Portage Lake Sportsmen's Club 2023 Spring Work Bee

Saturday, May 20th is our Annual Spring Work Bee. We hope to get the clubhouse cleaned and de-winterized, the grounds around the clubhouse spiffed up, and repair season's damage to our ranges.

The Work Bee will start at 10am and should be done by early afternoon. Food will be served at noon. Come and help out. Hours worked will be credited to your 2025 membership fee.

Also, if you are a new member or if you need a Range Familiarization Session, we have one scheduled for 9AM Saturday, before the work bee.

Below is the worklist with suggested tools in italics.

Inside of Clubhouse:

Turn on water

Clean floor, tables, chairs in meeting area of clubhouse

Clean/sanitize kitchen

Vacuum insects and spider webs from windows, wash windows

Clean bathrooms, make sure toilets are not leaking

PLSC should have the supplies needed for this work. Bring rubber gloves or your favorite cleaning utensils or supplies if desired.

Driveway, Parking Lot, Grounds around the Clubhouse:

Rake up branches around clubhouse

Drag driveway and parking lot and fill potholes in driveway

Walk around boundary lines and straighten out all boundary signs

Bring rakes, shovels, wheelbarrows, 4-wheeler to pull our drag, etc.

Pond and Dike Maintenance:

Clean out lower pond outflow

Upper pond: Cut all woody growth on dike and pile brush/logs off ends of dike or on east side of dike away from outflow. (Trees growing on the dike pose a significant risk of catastrophic failure of our dike.)

Bring chainsaws, grub hoe, shovels, rubber boots, etc.

Range areas:

Pick up trash, old targets, ammo boxes, litter on all ranges

Pick/remove rocks from berms behind target boards on rifle range

Pick/remove rocks from impact areas in pistol pit

Replace damaged target boards and broken uprights

Fill/place sandbags in front of 6x6 posts on rifle range

Determine location of shotgun patterning board and install

Bring hand tools, power tools, sledge hammer, 4-wheeler with trailer to haul rocks.
