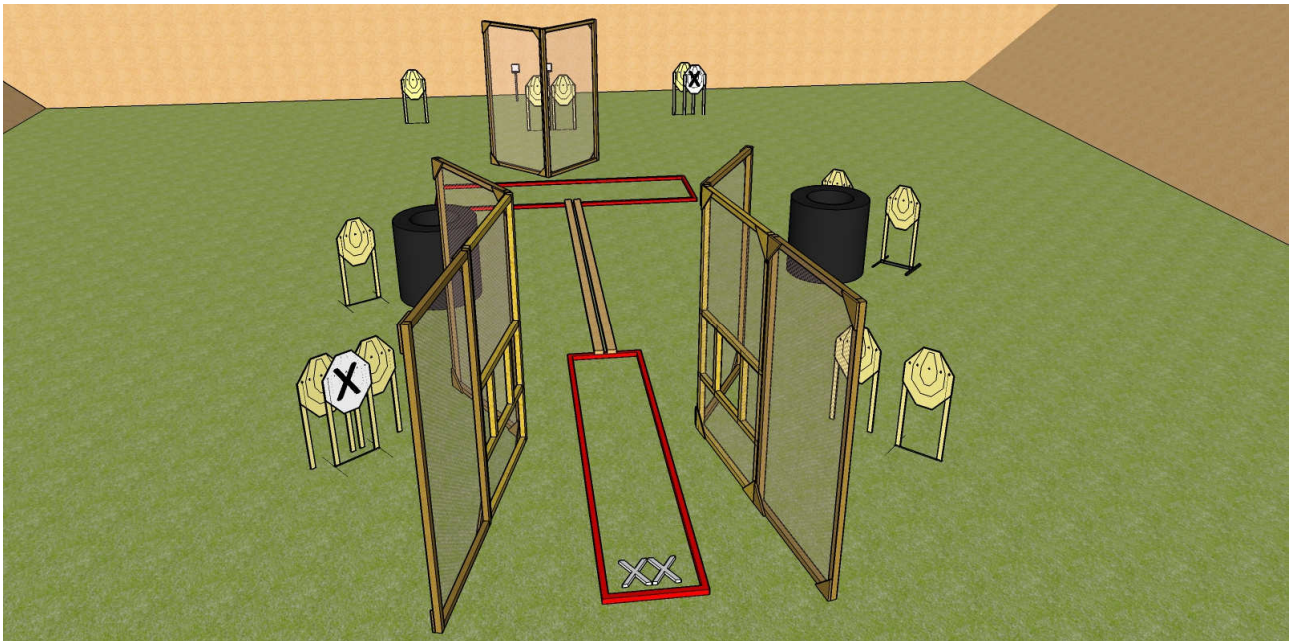


## Stage Information Sheets

### WasaMatch 2016

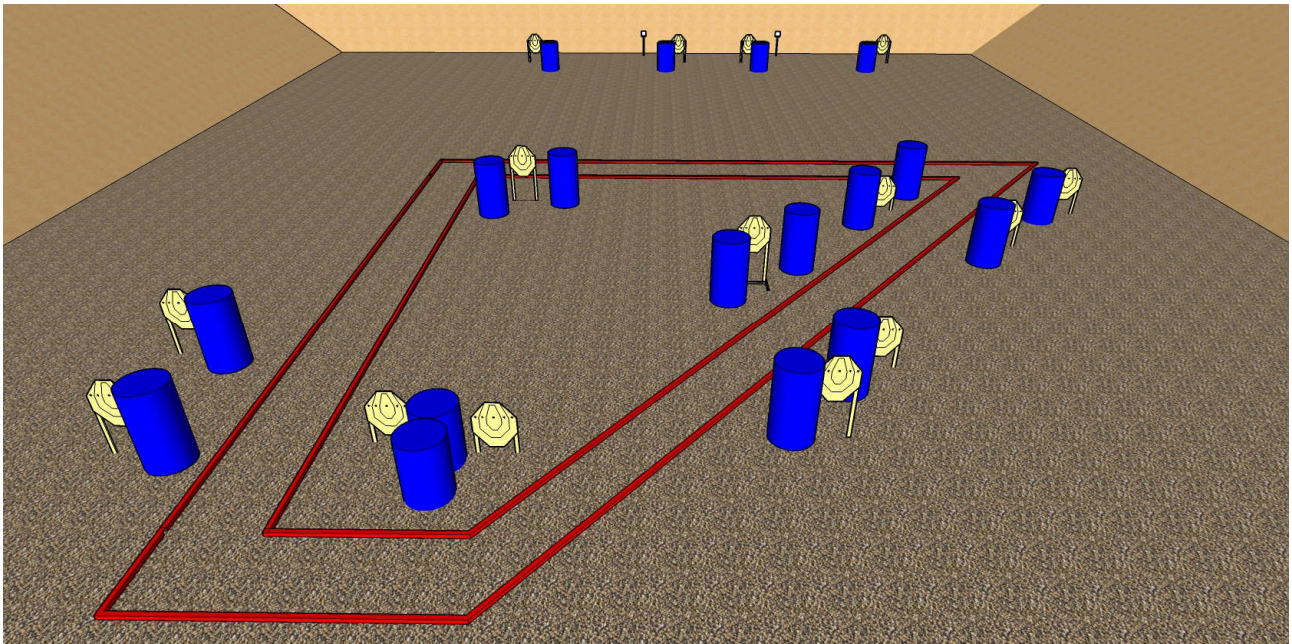
#### Level 3 Pistol Practical Competition

