

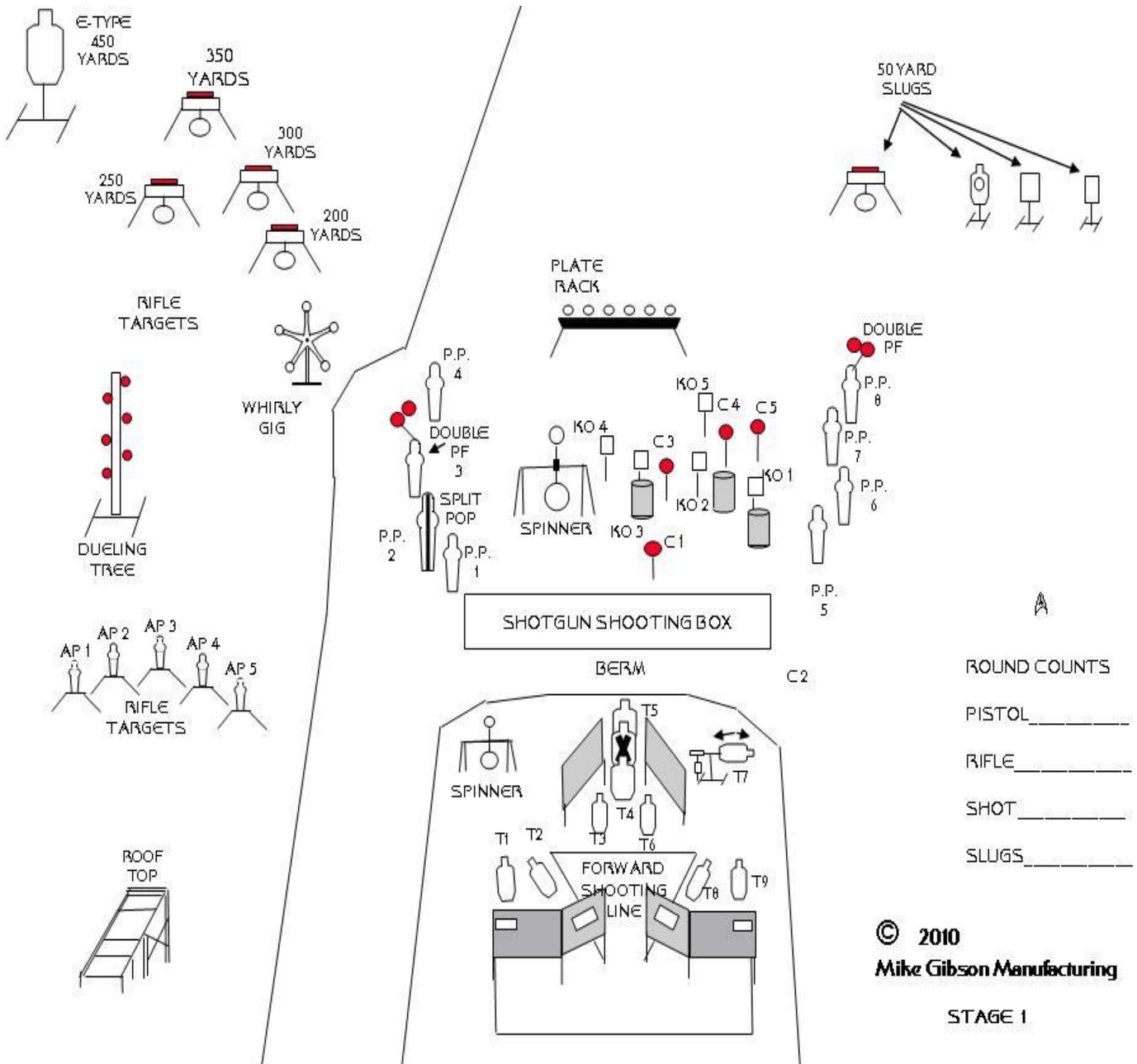
STAGE SPONSOR



BY **MIKE GIBSON MANUFACTURING**

Leave Nothing to Chance

888-767-7371 mgmtargets.com 208-454-0555



2010 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 MGM Targets. Please remember their support of the shooting sports when you make your next purchase.

This is a 91 round COF. You'll need 27 rifle, 29 pistol, 28 shot, and 7 slugs. I'll read through the entire course of fire and then answer questions.

- The start position for this stage is shotgun hot and safe at low ready, pistol hot and holstered...or not...(see notes below) and rifle hot and safe on table.
- On signal, engage appropriate targets from respective areas. Rifle targets must be engaged from rooftop. Any rounds fired outside of the shooting area, or while not completely on rooftop (any part of your body or equipment touching ground) will result in a 5 second penalty per shot fired.

NOTES:

1 A/B 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 stationary targets require two hits. Spinners must be spun. Failure to do so will result in a 60 second penalty added on to the overall time by the RO. Activating the "Flag" or "Door" portion of an IPSC target is a 5 second bonus up to 10 seconds. If flag or door portion is not hit, two rounds are **STILL** required on each target.

If sticks on cooper tunnel are knocked off, there will be a 5 second penalty per stick that is touching the ground after last shot fired.

If the shooter chooses to go prone for the Rifle portion on **ANY** 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!**

Any steel targets shot with slugs other than those specified in the course description will result in 300 second penalty and a \$25 donation to the MGM/AMU Jr. Camp *per hit.*

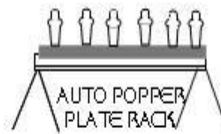
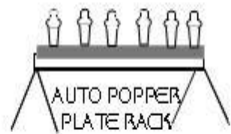
Your help setting steel/clays and taping targets is greatly appreciated. Failure to do your fair share **COULD** result in a match DQ for unsportsmanlike conduct. Please help out so we never have to mention this again!! Thank you and have a great stage!!!

