

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

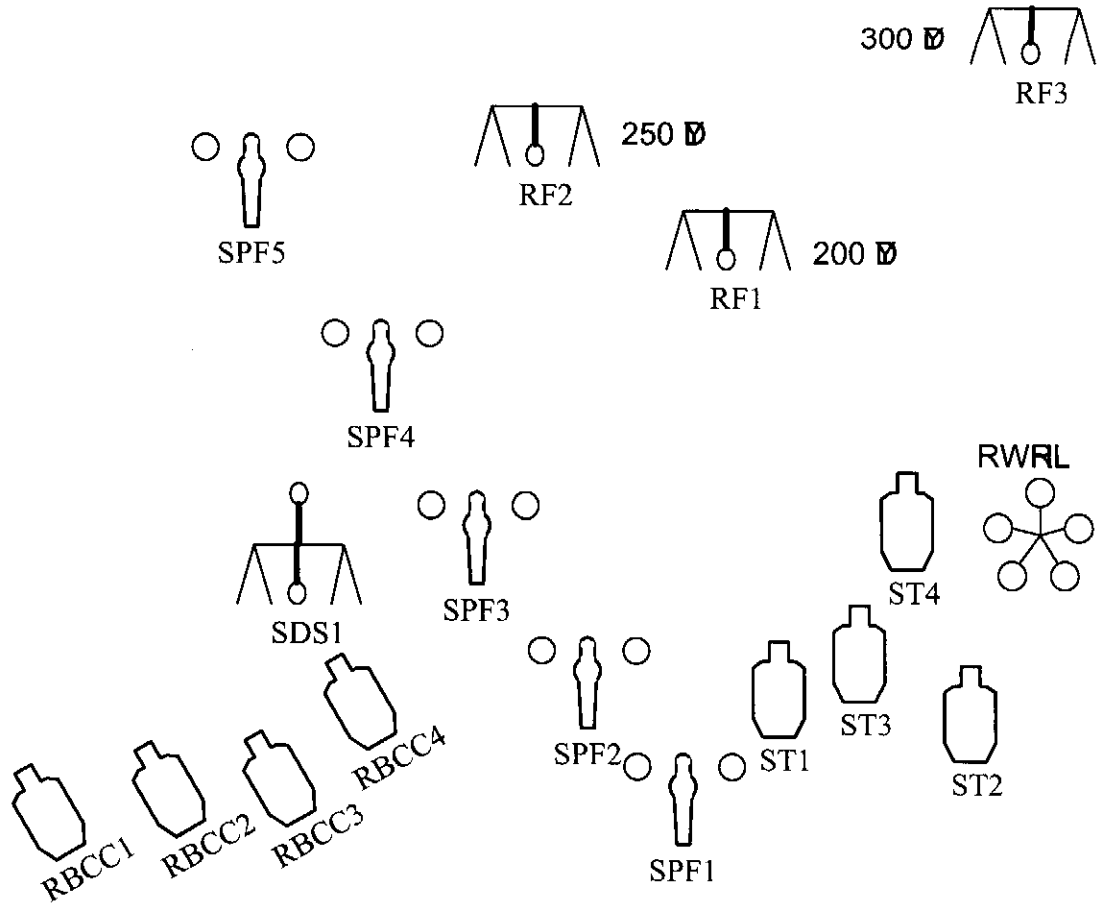
Whirly Gig – 1

Caution tape

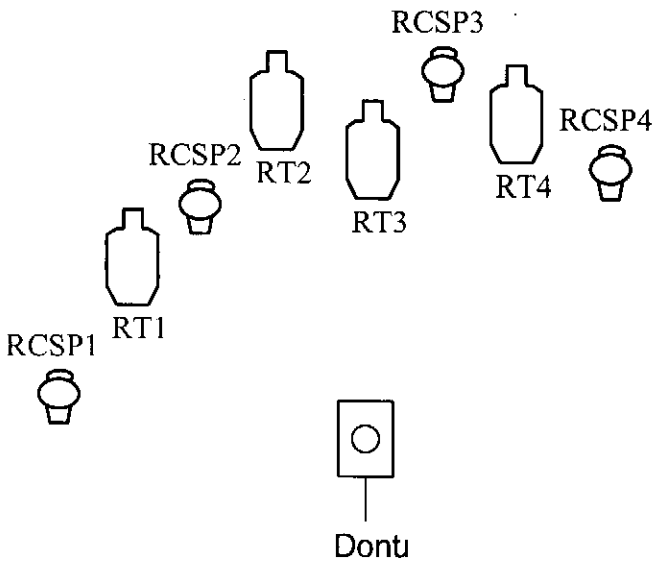
Ground stakes – 20

Paper targets split horiz. 6

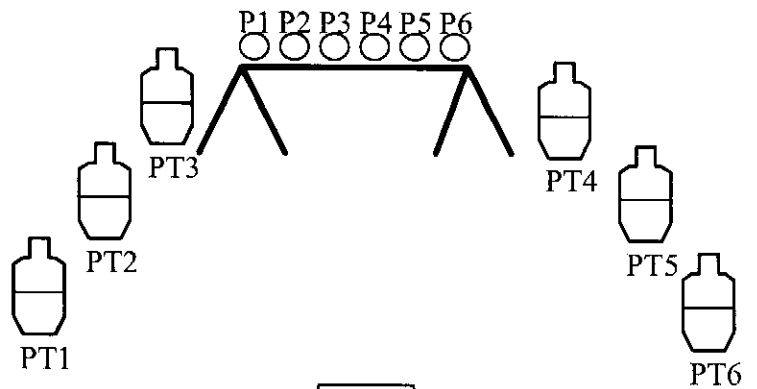
T-posts for stage banner



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 ¼” cable

¼” cable clamps - 12

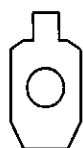


RFL1



RFL2

100 Y



RFL3

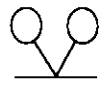


RFL4



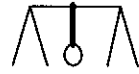
RFL5

RDLP1-2

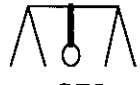


75 Y

RDLP3-4



SF1



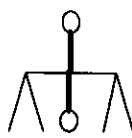
