

Stage Information sheets

Match Name: Wasamatch 2017

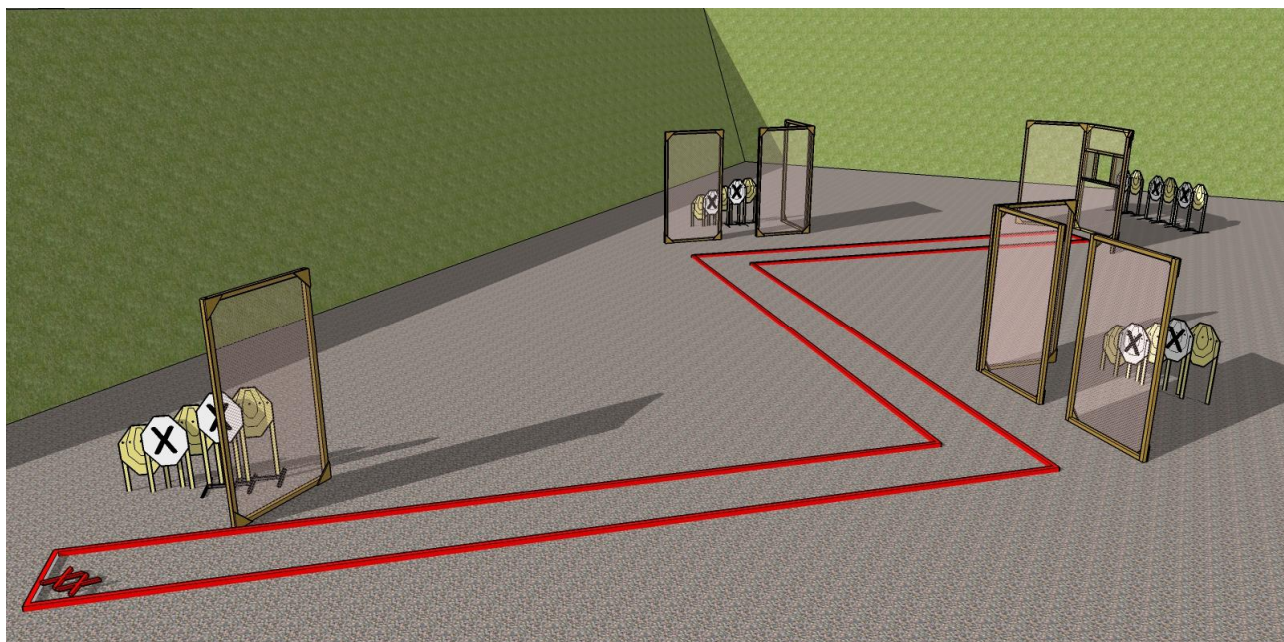
Discipline: Handgun

Region: Finland

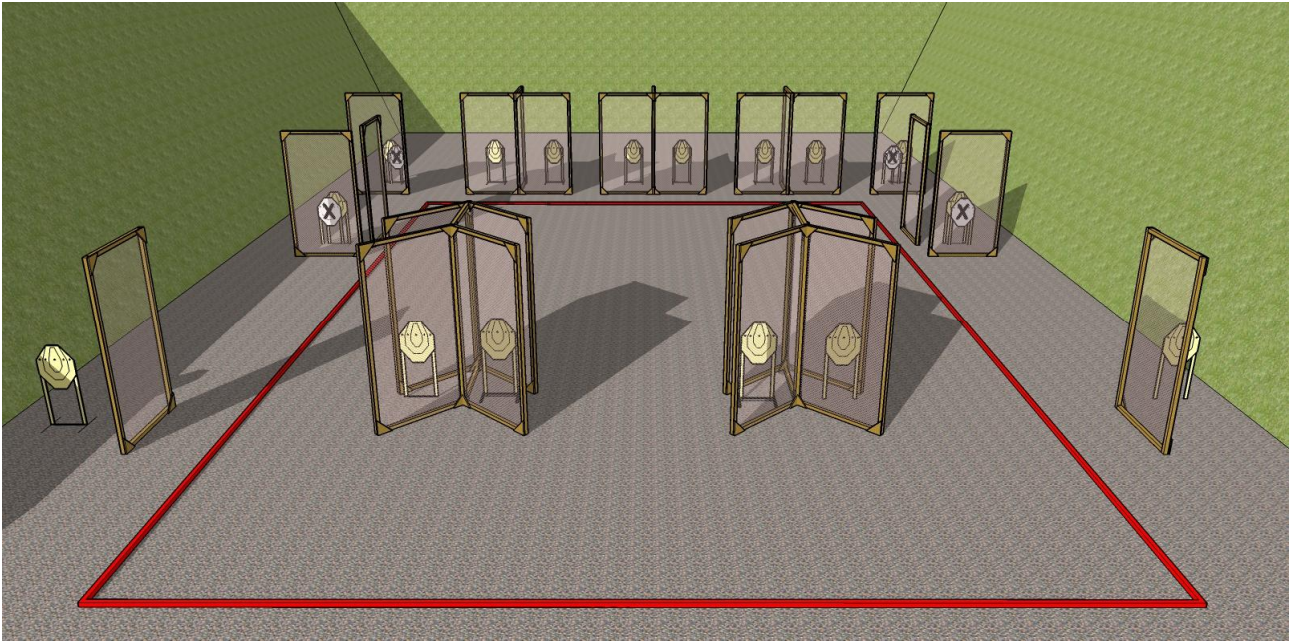
City: Vaasa

Club: VS-VA

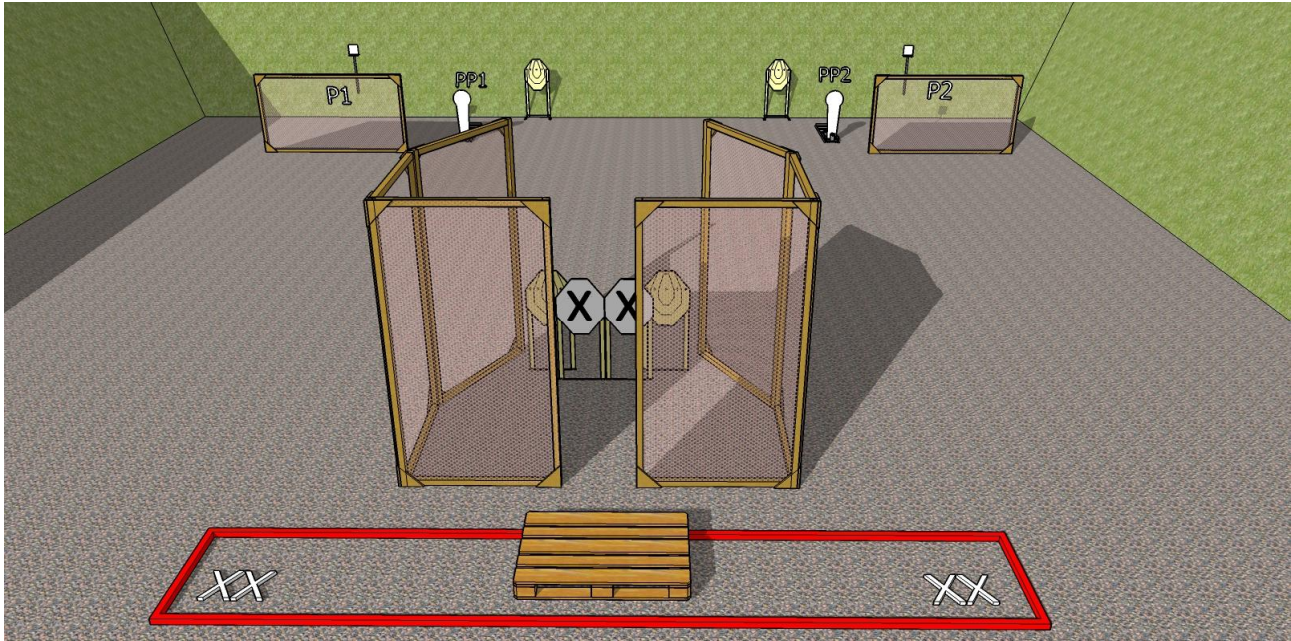
Match Date: 2017-07-29



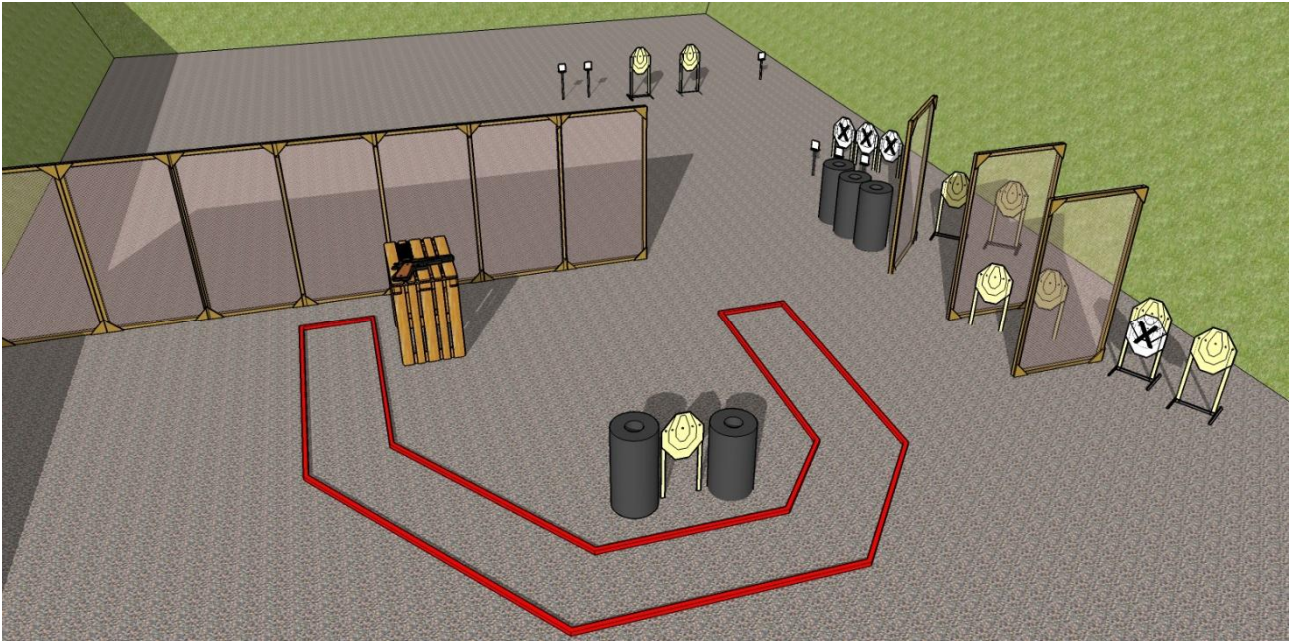
Stage Number:	1
Stage Name:	Charge
Type of course:	Medium
Targets:	12 IPSC paper targets 9 No-shoot targets
Number of rounds to be scored:	24
Maximum points:	120
Start position:	Standing on marked place.
Firearm ready condition (if not loaded & holstered):	-
Start:	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing:	-
Notes:	-
Design by:	VesaK