STAGE SPONSOR



Drop the Wolf with
SHEEP DOG AMMO

www.sheepdogammo.com

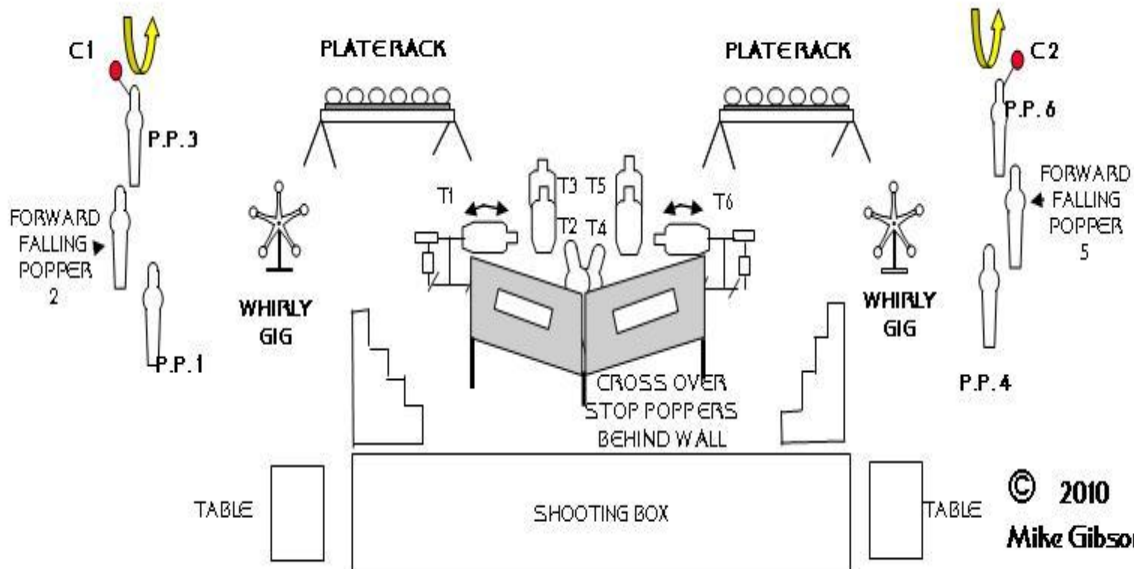


ROUND COUNTS

RIFLE _____

PISTOL _____

SHOTGUN _____



STAGE 2

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 Mike Gibson Manufacturing

2010 MGM Ironman Stage 2 Official Course Description

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

This is a 50 round COF. You'll need 12 rifle, 20 pistol, 14 shot, and 4 slugs. I'll read through the entire course of fire and then answer questions.

- The start position for this stage is pistol hot and holstered, and/or shotgun hot and safe in dump box or low ready, and/or rifle hot and safe in dump box or low ready.
- On signal, engage targets with weapon of your choice from respective shooting box. Any rounds fired outside of the respective shooting area will result in a 5 second penalty per shot fired.

NOTES:

1 A/B 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 stationary targets require two hits. Spinners must be spun. Failure to do so will result in a 60 second penalty added on to the overall time by the RO. Activating the "Flag" or "Door" portion of an IPSC target is a 5 second bonus up to 10 seconds. If flag or door portion is not hit, two rounds are **STILL** required on each target.

If sticks on cooper tunnel are knocked off, there will be a 5 second penalty per stick that is touching the ground after last shot fired.

If the shooter chooses to go prone for the Rifle portion on **ANY** 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!**

Any steel targets shot with slugs other than those specified in the course description will result in 300 second penalty and a \$25 donation to the MGM/AMU Jr. Camp **per hit.**

Your help setting steel/clays and taping targets is greatly appreciated. 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!!!

STAGE SPONSOR



www.nightforceoptics.com



FLAG



FLAG



ROUND COUNT

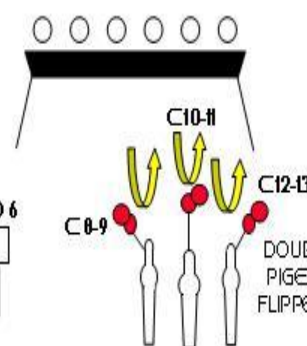
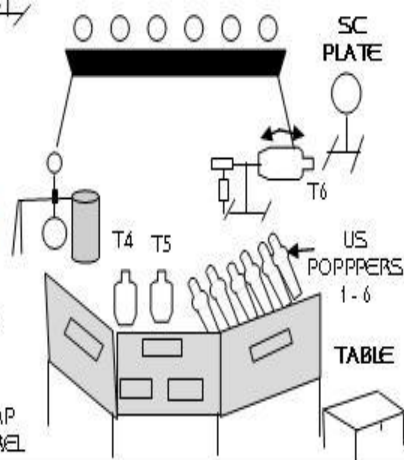
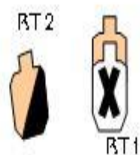
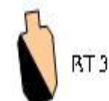
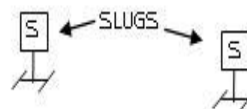
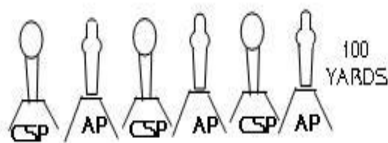
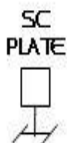
BONUS RIFLE _____

RIFLE _____

PISTOL _____

SHOT _____

SLUG _____



TOWER

SLIDE

SHOOTING BOX

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STAGE 3



2010 MGM Ironman Stage 3 Official Course Description

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

This is a 110 round COF. You'll need 30 rifle, 33 pistol, 28 shot, and 4 slugs. If you choose to engage the bonus targets, you'll need an additional 15 rounds. I'll read through the entire course of fire and then answer questions.

- The start position for this stage is pistol cold and holstered, shotgun hot and safe in dump box, and rifle hot and on target on top of the tower platform (rifle safety can be off if shooter chooses).
- On signal, engage Auto Popper targets and IPSC Flag targets once from top of tower and once from bottom of tower. Targets T1-T3 can be engaged from either position. Rifle must be completely empty before coming down the slide. Failure to do so will result in an immediate match DQ. When finished with rifle, place in dump box.
- Long range bonus targets can be engaged with any weapon. Shooter will receive no penalty if they choose not to engage long range targets. Each hit on the 550, 720, and 950 yard targets will be worth 15 seconds. Five hits max on each target. If shooter chooses to use bolt gun for long range targets, it must be COMPLETELY EMPTY to start, and COMPLETELY EMPTY before moving on to shotgun. Failure to completely empty bolt gun will result in an immediate DQ.
- When finished with rifle or long range targets, retrieve shotgun and engage targets as they become visible from within the fault lines. When finished with shotgun, place in dump box, retrieve pistol, and engage pistol targets from within fault lines.

NOTES:

1 A/B 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 stationary targets require two hits. Spinners must be spun. Failure to do so will result in a 60 second penalty added on to the overall time by the RO. Activating the "Flag" or "Door" portion of an IPSC target is a 5 second bonus up to 10 seconds. If flag or door portion is not hit, two rounds are STILL required on each target.

If the shooter chooses to go prone for the Rifle portion on ANY 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! Any steel targets shot with slugs other than those specified in the course description will result in 300 second penalty and a \$25 donation to the MGM/AMU Jr. Camp per hit.

