

MGM Ironman '08

Stage 1

“Donut Seem Confusing?”

Starting Position: Hands naturally at side, pistol unloaded and holstered. Rifle and SG will be unloaded and staged anywhere the shooter chooses.

- Upon start signal from behind fault line shooter must neutralize the upper half of all paper targets PT1, P1, PT2, P2, alternating in this fashion until all targets have been engaged freestyle. Shooter must then call for reset of plate rack and repeat the above sequence weak hand only with hits on the lower half of the paper targets.
- From behind fault line using rifle, engage RCSP1-4, RT1-4, RWHRL 1-5, RBCC Zone 1-4, and RF1-3. RBCC Zone targets require two hits each. Shots on RACSP1-4 and RT1-4 must pass through the MGM Donut.. The MGM Donut will act as a no-shoot. All shots hitting the donut will result in a 10 second penalty.
- From behind Fault line C, engage shotgun targets: SDS1, SPF1-5 with 2 pigeons each, and ST1-4 as visible. Any targets shot with slugs other than ST1-4 will result in 300 second penalty *per hit.*

NOTES:

RO will repaint donut after every no-shoot hit.

If the shooter chooses to go prone for the Rifle portion of this stage, the pistol MUST be made safe. Options include removing the loaded pistol from holster and laying it on the ground facing down range or unloading the pistol, showing clear, and re-holstering. The shooter can unload, show clear, and holster immediately after the pistol portion if they so choose. If a shooter does not do one of the above things, and goes prone, they are to be immediately DQ'd – no exceptions and no excuses – BE CAREFUL!

1 A or two hits on paper neutralizes target, steel must fall to score, and clays must be chipped or have at least one BB hole to be considered hit. Double Swingers must receive ten (10) hits to the top plate and ten (10) hits to the bottom plate, **or** rotate to score. Slugs cannot be used on SDS1, buck shot is acceptable. Activating the “Flag” or “Door” portion of a IPSC target is a 5 second bonus.

Round Count Total 75 min 91 max

Rifle 24 min 28 max

Shot 15 min

Slugs 4 min 8 max

Buck Shot 4

Pistol 24 min 36 max

Other items required:

Garbage can and liners

Stage bucket

Three spools

Four extra 2x4s for BCC Zone targets

15 boxes of clays

Targets needed:

Plate Rack – 1

JTTS – 14

APCSP w/coroplast backers -4

BCC Zone w/2x4 post – 4

PPw/PF – 5

Double Swinger – 1

Flash Target – 3

MGM donut and all required parts – 1

Paper targets – 8

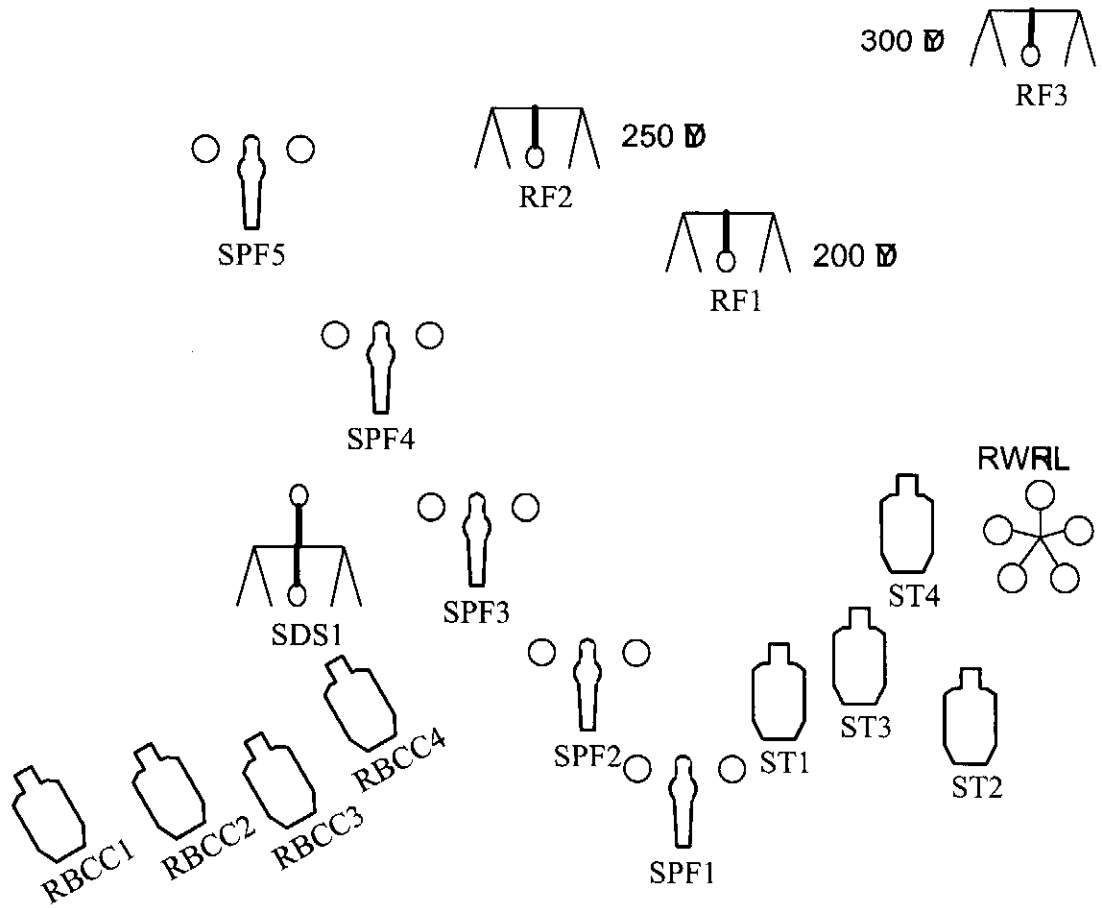
Whirly Gig – 1

Caution tape

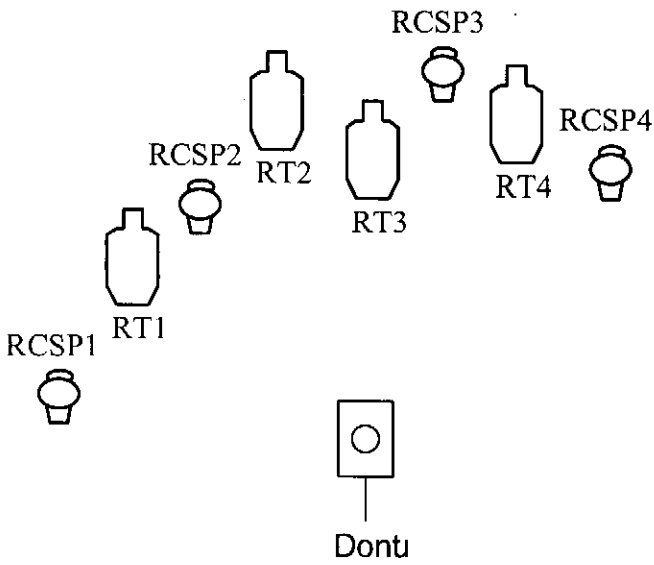
Ground stakes – 20

Paper targets split horiz. 6

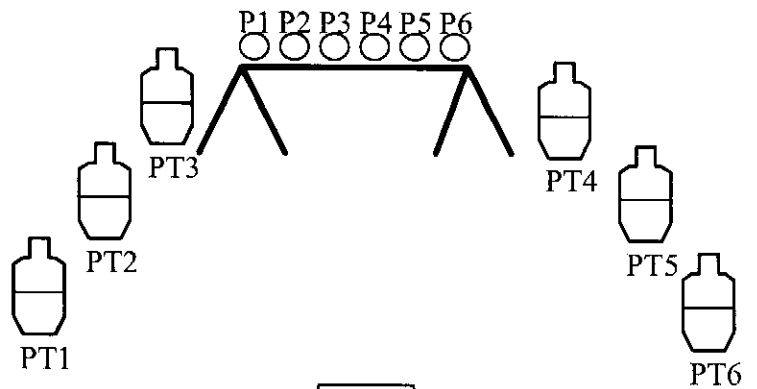
T-posts for stage banner



Shotg Fall line



Fall Line B



Box A

MGM Ironman '08

Stage 2

“Don't Rock the Boat!!”

Starting Position: Sitting on chair with oar in hand. Pistol is hot in pistol holder. Shotgun is in long gun holder at either end of the “Boat”. Rifle is at opposite end in holder.

On start signal engage targets as they become visible from the platform.
Stationary paper targets are rifle targets.
Paper targets with an S are slug targets and so are the Flash targets with no cards on them.
Close steel is either pistol or shotgun (shooters choice).
Clays are shotgun targets.

When shooter is finished with a gun, it must be placed back where it started in a safe condition (hot and safe at a minimum) before another firearm is picked up.

NOTES:

1 A or two hits on paper neutralizes target, steel must fall to score, and clays must be chipped or have at least one BB hole to be considered hit. All non-disappearing targets require two hits. Double Swingers must receive ten (10) hits to the top plate and ten (10) hits to the bottom plate, **OR** rotate to score. Slugs or buckshot cannot be used on Double Swinger. Activating the “Flag” or “Door” portion of a IPSC target is a 5 second bonus.

Round Count Total 73 min 86 max

Rifle 17 min 25 max

Shot as many as 31

Slugs 6 min 8 max

Buck Shot 0

Pistol 21 min 24 max

Other items required:

Garbage can and liners

Stage bucket

30 boxes of clays

Barrel to discard long gun in - 2

Targets needed:

Plate Rack – 1

PTS90 – 6

Paper Swinger - 2

Swinger w/CPH - 1

PPC – 2

Double Swinger – 1

Flash Target – 2

Drop turner - 1

DLP4 - 2

Flag Targets - 5

Ground stakes – 20

Clay Pigeon holders - 18

Paper targets – 13

Whirly Gig – 1

4x8 platform

Offset H bases – 4

Posts for H bases - 4

Angle pieces for H base post caps (see Travis) – 4

50' of 1/4" cable

1/4" cable clamps - 12

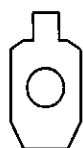


RFL1



RFL2

100 Y



RFL3

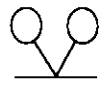


RFL4



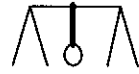
RFL5

RDLP1-2

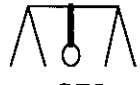


75 Y

RDLP3-4



SF1



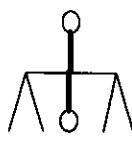
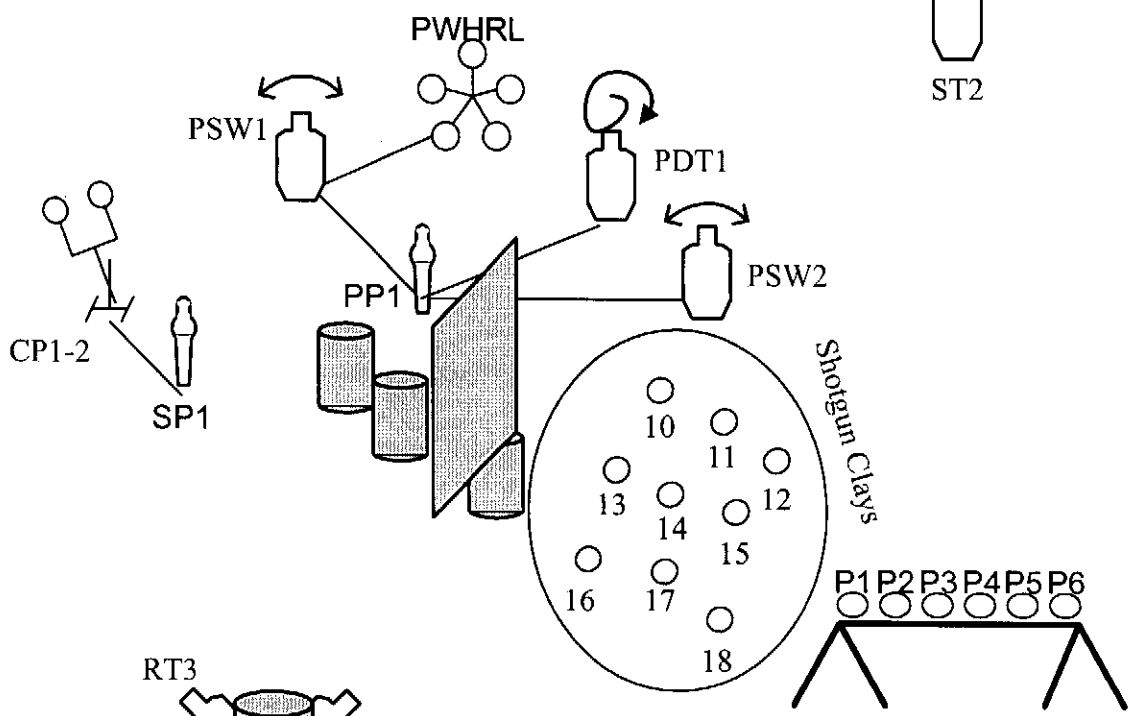
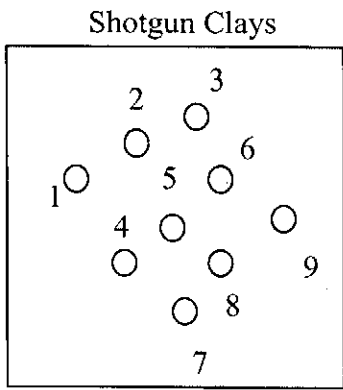
SF2



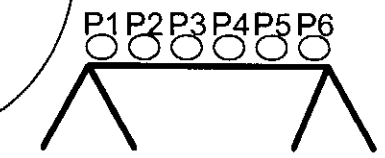
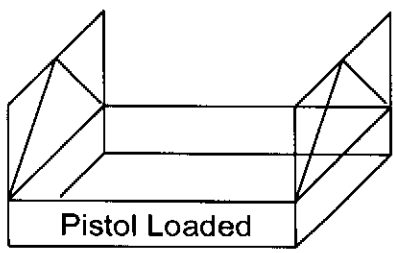
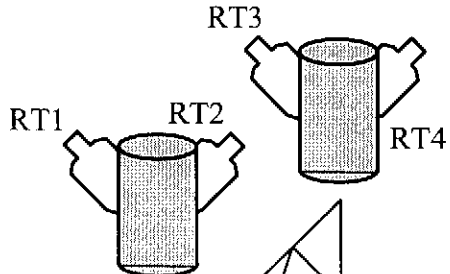
ST1



ST2



PDS1



M G M '08 IRONMAN 3-Gun

Stage 3

“Nearer to de Light”

Start position: On top of tower with rifle hot and on safe, pistol cold in box or holstered, SG empty and staged anywhere shooter would like, Sniper rifle cold and staged anywhere shooter would like.

On start signal, engage targets as they become visible.