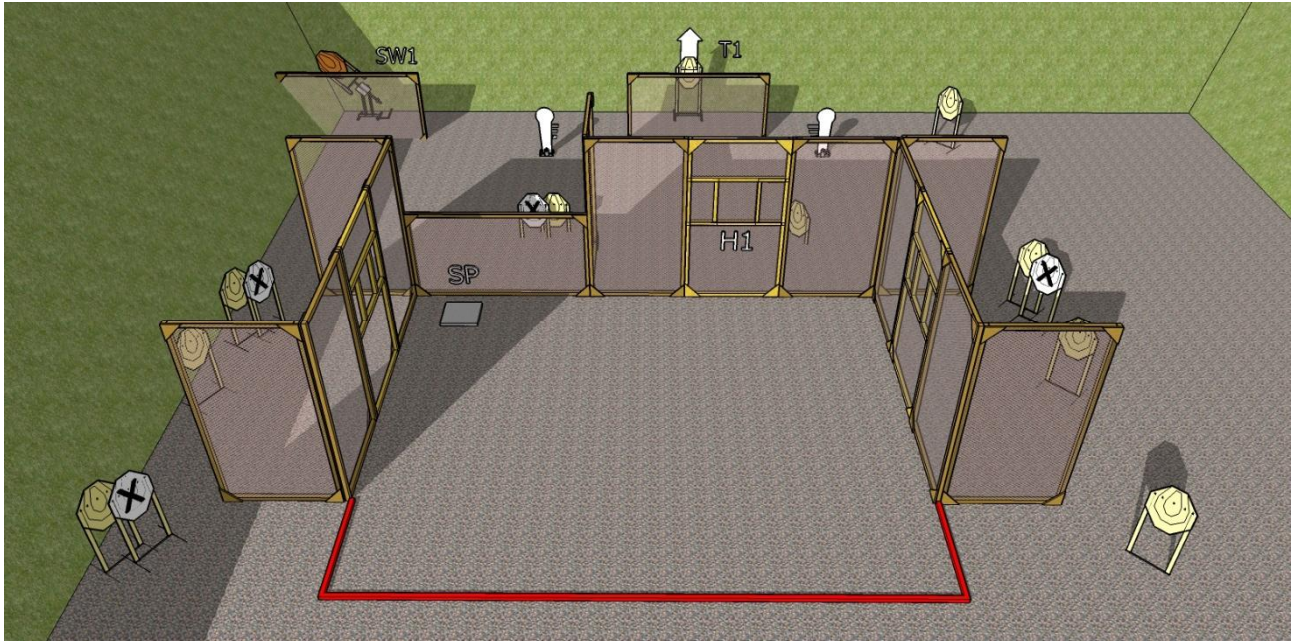
Stage Number:	2
Stage Name:	Washabam
Type of course:	Long
Targets:	16 IPSC paper targets 4 No-shoot targets
Number of rounds to be scored:	32
Maximum points:	160
Start position:	Standing anywhere within the designated area.
Firearm ready condition (if not loaded & holstered):	-
Start:	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing:	-
Notes:	-
Design by:	TomiK



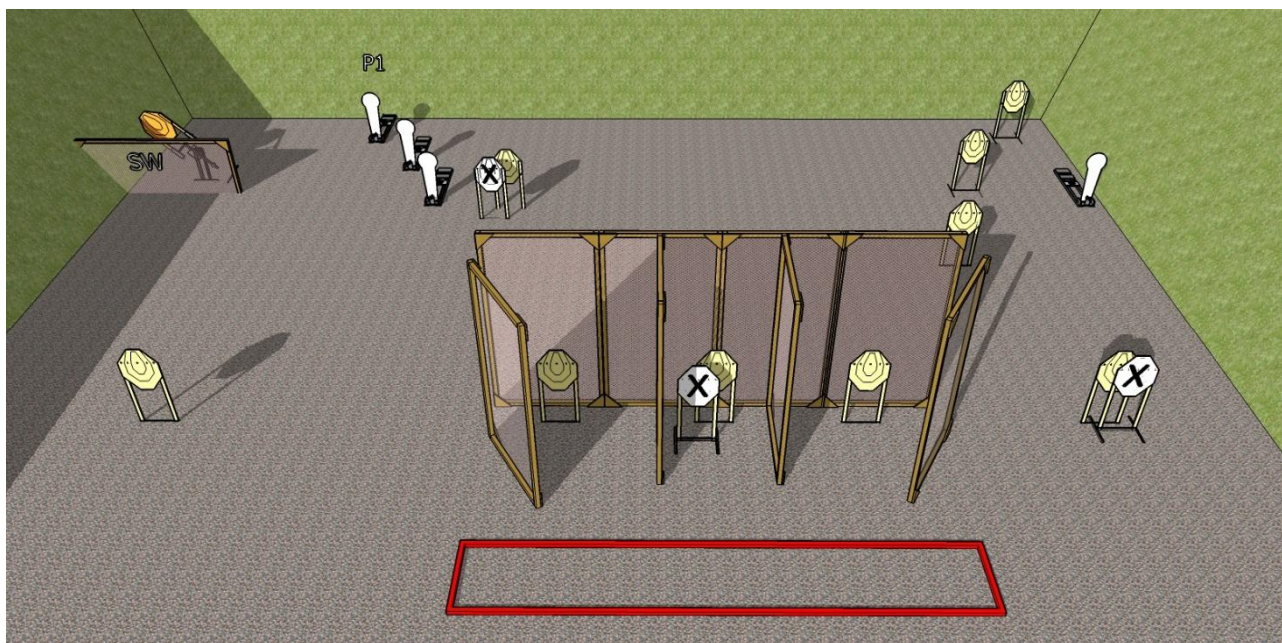
Stage Number:	3
Stage Name:	Earthquake
Type of course:	Short
Targets:	4 IPSC paper targets 2 No-shoot targets 2 IPSC Plates 2 IPSC Poppers
Number of rounds to be scored:	12
Maximum points:	60
Start position:	Standing on marked place.
Firearm ready condition (if not loaded & holstered):	-
Start:	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing:	Poppers activates peeking plates. Plates remains visible at the rest.
Notes:	-
Design by:	EsaB



