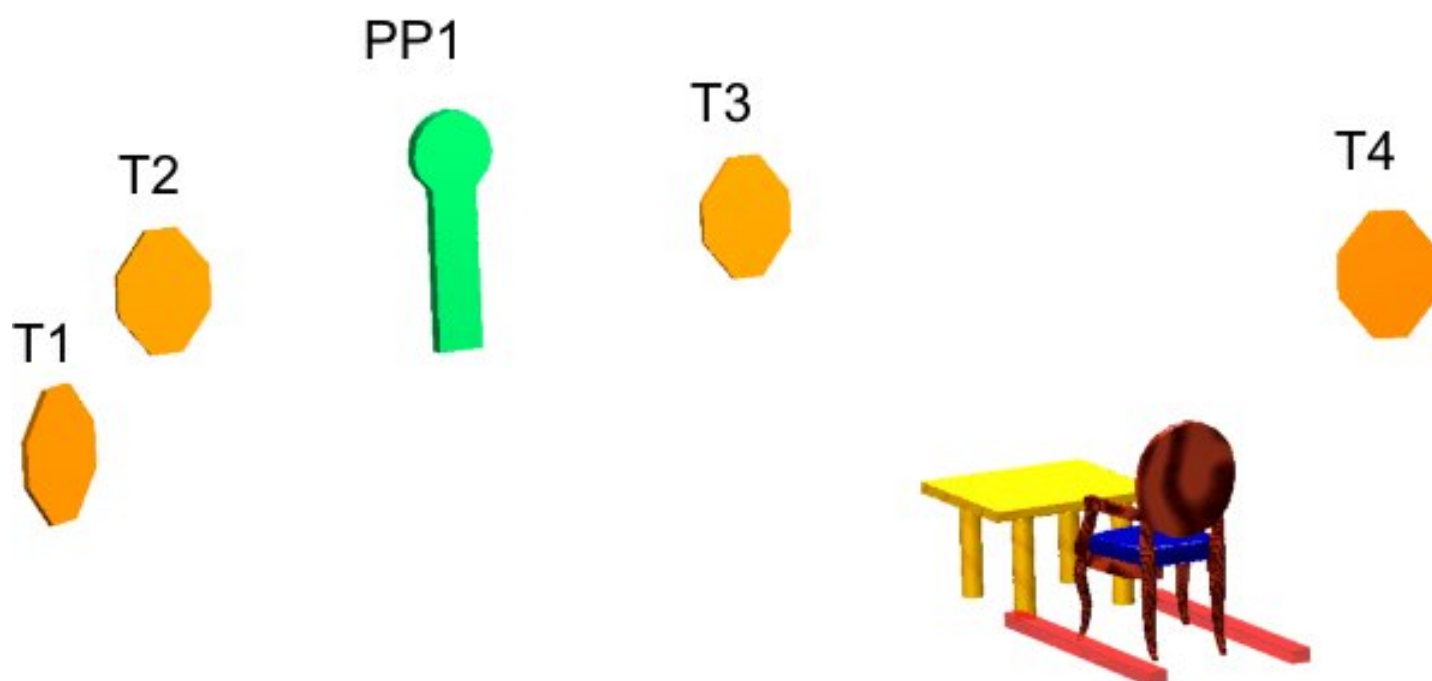


SUMMER SSG MATCH 2003

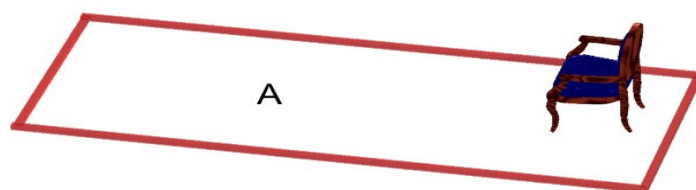
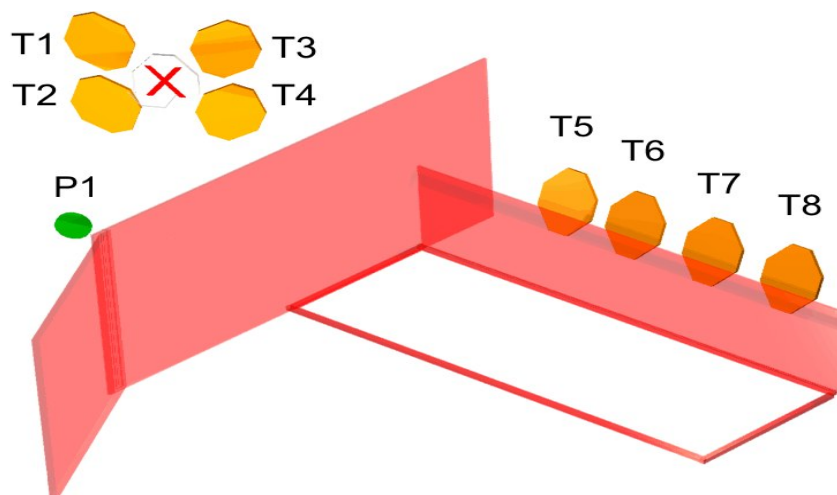
Open & Modified level II
Standard SM level III



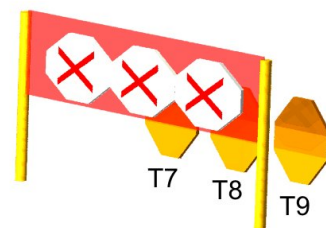
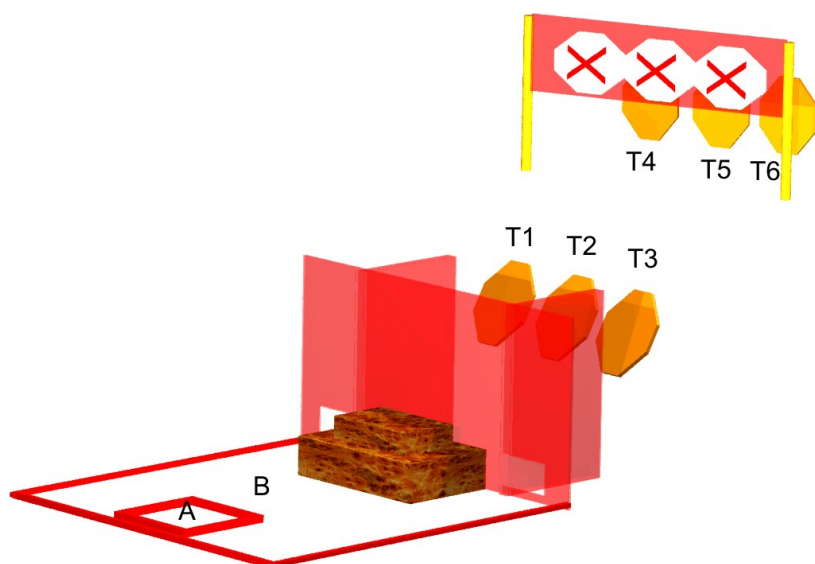
23-24.8.2003
at Sipoo Shooting Range



