



SASS MICHIGAN STATE CHAMPIONSHIP

20th Anniversary

RANGE WAR 2018

SHOOTER'S HANDBOOK



— MAIN MATCH SPONSORS —

DOC NOPER GUN LEATHER * ED'S CUSTOM LEATHER CRAFTS



WOLVERINE RANGERS

An Organization of Cowboy Action Shooters in the State of Michigan

Wolverine Rangers
201 West Big Beaver Rd., Ste. 1020
Troy, MI 48064

R.J. Law, Captain, (248)-528-0440
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August 31, 2018

CAPTAIN'S LETTER - Welcome to Range War

Welcome to the 20th Anniversary of Range War! We are proud and thankful that you have chosen to celebrate our 20th Anniversary with us. I know that there are several shooters who have attended Range War each of the 20 years we have had this match. Please see me during the match or at the banquet to let me know if you have attended all 20. I would like to recognize those shooters who have shot every Range War.

Our theme for Range War this year is *Open Range*, the great 2003 western with Kevin Costner and Robert Duvall. This is one of my favorite Westerns with great acting done by two of our favorite actors. Each stage will have a shooting line and photo from the movie. Many of you will recognize that the photos and lines often don't match up. C'est la vie.

We are pleased to be able to have the Traveling Wall from Amvets Post 29 in Mount Clemens back this year. This is an Honor Wall in memory and in honor of Michigan Fallen Soldiers who fought in Desert Shield/Desert Storm; Operation Enduring Freedom (OEF); and Operation Iraq Freedom (OIF). The Traveling Wall will be at the Range on Saturday. Please pay your humble respects to those men and women who fought and died for Freedom.

We will again have our Cowboy Campfire on Saturday night in the Northwest corner of the campground. We are asking everyone who can play a musical instrument to bring it along. We have no set rules other than everything must be G-Rated. As we always say, the best part about this sport is the people. Come to the campground on Saturday night and let's have some fun.

Thanks again for coming to the 20th Anniversary of Range War. Relax, have a good time and be safe.

Also, please remember to take the time to thank our service men and women for their service and to tell your kids and grandkids that you love them every day.

R.J. Law

R.J. Law, Captain – The Wolverine Rangers

❧ MICHIGAN FALLEN MILITARY WALL ❧

The main purpose of the Michigan Fallen Military Wall is to honor those that paid the ultimate price for our freedom. The first time the wall was shown was Memorial Day 2008. There are currently 279 names on the wall and begins with Desert Shield/Desert Storm. The wall has traveled to the State Capital in Lansing and recently was at Freedom Hill in Sterling Heights supporting USA Cares. There are plans to expand throughout the state.

The second purpose is to raise funds for veterans that need some assistance. 100% of the amount raised goes toward helping our veterans.



MILITARY AND PUBLIC SAFETY SERVICE OF OUR RANGE WAR SHOOTERS

<u>Alias</u>	<u>Branch of Service</u>	<u>Rank</u>	<u>Date of Service</u>
Andy Horshurodinon	United States Air Force	E-5	10/1969 - 7/1975
Andy Horshurodinon	United States Navy	E-6	6/1976 - 6/1992
Black Irish Brian	United States Army	Paratrooper Rank E-4	10/21/1958 - 1/26/1962
Blastin' Brad	United States Air Force	Major	9/1984 - 11/2005
Boaz	United States Army	E-4	6/1989 - 7/1995
Bowie Colt Winchester	United States Army - Tour of Duty - Korea (1969 - 1970)	Spec 4	1968 - 1970
Catlow	Toledo Fire Department	Fire Fighter	1972 - 1997
Catlow	United States Navy	Third Class Petty Officer (E-4)	9/1967 - 4/1971
Crazy Mingo	United States Navy	SK3 (SS)	4/12/1965 - 7/28/1969
Curly Bill Cheleco	Toronto Fire Service	District Chief	1974 - 2018
Dirty Bart	United States Air Force	E-4	1/1974 - 1/1977
Drover Dan	United States Air Force	E-3	2/1970 - 11/1971
Ethan Callahan	Tri Township Fire Department	Firefighter/ EMT	1/1995- 3/2005
Hazel Minor	United States Army	Specialist 4	3/1967 - 3/1969
Hooligan Howes	United States Army	Specialist	6/1999 – 8/2011
Hoosier Mack Daddy	Allen County Police Department	Lieutenant	12/1993 - Present
hOOt Hamilton	United States Air Force	Airman Second Class	11/1957 - 5/1962
Ira Bigelow	United States Navy (Submarines)	Lieutenant	12/1972 - 4/1977
I B Missin	United States Army	SP-5	9/1969 – 4/1972
John Barleycorn	United States Army Reserve	1st Lieutenant	1986 - 2000
Keelhaul	United States Navy	Damage Controlmen 2 nd Class	1/2001 – 1/2006

Kid Al Fred	United States Navy	Operations Specialist Petty Officer 2 nd Class	1/1968 – 12/1971
Kid Rich	United States Navy	Petty Officer 3 rd Class	1965 - 1968
Korupt Karl	United States Army (Vietnam Veteran)	Captain	3/1966 - 12/1969
Lefty Wheeler	United States Marines (Vietnam Veteran)	Corporal	7/1967 - 7/1969
Legendary Lawman	Canadian Police	Chief of Police (Retired)	8/1965 - 7/2000
Legendary Lawman	Canadian Armed Forces (Infantry) Reserves	Lt. Col (Retired)	Armed Forces Reserves 9/1960 - 10/1996
Marshal Washburn	Emergency Rescue Squad Inc	Emergency Medical Technician (Retired)	1985 - 2015 (30 yrs active)
Mean Gun Mark	United States Navy	AT2	1986-1991
Mike Fink	United States Army	SP-5 E-5	5/1968 - 5/1970
Moe Gunns	United States Air Force	Sgt	8/1961 - 9/1969
Nevada Slim	United States Coast Guard	Petty Officer Third Class	8/7/2001 - 10/4/2007
One Son of a Gun	United States Army (On US Olympic Shooting Team)	Sergeant	1954 - 1956 (Active) then 18 1/2 yrs
One Son of a Gun	Michigan State Police (National Pistol Champ)	Sergeant	1960 - 1976
Poco Loco	United States Army	Sergeant	12/1966 - 12/1969
RedBear Bob	United States Marines	SSGT	7/1967 – 7/1987
Sarge	Law Enforcement	Retired D/ Lt.; Active Officer	9/1975 - Current
Serenity	Canadian Police	Police Dispatcher	8/1977 - 11/1989
Serenity	Canadian Armed Forces (Infantry) Reserves	Master Corporal	1/1975 - 4/1982
Shiloh Red	Michigan Army National Guard	Staff Sergeant	10/1972 - 9/1978
Slow Poke Smith	United States Army	Captain	9/1980 - 9/1993

Smokin Iron	United States Army	SPC-5	1/1967 - 1/1970
Smokin Iron	Logan Ohio Police Department	Captain	12/1972 – 11/1982
Taxwell	United States Army	E-5	4/1972 – 6/1976
Trusty Rusty	United States Marine Corps.	Corporal	12/1956 - 12/1960
Two Guns Tim	Toledo Police Department	Patrolman	9/1983 - 9/2016
Two Guns Tim	United States Marine Corps.	CPL	8/1974 - 8/1978
Two Guns Tim	United States Marine Corps. Reserves	CPL	5/1990 - 5/1992
Two Guns Tim	Ohio ANG	SSGT	5/1992 - 2/2003
Two Rig a Tony	United States Navy	Petty Officer 3 rd Class	6/1962 – 9/1966
Whiskey Rick	United States Army (Vietnam Veteran 1967 - 1968)	Sergeant	10/1966 - 10/1969
Yip E Kia	United States Navy	Petty Officer First Class	7/1969 - 11/1979

Thank you for your service!



