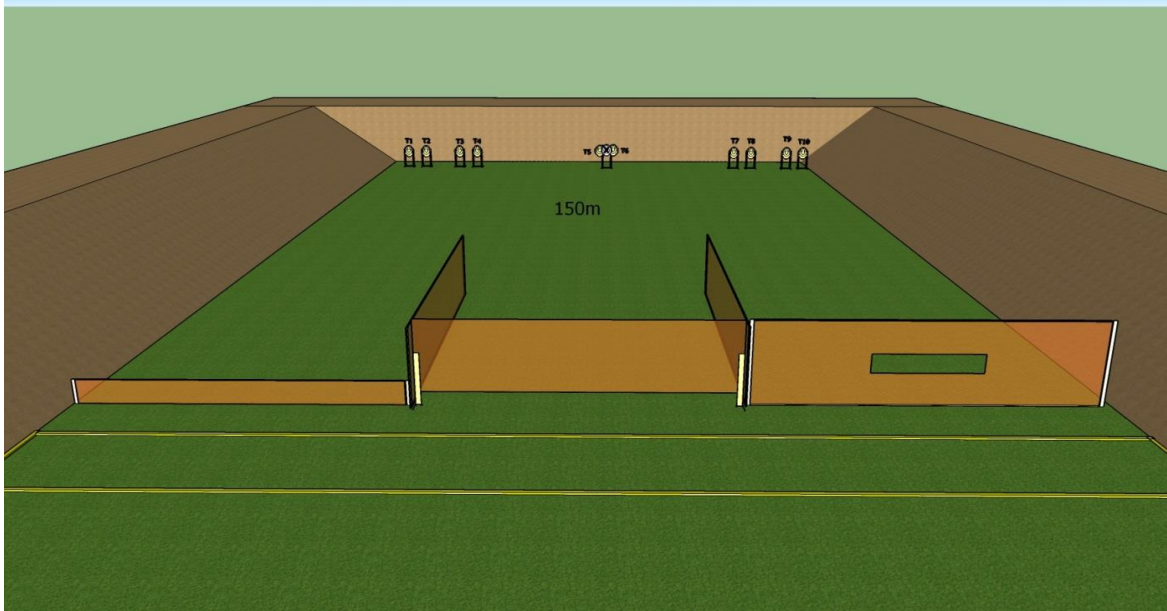
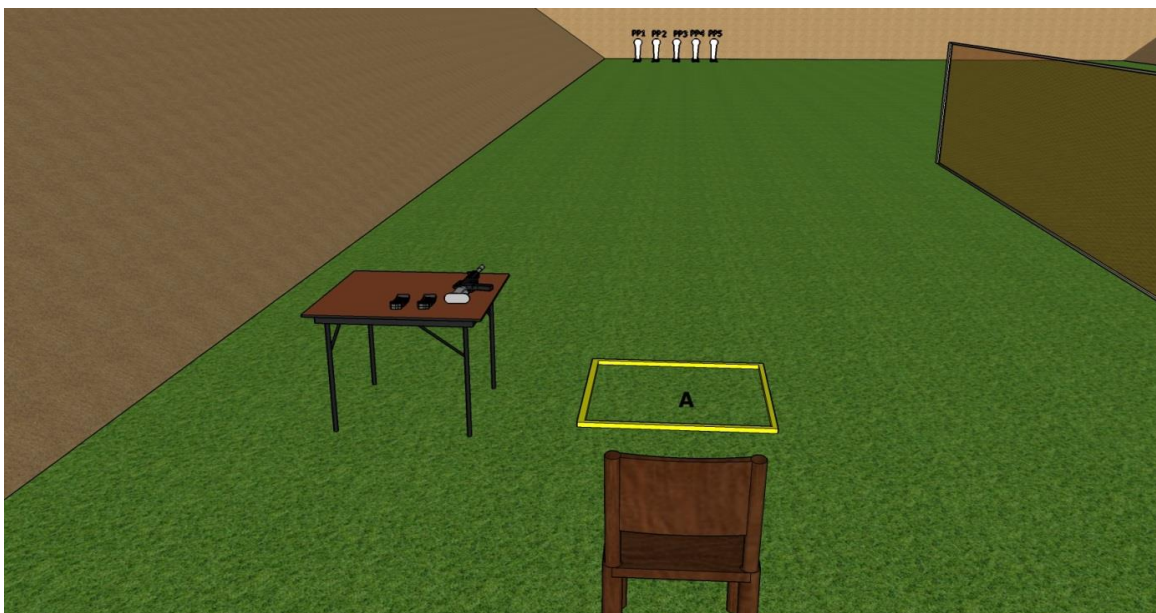


