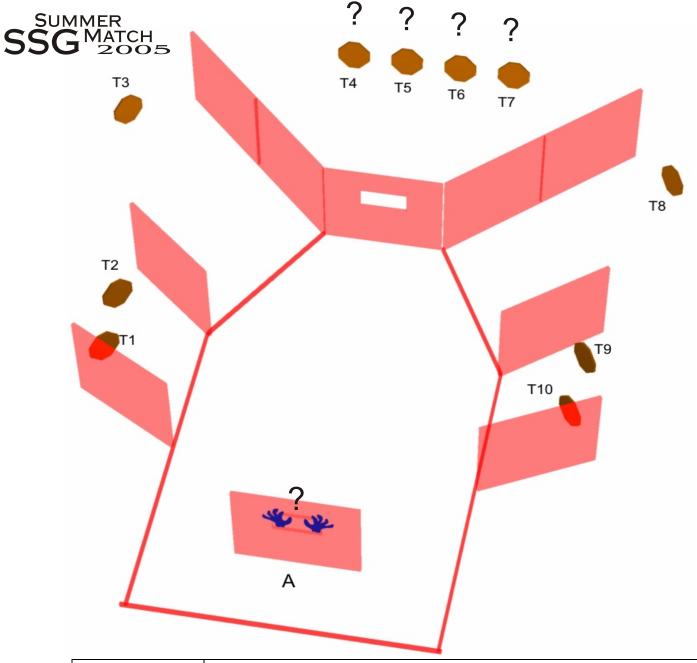
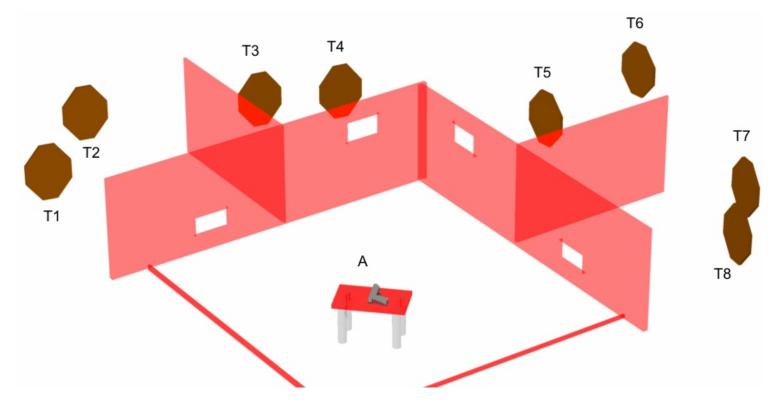


Stage Number	1
Stage Name	Kon-Tiki
Type Of Scoring	Comstock Count
Targets (type & number)	14 Classic targets, 3 PP
Distances	2 – 12m
Possible Points	155
Minimum Rounds	31
Start Position	In box A, hands hanging naturally, gun in holster
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After start signal 2 shots / target, steel down.



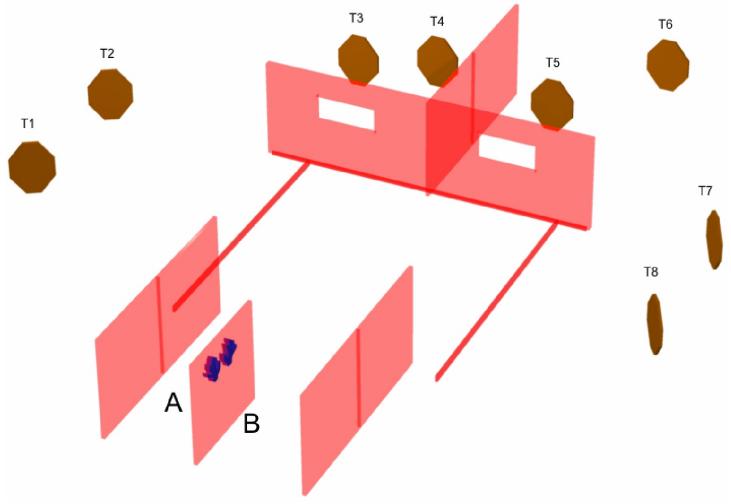
Stage Number	2
Stage Name	Facing the rule
Type Of Scoring	Comstock Count
Targets (type & number)	10 Classic
Distances	2-10 meters
Possible Points	80
Minimum Rounds	16
Start Position	Condition 1, facing the wall, both hands on market places
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	On the audible signal shoot the targets within the market area A with minimum two rounds each. After start signal you can find marks under the hatch which will show you what target from T4-T7 you shoot from the back. Only two of those targets will be shot.



