

Stage Designer Checklist

Sons of Action Pistol - Revised June 2021

Not a conclusive checklist, but should be used as a general guideline only.

General guidelines

- Freestyle (1.1.5)
- RO safe movement (2.2.6)
- Rounds must impact the berm and never the range floor.
 - Consider the competitor's height in relation to target
 - Utilize appropriate height target sticks and/or hardcover.
- Do not use no-shoots to protect walls. Use black 2x2 sticks on edges.

Propper / safe angles of fire for the shooting bay (2.1.2).

- Block 180 angles of fire (2.1.4)
- SVSC bays 4-5-6 ≤ 45 degrees to the right side berm.
- SVSC bay 7 backstop only
- SVSC bay 8 no shots past marker on right (no steel)

Minimum distance to metal targets (2.1.3)

- Minimum 23 feet from a barrier (i.e. ported wall)
- Minimum 26 feet from a fault line
- Rounds must impact perpendicular to the metal face.

Target placement / arrays (2.1.8)

- No shoot-thru targets
- Proximity of cardboard to steel targets to avoid frag (2.1.8.2)
- IPSC targets ≤ 45 degrees - N/A to IPSC no-shoot (2.1.8.4)
- No more than 8 required scoring hits from a single location or view (1.2.1.3)

ONCE APPROVED BY RANGEMASTER

- Walls, obstacles, metal targets, fault lines are nailed down / secured (2.2.2.1)
- Paint witness lines on front corner of the target stands (2.1.8.1)
- Number the back of all targets (above A-zone), start clockwise rotation from the front of the stage.
- Place white / black pasters on the back of applicable target sticks.