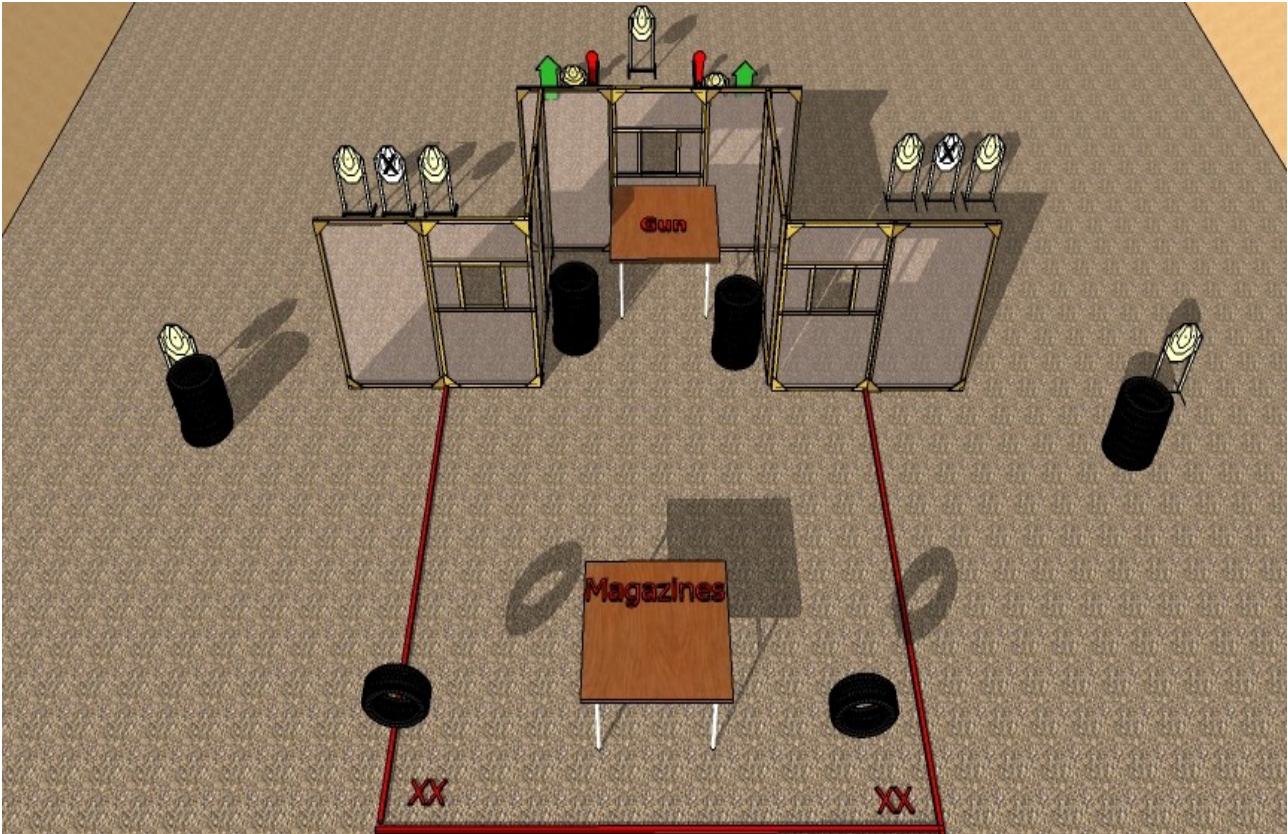


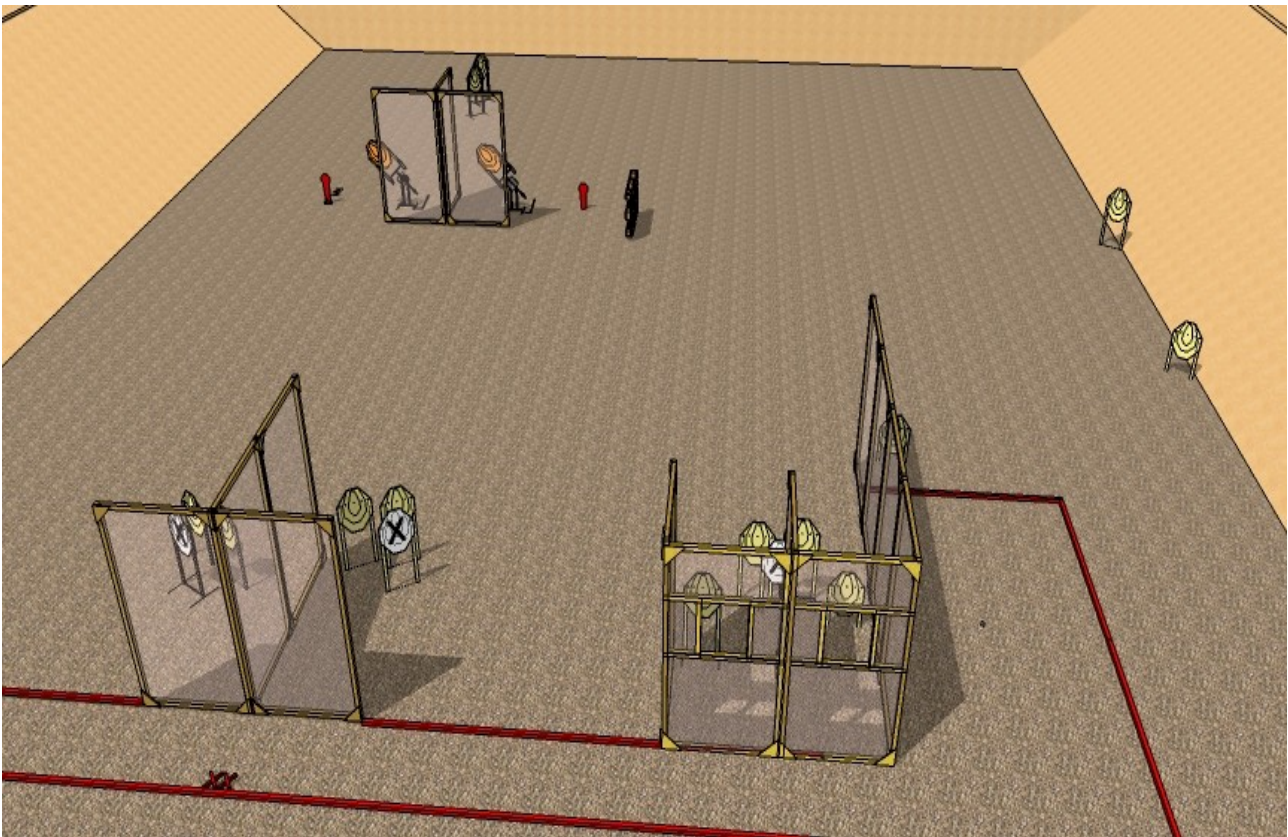
Stage



Stage Number:	1
Sponsored by:	ASETALO
Stage Name	Garage
Type of course:	Medium course
Scoring method:	Comstock Count
Targets:	9 IPSC target, 2 N/S, 0 Plate, 2 Popper
Maximum points:	100
Minimum rounds:	20
Distances:	5-15m
Competitor Start Condition:	Standing face downrange on the right or left side (x) and holding a tire with both hands
Gun Start Condition:	Empty gun on the table and all the magazines on the other table
Time starts:	Audible signal
Time stops:	On the last shot
Penalties:	According to latest rules
Procedure:	After start signal shoot all the targets in designated area. Two shots per target and poppers must fall to score. Before the last shot the tire have to be placed on the tire pile (left or right side)
Muzzle angles:	90 Left, 90 Right and Up 90
Safety area:	Nearest
Notes:	PP1 and PP2 activates two targets
Design by:	HannuM



