Stage Design Read Me

Introduction:
Different people bring different ideas to stage designs and variety is what keeps the game interesting. The possibilities are endless. You can get ideas from a number of places. Stages you have shot and enjoyed can be a good source. This site has as well as others have archives of stages that you can use verbatim or with some modifications. You can come up with a complete new design from your imagination. Aside from safety which should be a first consideration there are few rules. ICORE has dedicated a short section of the [rulebook](#) to stages which you should review. A good piece of advice is to make a stage challenging without being overly difficult. If unsure err toward the simple side. Be wary of stages that require a long set up time as you may find yourself running out of time the morning of the match. If you're not sure about a stage, run it by an old timer for evaluation or pointers.

The Tools:
The design tools consist of a file of stage props: paper targets, steel targets, barriers, shooters boxes, etc. And a second file with an oblique view of a range complete with measurement grid and a text section for a course description. Both files are Word document files. The props can be copied and dropped onto the range. The props can be sized and moved to get the layout you desire. You can use the WordArt feature for more extensive editing. Complete the text box and you have a stage design. When the files load to your browser, use File/Save to keep a set of templates on your computer.
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