



STAGE PACK - HANDGUN/PCC
PUNISHMENT FOREST CHALLENGE
GRÄSMOSSEN - LUDVIKA, SWEDEN

18 STAGES - GRÄSMOSSEN, LUDVIKA



STAGE 1 - MEDIUM COURSE - IPSC
STAGE 2 - SHORT COURSE - GROOPEN
STAGE 3 - LONG COURSE - TRÄSKET
STAGE 4 - SHORT COURSE - POLISEN V
STAGE 5 - SHORT COURSE - POLISEN H
STAGE 6 - SHORT COURSE - DUNGEN
STAGE 7 - MEDIUM COURSE - 300M
STAGE 8 - MEDIUM COURSE - 400M
STAGE 9 - SHORT COURSE - STEEL
STAGE 10 - SHORT COURSE - ICA
STAGE 11 - LONG COURSE - FIKA
STAGE 12 - SHORT COURSE - LUDVIKA
STAGE 13 - SHORT COURSE - BAKOM 300
STAGE 14 - MEDIUM COURSE - BESK
STAGE 15 - MEDIUM COURSE - GHOST
STAGE 16 - SHORT COURSE - PUNISHMENT
STAGE 17 - LONG COURSE - SKOGEN
STAGE 18 - MEDIUM COURSE - NYA SKOGEN

STAGE RATIO:

3 LONG COURSES

6 MEDIUM COURSES

9 SHORT COURSES

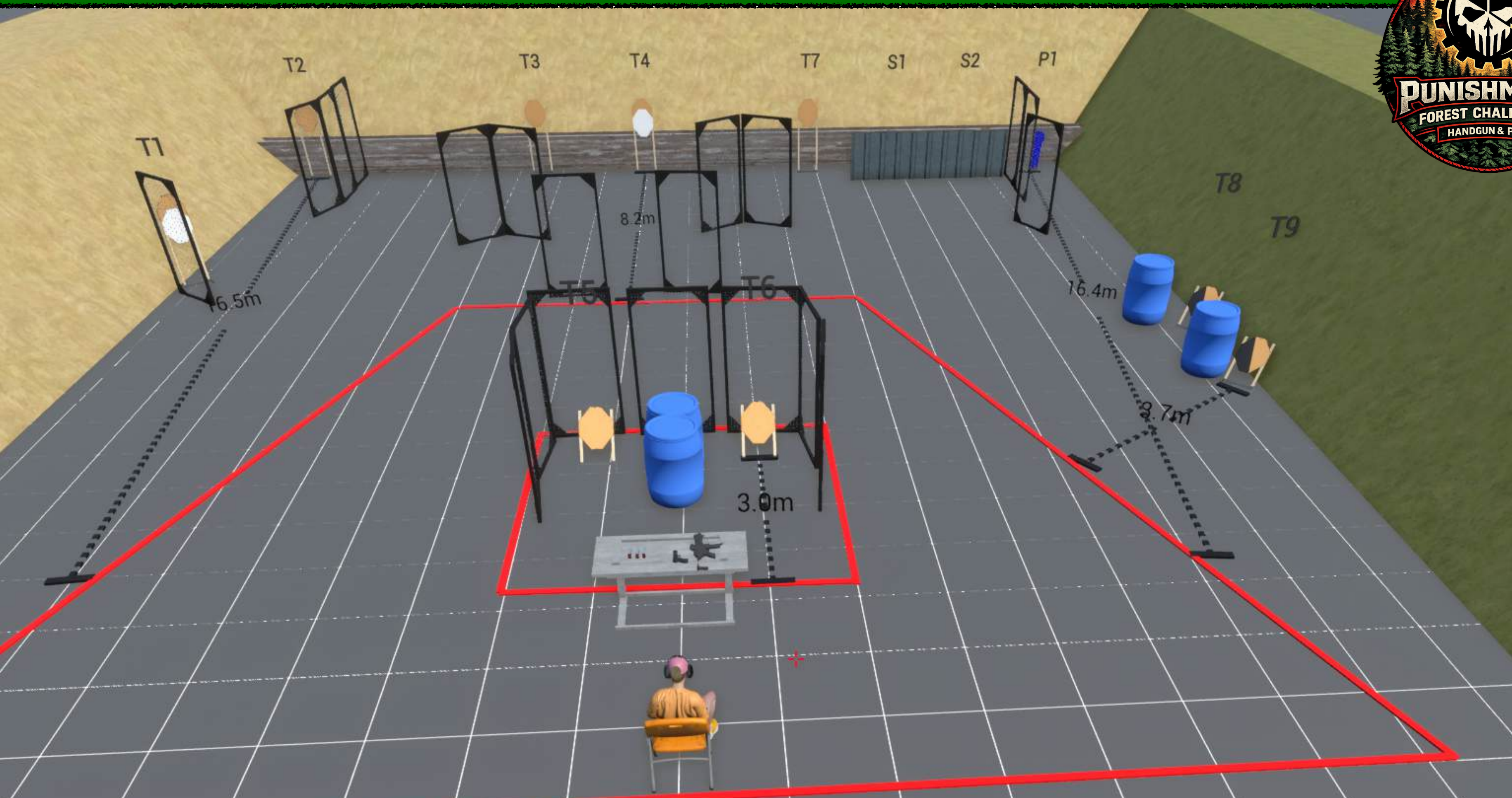
**NUMBER OF ROUNDS TO BE
SCORED: 329 ROUNDS**

MD: FREDRIK SÖDERLUND

RM: TOBIAS HARDEN

STAGE DESIGN: JOKKE ERIKSSON

STAGE 1 - IPSC



Scoring Targets:

11 IPSC paper targets
1 IPSC Popper
2 No Shoots

Minimum numbers of rounds required:
23 Rounds

Firearm ready condition:
Chamber and Magwell empty placed on mark on table
All magazines to be used on table

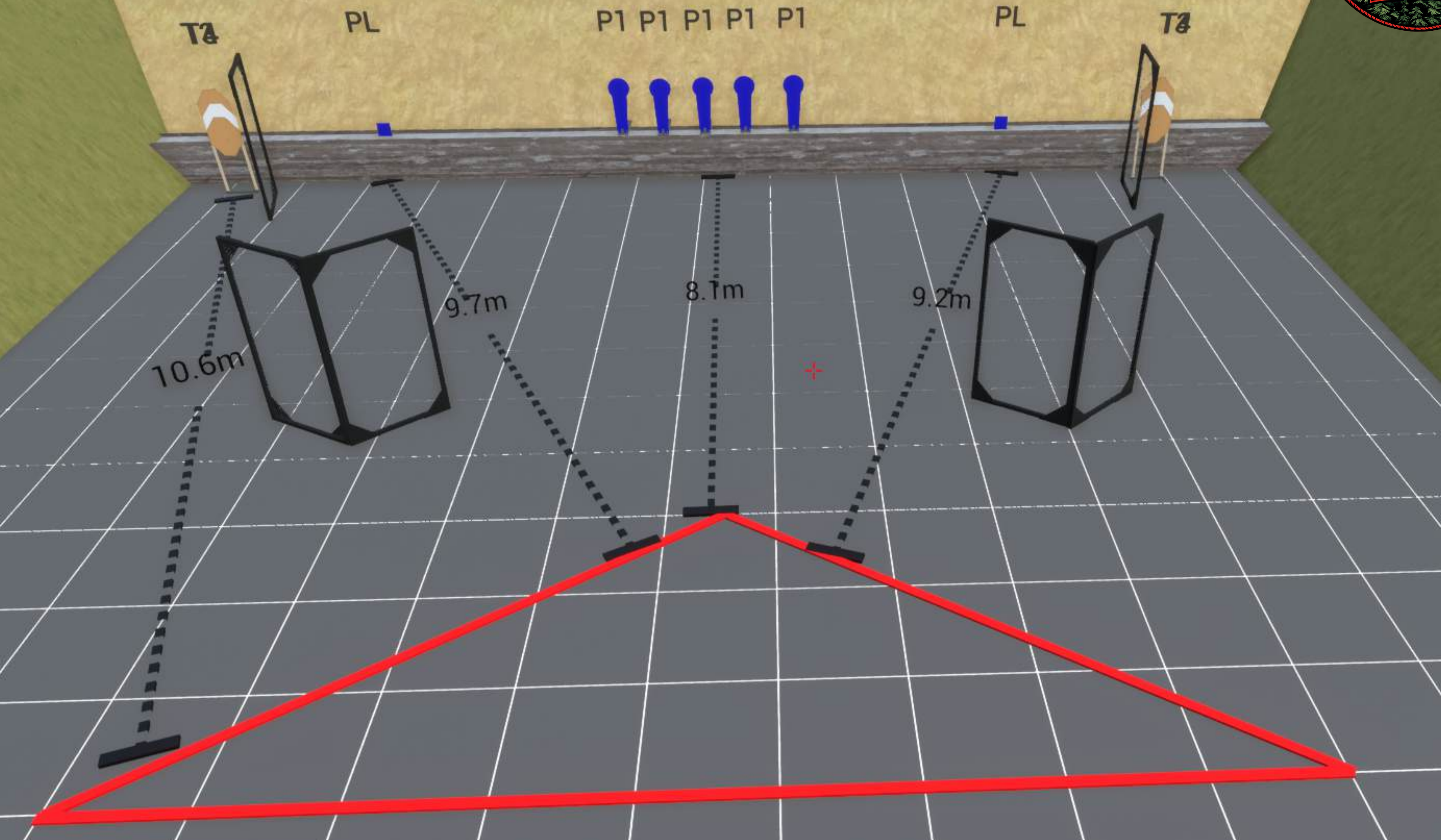
Competitor ready condition:
Sitting on chair, hands on knees as demonstrated.