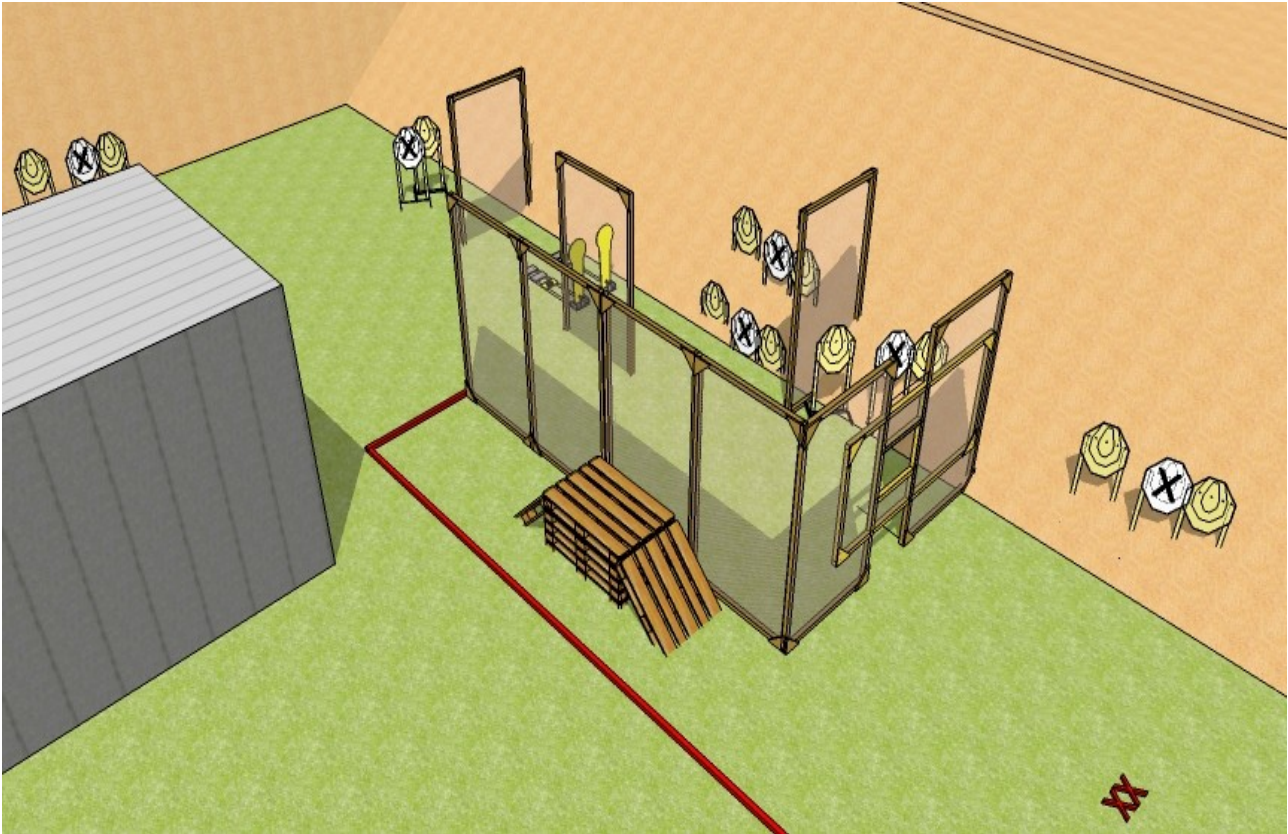
Stage



Stage Number:	2
Sponsored by:	WÄRTSILÄ
Stage Name	Long and easy
Type of course:	Long course
Scoring method:	Comstock Count
Targets:	15 IPSC target, 3 N/S, 0 Plate, 2 Popper
Maximum points:	160
Minimum rounds:	32
Distances:	2-25m
Competitor Start Condition:	Normal standing
Gun Start Condition:	Loaded and holstered
Time starts:	Audible signal
Time stops:	On the last shot
Penalties:	According to latest rules
Procedure:	After start signal shoot all targets in designated area. 2 shots per target, poppers must fall to score
Muzzle angles:	90 Left, 90 Right and Up 90
Safety area:	Nearest
Notes:	-
Design by:	JussiN



