

# Game Management

## GMGT 112 Introduction Shotgun & Clays Shooting (1 credit, 0 lecture, 2 lab)

Beginning shotgun and sporting clays shooting instruction. **Pre-Requisite:** Valid FOID card.

## GMGT 113 Shooting Complex Mgt. I (3 credit, 2 lecture, 2 lab)

Introduces concepts of shooting complex development, operation, marketing, and management.

## GMGT 114 Shooting Complex Operation (2 credit, 1 lecture, 2 lab)

Develops operational and managerial skills for recreational shooting complexes.

## GMGT 137 Game Management Internship (6 credit, 0 lecture, 30 lab)

Introduction to various fields of game management through internship with a game management industry or agency. An important occupational experience providing the student with the opportunity to practice and observe the application of some of the specific game management principles. **Pre-Requisite:** Instructor consent.

## GMGT 138 Shooting Complex Mgmt Internship (6 credit, 0 lecture, 30 lab)

Introduction to various fields of shooting complex management through internships with a shooting complex management industry or agency. An important occupational experience providing the student with the opportunity to practice and observe the application of some of the specific shooting complex management principles. **Pre-Requisite:** Instructor consent.

## GMGT 139 Shooting Preserve Management (3 credit, 2 lecture, 2 lab)

Areas of preserve management, development, operation and marketing.

## GMGT 151 Game Bird Propagation I (3 credit, 2 lecture, 2 lab)

Manipulation of birds and their environment to obtain the most efficient production of birds for release and food purposes.

## GMGT 153 Wildlife Management (3 credit, 2 lecture, 2 lab)

Benefits derived from managing wildlife and wildlife habitat by both the consumptive and non-consumptive use of the resources. Identification of age and sex of major species of wildlife found in the United States and study their life histories and habitat requirements. Field experience provided in measuring populations, habitat evaluation and habitat management.

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## GMGT 154 Wildlife Ecology (2 credit, 2 lecture, 2 lab)

Study of the principles of wildlife ecology and the conservation of wildlife resources, with emphasis on terrestrial communities. The field and laboratory experiences involve wildlife management techniques and how they relate to other forest uses.

## GMGT 171 Basic Shotgun Shooting (1 credit, 0 lecture, 2 lab)

Introduction to the basic techniques and skills required for shooting with a shotgun, with an emphasis in target shooting. This course may be repeated three times. **Pre-Requisite:** Instructor consent; Background and drug screening for Shotgun team members, per SIC policy.

## GMGT 172 Intermediate Shotgun Shooting (1 credit, 0 lecture, 2 lab)

Introduction to the NSSF style of shooting competition with an emphasis in skeet, trap and sporting clays. This course may be repeated three times. **Pre-Requisite:** Instructor consent; Background and drug screening required for Shotgun team members, per SIC policy.

## GMGT 173 Advanced Shotgun Shooting (1 credit, 0 lecture, 2 lab)

Advanced approach to the NSSA/NSCA/ATA style of shooting competition with an emphasis in skeet, trap and sporting clays. This course brings together all the technical and applied areas of competitive shooting. This course may be repeated three times. **Pre-Requisite:** Instructor consent. Background and drug screening for Shotgun team members, per SIC policy.

## GMGT 174 Basic Pistol Shooting (1 credit, 0 lecture, 2 lab)

Introduction to the basic techniques and skills required for shooting with a pistol, with an emphasis in target shooting. This course may be repeated three times. **Pre-Requisite:** Instructor consent; Background and drug screening for Pistol team members, per SIC policy.

## GMGT 175 Intermediate Pistol Shooting (1 credit, 0 lecture, 2 lab)

Introduction to the USPSA style of pistol shooting competition. This course may be repeated three times. **Pre-Requisite:** Instructor consent; Background and drug screening for Pistol team members, per SIC policy.