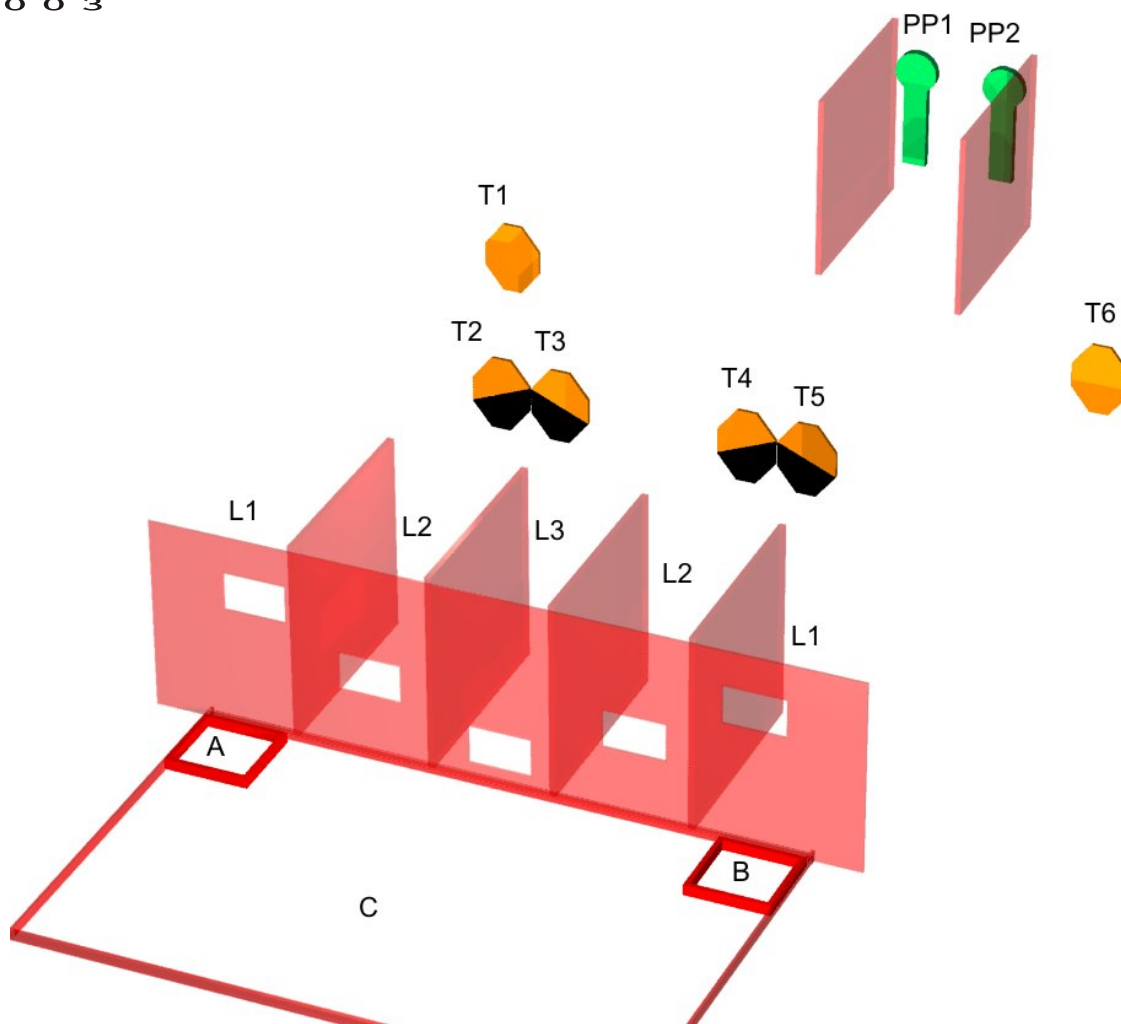
Stage Number	1
Stage Name	Newspaper
Type Of Scoring	Comstock Count
Targets (type & number)	4 classic + 1pp
Distances	5 11 m
Possible Points	45
Minimum Rounds	9
Start Position	Loaded gun (flat) on table, sitting in chair, both hands keeping newspaper
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound engage all targets with two rounds each in any order without crossing faultlines. Paper targets will score two highest hits. Metal target must be down to score. PP releases turning targets T2 and T3 and they will disappear = no penalties



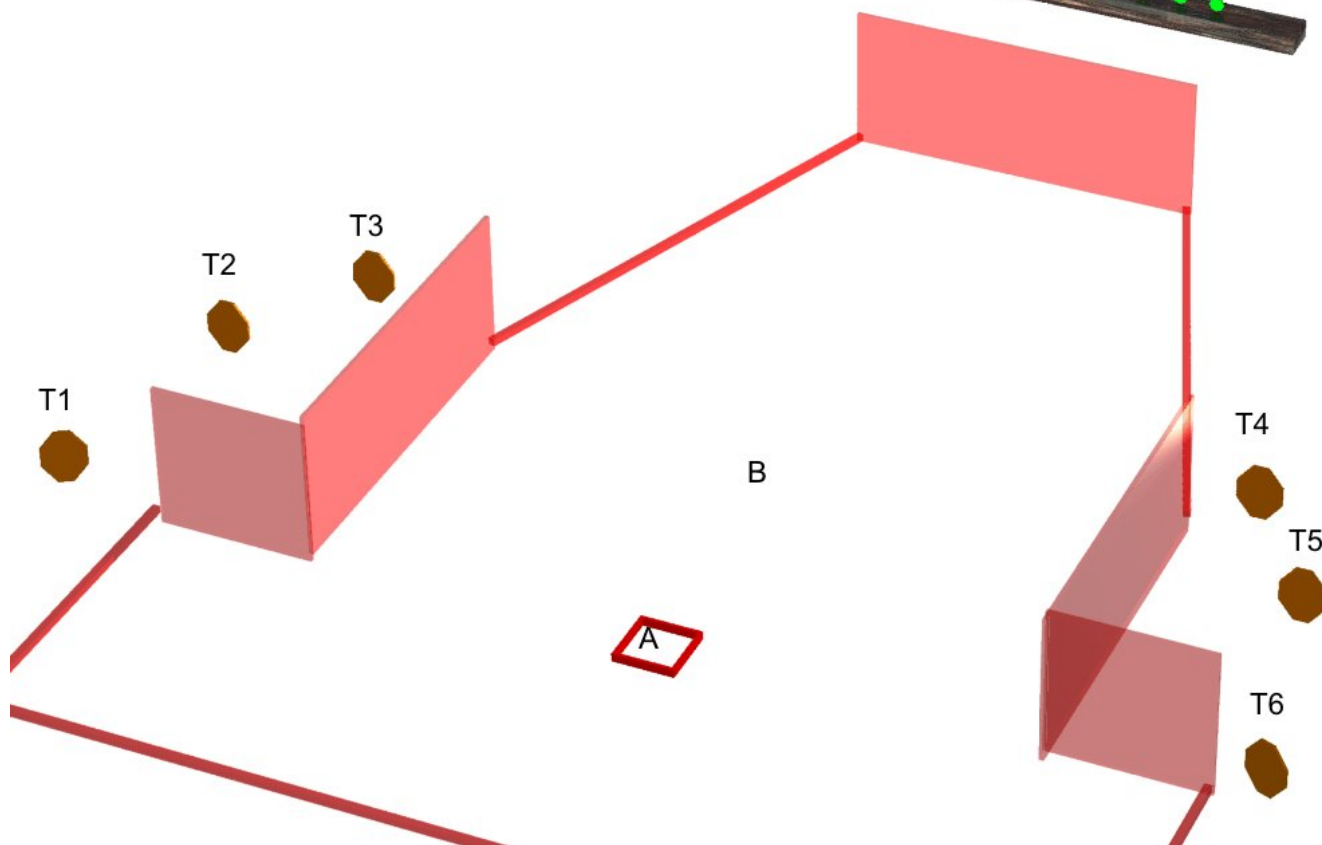
Stage Number	2
Stage Name	SLB 2
Type Of Scoring	Comstock Count
Targets (type & number)	8 classic + 1 plate
Distances	3 – 15 m
Possible Points	85
Minimum Rounds	17
Start Position	Sitting in chair, both hands on knees, feet touching chair. Loaded gun in holster.
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound engage all targets with two rounds each in any order without crossing fault lines. Paper targets will score two highest hits. Metal target must be down to score. Plate must be down before leaving area A.



