

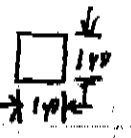
(#1)

RIFLE

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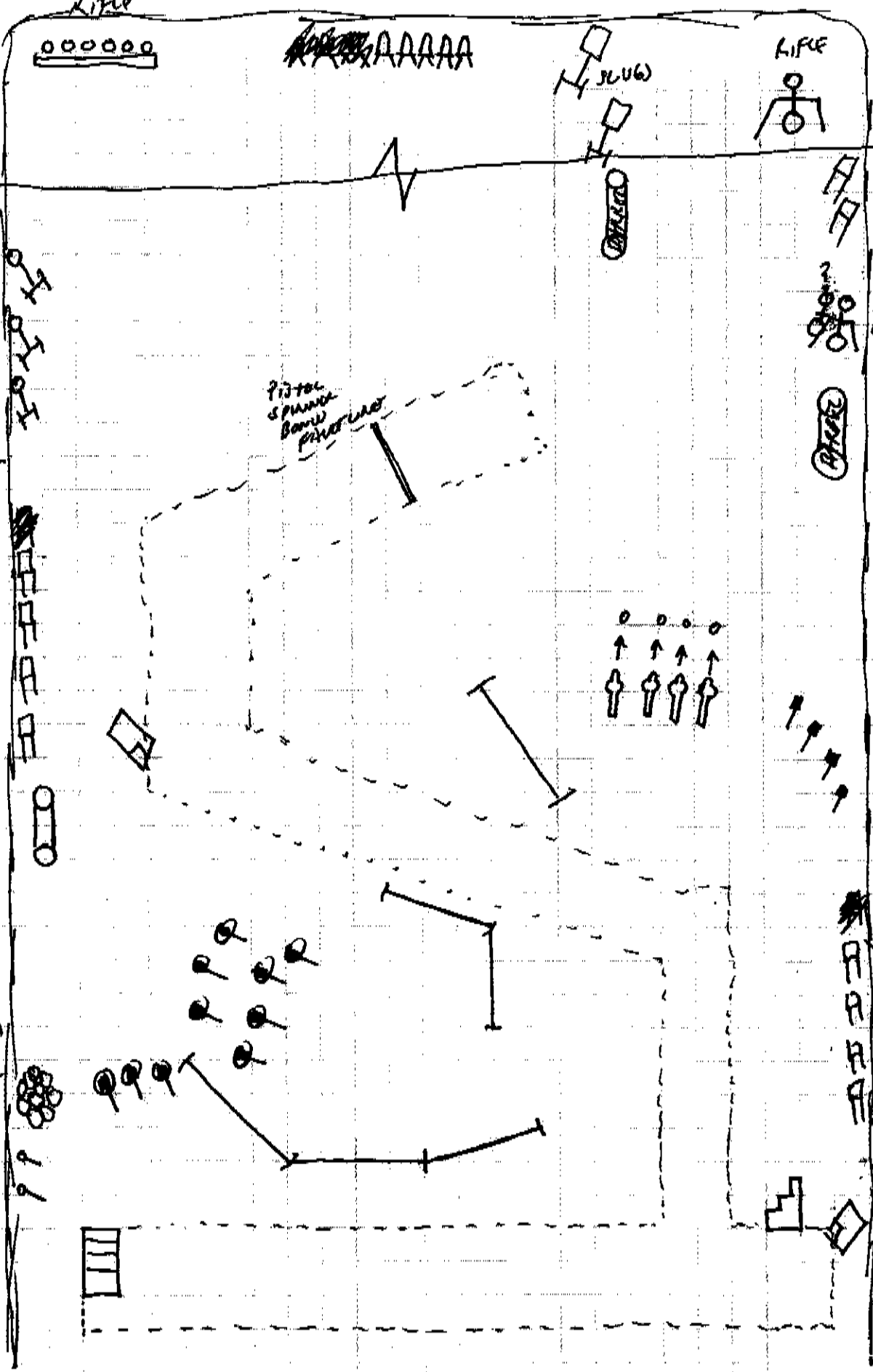
~~AAAAA~~ AAAAA

LIFE



36 38 PISTOL  
24 RIFLE  
30 SLUG  
4 SLUG  
10 rounds  
for R. pistol spinners

105 rounds



Pistol  
Spinners  
Bombs  
Pistol

2000  
Double  
Pistol

Pistol

2700  
RIFLE

2700  
RIFLE

# 2015 MGM Ironman Stage 1 Official Course Description

Welcome to Stage 1. My name is \_\_\_\_\_. I'll be your CRO. Assisting me is \_\_\_\_\_, and \_\_\_\_\_. This stage is sponsored by \_\_\_\_\_. Please remember their support of the shooting sports when you make your next purchase.

This is a 105 round COF. You will need: 34 Rifle, 29 Shot, 4 Slugs, and 38 Pistol. I will read through the entire COF and then answer questions.

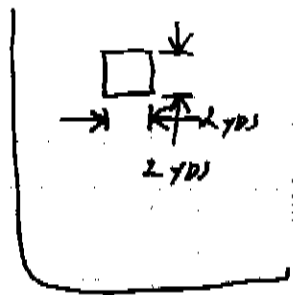
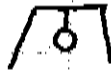
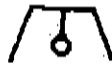
- Starting Position:
  - Standing within arm's reach of rooftop rifle port arms, pistol mag inserted empty chamber.
  - Shotgun staged in drop box A, hot, on safe
- On start engage targets from the designated shooting area only.
  - Auto Poppers for rifle must be engaged once from rooftop and once from barricade.
- When finished with a firearm, abandon in the appropriate discard area.

Your help in setting steel/clays and taping targets is REQUIRED. Failure to do your fair share could result in a match DQ for Unsportsmanlike Conduct. Please help out so we never have to mention this again! Thank you and have a great stage!

Notes to be read at first stage walkthrough ONLY, but available for competitors to review.

- Paper targets require 2 hits anywhere inside the perforation or 1 A/B to neutralize.
- Steel must fall or have two hits to score unless otherwise noted in the COF.
- Failure to spin a Spinner will result in a 60 second penalty.
- Stage round count based on 2 hits on paper, 1 hit for knock over steel/clays, 2 hits for all steel, 2 hits on spinners w/ SG, 6 hits on spinners w/ Pistol & Rifle.
- If the shooter chooses to go prone for ANY stage, the pistol MUST be made safe (EMPTY CHAMBER).
  - Removing the loaded pistol from holster and laying on the ground facing down range.
  - Unloading the pistol, showing clear and the re-holstering.
  - Unload and Show Clear immediately after the pistol portion of the stage.
  - IF A SHOOTER DOES NOT DO ONE OF THE ABOVE THINGS AND GOES PRONE, THEY WILL BE DQ'ED – NO EXCEPTIONS, NO EXCUSES.
- No long guns can be slung in any condition other than COMPLETELY EMPTY.
  - Nothing in the chamber, magazine well or tube.
- Any steel targets shot with any gun other than those specified in the course description and range equipment not intended to be shot will result in a 60 second penalty and a \$50 donation to the MGM Jr. Camp PER HIT.
- If a SG spinner or Whirly Gig is knocked over or needs to be reset after 2 shots you will receive a 60 second penalty.
- Abandoned guns NOT on safe or completely empty will incur a 20 second penalty. HOWEVER, if they bounce out of the box or break the 180 during the discard, the shooter will be DQ'ed for Unsafe Gun Handling.
  - Out of box is defined as the muzzle of the gun breaking the exterior plane of the Dump Box.

#2

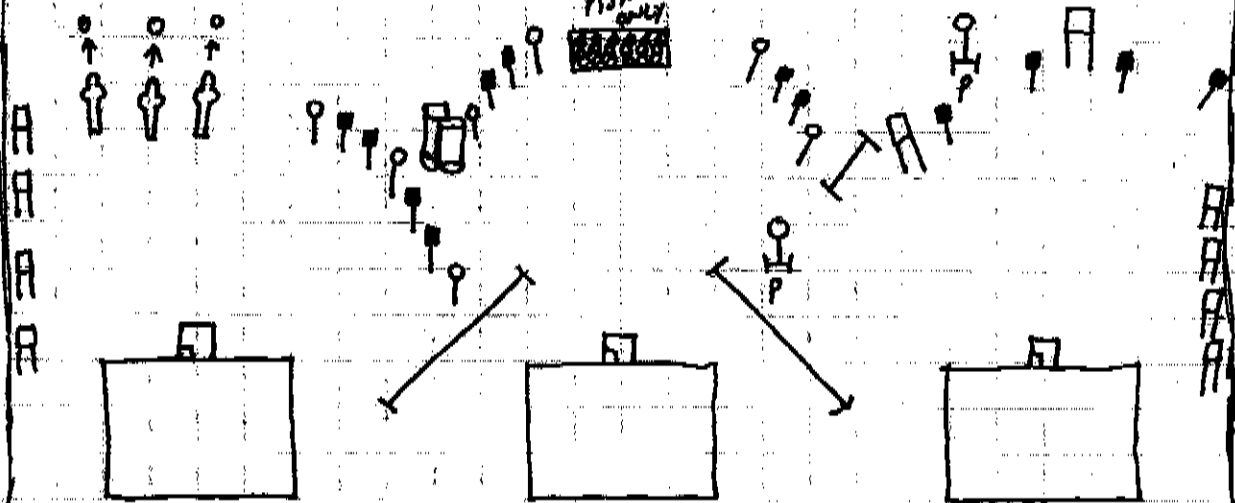
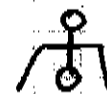


- 24 PISTOL
- 12 SG
- 12 OPTIM SG/PISTOL
- 19 RIFLE
- 20 OPTIM PISTOL RIFLE
- 8 SCUG
- 2 OPTIM SPINNERS

OOOOOO

OOOOOO

21 SG  
8 SCUG  
44 PISTOL  
38 RIFLE  
111 RIFLES



# 2015 MGM Ironman Stage 2 Official Course Description

Welcome to Stage 2. My name is \_\_\_\_\_. I'll be your CRO. Assisting me is \_\_\_\_\_, and \_\_\_\_\_. This stage is sponsored by \_\_\_\_\_. Please remember their support of the shooting sports when you make your next purchase.