## GMGT 212 Advanced Shotgun & Clays Shooting (1 credit, 0 lecture, 2 lab)

Training in the areas of advanced shotgun and sporting clays shooting. Acts as a continuation of GMGT 112 for those students wishing to elevate their shooting performance. Repeatable twice. **Pre-Requisite:** Valid FOID Card, GMGT 112 or instructor consent.

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## GMGT 213 Shooting Complex Management (2 credit, 1 lecture, 2 lab)

Provides understanding in shooting complex management and how the business operates. Explores the growth and direction of the industry and develops skills and knowledge necessary to manage a shooting complex.

## GMGT 218 Shooting Complex Extended Field Trip (2 credit, 0 lecture, 4 lab)

Provides a concentrated and varied field observation experience. Provides contacts with the shooting complex industry and leads to NSCA Level I certification. **Pre-Requisite:** Instructor Consent.

## GMGT 219 Certified Range Program Field Study (2 credit, 1 lecture, 2 lab)

Involves the design of sport shooting complexes for public use. Provides operational knowledge gained through field trips.

## GMGT 230 Shooting Preserve Extended Field Trip (2 credit, 0 lecture, 4 lab)

Concentrated and varied field observation which gives the learner first-hand contact with the industry and the real world of work. Precedes the internship and may in some cases provide the interview for the students posting at an internship site. Supplements local learning conditions with situations, operational methods and management styles not found locally, and provides the opportunity to attain N.S.C.A. Level I instructor certification. **Pre-Requisite:** Instructor Consent.

## GMGT 232 Shooting Preserve Operation (2 credit, 1 lecture, 2 lab)

Field oriented study of how to develop and manipulate properties based on the demand for types of sporting recreation. Teaches how to design activities, facilities, and training programs. **Pre-Requisite:** Instructor consent.

## GMGT 233 Shooting Preserve Management II (3 credit, 2 lecture, 2 lab)

Creates an operational understanding of major areas of shooting preserves and how the business operates; supplies a basic functional understanding of shooting preserve systems; fosters attitudes in the learner which will allow him/her to grow in the industry; and develop the skills and knowledge necessary to obtain or develop employment in the industry. **Pre-Requisite:** GMGT 139.

## GMGT 234 Shooting Preserve Field Studies (2 credit, 0 lecture, 4 lab)

Provides students with opportunities to participate in field experiences involving the study and planning of sporting properties for public use. Trips to operating areas and operational knowledge gained during those activity trips.

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## GMGT 290 Selected Topics in Game Management (3 credit, 0 lecture, 6 lab)

An in-depth study of topics in the game management field. The exact content will vary from semester to semester depending on the subject studied. This course may be repeated three times if different topics are considered, but cannot exceed a total of six (6) credit hours toward graduation. **Pre-Requisite:** Instructor consent.

## GMGT 291 Applied Topics in Game Management (3 credit, 0 lecture, 6 lab)

An in-depth study of topics in the game management field. The exact content will vary from semester to semester depending on the subject studied. This course may be repeated three times if different topics are considered, but cannot exceed a total of six (6) credit hours toward graduation. **Pre-Requisite:** Instructor consent.

## GMGT 292 Selected Topics in Game Mgmt I (3 credit, 0 lecture, 6 lab)

An in-depth study of topics in the game management and shooting complex fields. The exact content will vary from semester to semester depending on the subject studied. This course may be repeated three times if different topics are considered, but cannot exceed a total of six (6) credit hours toward graduation. May be offered as variable credit. **Pre-Requisite:** Instructor consent.

## GMGT 293 Applied Topics in Game Mgmt I (3 credit, 0 lecture, 6 lab)

An in-depth study of topics in the game management and shooting complex fields. The exact content will vary from semester to semester depending on the subject studied. This course may be repeated three times if different topics are considered, but cannot exceed a total of six (6) credit hours toward graduation. May be offered as variable credit. **Pre-Requisite:** Instructor consent.