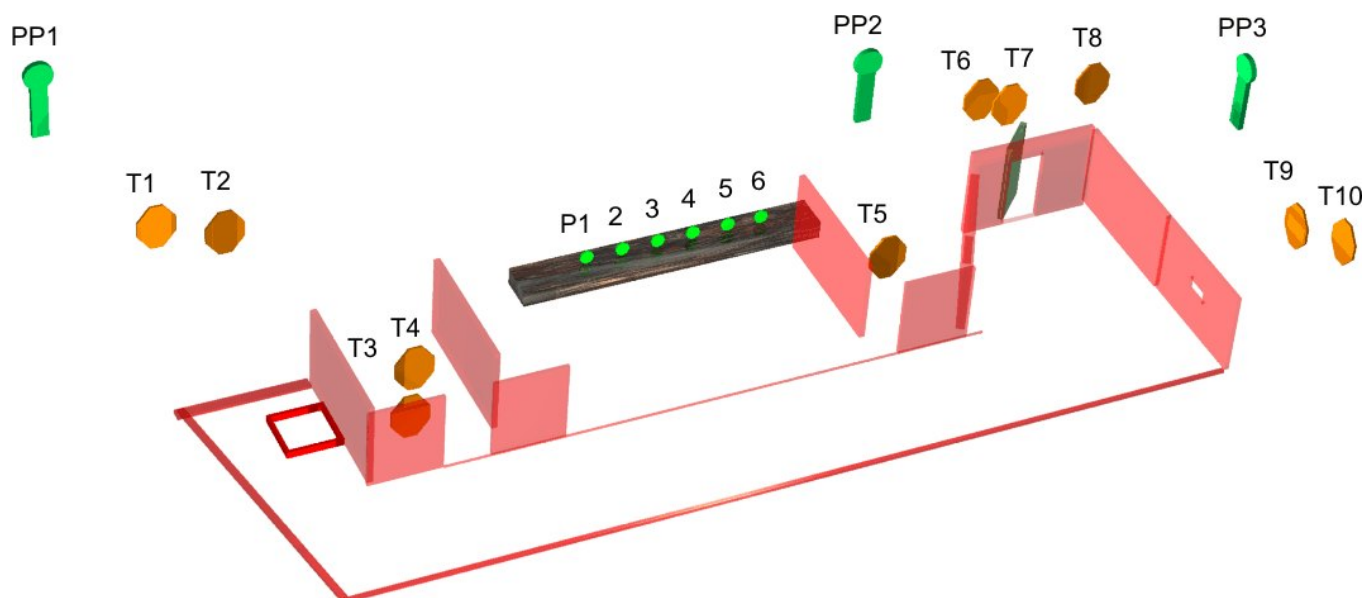
Stage Number	3
Stage Name	SLB 3
Type Of Scoring	Comstock Count
Targets (type & number)	9 classic
Distances	5 – 20 m
Possible Points	90
Minimum Rounds	18
Start Position	Loaded gun on holster, standing naturally in starting box A
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound engage all targets with two rounds each in any order without crossing fault lines. Paper targets will score two highest hits.