Start position
Sitting on chair

Time starts:
On audible signal

Procedure:
On startsignal engage all targets,
Popper P1 activates Moving targets S1 & S2, remains visible at rest.

STAGE 2 - GROPEN



Scoring Targets:

4 IPSC paper targets
5 IPSC Poppers
2 IPSC Metal plates
2 No Shoots

Minimum numbers of rounds required:

11 Rounds

Number of scoring hits for paper targets:

1 hit

Firearm ready condition:

Loaded & Holstered

Competitor ready condition:

Standing, wrists below belt

Start position

Inside designated area

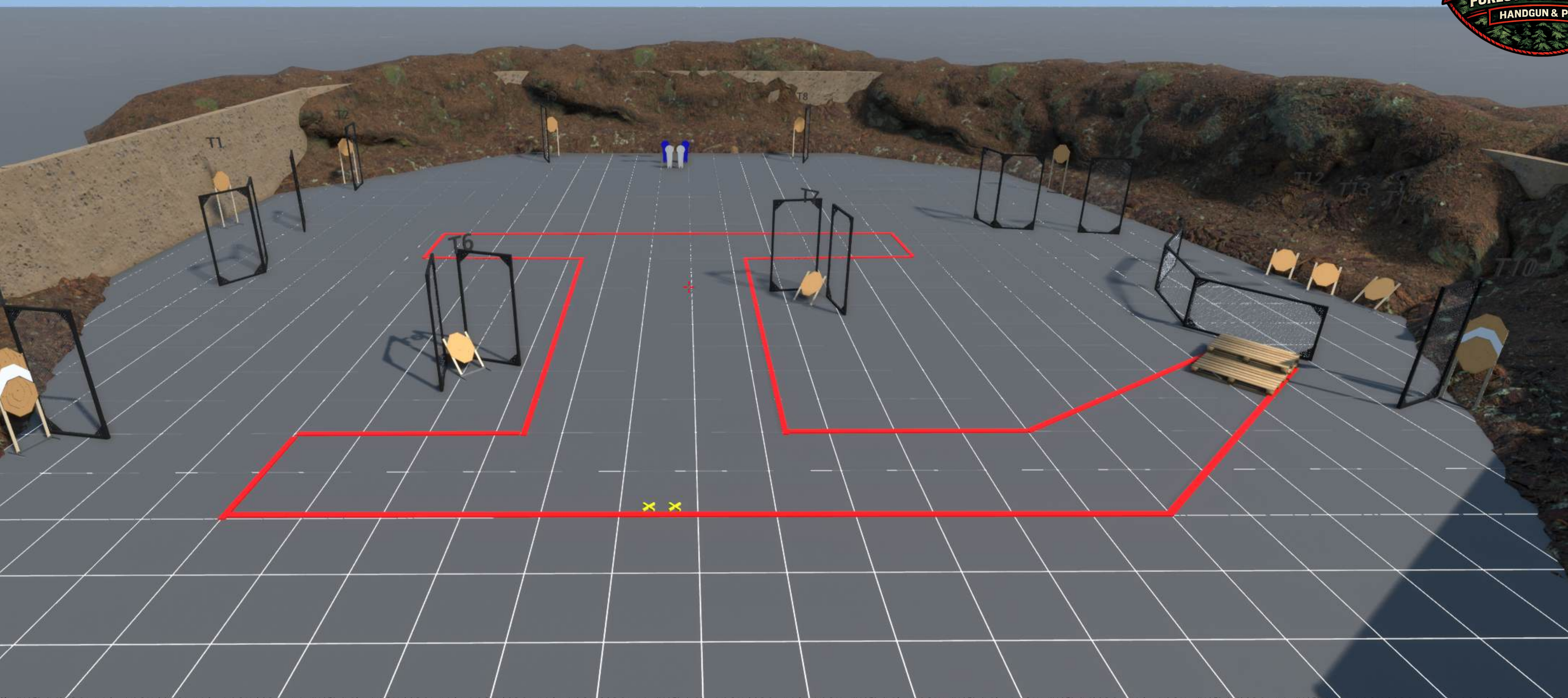
Time starts:

On audible signal

Procedure:

On startsignal engage all targets.

STAGE 3 - TRÄSKET



Scoring Targets:

14 IPSC paper targets
2 IPSC Poppers
2 IPSC No shoot poppers
2 no shoots

Minimum numbers of rounds required:

30 Rounds

Firearm ready condition:

Loaded & Holstered

Competitor ready condition:

Standing, wrists below belt

Start position

Heels touching mark

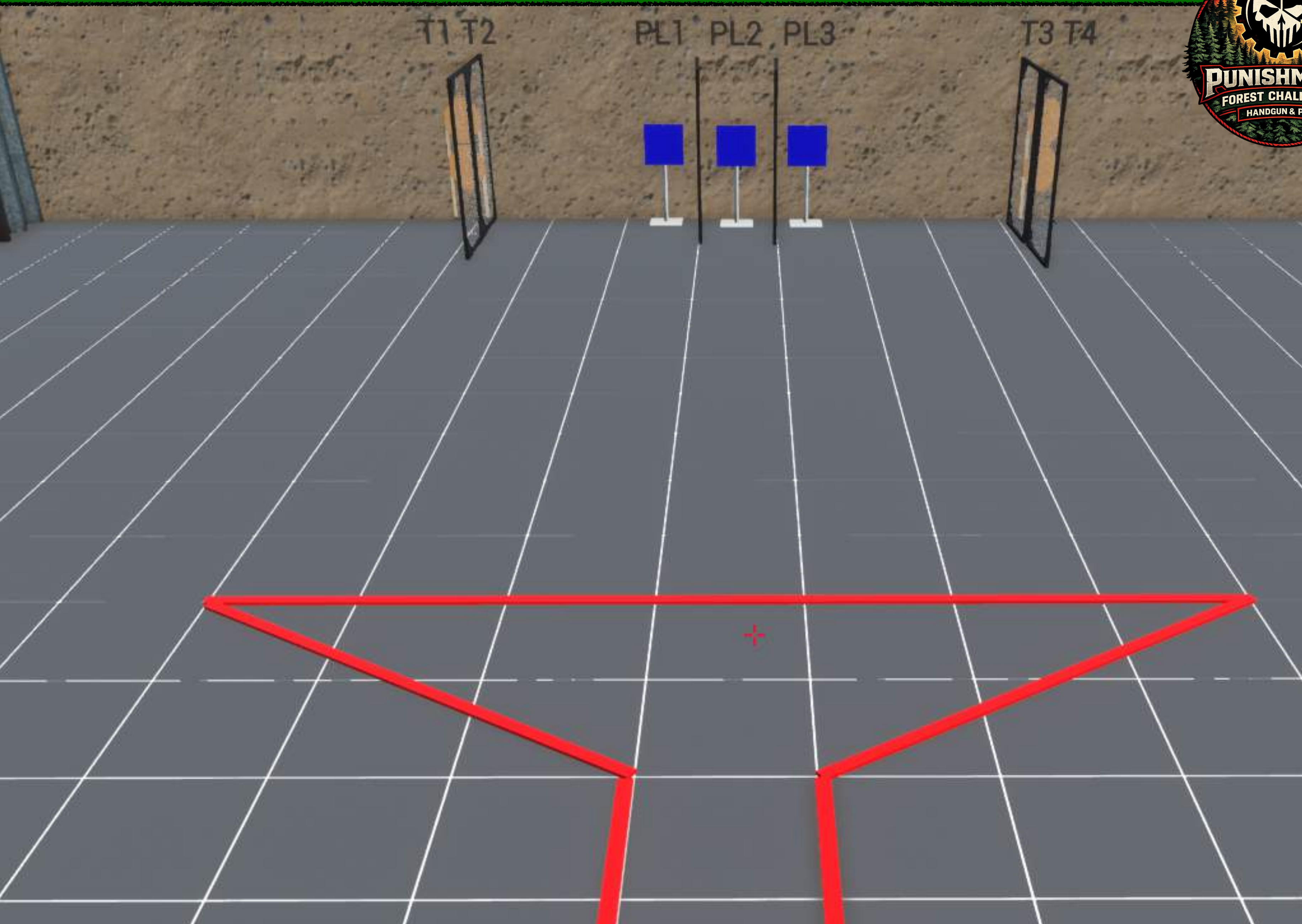
Time starts:

On audible signal

Procedure:

On startsignal engage all targets

STAGE 4 - POLISEN VÄNSTER



Scoring targets:

4 IPSC paper targets
3 IPSC plates

Minimum numbers of rounds required:

11 Rounds

Firearm ready condition:

Loaded & Holstered

Competitor ready condition:

Standing, wrists below belt

Start position

One foot touching mark

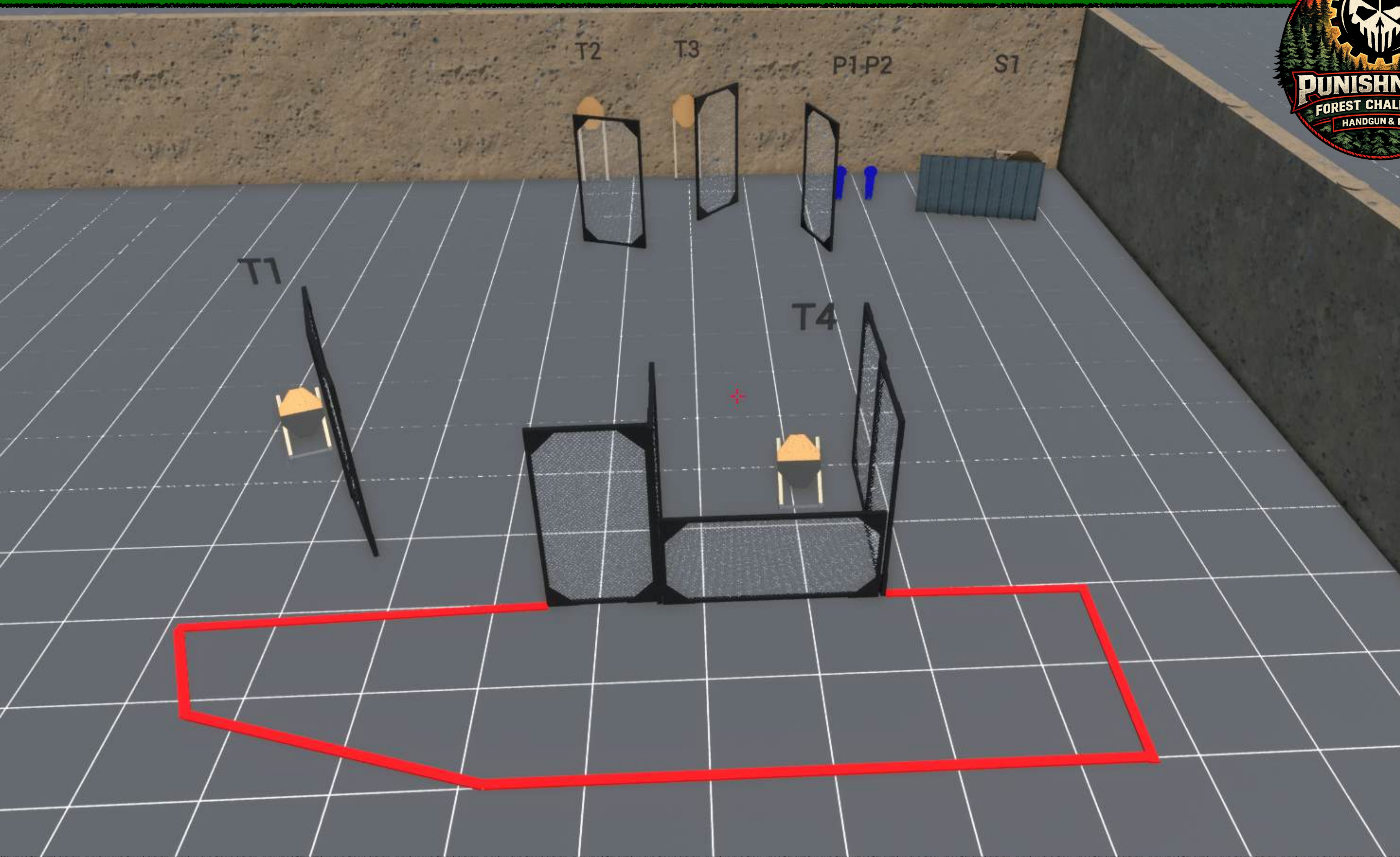
Time starts:

On audible signal

Procedure:

On startsignal engage all targets

STAGE 5 - POLISEN HÖGER



Scoring targets:

5 IPSC paper targets
2 IPSC poppers

Minimum numbers of rounds required:

12 Rounds

Firearm ready condition:

Loaded & Holstered

Competitor ready condition:

Standing, wrists below belt

Start position

Inside designated area

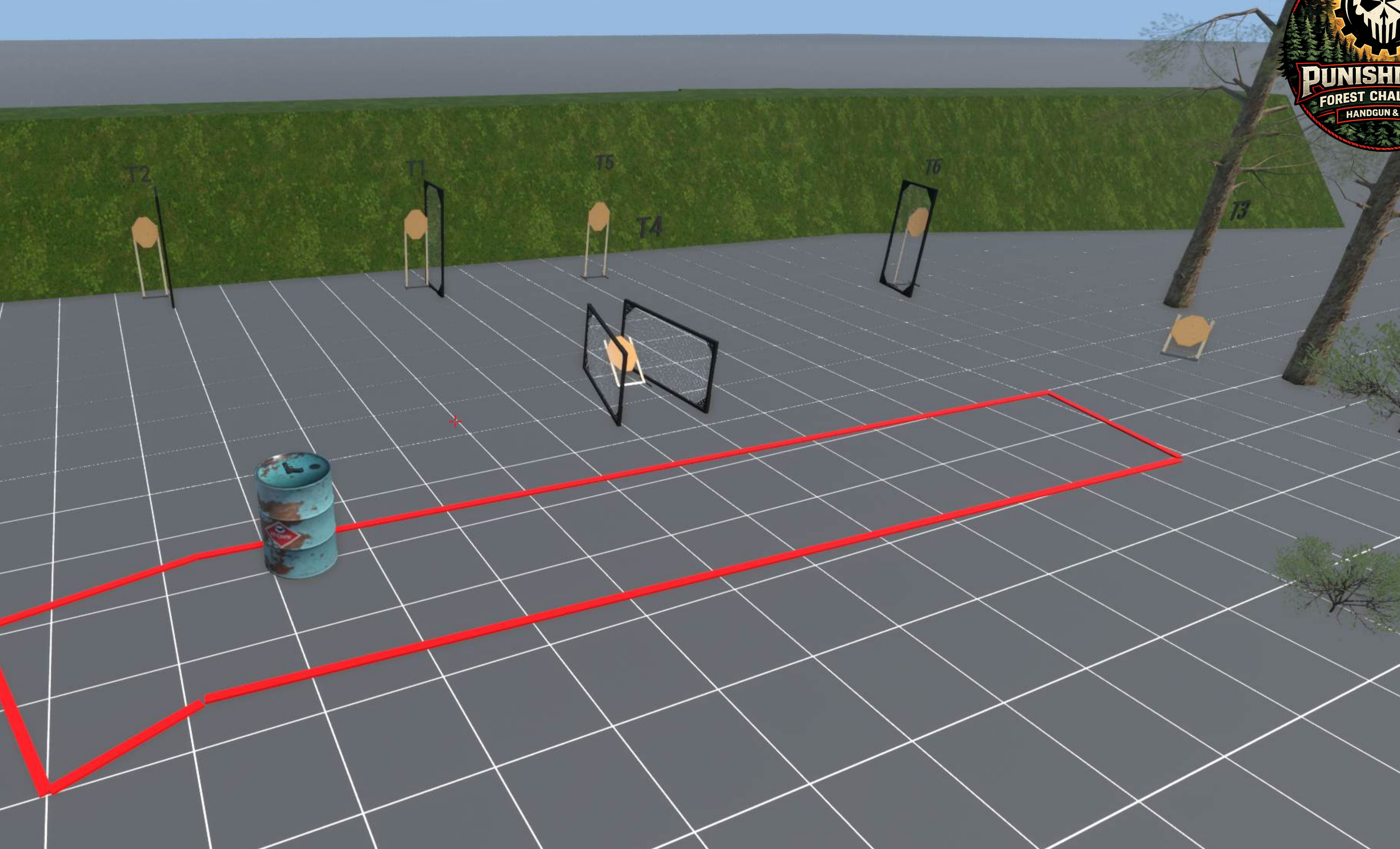
Time starts:

On audible signal

Procedure:

On startsignal engage all targets,
Popper P2 activates moving target S1,
remains visible at rest.

STAGE 6 - DUNGEN



Scoring targets:
6 IPSC paper targets

Minimum numbers of rounds required:
12 Rounds

Firearm ready condition:
Loaded placed on mark on barrel

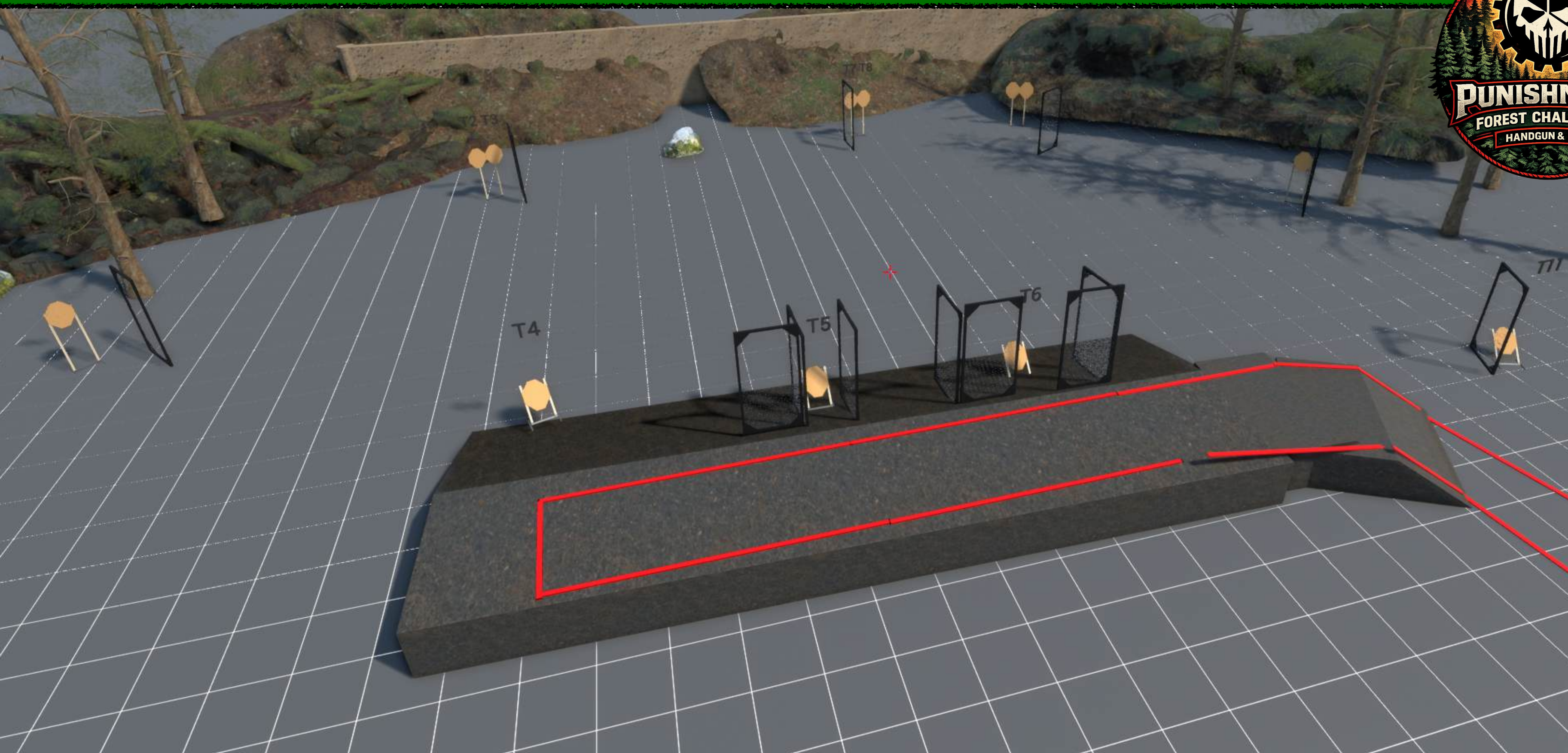
Competitor ready condition:
Standing, wrists below belt