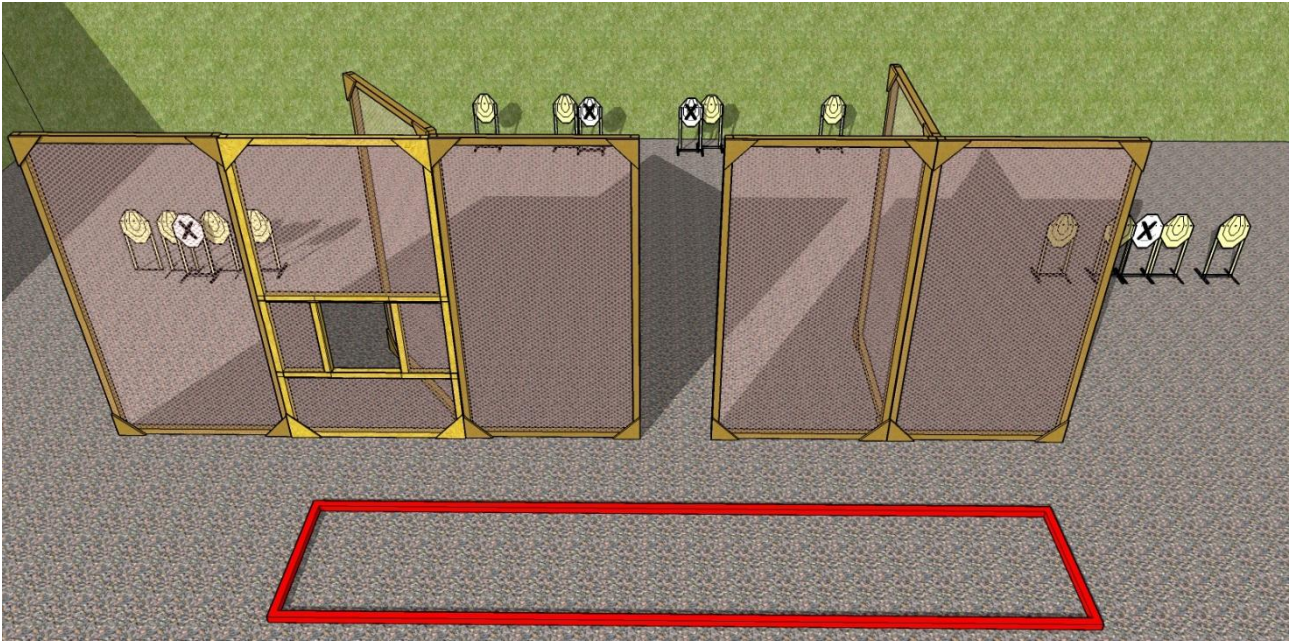
Stage Number:	4
Stage Name:	U-turn
Type of course:	Medium
Targets:	9 IPSC Mini paper targets 4 No-shoot targets 6 IPSC Plates
Number of rounds to be scored:	24
Maximum points:	120
Start position:	Standing on marked place
Firearm ready condition (if not loaded & holstered):	Unloaded & holstered
Start:	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing:	-
Notes:	Safety angles are marked with sticks/poles. Building is unsafe structure. A shot to the building causes disqualification based on rule 10.4.1
Design by:	AkiP