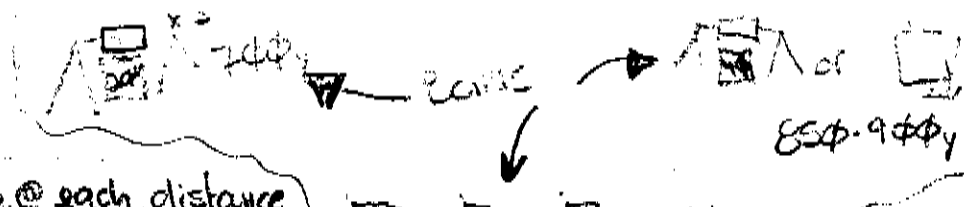
This is an 111 round COF. You will need: 18 Rifle, 12 Shot, 8 Slugs, and 24 Pistol. There are 12 shotgun/pistol options, and 20 pistol/rifle options. I will read through the entire COF and then answer questions.

- Starting Position:
  - Standing at back of box of your choice with heels touching rear fault line.
  - Rifle, pistol, and shotgun all staged in separate boxes. Troopers must have a minimum of one gun to be used in the course of fire in each box.
- On start engage targets as they become visible from within the shooting areas.
  - Slug gongs must be engaged twice each from two different boxes (two hits on each plate from two different boxes)
  - Each spinner must be spun from a separate box (only once each)
  - Plate racks must be engaged from two different boxes (shoot one plate rack from one box, and the other rack from another box)
  - All three rifle flash targets must be engaged from two different boxes (all three from one box and then all three again from another box).
  - 18 pack plate rack is pistol only.
- When finished with a firearm, abandon in the appropriate discard area.

Your help in setting steel/clays and taping targets is REQUIRED. Failure to do your fair share could result in a match DQ for Unsportsmanlike Conduct. Please help out so we never have to mention this again! Thank you and have a great stage!

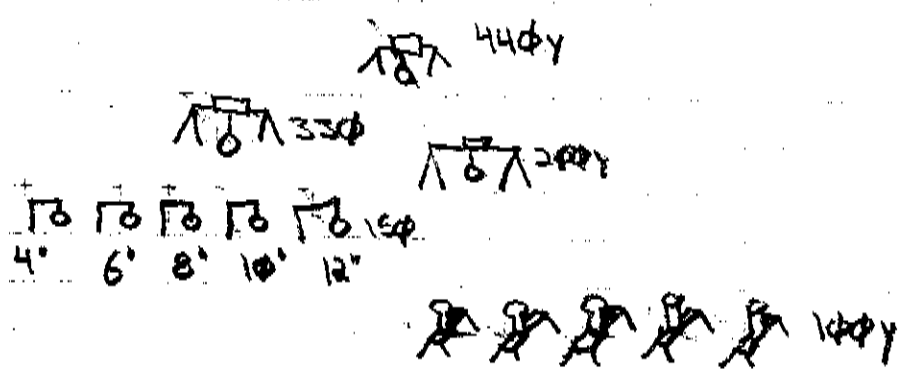
Notes to be read at first stage walkthrough ONLY, but available for competitors to review.

- Paper targets require 2 hits anywhere inside the perforation or 1 A/B to neutralize.
- Steel must fall or have two hits to score unless otherwise noted in the COF.
- Failure to spin a Spinner will result in a 60 second penalty.
- Stage round count based on 2 hits on paper, 1 hit for knock over steel/clays, 2 hits for all steel, 2 hits on spinners w/ SG, 6 hits on spinners w/ Pistol & Rifle.
- If the shooter chooses to go prone for ANY stage, the pistol MUST be made safe (EMPTY CHAMBER).
  - Removing the loaded pistol from holster and laying on the ground facing down range.
  - Unloading the pistol, showing clear and the re-holstering.
  - Unload and Show Clear immediately after the pistol portion of the stage.
  - IF A SHOOTER DOES NOT DO ONE OF THE ABOVE THINGS AND GOES PRONE, THEY WILL BE DQ'ED – NO EXCEPTIONS, NO EXCUSES.
- No long guns can be slung in any condition other than COMPLETELY EMPTY.
  - Nothing in the chamber, magazine well or tube.
- Any steel targets shot with any gun other than those specified in the course description and range equipment not intended to be shot will result in a 100 second penalty and a \$50 donation to the MGM Jr. Camp PER HIT.
- If a SG spinner or Whirly Gig is knocked over or needs to be reset after 2 shots you will receive a 60 second penalty. No PROVING shots allowed. Choose shot size wisely.
- Abandoned guns NOT on safe or completely empty will incur a 20 second penalty. HOWEVER, if they bounce out of the box or break the 180 during the discard, the shooter will be DQ'ed for Unsafe Gun Handling.
  - Out of box is defined as the muzzle of the gun breaking the exterior plane of the Dump Box.

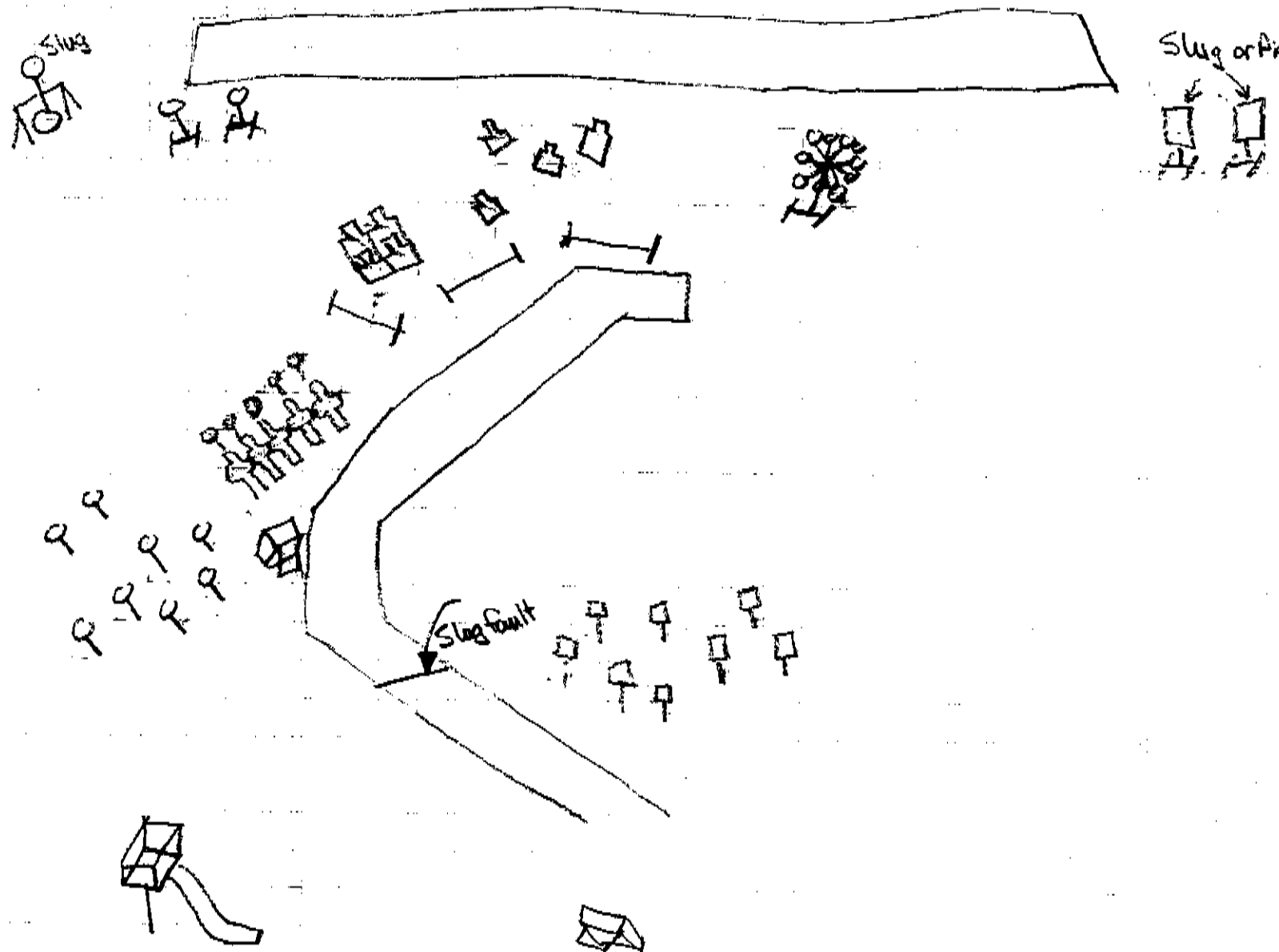


Stage 3

3 hits @ each distance  
 max - 10 seconds for  
 each hit



- R - 26
- P - 30
- SG - 26
- SL - 4-8
- BR - 9



# 2015 MGM Ironman Stage 3 Official Course Description

Welcome to Stage 3. My name is \_\_\_\_\_. I'll be your CRO. Assisting me is \_\_\_\_\_, and \_\_\_\_\_. This stage is sponsored by \_\_\_\_\_. Please remember their support of the shooting sports when you make your next purchase.