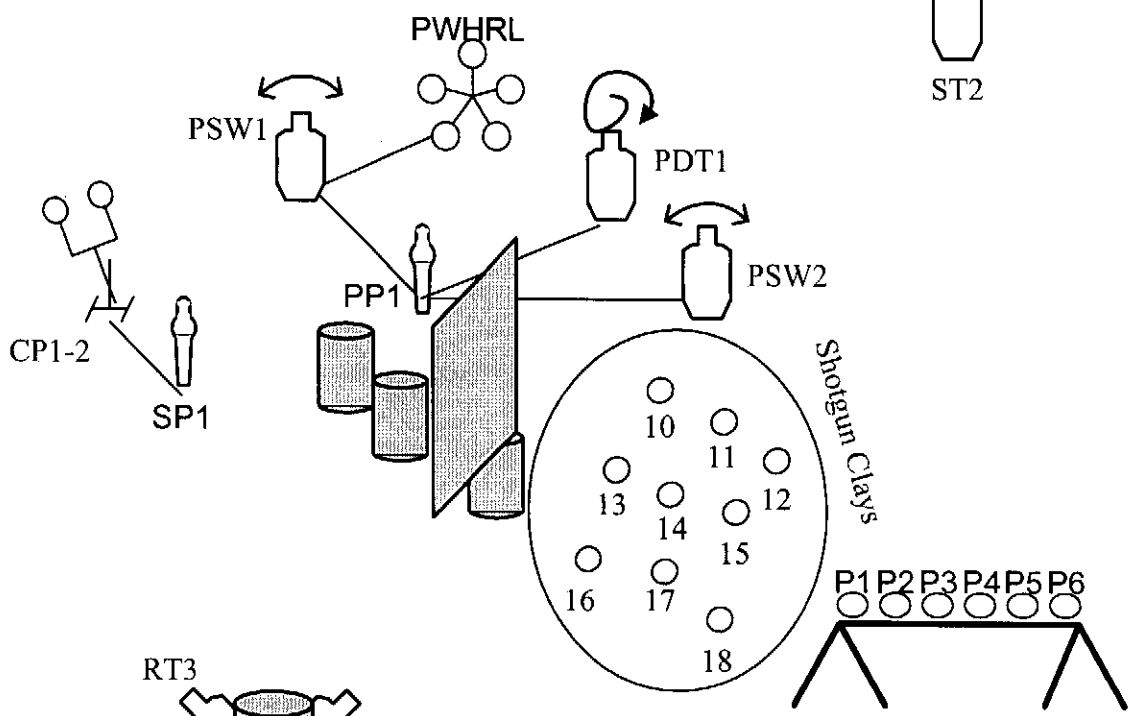
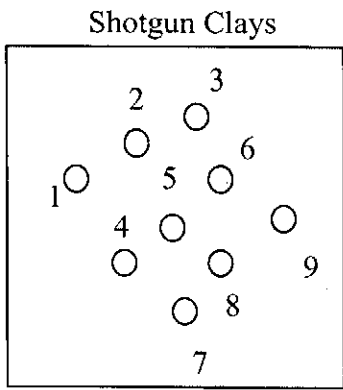
SF2



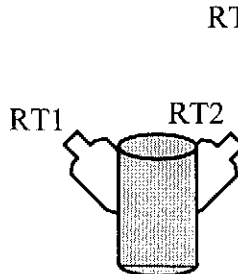
ST1



ST2

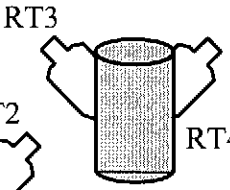


PDS1



RT1

RT2



RT3

RT4

RT5



RT6

RT7



RT8

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

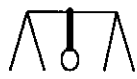
Note from Mike All shooters will climb the tower, unless a note is provided to the MGM staff from their psychiatrist stating that they have a certifiable fear of heights or some other physical disability. If they don't shoot the required shots from the tower, they can't shoot them from any place else.