Start position
Inside designated area

Time starts:
On audible signal

Procedure:
On startsignal engage all targets **weak hand only.**

STAGE 7 - 400M



Scoring targets:
12 IPSC paper targets

Minimum numbers of rounds required:
24 Rounds

Firearm ready condition:
Loaded & Holstered

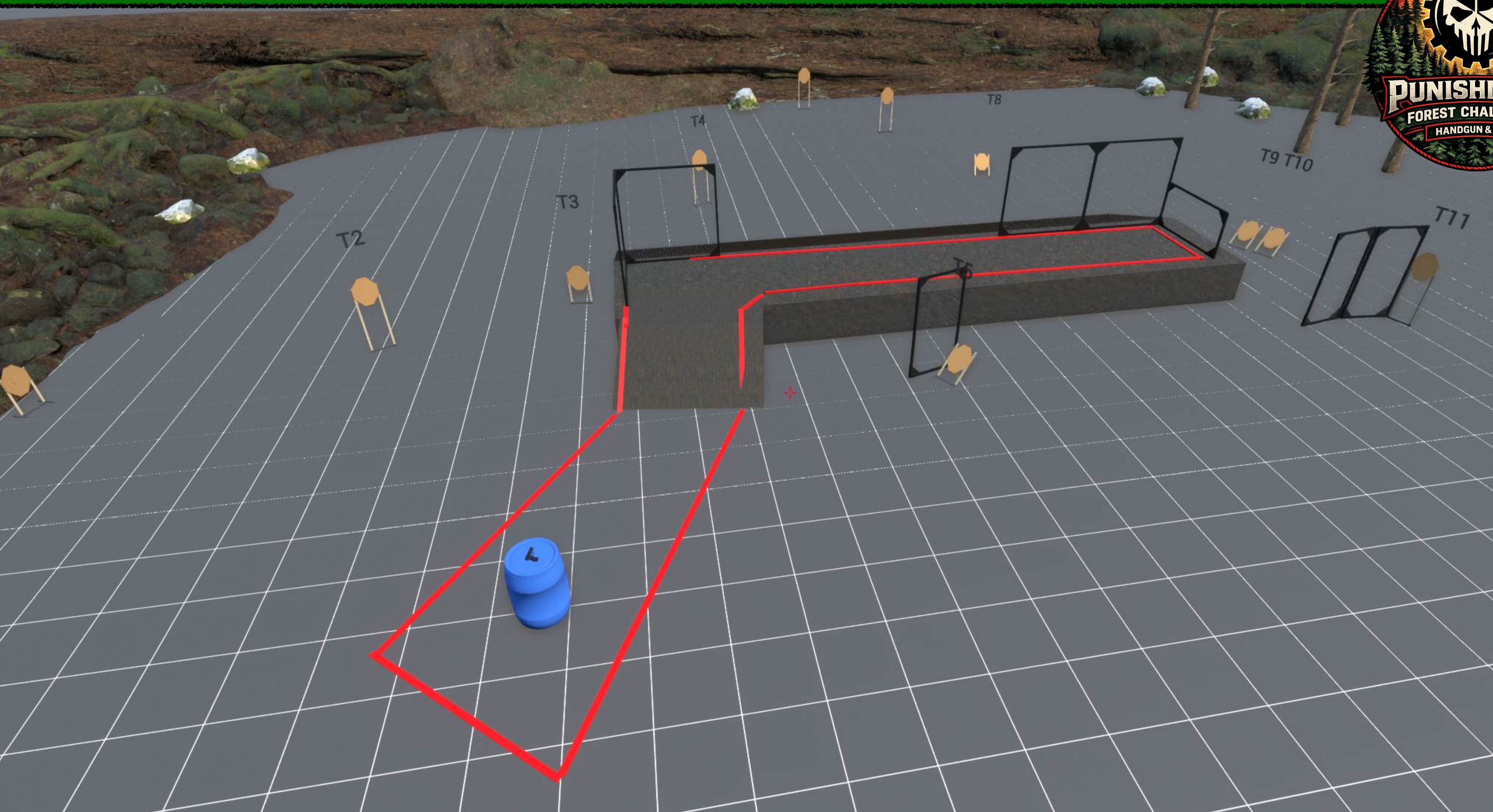
Competitor ready condition:
Standing, wrists below belt

Start position
Inside designated area

Time starts:
On audible signal

Procedure:
On startsignal engage all targets.

STAGE 8 - 300M



Scoring targets:
11 IPSC paper targets

Minimum numbers of rounds required:
12 Rounds

Firearm ready condition:
Chamber empty, magazine inserted, placed on mark on barrel.

Competitor ready condition:
Standing, wrists below belt

Start position
Inside designated area

Time starts:
On audible signal

Procedure:
On startsignal engage all targets.

STAGE 9 - STEEL



Targets:

5 IPSC paper targets
2 IPSC popper

Minimum numbers of rounds required:

12 Rounds

Firearm ready condition:

Loaded & Holstered

Competitor ready condition:

Standing, wrists below belt

Start position

Inside designated area

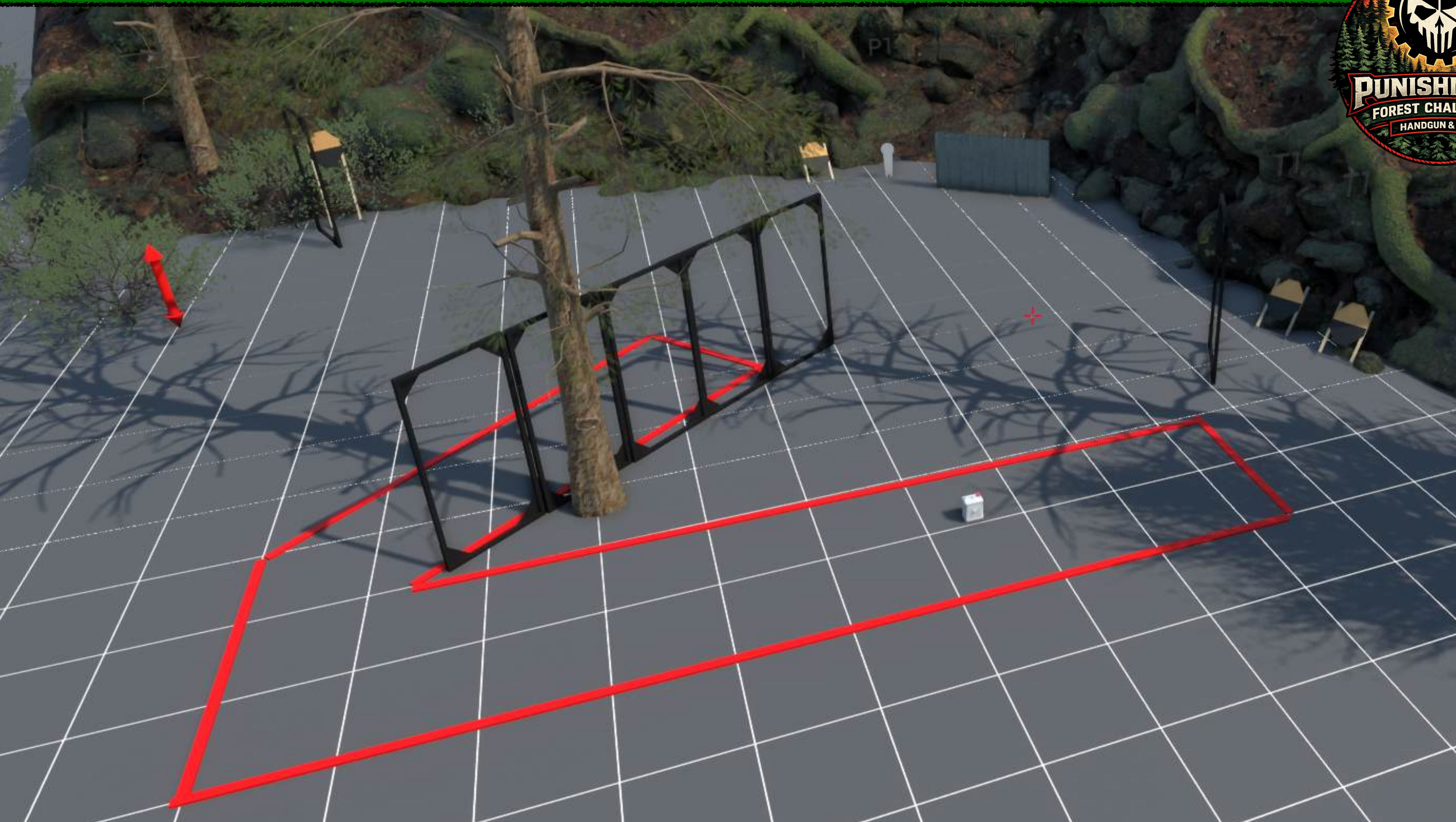
Time starts:

On audible signal

Procedure:

On startsignal engage all targets,
Popper P1 or P2 activates moving
target S1, remains visible at rest.