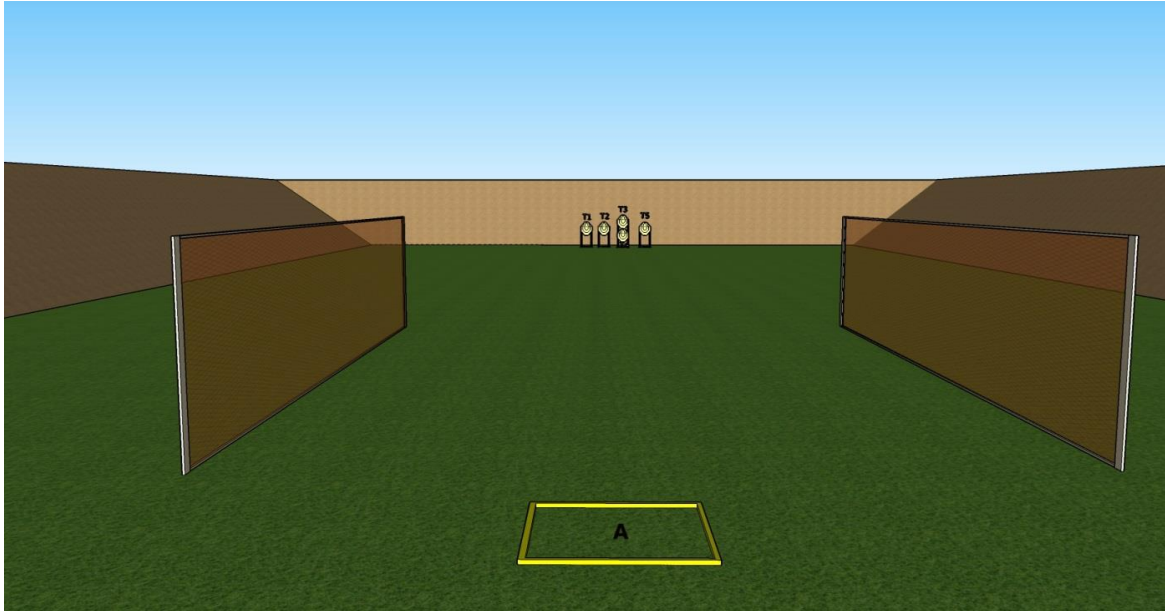
<b>Stage number and type</b>	1 long course
<b>Stage name</b>	Mikkeli Stage 1 - Practical Range
<b>Targets</b>	15 IPSC targets, 4 N/S targets
<b>Distances</b>	5-30 m
<b>Possible points</b>	150
<b>Minimum rounds</b>	30
<b>Rifle ready condition</b>	Option 3
<b>Start position</b>	Sitting on chair and rifle on table
<b>Starts</b>	Audible signal
<b>Stops</b>	On last shot
<b>Penalties</b>	As in IPSC rules
<b>Procedure</b>	On the start signal, shoot all targets from marked area. Swingers are activated by pulling a rope.



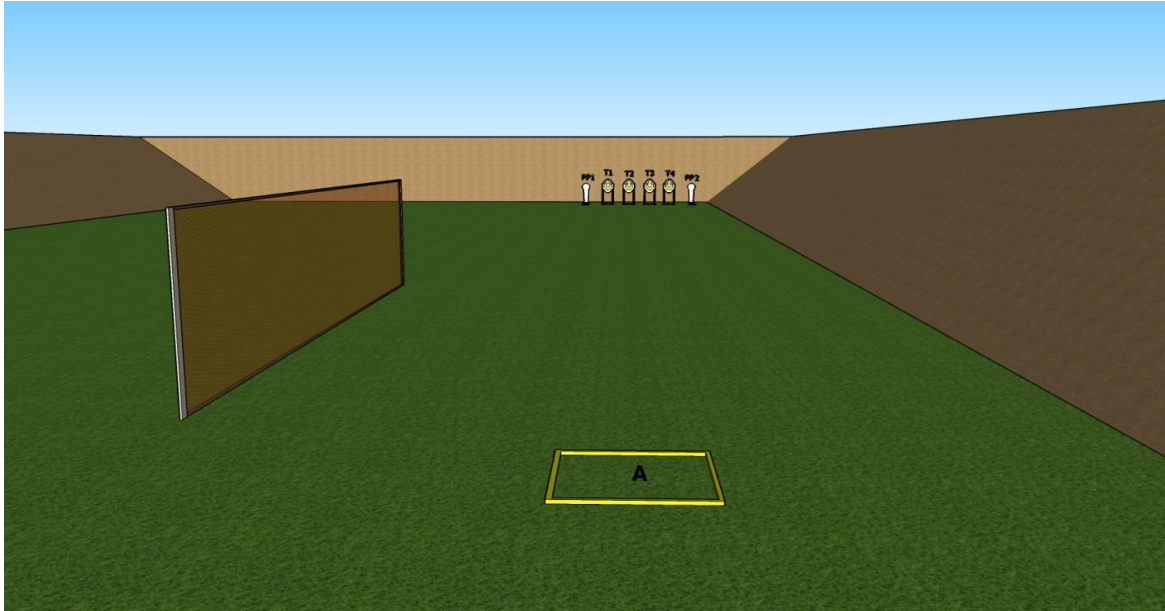
<b>Stage number and type</b>	2 medium course
<b>Stage name</b>	Mikkeli Stage 2 - 150m range
<b>Targets</b>	10 IPSC targets, 1 N/S target
<b>Distances</b>	150 m
<b>Possible points</b>	100
<b>Minimum rounds</b>	20
<b>Rifle ready condition</b>	Option 1
<b>Start position</b>	Normal standing in marked area.
<b>Starts</b>	Audible signal
<b>Stops</b>	On last shot
<b>Penalties</b>	As in IPSC rules
<b>Procedure</b>	On the start signal, shoot all targets from marked area.