SASS MICHIGAN STATE CHAMPIONSHIP

20TH ANNUAL WOLVERINE RANGERS RANGE WAR

— Schedule of Events —

THURSDAY AUGUST 30TH

8:00 am – Dark	Vendor Set-Up (Please see Deuce on the Range before setting up)
2:00 pm – 6:00 pm	ROI Class in Clubhouse with Cheyenne Culpepper

FRIDAY AUGUST 31ST

7:30 am – 6:00 pm	Shooter & Vendor Check-In
8:45 am	Mandatory Safety Meeting for Wild Bunch Mini Match
8:45 am	Mandatory Safety Meeting for Cowboy Mini Match
9:00 am – 12:00 pm	Wild Bunch Mini Match
9:00 am – 12:00 pm	Cowboy Mini Match
10:30 am – 11:00 am	Swap Meet Set-up (Please provide your own table)
11:00 am – Close	Swap Meet (Food area entrance to Range)
11:00 am – 3:30 pm	Long Range Side Events
12:00 pm – 1:00 pm	FREE Pizza Lunch on Range
12:45 pm	Mandatory Safety Meeting for Cowboy Mini Match
12:45 pm	Mandatory Safety Meeting for Plainsman Mini Match
1:00 pm – 4:00 pm	Speed Side Events
1:00 pm – 4:00 pm	Cowboy Mini Match
1:00 pm – 4:00 pm	Plainsman Mini Match
2:00 pm – 6:00 pm	ROI Class in Clubhouse with Cheyenne Culpepper
4:15 pm	Posse Marshall Walk-Through

SATURDAY SEPTEMBER 1ST

7:30 am	Shooter & Vendor Check-In
8:30 am	Opening Ceremonies and Mandatory Shooter Safety Meeting
9:00 am	Five Main Stages
3:00 pm	Territorial Governor's Meeting in Clubhouse chaired by Sixgun Scotsman
4:00 pm	Cowboy Trap at Trap Range near the Clubhouse
5:00 pm	Quickdraw Demonstration by Lassiter near the Clubhouse
6:00 pm	BBQ Dinner in Clubhouse (Tickets required)
7:00 pm	Cowboy Campfire & Music in Campgrounds

SUNDAY SEPTEMBER 2ND

8:00 am	Cowboy Church
9:00 am	Five Main Stages
5:00 pm	Awards Banquet at Alexander's (Map & Directions in Handbook) Doors open @ 5:00 pm and Dinner @ 5:30 pm; Cash Bar Wolverine Rangers Raffle Drawing

RANGE WAR SIDE MATCHES

FRIDAY AUGUST 31ST

MINI MATCHES

- **WILD BUNCH MINI MATCH** 9:00 a.m. – 12:00 p.m.
✓ Safety Meeting @ 8:45 a.m.
- **COWBOY MINI MATCH —MORNING—** 9:00 a.m. – 12:00 p.m.
✓ Safety Meeting @ 8:45 a.m.
- **COWBOY MINI MATCH —AFTERNOON—** 1:00 p.m. – 4:00 p.m.
✓ Safety Meeting @ 12:45 p.m.
- **PLAINSMAN MINI MATCH** 1:00 p.m. – 4:00 p.m.
✓ Safety Meeting @ 12:45 p.m.

LONG RANGE SIDE EVENTS

11:00 a.m. – 3:30 p.m.

- **LONG RANGE PISTOL CALIBER RIFLE**
- **LONG RANGE BIG BORE LEVER GUN**
- **LONG RANGE BIG BORE SINGLE SHOT**
- **LONG RANGE SINGLE SHOT BLACK POWDER**

SPEED SIDE EVENTS

1:00 p.m. – 4:00 p.m.

- **SPEED RIFLE**
- **SPEED PISTOL TWO HANDED**
- **SPEED PISTOL DUELIST**
- **SPEED PISTOL GUNFIGHTER**
- **SPEED SHOTGUN SXS**
- **SPEED SHOTGUN HAMMERED SXS**
- **SPEED SHOTGUN 97**
- **SPEED SHOTGUN 87**
- **POCKET PISTOL**
- **DERRINGER**

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POSSE SCHEDULE

SATURDAY	STAGE	STAGE	STAGE	STAGE	STAGE
Posse One	1	2	3	4	5
Posse Two	2	3	4	5	1
Posse Three	3	4	5	1	2
Posse Four	4	5	1	2	3
Posse Five	5	1	2	3	4
Posse Six	6	7	8	9	10
Posse Seven	7	8	9	10	6
Posse Eight	8	9	10	6	7
Posse Nine	9	10	6	7	8
Posse Ten	10	6	7	8	9

SUNDAY	STAGE	STAGE	STAGE	STAGE	STAGE
Posse One	6	7	8	9	10
Posse Two	7	8	9	10	6
Posse Three	8	9	10	6	7
Posse Four	9	10	6	7	8
Posse Five	10	6	7	8	9
Posse Six	1	2	3	4	5
Posse Seven	2	3	4	5	1
Posse Eight	3	4	5	1	2
Posse Nine	4	5	1	2	3
Posse Ten	5	1	2	3	4

GENERAL INFORMATION

SHOOTING CATEGORIES —

The Policy of the Wolverine Rangers is to offer all official SASS recognized shooting categories regardless of the number of shooters in any such category. For any non-official SASS recognized shooting category, there will be a required minimum of 3 shooters in order to qualify to receive an award.

DISPUTES —

If you have a dispute or feel you haven't been treated fairly, please see R.J. Law or Deuce Stevens. Please do not argue; it will not help your chances of a favorable ruling.

WOLVERINE RANGERS RAFFLE —

There will be a raffle at the Sunday night banquet for some great prizes. Tickets are \$5.00 each or 5 for \$20.00 and may be purchased in the Clubhouse.

PHOTOGRAPH NOTICE —

During this event many photographs will be taken and you are bound to be in a few. The Wolverine Rangers and SASS reserve the right to publish any photo taken during the course of this event. If you do not want your photo to appear in print or on TV, please make this known at registration and we will do our best to honor your request.