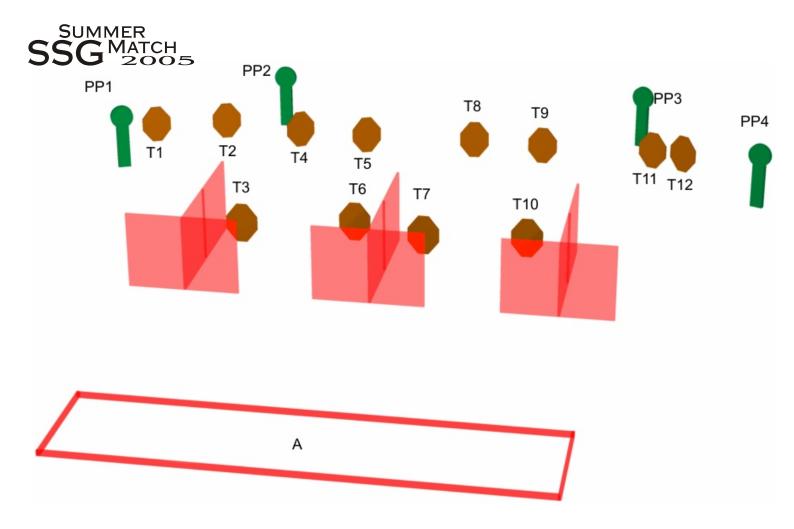


Stage Number	3
Stage Name	Dance On
Type Of Scoring	Comstock Count
Targets (type & number)	8 Classic targets
Distances	3 – 10m
Possible Points	80
Minimum Rounds	16
Start Position	Behind the table, hands hanging naturally, loaded gun flat on table
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After start signal 2 shots / target from area A





Stage Number	4
Stage Name	Walk Don't run
Type Of Scoring	Comstock Count
Targets (type & number)	8 Classic targets
Distances	3 – 10m
Possible Points	80
Minimum Rounds	16
Start Position	Stading in place A1 or A2, hands (palms) touching wall at marked places, loaded gun on holster
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After start signal 2 shots / target from area B



Stage Number	5
Stage Name	Million way to start
Type Of Scoring	Comstock Count
Targets (type & number)	12 Classic, 4 classic poppers
Distances	10-15 meters
Possible Points	140
Minimum Rounds	28
Start Position	Gun condition 1 holstered. Normal standing where ever inside the marked area.
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	On the audible signal shoot the targets within the market area with minimum two rounds each and poppers down.



