

BLACKOUT RUBBER TRAP MAINTENANCE



Daily

Maintain a minimum of 24" of perpendicular rubber depth at all times. This is especially important in hot spots (directly behind targets).

Inspect rubber for any lead ingots and remove as needed.



As Needed

Spire recommends conducting a professional cleaning and removing lead when a lane has between 50,000-70,000 rounds. Failure to do so may result in splatter returning to shooter.

Maintain chopped rubber volume. Chopped rubber is installed with pieces ranging 3/4"-1" in size. Rubber media will break down over time. Spire recommends adding rubber as needed.

Inspect the steel deck whenever the rubber is removed. Contact customer support if any of the decking is damaged.

If a fire retardant has been applied, follow the manufacturer's recommendations for the reapplication.



Warnings

Lead is a hazardous material, always use appropriate personal protective equipment when handling lead.

Warranty Of Equipment

Refer to agreement documents for specific warranty details of your range. Consumables, negligence and improper use of equipment (including firing armor-piercing rounds, tracer rounds, steel core rounds or calibers not approved for your ranges ballistic rating) will void all warranties.



BLACKOUT

BLACKOUT RUBBER TRAP BALLISTICS

Ammunition specs listed below are examples of energy and velocity only. Note, any use of Armor Piercing (AP), Steel Core, or Tracer Rounds will void the warranty.

BALLISTICS

TRAP RATING	MUNITIONS TYPES	MAX ENERGY	MAX VELOCITY
24" RUBBER	Pistol/Rifle	3600ftlbs	3300fps
TYP. AMMO	BULLET WEIGHT	MAX ENERGY	MAX VELOCITY
.22LR	40gr HP	140ftlbs	1400fps
9MM LUGER	124gr FMJ	460ftlbs	1293fps
.357 MAG	158gr JSP	663ftlbs	1375fps
.44MAG	240gr SWC	1175ftlbs	1485fps
5.56X45MM NATO	55gr FMJ	1402ftlbs	3388fps
7.62X51MM NATO	150gr FMJ	3048ftlbs	3025fps
.308 WIN	150gr SPTZ	2800ftlbs	2900fps
30-06	180gr SPTZ	3360ftlbs	2900fps
300 WM	190gr BTHP	3548ftlbs	2900fps

.50 BMG

The Blackout Trap can handle .50 BMG in moderation; however, due to the large amounts of energy exerted from the round, the following applies:

- Repeatedly using .50 BMG will shorten the life expectancy of the Blackout Trap and may void warranty.
- Repeated impacts of .50 BMG fired in the same location of the Blackout Trap can cause damage in as few as 50 rounds.
- Any armor piercing (AP) rounds, particularly those from .50 BMG will void any warranty on the Blackout Trap.