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Left bay

Short 1



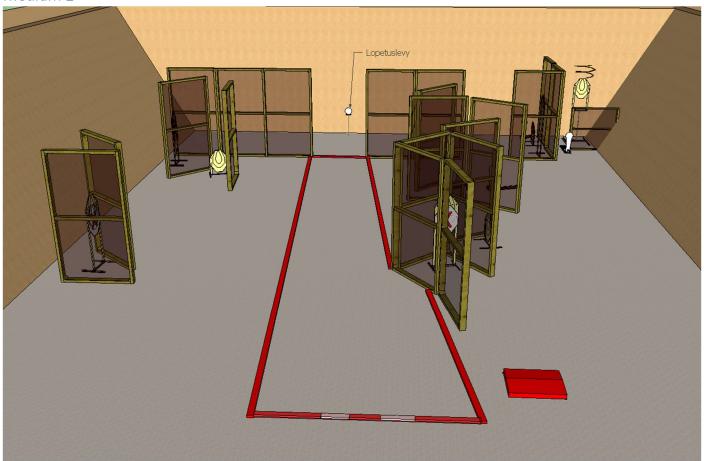
There are

- 4 IPSC Action Air targets,
- 2 IPSC Action Air minipoppers,
- 1 IPSC Action Air Falling Plate,
- N/S targets, and
- Stop Plate "Lopetuslevy".

11+1 projectiles to be scored.

Start position is facing uprange, toes touching back fault line on either of the marked places, gun loaded and holstered.





There are

- 9 IPSC Action Air targets,
- 4 IPSC Action Air minipoppers,
- N/S targets, and
- Stop Plate "Lopetuslevy".

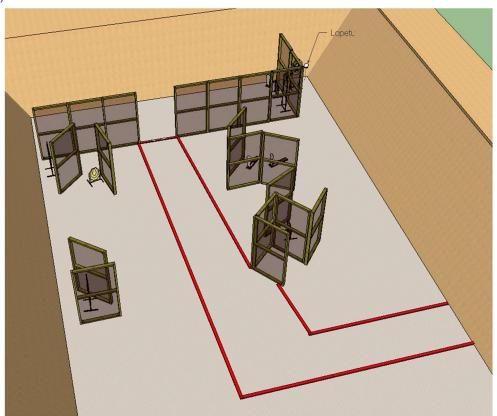
22+1 projectiles to be scored.

Start position is heels touching the marked places.

Upon audible signal, shoot the targets from the demarcated area. Stomp plate (which is part of the demarcated area) starts the drop turner, which is not visible at rest.



Short 7



There are

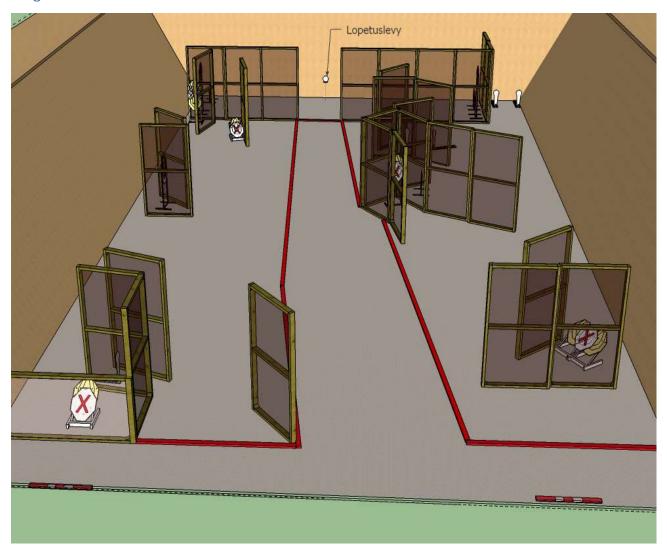
- 8 IPSC Action Air targets,
- 3 IPSC Action Air minipoppers,
- N/S targets, and
- Stop Plate "Lopetuslevy".

11+1 projectiles to be scored. From the paper targets, **one best** hit per target is scored.

Start position is toes touching the marked places at the front of the stage.



Long 8



There are

- 13 IPSC Action Air targets,
- 5 IPSC Action Air minipoppers,
- N/S targets, and
- Stop Plate "Lopetuslevy".

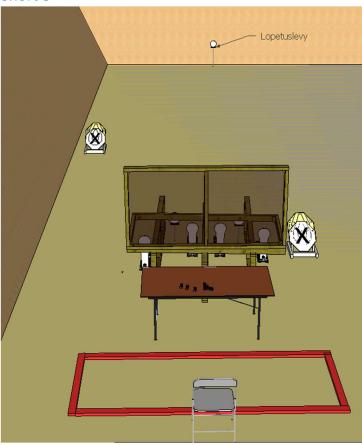
31+1 projectiles to be scored.