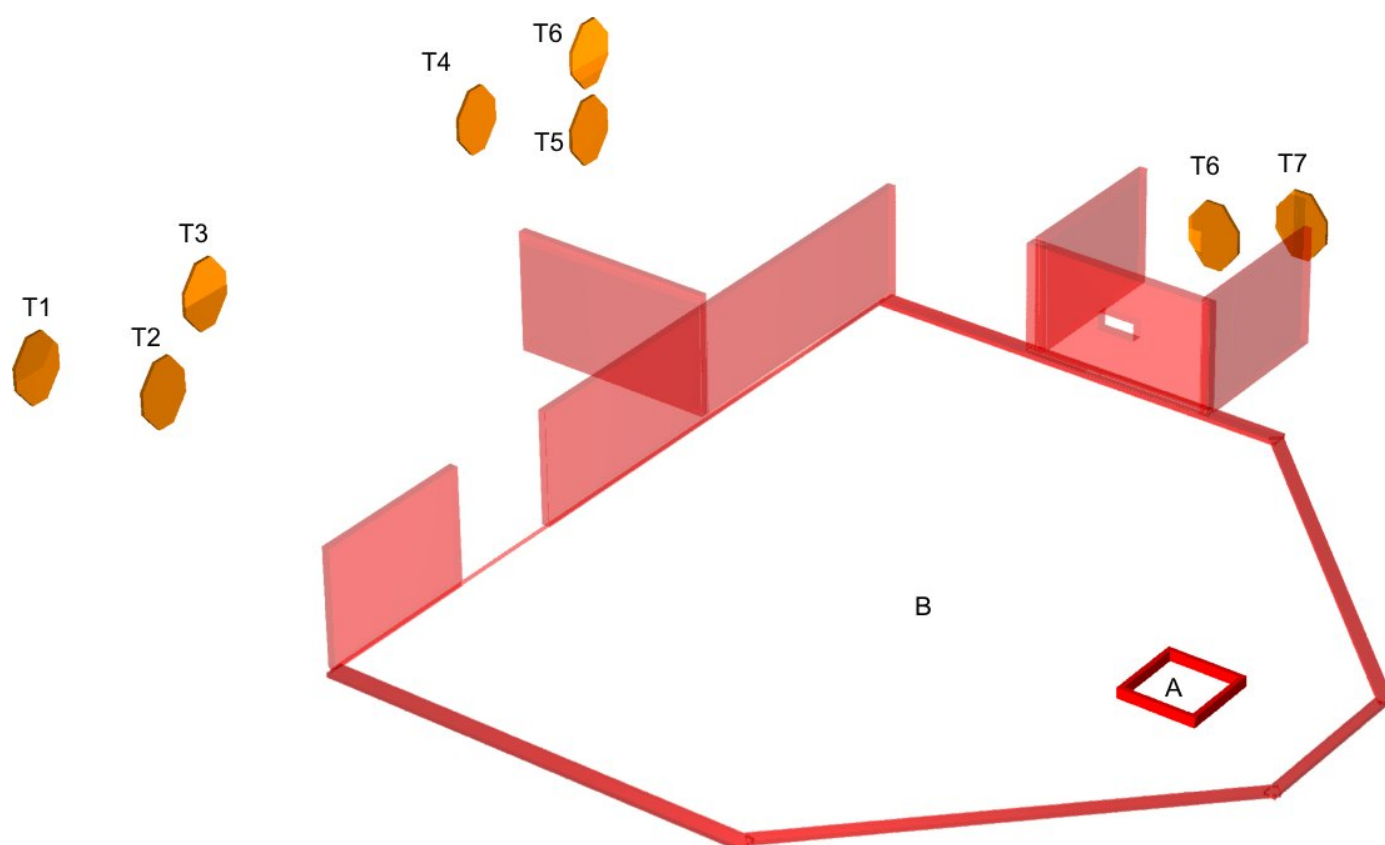
Stage Number	4
Stage Name	Windows XP
Type Of Scoring	Comstock Count
Targets (type & number)	6 classic + 2 pp
Distances	5 20 m
Possible Points	70
Minimum Rounds	14
Start Position	Loaded gun in holster , standing naturally in starting box A or B
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound engage all targets with two rounds each in any order without crossing faultlines. Paper targets will score two highest hits. Metal target must be down to score.



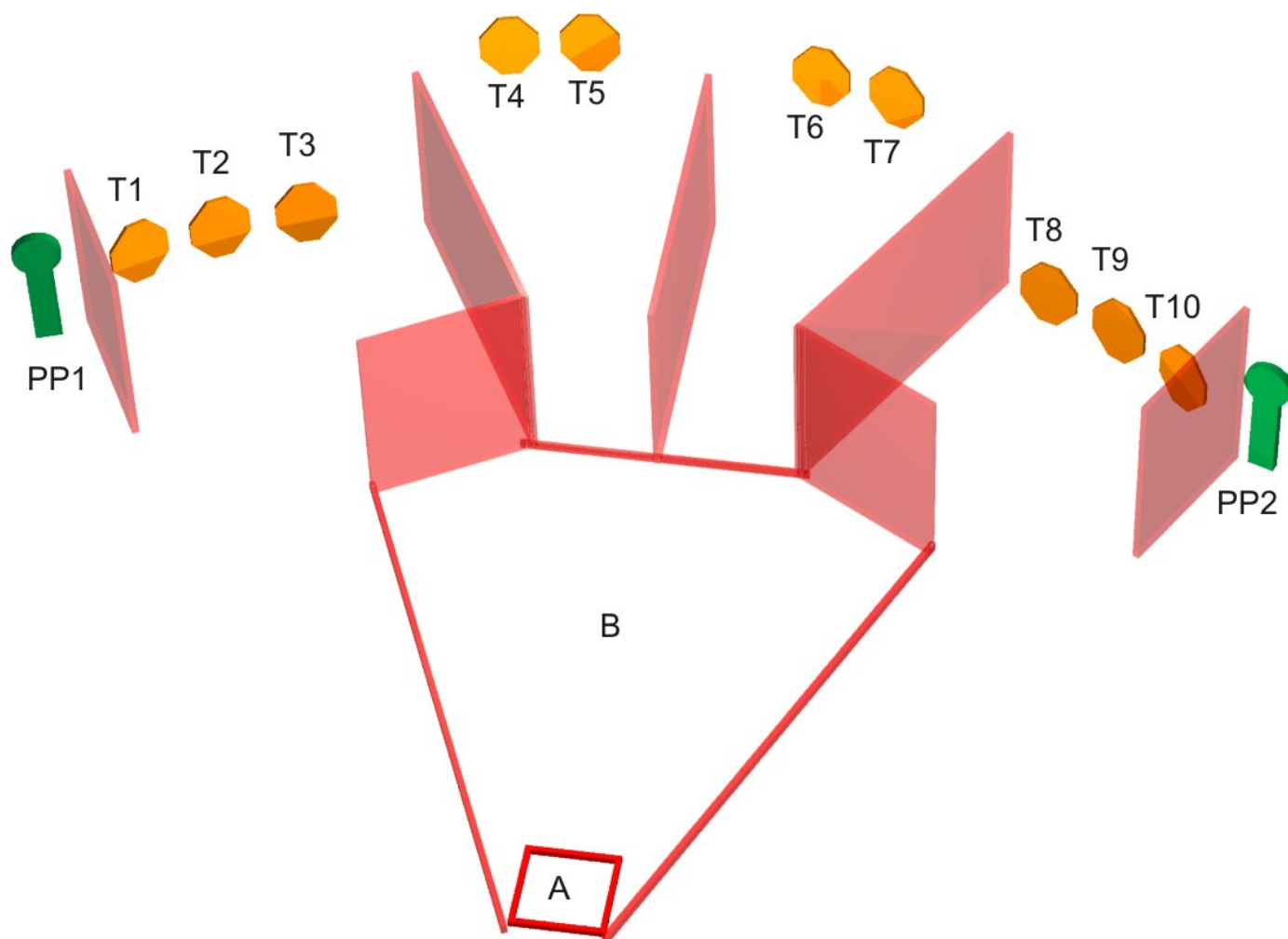
Stage Number	5
Stage Name	What plates?
Type Of Scoring	Comstock Count
Targets (type & number)	6 classic + 5plates
Distances	2 13 m
Possible Points	85
Minimum Rounds	17
Start Position	Loaded gun in holster , standing naturally in box
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound engage all targets with two rounds each in any order without crossing fault lines. Paper targets will score two highest hits. Metal target must be down to score.