This is a 95 round COF with 9 Rifle Bonuses available. You will need: 26 Rifle, 26 Shot, 4 Slugs, 30 Pistol, and 4 pistol or slug. I will read through the entire COF and then answer questions.

- Starting Position:
  - Top of tower rifle hot and on target.
  - Pistol Holstered, empty chamber, magazine inserted or staged in Dump Box, same condition (empty chamber, magazine inserted).
  - Shotgun staged in Dump Box, hot.
  - Long range gun loaded on safe next to rifle dump box at bottom of slide.
- On start signal engage targets as they become visible from within the shooting area.
- Rifle targets will be engaged once from top of tower and once from bottom of tower.
- Rifle must be made CLEAR prior to going down slide.
- When finished with a firearm, abandon in the appropriate dump box.
- Rifle Bonus position C, 3 bonus hits on Rifle Bonus targets per location. Bonuses Include:
  - 3 – 10" round MGM Flash Targets at ~~400~~<sup>350</sup> – 3 hits in any combination, 10 seconds each hit.
  - 3 – 20" flash targets at 700y – 3 hits in any combination, 10 seconds each hit.
  - 1 – 40" flash target at 850y-900y – 3 hits, 10 seconds each hit.
  - RO WILL CALL ALL HITS

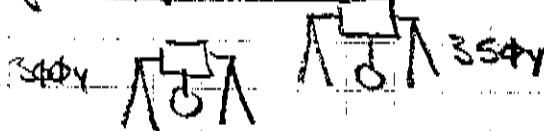
Your help in setting steel/clays and taping targets is REQUIRED. Failure to do your fair share could result in a match DQ for Unsportsmanlike Conduct. Please help out so we never have to mention this again! Thank you and have a great stage!

Notes to be read at first stage walkthrough ONLY, but available for competitors to review.

- Paper targets require 2 hits anywhere inside the perforation or 1 A/B to neutralize.
- Steel must fall or have two hits to score unless otherwise noted in the COF.
- Failure to spin a Spinner will result in a 60 second penalty.
- Stage round count based on 2 hits on paper, 1 hit for knock over steel/clays, 2 hits for all steel, 2 hits on spinners w/ SG, 6 hits on spinners w/ Pistol & Rifle.
- If the shooter chooses to go prone for ANY stage, the pistol MUST be made safe (EMPTY CHAMBER).
  - Removing the loaded pistol from holster and laying on the ground facing down range.
  - Unloading the pistol, showing clear and the re-holstering.
  - Unload and Show Clear immediately after the pistol portion of the stage.
  - IF A SHOOTER DOES NOT DO ONE OF THE ABOVE THINGS AND GOES PRONE, THEY WILL BE DQ'ED -- NO EXCEPTIONS, NO EXCUSES.
- No long guns can be slung in any condition other than COMPLETELY EMPTY.
  - Nothing in the chamber, magazine well or tube.
- Any steel targets shot with any gun other than those specified in the course description and range equipment not intended to be shot will result in a 100 second penalty and a \$50 donation to the MGM Jr. Camp PER HIT.
- If a SG spinner or Whirly Gig is knocked over or needs to be reset after 2 shots you will receive a 60 second penalty. No PROVING shots allowed. Choose shot size wisely.
- Abandoned guns NOT on safe or completely empty will incur a 20 second penalty. HOWEVER, if they bounce out of the box or break the 180 during the discard, the shooter will be DQ'ed for Unsafe Gun Handling.
  - Out of box is defined as the muzzle of the gun breaking the exterior plane of the Dump Box.

Stage 4

Mulligan Stage two strings - keep rest time



Rounds required per string - 2 strings

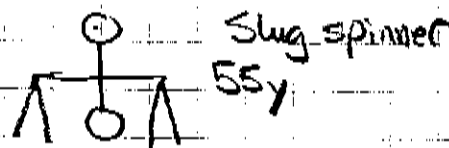
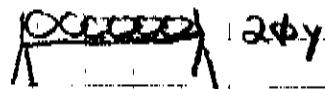
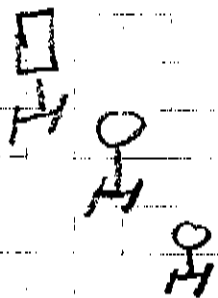
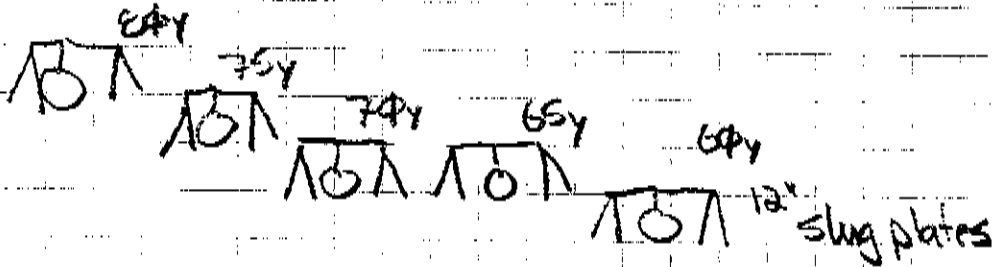
R - 10 x 2 = 20

P - 12 x 2 = 24

SG -

Slug - 8 x 2 = 16

60 total



# 2015 MGM Ironman Stage 4 Official Course Description

Welcome to Stage 4. My name is \_\_\_\_\_. I'll be your CRO. Assisting me is \_\_\_\_\_, and \_\_\_\_\_. This stage is sponsored by \_\_\_\_\_. Please remember their support of the shooting sports when you make your next purchase.

This is a 60 round COF that will be run in two strings. You will need 10 Rifle, 8 Slugs, and 12 Pistol PER STRING. Please come to the line with enough ammo to shoot both strings. I will read through the entire COF and then answer questions.

- Starting Position is standing in shooting area with one hot gun on your person.
  - If it's a rifle or shotgun, it will be hot on safe at port arms.
  - If it's a pistol, it will be hot and holstered hands at sides.
  - Other two guns will be staged in drop box loaded to division capacity and on safe.
- On start signal engage targets from the shooting area.
- Par time on this stage is 180 seconds per string.
- Shooter will shoot one string and then immediately load guns and shoot second string. Only best score will be kept.

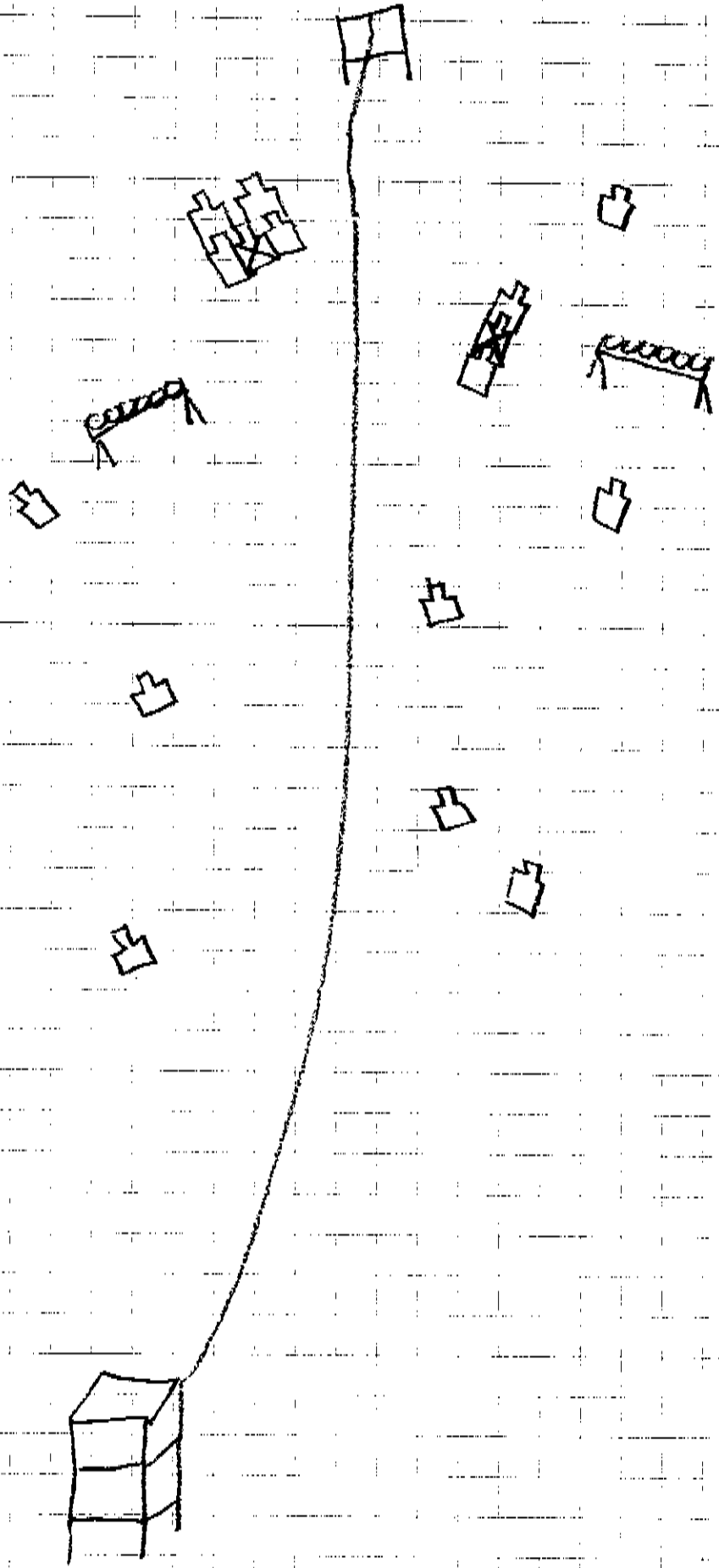
Your help in setting steel/clays and taping targets is REQUIRED. Failure to do your fair share could result in a match DQ for Unsportsmanlike Conduct. Please help out so we never have to mention this again! Thank you and have a great stage!