Start position is heels touching back fault line on either of the marked places.



Right bay

Short 3



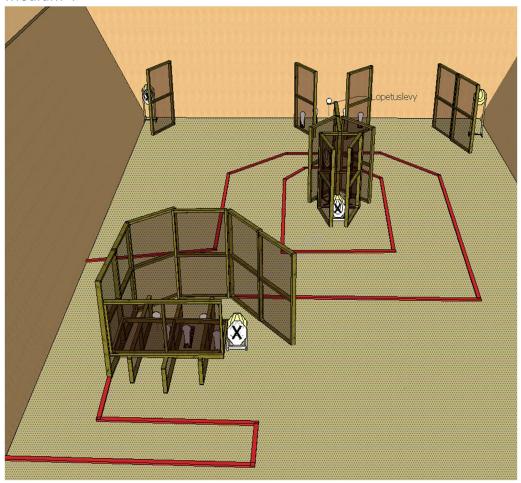
There are

- 2 IPSC Action Air targets,
- 4 IPSC Action Air minipoppers,
- 2 IPSC Action Air Falling Plates,
- N/S targets, and
- Stop Plate "Lopetuslevy".

10+1 projectiles to be scored.

Start position is sitting on the chair, hands on knees, unloaded gun and all the magazines on the table.





There are

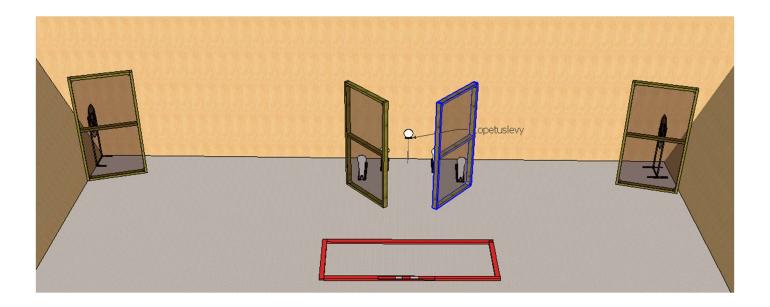
- 6 IPSC Action Air targets,
- 6 IPSC Action Air minipoppers,
- 2 IPSC Action Air Falling Plates,
- N/S targets, and
- Stop Plate "Lopetuslevy".

20+1 projectiles to be scored.

Start position is standing inside the demarcated area.



Short 9



There are

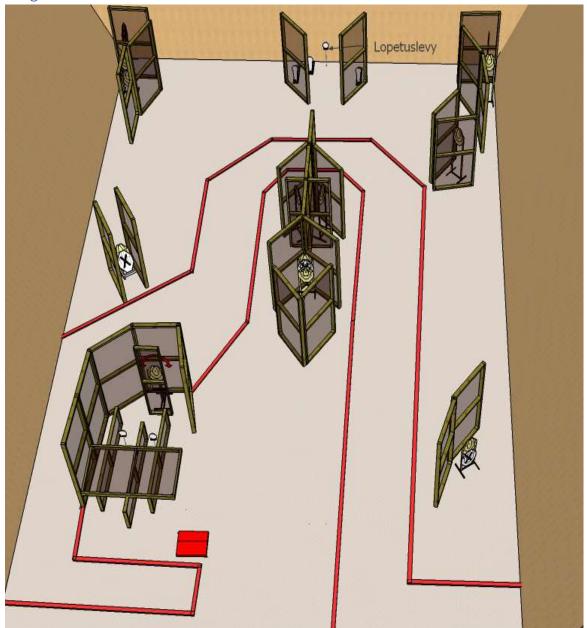
- 2 IPSC Action Air targets,
- 4 IPSC Action Air minipoppers,
- N/S targets, and
- Stop Plate "Lopetuslevy".

8+1 projectiles to be scored.

Start position is heels touching the marked places.



Long 10



There are

- 13 IPSC Action Air targets,
- 3 IPSC Action Air minipoppers,
- 2 IPSC Action Air Falling Plates,
- N/S targets, and
- Stop Plate "Lopetuslevy".

31+1 projectiles to be scored.

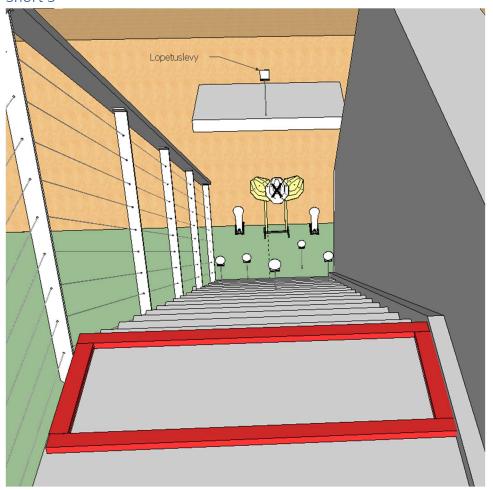
Start position is standing inside the demarcated area.