Group 4
SR



SNRP1

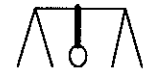
630YDS



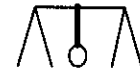
SNRF1

500YDS

400YDS

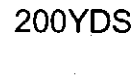


RF4



RF3

300YDS



RF2

150YDS

RF1

Group 3
R

RCSP1

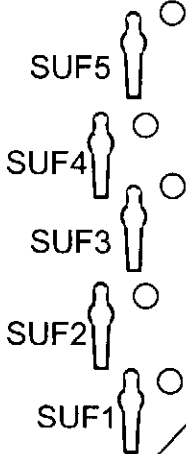
RCSP2

RCSP3

RCSP4

RCSP5

RAP1



SUF5

SUF4

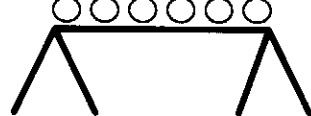
SUF3

SUF2

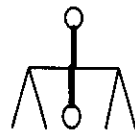
SUF1

Shotgun
Pistol

P1P2P3P4P5P6



Spool



SDS1

SUF8

SUF7

SUF6

Group 2
SG

PWHRL



PT5

PT6

PT4

PT7

PT3

PT8

PT2

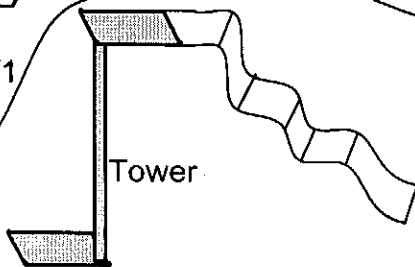
PT9

PT1

PT10

Group 1
P

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

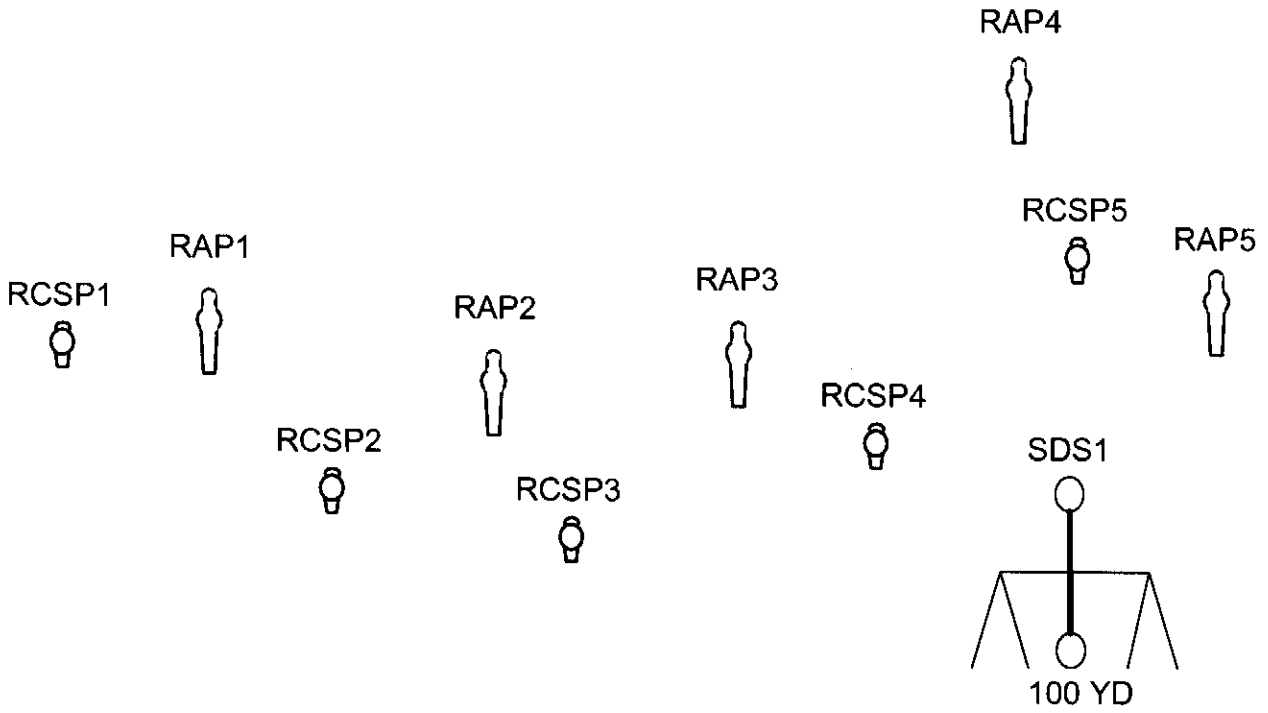
T – posts for stage banner

Other items required:

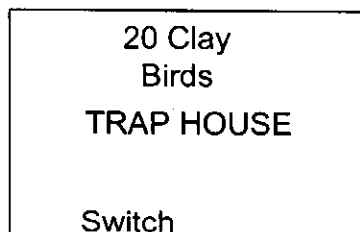
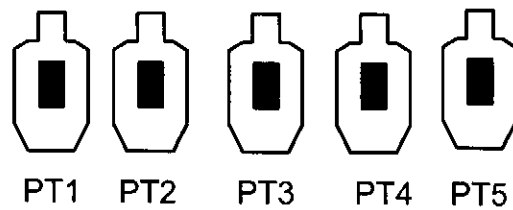
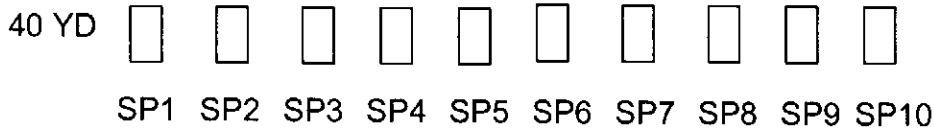
Garbage can and liners

