

SASS MICHIGAN STATE CHAMPIONSHIP

RANGE WAR 2020

WILD BUNCH MINI MATCH STAGES



- MAIN MATCH SPONSOR -

DOC NOPER GUN LEATHER

- AWARDS SPONSORS -

KLASSIC LASER WORKS, ED'S CUSTOM LEATHER CRAFTS
& JJ DESIGNS

PROUDLY SPONSORED BY THE WOLVERINE RANGERS
CAPTAIN - SINOLA KID
MATCH DIRECTOR - THREE GUN COLE

WILD BUNCH MINI MATCH

STAGE 1 – BAY 6

STAGING: Rifle loaded with 10 rounds, staged at POS 2. Shotgun loaded with 6 rounds, staged at POS 2. Pistol holstered. Magazines loaded with 7 rounds each, minimum of 5 magazines required.

GUN SEQUENCE: Pistol ♠ Pistol ♠ Rifle ♠ Shotgun ♠ Pistol

SCENARIO: LINE: “I NEED ANOTHER 73 WINCHESTER”

Shooter starts at **POS 1a** or **1b** with Hand on pistol butt, at the ready.
ATB, with **Pistol**, engage the 4 Pistol targets in a Nevada sweep, twice.

Safely move to **POS 2** and with **Pistol** engage the 4 Rifle targets in Nevada sweep, once. Safely stage pistol. Pick up **Rifle** and Engage the 4 **Rifle** targets in a 1,1,2,3,4,4,3,2,1,1 sweep, make safe.

Engage 6 **Shotgun** targets, any order, make shotgun safe.

Pick up **Pistol** and safely move to the other **POS 1a** or **1b**, (Opposite side from where you started) and engage the 4 Pistol targets in a Nevada sweep twice.

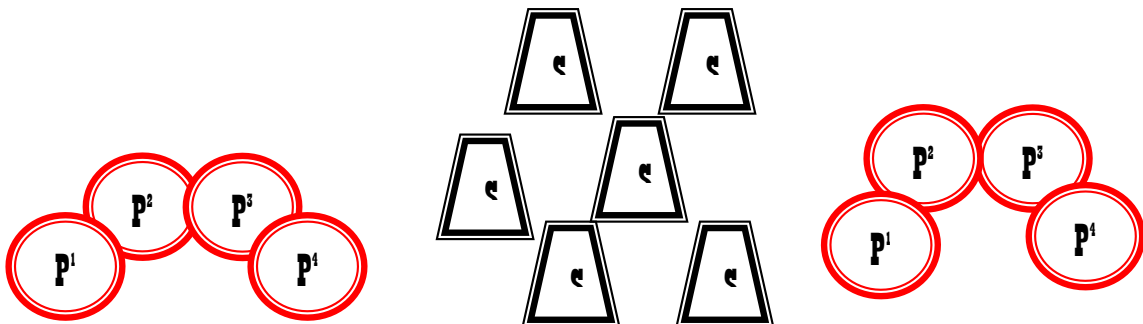
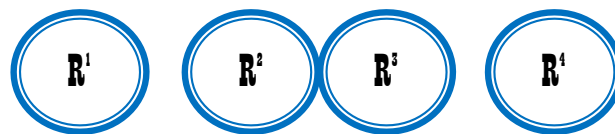
Nevada sweep, (1,2,3,4,3,2,1) Starting on either end target.

STAGE 1 – BAY 6

35 Pistol

10 Rifle

6 Shotgun



POS 1b - Pistol

POS 2 - Pistol - Rifle - Shotgun

POS 1a - Pistol

Line: "I need another 73 Winchester"

STAGE 2 – BAY 8

STAGING: Rifle loaded with 10 rounds, staged at POS 1. Shotgun loaded with 6 rounds, staged at POS 3. Pistol Holstered. Magazines loaded with 7 rounds each, minimum of 5 magazines required.

GUN SEQUENCE: Rifle ♠ Pistol ♠ Pistol ♠ Pistol ♠ Shotgun

SCENARIO: LINE: “THAT’S A BIG WINCHESTER”:

Shooter starts at POS 1, hands on Cactus, at the ready. ATB engage the 6 Targets in a Nevada sweep from either end using 11 rounds. You may reload any time after the beep. Place rifle in Cactus or make safe on table pointing away from center table into the berm.

Draw Pistol and shoot the 6 rifle targets by double tapping the first target and then single tap sweep the remaining 5 targets. Example – 1,1,2,3,4,5,6 or 6,6,5,4,3,2,1 Safely move to POS 2a or 2b.