Penalties

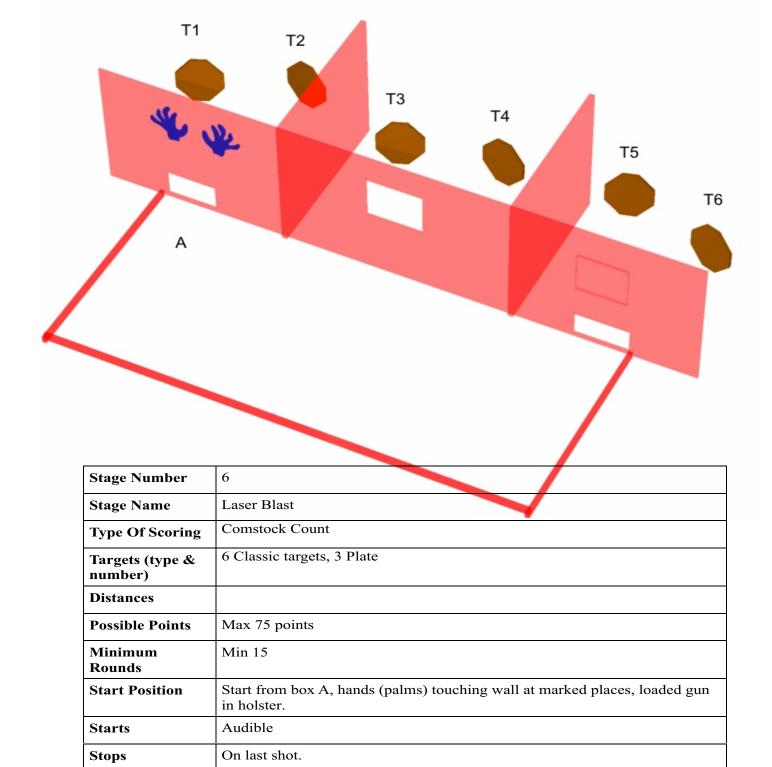
Procedure

As per IPSC rules.

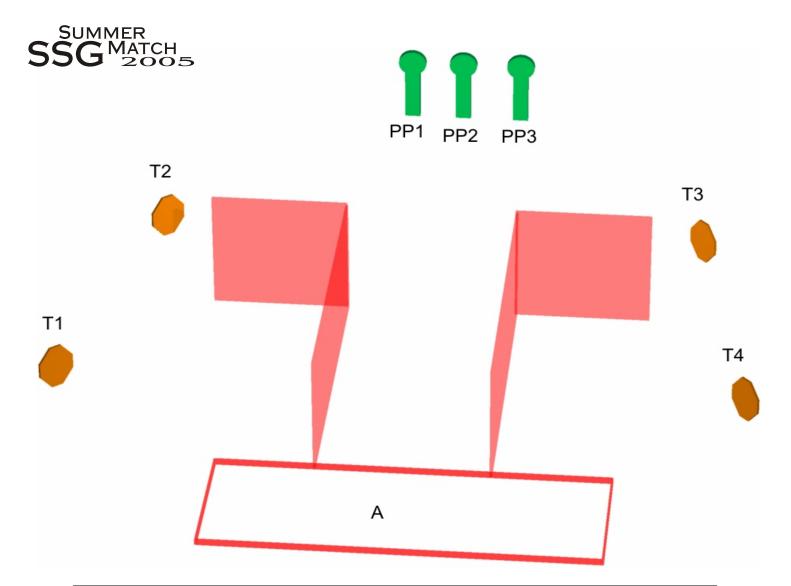








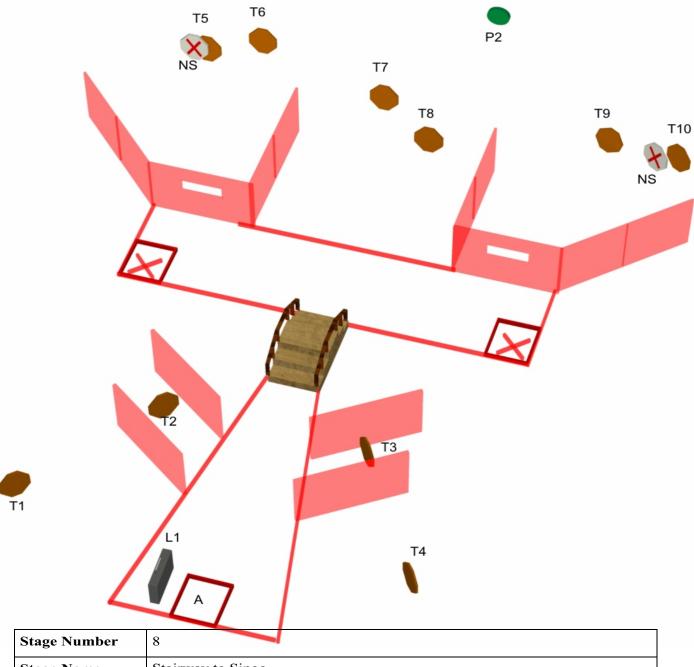
After start signal 2 shots / target, steel down from box A