COWBOY COSTUME —

Part of participating in this great sport is assuming an alias and dressing the part for the entire competition. It is a good way to forget our everyday problems and get lost in a wonderful fantasy of yesteryear. It also goes along with "The Spirit of the Game". Therefore, everyone is strongly encouraged to stay in character for all Range War activities and you must be in costume or wearing appropriate period attire to receive any awards at the Sunday banquet. Do NOT wear your guns to the banquet!

POSSE SYSTEM —

The key to staying on schedule is for everyone to help out as best as they physically can. If you are doing one of the working jobs and need to leave for your turn to shoot, do not leave your position unattended. Please find your own replacement. Don't leave it up to the Posse Marshal or RO to find your replacement as this wastes precious time and seconds add up quickly for 250 shooters. The schedule has been designed so no one should feel rushed. If you finish a stage early, please be respectful and do not crowd the posse on the next stage. Let's all do our part to help our posses run smoothly and then we can all relax and enjoy the evening activities.

PERSONAL PROTECTION —

Range rules require everyone to wear eye and ear protection. This is not a choice – it is mandatory! If you do not have eye or ear protection, please stop by the Clubhouse during registration.

BADGES —

You must wear your badge at all times. It helps us identify registered shooters and who is permitted to carry firearms. Please do not lose your badge. Your badge is also your ticket for the banquet. If you ordered additional banquet tickets they will be in your shooter packet.

SPOTTING —

Spotting is an important part of our sport so please give it your undivided attention if you are asked to spot. We expect correct calls when we shoot so give your fellow cowboys your best effort too. If you have to think about whether it is a miss or you feel the need to talk about it, then it is a hit. Please be sure to watch for edge hits! If you are not spotting, please refrain from voicing your opinion. The spotters' votes are the only ones that count. Any doubt goes to the benefit of the shooter.

COWBOY TRAP —

You can shoot this with your main gun or bring your old "Cowboy Trap Gun".

Game 1: "Team Event – Partners"

Shooters partner up with someone and form a straight line across the trap field. Shooter 1 calls for the bird. If shooter 1 hits the bird, both partners are still in the game. If shooter 1 misses the bird, then his partner (shooter 2) has the chance to shoot at the missed bird. If shooter 2 hits the bird, both partners are still in the game. If he misses the bird then both partners are out of the game and we move on to the next set of partners. Top team is the two partners still standing after all others are out.

Game 2: "Top Shooter Event"

Shooters line up in two single lines from the shooting line and back toward the clubhouse. First shooter in line 1 calls for the bird. If he hits the bird, he moves on to the end of the line. If he misses the bird, he moves to line 3. Shooters in line 3 can get back in the game if they hit the first bird that was missed by a shooter in line 1 or 2. If the shooter in line 3 does not engage a missed bird or misses it, he is then out of the game. If he hits the missed bird, he is back in the game and goes to the end of line 1 or line 2 whichever is the shortest. Shooting alternates between line 1 and line 2. Top shooter is the last shooter standing in either line 1 or line 2 regardless of how many shooters are still in line 3.

Game 3: "Fun Game"

Shooters form a straight line across the trap field. First shooter calls for a bird. If he hits the bird he is still in the game. If he misses the bird, he waits till the next shooter calls and shoots a bird. If the second shooter hits the bird, then the previous shooter is still in the game and the fate of the second shooter is now up to the third shooter. The game continues down the line. The game is over when there is only one shooter left in line.

Game 4: "Singles Game"

This game will be played only if there are enough shooters and it is still light enough to see the birds. Shooters form a straight line across the trap field. Each shooter calls for a bird. If he hits the bird, he is still in the game. If he misses the bird, he is out of the game. The game continues down the line. The game is over when there is only one shooter left on the line.

RANGE RULES

In accordance with the rules outlined in the SASS Basic Range Operations Safety Course, the following rules apply in addition to all SASS Rules:

THIS IS A COLD RANGE. Only registered competitors may wear firearms.

Long guns will have actions open with chambers and magazines empty and muzzles pointed in a safe direction when being carried to and from the designated loading and unloading areas for each stage. Chambers and magazines must be empty and actions open for all firearms transported in gun carts. Muzzles must not “sweep” other participants between stages, or when moving firearms from the gun cart to the loading tables. Failure to manage safe muzzle direction, even when no individual is swept, is grounds for a Stage DQ and for repeated offenses, a Match DQ.

All firearms will remain unloaded except while under direct observation of a designated person on the firing line or in the designated loading/unloading areas. Percussion revolver shooters must ensure they maintain safe muzzle direction during loading and have fired or cleared all capped chambers prior to leaving the unloading area. Failure to adhere to loading and unloading procedures will result in a Stage DQ.

Six-guns are always loaded with five rounds (five-shooters with four) and the hammer lowered and resting on the empty chamber. Loading more rounds than the correct number of rounds in a long gun will result in a 10-second minor safety penalty. Loading a revolver to maximum capacity and lowering the hammer on a live round and/or holstering or staging the fully loaded revolver will result in a Stage DQ.

No cocked revolver may ever leave a shooter's hand (Stage DQ).

Handguns are returned to the leather with hammer down on a spent case or empty chamber at the conclusion of the gun's immediate use, unless the stage description directs otherwise. Any time a pistol is re-holstered and the hammer is not all the way down on either an empty chamber or a spent case, it will result in a Stage DQ.

De-cocking a loaded gun under the clock is forbidden. If the wrong gun is cocked, the shooter must continue on with the stage and will receive a 10 second procedural penalty.

An accidental discharge hitting the ground or stage prop less than five feet from the shooter will result in a Match DQ. Handguns shall not be cocked until it is at a 45° angle down range.

Any discharge of a firearm that occurs off the firing line on Blue Water Sportsman's Club's property, accidental or otherwise, is grounds for a Match DQ. Any other action by a competitor during the course of the event which is determined by the Match Director to be unsafe shall also be grounds for a Match DQ.

Rifles will be “staged” open with magazine and chambers empty and are loaded on the clock unless the stage description states otherwise. Mule-Eared shotguns may be “cocked” at the beginning of a scenario.

Long guns will have actions left open and magazine/barrel empty at the conclusion of each shooting string. Failure to do so will result in a Stage DQ. A live round left in the magazine or on the carrier will result in a 10 second minor safety violation.

Unless instructed, shooters may not start a stage with ammunition or guns in hand.

Malfunctioning guns containing live rounds will not warrant penalties as long as the malfunction is declared and the gun handed to the Range Officer or placed on the prop with the muzzle downrange.

Unsafe gun handling in the course of a draw from the holster, or any fanning will result in a Stage DQ. A second offense will result in a Match DQ.

Holsters may not depart from the vertical by more than 30°. Cross-draw users must twist their body if necessary to ensure the muzzle does not break the 170° safety rule. Any gun that breaks the 170° safety rule will result in a Stage DQ.

An unloaded gun dropped during a stage will result in a Stage DQ.

A dropped loaded gun will result in a Match DQ.

