



LASER ACTIVATED SHOT REPORTER
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Metal Madness Shooting Sports Association Game Setup

Poster Description

The poster shows a shooting lane with four hangers for targets at different distances:

- The closest hanger is for 10 yards and has one level.
- The next hanger, at 15 yards, has two levels.
- The third hanger, at 20 yards, is taller.
- The fourth hanger, at 25 yards, is the tallest.

Cling Vinyl Pieces

The included vinyl pieces represent the steel targets ("Targets") with the squares numbered 1 through 4 and a round unnumbered "stop" plate. The vinyl pieces are scaled to represent the square 12" by 12", and round 12" plate at the varying target hanger distances.



Figure 1 - Vinyl Targets

- Largest vinyls are to be used on the 1st Hanger = 10 Yds
- 2nd Hanger = 15 Yds
- 3rd Hanger = 20 Yds
- Smallest vinyls are for the 4th Hanger = 25 Yds

Target Hangers

The target hangers have faint outlines for zones where targets can be placed.

- The zones on the 4th Hanger @ 25 Yds are labeled
 - “A” for the top half and
 - “B” on the bottom half
- The zones on the 3rd Hanger @ 20 Yds are labeled
 - “C” for the top half and
 - “D” on the bottom half
- The zones on the 2nd Hanger @ 15 Yds are labeled
 - “E” for the top half and
 - “F” on the bottom half
- The zones on the 1st Hanger @ 10 Yds are all labeled “G”

Additionally, each row is also number as

- 1 – left
- 2 – center
- 3 – right

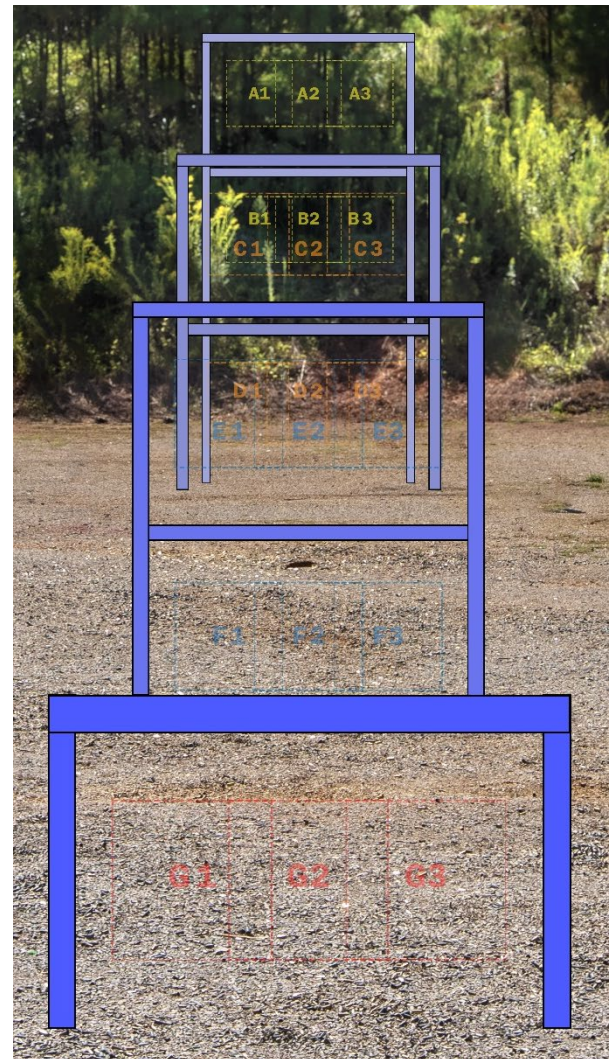


Figure 2 - Target Hanger with Zones

Placing the Targets

Targets can either be placed as 2 targets side by side in position represented by the 1 & 3 zone.