Notes to be read at first stage walkthrough ONLY, but available for competitors to review.

- Paper targets require 2 hits anywhere inside the perforation or 1 A/B to neutralize.
- Steel must fall or have two hits to score unless otherwise noted in the COF.
- Failure to spin a Spinner will result in a 60 second penalty.
- Stage round count based on 2 hits on paper, 1 hit for knock over steel/clays, 2 hits for all steel, 2 hits on spinners w/ SG, 6 hits on spinners w/ Pistol & Rifle.
- If the shooter chooses to go prone for ANY stage, the pistol MUST be made safe (EMPTY CHAMBER).
  - Removing the loaded pistol from holster and laying on the ground facing down range.
  - Unloading the pistol, showing clear and the re-holstering.
  - Unload and Show Clear immediately after the pistol portion of the stage.
  - IF A SHOOTER DOES NOT DO ONE OF THE ABOVE THINGS AND GOES PRONE, THEY WILL BE DQ'ED – NO EXCEPTIONS, NO EXCUSES.
- No long guns can be slung in any condition other than COMPLETELY EMPTY.
  - Nothing in the chamber, magazine well or tube.
- Any steel targets shot with any gun other than those specified in the course description and range equipment not intended to be shot will result in a 100 second penalty and a \$50 donation to the MGM Jr. Camp PER HIT.
- If a SG spinner or Whirly Gig is knocked over or needs to be reset after 2 shots you will receive a 60 second penalty. No PROVING shots allowed. Choose shot size wisely.
- Abandoned guns NOT on safe or completely empty will incur a 20 second penalty. HOWEVER, if they bounce out of the box or break the 180 during the discard, the shooter will be DQ'ed for Unsafe Gun Handling.
  - Out of box is defined as the muzzle of the gun breaking the exterior plane of the Dump Box.



P-4φ



# 2015 MGM Ironman Stage 4B Official Course Description

Welcome to Stage 4b. My name is \_\_\_\_\_. I'll be your CRO. Assisting me is \_\_\_\_\_, and \_\_\_\_\_. This stage is sponsored by \_\_\_\_\_. Please remember their support of the shooting sports when you make your next purchase.

This is a 40 round COF. You will need: 40 Pistol. I will read through the entire COF and then answer questions.

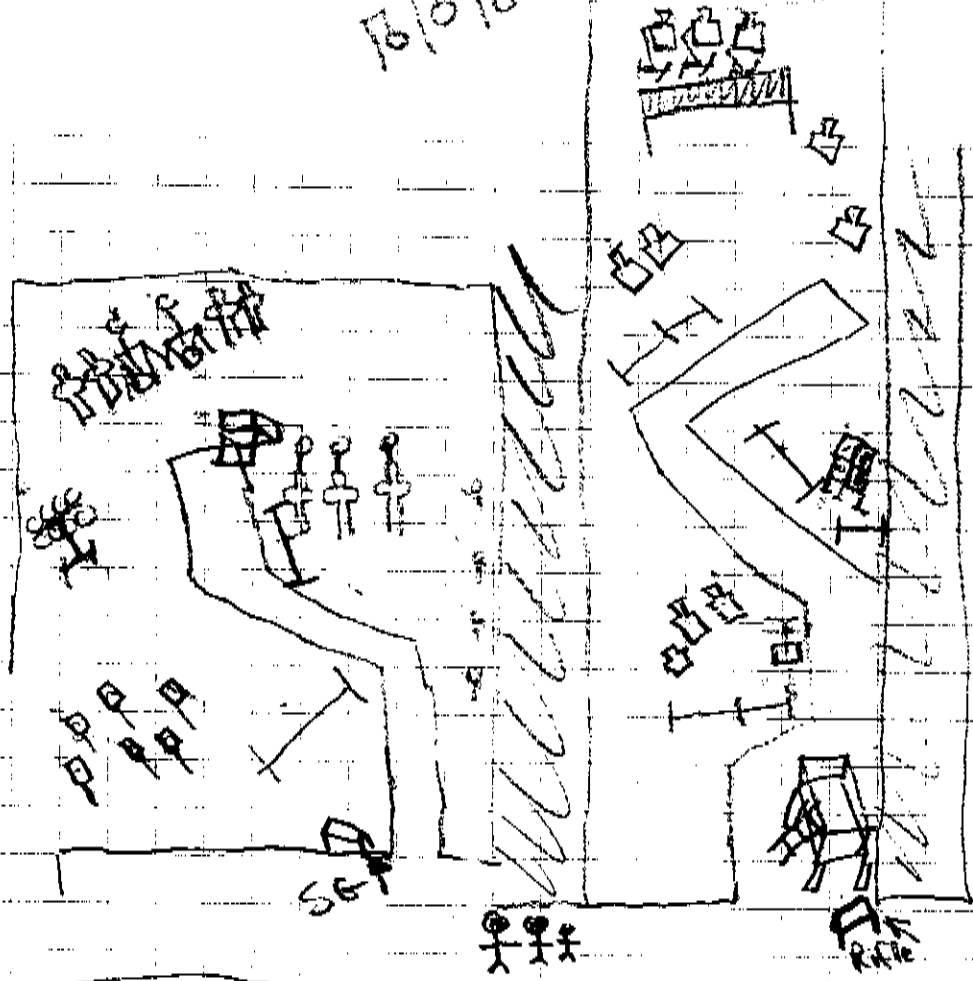
- Starting Position harnessed to zipline.
  - Pistol in hand, chamber empty, magazine inserted.
  - Support hand on pistol slide.
- On start signal let off from tower.
- Load pistol after crossing the fault line and upon ground RO's Signal.
- If shooter loads pistol prior to crossing fault line or RO's Signal, they will be DQ'ed. NO EXCUSES.

Your help in setting steel/clays and taping targets is REQUIRED. Failure to do your fair share could result in a match DQ for Unsportsmanlike Conduct. Please help out so we never have to mention this again! Thank you and have a great stage!

Notes to be read at first stage walkthrough ONLY, but available for competitors to review.

- Paper targets require 2 hits anywhere inside the perforation or 1 A/B to neutralize.
- Steel must fall or have two hits to score unless otherwise noted in the COF.
- Failure to spin a Spinner will result in a 60 second penalty.
- Stage round count based on 2 hits on paper, 1 hit for knock over steel/clays, 2 hits for all steel, 2 hits on spinners w/ SG, 6 hits on spinners w/ Pistol & Rifle.
- If the shooter chooses to go prone for ANY stage, the pistol MUST be made safe (EMPTY CHAMBER).
  - Removing the loaded pistol from holster and laying on the ground facing down range.
  - Unloading the pistol, showing clear and the re-holstering.
  - Unload and Show Clear immediately after the pistol portion of the stage.
  - IF A SHOOTER DOES NOT DO ONE OF THE ABOVE THINGS AND GOES PRONE, THEY WILL BE DQ'ED – NO EXCEPTIONS, NO EXCUSES.
- No long guns can be slung in any condition other than COMPLETELY EMPTY.
  - Nothing in the chamber, magazine well or tube.
- Any steel targets shot with any gun other than those specified in the course description and range equipment not intended to be shot will result in a 100 second penalty and a \$50 donation to the MGM Jr. Camp PER HIT.
- If a SG spinner or Whirly Gig is knocked over or needs to be reset after 2 shots you will receive a 60 second penalty. No PROVING shots allowed. Choose shot size wisely.
- Abandoned guns NOT on safe or completely empty will incur a 20 second penalty. HOWEVER, if they bounce out of the box or break the 180 during the discard, the shooter will be DQ'ed for Unsafe Gun Handling.
  - Out of box is defined as the muzzle of the gun breaking the exterior plane of the box.