An empty long gun carelessly staged that falls will result in a Stage DQ.

A round over the berm will result in a Match DQ.

Ammunition dropped by a shooter is considered dead and may not be picked up unless it falls back to where it was staged. A 10 second minor safety violation will be assessed if the shooter retrieves the round during or after the stage.

The unloading officer must inspect all firearms before they leave the stage. Long guns and shotguns must have actions cycled and chambers must be inspected carefully. All pistols, including cap and ball revolvers, must be inspected before leaving the stage, regardless of whether or not they were used in the stage.

Alcoholic beverages and non-prescription drugs that may cause drowsiness or any other physical or mental impairment must be avoided. A violation will result in a Match DQ.

Eye and ear protection is mandatory for all shooters, guests and spectators in the range area.

“Knock-Down” targets must be knocked down to be counted as a “hit”. All Knock-Down targets (shotgun & pistol) can be made up with the shotgun if the shooter wishes.

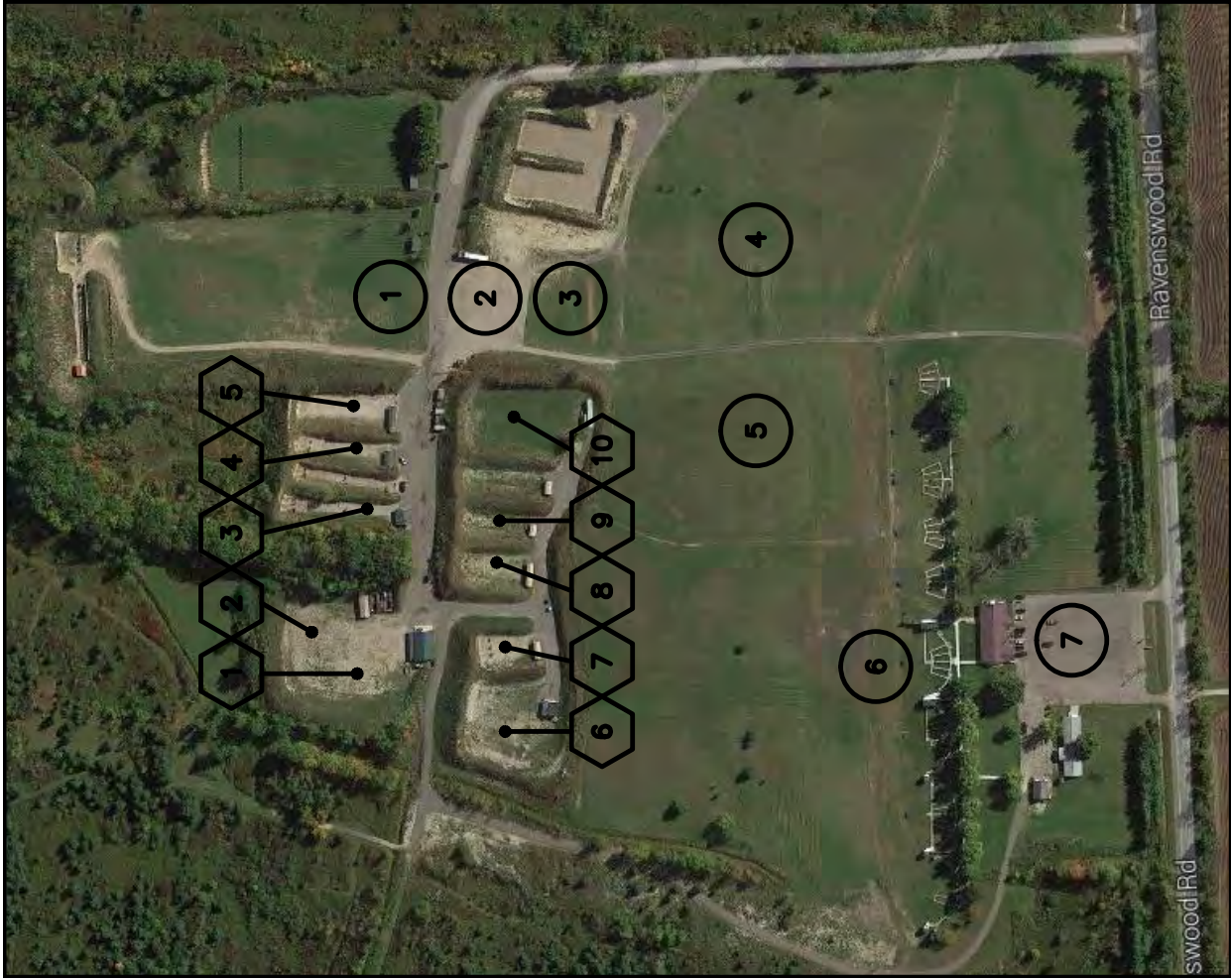
No competitor may advance beyond the first shooting position or touch any stage target prior to shooting. The Posse Marshal will make the decision whether or not the target needs to be adjusted or realigned.

Pistol targets are shot with pistols, rifle targets are shot with rifles and shotgun targets are shot with shotguns.

It is the shooter’s responsibility to understand the stage before shooting it.

No firing of cannons, firearms or anything similar in the campground.

If anyone has any questions about the compliance of their equipment to SASS regulations, please see Deuce Stevens, the Match Director, before the match starts.



Legend:

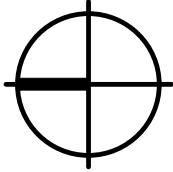
MAIN MATCH RANGE:

- 1 MAIN MATCH STAGE 1
- 2 MAIN MATCH STAGE 2
- 3 MAIN MATCH STAGE 3
- 4 MAIN MATCH STAGE 4
- 5 MAIN MATCH STAGE 5
- 6 MAIN MATCH STAGE 6
- 7 MAIN MATCH STAGE 7
- 8 MAIN MATCH STAGE 8
- 9 MAIN MATCH STAGE 9
- 10 MAIN MATCH STAGE 10

OUTSIDE RANGE:

- 1 FOOD VENDOR & GATHERING TENT
- 2 VENDOR TENTS & TRAILERS
- 3 VISITOR PARKING
- 4 PARTICIPANT CAMPING
- 5 PARTICIPANT CAMPING
- 6 COWBOY TRAP RANGE
- 7 CLUBHOUSE & REGISTRATION

PLAN
NORTH



RANGE MAP - MAIN MATCH DAYS

SCALE: N.T.S.

WOLVERINE RANGERS RANGE WAR 2015

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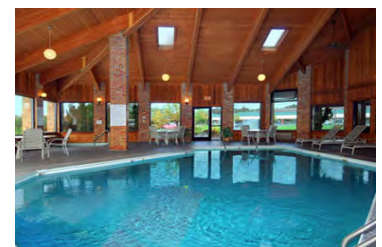
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❧ **STAGE 1** ❧



STAGING — Rifle loaded with 10 rounds, staged at POS 2. Shotgun open and empty, in hands at POS 1 or POS 3. Revolvers loaded with 5 rounds each, holstered OR staged at POS 2.