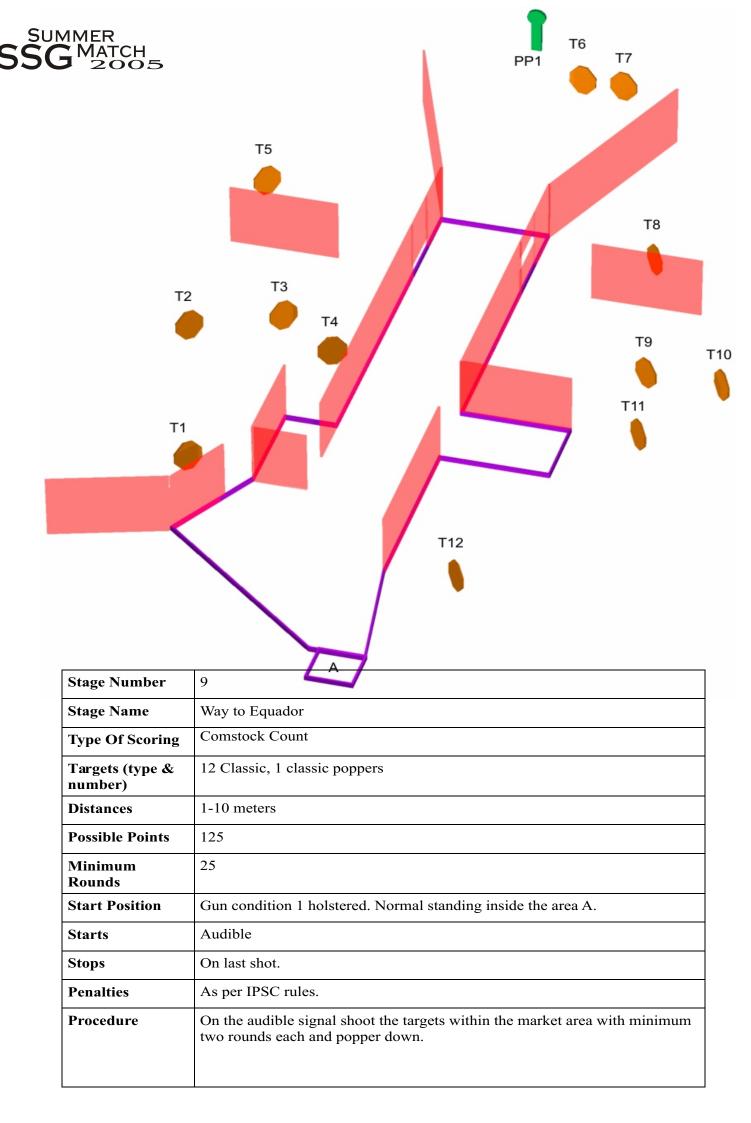
7
Axyz
Comstock Count
4 Classic targets, 3 pp
Max 55 points
Min 11
Start from box A, hands hanging naturally, loaded gun in holster.
Audible
On last shot.
As per IPSC rules.
After start signal 2 shots / target, steel down from box A



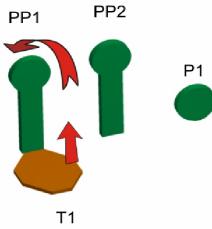


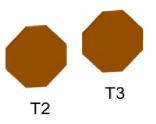


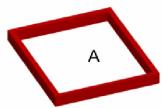
Stage Number	8
Stage Name	Stairway to Sipoo
Type Of Scoring	Comstock Count
Targets (type & number)	10 Classic, 2 plates, 2 penalty targets
Distances	2-10 meters
Possible Points	110
Minimum Rounds	22
Start Position	Gun condition 1 holstered. Suitcase on the marked place. Normal standing inside the box.
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	On the audible signal shoot the targets within the market area with minimum two rounds each and plates down. Before shooting the targets from the windows suitcase must be inside another of the marked boxes.