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

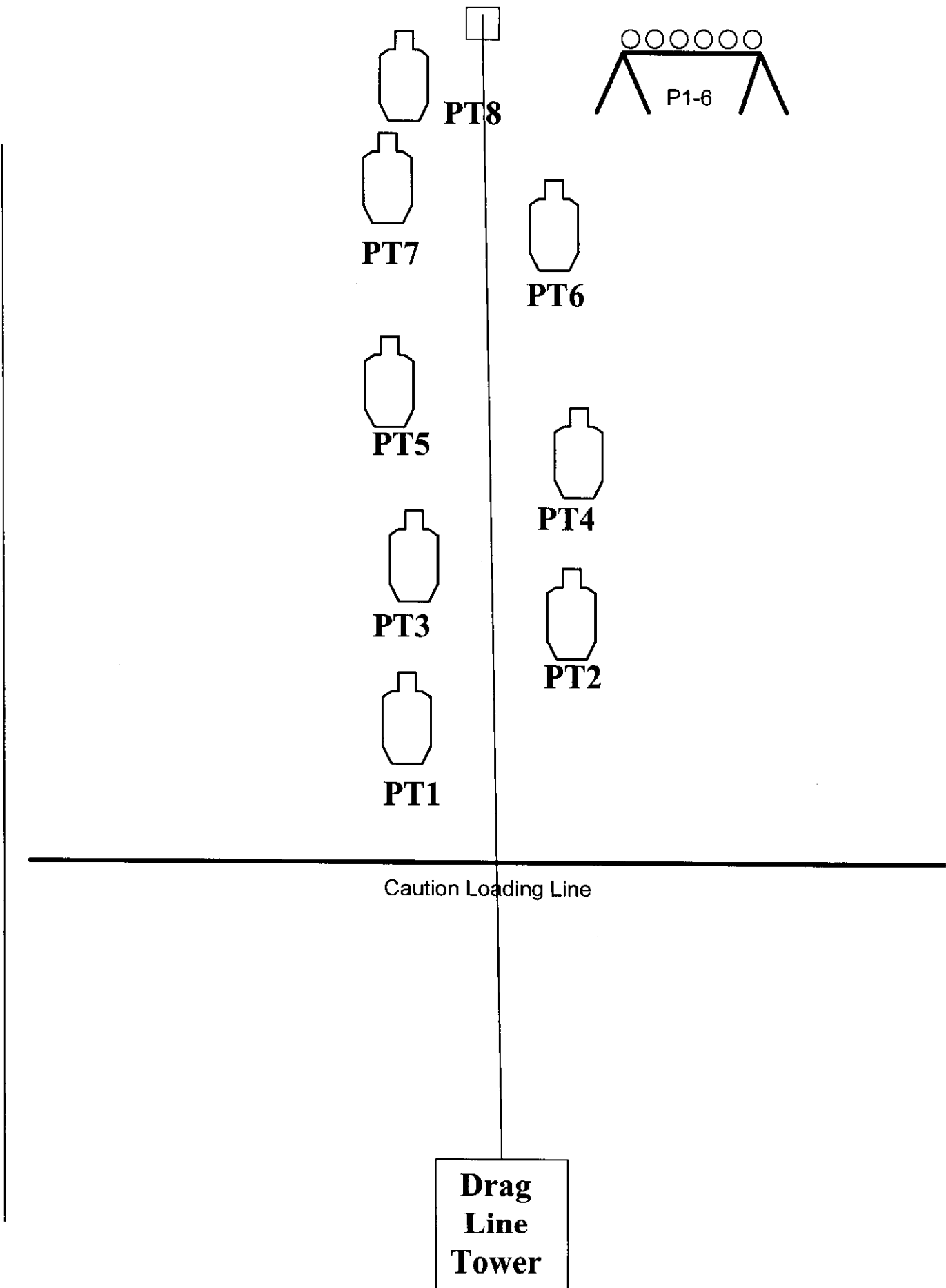
Rope to pull up trolley

Targets needed:

Plate rack – 1

45 Degree PTS – 10

Paper targets - 10



M G M '08 IRONMAN 3-Gun

Stage 5

Hell House

Start position: Standing behind table, all guns empty and staged anywhere on COF. Guns may be deserted anywhere during COF as long as they are pointed in a safe direction (towards bank and not where shooter will go downrange of it), and are in a safe condition.

Course description: Engage targets as they become visible through ports and within shooting area. Steel targets can only be engaged with pistol **or** shotgun with the exception of RAP1-6 which can be only be engaged with rifle through rifle ports at front of stage. Paper targets marked with an "R" are rifle targets. Paper targets marked with an "S" are slug targets. Steel IPSC targets are No Shoots except for the intended hit areas. All non-disappearing targets require two hits- Dueling tree, IPSC Hostage PAPHOST, and RAP1-RAP6.

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. Double Swingers must receive ten (10) hits to the top plate and ten (10) hits to the bottom plate, **or** rotate to score. Slugs and buck shot **cannot** be used on SDS1.

Round Count Total 90 min 104 max

Rifle 22 min 32 max

Shot 21 min 39 max

Slugs 4 min 8 max

Buck Shot 0

Pistol 43 min 46 max

Other items required:

Garbage can and liners

Stage bucket

Three spools

1 Table

24 boxes of clays

4 Barrels

Targets needed:

Plate Rack – 1

JTTS – 15

Modified APS - 6

PPC w/FF brackets - 3

USPw/PTPU bracket – 1

Double Swinger – 2

USPw/PF - 2

CPH - 14

US Popper - 3

Paper targets – 18 and 2 NS's

Whirly Gig – 1

DT6 - 1

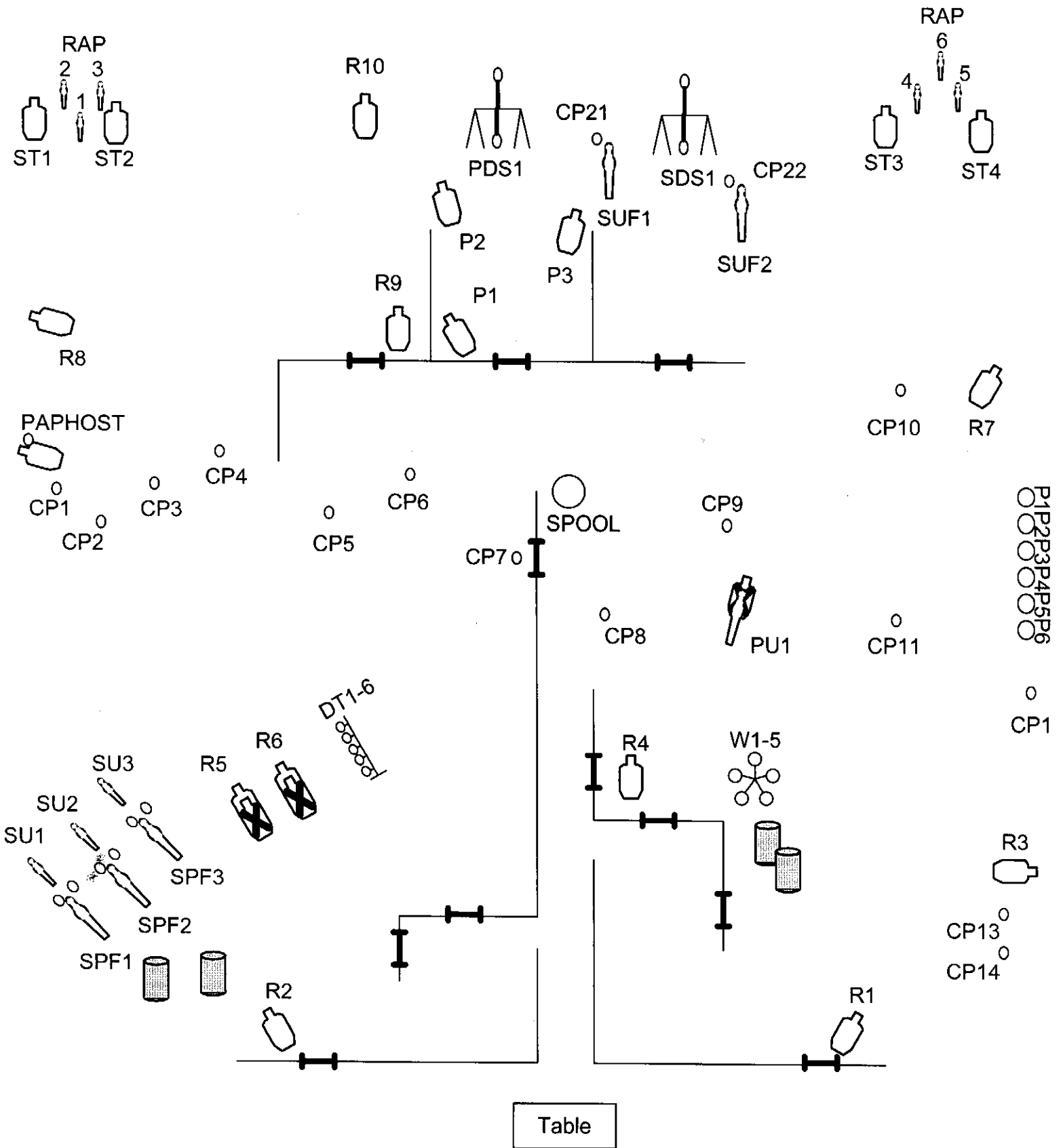
IPSCHOSTAP - 1

45 Degree PTS – 2

Ground steaks – 18

Walls and t-posts – all

T-posts for banners



M G M '08 IRONMAN 3-Gun

Stage 6

“Full-Auto Fun”

Start Position: All guns hot & safe on table. Hands naturally at sides. Shooter may load sub-guns with only 25 rounds each.