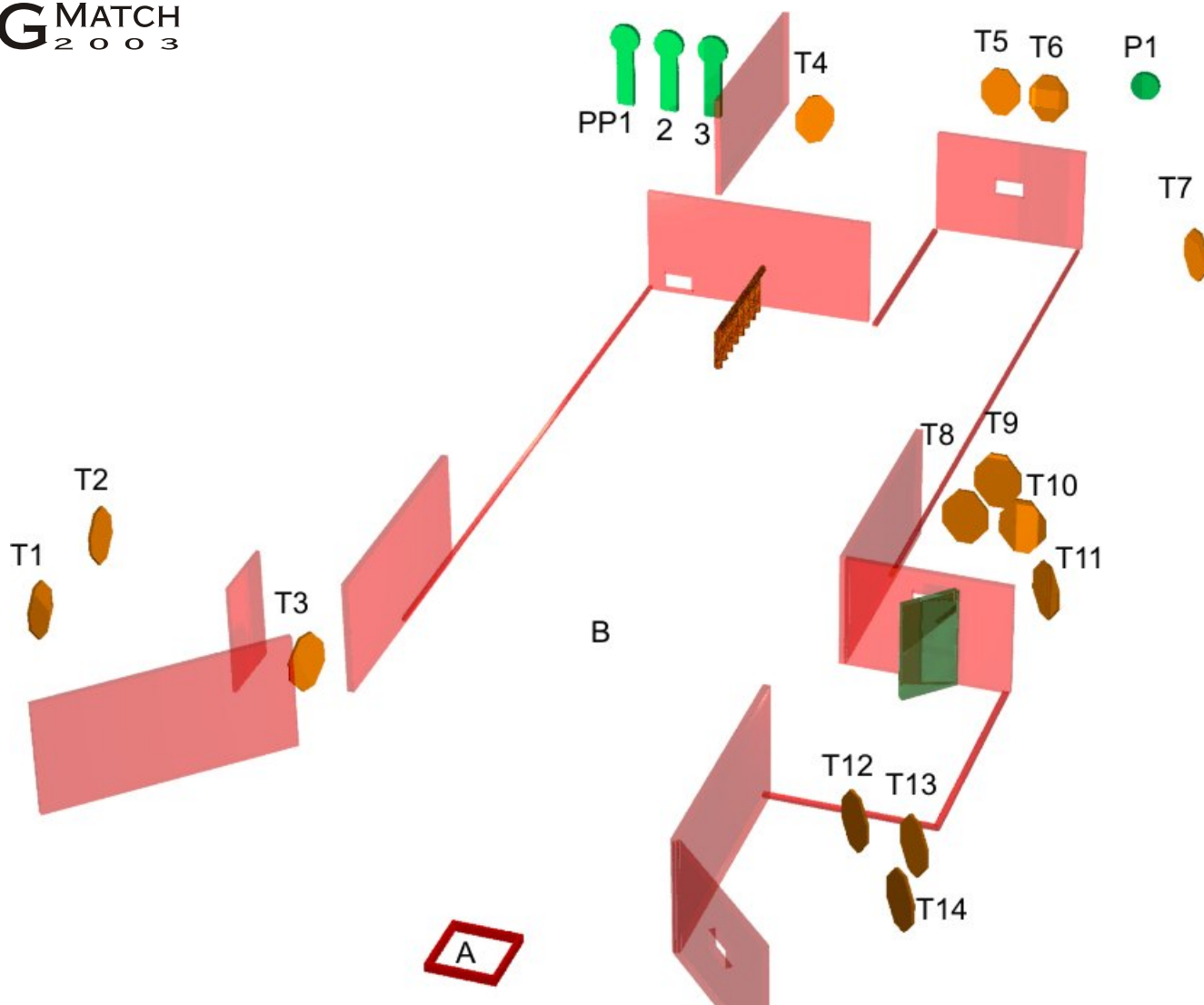
Stage Number	6
Stage Name	Rock on the move
Type Of Scoring	Comstock Count
Targets (type & number)	10 classic + 6plates + 3 pp
Distances	3 15 m
Possible Points	145
Minimum Rounds	29
Start Position	Loaded gun in holster, standing in box facing wall, hand at marked places on wall
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound engage all targets with two rounds each in any order from box. Paper targets will score two highest hits. Metal target must be down to score.



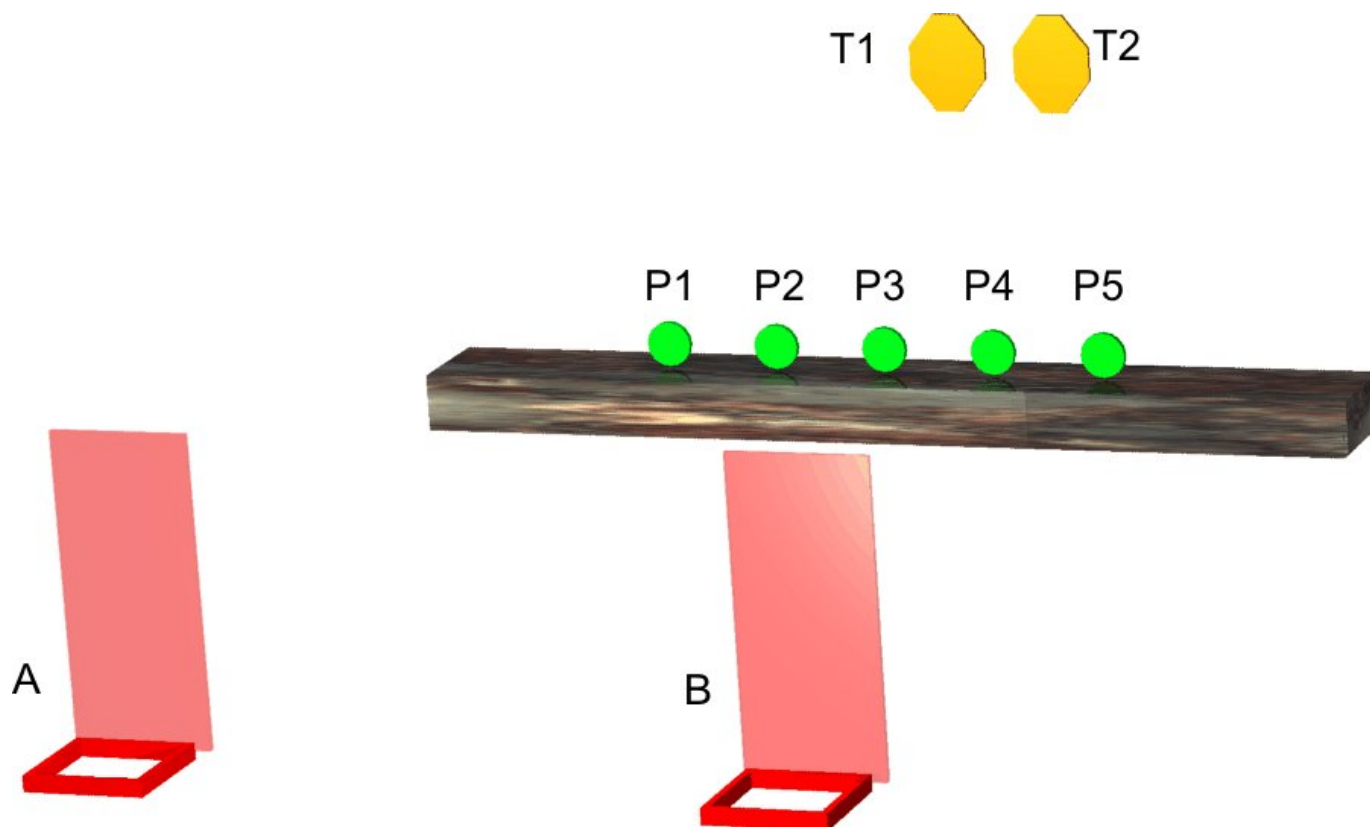
Stage Number	7
Stage Name	Nice walls
Type Of Scoring	Comstock Count
Targets (type & number)	8 classic
Distances	2 9 m
Possible Points	80
Minimum Rounds	16
Start Position	Loaded gun in holster , standing naturally in box.
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound engage all targets with two rounds each in any order without crossing fault lines. Paper targets will score two highest hits.