Upon audible signal, shoot the targets from the demarcated area. Stomp plate (which is part of the demarcated area) starts the swinger, which is visible at rest.



Downstairs

Short 5



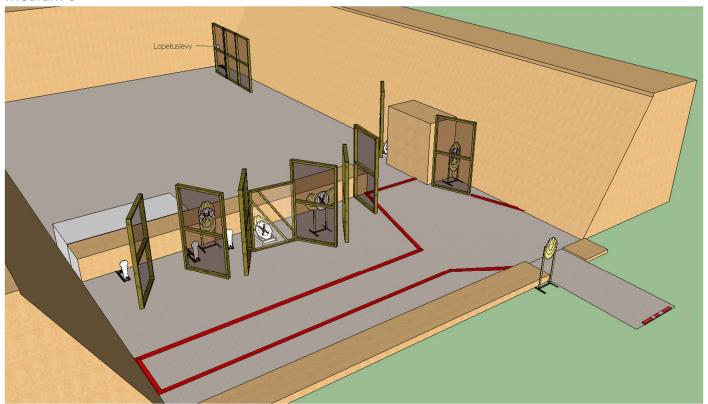
There are

- 2 IPSC Action Air targets,
- 2 IPSC Action Air minipoppers,
- 5 IPSC Action Air Falling Plates,
- N/S targets, and
- Stop Plate "Lopetuslevy".

11+1 projectiles to be scored.

Start position is standing inside the demarcated area.





There are

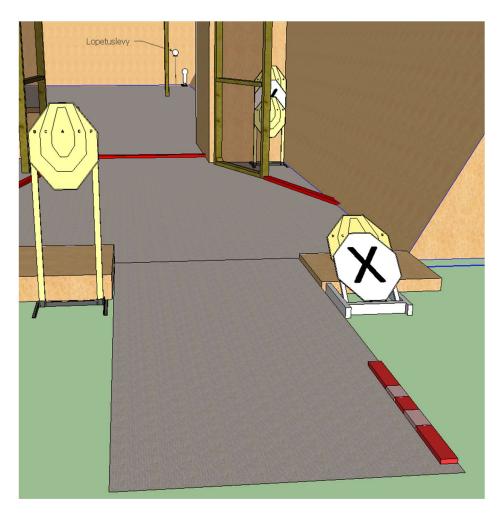
- 9 IPSC Action Air targets,
- 4 IPSC Action Air minipoppers,
- N/S targets, and
- Stop Plate "Lopetuslevy".

22+1 projectiles to be scored.

Start position is heels touching the marked places.



Short 11



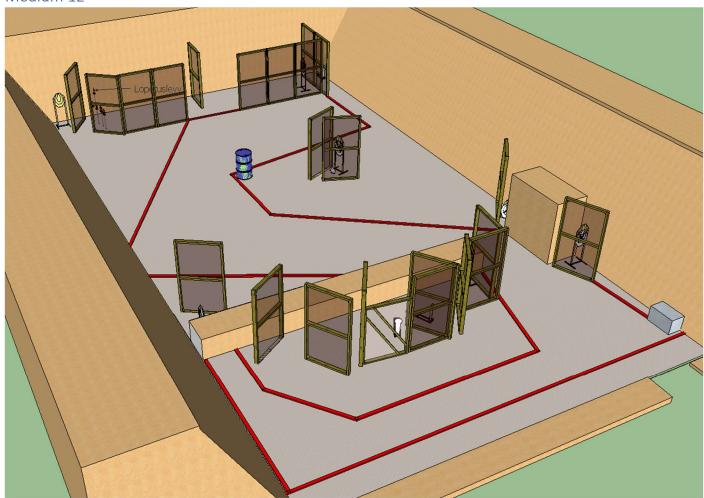
There are

- 4 IPSC Action Air targets,
- 1 IPSC Action Air minipoppers,
- N/S targets, and
- Stop Plate "Lopetuslevy".

9+1 projectiles to be scored.

Start position is right foot touching either of the marked places.





There are

- 7 IPSC Action Air targets,
- 3 IPSC Action Air minipoppers,
- 4 IPSC Action Air Falling Plates,
- N/S targets, and
- Stop Plate "Lopetuslevy".

21+1 projectiles to be scored.

Start position is standing inside the demarcated area.

Upon audible signal, shoot the targets from the demarcated area.

NB. In real life the low wall in the picture is a full height wall, which divides the area in two separate rooms.