STAGE 10 - ICA



Scoring targets:

5 IPSC paper targets
1 IPSC popper

Minimum numbers of rounds required:

11 Rounds

Firearm ready condition:

Loaded & Holstered

Competitor ready condition:

Standing, wrists below belt

Start position

Inside designated area

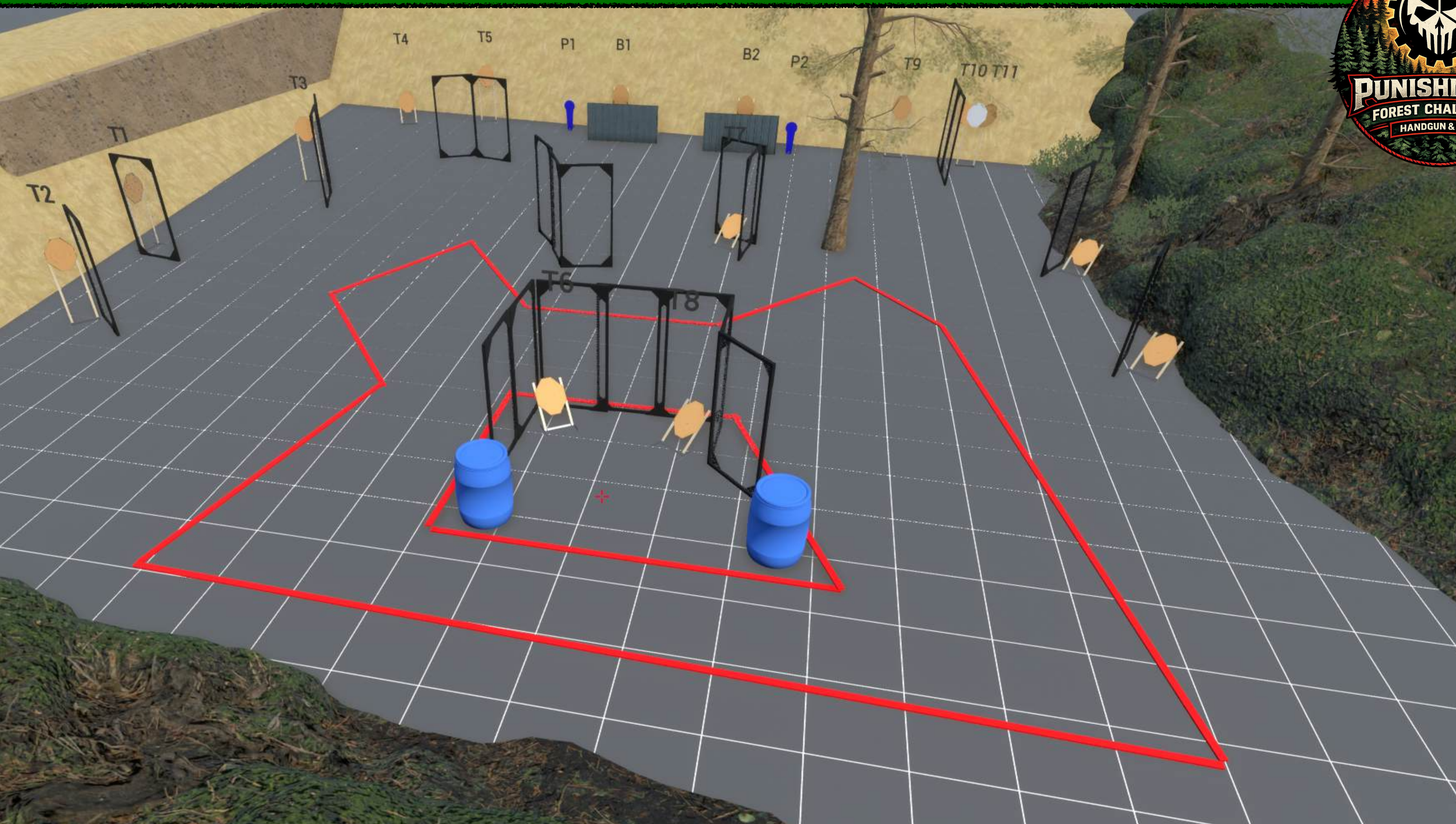
Time starts:

On audible signal

Procedure:

On startsignal engage all targets while holding canister off the ground.

STAGE 11 - FIKA



Scoring targets:
15 IPSC paper targets
2 IPSC poppers

Minimum numbers of rounds required:
28 Rounds

Firearm ready condition:
Loaded & Holstered

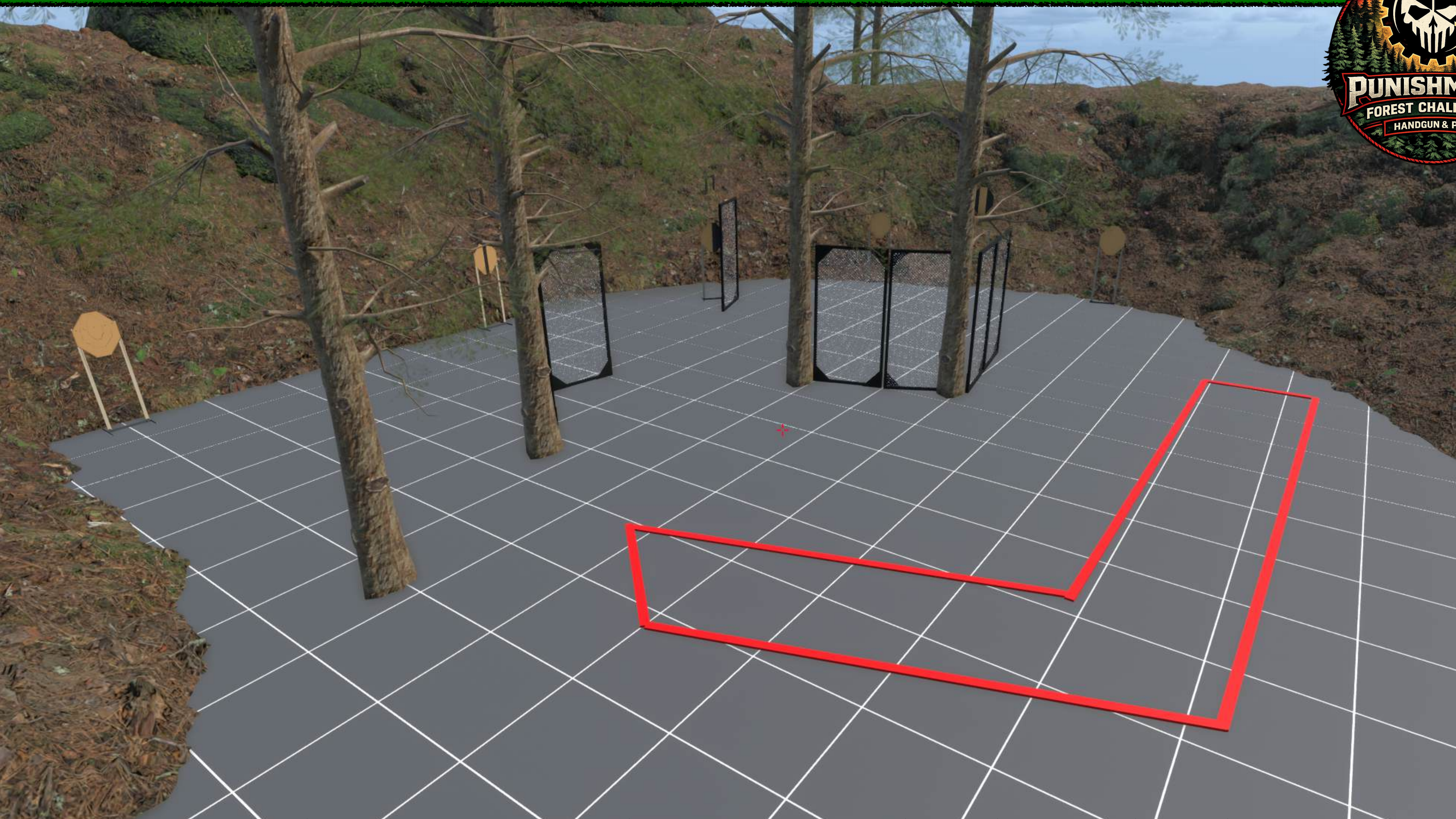
Competitor ready condition:
Standing, wrists below belt

Start position
Inside designated area

Time starts:
On audible signal

Procedure:
On startsignal engage all targets,
Popper P1 removes target B1, Popper
P2 removes target B2.