- Group 1 targets are pistol targets. These are PT1-PT10 and PWRL1-PWRL5
- Group 2 targets are SG targets. These are targets SUF1-SUF8 (with one pigeon each), SP1-SP6, and SDS1
- Group 3 targets are rifle targets. These are targets RF1-RF4, RCSP1-RCSP5, and RAP1
- Group 4 targets are Sniper rifle targets. These are targets SNRF1 and SNRP1
- Targets RF1-RF4, RCSP1-RCSP5, and RAP1 must be engaged once from the ground and once from top of tower
- Targets PT1-PT10, must be engaged once from swinging platform and once from ground
- Target SNRP1 can be hit up to five times with each hit being a bonus of 10 seconds for a total of 50 seconds
- Target SNRF1 can be hit up to five times with each hit being a bonus of 15 seconds for a total of 75 seconds

NOTES:

If the shooter chooses to go prone for the Rifle portion of this stage, the pistol **MUST** be made safe. Options include removing the loaded pistol from holster and laying it on the ground facing down range or unloading the pistol, showing clear, and re-holstering. The shooter can unload, show clear, and holster immediately after the pistol portion if they so choose. If a shooter does not do one of the above things, and goes prone, they are to be immediately DQ'd

1 A or two hits on paper neutralizes target, steel must fall to score, and clays must be chipped or have at least one BB hole to be considered hit. Double Swingers must receive ten (10) hits to the top plate and ten (10) hits to the bottom plate, **or** rotate to score. Slugs cannot be used on SDS1, buck shot is acceptable. Activating the “Flag” or “Door” portion of an IPSC target is a 5 second bonus.

Round Count Total 83 min 105 max

Rifle 22 min 24 max

Shot 22 min

Slugs 0

Buck Shot 4

Pistol 25 min 45 max

SR Rifle 10

Other items required:

Garbage can and liners

Stage bucket

16 boxes of clays

One spools

Targets needed:

Plate Rack – 1

JTTS – 10

APCSP w/coroplast backer – 5

APS w/coroplast backer – 1

Small wooden box for pistol – 1

USPw/PF – 8

Double Swinger – 1

Flash Target and large numbers– 5

Parts and plate for LR Flash target

Paper targets - 11

Caution tape

Whirly Gig - 1

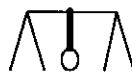
Note from Mike All shooters will climb the tower, unless a note is provided to the MGM staff from their psychiatrist stating that they have a certifiable fear of heights or some other physical disability. If they don't shoot the required shots from the tower, they can't shoot them from any place else.

Group 4
SR



SNRP1

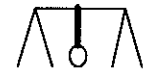
630YDS



SNRF1

500YDS

400YDS



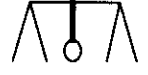
RF4



RF3

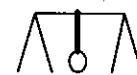
300YDS

200YDS



RF2

150YDS



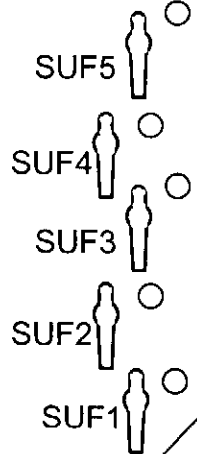
RF1

Group 3
R

RCSP1 RCSP2 RCSP3 RCSP4 RCSP5 RAP1



Group 2
SG



SUF5

SUF4

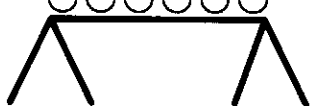
SUF3

SUF2

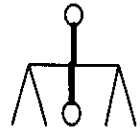
SUF1

Shotgun
Pistol

P1P2P3P4P5P6



Spool



SDS1

SUF8

SUF7

SUF6

Group 1
P

PWHRL



PT5

PT6

PT4

PT7

PT3

PT8

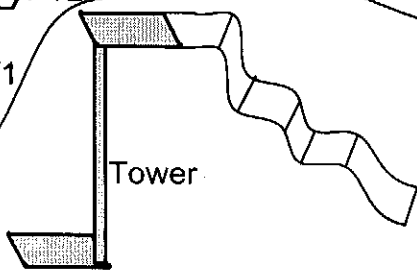
PT2

PT9

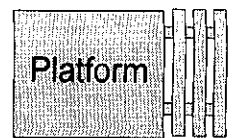
PT1

PT10

Tower



Platform



M G M '08 IRONMAN 3-Gun

Stage 4 part I

“Zippidydoda”

