

## 9. MD / AMDs/CSOs/AC Pre-Match Stage Walk Through

The morning before the staff shoot, the MD/AMDs/CSOs and AC meet to walk stages and confirm stage integrity/operation.

When setup is complete walk-through the stages as a final check:

a. Check the stage for the intended scenario or standards:

- 1) Are the targets where they should be based on the stage diagram?
- 2) Are visual barriers used to guide shooters?
- 3) Are there shoot-throughs on threat targets?
- 4) Are sufficient "down 0" zones showing around non-threats for less experienced shooters?
- 5) Are the reload points reasonable?

b. Does setup agree with the stage diagram number of targets, placement, steel, start position, cover positions, and vision barriers?

c. Can the stage reset be duplicated squad to squad?

d. Is the start position clear or marked in some way?

e. Are target sticks marked so that targets can be replaced in exactly the same position?

f. Are there any special props? Is a plan needed to maintain them (spare parts, spare props, etc.)?

g. Managing reactive targets

1) Is a wrench available to adjust the target?

2) Is the target in good working order?

3) Was the target calibrated this morning?

h. Are there any Shooter traps or SO traps?

i. Are there any 180 traps?

j. Are there any confined spaces?

k. Are there any odd procedurals possible? How will they be handled?

l. What materials and activities are need each morning and evening?

m. Are targets available to change targets every 2 or 3 squads? Are painted targets available?

n. Is there a score sheet administration process for each bay?

o. Inspect the range surface for trip hazards, puddles, mud, ice, snow and can these be minimized?

p. Do all rounds impact berms, and not bounce off range floor?

q. Check the stage for safety, for the shooter, the SO, and bystanders:

1) Are there trip hazards near any movement path of the shooter?

2) Are there tendencies for unsafe muzzle directions?

3) Will range property be damaged?

4) Will a ricochet hazard be struck?

5) Are steel targets shot from less than 10 yards?

6) Can a short shooter put a head shot over the berm or can a tall shooter bounce a low shot over the berm? If so, the target needs to be closer to the berm.

r. Look past and through each target to see the bullet impact area.

s. Is there a shoot-through on another target or stage prop?

t. Ask a few CSOs and/or SOs to review the stages as well. A second pair of eyes can help.