23-24.07.2016 Vaasa, Finland



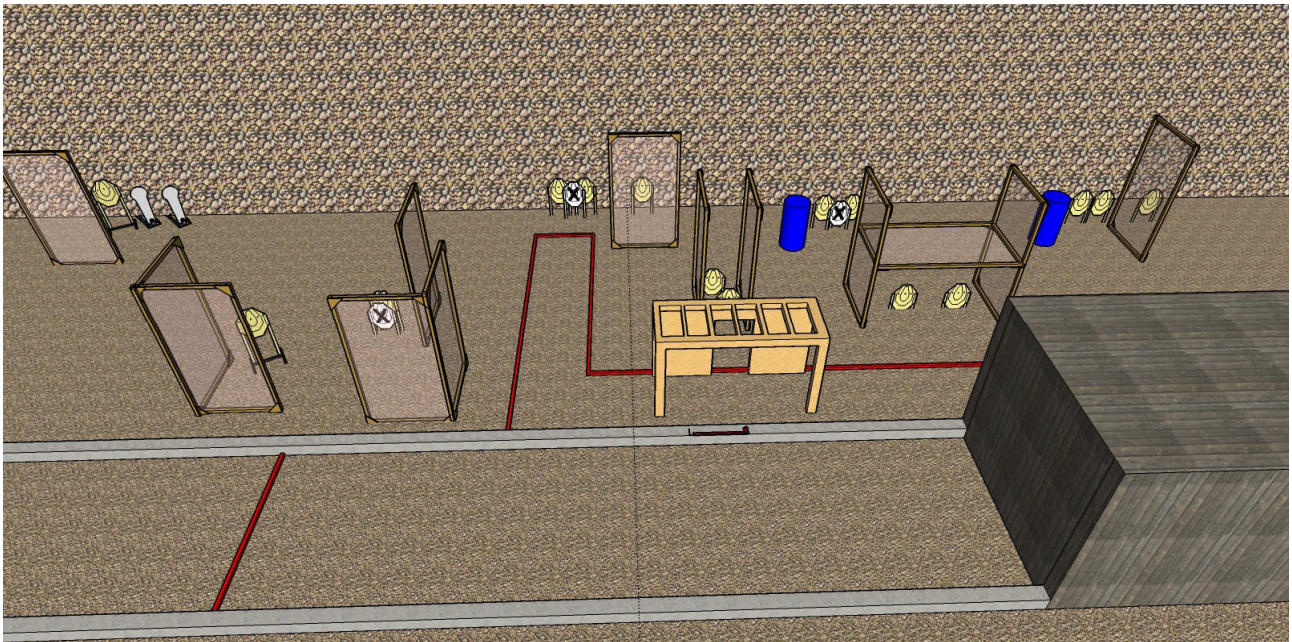
Stage Number:	1
Stage Name	Shuttlecock
Type of course:	Medium
Targets:	11 IPSC paper targets 2 No-shoot targets 2 IPSC Plates
Number of rounds to be scored	24
Maximum points:	120
Start position:	Normal standing facing downrange, on marked place. Gun loaded and holstered
Start	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing	-
Notes:	-
Design by:	TomiK





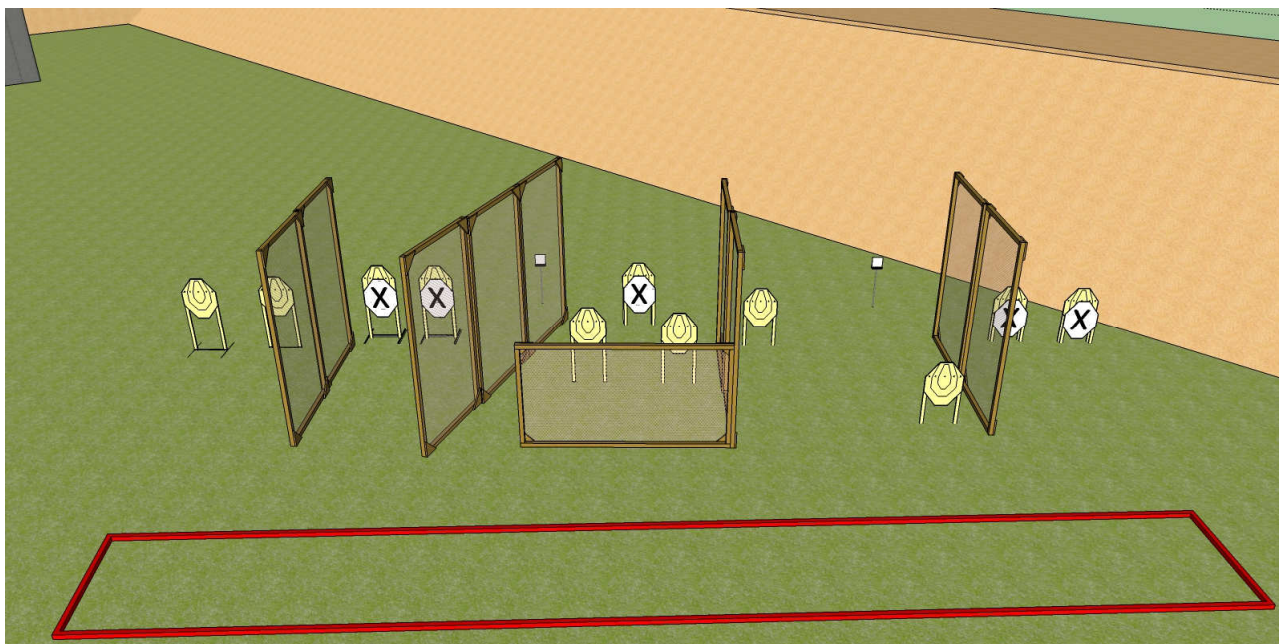
Stage Number:	2
Stage Name	Left or Right?
Type of course:	Long
Targets:	15 IPSC paper targets 2 IPSC Plates
Number of rounds to be scored	32
Maximum points:	160
Start position:	Normal standing facing downrange, anywhere within the designated area. Gun loaded and holstered
Start	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing	Barrels are hard cover (PLASTIC)
Notes:	-
Design by:	JonasL





