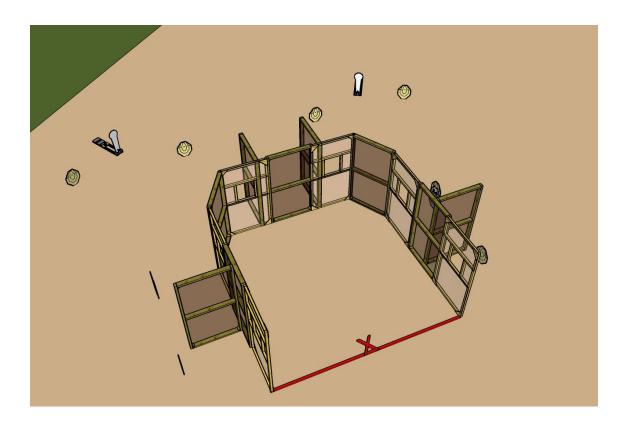
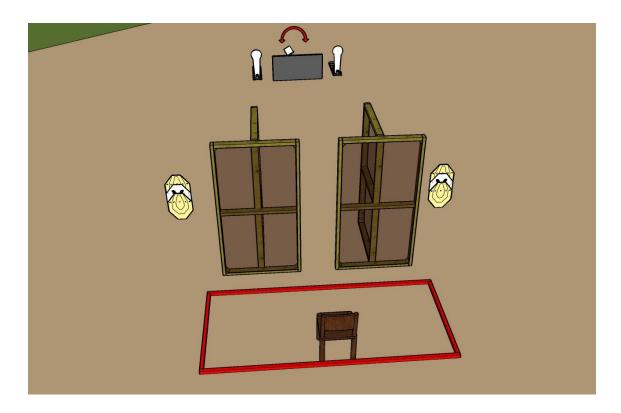


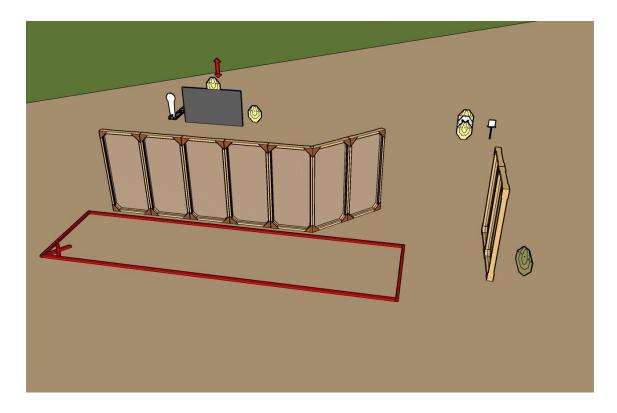
Stage	1
Number of rounds to be scored	32
Max. points	160
Targets	13 IPSC targets, 4 poppers, 2 plates, some N/S's
Gun ready condition	Loaded and holstered.
Start position	Normal standing on marked place.
Time starts	Audible signal
Procedure	After start signal engage targets within the designated area. Popper 1 and 2 activates flipup targets 1 and 2 respectively. Popper 3 activates swinger 1.



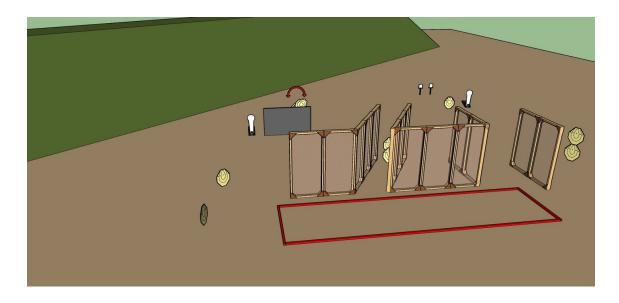
Stage		2
Minimum rounds		22
Max. points		110
Targets	10 IPSC targets, 2 poppers, some N/S's	
Gun ready condition	Loaded and holstered.	
Start position	Normal standing on marked place.	
Time starts	Audible signal	
Procedure	After start signal engage targets within the designated area.	



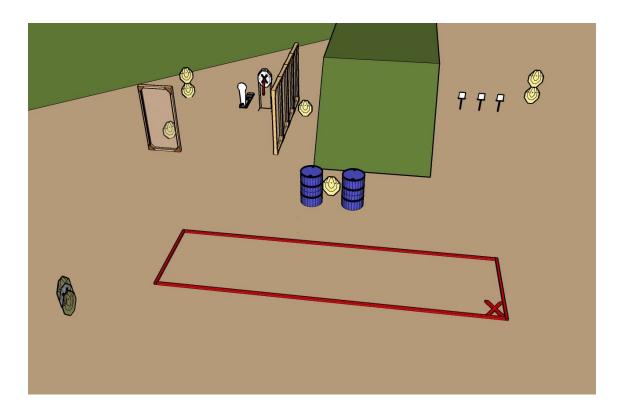
Stage	3	
Minimum rounds	11	
Max. points	55	
Targets	4 IPSC targets, 2 poppers, 1 plate, some N/S's	
Gun ready condition	Gun loaded but chamber empty, holstered.	
Start position	Sitting on the chair.	
Time starts	Audible signal	
Procedure	After start signal engage targets within the designated area. Popper activates swinging plate 1.	