<b>Stage number and type</b>	3 short course
<b>Stage name</b>	Mikkeli Stage 3 - 300m range left
<b>Targets</b>	5 Pepper Poppers
<b>Distances</b>	300 m
<b>Possible points</b>	25
<b>Minimum rounds</b>	5
<b>Rifle ready condition</b>	Option 3
<b>Start position</b>	Sitting on chair, rifle and all magazines on the table.
<b>Starts</b>	Audible signal
<b>Stops</b>	On last shot
<b>Penalties</b>	As in IPSC rules
<b>Procedure</b>	On the start signal, shoot all targets from marked area.

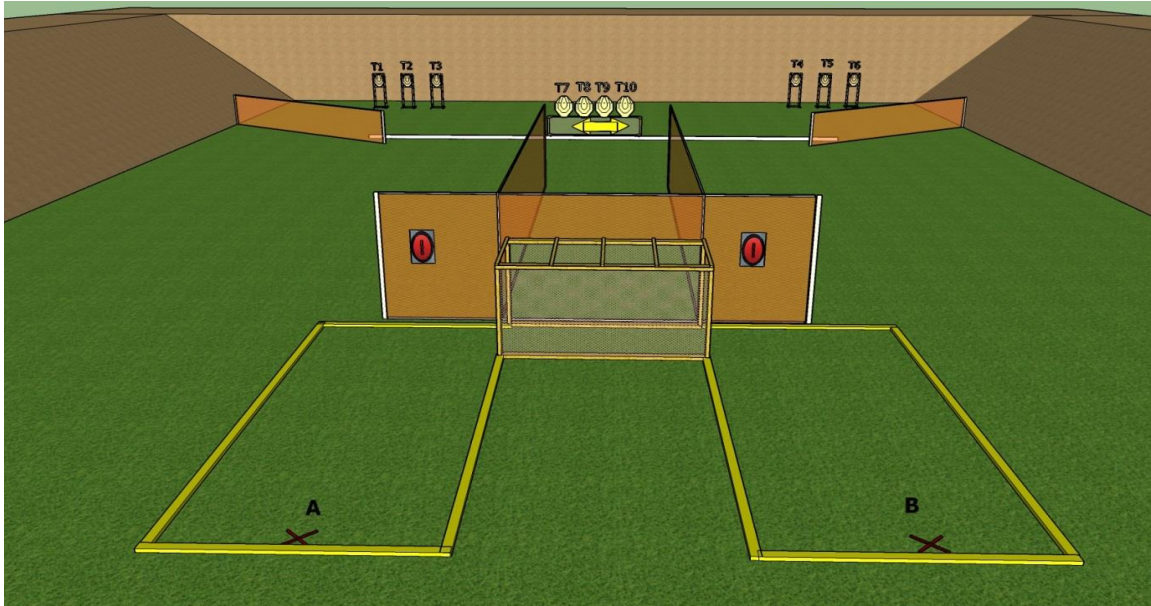


<b>Stage number and type</b>	4 short course
<b>Stage name</b>	Mikkeli Stage 4 - 300m range middle
<b>Targets</b>	Stage 4: 5 IPSC targets
<b>Distances</b>	300 m
<b>Possible points</b>	50
<b>Minimum rounds</b>	10
<b>Rifle ready condition</b>	Option 1
<b>Start position</b>	Normal standing in marked area
<b>Starts</b>	Audible signal
<b>Stops</b>	On last shot
<b>Penalties</b>	As in IPSC rules
<b>Procedure</b>	On the start signal, shoot all targets from marked area