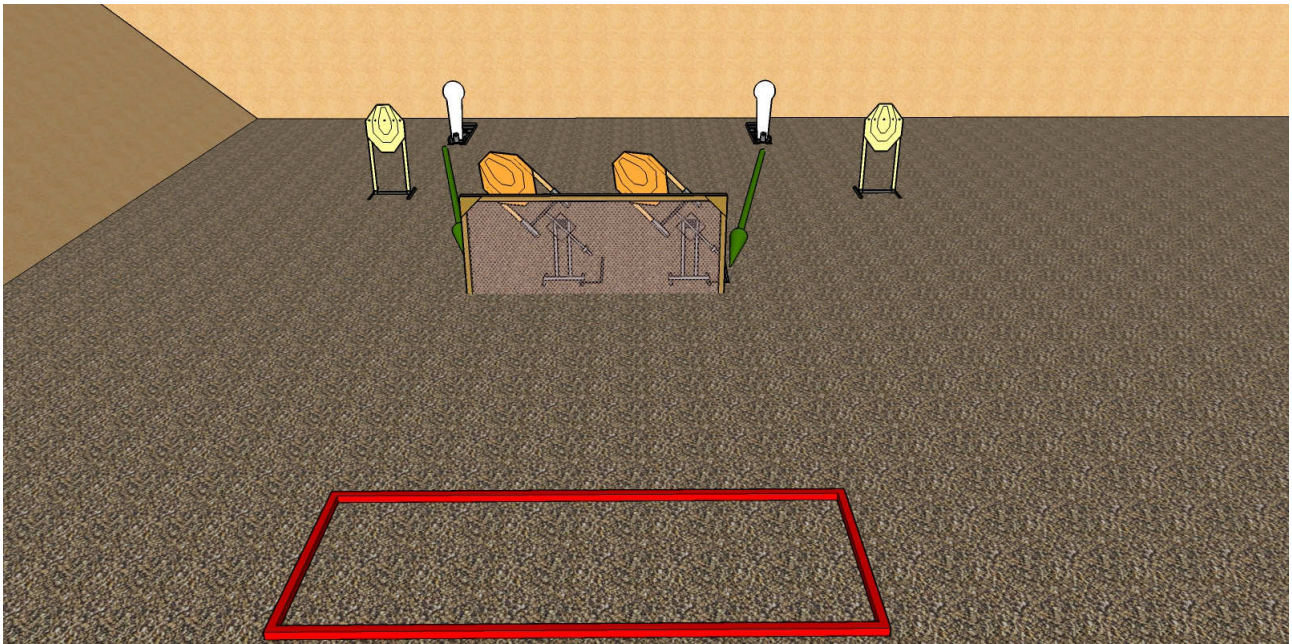
Stage Number:	3
Stage Name	High Cooper
Type of course:	Long
Targets:	15 IPSC paper targets 3 No-shoot targets 2 IPSC Poppers
Number of rounds to be scored	32
Maximum points:	160
Start position:	Normal standing facing downrange, in designated area. Gun loaded and holstered
Start	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing	Cooper tunnel
Notes:	-
Design by:	EsaB