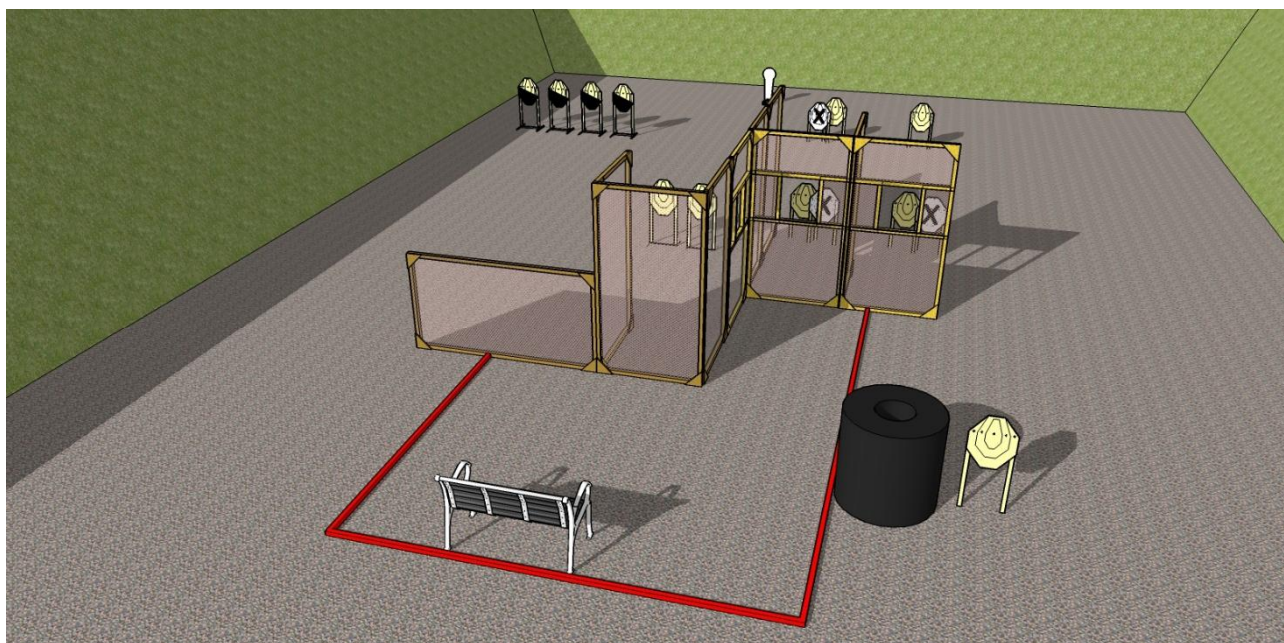
Stage Number:	5
Stage Name:	Déjà-vu
Type of course:	Medium
Targets:	11 IPSC paper targets 4 No-shoot targets 2 IPSC Poppers
Number of rounds to be scored:	24
Maximum points:	120
Start position:	Standing anywhere within the designated area.
Firearm ready condition (if not loaded & holstered):	-
Start:	Audible signal
Procedure:	At the start signal engage targets from within the designated area.
Briefing:	Stepper plate activates swinger target and pulling the rope activates peaker target. Targets remains visible at the rest
Notes:	Opening the hatch with the gun is unsafe gun handling. Safety angles marked with sticks/poles.
Design by:	RistoV



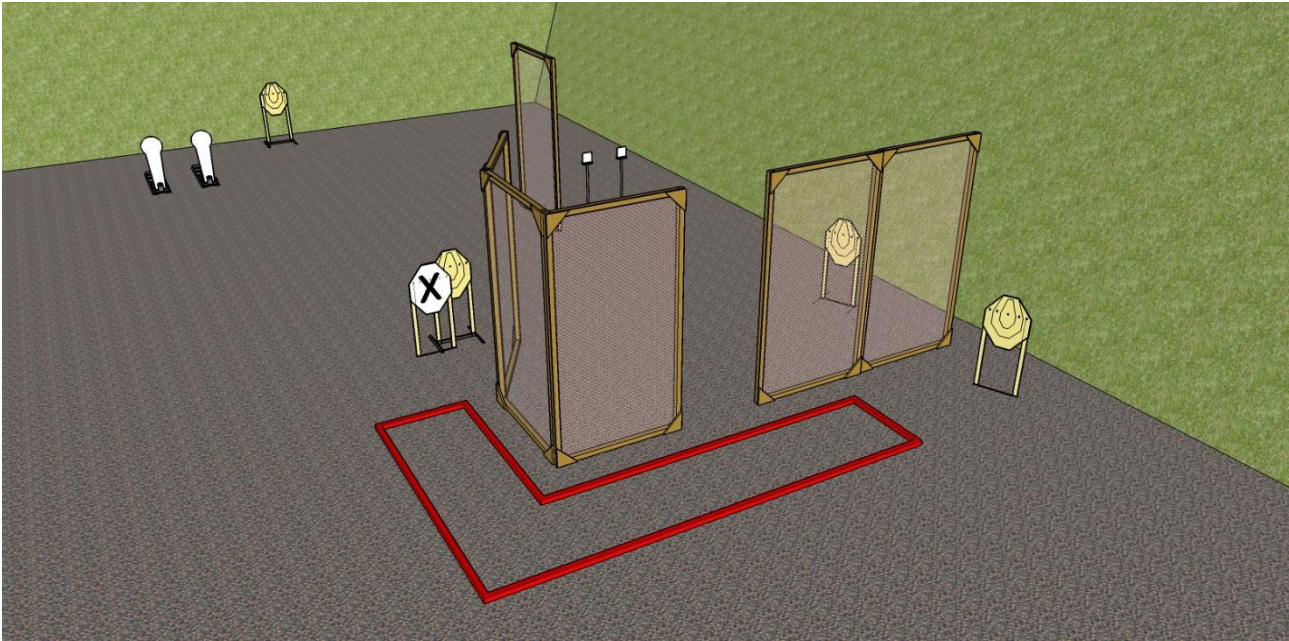
Stage Number:	6
Stage Name:	Any Choice?
Type of course:	Medium
Targets:	10 IPSC paper targets 3 No-shoot targets 4 IPSC Poppers
Number of rounds to be scored:	24
Maximum points:	120
Start position:	Standing anywhere within the designated area.
Firearm ready condition (if not loaded & holstered):	-
Start:	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:	JonasL