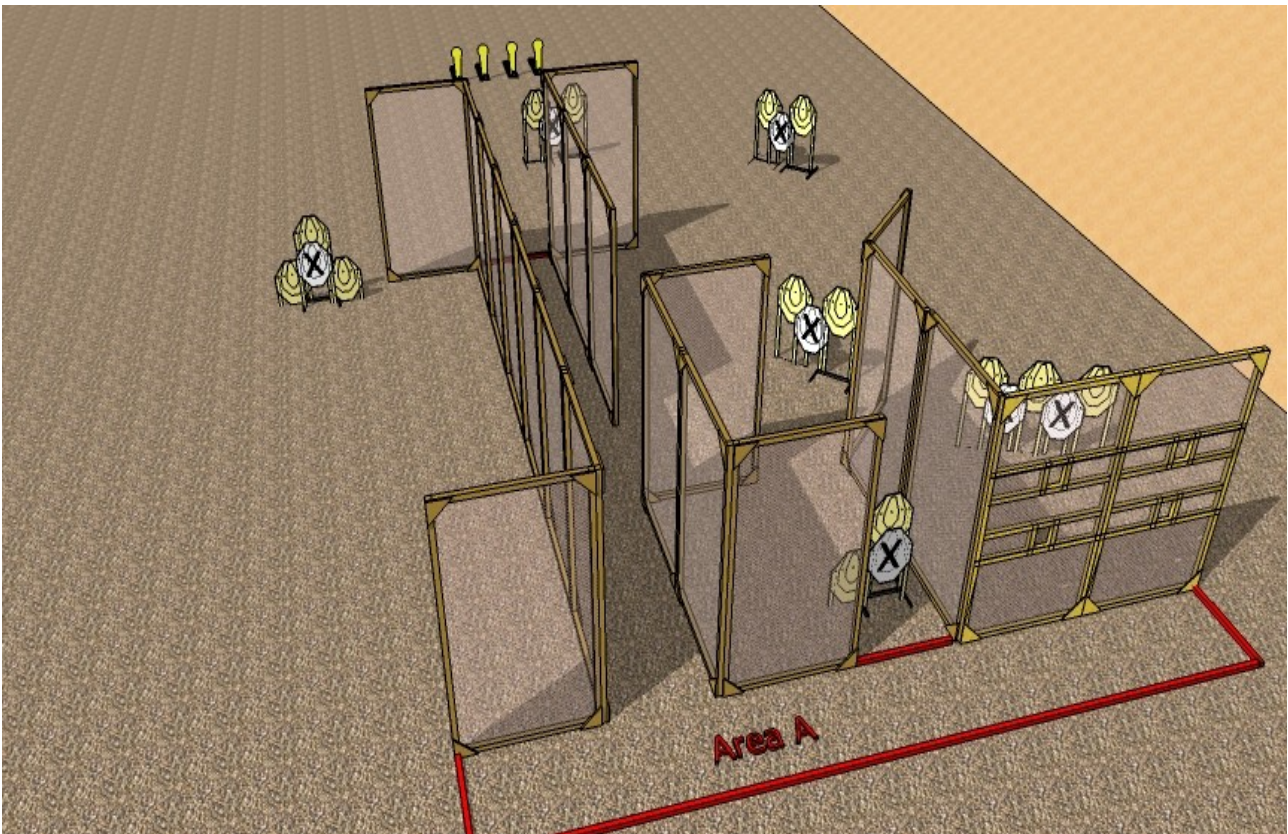
Stage



Stage Number:	3
Sponsored by:	S.O. IMPORT
Stage Name	Bridge
Type of course:	Medium course
Scoring method:	Comstock Count
Targets:	11 IPSC target, 3 N/S, 0 Plate, 2 Popper
Maximum points:	120
Minimum rounds:	24
Distances:	2-10m
Competitor Start Condition:	Normal standing
Gun Start Condition:	Loaded and holstered
Time starts:	Audible signal
Time stops:	On the last shot
Penalties:	According to latest rules
Procedure:	After start signal shoot all targets in designated area. 2 shots per target, poppers must fall to score
Muzzle angles:	45 Left, 90 Right and Up 90
Safety area:	Nearest
Notes:	Rule 10.4.1 " ...specified in the written stage briefing by the match organizers as being unsafe." Building on the left
Design by:	EsaB