16/10/10



Stage 5

R-31

P-34

SG-34



# 2015 MGM Ironman Stage 5 Official Course Description

Welcome to Stage 5. My name is \_\_\_\_\_. I'll be your CRO. Assisting me is \_\_\_\_\_, and \_\_\_\_\_. This stage is sponsored by \_\_\_\_\_. Please remember their support of the shooting sports when you make your next purchase.

This is a 99 round COF. You will need: 31 Rifle, 34 Shot, and 34 Pistol. I will read through the entire COF and then answer questions.

- **Starting Position:**
  - Standing in Box A, Pistol hot and holstered.
  - Rifle on rifle pickup table, hot and on safe.
  - Shotgun staged on sg pickup table, hot, on safe
- On start signal engage targets as they become visible from within the respective shooting area.
- When finished with a firearm, abandon in the appropriate discard area.
- Pistol paper targets and spinner must be engaged from within the trench. Pistol gongs must be engaged from box A.
- One of the three dummies must be placed on platform before last shot is fired.
  - Dummy must not touch the ground while making forward progress to receive bonus. Medium and large dummy must be transported with no assistance from another shooter, wagon, sled, cart, etc.
  - Large dummy is worth 60 second bonus.
  - Medium dummy is worth 30 second bonus.
  - Small dummy is worth 10 seconds and must be transported to platform in wagon...and you must skip and hold fully open parasol over head while making forward progress.
- Failure to transport one of the dummies and place it on top of the platform will result in a 60 second penalty.

Your help in setting steel/clays and taping targets is REQUIRED. Failure to do your fair share Could result in a match DQ for Unsportsmanlike Conduct. Please help out so we never have to mention this again! Thank you and have a great stage!

Notes to be read at first stage walkthrough ONLY, but available for competitors to review.

- Paper targets require 2 hits anywhere inside the perforation or 1 A/B to neutralize.
- Steel must fall or have two hits to score unless otherwise noted in the COF.
- Failure to spin a Spinner will result in a 60 second penalty.
- Stage round count based on 2 hits on paper, 1 hit for knock over steel/clays, 2 hits for all steel, 2 hits on spinners w/ SG, 6 hits on spinners w/ Pistol & Rifle.
- If the shooter chooses to go prone for ANY stage, the pistol MUST be made safe (EMPTY CHAMBER).
  - Removing the loaded pistol from holster and laying on the ground facing down range.
  - Unloading the pistol, showing clear and the re-holstering.
  - Unload and Show Clear immediately after the pistol portion of the stage.
  - IF A SHOOTER DOES NOT DO ONE OF THE ABOVE THINGS AND GOES PRONE, THEY WILL BE DQ'ED – NO EXCEPTIONS, NO EXCUSES.
- No long guns can be slung in any condition other than COMPLETELY EMPTY.
  - Nothing in the chamber, magazine well or tube.
- Any steel targets shot with any gun other than those specified in the course description and range equipment not intended to be shot will result in a 100 second penalty and a \$50 donation to the MGM Jr. Camp PER HIT.
- If a SG spinner or Whirly Gig is knocked over or needs to be reset after 2 shots you will receive a 60 second penalty.

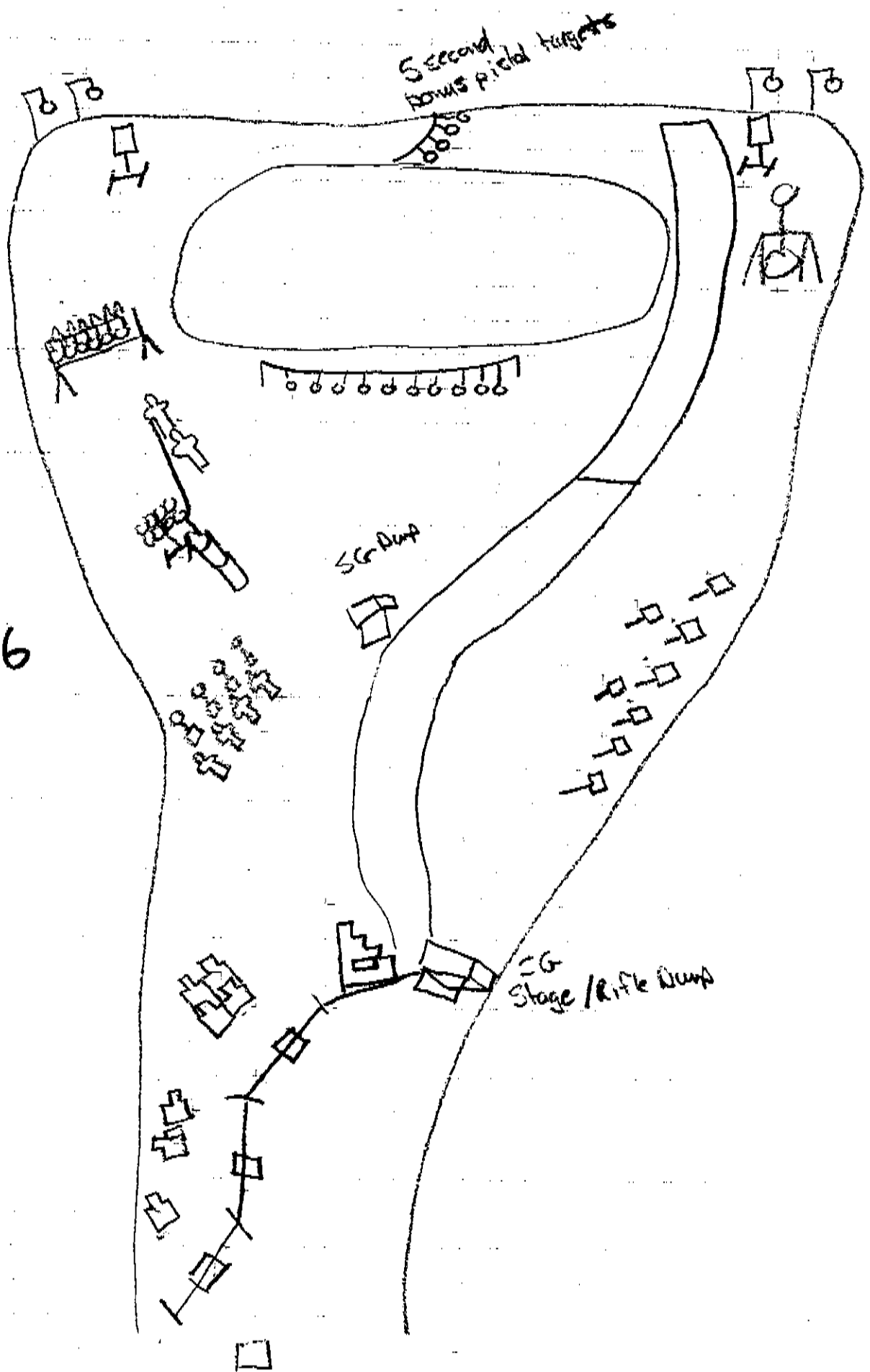
- Abandoned guns NOT on safe or completely empty will incur a 20 second penalty. HOWEVER, if they bounce out of the box or break the 180 during the discard, the shooter will be DQ'ed for Unsafe Gun Handling.
  - Out of box is defined as the muzzle of the gun breaking the exterior plane of the Dump Box.

# Stage 6

R - 28  
P - 38  
SG - 28  
Stage - 7  

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93



# 2015 MGM Ironman Stage 6 Official Course Description

Welcome to Stage 6. My name is \_\_\_\_\_. I'll be your CRO. Assisting me is \_\_\_\_\_, and \_\_\_\_\_. This stage is sponsored by \_\_\_\_\_. Please remember their support of the shooting sports when you make your next purchase.

This is an 93 round COF. You will need: 28 Rifle, 28 Shot, 7 Slugs, and 30 Pistol. I will read through the entire COF and then answer questions.

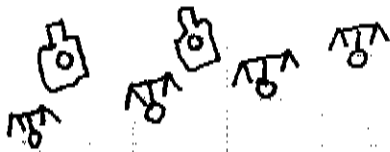
- Starting Position behind Rifle Barricade w/Rifle at port arms, hot.
  - Pistol holstered, empty chamber, magazine inserted.
  - SG in first drop box loaded to division capacity on safe in first drop box.
- On start signal engage targets as they become visible from within the shooting area.
- T post targets must be engaged one time with rifle uprange of first drop box.
- Clays on plastic holders must be engaged through port in barricade.
- Slug spinner and slug plates must be engaged uprange of first drop box.
- Slug plates must be engaged with 2 rounds with pistol uprange of pistol fault line. T post targets must be engaged one time each with pistol uprange of pistol fault line.
- Tennis balls are a 5 second bonus for each hit. You can only get one bonus per tennis ball.