GUN SEQUENCE — Shotgun ♠ Shooter's Choice ♠ Shotgun

SCENARIO — Shooter starts at either POS 1 or POS 3, with shotgun in hands, at the ready. ATB knockdown 2 **shotgun** targets, any order, poppers must fall before moving to the next POS. Bring shotgun with you and move to POS 2, make shotgun safe for further use. From POS 2 Shooter's Choice on gun order. With rifle, engage the 10 **rifle** targets once each, make rifle safe. With revolvers, engage the 2 **revolver** targets, five times each, round count. (Revolvers may be either holstered/reholstered or stage/restaged.) Pick up shotgun and move to either POS 3 or POS 1 and knockdown the 2 remaining **shotgun** targets, any order.

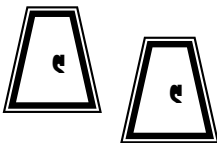
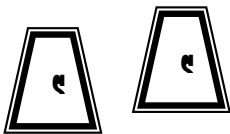
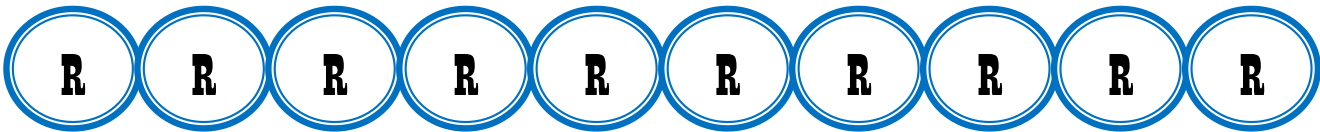
SHOOTING LINE — *“Evidently he ain’t over it yet.”*

STAGE 1

10 Revolver

10 Rifle

4+ Shotgun



POS 1 - Shotgun

POS 2 - Rifle & Revolver
(staged, if wanted)

POS 3 - Shotgun

STAGE 2



STAGING — Rifle loaded with 10 rounds, staged at POS 1. Shotgun open and empty, staged at POS 3. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE — Rifle ♠ Shooter's Choice

SCENARIO — Shooter starts at POS 1, both hands on window frame, at the ready. ATB engage the 4 **rifle** targets in a 2-3-3-2 sweep from either end, make rifle safe.

Then Shooter's Choice. From POS 2 with revolvers, engage the 4 **revolver** targets in a 2-3-3-2 sweep from either end. From POS 3 with shotgun, knockdown 4 **shotgun** targets, any order.

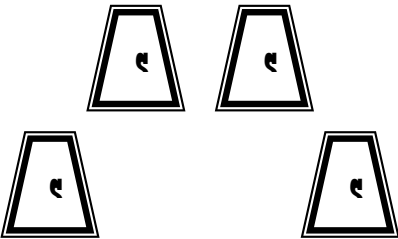
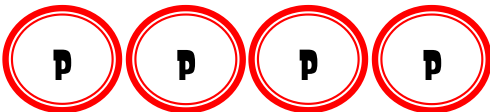
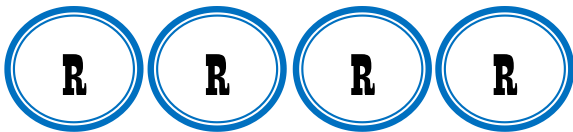
SHOOTING LINE — *“Mornin’, boys! I brung your breakfast!”*

STAGE 2

10 Revolver

10 Rifle

4+ Shotgun



POS 2 - Revolver

POS 1 - Rifle

POS 3 - Shotgun

STAGE 3



STAGING — Rifle loaded with 10 rounds, staged at POS 2. Shotgun open and empty, staged at POS 2. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE — Revolver ♠ Rifle ♠ Shotgun ♠ Shotgun

SCENARIO — Shooter starts at POS 1, praying, at the ready. ATB engage the 2 **revolver** targets in a 1-1-3-3-1-1 sweep starting on either target (i.e., 1st revolver 1,2,1,1,1; 2nd revolver 2,2,2,1,2). Move to POS 2 and engage the 2 **rifle** targets in a 1-1-3-3-1-1 sweep starting on either target (i.e., 1,2,1,1,1,2,2,2,1,2), make rifle safe pointing safely into the berm. From POS 2 and POS 3 knockdown the 6 **shotgun** targets, at least 2 knockdown must be engaged from each POS, makeups can be made from either POS.

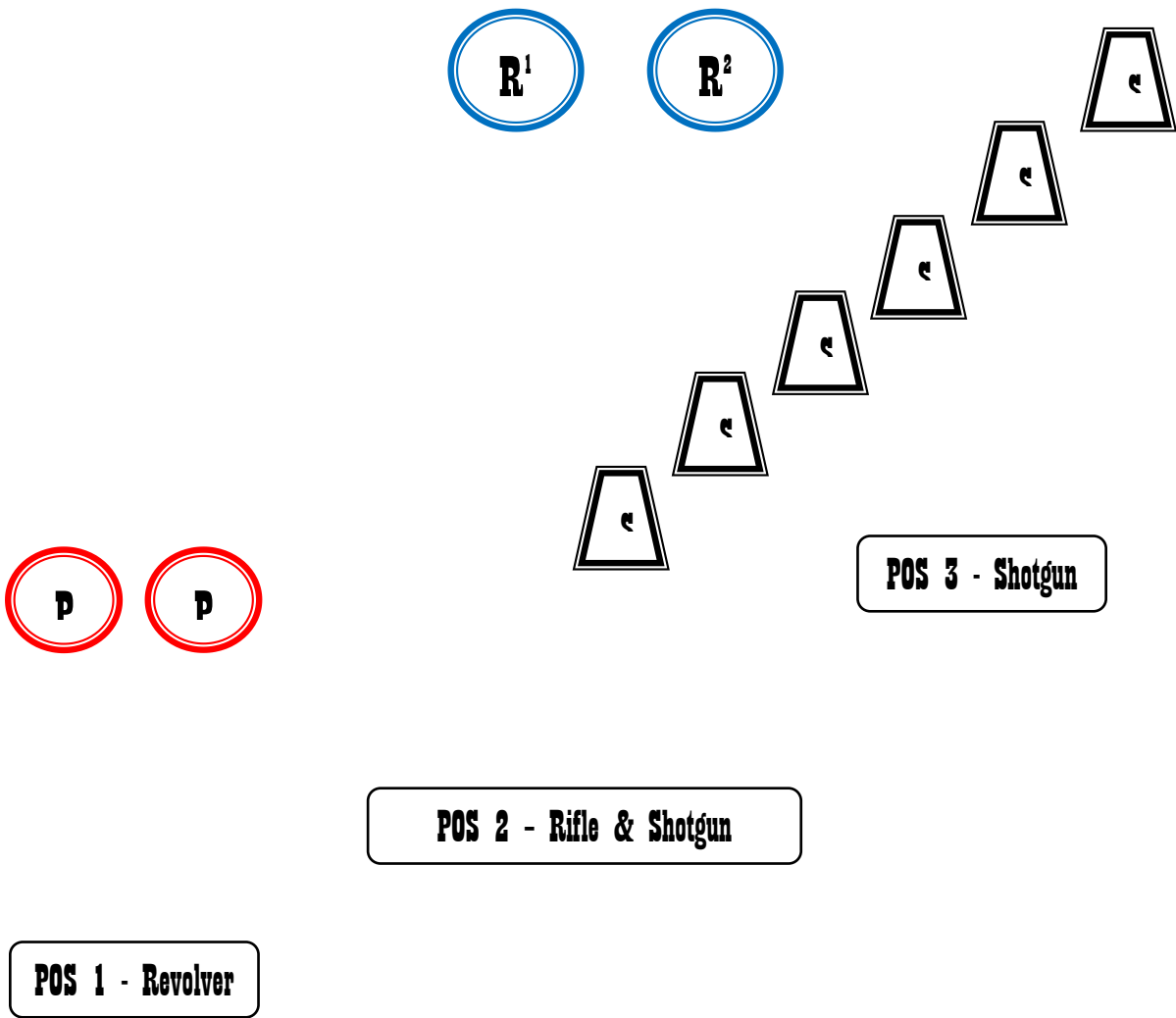
SHOOTING LINE — “*Scared me a little bit too.*”