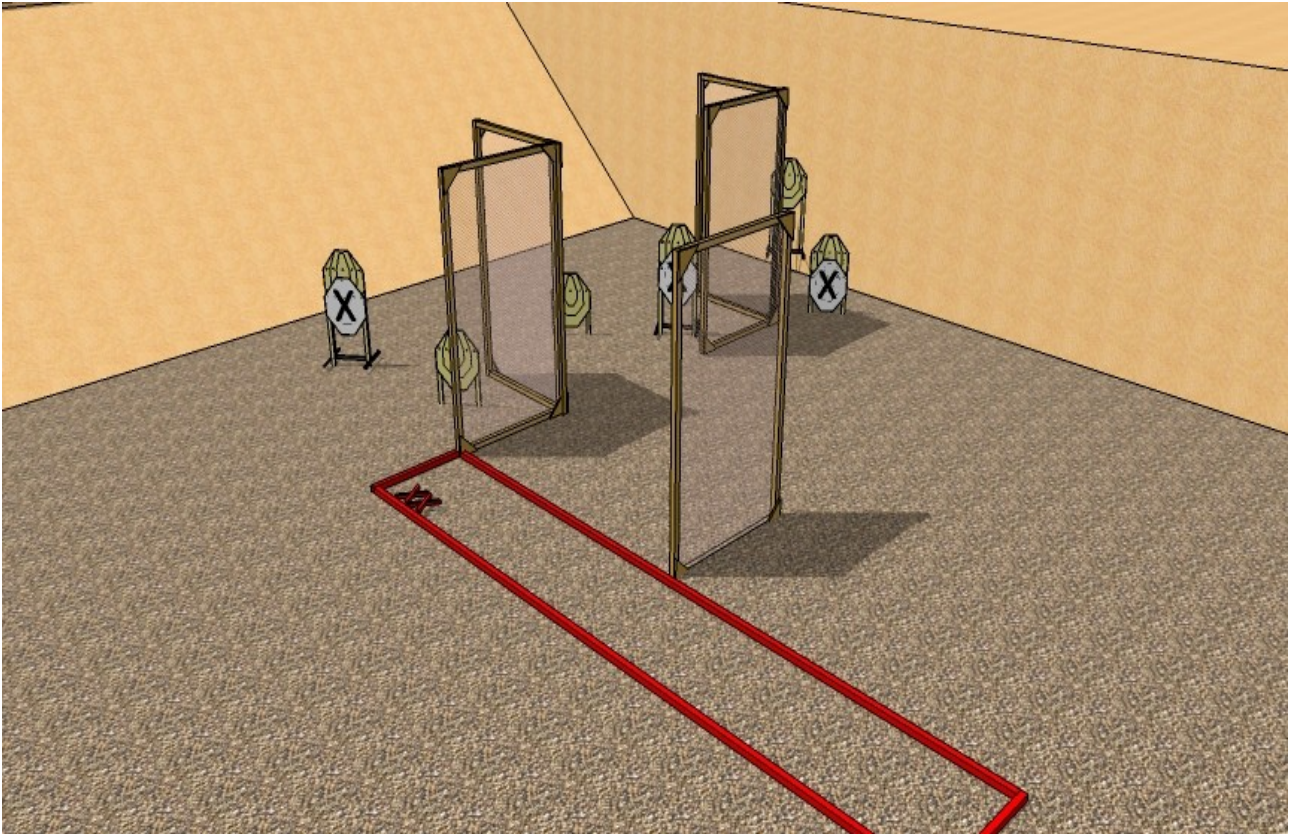
Stage



Stage Number:	4
Sponsored by:	POMACO
Stage Name	Alley
Type of course:	Long course
Scoring method:	Comstock Count
Targets:	14 IPSC target, 7 N/S, 0 Plate, 4 Popper
Maximum points:	160
Minimum rounds:	32
Distances:	3-15m
Competitor Start Condition:	Normal standing
Gun Start Condition:	Loaded and holstered
Time starts:	Audible signal
Time stops:	On the last shot
Penalties:	According to latest rules
Procedure:	After start signal shoot all targets in designated area. 2 shots per target, poppers must fall to score
Muzzle angles:	45 Left, 90 Right and Up 90
Safety area:	Nearest
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:	Mattik