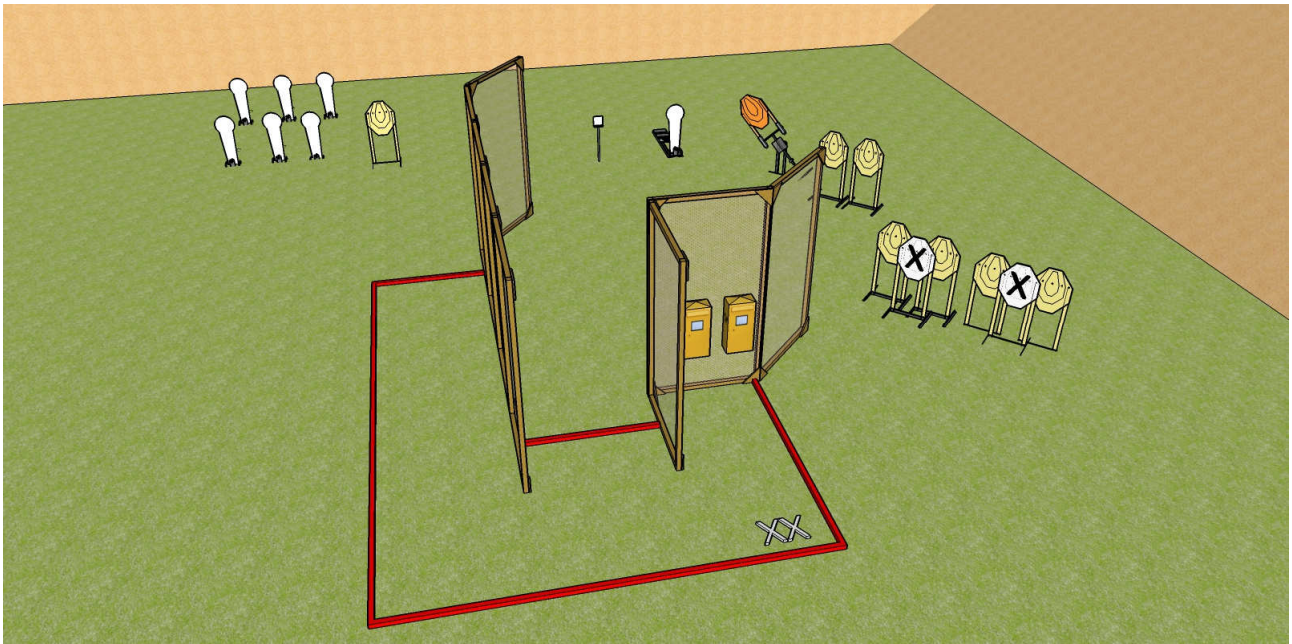
Stage Number:	4
Stage Name	Little Bastards
Type of course:	Medium
Targets:	11 IPSC Mini paper targets 4 No-shoot targets 2 IPSC Plates
Number of rounds to be scored	24
Maximum points:	120
Start position:	Normal standing facing downrange, anywhere within the designated area. Gun loaded and holstered
Start	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing	-
Notes:	-
Design by:	AkiP





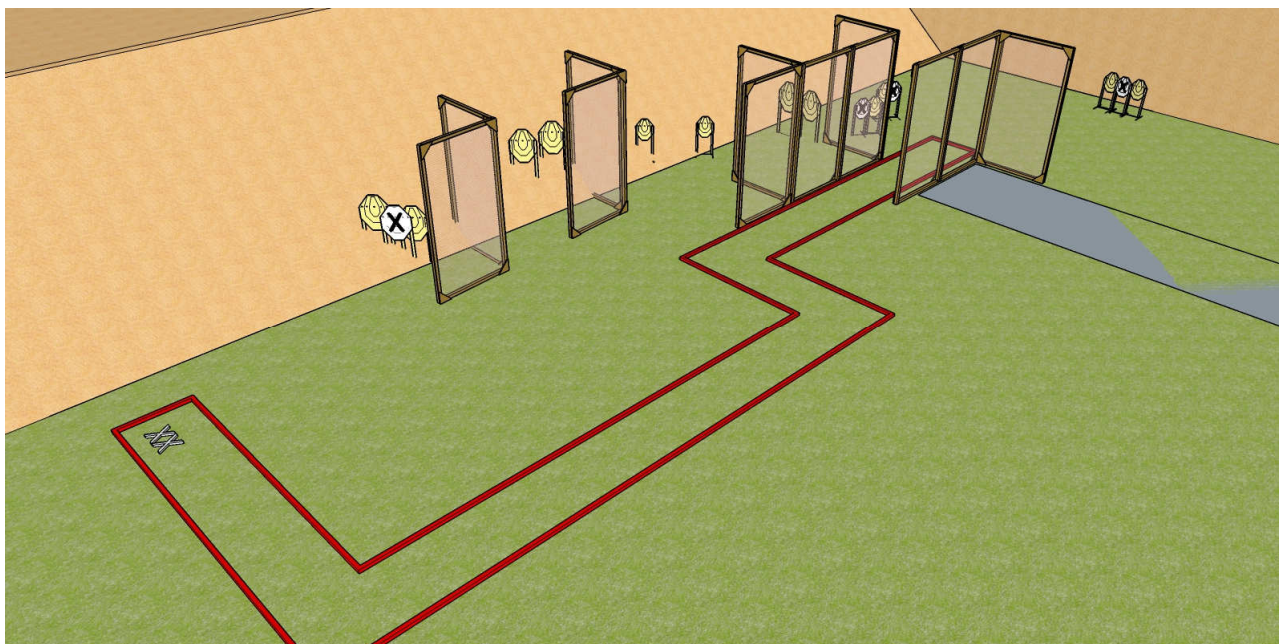
Stage Number:	5
Stage Name	Close & Fast
Type of course:	Short
Targets:	4 IPSC paper targets 2 IPSC Poppers
Number of rounds to be scored	10
Maximum points:	50
Start position:	Normal standing facing downrange, in designated area. Gun loaded and holstered
Start	Audible signal
Procedure:	Poppers activates swinger targets. Targets remains visible at the rest
Briefing	-
Notes:	-
Design by:	MikaelR