STAGE 12 - LUDVIKA



Scoring targets:
6 IPSC paper targets

Minimum numbers of rounds required:
12 Rounds

Firearm ready condition:
Loaded & Holstered

Competitor ready condition:
Standing, wrists below belt

Start position
Inside designated area

Time starts:
On audible signal

Procedure:
On startsignal engage all targets

STAGE 13 - BAKOM 300HUSET



Scoring targets:
6 IPSC paper targets

Minimum numbers of rounds required:
12 Rounds

Firearm ready condition:
Loaded & Holstered

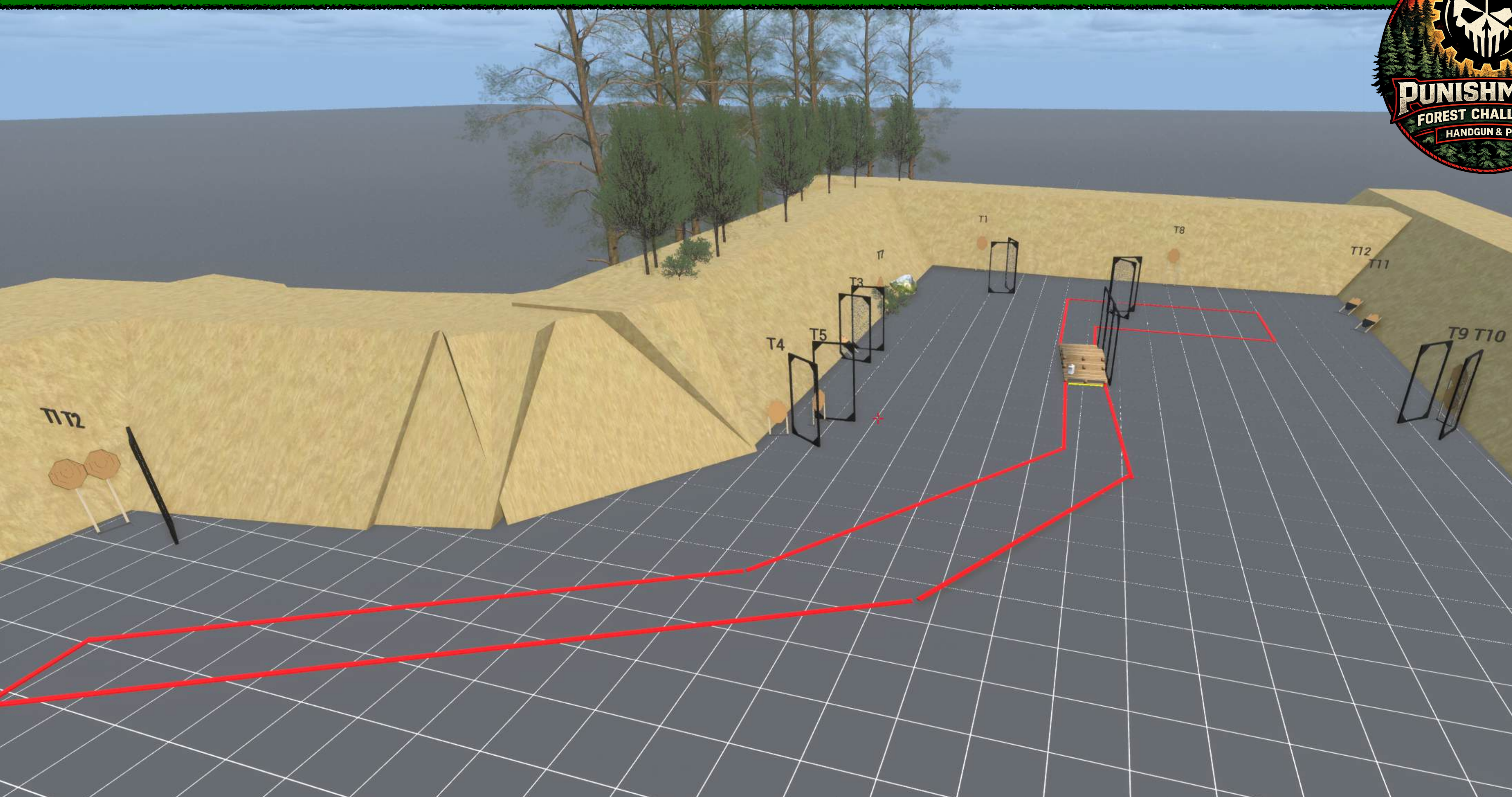
Competitor ready condition:
Standing, wrists below belt

Start position
Inside designated area

Time starts:
On audible signal

Procedure:
On startsignal engage all targets.

STAGE 14 - BESK



Scoring targets:

12 IPSC paper targets

Minimum numbers of rounds required:

24 Rounds

Firearm ready condition:

Chamber and Magwell empty. placed on mark on table

Competitor ready condition:

Laying on bed as demonstrated

Start position

Laying on be

Time starts:

On audible signal

Procedure:

On startsignal engage all targets, If crossing the yellow line, canister must be carried off the ground.

