



SASS MICHIGAN STATE CHAMPIONSHIP

# RANGE WAR 2016

## SHOOTER'S HANDBOOK

*Honoring our Servicemen and Women*



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# WOLVERINE RANGERS

An Organization of Cowboy Action Shooters in the State of Michigan

Wolverine Rangers  
201 West Big Beaver Rd., Ste. 1020  
Troy, MI 48084

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September 2, 2016

## CAPTAIN'S LETTER - Welcome to Range War

On behalf of the Wolverine Rangers and our 15 affiliated Cowboy Action Shooting Clubs, Match Director/ Range Master Deuce Stevens and I take pleasure in welcoming you to the 18<sup>th</sup> Annual SASS Michigan State Championship of Cowboy Acting Shooting, known as the Wolverine Rangers Range War. Our goal is for you to have an enjoyable weekend competing in 10 stages and hanging out with your pard.

This year for Range War we will be honoring our servicemen and women who have served or are serving in the military as well as in local police and fire departments. Please see the listing in the Shooter's Handbook of our shooters who have served. I would also like to invite you to see the Traveling Wall from the AMVETS Post 29 from Mount Clemens, Michigan. This is an Honor War in memory and 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. AMVETS Post 29 will also be collecting donations to help our veterans in need.

Each stage for Range War this year will feature an actor who served in the military. Some you may know about and some you may not. Stage One will feature Congressional Medal of Honor winner Audie Murphy. Audie Murphy was the most highly decorated soldier in American history. Also included are James Arness; Mel Brooks; Lee Marvin; James Gardner; Jimmy Stewart; Henry Fonda; Clark Gable; Paul Newman; and Ernest Borgnine. This is far cry from the Hollywood of today.

We will again having our Cowboy Campfire on Saturday night in the campground. This was a first for us last year and we hope that it will be bigger this year. We are asking everyone who can play a musical instrument to bring it along. We have no set rules other that 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 Range War. Relax, have a good time and be safe.

Also, please remember to take the time to thank our servicemen and women for their service.

*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. So far this year \$4,700.00 has been raised. 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	Air Force	E-5	10/1969 - 07/1975
Andy Horshurodinon	Navy	E-6	06/1976 - 06/1992
Attica Jack	United States Marine Corps.	Lance Corporal	06/1967 - 06/1970
Attica Jack	Detroit Police Department		04/1969 - 01/1990
Axle Shaff	Air Force	Staff Sgt	04/1969- 12/1975
Black Irish Brian	United States Army	Paratrooper	10/1958 - 01/1962
Blastin' Brad	United States Air Force	Major	09/1984 - 11/2005
Boss Outlaw	Us Army	E 5	08/1989-08/2001
Catlow	Toledo Fire Department	Fire Fighter	1972 - 1997
Catlow	United States Navy	Third Class Petty Officer (E-4)	09/1967 - 04/1971
Crazy Mingo	US Navy	SK2 SS	4/12/1965--7/28/1969
Curly Bill Cheleco	Toronto Fire Service	District Chief	06/1974 - 01/2008
Dirty Bart	US Air Force	E-4	01/1974 - 01/1977
Drover Dan	United States Air Force	E2	02/1970 - 11/1971
Ethan Callahan	Tri Township Fire Department	EMT/ Firefighter	1995 - 2005
Garland Ratz	US Navy	Aviation Ordnance	1965 - 1968
Garland Ratz	Wayne County Indiana Emergency Management	Volunteer K-9 Search and Rescue	
Gunslinger Neal	Franklin Indiana Police Department	Patrolman	1971 - 1973
Gunslinger Neal	Barry County Sheriff Office	Deputy	1996 - 2004
Gunslinger Neal	Barry Township Police Department	Patrolman	2011 - 2014
Gunslinger Neal	Barry County Sheriff Office	Reserve Sergeant	2012 - Present
Hazel Minor	US Army	Specialist 4	03/1967 - 03/1969