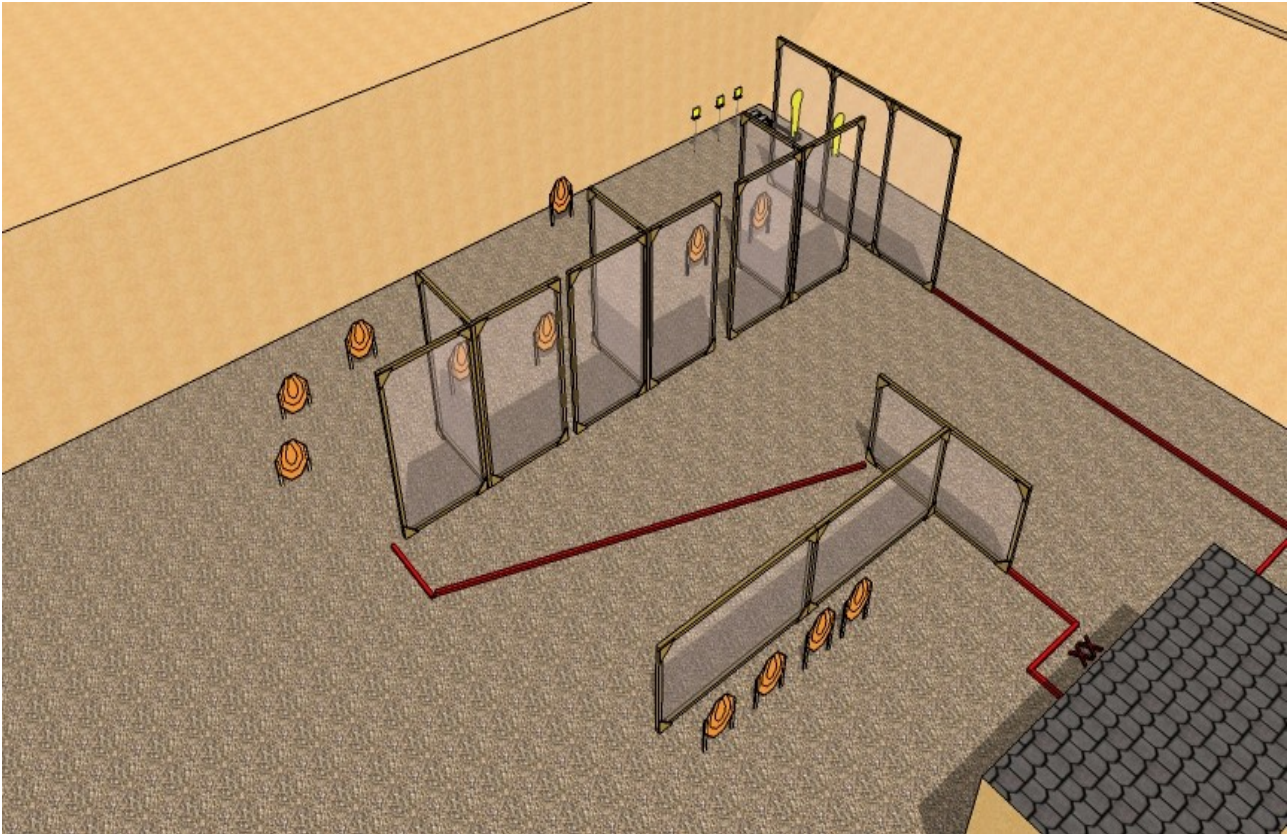
Stage



Stage Number:	5
Sponsored by:	KURRE ERÄ JA KALASTUS
Stage Name	Corner
Type of course:	Short course
Scoring method:	Comstock Count
Targets:	6 IPSC target, 3 N/S, 0 Plate, 0 Popper
Maximum points:	60
Minimum rounds:	12
Distances:	2-20m
Competitor Start Condition:	Normal standing
Gun Start Condition:	Loaded and holstered
Time starts:	Audible signal
Time stops:	On the last shot
Penalties:	According to latest rules
Procedure:	After start signal shoot all targets in designated area. 2 shots per target, poppers must fall to score
Muzzle angles:	90 Left, 45 Right and Up 90
Safety area:	Nearest
Notes:	-
Design by:	AkiP