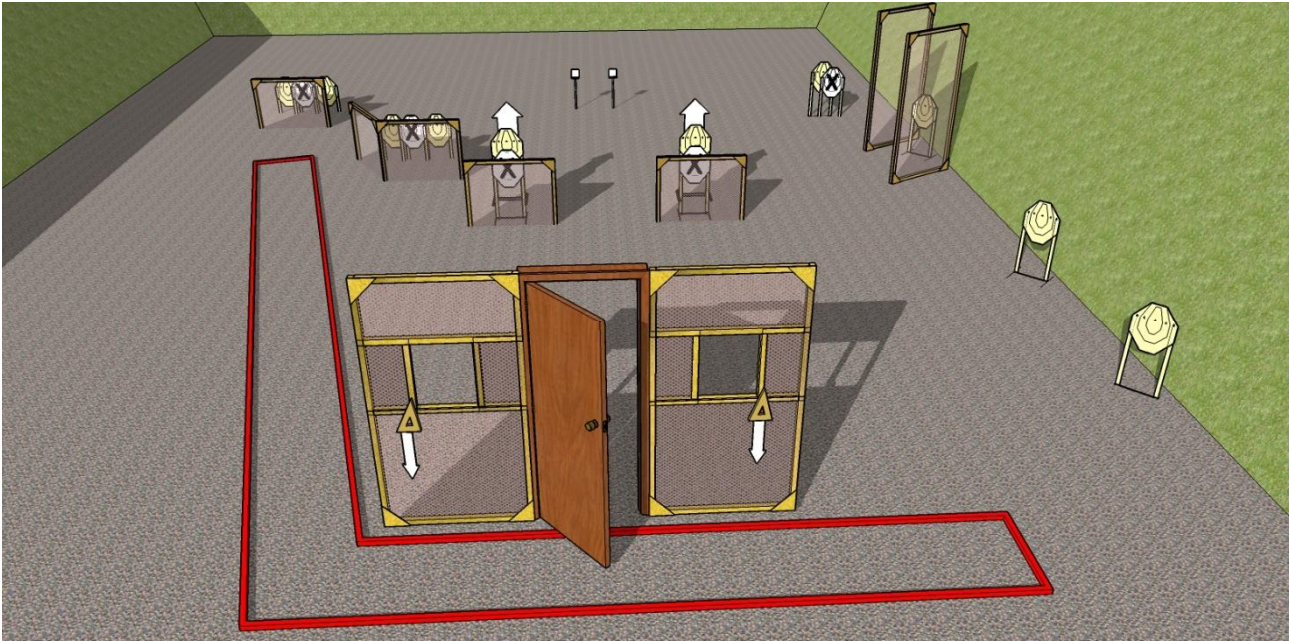
Stage Number:	7
Stage Name:	One shot stand
Type of course:	Short
Targets:	12 IPSC Mini paper targets 4 No-shoot targets
Number of rounds to be scored:	12
Maximum points:	60
Start position:	Standing anywhere within the designated area.
Firearm ready condition (if not loaded & holstered):	-
Start:	Audible signal
Procedure:	At the start signal engage targets from within the designated area, one shot per target
Briefing:	-
Notes:	Safety angles marked with sticks/poles.
Design by:	JussiN



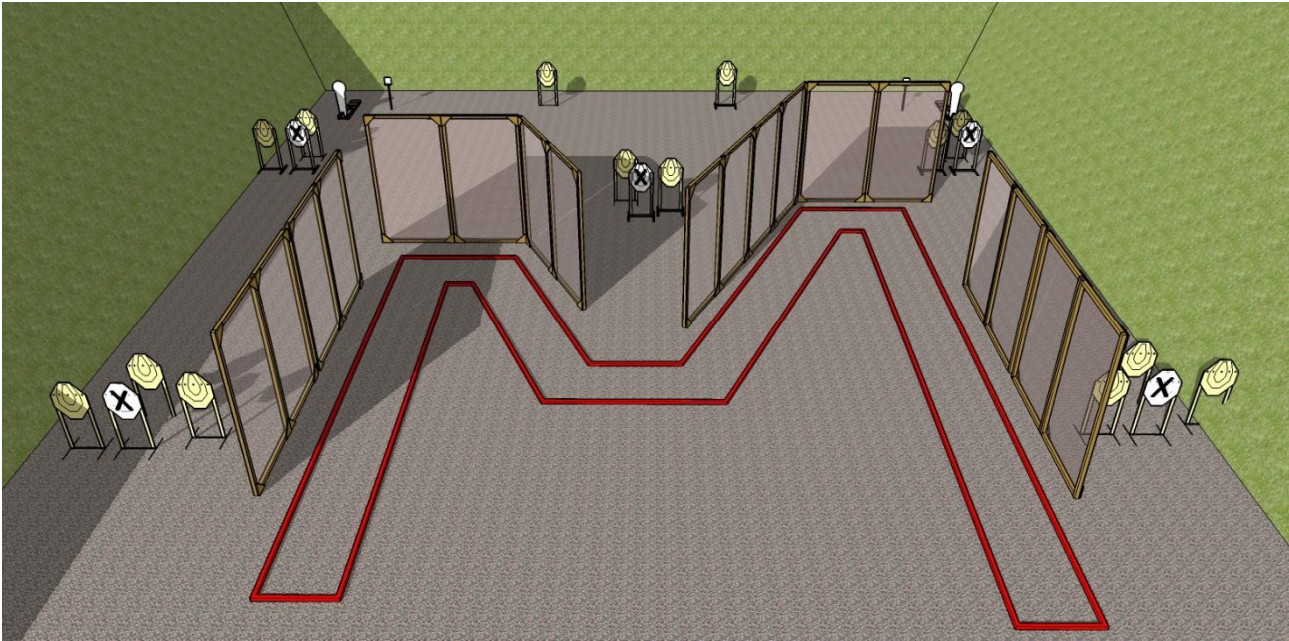
Stage Number:	8
Stage Name:	The Bench
Type of course:	Medium
Targets:	11 IPSC paper targets 3 No-shoot targets 1 IPSC Poppers
Number of rounds to be scored:	23
Maximum points:	115
Start position:	Sitting on bench as demonstrated.
Firearm ready condition (if not loaded & holstered):	Magazine inserted, chamber empty. Holstered.
Start:	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing:	-
Notes:	-
Design by:	VesaK