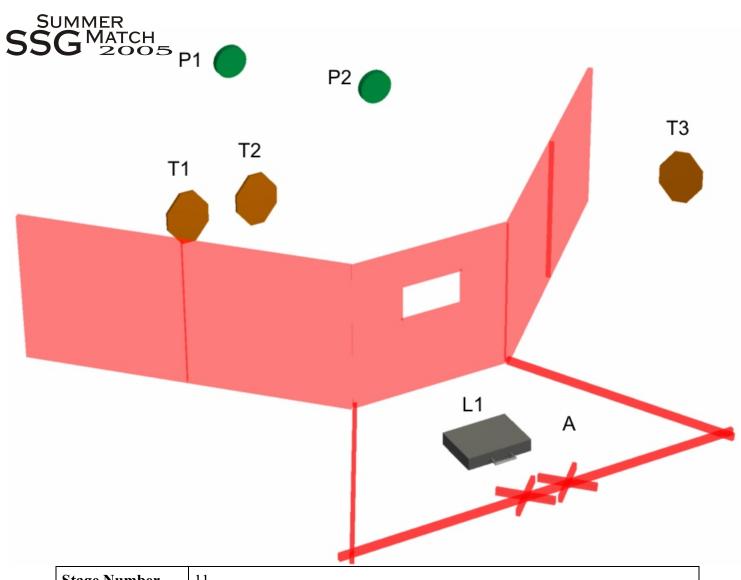




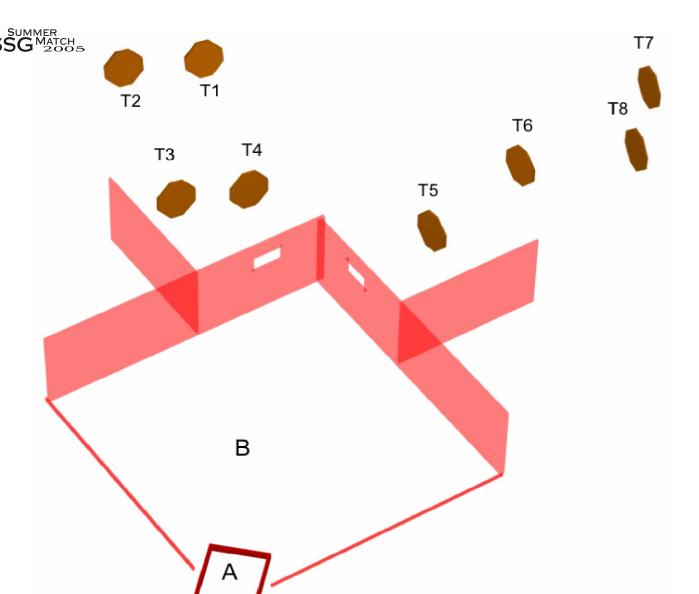




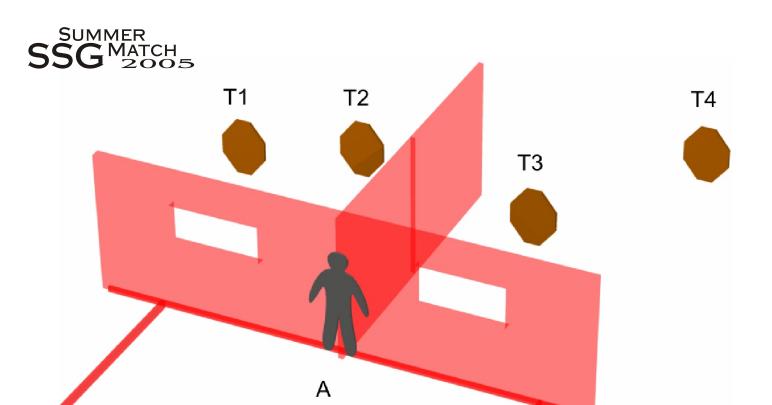
Stage Number	10
Stage Name	Caravan
Type Of Scoring	Comstock Count
Targets (type & number)	3 Classic targets, 2 PP, 1 plate
Distances	10 – 12m
Possible Points	45
Minimum Rounds	9
Start Position	In box A, hands hanging naturally, gun in holster
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After start signal 2 shots / target, steel down from box A



Stage Number	11
Stage Name	Secret suitcase
Type Of Scoring	Comstock Count
Targets (type & number)	3 Classic, 2 plates
Distances	6-10 metres
Possible Points	40
Minimum Rounds	8
Start Position	Gun condition 3 in the suitcase, all needed magazines also in the suitcase. Suitcase on the marked place. Normal standing, both feet touching the marked places,
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	On the audible signal shoot the targets within the market area A with minimum two rounds each and plates down. Only fallen plate will be calculated.