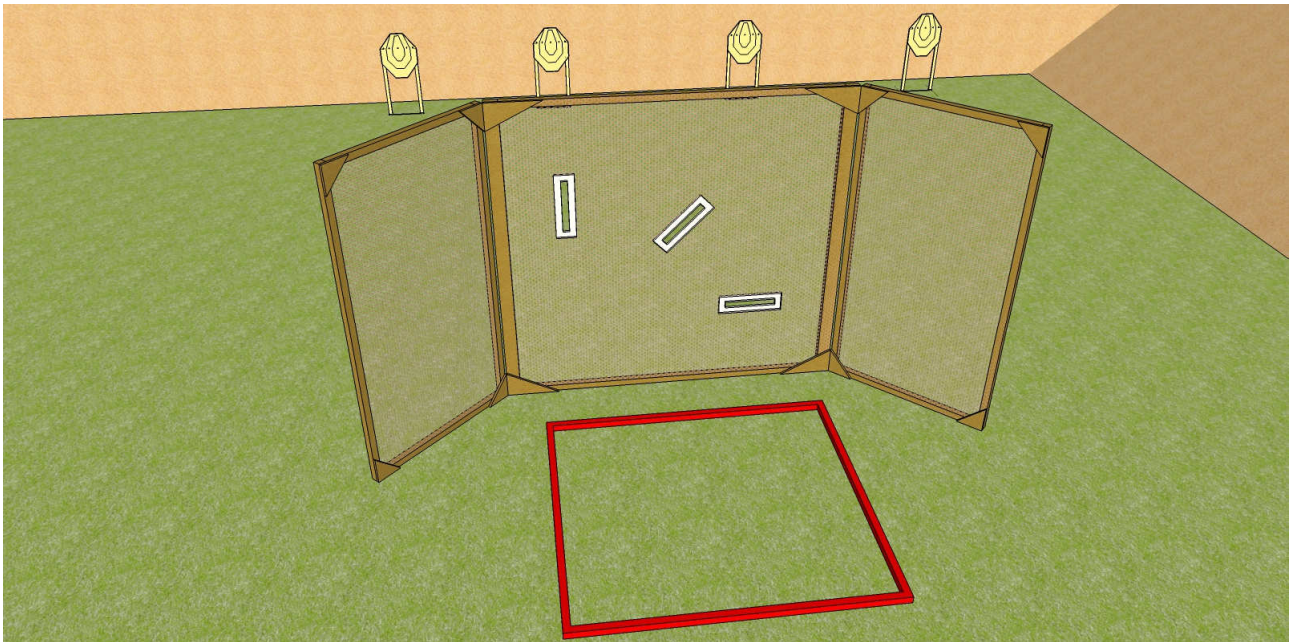
Stage Number:	6
Stage Name	Post
Type of course:	Medium
Targets:	8 IPSC paper targets 2 No-shoot targets 1 IPSC Plates 7 IPSC Poppers
Number of rounds to be scored	24
Maximum points:	120
Start position:	Normal standing, heels touching marked place. Holding two letters, one in each hand. Gun loaded but chamber empty, holstered
Start	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing	Popper activates swinger target. Target remain visible at the rest
Notes:	-
Design by:	VesaK





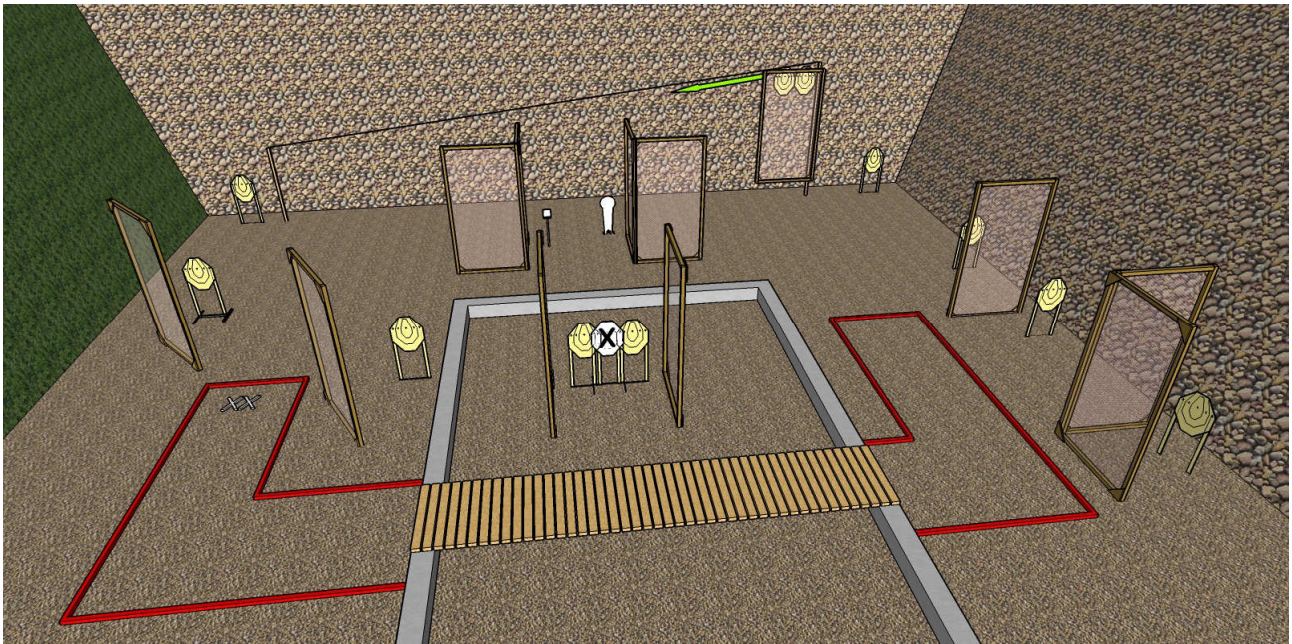
Stage Number:	7
Stage Name	Half Marathon
Type of course:	Medium
Targets:	6 IPSC paper targets 6 IPSC Mini paper targets 4 No-shoot targets
Number of rounds to be scored	24
Maximum points:	120
Start position:	Normal standing facing downrange, on marked place. Gun loaded and holstered
Start	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing	-
Notes:	-
Design by:	JussiN