Your help in setting steel/clays and taping targets is REQUIRED. Failure to do your fair share could result in a match DQ for Unsportsmanlike Conduct. Please help out so we never have to mention this again! Thank you and have a great stage!

Notes to be read at first stage walkthrough ONLY, but available for competitors to review.

- Paper targets require 2 hits anywhere inside the perforation or 1 A/B to neutralize.
- Steel must fall or have two hits to score unless otherwise noted in the COF.
- Failure to spin a Spinner will result in a 60 second penalty.
- Stage round count based on 2 hits on paper, 1 hit for knock over steel/clays, 2 hits for all steel, 2 hits on spinners w/ SG, 6 hits on spinners w/ Pistol & Rifle.
- If the shooter chooses to go prone for ANY stage, the pistol MUST be made safe (EMPTY CHAMBER).
  - Removing the loaded pistol from holster and laying on the ground facing down range.
  - Unloading the pistol, showing clear and the re-holstering.
  - Unload and Show Clear immediately after the pistol portion of the stage.
  - IF A SHOOTER DOES NOT DO ONE OF THE ABOVE THINGS AND GOES PRONE, THEY WILL BE DQ'ED – NO EXCEPTIONS, NO EXCUSES.
- No long guns can be slung in any condition other than COMPLETELY EMPTY.
  - Nothing in the chamber, magazine well or tube.
- Any steel targets shot with any gun other than those specified in the course description and range equipment not intended to be shot will result in a 100 second penalty and a \$50 donation to the MGM Jr. Camp PER HIT.
- If a SG spinner or Whirly Gig is knocked over or needs to be reset after 2 shots you will receive a 60 second penalty. No PROVING shots allowed. Choose shot size wisely.
- Abandoned guns NOT on safe or completely empty will incur a 20 second penalty. HOWEVER, if they bounce out of the box or break the 180 during the discard, the shooter will be DQ'ed for Unsafe Gun Handling.
  - Out of box is defined as the muzzle of the gun breaking the exterior plane of the Dump Box.

#7

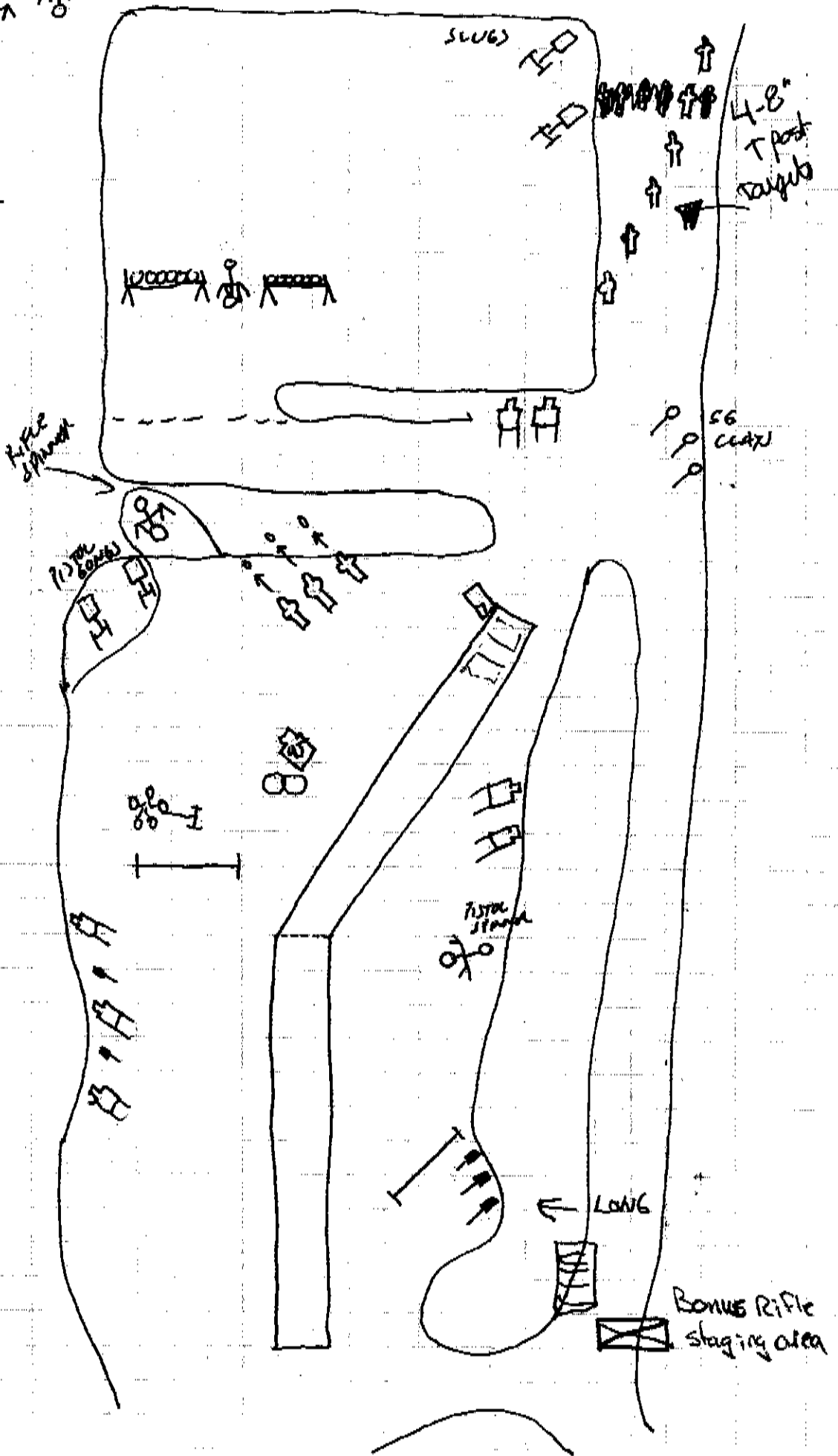


3 LONG RIFLE  
24 RIFLE  
40 PISTOL ALL FROM CART

R - 24  
P - 40  
SG - 25  
S - 4  
LE - 6 - 592 (AKS) loading  
W/B @ 450-550

99 rounds

LONG RIFLES  
BCC 200 or  
D/B 18 Flashes





# 2015 MGM Ironman Stage 7 Official Course Description

Welcome to Stage 7. My name is \_\_\_\_\_. I'll be your CRO. Assisting me is \_\_\_\_\_, and \_\_\_\_\_. This stage is sponsored by \_\_\_\_\_. Please remember their support of the shooting sports when you make your next purchase.

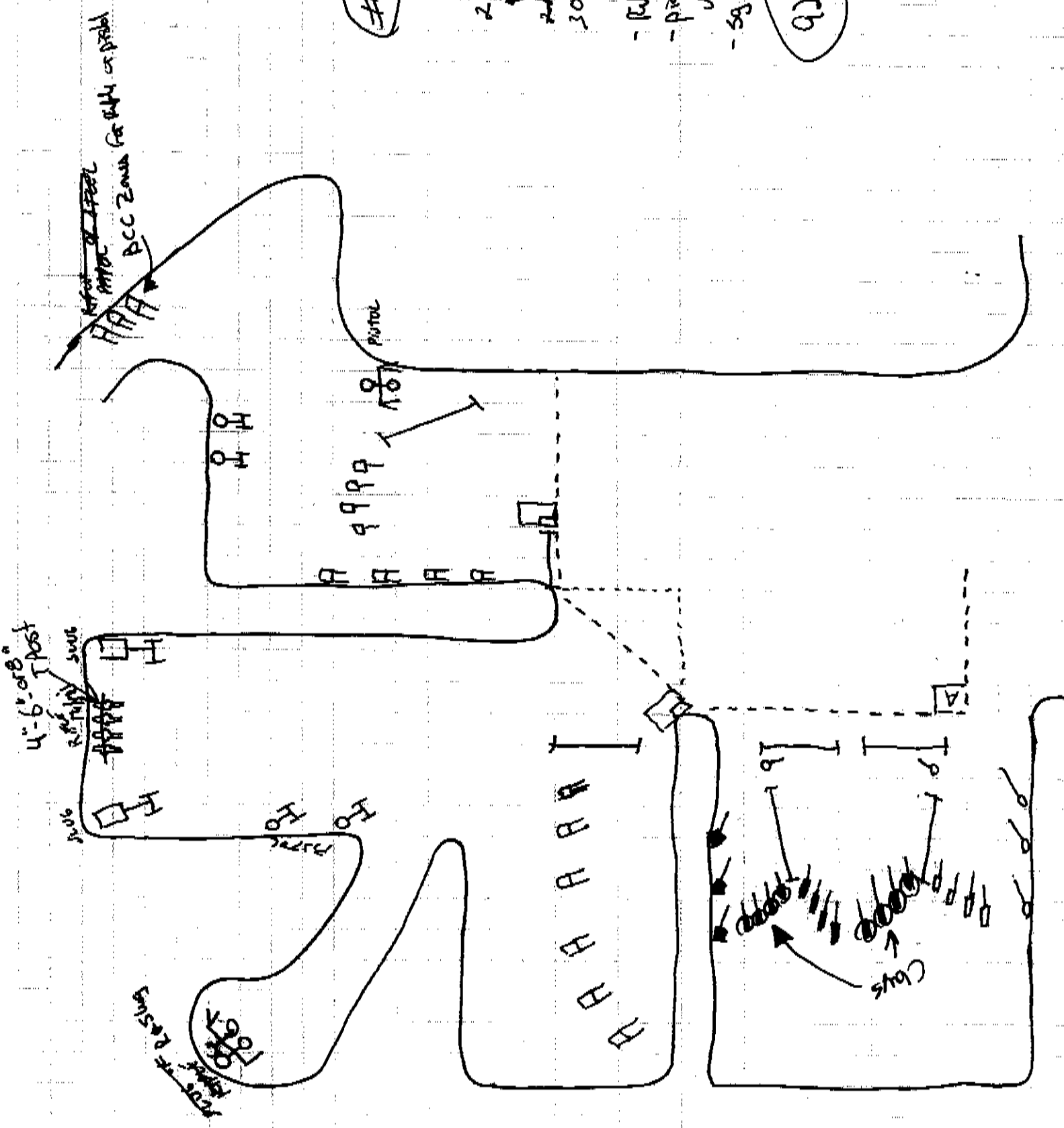
This is a 99 round COF. You will need: 24 Rifle, 25 Shot, 4 Slugs, 40 Pistol. There are also 3 optional Rifle Bonus. I will read through the entire COF and then answer questions.