STAGE 3

10 Revolver

10 Rifle

6+ Shotgun



STAGE 4



STAGING — Rifle loaded with 10 rounds, staged at POS 2. Shotgun open and empty, in hands at POS 1. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE — Shotgun ♠ Rifle ♠ Revolver

SCENARIO — Shooter starts at POS 1, with shotgun in hands, at the ready. ATB knockdown the 4 **shotgun** targets, any order, make shotgun safe pointing safely into the berm. Move to POS 2 and engage the 5 **rifle** targets in a two separate diagonal Nevada sweeps, in an X pattern, starting on any corner target (i.e., 1,2,3,2,1,4,2,5,2,4), make rifle safe pointing safely into the berm. Move to POS 3 and engage the 5 **revolver** targets in a two separate diagonal Nevada sweeps, in an X pattern, starting on any corner target.

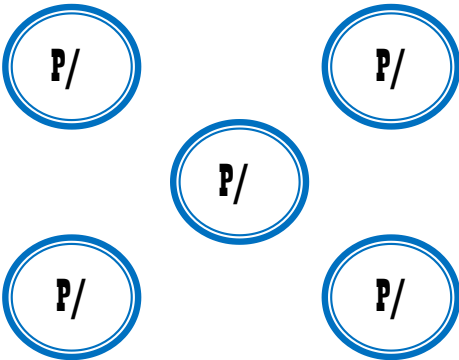
SHOOTING LINE — *“He’s a killer.”*

STAGE 4

10 Revolver

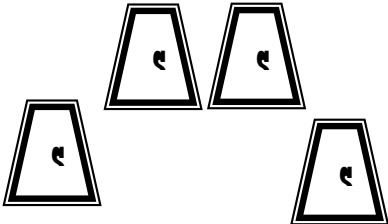
10 Rifle

4+ Shotgun



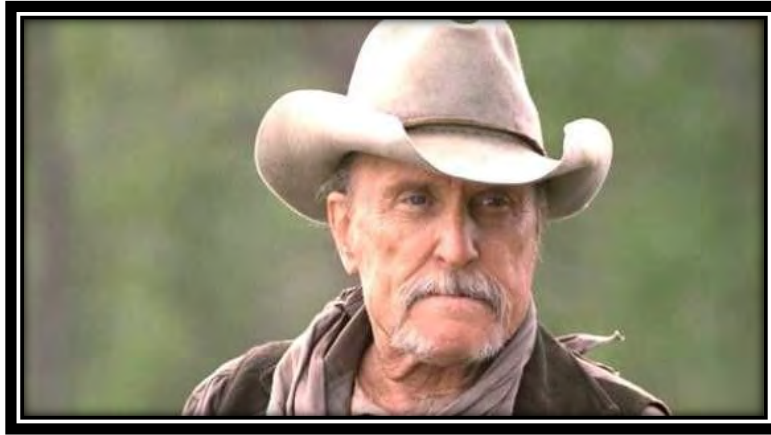
POS 3 - Revolver

POS 2 - Rifle



POS 1 - Shotgun

STAGE 5



STAGING — Rifle loaded with 10 rounds, staged at POS 1. Shotgun open and empty, stage at POS 2a or POS 2b. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE — Rifle ♠ Shotgun ♠ Revolver

SCENARIO — Shooter starts at POS 1 with tomahawk in hands, at the ready. ATB with rifle, engage the 3 **rifle** targets in a Speed Stevens sweep, 2 sweeps from same direction, then 4 shots on the center target (i.e., 1,2,3,1,2,3,2,2,2,2), make rifle safe vertically in the cactus. Move to either POS 2a or POS 2b and knockdown the 4 **shotgun** targets, any order, make shotgun safe. Move to either POS 3a or POS 3b and engage the 3 **revolver** targets, in the same manner as the rifle (i.e., 1st revolver 1,2,3,1,2; 2nd revolver 3,2,2,2,2).

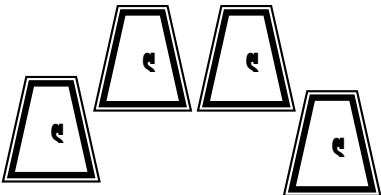
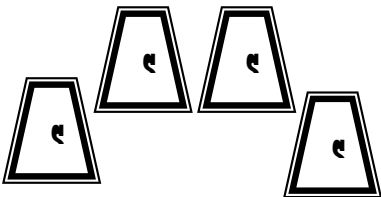
SHOOTING LINE — “*It’s Bluebonnet.*”

STAGE 5

10 Revolver

10 Rifle

4+ Shotgun



POS 3a - Revolver

POS 2a -

POS 1 - Rifle

POS 2b -

POS 3b - Revolver

STAGE 6



STAGING — Rifle loaded with 10 rounds, staged at POS 2. Shotgun open and empty, stage at POS 2. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE — Rifle ♠ Shotgun ♠ Shotgun ♠ Revolver

SCENARIO — Shooter starts at POS 1, both hands holding the random logging tool, at the ready. ATB move to POS 2 and with rifle starting on either end engage the 3 **rifle** targets in a 3-4-3 pattern, round count, make rifle safe. Pick up shotgun and knockdown the 2 **shotgun** targets, any order, poppers must fall before moving to the next POS. Move to either POS 3a or POS 3b and knockdown the remaining 2 **shotgun** targets, any order, make shotgun safe. With revolvers starting on either end engage the 3 **revolver** targets in a 3-4-3 pattern, round count.