Your help setting steel/clays and taping targets is greatly appreciated. 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!!!

STAGE SPONSOR



www.espamerica.com

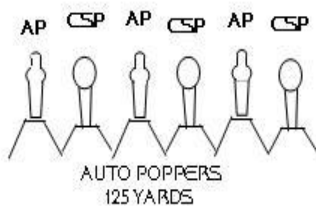
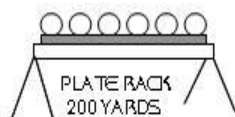


ROUND COUNT

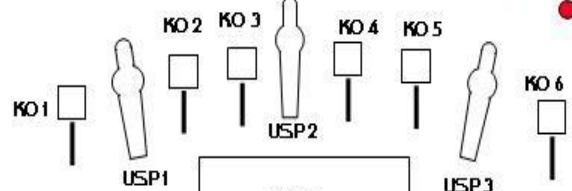
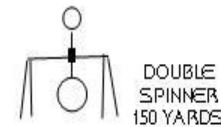
RIFLE _____

SHOT _____

SLUG _____

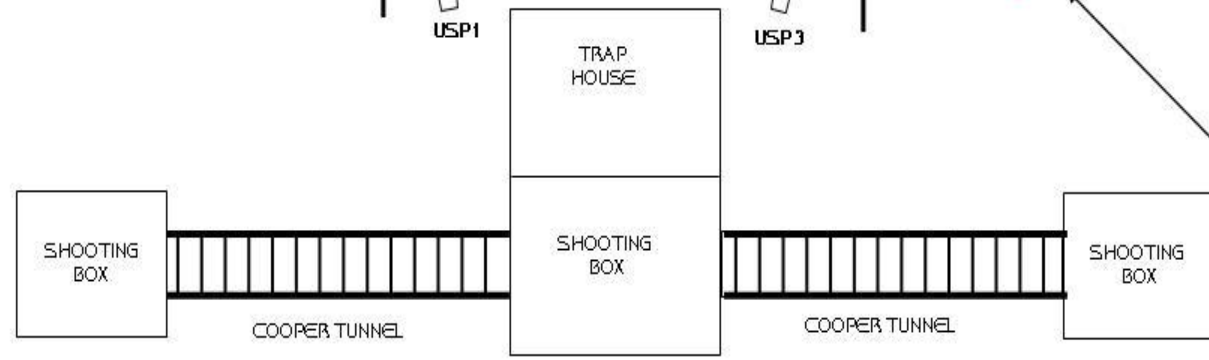


13 AERIAL CLAYS



© 2010
Mike Gibson Manufacturing

STAGE 4 A



CLAY PIGEON THROWER
CHARGE BATTERY EVERY NIGHT

2010 MGM Ironman Stage 4A Official Course Description

Welcome to stage 4A. My name is _____ and 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 58 round COF. You'll need 26 rifle and 22 shot. There are 10 slug bonus targets. I'll read through the entire course of fire and then answer questions.

- The start position for this stage is rifle hot and safe at low ready and shotgun hot and safe in the dump box or shotgun hot and safe low ready and rifle hot and safe in dump box.
- On signal, engage targets respective to the weapon you are shooting.
- You can not start in the same box your second weapon is staged in.
- Auto Popper targets, IPSC Flag target, Spinner, plate rack, and Flash Targets are rifle targets. 13 flying clays (activated by shooter only), Pepper Poppers and KO plates are all shotgun targets. !!Regarding the activator!! YOU BREAK IT, YOU BUY IT!! It is also your responsibility to make sure it works. If you flip the switch and it doesn't work, you should figure out how to flip it back!!!!
- KO Plates are bonus targets worth 10 seconds each. You can only shoot until you miss. As soon as you miss, you can not shoot any more bonus plates, but will get credit for the ones you have knocked down.
- Going outside the shooting area on this COF to avoid Cooper tunnel will result in a 60 second penalty

NOTES:

1 A/B 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 stationary targets require two hits. Spinners must be spun. Failure to do so will result in a 60 second penalty added on to the overall time by the RO. Activating the "Flag" or "Door" portion of an IPSC target is a 5 second bonus up to 10 seconds. If flag or door portion is not hit, two rounds are **STILL** required on each target.

If the shooter chooses to go prone for the Rifle portion on **ANY** 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!**

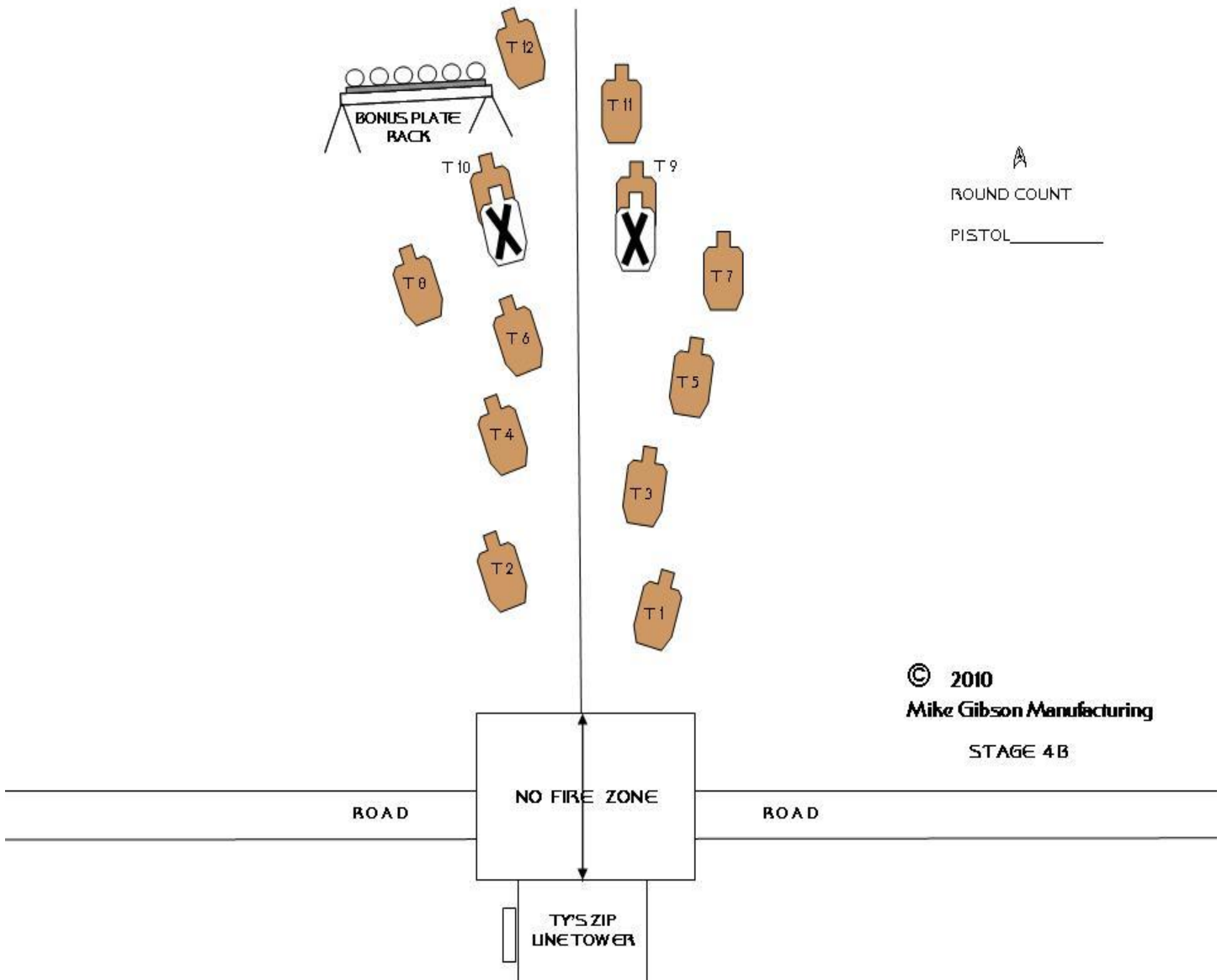
Any steel targets shot with slugs other than those specified in the course description will result in 300 second penalty **and a \$25 donation to the MGM/AMU Jr. Camp per hit.**