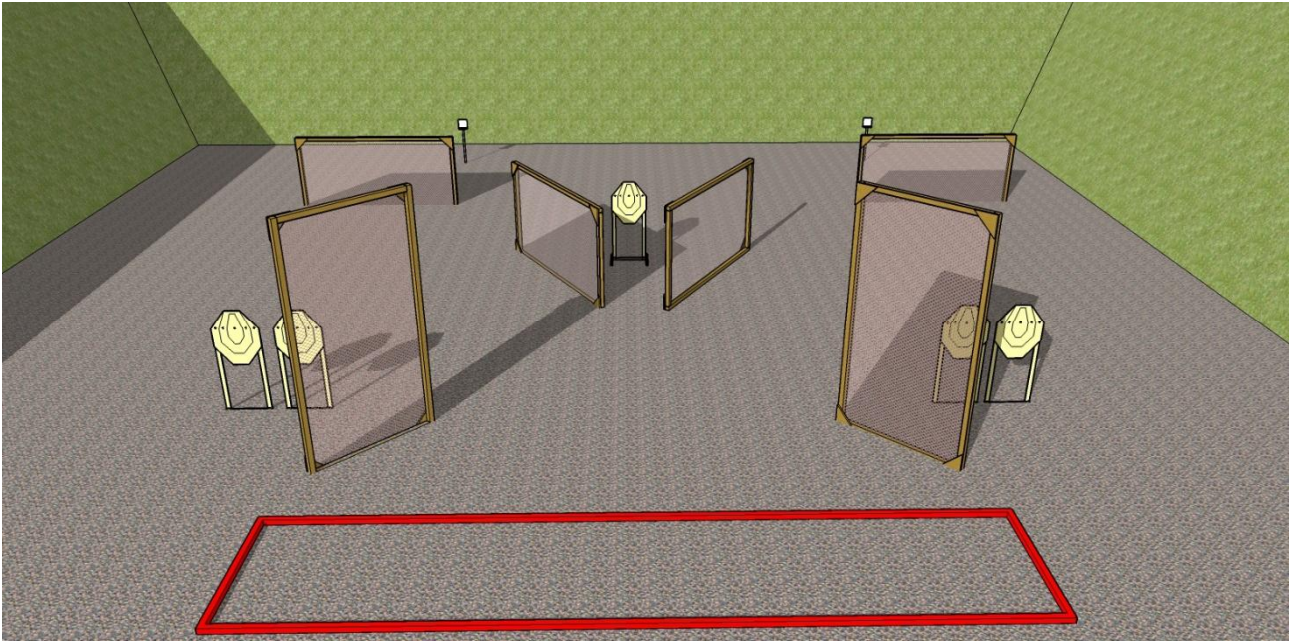
Stage Number:	9
Stage Name:	Stick n Move
Type of course:	Short
Targets:	4 IPSC paper targets 1 No-shoot targets 2 IPSC Plates 2 IPSC Poppers
Number of rounds to be scored:	12
Maximum points:	60
Start position:	Standing on marked place.
Firearm ready condition (if not loaded & holstered):	-
Start:	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing:	-
Notes:	Safety angles marked with sticks/poles.
Design by:	EsaB



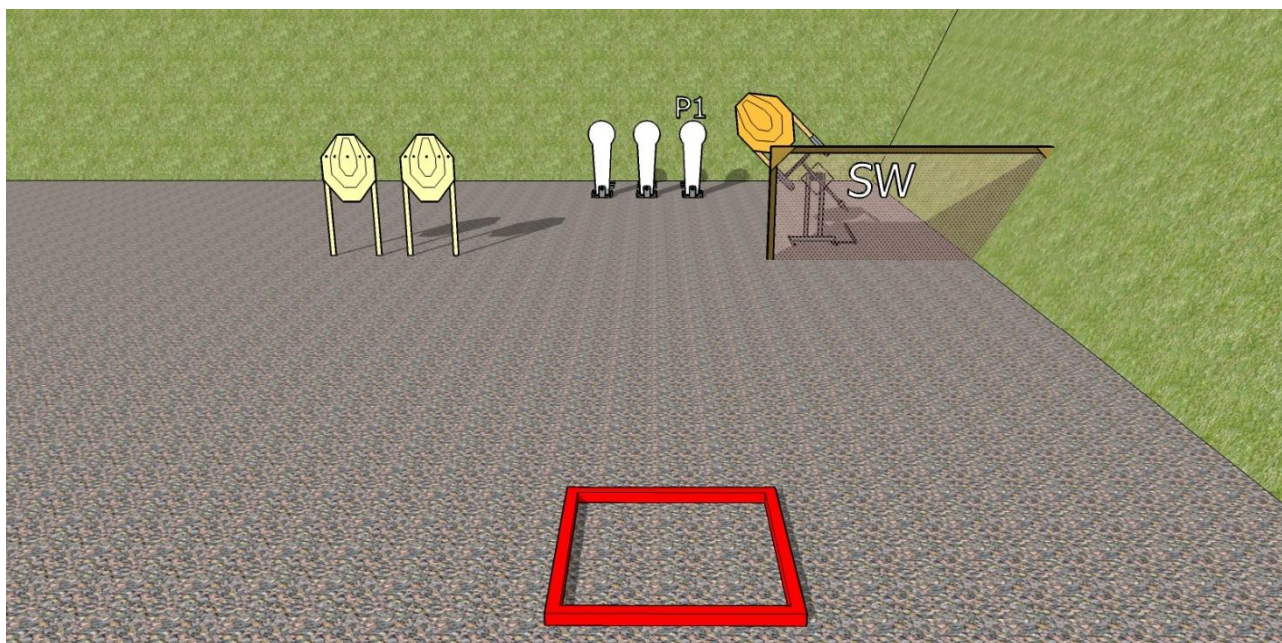
Stage Number:	10
Stage Name:	West
Type of course:	Medium
Targets:	11 IPSC paper targets 5 No-shoot targets 2 IPSC Plates
Number of rounds to be scored:	24
Maximum points:	120
Start position:	Standing, hand touching a door handle as demonstrated.
Firearm ready condition (if not loaded & holstered):	-
Start:	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing:	Two target becomes visible by pulling rope.
Notes:	Safety angles marked with sticks/poles.
Design by:	JyrkiA



