

Ghosts of the Jungle – Competitor Gear List

Field Bivouac | Garrison Range – Lovelock, Nevada

Overview

Ghosts of the Jungle is a Vietnam-era sniper and reconnaissance immersion event featuring **MACSOGV courses**, a **period-correct static range**, and the **Hathcock–Mawhinney Cup** precision challenge.

This is a **field bivouac** — expect a rugged, authentic experience under the Nevada sky.

Important Notes

- **Hathcock–Mawhinney Cup competitors** must bring their **own bolt-action rifle** and **ammo**.
 - **5-round magazine maximum**.
 - **All other weapons will be provided** for the run-and-gun and MACSOGV courses — period-correct and supervised by RSOs.
 - If you own **period-correct weapons or gear**, you are welcome to bring them.
 - **Camping is on-site** — wall tents will be available, but personal tents, bivy sacks, or other camp setups are welcome.
 - We're close to a few gas stations, but if you're a **hungry critter**, bring your own **pogey bait** (snacks).
 - **Portable toilets** will be provided, but bring that **e-tool** in case things get weird.
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Mandatory Gear

- Competitor ID / registration confirmation
- Eye and ear protection (**required**)
- **Bolt-action rifle + ammo** (Cup competitors only)
- **5-round magazines only**
- Hard or soft rifle case for transport
- Sling or carry strap
- Shooting mat or ground pad
- Personal first aid kit
- Water / hydration system (1L minimum)
- Weather-appropriate field clothing
- Headlamp or flashlight + extra batteries
- ID and completed waivers

Recommended Gear

- Spotting scope or binoculars
- Extra mags (observe 5-round rule)
- Cleaning kit and basic tools
- Range notebook / dope card and pen
- Gloves and eye protection backups
- Energy snacks (“pogey bait”)
- Sunscreen and insect repellent
- Small pack or chest rig for field movement

Camping / Bivouac Gear

- Tent, bivy sack, or personal structure (wall tents provided for general shelter)
- Sleeping bag and pad
- Camp chair or stool
- Cooking setup or camp stove (if desired)
- Food for duration of stay
- Mess kit / utensils
- Toiletries and hygiene gear
- E-tool (you’ll be glad you did)
- Extra layers for cold desert nights

LARP / Immersion Theme

- **Tiger-stripe camo** strongly encouraged
- Boonie hat or patrol cap
- Jungle boots or rugged field boots
- Optional: period-correct web gear, rucks, and accessories (clearly marked as inert)
- Hydration and comfort gear appropriate for long field sessions

Prohibited

- Magazines exceeding 5 rounds for Cup events
- Tracer, incendiary, or steel-core ammo
- Unauthorized full-auto fire

- Explosives, pyro, or flammables
 - Violation of range safety protocol (immediate DQ)
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Quick Checklist

- ☐ Registration / ID
- ☐ Eye & ear protection
- ☐ Bolt gun + ammo (Cup)
- ☐ Shooting mat
- ☐ Hydration
- ☐ Field clothing / tiger stripes
- ☐ Sleeping gear
- ☐ Pogeys bait
- ☐ Flashlight / headlamp
- ☐ E-tool
- ☐ Waivers / paperwork