Hoosier Mack						
Daddy	Allen County Police Dept. IN	Lieutenant	12/3/1993 - present			
hOOt Hamilton	United States Air Force	Airman Second Class	11/1957 - 05/1962			
Ira Bigelow	United States Navy (Submarines)	Lieutenant	12/1972 - 04/1977			
Jim Hume	United States Air Force	Major	10/1972 - 10/1982			
Jim Hume	United States Air Force Reserves	Major	10/1982 - 10/1984			
John Barleycorn	US Army Reserve	1st Lieutenant	1986 - 2000			
Karl Peterson	US Army (Vietnam Veteran)	Captain	1966 - 1969			
Kid Al Fred	U S Navy/U S Navy NR	OS 2	01/1969 - 12/1971			
Kid Al Fred	US Navy NR	OS 2	03/1982 - 06/1984			
Knob Creek Drover	US Army	E-4	06/1969 - 12/1972			
Knot Hardly Dunn	United States Marines					
Lefty Wheeler	United States Marines (Vietnam Veteran)	Corporal	07/1967 - 08/1969			
Mean Gun Mark	US Navy	AT2	1986-1991			
Mike Fink	United States Army	Specialist 5th Class (SP-5)	05/1968 - 05/1970			
No Limit	United States Air Force	SMsgt	10/1972 - 10/ 2007			
No Limit	US Air Force	Smsgt	10/1972- 10/2007			
One Son of a Gun	US Army (On US Olympic Shooting Team)	Sergeant	1954 - 1956 (Active) then 18 1/2 yrs			
One Son of a Gun	Michigan State Police (Nationa Pistol Champ)	Sergeant	1960 - 1976			
Poco Loco	US Army	Sergeant	12/1966 - 12/1969			
Rowdy Ryan	Toledo Police	Patrolman	09/2012-current			
Shamrock Sadie	United States Army					
Shiloh Red	Michigan Army National Guard	Staff Sergeant	10/1972 - 09/1978			
Slo Mo	USMC	LCpl	07/1968-07/1970			
Smokin Iron	US Army	E5	Jan/1967 - Jan/1970			
Smokin Iron	Logan Ohio Police Department	Captain				
Trusty Rusty	USMC	Corporal	01/1957 - 12/1960			
Two Guns Tim	Toledo Police Department	Patrolman	09/1983 - 09/2016			
Two Guns Tim	USMC	CPL	08/1974 - 08/1978			

Two Guns Tim  
Two Guns Tim  
Whiskey Rick  
Yip E. Kia

USMCR  
Ohio ANG  
US Army  
US Navy

CPL  
SSGT  
Sergeant  
First Class Petty Officer

05/1990 - 05/1992  
05/1992 - 02/2003  
10/1966 - 10/1969  
08/1969-09/1979

*Thank you for your service!*





# SASS MICHIGAN STATE CHAMPIONSHIP

## 18<sup>TH</sup> ANNUAL WOLVERINE RANGERS RANGE WAR

### — Schedule of Events —

#### WEDNESDAY AUGUST 31<sup>ST</sup>

12:00 pm – Dark	Vendor Set-Up (Please see Sixgun Scotsman or Deuce on the Range before setting up)
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#### THURSDAY SEPTEMBER 1<sup>ST</sup>

8:00 am – Dark	Vendor Set-Up (Please see Sixgun Scotsman or Deuce on the Range before setting up)
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#### FRIDAY SEPTEMBER 2<sup>ND</sup>

7:30 am – 6:00 pm	Shooter & Vendor Check-In
8:45 am – 9:00 am	Mandatory Safety Meeting for Wild Bunch Mini Match
8:45 am – 9:00 am	Mandatory Safety Meeting for Cowboy Mini Match
9:00 am – 11:30 am	The Doily Gang Ladies Only Transitions Clinic
9:00 am – 12:00 pm	Wild Bunch Mini Match
9:00 am – 12:00 pm	Cowboy Mini Match
11:00 am – 3:30 pm	Long Range Side Events
12:00 pm – 4:00 pm	Speed Side Events
1:00 pm – 4:00 pm	Cowboy Mini Match
2:30 pm	Plainsman Mini Match run by Chili Pepper Pete (Meet on Stage 3)
4:00 pm	EMF New Shooter Academy for Junior and Female Shooters
4:15 pm	Posse Marshall Walk-Through

#### SATURDAY SEPTEMBER 3<sup>RD</sup>

7:30 am	Shooter & Vendor Check-In
8:30 am	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
6:00 pm	BBQ Dinner in Clubhouse
7:00 pm	Cowboy Campfire & Sing-a-Long in Campgrounds

#### SUNDAY SEPTEMBER 4<sup>TH</sup>

7:15 am	Cowboy Church
8:30 am	Five Main Stages
5:00 pm	Awards Banquet at Alexander's ***Please note NEW LOCATION*** (Map & Directions in Handbook) Doors open @ 5:00 pm and Dinner @ 6:00 pm; Cash Bar Wolverine Rangers Raffle Drawing

*Vendors Row Open Friday, Saturday, and Sunday*

# **RANGE WAR SIDE MATCHES**

**FRIDAY SEPTEMBER 2<sup>ND</sup>**

## **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.
- **PLAINSMAN MINI MATCH** 2:45 p.m. – 4:45 pm  
✓ Safety Meeting @ 2:30 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**