Upon signal, engage targets with appropriate gun as they become visible. When shooter places a gun on the table to transfer to another gun, it must be **completely** emptied (no rounds in SG tube, no mags in guns etc.) and the bolt/slide locked to the rear. Failure to clear guns as instructed will result in a 300 second penalty per violation.

- P1-P6 Subgun and Pistol and SGBT1 are the 9mm sub-gun targets – After engaging the plate rack, all rounds left in gun must go into SGBT1. A 5 second bonus will be awarded for each hit on SGBT1 w/sub gun only.
- Double swinger SGDS1 is the .45 sub gun target – There will be a 5 second bonus for every rotation of the double swinger, up to 60 seconds.
- Shotgun Plate rack and plate rack trailer are Shotgun shot targets.
- 10” round plates SP1-SP5 are slug targets and require two rounds each.
- RT1-RT12 are rifle targets
- Plate rack Subgun and Pistol , plate rack trailer and plates PP1-PP5 are pistol targets.

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 (i.e. Pistol plates 1-5). 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.

Round Count Total 114 min 126 max

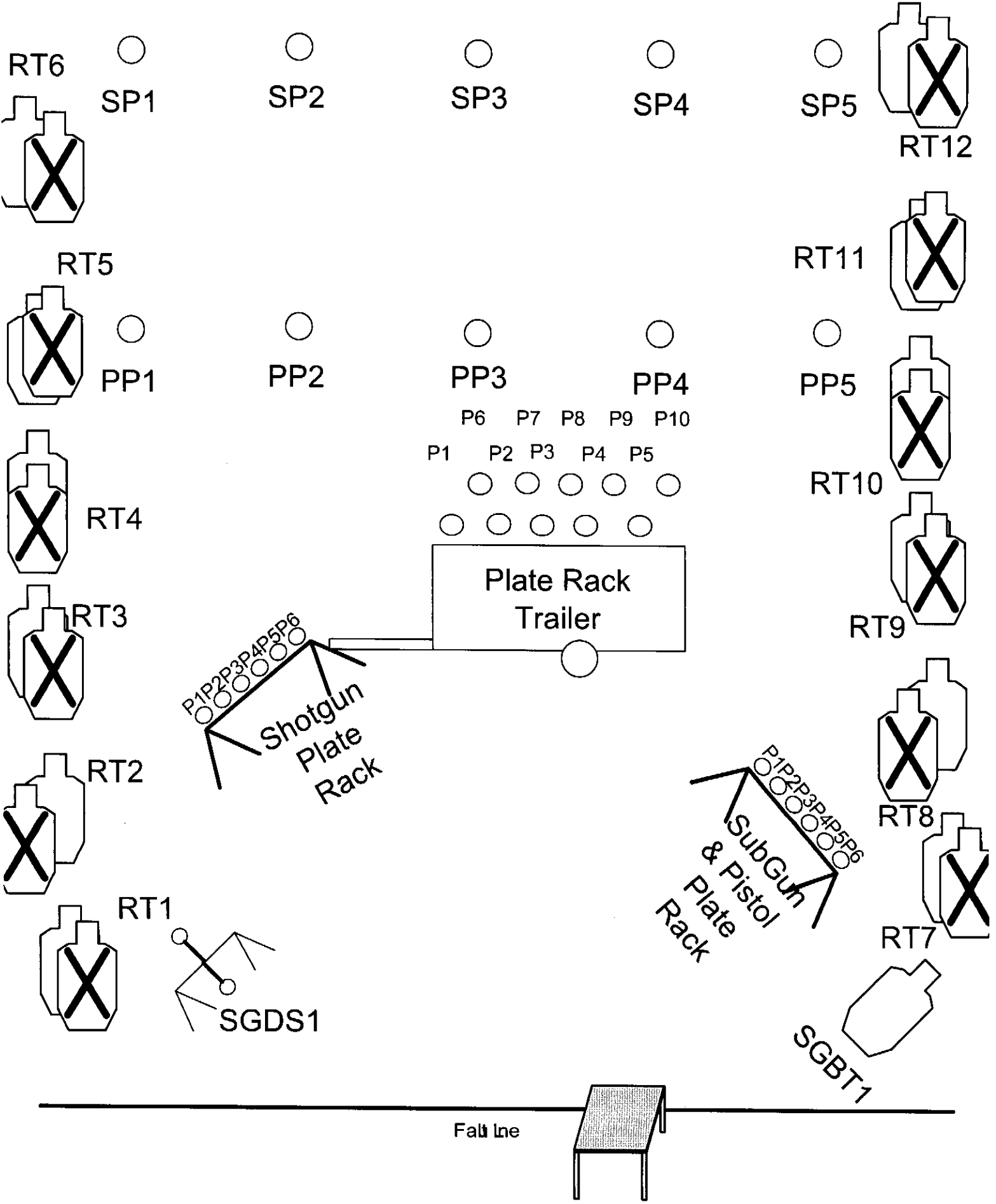
Rifle 12 min 24 max
Shot 16
Slugs 10
Buck Shot 0
Pistol 26
ATK supplied 9mm - 25
ATK supplied .45 – 25

Targets needed:

Plate Rack – 2
JTTS - 13
Plate Trailer - 1
Double Swinger - 1
10” 3/8” plates w/2x4 post and base – 5
10” 1/4” Plates w/2x4 post and base – 5
Paper targets – 13
T posts for stage banner

Other items required:

Garbage can and liners
Stage bucket
Large Table
Brass Magnets – 2 each



MGM Ironman '08

Stage 7

“Just stage 7”

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 engage targets as they become visible. The following targets must be engaged from within shooting area behind car:
 - Clay pigeons RCP1-RCP10 and precision rifle targets RPT1 and RPT2 with rifle
 - ST1 and ST2
 - PCSP 1-3
- Static 10” plates are pistol targets only

NOTES:

- Dummy must end up on top of car before last shot is fired.
- Troopers must wear pack for entire COF

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!