Your help setting steel/clays and taping targets is greatly appreciated. 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!!!

STAGE SPONSOR



www.shuemann.com



2010 MGM Ironman Stage 4B Official Course Description

Welcome to stage 4B. My name is _____ and 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 24 round pistol COF. I'll read through the entire course of fire and then answer questions.

- The start position for this stage is standing on box on top of tower attached to zip line, pistol empty.
- On signal, step off platform and load pistol AFTER crossing into shooting area which is marked by yellow caution tape on the ground. Engage targets as they become visible.
- Loading pistol before crossing into shooting area will result in a match DQ. Note from MD: I'm not even joking about this. If you load before you cross the line, I'm going to DQ you. No, if's, and's, or but's.
- Plate rack targets are bonuses. Each plate knocked down is worth 10 seconds.

NOTES:

1 A/B 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 stationary targets require two hits. Spinners must be spun. Failure to do so will result in a 60 second penalty added on to the overall time by the RO. Activating the "Flag" or "Door" portion of an IPSC target is a 5 second bonus up to 10 seconds. If flag or door portion is not hit, two rounds are **STILL** required on each target.

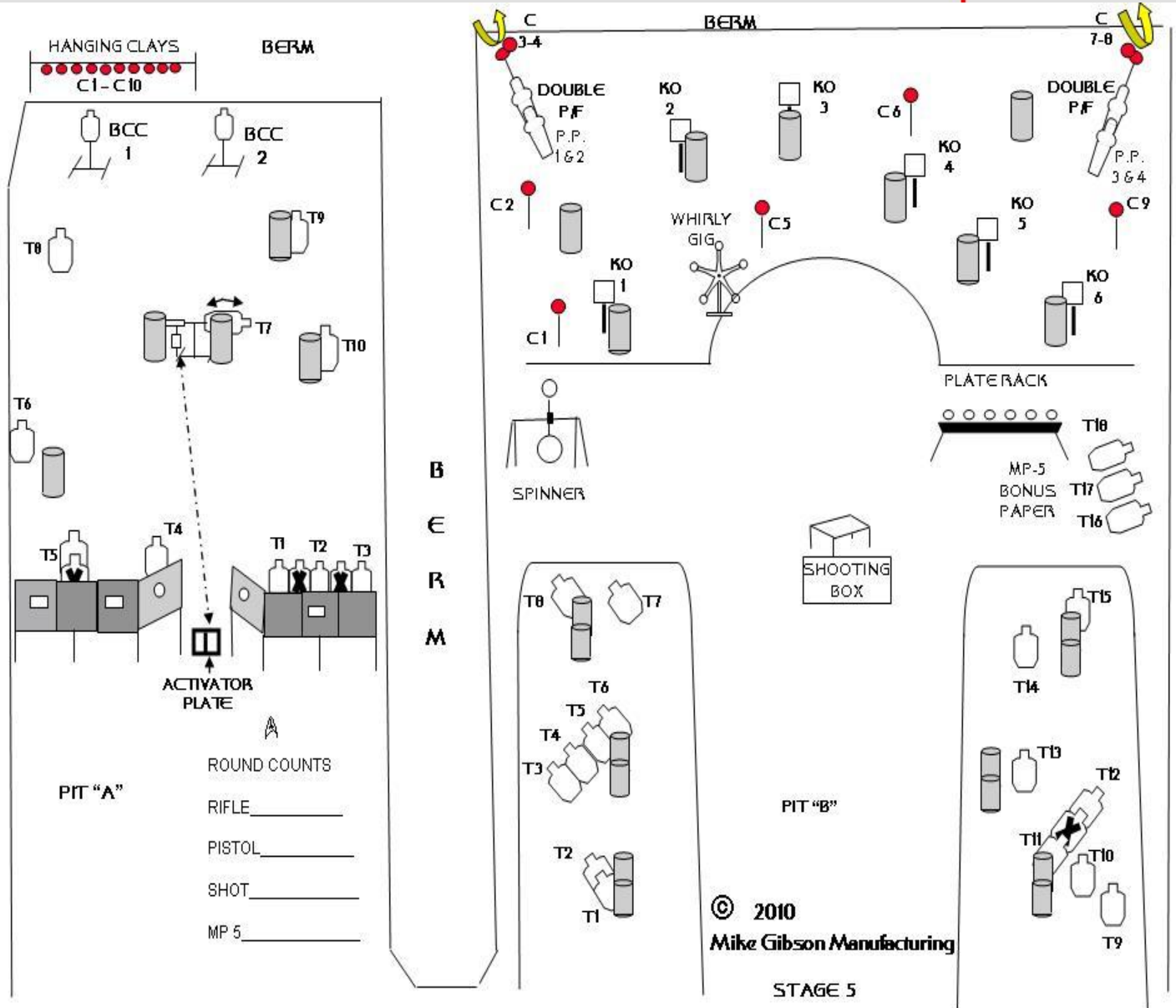
If the shooter chooses to go prone for the Rifle portion on **ANY** stage, the pistol **MUST** be made safe. Options include removing the loaded pistol from holster and laying it on the ground facing down range or unloading the pistol, showing clear, and re-holstering. The shooter can unload, show clear, 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!**

Any steel targets shot with slugs other than those specified in the course description will result in 300 second penalty and a \$25 donation to the MGM/AMU Jr. Camp ***per hit.***

Your help setting steel/clays and taping targets is greatly appreciated. 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!!!