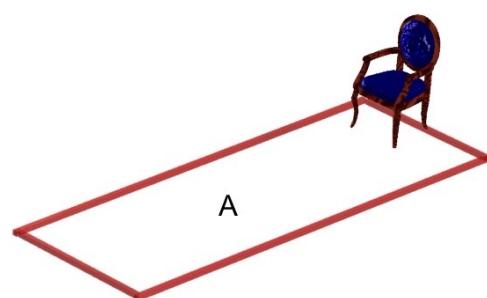
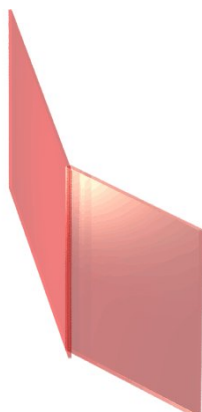
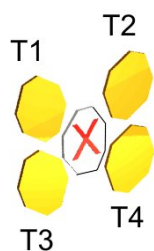
Stage Number	8
Stage Name	Eight
Type Of Scoring	Comstock Count
Targets (type & number)	10 classic + 2 pp
Distances	5 – 20 m
Possible Points	110
Minimum Rounds	22
Start Position	Unloaded gun and magazines in marked place on ground, standing naturally shoulders and back touching wall
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound engage all targets with two rounds each in any order without crossing fault lines. Paper targets will score two highest hits. Metal target must be down to score.



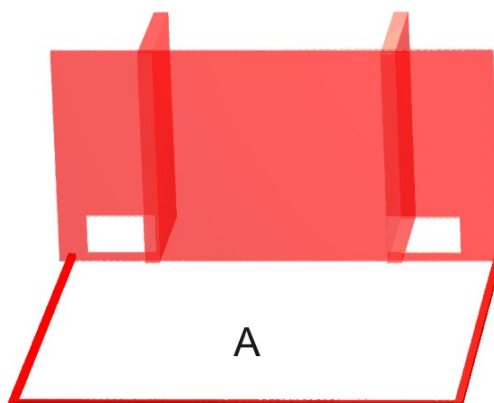
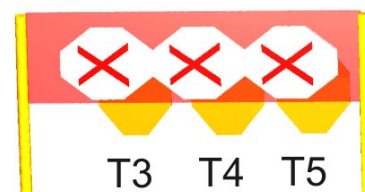
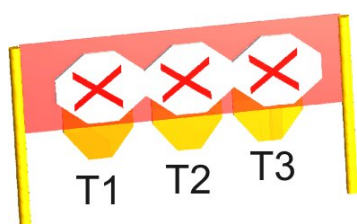
Stage Number	9
Stage Name	Jogging
Type Of Scoring	Comstock Count
Targets (type & number)	14 classic + 3 PP + 1 plate
Distances	2 30 m
Possible Points	160
Minimum Rounds	32
Start Position	Loaded gun In holster, standing naturally in box
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound load gun and engage all targets with two rounds each in any order. Paper targets will score two highest hits. Metal target must be down to score.