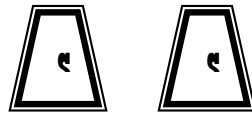
SHOOTING LINE — “*What do you think?*”

STAGE 6

10 Revolver

10 Rifle

4+ Shotgun



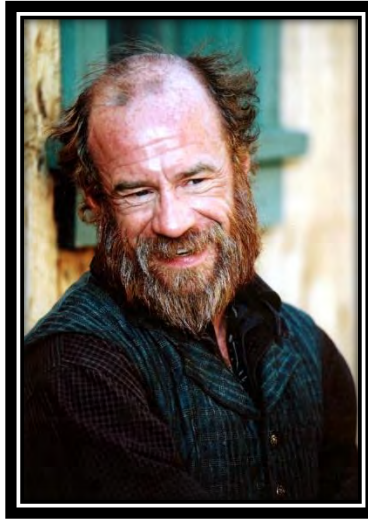
**POS 3a - Shotgun
& Revolver**

POS 2 - Rifle & Shotgun

**POS 3b - Shotgun
& Revolver**

POS 1 - Start

STAGE 7



STAGING — Rifle loaded with 10 rounds, staged at POS 2. Shotgun open and empty, staged at POS 3. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE — Revolver ♠ Rifle ♠ Shotgun

SCENARIO — Shooter starts at POS 1 with hands on gun butts, at the ready. ATB with revolvers starting on either end engage the 3 **revolver** targets in a single sweep, then from the same direction, a 2-3-2 sweep (i.e., 1st revolver 1,2,3,1,1; 2nd revolver 2,2,2,3,3). Move to POS 2 and with rifle starting on either end engage the 3 **rifle** targets in a single sweep, then from the same direction, a 2-3-2 sweep (i.e., 1,2,3,1,1,2,2,2,3,3), make rifle safe pointing safely into the berm. Move to POS 3 and knockdown the 6 **shotgun** targets, any order.

SHOOTING LINE — “*Cuban cigar got me riled up.*”

STAGE 7

10 Revolver

10 Rifle

6+ Shotgun



POS 3 - Shotgun

POS 2 - Rifle

POS 1 - Revolver

STAGE 8



STAGING — Rifle loaded with 10 rounds, staged at POS 2. Shotgun open and empty, staged at POS 2. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE — Shooter's Choice (cannot end with rifle)

SCENARIO — Shooter starts at POS of their choice, with both hands on hat, at the ready. ATB its shooter's choice, don't end with rifle.

From POS 1 with revolver(s)* engage the 3 **revolver** targets, in a 1-3-1 sweep starting on either end.

From POS 2 with shotgun, knockdown 4 **shotgun** targets, any order. From POS 2 with rifle, engage the 6 **rifle** targets in a 1-3-1-1-3-1 sweep (i.e., 1,2,2,2,3,4,5,5,5,6), from either end, make rifle safe.

From POS 3 with revolver(s)* engage the 3 **revolver** targets, in a 1-3-1 sweep starting on either end.

** Revolvers may be shot either split or gunfighter friendly.*

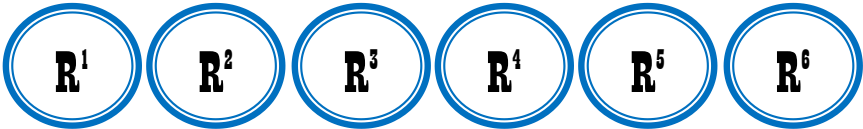
SHOOTING LINE — “You the one killed our friend?”

STAGE 8

10 Revolver

10 Rifle

4+ Shotgun



POS 1 - Revolver

POS 2 - Rifle & Shotgun

POS 3 - Revolver

STAGE 9



STAGING — Rifle loaded with 10 rounds, staged at POS 1. Shotgun open and empty, in hands at POS 1. Revolvers loaded with 5 rounds each, holstered OR staged at POS 1.

GUN SEQUENCE — Shotgun ♠ Rifle ♠ Revolver ♠ (*Shotgun if needed*)

SCENARIO — Shooter starts at POS 1 holding shotgun, with up to 2 shells in hand, shells not touching gun, at the ready. ATB knockdown the 4 **shotgun** targets, any order, make shotgun safe. With rifle starting on the knockdown* target engage the 4 **rifle** targets in a Progressive sweep** (1 on 1 [knockdown], 2 on 2, 3 on 3, 4 on 4). With revolvers starting on the knockdown* target engage the 4 **revolver** targets in a Progressive sweep** (1 on 1 [knockdown], 2 on 2, 3 on 3, 4 on 4).

**If any of the rifle or revolver knockdown(s) is still standing, engage the static shotgun target as needed.*

***Progressive sweep: First shot goes on the knockdown, then continue the sweep in either direction on the remaining 3 targets.*

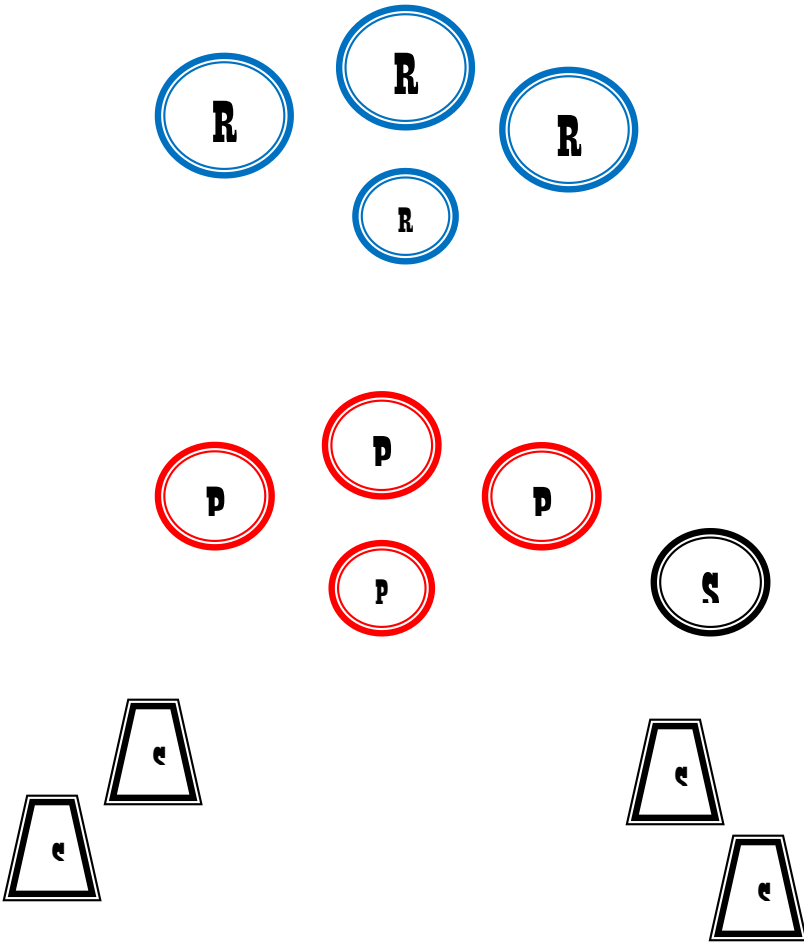
SHOOTING LINE — “Can’t keep nothing private.”

