

STAGE DIRECTOR

BUILD · VALIDATE · SIGN OFF

STAGE	DATE	STAGE DIRECTOR

DESIGN before you build

- ☐ Round count fits the course type. Short 1-12, med 13-20, long 21+ 1.2.1
- ☐ Max 8 scoring hits from any one location or view; stage not shootable from one spot 1.2.1
- ☐ Freestyle: no mandatory reloads, no dictated position or stance 1.1.5
- ☐ Buildable in this bay with props we actually own

WALLS & PROPS

- ☐ Square, plumb, staked. Assume a shooter falls into it at speed
- ☐ Zip-tie adjoining walls; close every unintended sight gap
- ☐ Barrels staked or bungeed together. Wind will find them
- ☐ See-through walls: black opaque vision barrier where a target must not be engaged early
- ☐ No whole cardboard target used solely as hard cover 4.1.4.1
- ☐ Braces, knee-knockers, doorjams out of the path or clearly marked
- ☐ Fault lines fixed, 1.5" proud on dirt. Uprange lines 3 ft min 2.2.1
- ☐ 5'9"+ = ground to infinity. Under = height built. Mark exceptions 2.2.3.2

TARGETS & STEEL

- ☐ Steel at or near the berm, square to the shooter from where it's engaged
- ☐ Never perpendicular to the berm. Splatter comes back at the squad
- ☐ 23 ft min from steel and metal props. Fault lines back at 26 ft 2.1.3
- ☐ Poppers leveled, spiked and/or sandbagged 2.1.8.3
- ☐ No rocking. Popper drops, hits the tire, stays down. Bounce? Move the tire back
- ☐ Full-face repaint, single color, never black/red/green 4.1.2.2
- ☐ Target & stand locations marked so resets are identical all day 2.1.8.1
- ☐ No shoot-throughs; scoring cardboard 45° max from vertical 2.1.8
- ☐ Activators, cables and supporting equipment staked

HARD STOPS ARC: no exceptions

- ☐ Nothing leaves over the berm. Check at the tallest shooter's height, from every position, including up on props
- ☐ No ground strikes. Impacts into the backstop or lower half of side berms. Trap unavoidable low angles with sandbags, dirt, or carpet. Can't trap it? Redesign it
- ☐ No target visible past the 180. Walk the edges of every shooting area, not the middle

WSB & COUNT on the built stage, not the diagram

- ☐ WSB posted at the bay before the match, RM approved 3.2.1
- ☐ Lists scoring, target type & number, min rounds, condition, start, signal, procedure 3.2.1
- ☐ Count what's on the ground: paper, no-shoots, steel, min rounds = WSB
- ☐ Off-limits lines, if any, named in the WSB 2.2.1.5

RANGE MASTER SIGN-OFF

No stage goes live without it. Call the RM when the stage is **finished**, not nearly finished. Any change after sign-off goes back to the RM. 2.1.1.1 · 2.3.1.1 · 3.2.1

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