12:00 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**



# Legend:

## MAIN MATCH RANGE:

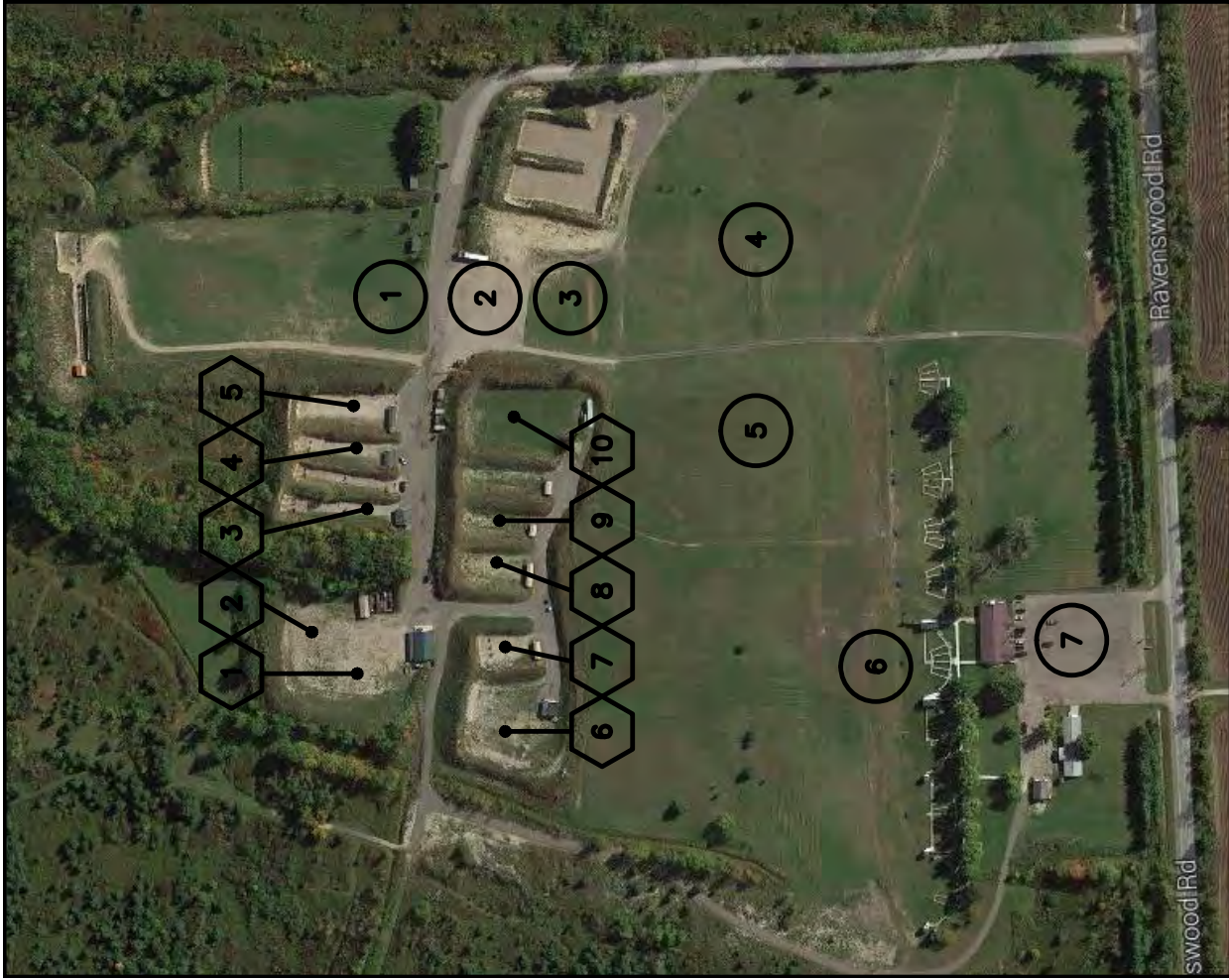
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10

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

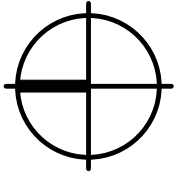
## OUTSIDE RANGE:

- 1
- 2
- 3
- 4
- 5
- 6
- 7

- FOOD VENDOR & GATHERING TENT
- VENDOR TENTS & TRAILERS
- VISITOR PARKING
- PARTICIPANT CAMPING
- PARTICIPANT CAMPING
- COWBOY TRAP RANGE
- CLUBHOUSE & REGISTRATION



PLAN NORTH



## RANGE MAP - MAIN MATCH DAYS

SCALE: N.T.S.