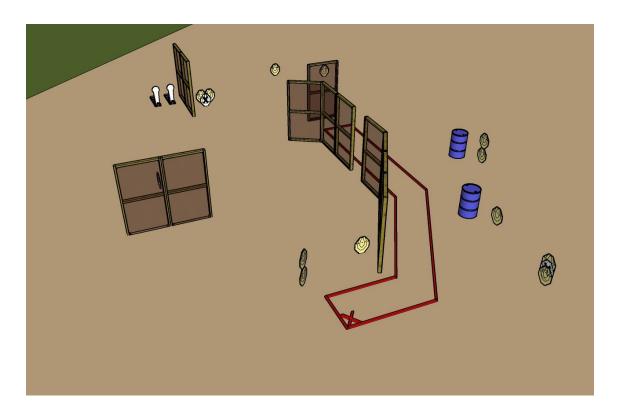
Stage	4
Minimum rounds	12
Max. points	60
Targets	5 IPSC targets, 1 popper, 1 plate, some N/S's
Gun ready condition	Loaded and holstered.
Start position	Normal standing on marked place.
Time starts	Audible signal
Procedure	After start signal engage targets within the designated area. Popper 1 activates moving target 1.



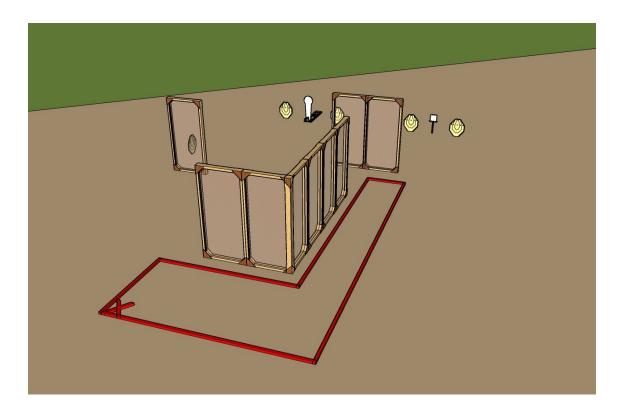
Stage	5
Minimum rounds	20
Max. points	100
Targets	8 IPSC targets, 2 poppers, 2 plates, some N/S's
Gun ready condition	Loaded and holstered.
Start position	Normal standing in designated area.
Time starts	Audible signal
Procedure	After start signal engage targets within the designated area. Popper 1 activates swinging target 1.



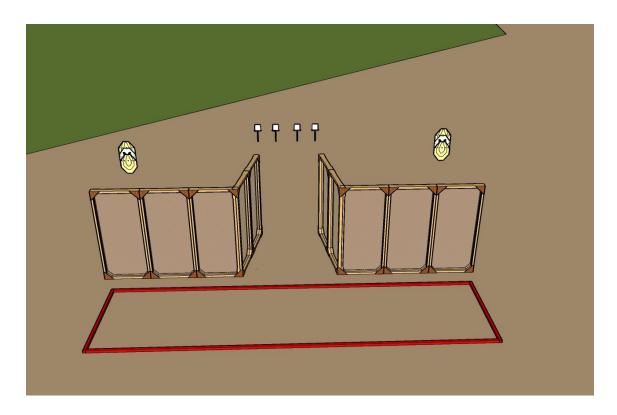
Stage	6
Minimum rounds	24
Max. points	120
Targets	10 IPSC targets, 1 popper, 3 plates, some N/S's
Gun ready condition	Loaded and holstered.
Start position	Normal standing on marked place.
Time starts	Audible signal
Procedure	After start signal engage targets within the designated area. Popper 1 activates clamshell 1.



Stage		7
Minimum rounds		32
Max. points		160
Targets	15 IPSC targets, 2 poppers, some N/S's	
Gun ready condition	Loaded and holstered.	
Start position	Normal standing on marked place.	
Time starts	Audible signal	
Procedure	After start signal engage targets within the designated area.	



Stage		8
Minimum rounds		12
Max. points		60
Targets	5 IPSC targets, 1 popper, 1 plate, some N/S's	
Gun ready condition	Loaded and holstered.	
Start position	Normal standing on marked place.	
Time starts	Audible signal	
Procedure	After start signal engage targets within the designated area.	



Stage		9
Minimum rounds		12
Max. points		60
Targets	4 IPSC targets, 4 plates, some N/S's	
Gun ready condition	Loaded and holstered.	
Start position	Normal standing on marked place.	
Time starts	Audible signal	
Procedure	After start signal engage targets within the designated area. Strong hand only.	

## Wasa Spring Battle 2019, level 2, Handgun

## Summary

Stages	Mimimun rounds	IPSC targets	Poppers	Plates
9	177	74	15	14
	Plus PF			

Ampumarata: Kivijärven Ampumaurheilukeskus

Kilpailun tyyppi: Pistooli Level 2

Divisioonat: Open, Standard, Production, Classic, Revolver Kategoriat: Yleinen, Senior, SuperSenior, Lady ja Junior MD: Esa Blom 050-5170130 esa.blom@wartsila.com RM: Aki Pakka 044-5242082 aki.pakka@gmail.com