- Starting Position behind Rifle roof w/Rifle at port arms, hot.
  - Pistol holstered, empty chamber, magazine inserted.
  - SG on sg pickup table hot and on safe.
  - Bonus rifle (if used) staged in bonus rifle staging area hot and on safe.
- On start signal engage targets as they become visible from within the shooting area.
- All rifle targets must be shot from ON the roof. ALL of body is on the roof.
- Golf Cart must end up at the end of the shooting area.
- 30 second penalty each time the golf cart hits the yellow rope.
- Flag portion of the IPSCFLAG is worth 5 second bonus, maximum 2 bonus hits (10 seconds) per target.
  - Shooter may shoot IPSCFLAG target as many time as they want. Only 2 Bonus hits will score or 2 hits anywhere to neutralize the target.
- Rifle Bonus Targets are worth 10 second bonus, only one hit on each target will score.

Your help in setting steel/clays and taping targets is REQUIRED. Failure to do your fair share could result in a match DQ for Unsportsmanlike Conduct. Please help out so we never have to mention this again! Thank you and have a great stage!

Notes to be read at first stage walkthrough ONLY, but available for competitors to review.

- Paper targets require 2 hits anywhere inside the perforation or 1 A/B to neutralize.
- Steel must fall or have two hits to score unless otherwise noted in the COF.
- Failure to spin a Spinner will result in a 60 second penalty.
- Stage round count based on 2 hits on paper, 1 hit for knock over steel/clays, 2 hits for all steel, 2 hits on spinners w/ SG, 6 hits on spinners w/ Pistol & Rifle.
- If the shooter chooses to go prone for ANY stage, the pistol MUST be made safe (EMPTY CHAMBER).
  - Removing the loaded pistol from holster and laying on the ground facing down range.
  - Unloading the pistol, showing clear and the re-holstering.
  - Unload and Show Clear immediately after the pistol portion of the stage.
  - IF A SHOOTER DOES NOT DO ONE OF THE ABOVE THINGS AND GOES PRONE, THEY WILL BE DQ'ED – NO EXCEPTIONS, NO EXCUSES.
- No long guns can be slung in any condition other than COMPLETELY EMPTY.
  - Nothing in the chamber, magazine well or tube.
- Any steel targets shot with any gun other than those specified in the course description and range equipment not intended to be shot will result in a 100 second penalty and a \$50 donation to the MGM Jr. Camp PER HIT.
- If a SG spinner or Whirly Gig is knocked over or needs to be reset after 2 shots you will receive a 60 second penalty. No PROVING shots allowed. Choose shot size wisely.
- Abandoned guns NOT on safe or completely empty will incur a 20 second penalty. HOWEVER, if they bounce out of the box or break the 180 during the discard, the shooter will be DQ'ed for Unsafe Gun Handling.
  - Out of box is defined as the muzzle of the gun breaking the exterior plane of the Dump Box.



#8

- 24 ORP SHOT
- 06 SCUB
- 2-32 KIFUP (w SPW)
- 30 PISTOL

- Rifle Slung
- Pistol holstered w/in
- empty chamber
- SG hot port-cann

92 ROUNDS

# 2015 MGM Ironman Stage 8 Official Course Description

Welcome to Stage 8. My name is \_\_\_\_\_. I'll be your CRO. Assisting me is \_\_\_\_\_, and \_\_\_\_\_. This stage is sponsored by \_\_\_\_\_. Please remember their support of the shooting sports when you make your next purchase.

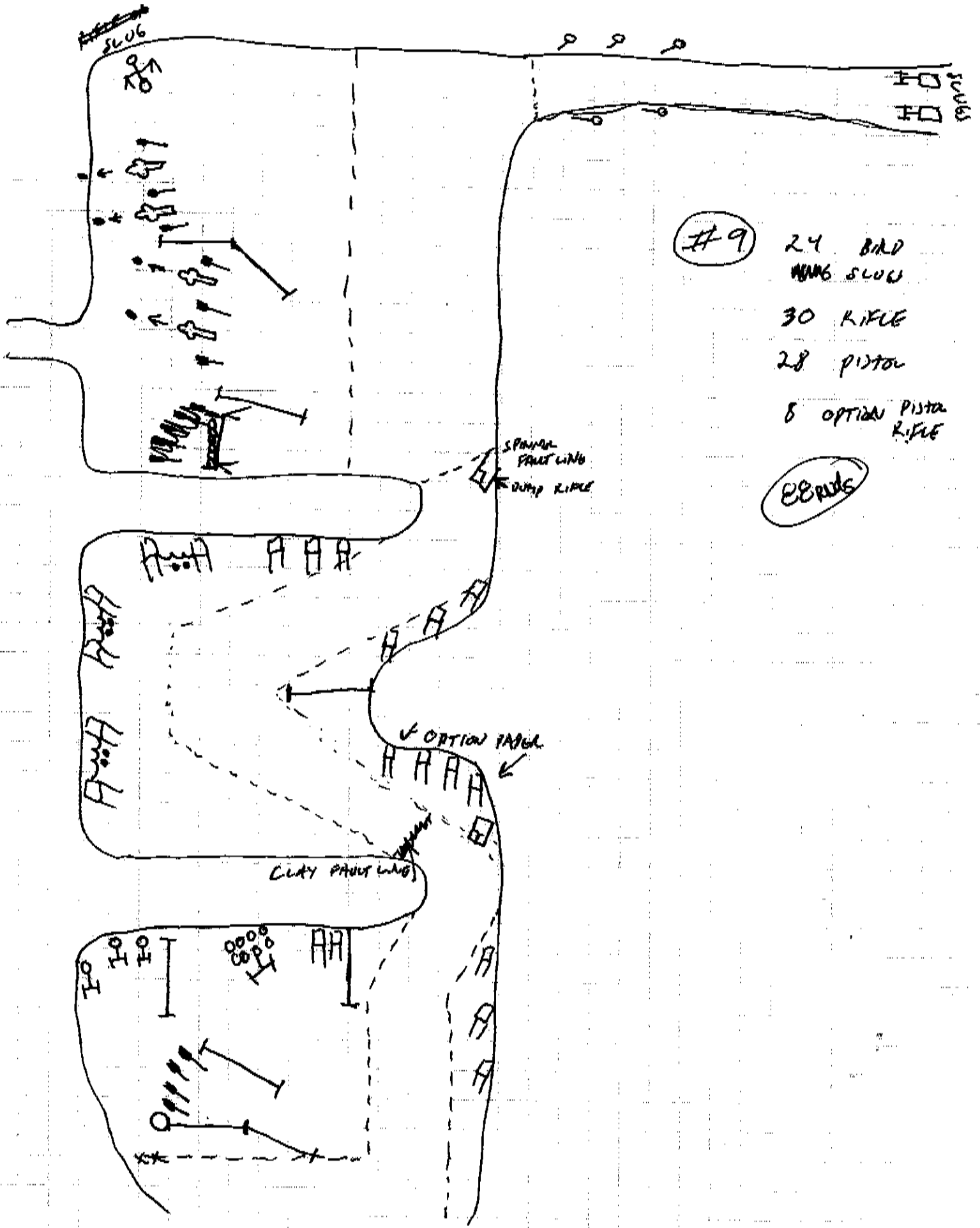
This is a 92 round COF. You will need: 32 Rifle, 24 Shot, 6 Slugs, and 30 Pistol. I will read through the entire COF and then answer questions.

- Starting Position in box A with pistol holstered magazine inserted, rifle completely empty and slung, and shotgun hot at port arms.
- On start signal engage targets as they become visible from within the shooting areas.
- For this stage, steel challenge plates on 2x4 posts (round or rectangle), are pistol targets. Paper and BCC Zones are rifle, pistol, or slug, and clays are shotgun. Left double spinner is rifle, and right double spinner is slug. Single spinner is pistol. Rectangle plates on steel posts are slug.