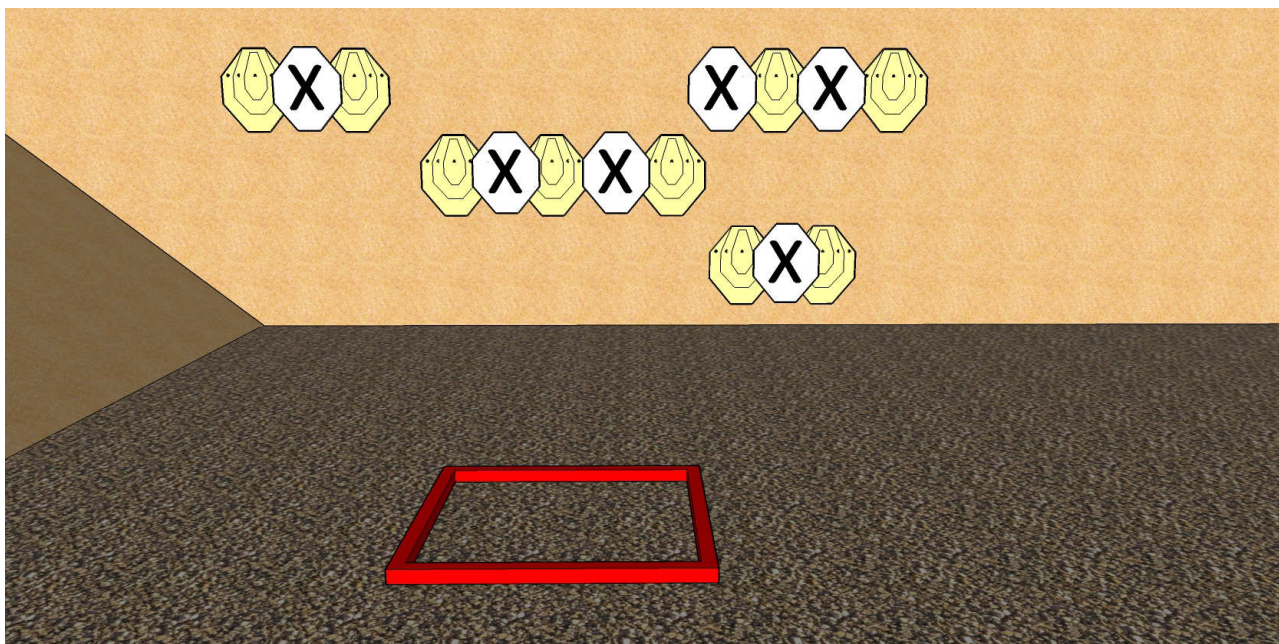
Stage Number:	8
Stage Name	Three Gaps
Type of course:	Short
Targets:	4 IPSC paper targets
Number of rounds to be scored	8
Maximum points:	40
Start position:	Normal standing facing downrange, in designated area. Gun loaded and holstered
Start	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing	-
Notes:	-
Design by:	KimmoV





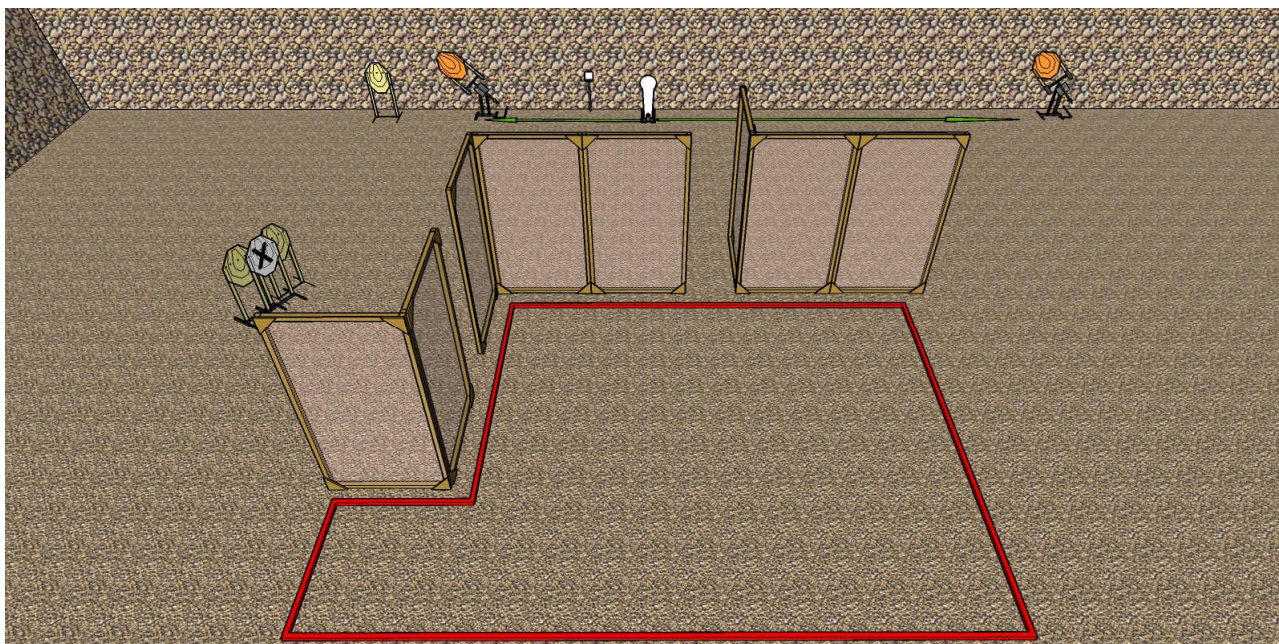
Stage Number:	9
Stage Name	Roller Coaster
Type of course:	Medium
Targets:	11 IPSC paper targets 1 No-shoot targets 1 IPSC Plates 1 IPSC Poppers
Number of rounds to be scored	24
Maximum points:	120
Start position:	Normal standing facing downrange, on marked place. Gun loaded and holstered
Start	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing	Popper activates moving targets. Targets remains visible at the rest.
Notes:	-
Design by:	EsaB