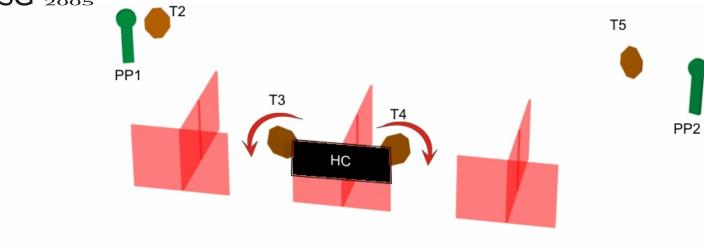


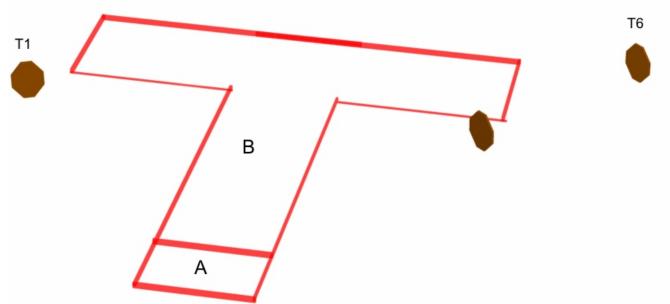
Stage Number	12
Stage Name	Foot Tapper
Type Of Scoring	Comstock Count
Targets (type & number)	8 Classic targets
Distances	3 – 10m
Possible Points	80
Minimum Rounds	16
Start Position	Standing in box A, hands hanging naturally, loaded gun in holster
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After start signal 2 shots / target from area B



Stage Number	13
Stage Name	Windows
Type Of Scoring	Comstock Count
Targets (type & number)	4 Classic targets
Distances	
Possible Points	Max 40 points
Minimum Rounds	Min 8
Start Position	Start from box A, hands hanging naturally, back against the middle of the wall, loaded gun in holster.
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After start signal 2 shots / target from box A

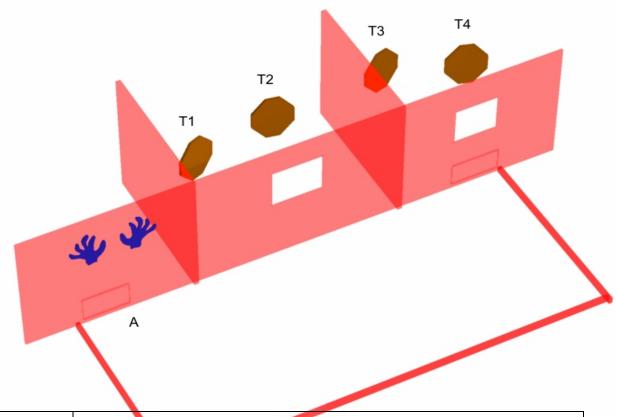




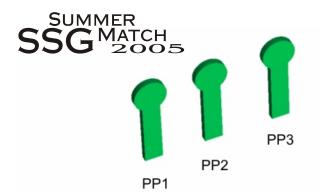


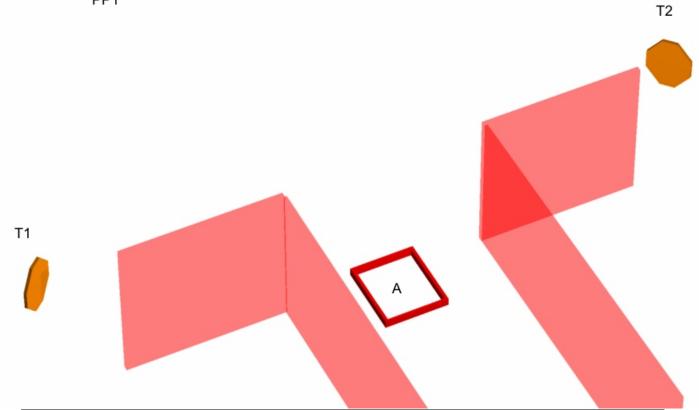
Stage Number	14
Stage Name	That far!
Type Of Scoring	Comstock Count
Targets (type & number)	7 Classic, 2 classic poppers
Distances	5-35 meters
Possible Points	80
Minimum Rounds	16
Start Position	Gun condition 1 holstered. Normal standing inside the area A.
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	On the audible signal shoot the targets within the market area with minimum two rounds each and poppers down.