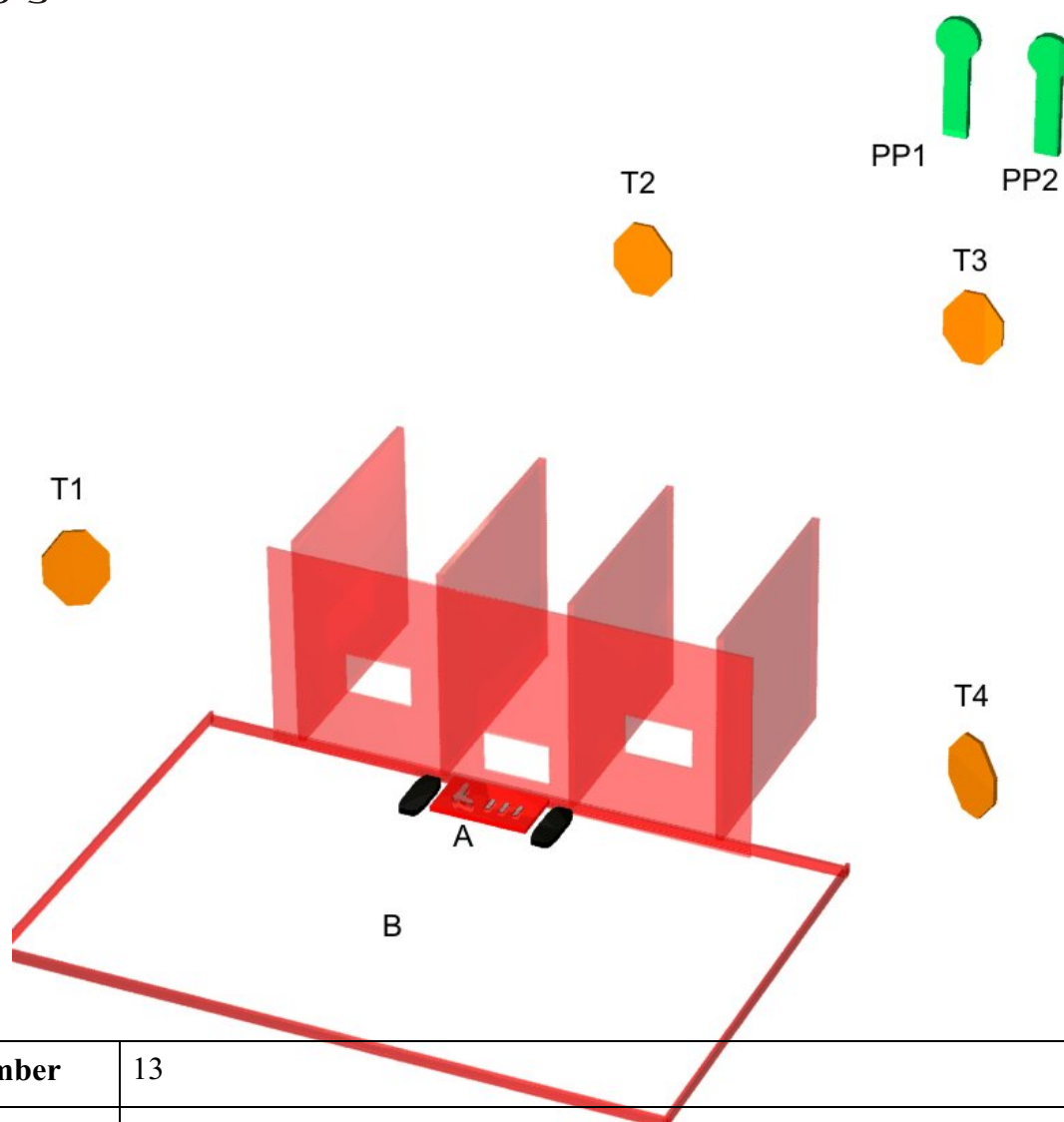
Stage Number	10
Stage Name	Staaandard
Type Of Scoring	Comstock Count
Targets (type & number)	2 classic + 5plates
Distances	11 18 m
Possible Points	45
Minimum Rounds	9
Start Position	Loaded gun in holster , standing naturally behind barricade A or B
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound engage all targets with two rounds each in any order without crossing faultlines. Paper targets will score two highest hits. Metal target must be down to score.



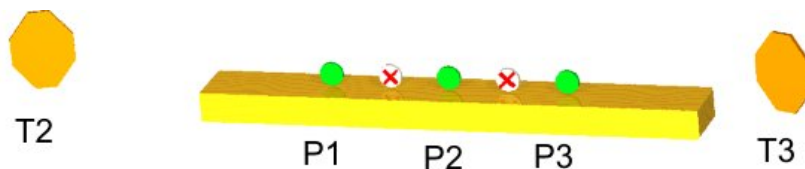
Stage Number	11
Stage Name	SLB 11
Type Of Scoring	Comstock Count
Targets (type & number)	4 classic
Distances	13 m
Possible Points	40
Minimum Rounds	8
Start Position	Sitting in chair, both hands on knees, feet touching chair. Loaded gun in holster.
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound engage all targets with two rounds each in any order without crossing fault lines. Paper targets will score two highest hits.



Stage Number	12
Stage Name	SLB 12
Type Of Scoring	Comstock Count
Targets (type & number)	6 classic
Distances	20 m
Possible Points	60
Minimum Rounds	12
Start Position	Loaded gun in holster, standing naturally in starting box A
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound engage all targets with two rounds each in any order without crossing fault lines. Paper targets will score two highest hits.



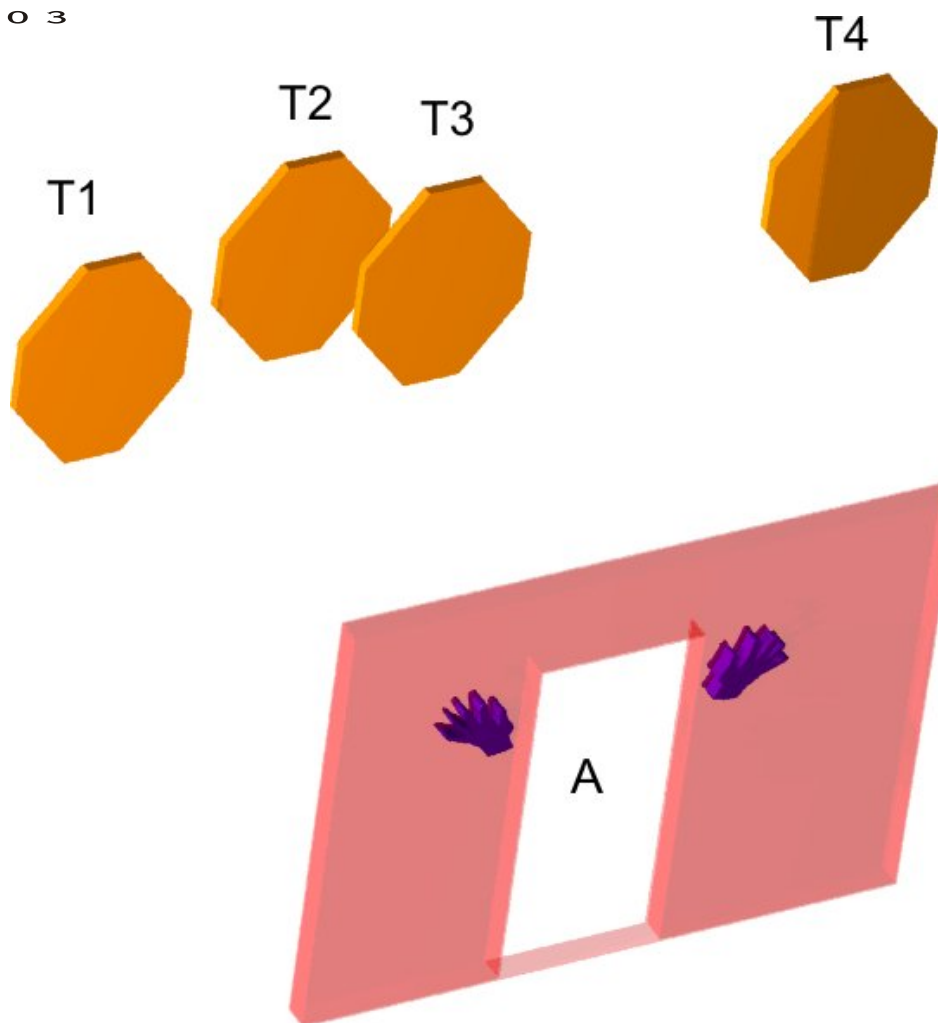
Stage Number	13
Stage Name	Quick loader
Type Of Scoring	Comstock Count
Targets (type & number)	4 classic + 2 pp
Distances	5 20 m
Possible Points	50
Minimum Rounds	10
Start Position	Unloaded gun and magazines in marked place on ground, standing naturally shoulders and back touching wall
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound load gun and engage all targets with two rounds each in any order without crossing fault lines. Paper targets will score two highest hits. Metal target must be down to score.