STAGE SPONSOR

www.starlightcases.com



2010 MGM Ironman Stage 5 Official Course Description

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

This is an 88 round COF. You will need 34 rifle, 30 pistol, and 24 shot. It is up to you to make sure your MP5 magazine has 25 rounds in it. Loading extra rounds will result in a match DQ for unsportsmanlike conduct. I'll read through the entire course of fire and then answer questions.

- The start position for this stage is pistol hot and holstered, shotgun hot and safe in dump box and rifle hot and safe at low ready standing within arms reach of one of the rifle ports.
- On signal, engage respective targets with appropriate weapon from respective shooting area. After engaging targets place safe weapon in dump box.
 1. All targets in left pit are rifle targets.
 2. Paper targets in the front half of the right pit are pistol targets.
 3. Clays and steel targets in the back of the right pit are shotgun targets (shot only).
- Plate rack and 3 paper targets with hard cover are MP5 targets. Plate rack must be engaged first. All remaining rounds must be fired into paper targets. A 5 second bonus will be given for each hole in the paper targets, HOWEVER there must be at least one round in each paper target to get ANY bonus.

NOTES:

1 A/B 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 stationary targets require two hits. Spinners must be spun. Failure to do so will result in a 60 second penalty added on to the overall time by the RO. Activating the "Flag" or "Door" portion of an IPSC target is a 5 second bonus up to 10 seconds. If flag or door portion is not hit, two rounds are **STILL** required on each target.

If the shooter chooses to go prone for the Rifle portion on **ANY** 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!**

Any steel targets shot with slugs other than those specified in the course description will result in 300 second penalty and a \$25 donation to the MGM/AMU Jr. Camp ***per hit.***

Your help setting steel/clays and taping targets is greatly appreciated. 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!!!

STAGE SPONSOR
EEL SNOT GUN LUBE

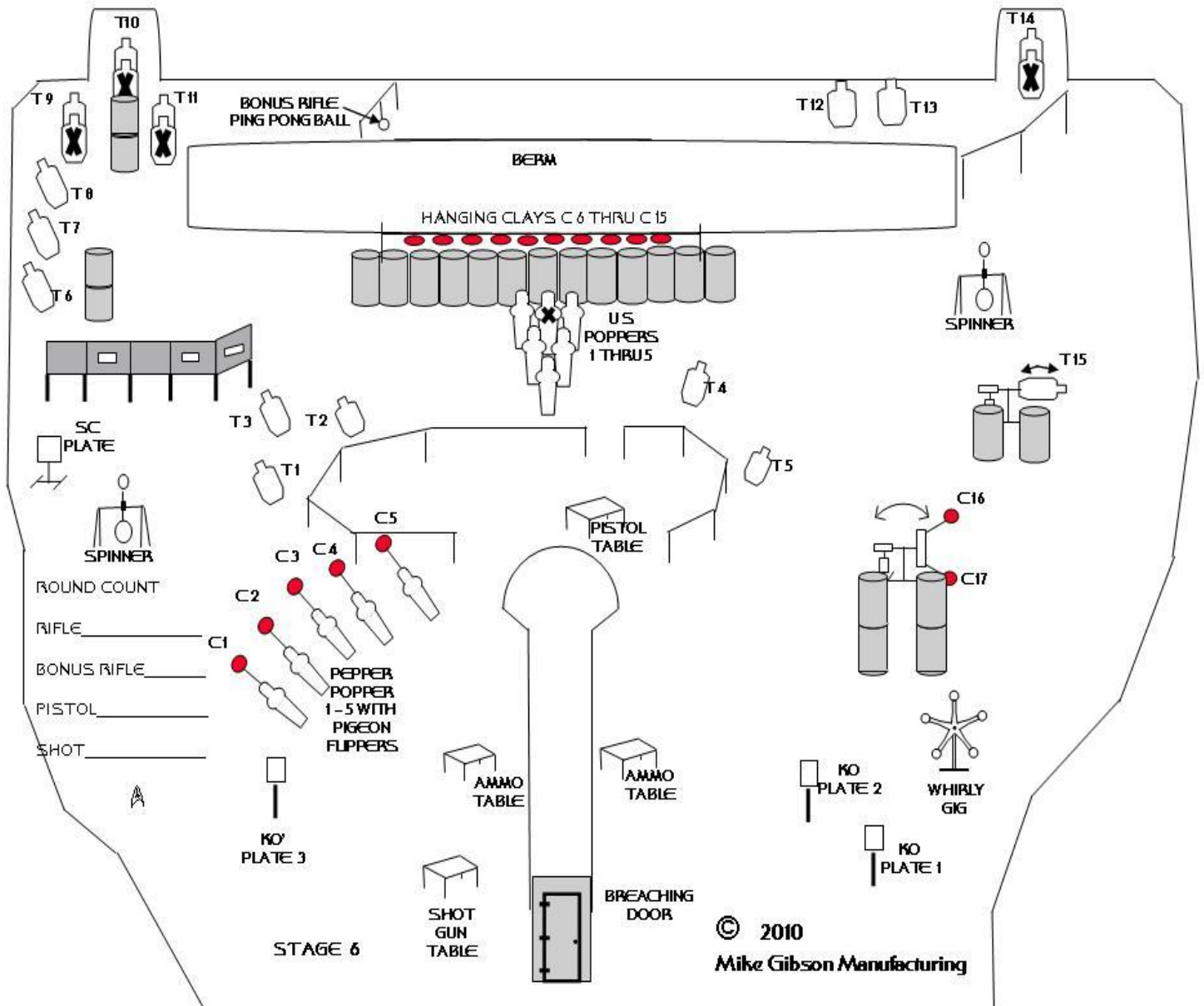
22nd Century Technology

CONTACT: [Lin Webb](mailto:LinWebb) eelsnot@embarqmail.com

910.423.8300



" EEL-VIS "



2010 MGM Ironman Stage 6 Official Course Description

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

This is an 86 round COF. You will need 30 rifle, 30 pistol, and 25 shot. There is one bonus target for your rifle. I'll read through the entire course of fire and then answer questions.