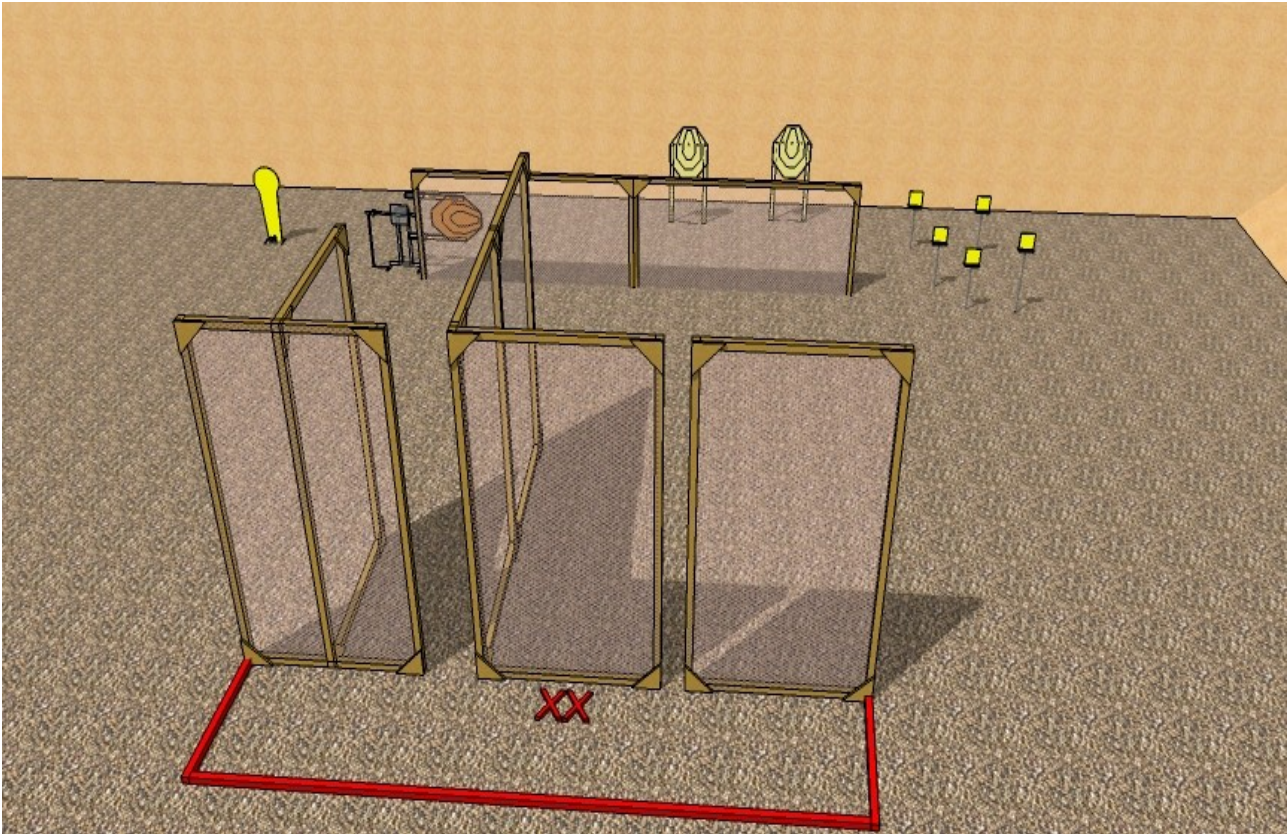
Stage



Stage Number:	6
Sponsored by:	T:MI PAUKKUPAKKA
Stage Name	Long run
Type of course:	Long course
Scoring method:	Comstock Count
Targets:	12 IPSC target, 0 N/S, 3 Plate, 2 Popper
Maximum points:	145
Minimum rounds:	29
Distances:	2-20m
Competitor Start Condition:	Normal standing
Gun Start Condition:	Loaded and holstered
Time starts:	Audible signal
Time stops:	On the last shot
Penalties:	According to latest rules
Procedure:	After start signal shoot all targets in designated area. 2 shots per target, poppers must fall to score
Muzzle angles:	45 Left, 90 Right and Up 90
Safety area:	Nearest
Notes:	-
Design by:	AkiP