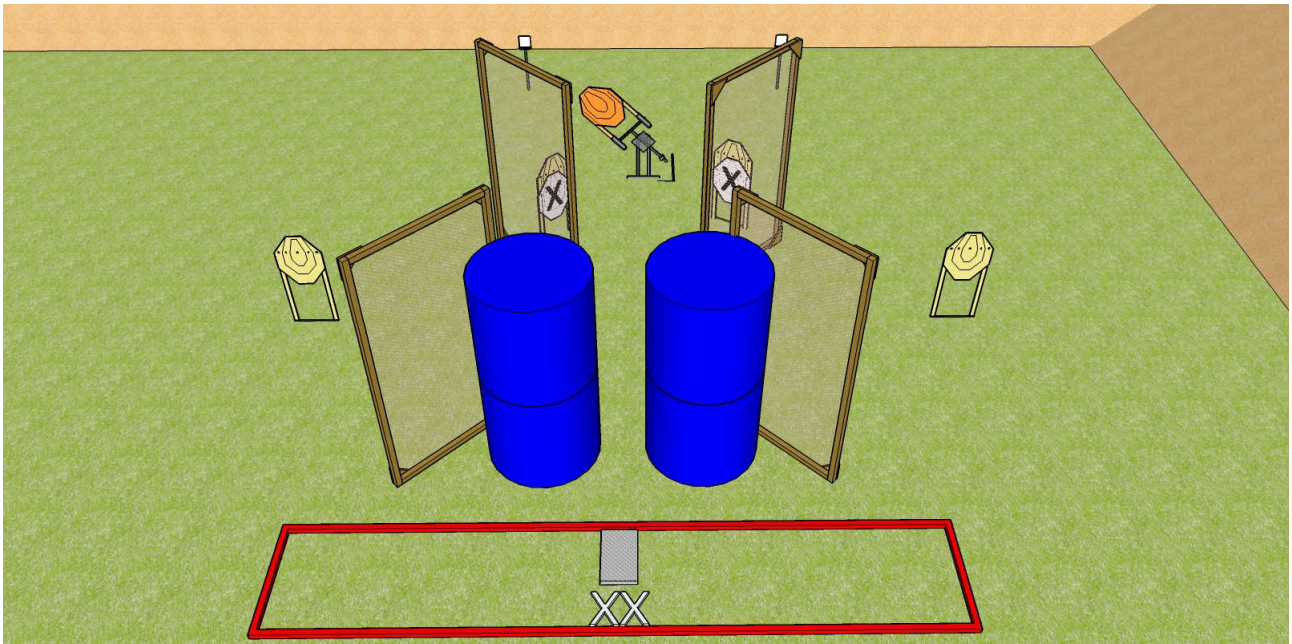
Stage Number:	10
Stage Name	V-attack
Type of course:	Short
Targets:	9 IPSC paper targets 6 No-shoot targets
Number of rounds to be scored	9
Maximum points:	45
Start position:	Normal standing facing downrange, in designated area. Gun loaded and holstered
Start	Audible signal
Procedure:	At the start signal engage targets from within the designated area. Only one shot per target, strong hand only.
Briefing	-
Notes:	-
Design by:	MikaelR