- The start position for this stage is pistol cold in holster, shotgun cold on table, and rifle cold and slung standing in front of breach door.
- On signal, breach door and engage respective targets with appropriate weapon from respective shooting area. After engaging targets place COMPLETELY EMPTY weapon on table or reholster. Firearms can not be used to breach door.
- PPCw/PF1-5, Whirly Gig, Spinner 1, KO plates 1-3, and Clay pigeon Swinger are shotgun targets.
- Plate 1, Spinner 2, T1-5, PPC1-5, and Paper Target Swinger are pistol targets.
- Targets T6-15, hanging clays 1-10, and bonus target are rifle targets.
- This is a VIRGINIA COUNT STAGE!! You get one 30 round box of SG shells, one 30 round AR mag, and two fifteen round pistol magazines.
 1. Box of shells will be placed on ammo table. Pistol and rifle ammo will be on your person.
 2. Loading extra rounds in pistol magazines is grounds for a DQ for unsportsmanlike conduct.
- Bonus target is worth 15 seconds.
- Failure to breach and proceed through door is a 60 second penalty.
- Any shots fired outside of the specified shooting area will be a 5 second penalty for each shot fired. (Shooting the bonus target from any place other than the specified area will result in a 60 second penalty)

NOTES:

1 A/B 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 stationary targets require two hits. Spinners must be spun. Failure to do so will result in a 60 second penalty added on to the overall time by the RO. Activating the "Flag" or "Door" portion of an IPSC target is a 5 second bonus up to 10 seconds. If flag or door portion is not hit, two rounds are *STILL* required on each target.

If the shooter chooses to go prone for the Rifle portion on ANY 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!

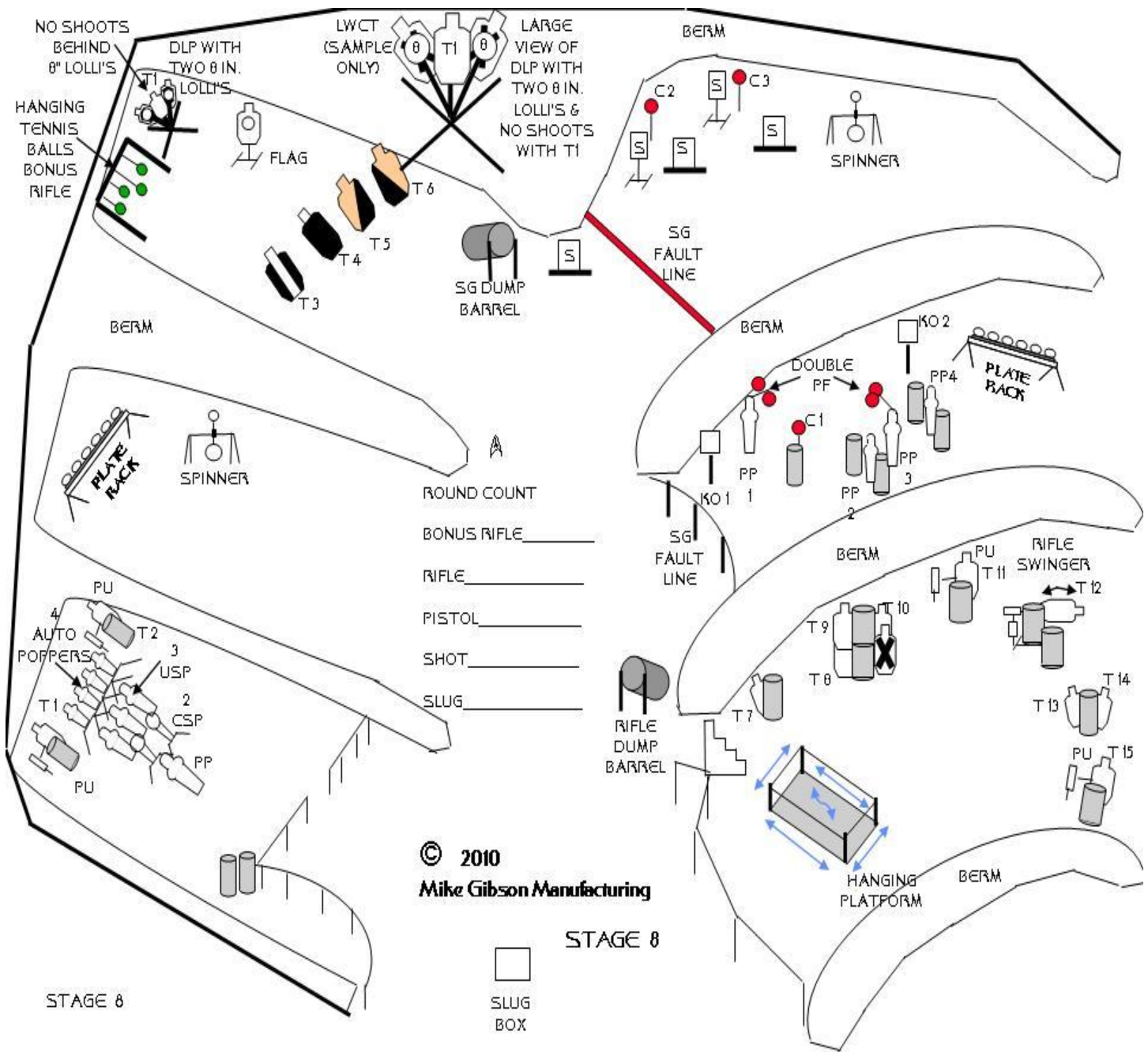
Any steel targets shot with slugs other than those specified in the course description will result in 300 second penalty and a \$25 donation to the MGM/AMU Jr. Camp per hit.

Your help setting steel/clays and taping targets is greatly appreciated. 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!!!

STAGE SPONSOR



www.gramsengineering.com



STAGE 8

2010 MGM Ironman Stage 8 Official Course Description

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

This is a 97 round COF. You will need 33 rifle, 30 pistol, 23 shot, and 7 slugs. There is one bonus target for your rifle. I'll read through the entire course of fire and then answer questions.

- The start position for this stage is anywhere you want with pistol hot in holster, and one long gun hot at low ready....or not (see notes below). Other long gun/guns is/are hot in dump box of your choice.
- On signal, engage respective targets with appropriate weapon from respective shooting area. After engaging targets place safe weapon in dump box or on table.
- Targets in pit 1 are rifle targets must be engaged from hanging platform. Targets in pit 4 must be engaged from behind barricade.
- Targets in pit 2 and pit 3 are shotgun targets with the exception of slug plates 1-5 which must be engaged from Slug box.
- Targets in pits 5 and 6 are pistol targets.