# WOLVERINE RANGERS RANGE WAR 2015

# **POSSE SCHEDULE**

<b>SATURDAY</b>	<b>STAGE</b>	<b>STAGE</b>	<b>STAGE</b>	<b>STAGE</b>	<b>STAGE</b>
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

<b>SUNDAY</b>	<b>STAGE</b>	<b>STAGE</b>	<b>STAGE</b>	<b>STAGE</b>	<b>STAGE</b>
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.

# RANGE WAR AWARDS BANQUET

*🌿* **SUNDAY SEPTEMBER 4<sup>TH</sup>** *🌿*

*Alexander's Premier Banquet Facility*

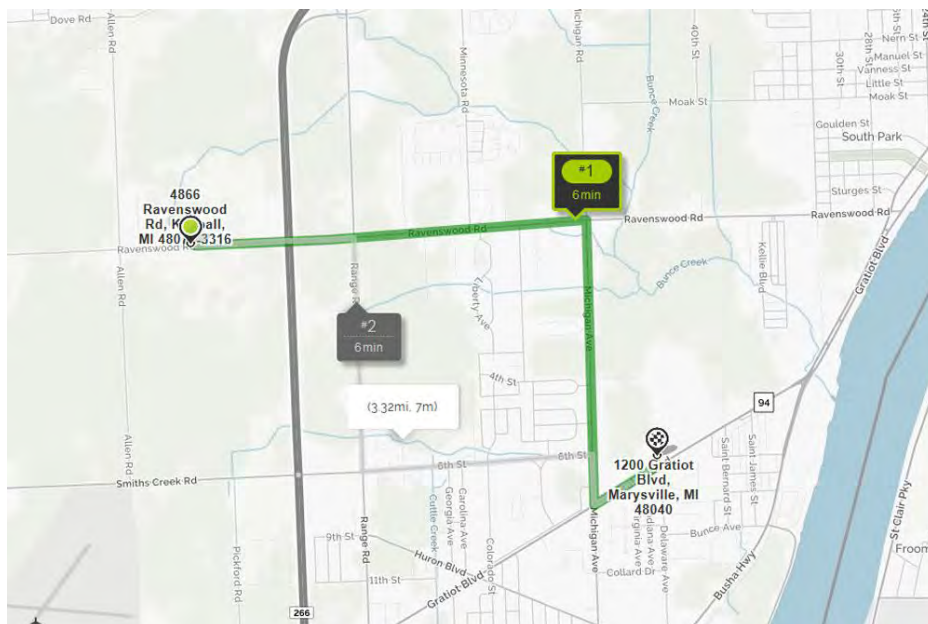
**\*\*\*NEW LOCATION\*\*\***

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

Doors open at 5:00 p.m.  
Dinner is at 6:00 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





## 🎭 **STAGE SCENARIOS** 🎭

### **STAGE 1** — *Audie Murphy*

Audie Leon Murphy was a legend in his own time. He was a war hero, movie actor, writer of country and western songs, and poet. After being refused enlistment during World War II in both the Marines and Paratroopers for being too small (5'5") and underweight (110 lbs), he enlisted in the U.S. Army a few days after his 18th birthday. After basic training at Camp Wolters, Texas, and advanced training at Fort George G. Meade, Maryland, Audie was sent overseas. He was assigned to the famous 15th Infantry Regiment of the 3rd Infantry Division where he fought in North Africa, Sicily, Italy, France, and Germany.



He earned a battlefields commission for his courage and leadership ability as well as citations and decorations including every medal for valor that America gives. He was also awarded three French and one Belgian medal. Lieutenant Audie Murphy was the highest decorated soldier in American history.

Discharged from the Army on September 21, 1945, Audie went to Hollywood at the invitation of movie star James Cagney. He remained in California for the rest of his life and was closely associated with the movie industry, both as an actor and a producer.

In 1950 Audie joined the 36th Infantry Division ("T-Patchers") of the Texas National Guard and served with it until 1966. He was a Mason and a Shriner and belonged to several Veterans organizations.

Audie Murphy was killed in a plane crash on a mountain top near Roanoke, Virginia on May 28, 1971. Fittingly, his body was recovered 2 days later on Memorial Day. Audie could very well be the last American war hero. He was the greatest combat soldier in the 200 year plus history of the United States.