From POS 2a or POS 2b and engage the 3 **Pistol** targets in a double tap sweep from either end, last round on the center target. Repeat. Example – 1,1,2,2,3,3,2

Safely move to the other POS 2 and engage the other 3 **Pistol** targets in the same manner. Repeat. Example – 1,1,2,2,3,3,2

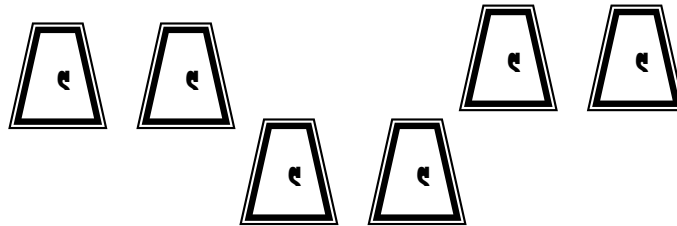
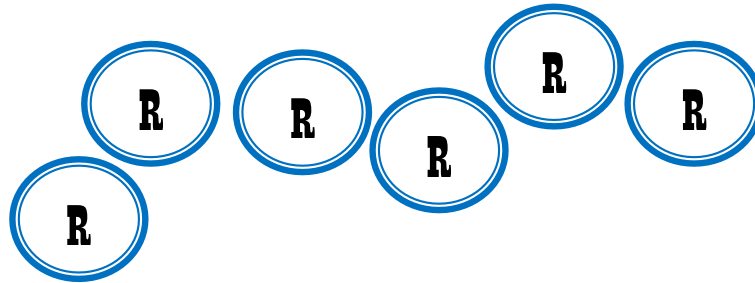
Move to POS 3 and safely stage Pistol. With shotgun, knockdown 6 **Shotgun** targets.

STAGE 2 – BAY 8

35 Pistol

10+1 Rifle

6 Shotgun



POS 3 - Shotgun

POS 2a - Pistol

POS 2b - Pistol

POS 1 - Rifle, Pistol

Line: "That's a big Winchester"

STAGE 3 – BAY 10

STAGING: Rifle loaded with 10 rounds, staged at POS 1. Shotgun loaded with 6 rounds, staged at POS 3. Pistol holstered, magazines loaded with 7 rounds each, minimum of 4 magazines required.

GUN SEQUENCE: Rifle ♠ Pistol ♠ Pistol ♠ Shotgun

SCENARIO: LINE: “MAKE MINE A DOUBLE”:

Shooter starts at **POS 1**, At the ready **NOT** touching rifle. ATB with rifle, engage the 5 **rifle** targets, by triple tapping the center target, then single tap each additional target, then triple tap the center target. Make rifle safe.

Example – 3,3,3,1,2,4,5,3,3,3

Draw pistol and shoot 5 rifle targets by triple tapping the center target, then single tap each additional target. Repeat twice. Example – 3,3,3,1,2,4,5 – 3,3,3,1,2,4,5

Safely move to **POS 2** and engage the 5 **pistol** targets, by triple tapping the center target, then double tap each additional target, then triple tap the center target.

Example – 3,3,3,1,1,2,2-4,4,5,5,3,3,3

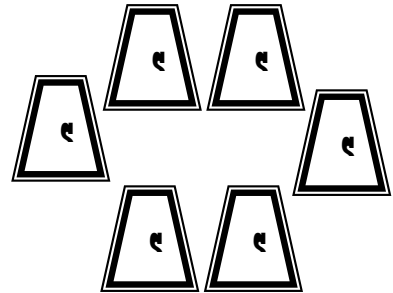
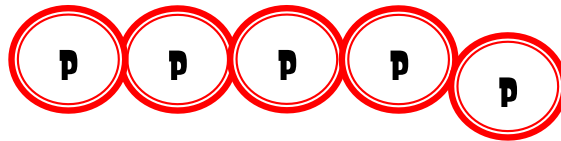
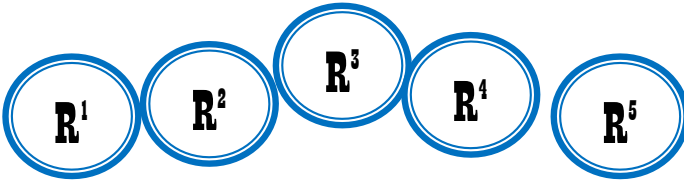
Safely move to **POS 3** safely stage Pistol, pick up shotgun and knockdown the 6 **shotgun** targets, any order.

STAGE 10

28 Pistol

10 Rifle

6 Shotgun



POS 1 - Rifle - Pistol

POS 2 - Pistol

POS 3 - Shotgun

Line: "Make mine a double"