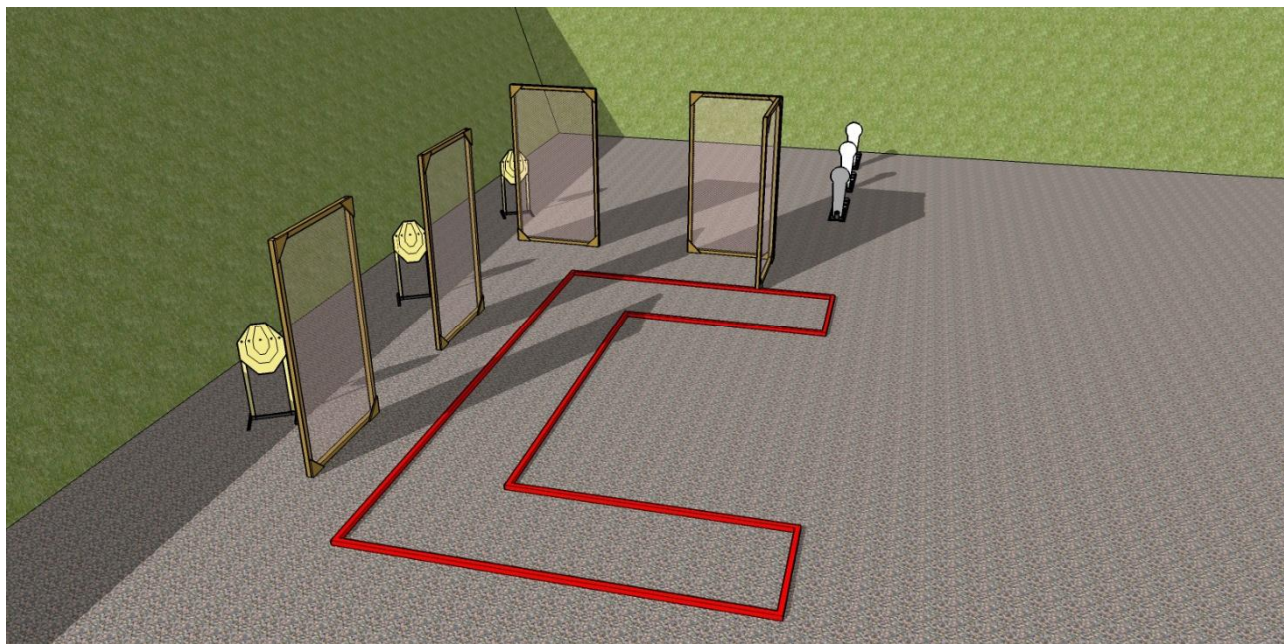
Stage Number:	11
Stage Name:	Big M
Type of course:	Long
Targets:	14 IPSC paper targets 5 No-shoot targets 2 IPSC Plates 2 IPSC Poppers
Number of rounds to be scored:	32
Maximum points:	160
Start position:	Standing anywhere within the designated area.
Firearm ready condition (if not loaded & holstered):	-
Start:	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing:	-
Notes:	-
Design by:	MikaelR



Stage Number:	12
Stage Name:	Find Them All
Type of course:	Short
Targets:	5 IPSC paper targets 2 IPSC Plates
Number of rounds to be scored:	12
Maximum points:	60
Start position:	Standing anywhere within the designated area.
Firearm ready condition (if not loaded & holstered):	-
Start:	Audible signal
Procedure:	At the start signal engage targets from within the designated area
Briefing:	-
Notes:	-
Design by:	JyrkiM



Stage Number:	13
Stage Name:	Swing For The Fences
Type of course:	Short
Targets:	3 IPSC paper targets 3 IPSC Poppers
Number of rounds to be scored:	9
Maximum points:	45
Start position:	Standing anywhere within the designated area.
Firearm ready condition (if not loaded & holstered):	-
Start:	Audible signal
Procedure:	At the start signal engage targets from within the designated area, strong hand only
Briefing:	Popper activates swinger target. Targets remains visible at the rest
Notes:	-
Design by:	JonasL



Stage Number:	14
Stage Name:	Lucky number 3
Type of course:	Short
Targets:	3 IPSC paper targets 3 IPSC Poppers
Number of rounds to be scored:	12
Maximum points:	60
Start position:	Standing on marked place.
Firearm ready condition (if not loaded & holstered):	
Start:	Audible signal
Procedure:	At the start signal engage targets from within the designated area, three shots per target
Briefing:	-
Notes:	-
Design by:	MattiM