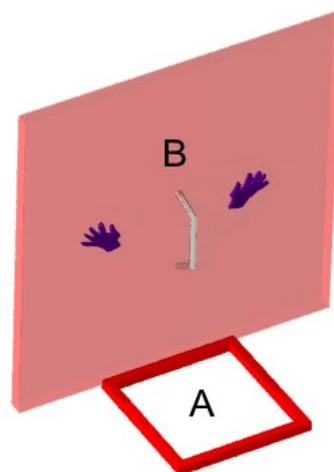
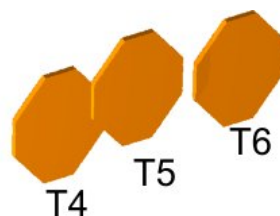
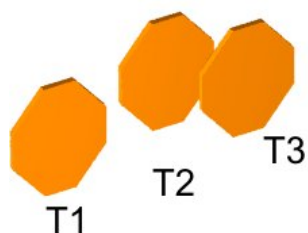
T1



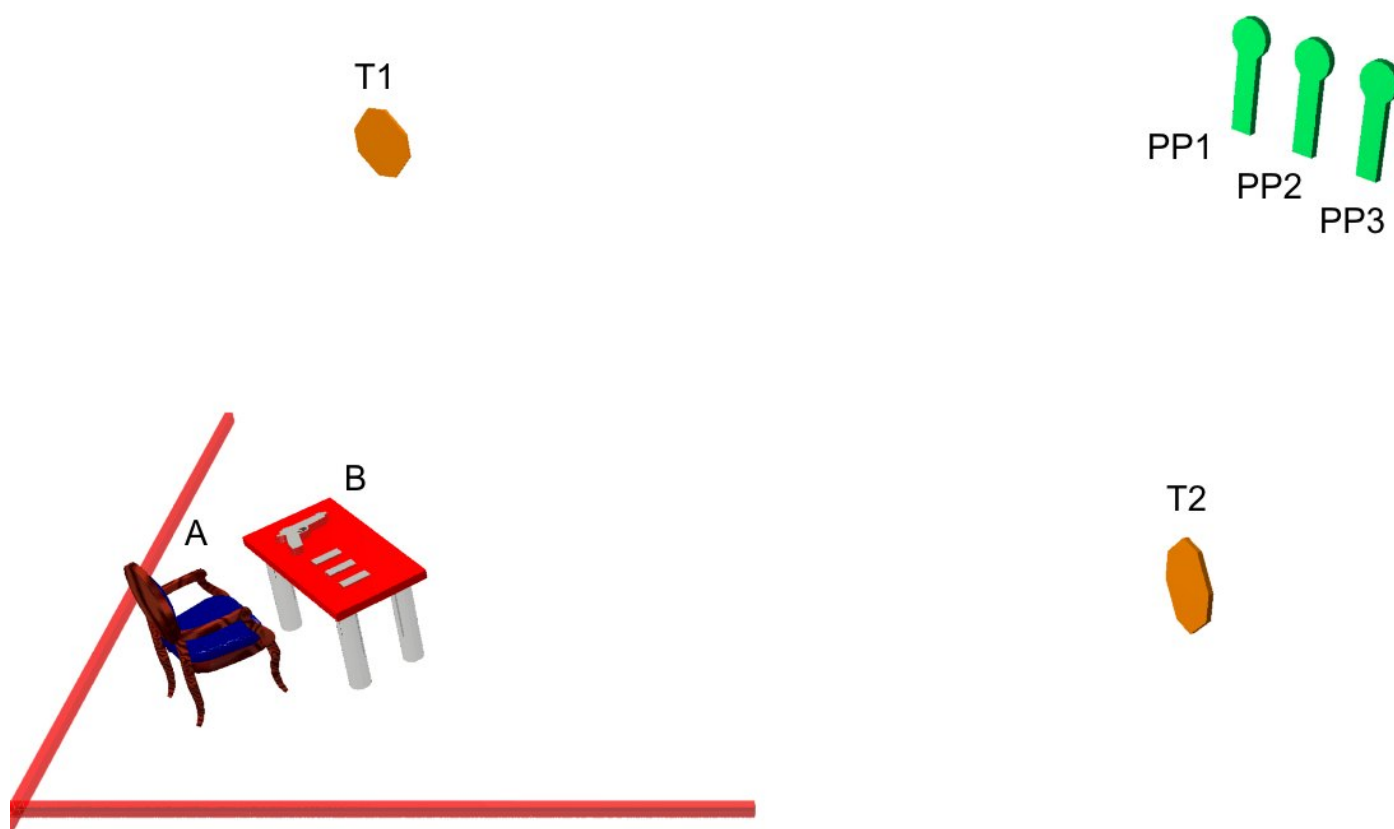
Stage Number	14
Stage Name	Aim
Type Of Scoring	Comstock Count
Targets (type & number)	3 classic + 3plates + 2NS plates
Distances	3 25 m
Possible Points	45
Minimum Rounds	9
Start Position	Loaded gun in holster , standing naturally in box
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound engage all targets with two rounds each in any order from box. Paper targets will score two highest hits. Metal target must be down to score.



Stage Number	15
Stage Name	Befast
Type Of Scoring	Comstock Count
Targets (type & number)	4 classic
Distances	4 6 m
Possible Points	40
Minimum Rounds	8
Start Position	Loaded gun in holster , standing in door opening, hands at marked places on wall
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound engage all targets with two rounds each in any order. Paper targets will score two highest hits.



Stage Number	16
Stage Name	Both sides
Type Of Scoring	Comstock Count
Targets (type & number)	6 classic
Distances	3 7 m
Possible Points	60
Minimum Rounds	12
Start Position	Loaded gun in holster , standing in box facing wall, hand at marked places on wall
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound engage all targets with two rounds each in any order from box. Paper targets will score two highest hits.



Stage Number	17
Stage Name	On the table
Type Of Scoring	Comstock Count
Targets (type & number)	2 classic + 3 PP
Distances	5 18 m
Possible Points	35
Minimum Rounds	7
Start Position	Unloaded gun and magazines on table, sitting on chair, hands at knees
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After audible sound load gun and engage all targets with two rounds each in any order. Paper targets will score two highest hits. Metal target must be down to score.