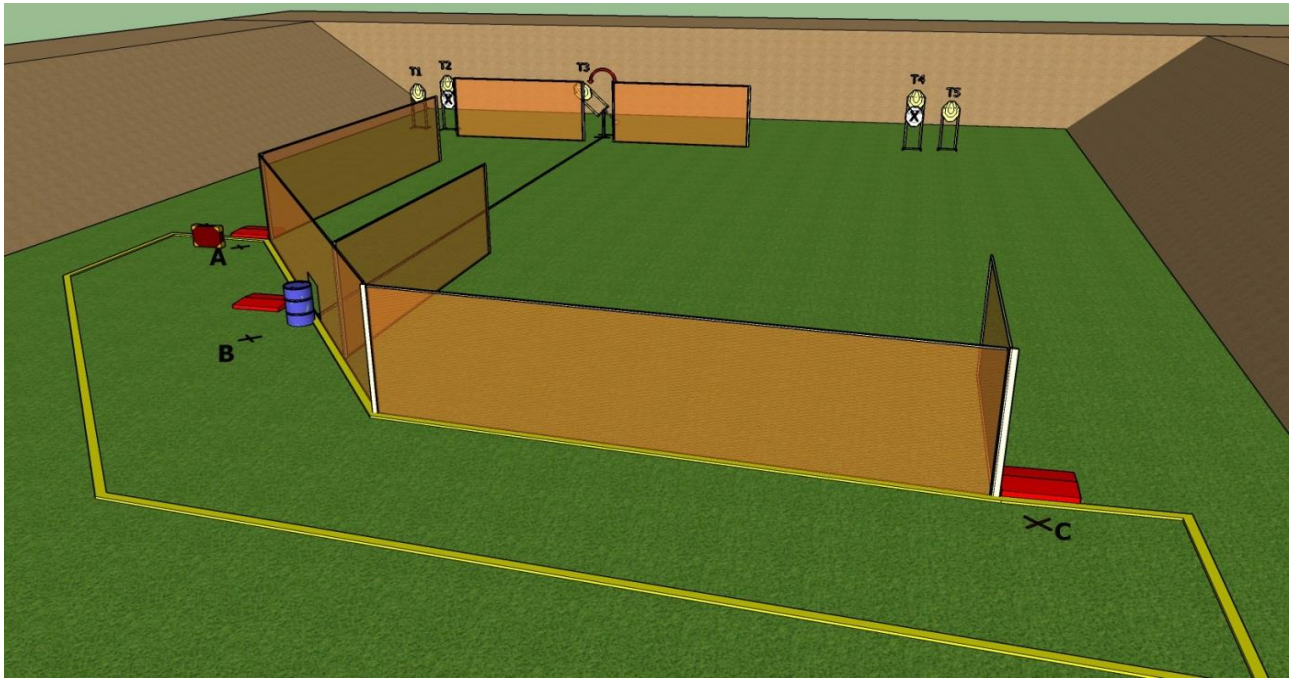


<b>Stage number and type</b>	5 short course
<b>Stage name</b>	Mikkeli Stage 5 - 300m range right
<b>Targets</b>	4 IPSC targets and 2 Pepper Poppers
<b>Distances</b>	300 m
<b>Possible points</b>	50
<b>Minimum rounds</b>	10
<b>Rifle ready condition</b>	Option 2
<b>Start position</b>	Normal standing in marked area. Competitor must be holding a bottle in strong hand
<b>Starts</b>	Audible signal
<b>Stops</b>	On last shot
<b>Penalties</b>	As in IPSC rules
<b>Procedure</b>	On the start signal, shoot all targets from marked area

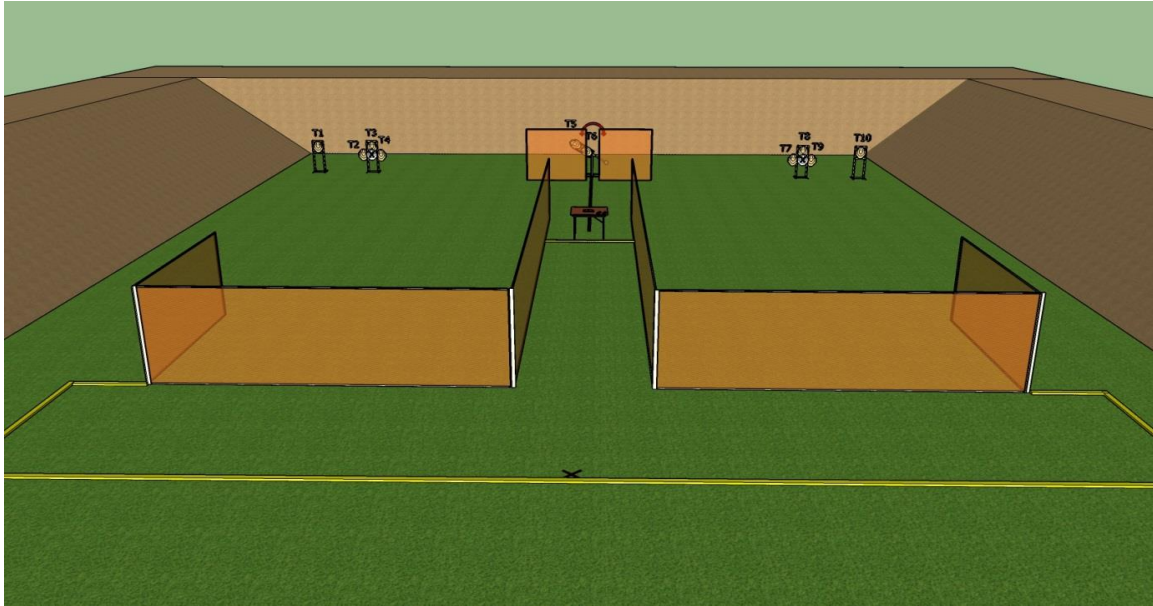




<b>Stage number and type</b>	6 medium course
<b>Stage name</b>	Mikkeli Stage 6 - Moose range
<b>Targets</b>	6 IPSC mini targets, 4 disappearing IPSC targets
<b>Distances</b>	60- 70m
<b>Possible points</b>	100
<b>Minimum rounds</b>	20
<b>Rifle ready condition</b>	Option 1
<b>Start position</b>	Normal standing in marked spot A or B. Competitor can choose the side of mover launcher and starting side of the mover
<b>Starts</b>	Audible signal
<b>Stops</b>	On last shot
<b>Penalties</b>	As in IPSC rules
<b>Procedure</b>	On the start signal, shoot all targets from marked area. Disappearing moving targets must be activated before the last shot.

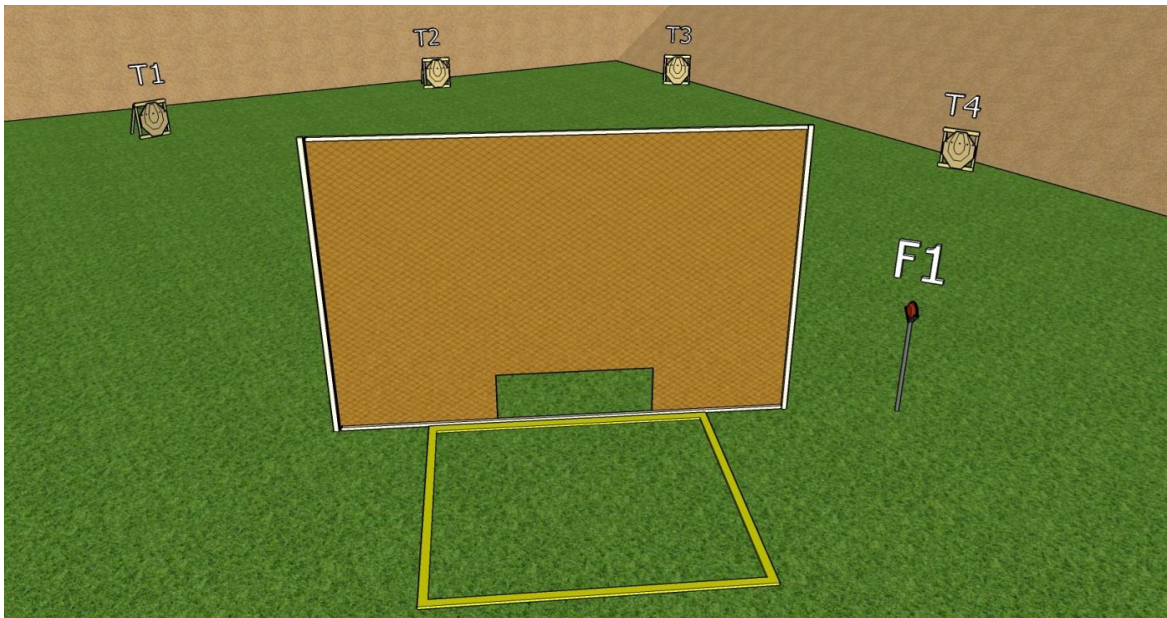


<b>Stage number and type</b>	7 short course
<b>Stage name</b>	Mikkeli Stage 7 - Pistol range left
<b>Targets</b>	5 IPSC targets, 2 N/S targets
<b>Distances</b>	10- 25 m
<b>Possible points</b>	50
<b>Minimum rounds</b>	10
<b>Rifle ready condition</b>	Option 1
<b>Start position</b>	Normal standing in marked spot A, B or C. Briefcase must be carried by the competitor.
<b>Starts</b>	Audible signal
<b>Stops</b>	On last shot
<b>Penalties</b>	As in IPSC rules
<b>Procedure</b>	On the start signal, shoot all targets from marked area. Moving the barrel will release swinger. Briefcase must be found from marked spot at last shooting place (A,B or C) before last shot.

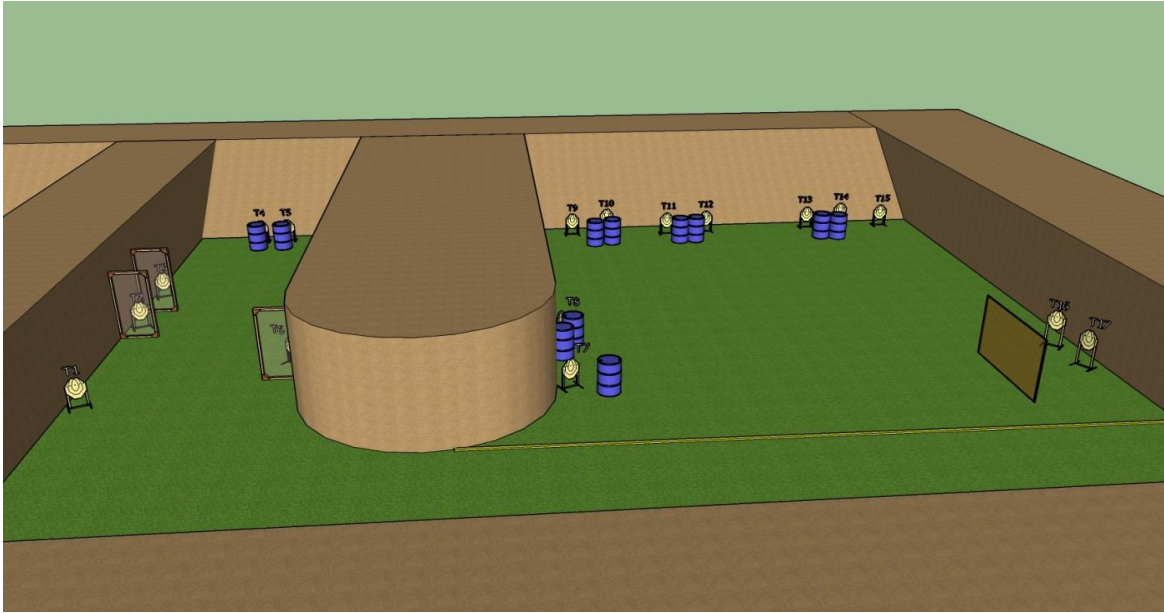


<b>Stage number and type</b>	8 medium course
<b>Stage name</b>	Mikkeli Stage 8 - Pistol range right
<b>Targets</b>	10 IPSC mini targets, 2 N/S targets
<b>Distances</b>	20-25m
<b>Possible points</b>	100
<b>Minimum rounds</b>	20
<b>Rifle ready condition</b>	Option 2
<b>Start position</b>	Normal standing in marked spot. All magazines on the table.
<b>Starts</b>	Audible signal
<b>Stops</b>	On last shot
<b>Penalties</b>	As in IPSC rules
<b>Procedure</b>	On the start signal, shoot all targets from marked area. Swingers are activated by pulling a rope

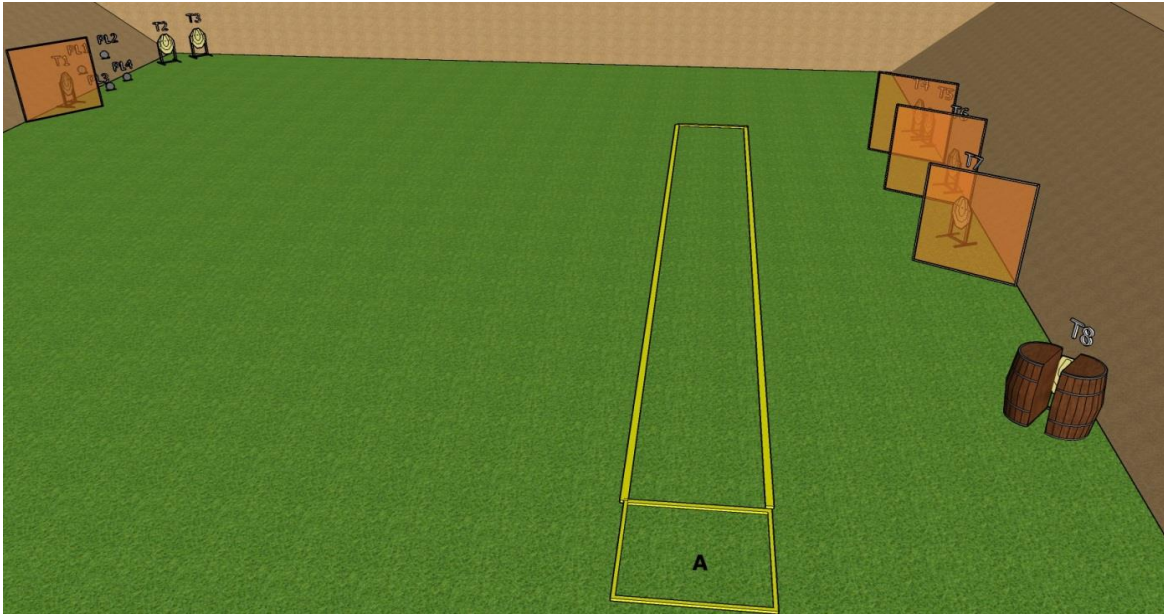




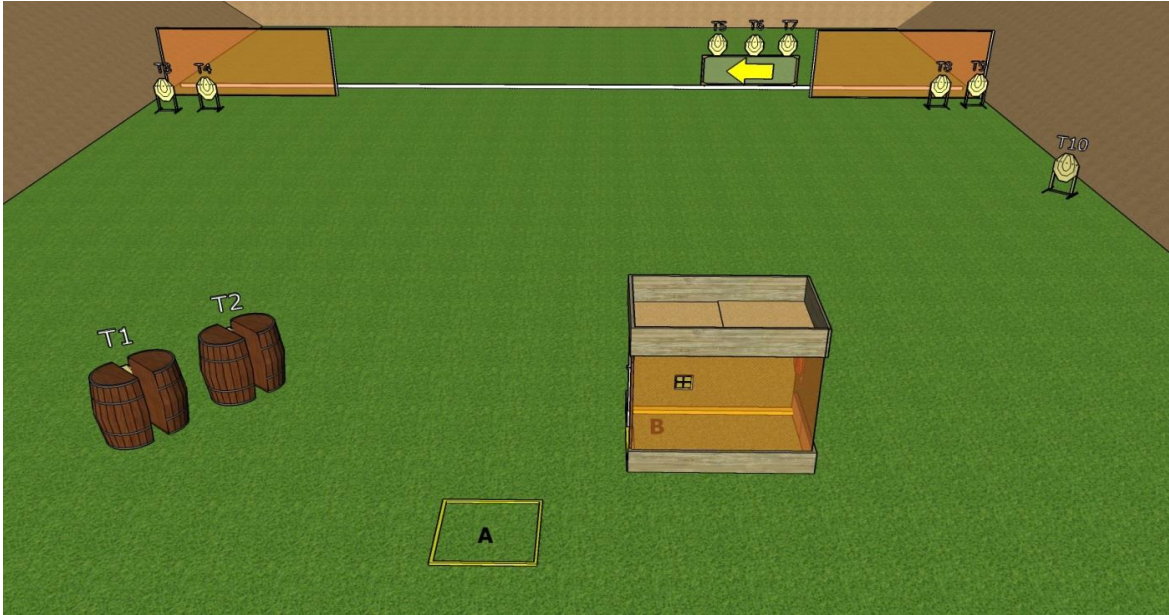
<b>Stage number and type</b>	9 short course
<b>Stage name</b>	Juva Stage 9 - Practical range right
<b>Targets</b>	4 IPSC mini targets, 1 frangible target
<b>Distances</b>	3-30 m
<b>Possible points</b>	45
<b>Minimum rounds</b>	9
<b>Rifle ready condition</b>	Option 3
<b>Start position</b>	Normal standing in marked area
<b>Starts</b>	Audible signal
<b>Stops</b>	On last shot
<b>Penalties</b>	As in IPSC rules
<b>Procedure</b>	On the start signal, shoot all targets from marked area.



<b>Stage number and type</b>	10 long course
<b>Stage name</b>	Juva Stage 10 - Practical range left
<b>Targets</b>	17 IPSC targets
<b>Distances</b>	2-30 m
<b>Possible points</b>	170
<b>Minimum rounds</b>	34
<b>Rifle ready condition</b>	Option 1
<b>Start position</b>	Normal standing in marked area
<b>Starts</b>	Audible signal
<b>Stops</b>	On last shot
<b>Penalties</b>	As in IPSC rules
<b>Procedure</b>	On the start signal, shoot all targets from marked area