STAGE 15 - GHOST



Scoring targets:
10 IPSC paper targets
1 IPSC popper

Minimum numbers of rounds required:
21 Rounds

Firearm ready condition:
Loaded & Holstered

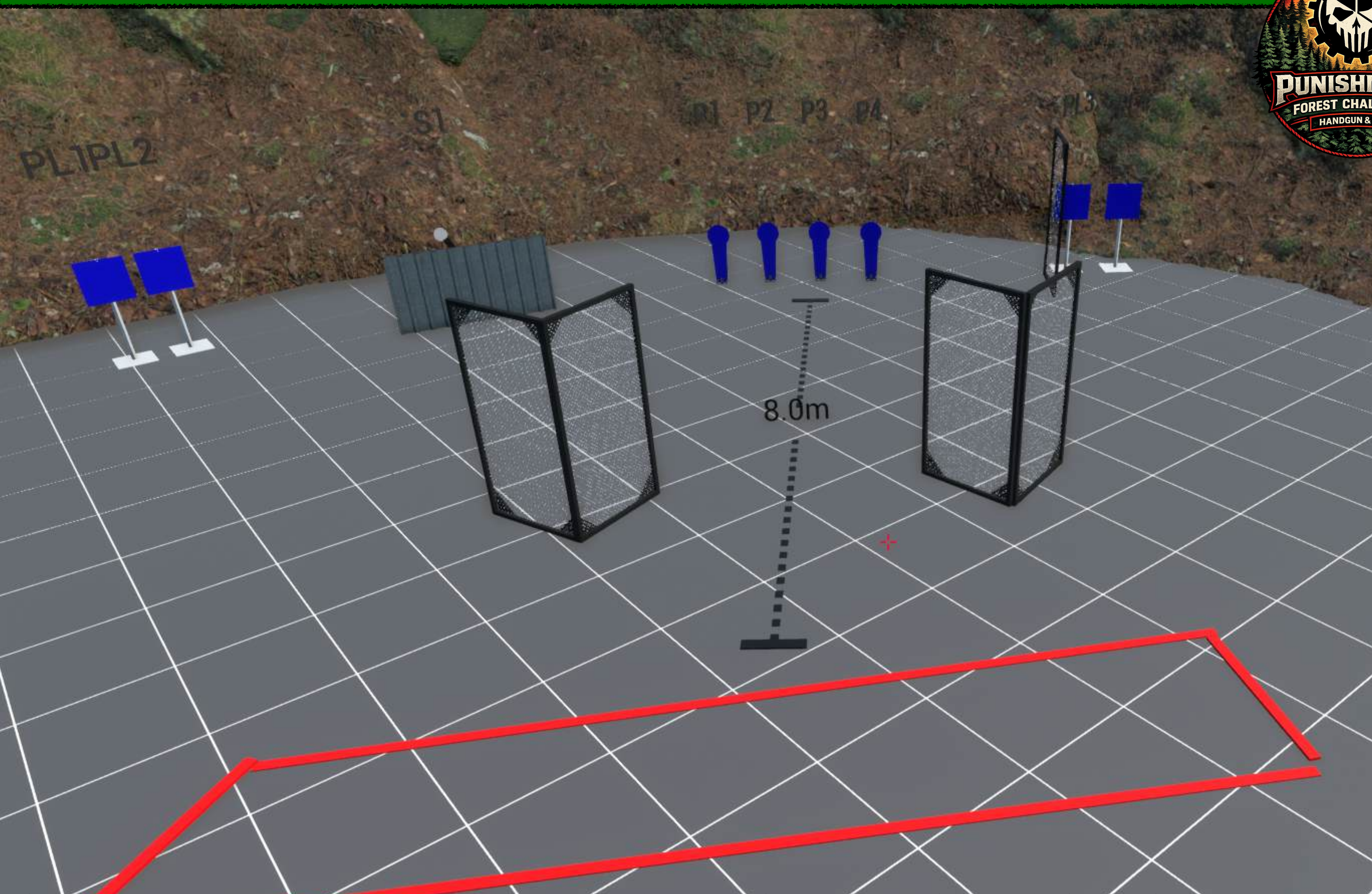
Competitor ready condition:
Standing, wrists below belt

Start position
Inside designated area

Time starts:
On audible signal

Procedure:
On startsignal engage all targets,
Popper P1 activates moving target S1,
remains visible at rest.

STAGE 16 - PUNISHMENT



Scoring targets:
4 IPSC poppers
6 IPSC plates

Minimum numbers of rounds required:
12 Rounds

Firearm ready condition:
Loaded & Holstered

Competitor ready condition:
Standing, wrists below belt

Start position
Inside designated area

Time starts:
On audible signal

Procedure:
On start signal engage all targets, Popper P1 to P4 activates moving target S1, remains visible at rest.

STAGE 17 - SKOGEN



Scoring targets:
14 IPSC paper targets
1 IPSC poppers
2 IPSC plates

Minimum numbers of rounds required:
31 Rounds

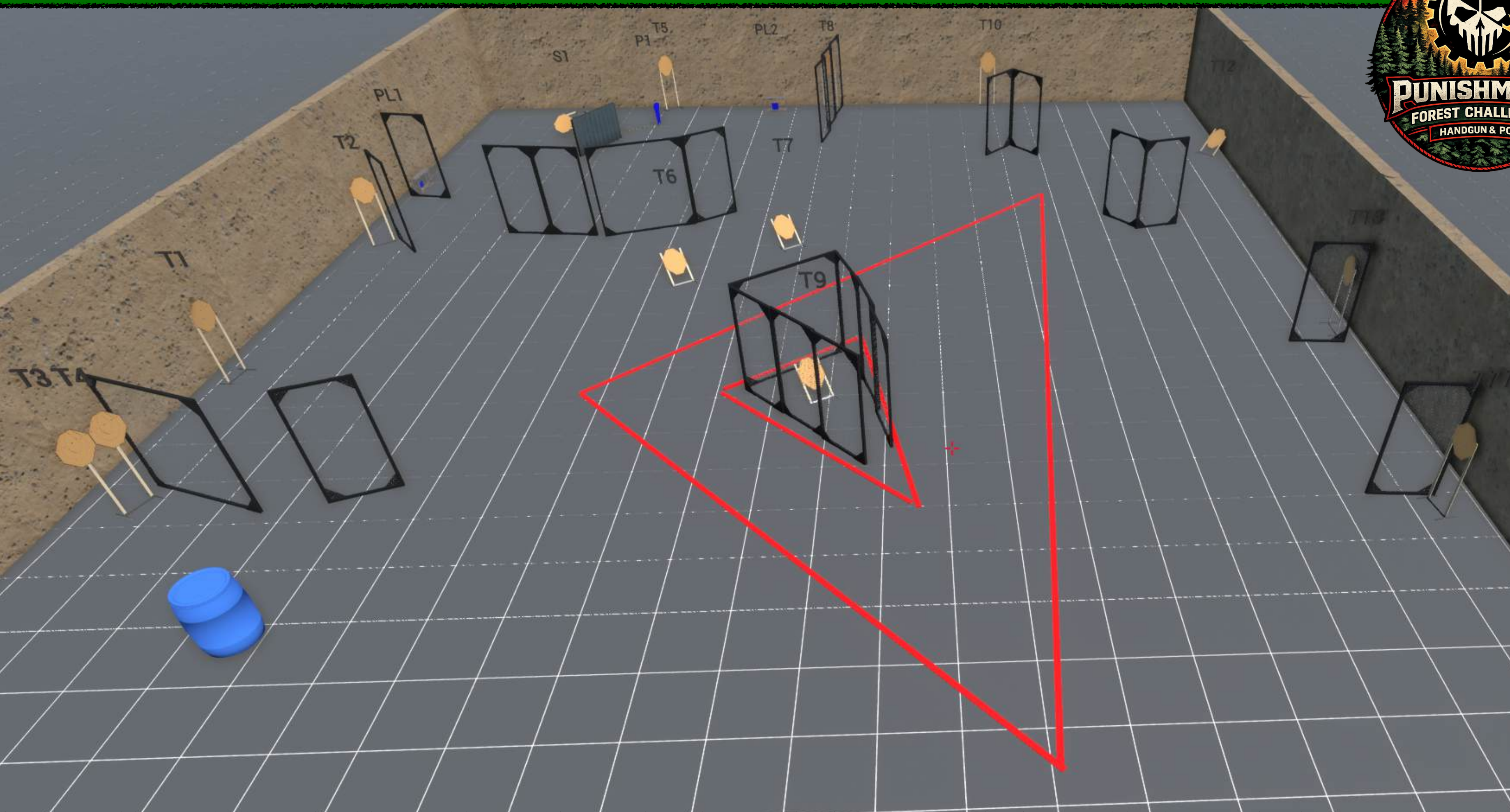
Firearm ready condition:
Loaded & Holstered

Competitor ready condition:
Standing, wrists below belt

Start position
Inside designated area

Time starts:
On audible signal

Procedure:
On startsignal engage all targets,
Popper P1 activates moving target S1,
remains visible at rest.



STAGE 18 - NYA SKOGEN



Scoring targets:
7 IPSC paper targets
2 IPSC poppers

Minimum numbers of rounds required:

23 Rounds

Number of scoring hits for paper targets:
3 hits

Firearm ready condition:
Loaded & Holstered

Competitor ready condition:
Standing, wrists below belt

Start position
Inside designated area

Time starts:
On audible signal

Procedure:
On startsignal engage all targets,
Popper P2 activates moving target S1,
remains visible at rest.