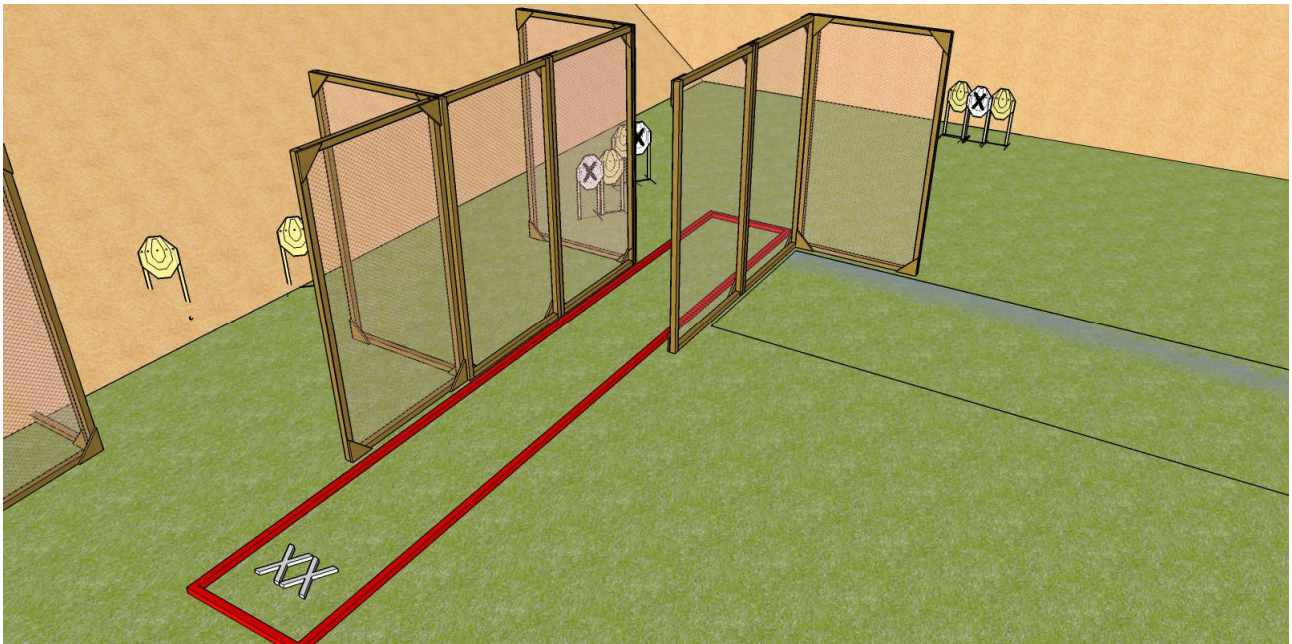
Stage Number:	11
Stage Name	A Nice Couple of Swingers
Type of course:	Short
Targets:	5 IPSC paper targets 1 No-shoot targets 1 IPSC Plates 1 IPSC Poppers
Number of rounds to be scored	12
Maximum points:	60
Start position:	Normal standing facing downrange, in designated area. Gun loaded and holstered
Start	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing	Popper activates two swinger targets. Targets remain visible at the rest
Notes:	-
Design by:	RistoV





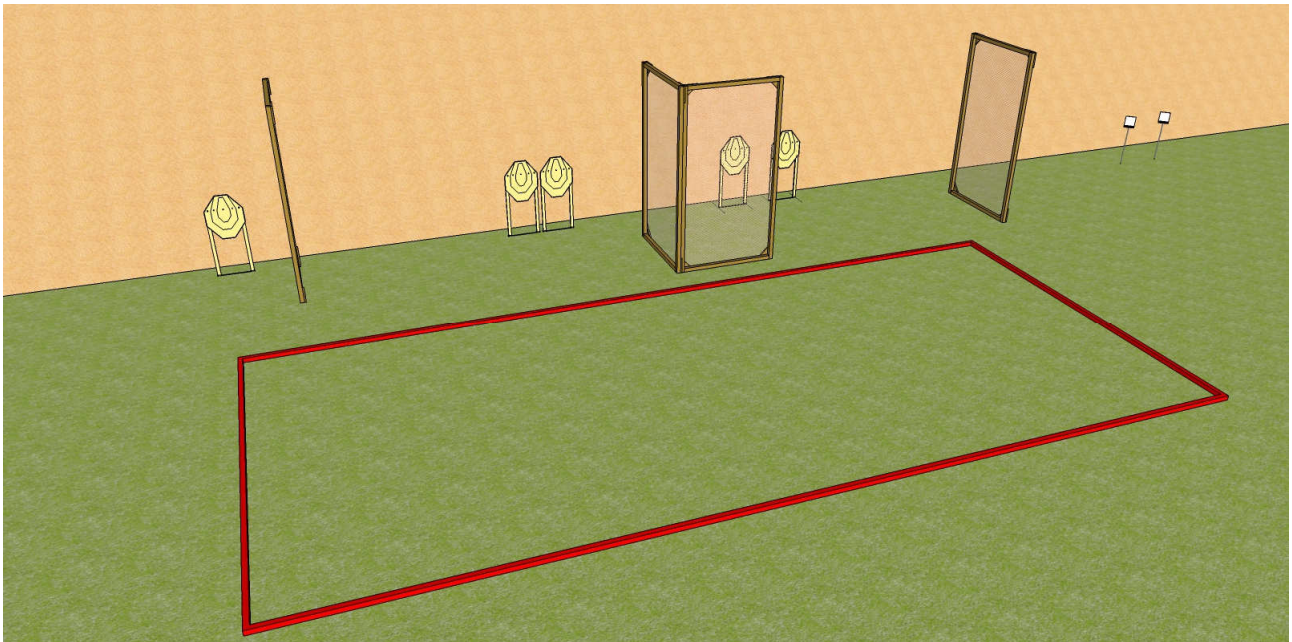
Stage Number:	12
Stage Name	Step in Swinger
Type of course:	Short
Targets:	5 IPSC paper targets 2 No-shoot targets 2 IPSC Plates
Number of rounds to be scored	12
Maximum points:	60
Start position:	Normal standing facing downrange, in designated area. Gun loaded and holstered
Start	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing	Stepping on plate activates swinger target. Target remains visible at the rest
Notes:	-
Design by:	VesaK





Stage Number:	13
Stage Name	Quarter Marathon
Type of course:	Short
Targets:	6 IPSC Mini paper targets 3 No-shoot targets
Number of rounds to be scored	12
Maximum points:	60
Start position:	Normal standing facing downrange, on marked place. Empty gun in holster.
Start	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing	-
Notes:	-
Design by:	JussiN





Stage Number:	14
Stage Name	End of the Game
Type of course:	Short
Targets:	5 IPSC paper targets 2 IPSC Plates
Number of rounds to be scored	12
Maximum points:	60
Start position:	Normal standing facing downrange, in designated area. Gun loaded and holstered
Start	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing	-
Notes:	-
Design by:	JyrkiM