Start position: Guns however shooter wants them as long as they are safe, standing behind trap house with umbrella in strong hand completely over head, standing on one leg like you are doing a little jig, smiling and acting like you are enjoying a nice rainy afternoon....just like in Mary Poppins.

On start signal, engage targets as they become visible with weapon of choice. 20 clays can only be engaged with shot and must be thrown by shooter only. Paper CAN NOT be shot with shot.

Square steel plates are slug bonus targets. Each plate is worth 5 seconds for a possible bonus of 50 seconds. As soon as you miss a bonus target you are finished and can not engage any more.

Example: Targets 1-4 are hit and number 5 is missed, the shooter is done and gets a 20 second bonus

NOTES:

If the shooter chooses to go prone for the Rifle portion of this stage, the pistol MUST be made safe. Options include removing the loaded pistol from holster and laying it on the ground facing down range or unloading the pistol, showing clear, and re-holstering. If a shooter does not do one of the above things, and goes prone, they are to be immediately DQ'd

1 A or two hits on paper neutralizes target, steel must fall to score, and clays must be chipped or have at least one BB hole to be considered hit. Double Swingers must receive ten (10) hits to the top plate and ten (10) hits to the bottom plate, **OR** rotate to score. Activating the “Flag” or “Door” portion of a IPSC target is a 5 second bonus.

Round Count Total 50 min 88 max

Rifle 10 min 20 max

Shot 20 min

Slugs 4 min 14 max

Buck Shot 0

Pistol 0 min 10 max

LR Rifle 0

Targets needed:

Double Swinger – 1

45 Degree PTS – 5

APCSP w/coroplast backer – 5

APS w/coroplast backer – 5

Paper targets - 5

3/8” 10” KO plates and stands - 10

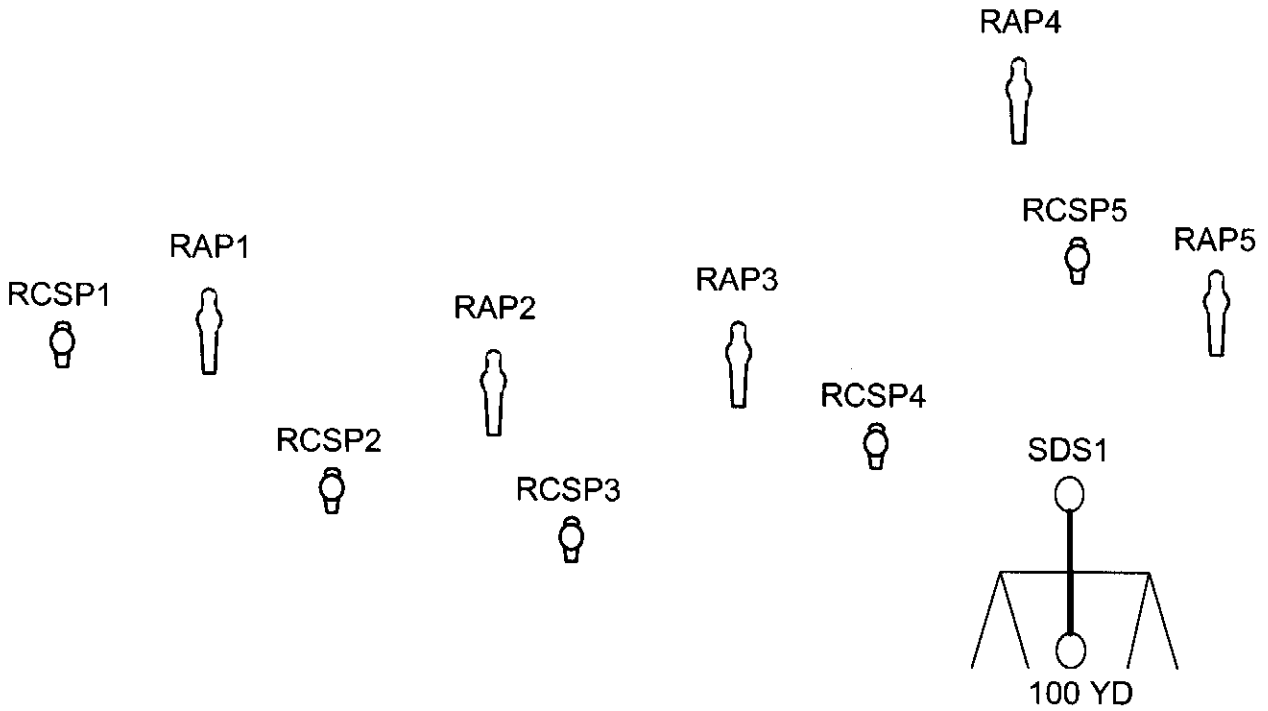
T – posts for stage banner

Other items required:

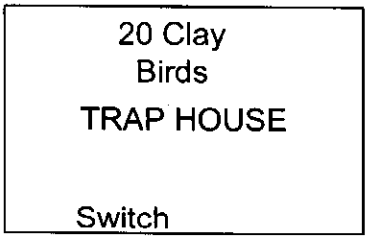
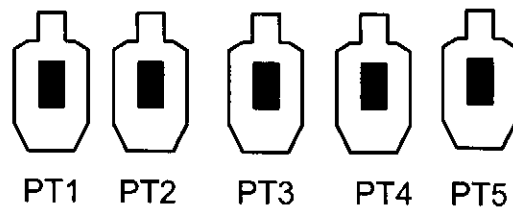
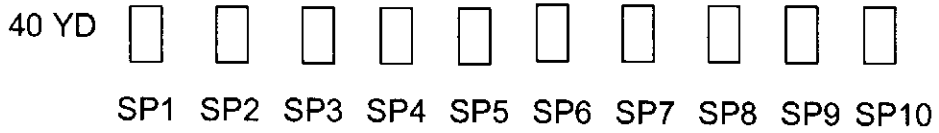
Garbage can and liners

Stage bucket

30 boxes of clays



Bonus
Slug
Targets



M G M '08 IRONMAN 3-Gun
Stage 4 part II
“Zippidydoda”

Start position: Pistol empty, shooter in harness hooked up to zip line

On start signal, engage targets as they become visible. Pistol can not be loaded until shooter crosses road. Plate rack is a bonus and 10 seconds per neutralized target will be given.

NOTES:

1 A or two hits on paper neutralizes target and steel must fall to score

Note from Mike:

All shooters will ride the zip line, unless a note is provided to the MGM staff from their psychiatrist stating that they have a certifiable fear of heights or some other physical disability. There are no options, and no alternatives. If they don't shoot it from the zip line, they don't shoot that segment at all.

One additional note: DON'T SHOOT YOURSELF IN THE FOOT OR BREAK THE 180!! IF YOU DO WE WILL HAVE TO DQ YOU FOR UNSAFE GUN HANDLEING!!!! WE SUGGEST BENDING YOUR KNEES TO GET YOUR FEET BEHIND YOU!!!

Round Count Total 10 min 26 max

Rifle 0

Shot 0

Slugs

Buck Shot

Pistol 10 min 26 max

LR Rifle 0

Other items required:

Garbage can and liners

Stage bucket

4 Harnesses

4 Wheeler

Rope to pull up trolley

Targets needed:

Plate rack – 1

45 Degree PTS – 10

Paper targets - 10