STAGE 9

10 Revolver

10 Rifle

4+ Shotgun



POS 1 - Shotgun, Rifle & Revolver

STAGE 10



STAGING — Rifle loaded with 10 rounds, held in the “Duke” position at POS 1. Shotgun open and empty, staged at POS 3. Revolvers loaded with 5 rounds each, holstered.

GUN SEQUENCE — Rifle ♠ Revolver ♠ Shotgun

SCENARIO — Shooter starts at POS 1, with rifle in the “Duke” position, at the ready. ATB engage the 4 **rifle** targets any order, window targets once each and doorway targets four times each, no more than double taps, make rifle safe vertically in the cactus. Move to POS 2 and engage the 4 **revolver** targets any order, window targets once each and doorway targets four times each, no more than double taps. Move to POS 3 and knockdown the 4 **shotgun** targets, any order.

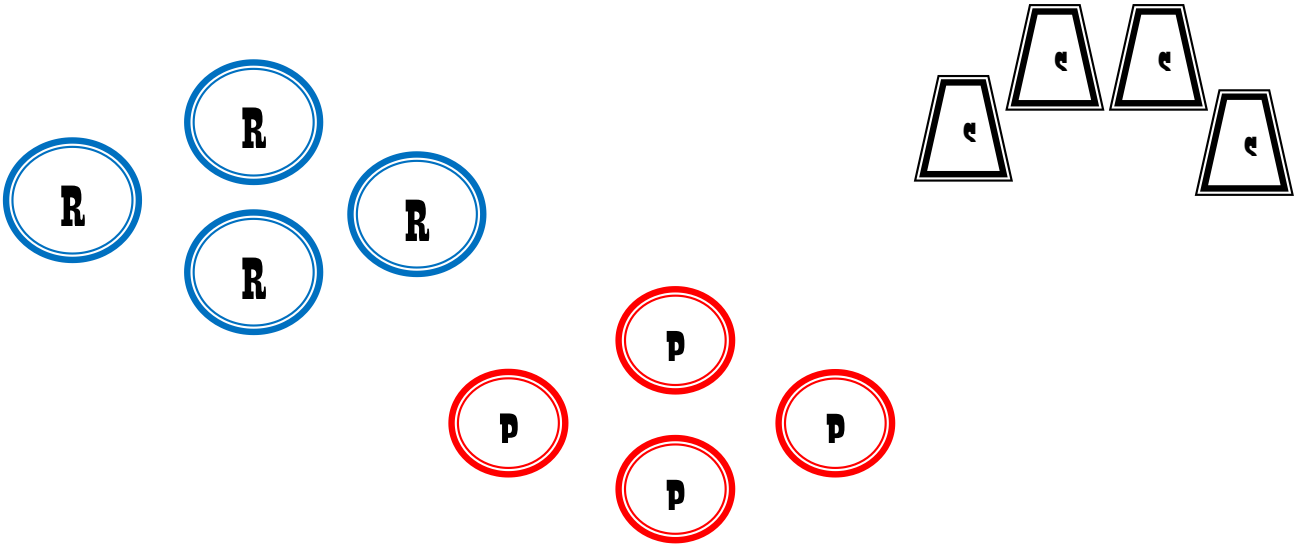
SHOOTING LINE — *“I am not a little girl Charlie.”*

STAGE 10

10 Revolver

10 Rifle

4+ Shotgun



POS 3 - Shotgun

POS 2 - Revolver

POS 1 - Rifle

RANGE WAR AWARDS BANQUET

 **SUNDAY SEPTEMBER 2ND** 

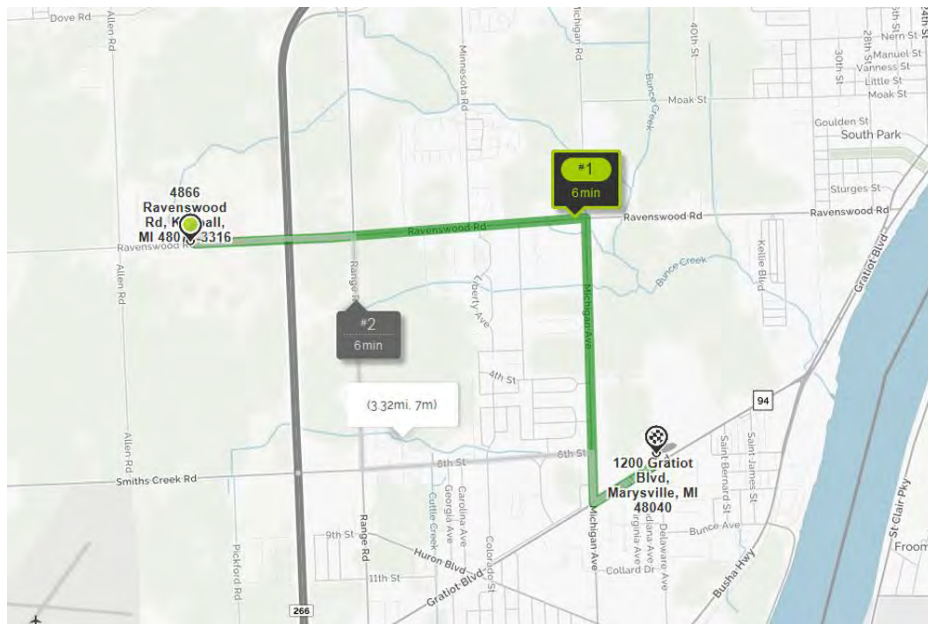
Alexander's Premier Banquet Facility

1200 Gratiot Blvd.
Marysville, MI 48040
(810) 364-6650

Doors open at 5:00 p.m.
Dinner is at 5:30 p.m.; Cash Bar
Awards Ceremony immediately following

Directions from Blue Water Sportsman's Association:

- Start out going East on Ravenswood Road toward Range Road
- Turn Right on Michigan Ave.
- Turn Left onto Gratiot Blvd/ I-94 Business Loop E.
- Alexander's is on the Left



SCORING THIS YEAR WILL BE DONE BY CAMPTOWN USING
ROUND UP AND A.C.E.S. PROGRAMS

— MATCH DETAILS —

AMMO REQUIREMENTS & PERSONAL TIME SHEET

STAGE	TIME	MISSES	PENALTIES	REVOLVER	RIFLE	SHOTGUN
1	_____	_____	_____	10	10	4
2	_____	_____	_____	10	10	4
3	_____	_____	_____	10	10	6
4	_____	_____	_____	10	10	4
5	_____	_____	_____	10	10	4
6	_____	_____	_____	10	10	4
7	_____	_____	_____	10	10	6
8	_____	_____	_____	10	10	4
9	_____	_____	_____	10	10	4
10	_____	_____	_____	10	10	4

TOTALS: _____ _____ _____ 100 100 44

NOTES: