



[B] Stage Information Sheet

Stage Number	10 (course designer Petri Runtti)
Stage Name	Tide is high, Long Course
Type of Scoring	Comstock count
Targets (type & number)	7 IPSC targets , 3 Plates , 2 Pepper Poppers, 1 US Popper and NS targets
Distances	4-20 m.
Possible Points	100 (11.8 % of match total)
Minimum Rounds	20
Start Position	Normal Standing
Starts	Audible signal
Stops	On last shot
Penalties	As per IPSC rules
Procedure	On the start signal, start standing in box A or B, with your back against the wall. Engage all the targets in any order within the boundary lines, except for targets PP1 and PP2 which must be engaged before the boundary line x. Plates 1 and 2 raise the targets 3 and 4 and plate 3 lowers the NS in front of the target 4.
Briefing	On the start signal, start standing in box A or B, with your back against the wall. Engage all the targets in any order within the boundary lines, except for targets PP1 and PP2 which must be engaged before the boundary line x. If the shooter's foot touches the fault line or ground beyond it while engaging targets -> one procedural penalty for each shot fired. Plates 1 and 2 raise the targets 3 and 4 and plate 3 lowers the NS in front of the target 4.
Design Notes	Targets T3, T4 and T5 must be protected against fragments, HCs must be made of wood, distances under 10 m.