

STAGE SPONSOR



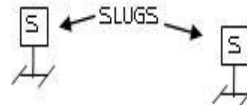
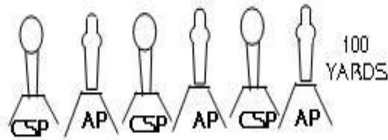
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FLAG



FLAG



ROUND COUNT

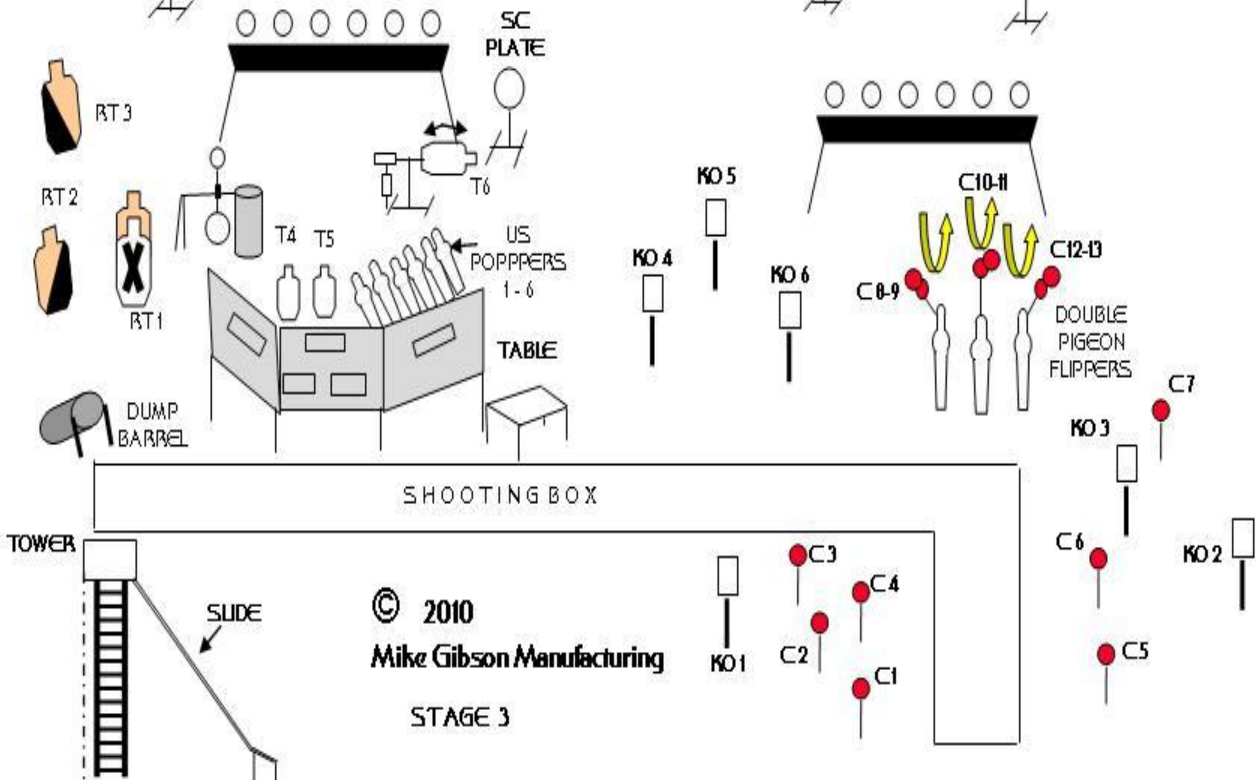
BONUS RIFLE _____

RIFLE _____

PISTOL _____

SHOT _____

SLUG _____



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!!!