NOTE:

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. Non-disappearing targets require two (2) hits each, i.e. ST1, ST2, pistol plates PP1-PP10 etc. Activating the “Flag” or “Door” portion of a IPSC target is a 5 second bonus

Round Count Total 76 min 84 max

Rifle 14 min 22 max

Shot 20 min 38 max

Slugs 4 min

Buck Shot 0

Pistol 21 min 38 max

Other items required:

Garbage can and liners

Stage bucket

45 boxes of clays

Pack with weight for trooper class

Targets needed:

Plate Rack – 2

JTTS – 2

APCSP - 3

Clay pigeon holders - 20

Whirly Gig – 1

PRT - 2

SC plates and stands (different sizes) - 9

Dummy - 1

Paper targets – 2

3/8” 18x24 slug plates - 2

3/8” nylon rope – 30’

Small plastic CPH - 10

Caution tape

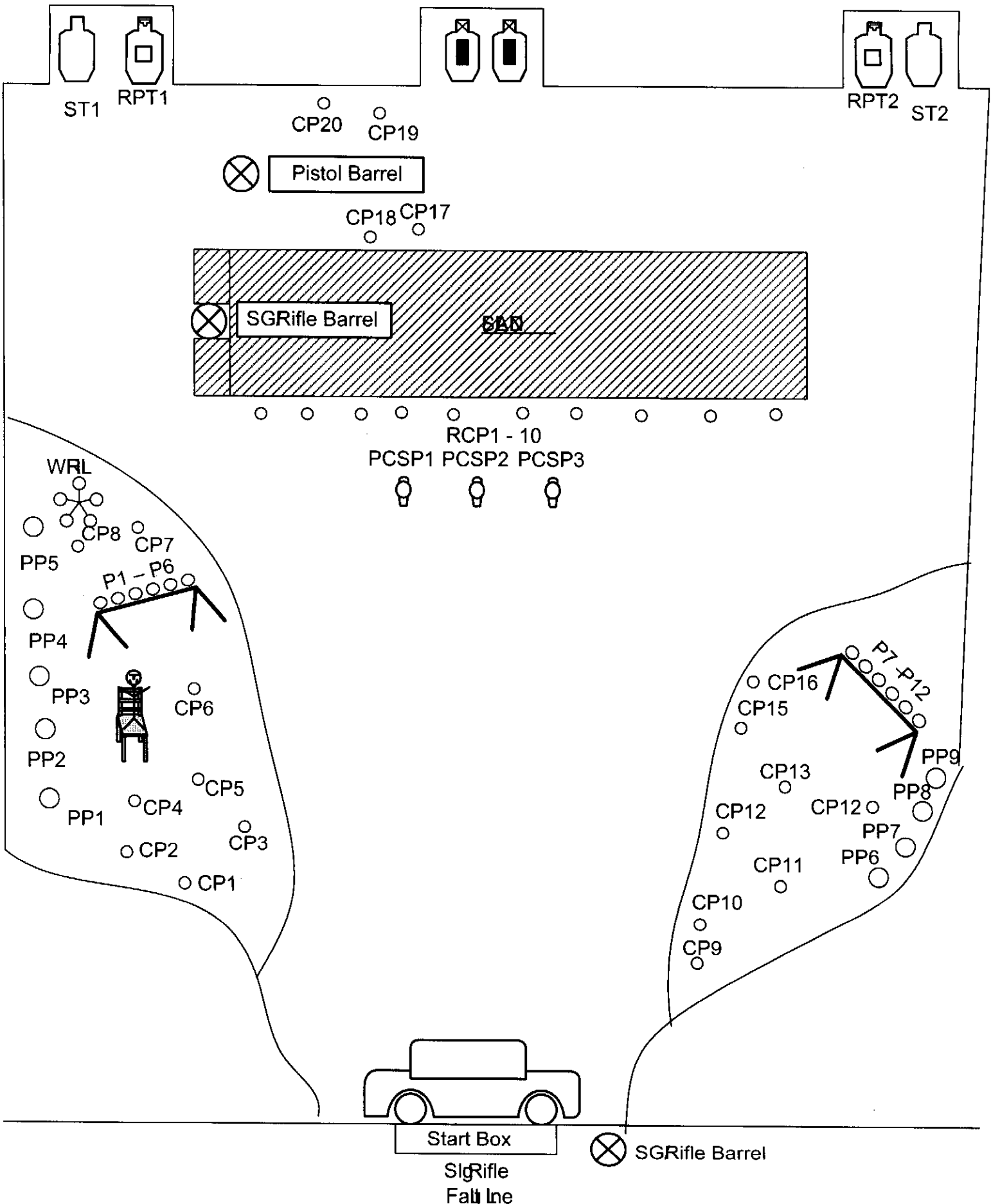
Ground stakes – 20

Rifle Barrels – 2

Spools - 2

2x4s for fault lines – 4

T posts for clay pigeons and stage banner



MGM Ironman '08

Stage 8

“Drive By Shooting”

Start Position: In truck with pistol hot and holstered. Rifle and Shotgun hot and under care of RO.

Course Description: On signal, engage targets as they become visible.

- White paper targets are slug targets, brown paper targets are pistol targets, and targets with an “R” on them are rifle targets. There are NO “NO SHOOTS” on this stage.
- The double swinger SDS1 is the only slug steel and must be engaged from behind the “Slug fault line”.

NOTES:

Vehicle will start on shooters command. After vehicle has started, it may not stop but may speed up or slow down as directed.

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 can be used on Double Swinger.