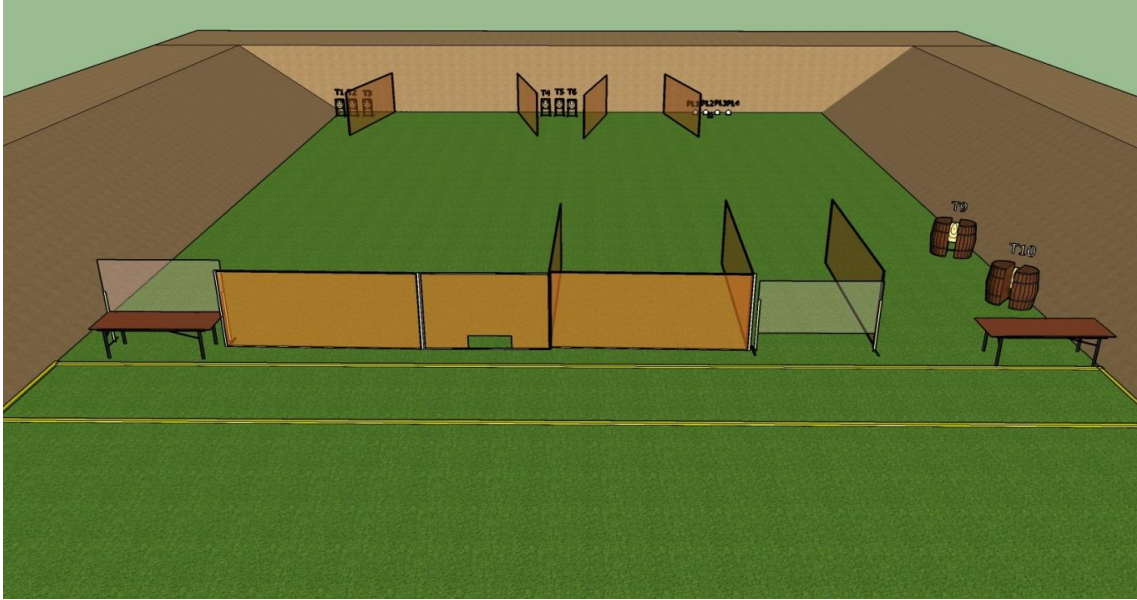


<b>Stage number and type</b>	11 medium course
<b>Stage name</b>	Juva Stage 11
<b>Targets</b>	8 IPSC targets, 4 Plates
<b>Distances</b>	5- 55 m
<b>Possible points</b>	100
<b>Minimum rounds</b>	20
<b>Rifle ready condition</b>	Option 1
<b>Start position</b>	Normal standing in area A
<b>Starts</b>	Audible signal
<b>Stops</b>	On last shot
<b>Penalties</b>	As in IPSC rules
<b>Procedure</b>	On the start signal, shoot all targets from marked area.



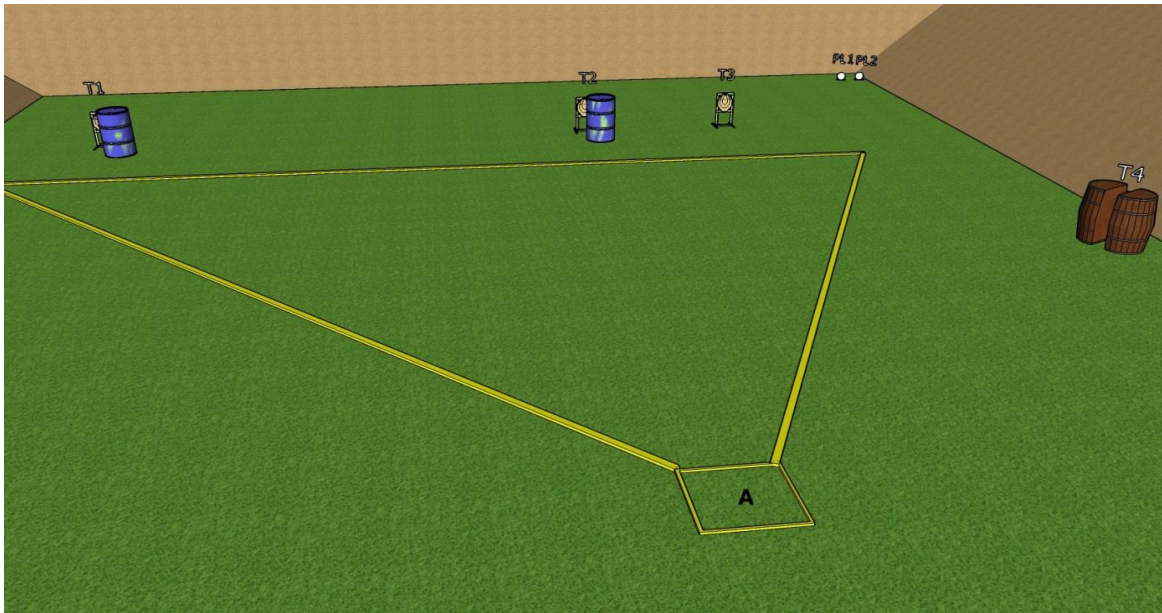
<b>Stage number and type</b>	12 medium course
<b>Stage name</b>	Juva Stage 12 - Moose range
<b>Targets</b>	10 IPSC targets of which 3 are disappearing
<b>Distances</b>	3-75 m
<b>Possible points</b>	100
<b>Minimum rounds</b>	20
<b>Rifle ready condition</b>	Option 1
<b>Start position</b>	Normal standing in area A
<b>Starts</b>	Audible signal
<b>Stops</b>	On last shot
<b>Penalties</b>	As in IPSC rules
<b>Procedure</b>	On the start signal, shoot all targets from marked area A or B. Disappearing moving targets must be activated before the last shot.





<b>Stage number and type</b>	13 medium course
<b>Stage name</b>	Juva Stage 13 - 100m range
<b>Targets</b>	8 IPSC targets, 4 Plates and 1 NS plate
<b>Distances</b>	10-100 m
<b>Possible points</b>	100
<b>Minimum rounds</b>	20
<b>Rifle ready condition</b>	Option 1
<b>Start position</b>	Normal standing in marked area
<b>Starts</b>	Audible signal
<b>Stops</b>	On last shot
<b>Penalties</b>	As in IPSC rules
<b>Procedure</b>	On the start signal, shoot all targets from marked area.





<b>Stage number and type</b>	14 short course
<b>Stage name</b>	Juva Stage 14 - Shotgun range
<b>Targets</b>	4 IPSC mini targets, 2 Plates and 1 N/S target
<b>Distances</b>	5- 60 m
<b>Possible points</b>	50
<b>Minimum rounds</b>	10
<b>Rifle ready condition</b>	Option 1
<b>Start position</b>	Normal standing in area A
<b>Starts</b>	Audible signal
<b>Stops</b>	On last shot
<b>Penalties</b>	As in IPSC rules
<b>Procedure</b>	On the start signal, shoot all targets from marked area. Plates must be shot from area A.