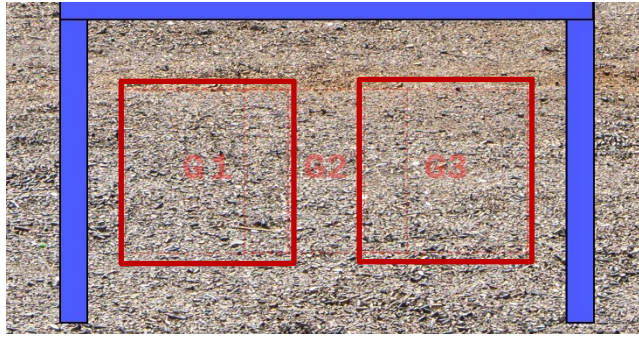


Figure 3- Target Positions 1 & 3 on Hanger

Or as a single target in the center represented by the 2 zone.

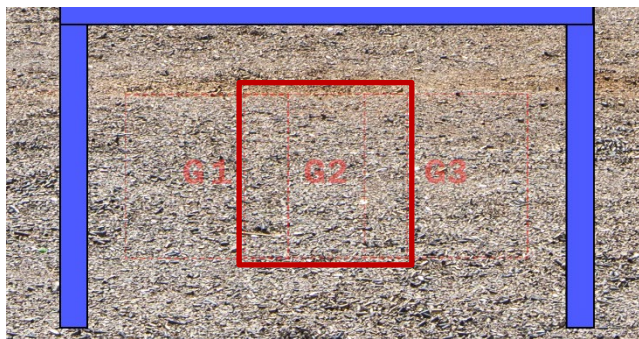


Figure 4 - Target Positions 2 on Hanger

Targets can also be placed behind each other on the target hangers.

For recommendations on target arrangements, for each stage you can go to this generator located at lasrapp.com/mmssa-generator

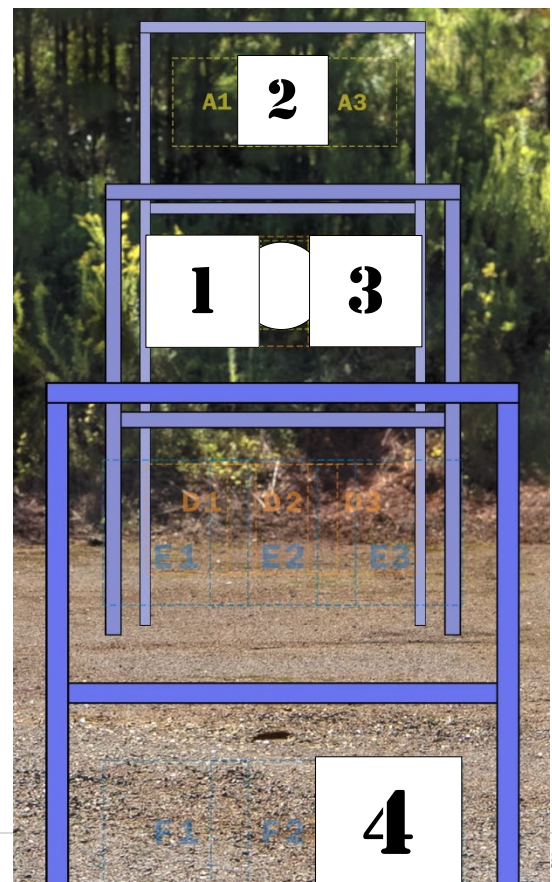


Figure 5 - Targets Can Be Placed Behind Each Other

Scoring

- Each participant will engage ten different target arrays (one from each lane), totaling 50 targets.
- To be scorable, each target must be hit at least once.
- Only the eight fastest times out of the ten attempts are counted for the score.
- The two slowest times are disregarded.
- The total time of the eight fastest strings of fire represent the participant's "bracket time" for that firearm.

Gameplay

- The timer runs continuously on each stage until the round stop plate is hit.
- Shooting out of numerical order or failing to hit the stop plate results in a scratch, with a penalty time of 30 seconds.
- The shooter must hit each square plate in the prescribed order, starting with plate #1.
- Scoring penalties:
 - Missing or skipping a plate incurs a 3-second penalty.
 - Shooting a plate out of order allows the shooter to go back and hit the plates in the correct sequence, avoiding the 30-second penalty.
 - If the shooter exhausts their ammunition before completing the string, they can reload and continue firing until the stop target is hit. Failing to reload or hitting the stop plate results in a 30-second penalty.
- Hitting the stop plate too early incurs a 3-second penalty for each missed plate.