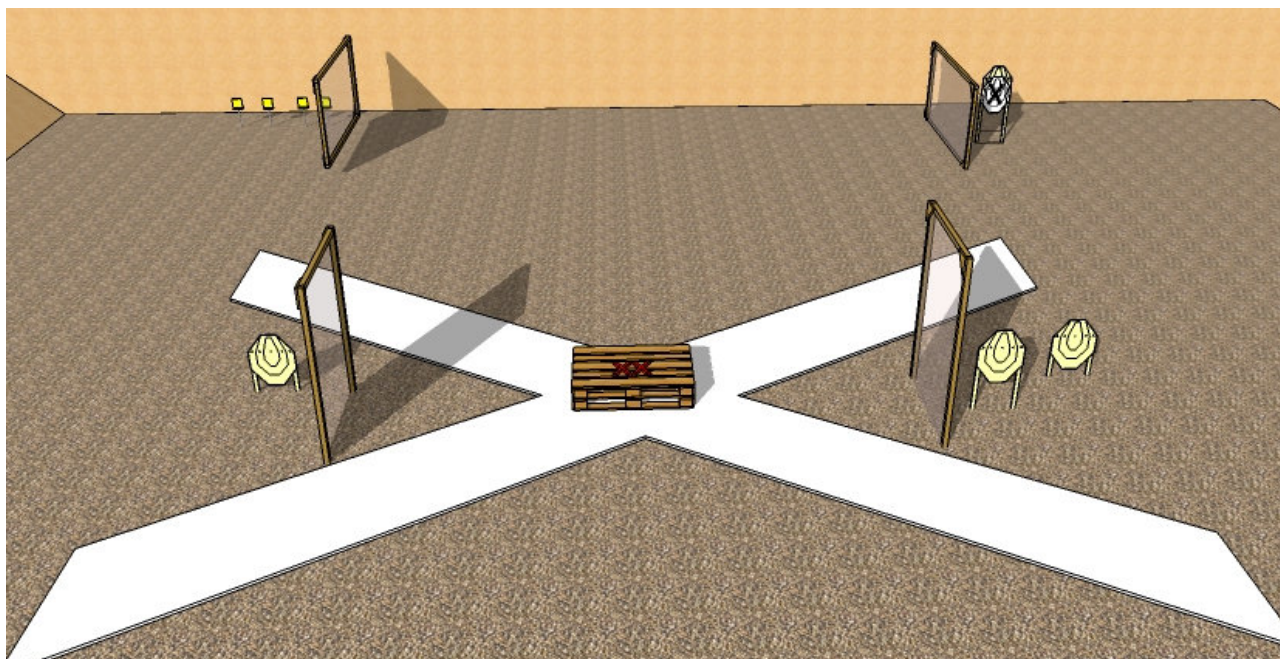


-	
Stage Number:	6
Stage Name	Bridge
Type of course:	Short
Targets:	3 IPSC target, 0 Penalty target, 2 Plate, 4 Popper
Minimum rounds:	12
Maximum points:	60
Distances:	5-20m
Start position:	Normal standing in marked place, gun loaded and holstered
Start	Audible signal
Procedure:	After start signal shoot all targets from designated area
Briefing	All walls are hard cover
Notes:	-
Design by:	EsaB





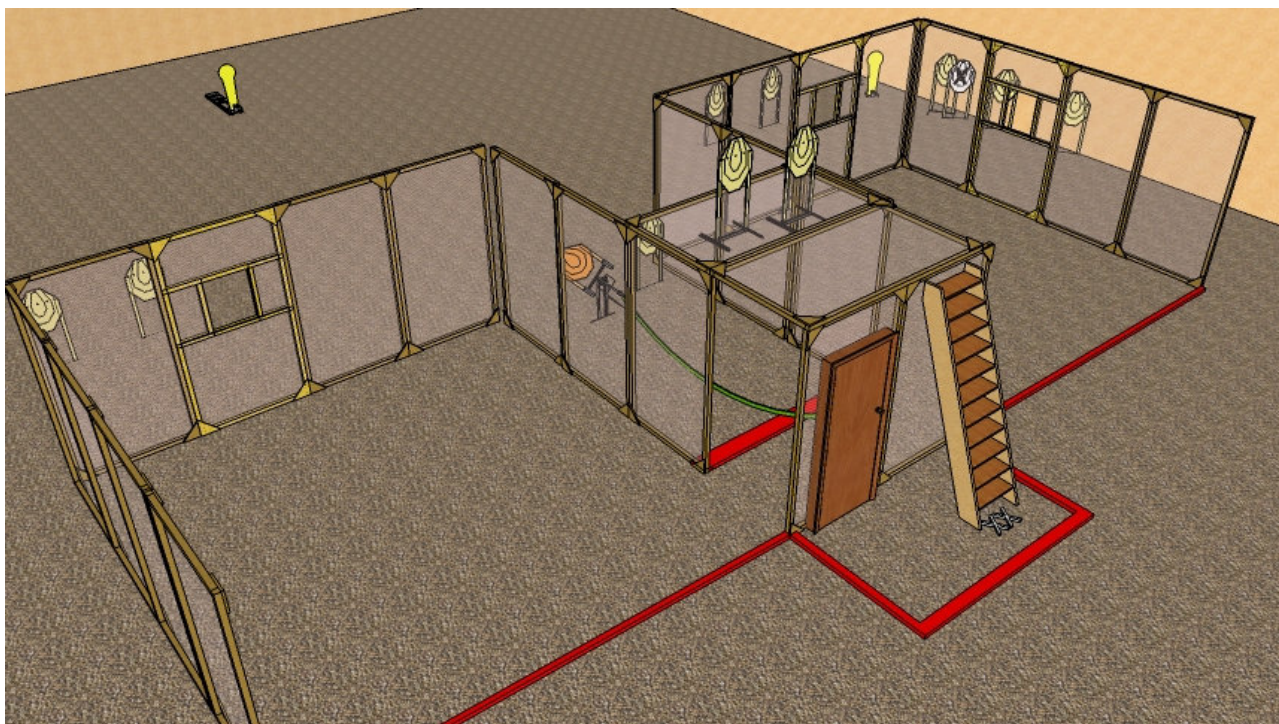
## Stage 7



Decorpaint	
Stage Number:	7
Stage Name	X factor
Type of course:	Short
Targets:	4 IPSC target, 1 Penalty target, 4 Plate, 0 Popper
Minimum rounds:	12
Maximum points:	60
Distances:	3-20m
Start position:	Normal standing in marked place, gun loaded and holstered
Start	Audible signal
Procedure:	After start signal shoot all targets from designated area
Briefing	All walls are hard cover
Notes:	-
Design by:	JonasL



## Stage 8



DATABROS Services Oy	
Stage Number:	8
Stage Name	Ladders
Type of course:	Medium
Targets:	11 IPSC target, 1 Penalty target, 0 Plate, 2 Popper
Minimum rounds:	24
Maximum points:	120
Distances:	4-30m
Start position:	Standing, hands on marked places, gun loaded and holstered
Start	Audible signal
Procedure:	After start signal shoot all targets from designated area
Briefing	Door activates swinger. All walls are hardcover
Notes:	-
Design by:	VesaK