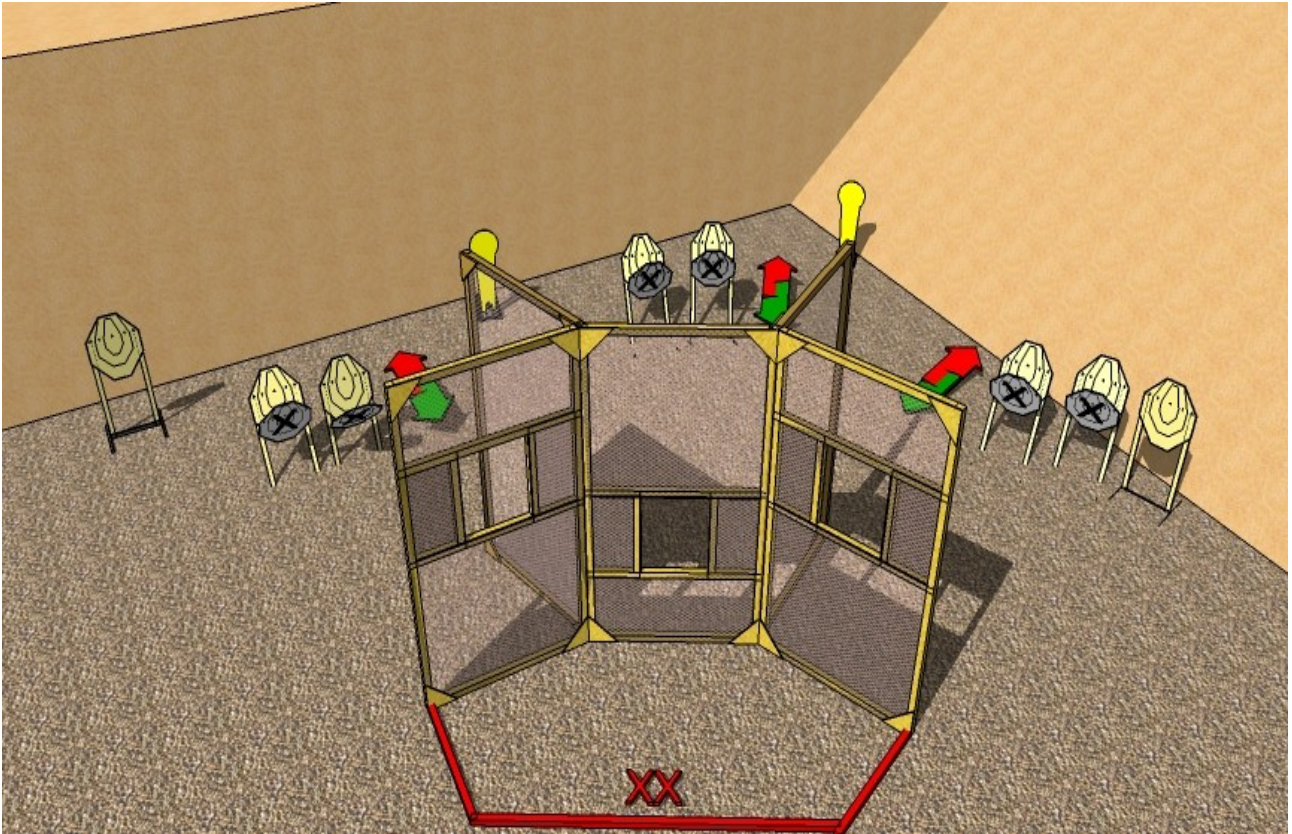
Stage



Stage Number:	7
Sponsored by:	DATABROS SERVICES
Stage Name	Short jump
Type of course:	Short course
Scoring method:	Comstock Count
Targets:	3 IPSC target, 0 N/S, 5 Plate, 1 Popper
Maximum points:	60
Minimum rounds:	12
Distances:	5-20m
Competitor Start Condition:	Normal standing
Gun Start Condition:	Loaded and holstered
Time starts:	Audible signal
Time stops:	On the last shot
Penalties:	According to latest rules
Procedure:	After start signal shoot all targets in designated area. 2 shots per target, poppers must fall to score
Muzzle angles:	90 Left, 45 Right and Up 90
Safety area:	Nearest
Notes:	-
Design by:	EsaB