NOTES:

1 A/B 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 stationary targets require two hits. Spinners must be spun. Failure to do so will result in a 60 second penalty added on to the overall time by the RO. Activating the "Flag" or "Door" portion of an IPSC target is a 5 second bonus up to 10 seconds. If flag or door portion is not hit, two rounds are *STILL* required on each target.

If the shooter chooses to go prone for the Rifle portion on ANY 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!**

Any steel targets shot with slugs other than those specified in the course description will result in 300 second penalty and a \$25 donation to the MGM/AMU Jr. Camp *per hit.*

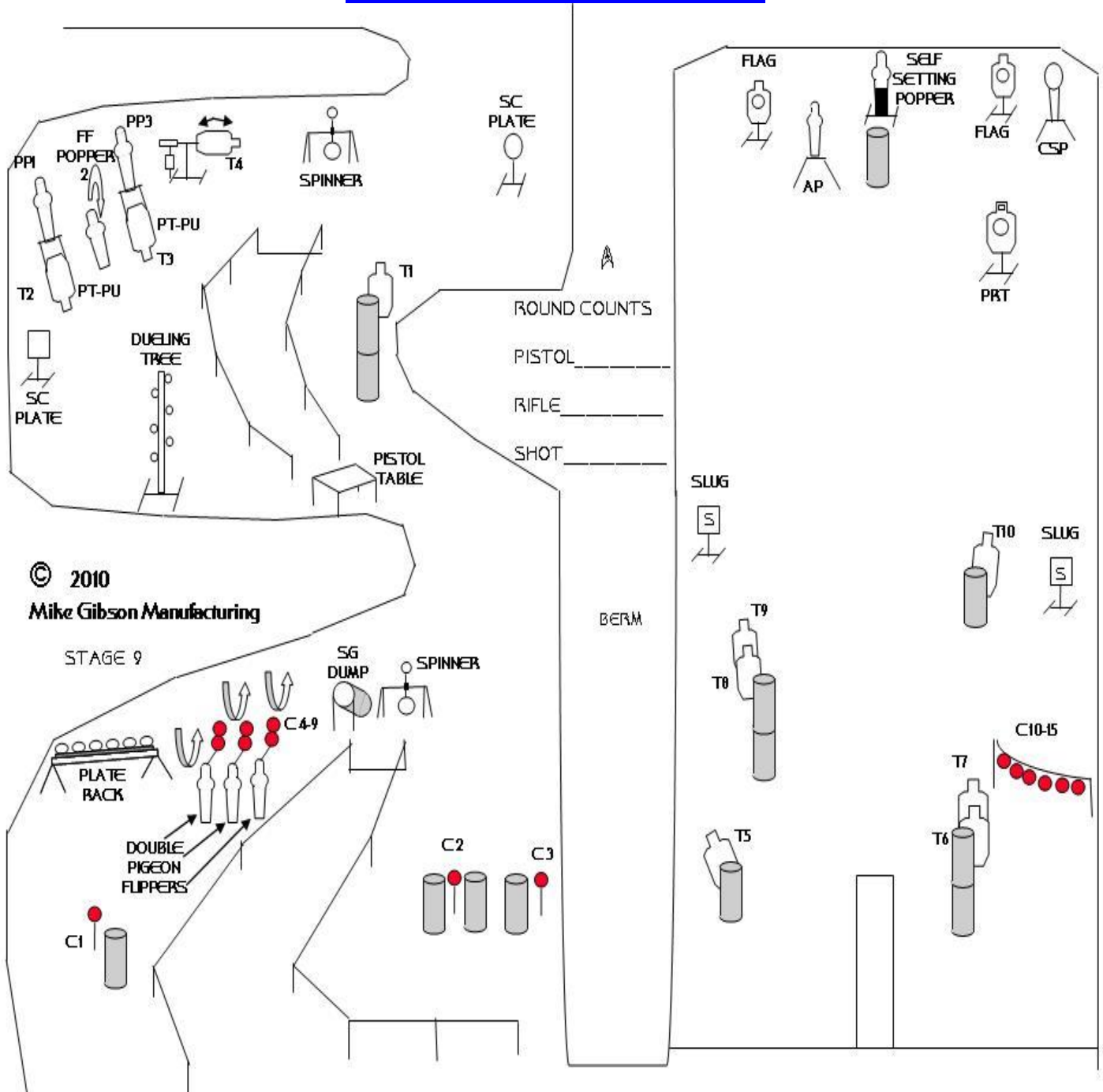
Your help setting steel/clays and taping targets is greatly appreciated. Failure to do your fair share **COULD** result in a match DQ for unsportsmanlike conduct. Please help out so we never have to mention this again!! Thank you and have a great stage!!!

STAGE SPONSOR



PREDATOR
TACTICAL
by Matt Burkett

www.predatortactical.com



2010 MGM Ironman Stage 9 Official Course Description

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

This is an 89 round COF. You will need 27 rifle, 36 pistol, 22 shot, and 4 slugs. I'll read through the entire course of fire and then answer questions.

- The start position for this stage is rifle hot on safe at port arms. Standing behind spool. Shotgun is hot and safe on spool. Pistol can be hot and holstered....or not (see notes below).
- On signal, engage respective targets with appropriate weapon from respective shooting area. After engaging targets place safe weapon in dump box or on table.
- Targets in pit 1 are rifle targets must be engaged from within the shooting area.
- Targets in pit 2 are shotgun targets
- Targets in pit 3 are pistol targets.

NOTES:

1 A/B 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 stationary targets require two hits. Spinners must be spun. Failure to do so will result in a 60 second penalty added on to the overall time by the RO. Activating the "Flag" or "Door" portion of an IPSC target is a 5 second bonus up to 10 seconds. If flag or door portion is not hit, two rounds are *STILL* required on each target.