Round Count Total 80 min 103 max

Rifle 19 min 29 max

Shot 9 min 45 max

Slugs 5 min 8 max

Buck Shot 0

Pistol 11 min 55 max

Other items required:

Garbage can and liners

Stage bucket

29 boxes of clays

T posts for stage banner

Targets needed:

Plate Rack – 1

JTT Stand - 14

Paper Swinger w/activator- 1

Swinger w/CPH and activator- 1

PPC – 1

Double Swinger – 1

Flash Target – 4

Drop turner - 4

PPC w/PF - 2

USPC - 2

PPC w/FFB – 3

SC Plates of various shapes – 4

CPH – 6

Plastic CPH – 7

½” nylon rope – 30’

T-posts – 2

Ground stakes – 16

APS w/sniper base – 1

APBP w/sniper base - 1

APSQ w/sniper base – 1

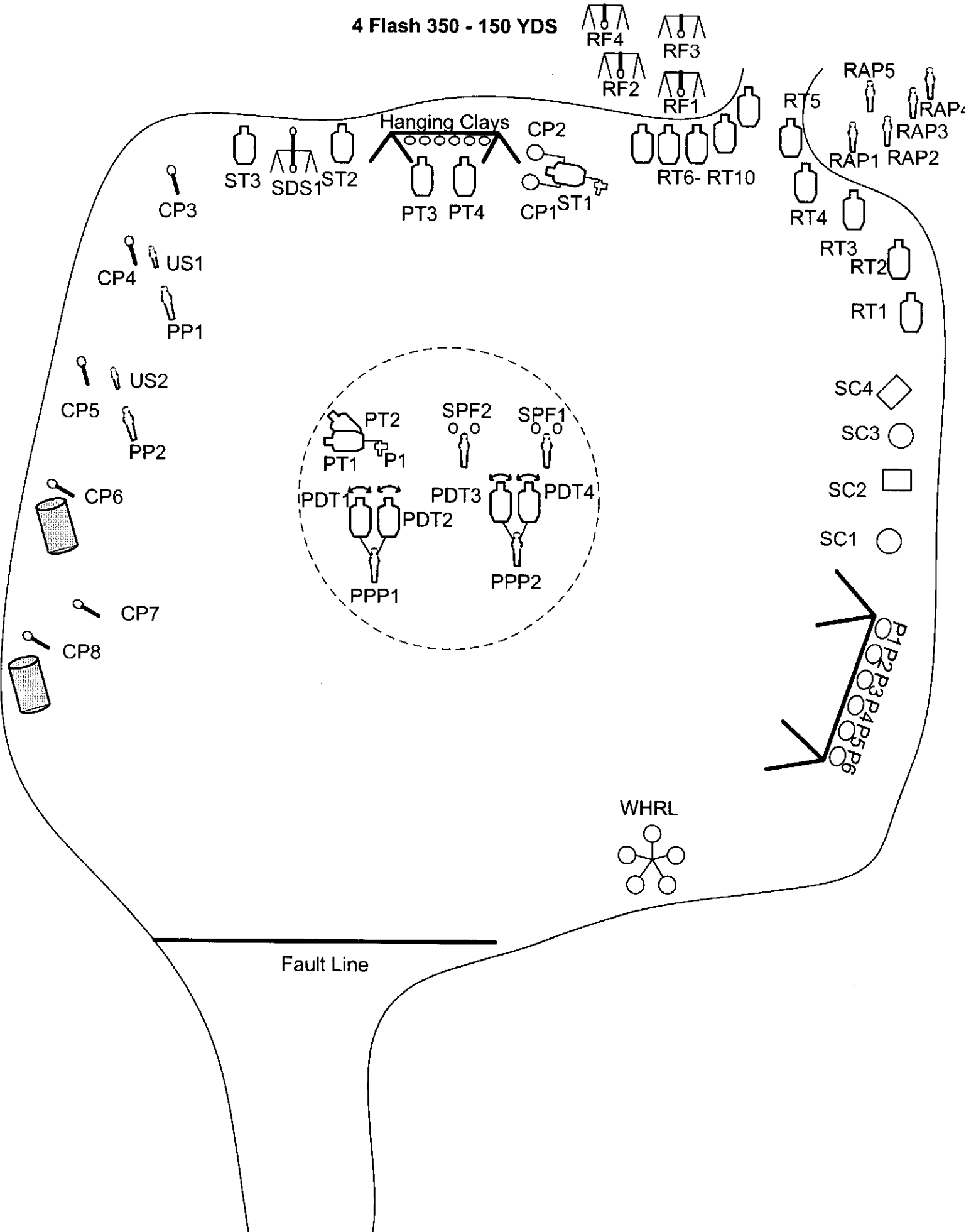
APCSP w/sniper base – 2

Coroplast backers – 5

Paper targets – 21

Whirly Gig – 1

4 Flash 350 - 150 YDS



M G M '08 IRONMAN 3-Gun

Stage 9

Designated Driver

Starting Position: Rifle loaded at low ready behind spool, shotgun cold on Table and pistol cold on table.

Upon start signal, engage targets as they become visible.

- All shots must be fired from between the caution tape barriers, except for rifle rounds, or other rounds SPECIFICALLY required.
- All rifle rounds must be fired from behind the golf cart.
- Two guns must remain on the table at all times.
- Plate racks at end of bay must be shot once with pistol and once with SG and are reset by shooter.
- Double swinger must be engaged once w/pistol and once with SG (see notes below)
- The only STEEL RIFLE targets are the BCC Zone targets and the Auto Poppers beside the plate racks.
- The only SLUG targets are the FOUR (4) silhouettes near the plate racks.

NOTES:

Hitting the caution tape with the golf cart is a 60 second penalty PER OFFENSE!!!

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 110 min 127 max

Rifle 20 min 40 max

Shot 40 min 66 max

Slugs 8 min

Buck Shot 0

Pistol 32 min 77 max

Other items required:

Garbage can and liners

Stage bucket

15 boxes of clays

Caution tape

Golf cart

Targets needed:

MGM Plate Rack – 4

JTTS – 10

APSw/sniper legs - 8

SC Plates(Various sizes) - 10

PPw/PF - 1

Double Swinger – 1

USPw/PF - 1

USPw/PTPU - 1

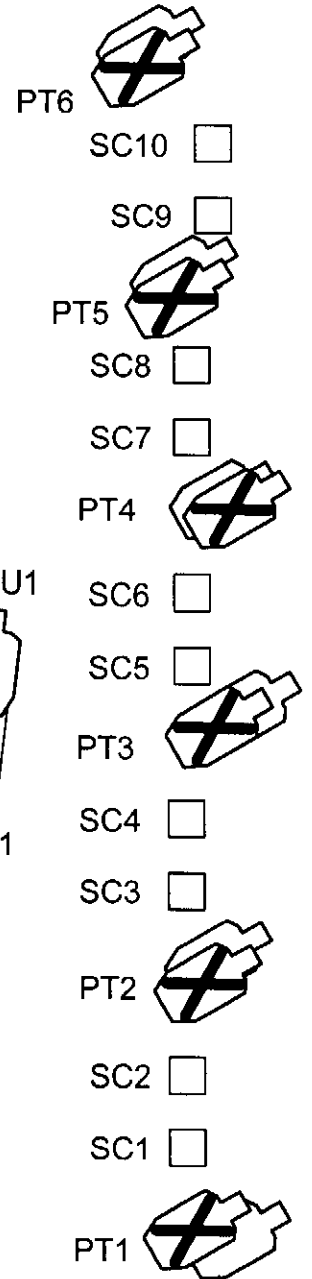
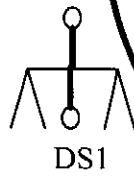
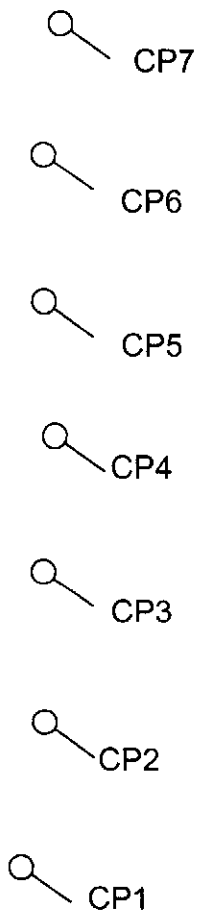
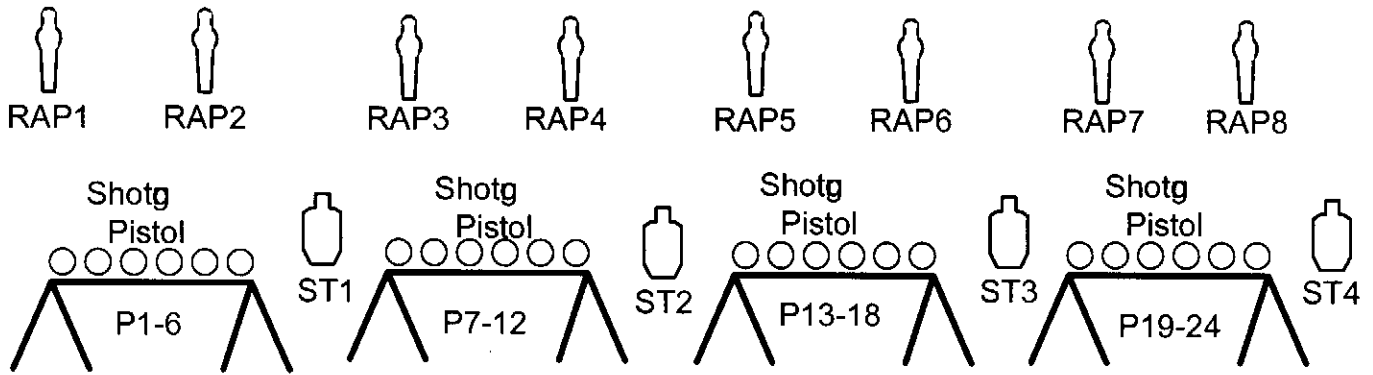
BCCZonew/2x4 posts-2

CPH – 7

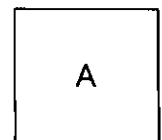
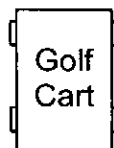
Parma Slug plates - 4

Ground stakes – 20

Paper targets – 11



Driveway



MGM Ironman '08
Stage 10
“Mad Max...Chinatown style”

Starting Position: In doorway with pistol hot and holstered. Rifle and SG will be staged by RO on other side of door.

- On signal, breach door and enter shooting area.
- Activate attack target and engage targets as they become visible.
- Shooter must stay in shooting area at all times. Failure to do so will result in a 300 second penalty per shot fired outside of shooting area.
- 6 plate dueling tree is the ONLY steel rifle target.
- Paper must be engaged with pistol, rifle or slugs only. No bird shot on paper.

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-falling steel requires two (2) hits. Targets with activators must be activated first! Any time a gun is abandoned, it must be totally empty.

Target Count

Paper – 16 min 32 max - rifle, pistol, or slug

Rifle Steel – 12 - rifle only

Falling steel – 18 - pistol or shot only

Clays – 23 - pistol or shot only

Stationary steel (requires 2 hits)

Normal person round count:

Rifle – 22 min 32 max

Pistol – 28 min 32 max

SG – 30

Slug – 11 min 12 max

SURPRISE!! :)

M G M Ironman '08

Stage 11

“Bunker Buster!”

Starting Position: Inside bunker number 1. All three guns cold and equipment positioned as shooter chooses.

- Upon start signal from inside bunker number 1, engage RAP1-6 w/rifle, double swinger 1 and Whirly Gig w/shotgun, and clays 1-6 w/ pistol.
- From bunker number 2 engage RT1-6 w/ rifle, slug plates ST1-4 w/ 2 Slugs each, and stationary plates P1-6 w/ pistol.
- From bunker number 3, engage Dueling tree w/ rifle over and back, Double Swinger 2 w/ pistol, and clays 1-11 with shotgun.

NOTES:

All guns must be completely empty when moving from bunker to bunker. If shooter moves from one bunker to the next with a gun that is not empty, there will be a 300 second penalty per offense!

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. Slug targets and stationary steel requires two (2) hits each.

Round Count Total 78 min 96 max

Rifle 24 min 30 max

Shot 11 min

Slugs 8

Buck Shot 9

Pistol 26 min 38 max

Other items required:

Garbage can and liners

Stage bucket

Three spools

150 Sand bags

23 boxes of clays

Targets needed:

DT - 6

JTTS - 6

APCSP w/sniper bases and coroplast
backers -6

Whirly Gig - 1

Paper targets - 6

Double Swinger - 2

Slug Plates - 4

10" SC plates, posts and bases - 2

12" SC plates, posts and bases - 2

18x24 SC plates, posts and bases - 2

Clay pigeon holders - 11

T posts for banners