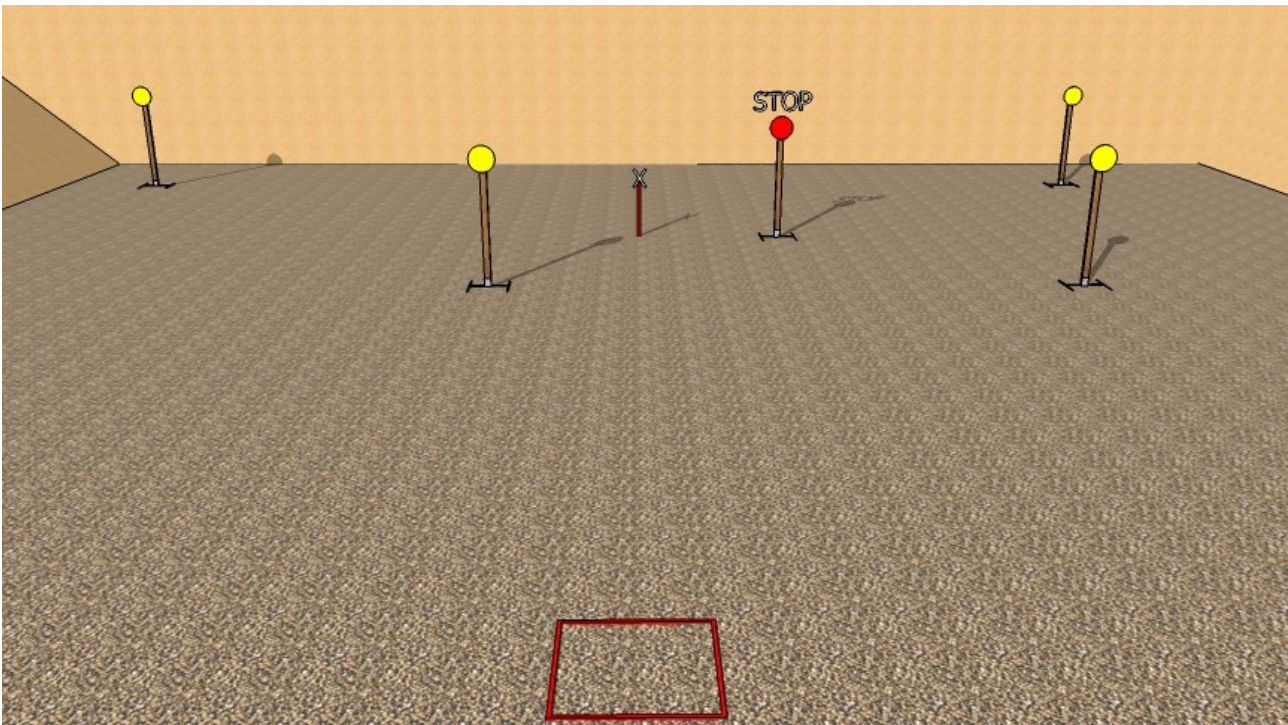
Stage



Stage Number:	8
Sponsored by:	LOHJAN ASE JA OSA
Stage Name	Swingers
Type of course:	Medium course
Scoring method:	Comstock Count
Targets:	8 IPSC target, 0 N/S, 0 Plate, 2 Popper
Maximum points:	90
Minimum rounds:	18
Distances:	3-15m
Competitor Start Condition:	Normal standing
Gun Start Condition:	Loaded and holstered
Time starts:	Audible signal
Time stops:	On the last shot
Penalties:	According to latest rules
Procedure:	After start signal shoot all targets in designated area. 2 shots per target, poppers must fall to score
Muzzle angles:	45 Left, 90 Right and Up 90
Safety area:	Nearest
Notes:	Open hatches to activate swingers
Design by:	JyrkiM



LAPUA SPEED SHOOT



EXTRA STAGE

Sponsored by:

Stage Name

Targets:

Minimum rounds:

Distances:

Competitor Start Condition:

Time starts:

Time stops:

Penalties:

Procedure:

Muzzle angles:

Safety area:

Notes:

NORDIS

Roundabout

5 steel plates

5

7-15 yards

Rimfire start position:

Standing face downrange, holding loaded gun in hands. Gun must be pointing at the aiming point (X), finger outside trigger guard

Audible signal

On the last shot on the stop plate (Flight-time factor is not in use)

or after maximum time 30s

Miss (std. plate) +3s.

Miss (stop plate) string score is 30s.

Procedural errors +3s.

After start signal hit standard plates at least once before hitting the stop plate.

90 Left, 90 Right and Up 90

Nearest

Fastest single run is the winner. Second-fastest or third-fastest will be used to break the tie if needed. Stage is non-stop during match until awards ceremony.

Fee 5 euros / 15 cartridges / try (2-3 strings)

All competitors will use the same gun provided by VS-VA.

VS-VA members do not participate on speed shoot.

Rules according to SCSA Rule Book June 2012 .