Your help in setting steel/clays and taping targets is REQUIRED. Failure to do your fair share could result in a match DQ for Unsportsmanlike Conduct. Please help out so we never have to mention this again! Thank you and have a great stage!

Notes to be read at first stage walkthrough ONLY, but available for competitors to review.

- Paper targets require 2 hits anywhere inside the perforation or 1 A/B to neutralize.
- Steel must fall or have two hits to score unless otherwise noted in the COF.
- Failure to spin a Spinner will result in a 60 second penalty.
- Stage round count based on 2 hits on paper, 1 hit for knock over steel/clays, 2 hits for all steel, 2 hits on spinners w/ SG, 10 hits on spinners w/ Pistol & Rifle.
- If the shooter chooses to go prone for ANY stage, the pistol MUST be made safe (EMPTY CHAMBER).
  - Removing the loaded pistol from holster and laying on the ground facing down range.
  - Unloading the pistol, showing clear and the re-holstering.
  - Unload and Show Clear immediately after the pistol portion of the stage.
  - IF A SHOOTER DOES NOT DO ONE OF THE ABOVE THINGS AND GOES PRONE, THEY WILL BE DQ'ED – NO EXCEPTIONS, NO EXCUSES.
- No long guns can be slung in any condition other than COMPLETELY EMPTY.
  - Nothing in the chamber, magazine well or tube.
- Any steel targets shot with any gun other than those specified in the course description and range equipment not intended to be shot will result in a 100 second penalty and a \$50 donation to the MGM Jr. Camp PER HIT.
- If a SG spinner or Whirly Gig is knocked over or needs to be reset after 2 shots you will receive a 60 second penalty. No PROVING shots allowed. Choose shot size wisely.
- Abandoned guns NOT on safe or completely empty will incur a 20 second penalty. HOWEVER, if they bounce out of the box or break the 180 during the discard, the shooter will be DQ'ed for Unsafe Gun Handling.
  - Out of box is defined as the muzzle of the gun breaking the exterior plane of the Dump Box.



#9

- 24 BIRD
- MANE SLOW
- 30 RIFLE
- 28 PISTOL
- 8 OPTION PISTOL RIFLE

BEARDS

# 2015 MGM Ironman Stage 9 Official Course Description

Welcome to Stage 9. My name is \_\_\_\_\_. I'll be your CRO. Assisting me is \_\_\_\_\_, and \_\_\_\_\_. This stage is sponsored by \_\_\_\_\_. Please remember their support of the shooting sports when you make your next purchase.

This is an 88 round COF. You will need: 30 Rifle, 24 Shot, 6 Slugs, 28 Pistol and there are 8 options for rifle and slug. I will read through the entire COF and then answer questions.

- Starting Position is pistol hot and holstered, rifle slug completely empty, and sg staged in rifle dump box.
- On start signal engage targets as they become visible from within the shooting areas.
  - Slug plates and slug spinner must be engaged up range of slug fault lines.

Your help in setting steel/clays and taping targets is REQUIRED. Failure to do your fair share could result in a match DQ for Unsportsmanlike Conduct. Please help out so we never have to mention this again! Thank you and have a great stage!

Notes to be read at first stage walkthrough ONLY, but available for competitors to review.

- Paper targets require 2 hits anywhere inside the perforation or 1 A/B to neutralize.
- Steel must fall or have two hits to score unless otherwise noted in the COF.
- Failure to spin a Spinner will result in a 60 second penalty.
- Stage round count based on 2 hits on paper, 1 hit for knock over steel/clays, 2 hits for all steel, 2 hits on spinners w/ SG, 6 hits on spinners w/ Pistol & Rifle.
- If the shooter chooses to go prone for ANY stage, the pistol MUST be made safe (EMPTY CHAMBER).
  - Removing the loaded pistol from holster and laying on the ground facing down range.
  - Unloading the pistol, showing clear and the re-holstering.
  - Unload and Show Clear immediately after the pistol portion of the stage.
  - IF A SHOOTER DOES NOT DO ONE OF THE ABOVE THINGS AND GOES PRONE, THEY WILL BE DQ'ED – NO EXCEPTIONS, NO EXCUSES.
- No long guns can be slung in any condition other than COMPLETELY EMPTY.
  - Nothing in the chamber, magazine well or tube.
- Any steel targets shot with any gun other than those specified in the course description and range equipment not intended to be shot will result in a 100 second penalty and a \$50 donation to the MGM Jr. Camp PER HIT.
- If a SG spinner or Whirly Gig is knocked over or needs to be reset after 2 shots you will receive a 60 second penalty. No PROVING shots allowed. Choose shot size wisely.
- Abandoned guns NOT on safe or completely empty will incur a 20 second penalty. HOWEVER, if they bounce out of the box or break the 180 during the discard, the shooter will be DQ'ed for Unsafe Gun Handling.
  - Out of box is defined as the muzzle of the gun breaking the exterior plane of the Dump Box.

RIFLE PAD  
PISTOL PLATE RACK

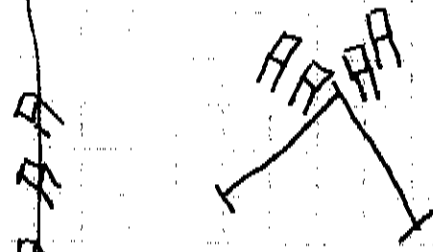
# Stage 10

BCC Zone

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7777

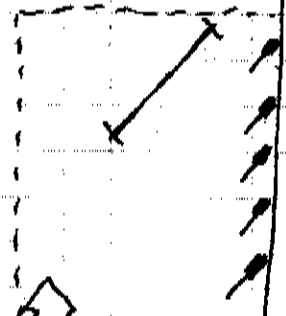
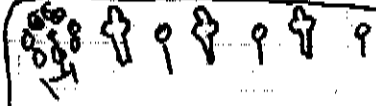
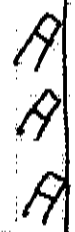
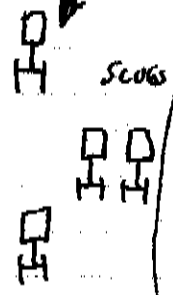
RIFLE



Pistol  
Guns

10

- 25 BIKES
- 8 SLUGS
- 32 PISTOL
- 36 RIFLE (101 ends)



RIFLE STOPS

RIFLES FROM BARRIERS AND/OR WALLS

RIGHT ROPE  
PLATE RACK

# 2015 MGM Ironman Stage 10 Official Course Description

Welcome to Stage 10. My name is \_\_\_\_\_. I'll be your CRO. Assisting me is \_\_\_\_\_, and \_\_\_\_\_. This stage is sponsored by \_\_\_\_\_. Please remember their support of the shooting sports when you make your next purchase.

This is a 101 round COF. You will need: 36 Rifle, 25 Shot, 8 Slugs, 32 Pistol. I will read through the entire COF and then answer questions.

- Starting Position is pistol holstered magazine inserted chamber empty, rifle hot and staged in rifle pickup box, and shotgun hot at port arms.
- On start signal engage targets as they become visible from within the shooting areas.
  - Steel rifle targets must be engaged up range of barricades.

Your help in setting steel/clays and taping targets is REQUIRED. Failure to do your fair share could result in a match DQ for Unsportsmanlike Conduct. Please help out so we never have to mention this again! Thank you and have a great stage!

Notes to be read at first stage walkthrough ONLY, but available for competitors to review.

- Paper targets require 2 hits anywhere inside the perforation or 1 A/B to neutralize.
- Steel must fall or have two hits to score unless otherwise noted in the COF.
- Failure to spin a Spinner will result in a 60 second penalty.
- Stage round count based on 2 hits on paper, 1 hit for knock over steel/clays, 2 hits for all steel, 2 hits on spinners w/ SG, 6 hits on spinners w/ Pistol & Rifle.
- If the shooter chooses to go prone for ANY stage, the pistol MUST be made safe (EMPTY CHAMBER).
  - Removing the loaded pistol from holster and laying on the ground facing down range.
  - Unloading the pistol, showing clear and the re-holstering.
  - Unload and Show Clear immediately after the pistol portion of the stage.
  - IF A SHOOTER DOES NOT DO ONE OF THE ABOVE THINGS AND GOES PRONE, THEY WILL BE DQ'ED – NO EXCEPTIONS, NO EXCUSES.
- No long guns can be slung in any condition other than COMPLETELY EMPTY.
  - Nothing in the chamber, magazine well or tube.
- Any steel targets shot with any gun other than those specified in the course description and range equipment not intended to be shot will result in a 100 second penalty and a \$50 donation to the MGM Jr. Camp PER HIT.
- If a SG spinner or Whirly Gig is knocked over or needs to be reset after 2 shots you will receive a 60 second penalty. No PROVING shots allowed. Choose shot size wisely.
- Abandoned guns NOT on safe or completely empty will incur a 20 second penalty. HOWEVER, if they bounce out of the box or break the 180 during the discard, the shooter will be DQ'ed for Unsafe Gun Handling.
  - Out of box is defined as the muzzle of the gun breaking the exterior plane of the Dump Box.