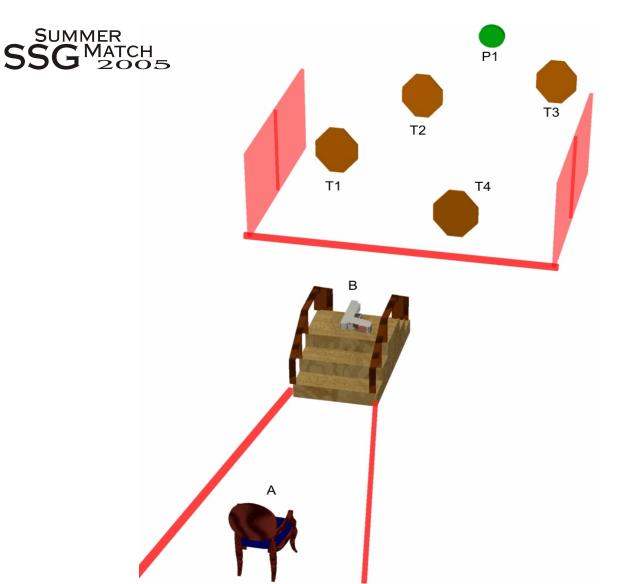


Stage Number	15
Stage Name	Epilog Dream
Type Of Scoring	Comstock Count
Targets (type & number)	4 Classic targets, 3 plate
Distances	
Possible Points	Max 55 points
Minimum Rounds	Min 11
Start Position	Start from box A, hands on marks, loaded gun in holster.
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After start signal 2 shots / target, steel down from box A





Stage Number	16
Stage Name	Grand Gerber
Type Of Scoring	Comstock Count
Targets (type & number)	2 Classic targets, 3 pp
Distances	
Possible Points	Max 35 points
Minimum Rounds	Min 7
Start Position	Start from box A, hands hanging naturally, loaded gun in holster.
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	After start signal 2 shots / target, steel down from box A



Stage Number	17
Stage Name	Who left the gun on stairs?
Type Of Scoring	Comstock Count
Targets (type & number)	7 Classic, 1 plate.
Distances	8-12 meters
Possible Points	45
Minimum Rounds	9
Start Position	Gun condition 2 on marked place. Shooter sitting on the chair, hands on the knees.
Starts	Audible
Stops	On last shot.
Penalties	As per IPSC rules.
Procedure	On the audible signal shoot the targets within the market area with minimum two rounds each and plate down.



Aikataulu lauantai

	stage1	stage2	stage3	stage4	stage5	stage6	stage7	stage8	stage9
squad1	00'6	10.00	11.00	12.30	13.30	14.30	15.30	16.30	17.30
squad2	17.30	9.00	10.00	11.00	12.30	13.30	14.30	15.30	16.30
squad3	16.30	17.30	00'6	10.00	11.00	12.30	13.30	14.30	15.30
squad4	15.30	16.30	17.30	00'6			12.30	13.30	14.30
squad5	14.30	15.30	16.30	17.30				12.30	13.30
squad6	13.30	14.30	15.30	16.30	17.30	00'6		11.00	12.30
squad7	12.30	13.30	14.30	15.30		15.10	9.00	10.00	11.00
squad8	11.00	12.30	13.30	14.30	15.30	16.30	17.30	9.00	10.00
squad9	10.00	11.00	12.30	13.30	14.30	15.30	16.30	17.30	9.00

Aikataulu sunnuntai

	stage10	stage11	stage12	stage13	stage14	stage15	stage16	PF	stage17
squad1	00'6	9.45	10.30	11.15	12.00	12.45	13.30	14.15	15.00
squad2	15.00	00'6	9.45	10.30	11.15	12.00	12.45	13.30	14.15
	14.15	15.00	00'6	9.45	10.30	11.15	12.00	12.45	13.30
squad4	13.20	15.15	15.00	9.00	9.45	10.30	11.15	12.00	12.45
squad5	12.45	13.30	14.15	15.00	00.6	9.45	10.30	11.15	12.00
squad6	12.00	12.45	13.30	14.15	15.00	00'6	9.45	10.30	11.15
squad7		12.00	12.45	13.30	14.15	15.00	00.6	9.45	10.30
		11.15	12.00	12.45	13.30	14.15	15.00	00'6	9.45
squad9	9.45	10.30	11.15	12.00	12.45	13.30	14.15	15.00	00'6