If the shooter chooses to go prone for the Rifle portion on ANY 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!**

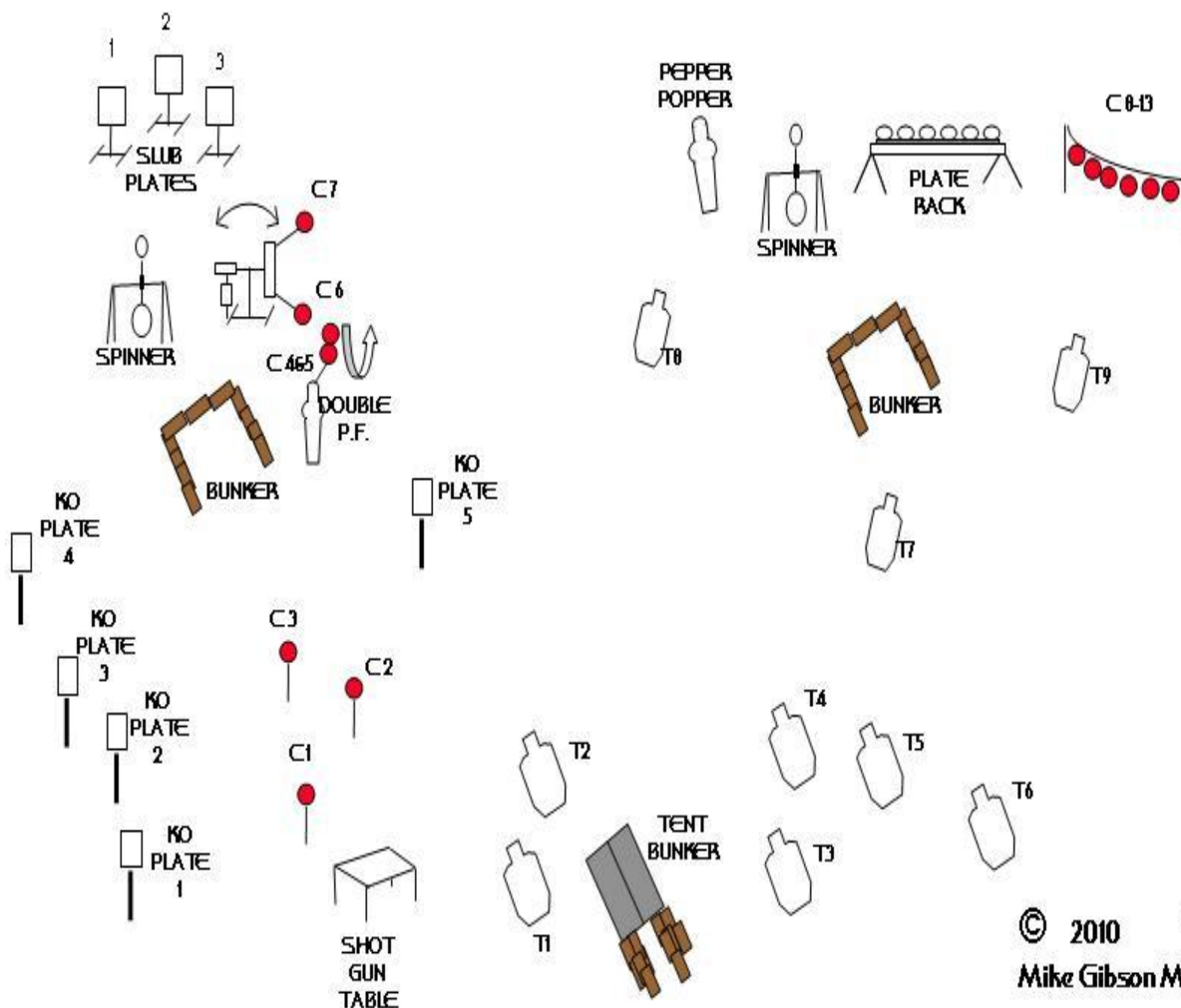
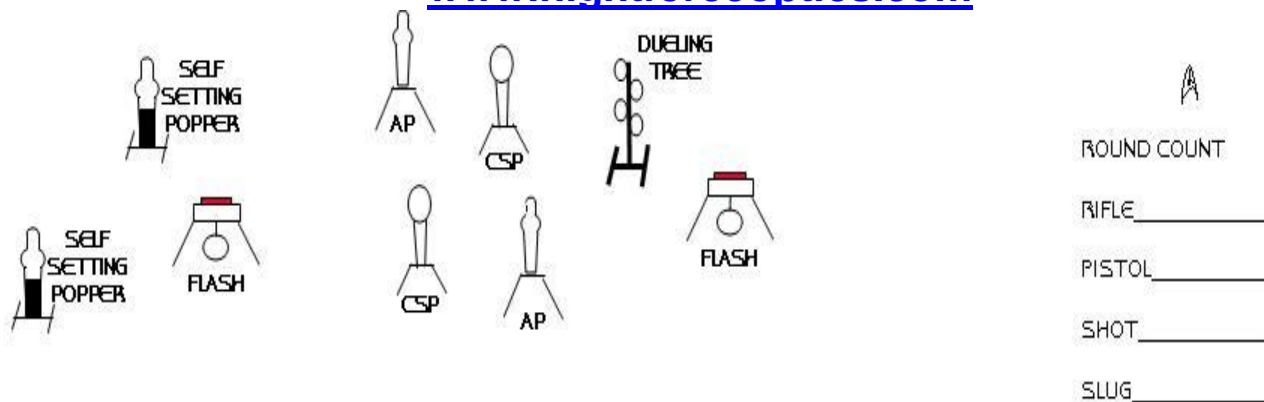
Any steel targets shot with slugs other than those specified in the course description will result in 300 second penalty and a \$25 donation to the MGM/AMU Jr. Camp *per hit.*

Your help setting steel/clays and taping targets is greatly appreciated. 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!!!

STAGE SPONSOR



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2010 MGM Ironman Stage 10 Official Course Description

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

This is an 81 round COF. You will need 28 rifle, 30 pistol, 18 shot, and 6 slugs. I'll read through the entire course of fire and then answer questions.

- The start position for this stage is rifle hot on safe at port arms. Standing in start box. Shotgun is hot and safe on table. Pistol can be hot and holstered....or not (see notes below).
- On signal, engage targets with weapon of your choice from respective shooting area. After engaging targets place safe weapon in dump box or on table.
- The only steel that can be shot with rifle or slug are those specified as such.
- Steel rifle targets must be shot from sniper hooch.
- SG spinner, Clay Swinger, and slug targets must be shot from bunker 1.
- Pistol spinner, stationary plate, and plate rack must be shot from bunker 2.

NOTES:

1 A/B 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 stationary targets require two hits. Spinners must be spun. Failure to do so will result in a 60 second penalty added on to the overall time by the RO. Activating the "Flag" or "Door" portion of an IPSC target is a 5 second bonus up to 10 seconds. If flag or door portion is not hit, two rounds are **STILL** required on each target.

If the shooter chooses to go prone for the Rifle portion on **ANY** 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!**

Any steel targets shot with slugs other than those specified in the course description will result in 300 second penalty **and a \$25 donation to the MGM/AMU Jr. Camp *per hit.***

Your help setting steel/clays and taping targets is greatly appreciated. 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!!!