**Shooting Line** — **“I did what I had to do.”**

### **STAGE 2** — *James Arness*

James Arness grew up in Minneapolis. When World War II broke out, he wanted to become a navy pilot, but his enormous height disqualified him. Instead he joined the Army, and received a Purple Heart after suffering serious injuries to his right leg during the 1944 invasion at Anzio, Italy. His injuries left him hospitalized for almost a year, and during that time he kept hearing from nurses that with his booming voice, he ought to be in radio. He went to work as an announcer and disc jockey at a Minneapolis station and then decided to try his luck in Hollywood.



**Shooting Line** — **“You’re looking pretty tonight Kitty.”**

## **STAGE 3 — *Mel Brooks***

Soon after graduating from high school in 1944, 17-year-old Melvin Kaminsky enlisted in the U.S. Army. Ranking high in intelligence testing, Private Kaminsky was placed in the elite Army Specialized Training Program (ASTP) and sent to Virginia Military Institute to be taught skills such as military engineering, as well as horsemanship and saber-wielding. When the combat arms complained that ASTP deprived them of the brightest enlisted men, the Army terminated the program after young Kaminsky had received twelve weeks of training. He then went to Fort Sill, Oklahoma, for regular basic training. Shipped to Europe in late 1944, his first duties were as a forward artillery observer. Next he was assigned to the 1104th Engineer Combat Group in time to participate in the Battle of the Bulge (although he would later state that he was not at the center of the most heated action).



The 1104th had been activated in March 1943 and landed in Normandy on 11 June 1944. It advanced with the Allied forces through France, Belgium, and the Netherlands and entered Germany. The unit constructed the first bridge over the Roer River and built similar structures over the Rhine and Weser rivers and the Lippe and Aur-Oker canals. It also destroyed pillboxes and cleared roads. By the end of the war in Europe the 1104th was conducting a reconnaissance of the Harz Mountains.

The group, like other Engineer combat units, was frequently in advance of the front lines. It was often under artillery, mortar, and sniper fire. Five times it fought as infantry and suffered several casualties. Melvin Kaminsky's main responsibility was the harrowing business of deactivating enemy land mines. He also endured—and not always passively—the anti-Semitism of some of his fellow soldiers. The teenager/soldier did not see the Nazi death camps but he recalled large numbers of refugees: *“They were starving. It was horrible.”*

*“War isn't hell,” he observed. “War is loud. Much too noisy. All those shells and bombs going off all around you. Never mind death. A man could lose his hearing.” Asked by his son if during the war he thought about “what it would take to rebuild postwar Europe,” he replied “You thought about how you were going to stay warm that night, how you were going to get from one hedgerow to another without some German sniper taking you out. You didn't worry about tomorrow.”*

Sources: James Robert Parish, *It's Good to Be the King: The Seriously Funny Life of Mel Brooks* (2007); U.S. News and World Report website (August 12, 2001); Max Brooks, *Saving Mel Brooks*.

### **Shooting Line – “Candygram for Mongo.”**

## **STAGE 4 — *Lee Marvin***

Lee Marvin was born in New York City. At a young age he left school to join the United States Marine Corps, serving as a Scout Sniper. The United States Marine Corps Scout and Sniper companies and the Scouts (Tank) companies of the tank battalions were the first amongst the division's reconnaissance assets. He joined the 4th Marine Division.

Lee Marvin saw a lot of action during World War II. During the WWII Battle of Saipan, Lee Marvin suffered serious injuries after he was shot multiple times in the buttocks area. The wounds severed his sciatic nerve. Most of his platoon was killed during the battle. He was awarded the Purple Heart medal and was given a medical discharge with the rank of Private First Class.



In 1950, Marvin moved to Hollywood. He found work in supporting roles, and from the beginning was cast in various war films. As a decorated war veteran he frequently assisted the director and other actors in realistically portraying infantry movement, arranging costumes, and even adjusting war surplus military prop firearms.

**Shooting Line – From *The Professionals* – “Yes sir. In my case an accident of birth. But you, you’re a self-made man.” Or, “You’re a self-made man.”**

## **STAGE 5 — *James Gardner***

James Scott Bumgarner, a.k.a. James Garner, served in the Merchant Marines, the Oklahoma National Guard, and the U.S. Army. Garner was injured in the Korean War and twice awarded the Purple Heart before being discharged in 1952.

Garner's military career began when he was just 16 years old and dropped out of high school to join the Merchant Marines as World War II was winding down. He later left the Merchant Marines to live with his father in California and go back to high school. But soon, Garner dropped out of high school again, and returned to his native Oklahoma where he enlisted in the Oklahoma National Guard. In 1950 Garner became the first Oklahoman drafted to serve in the Korean War.



Although Garner earned two Purple Hearts during his service, he did not receive one of them until 1983. A three-decade old article in the Oklahoman explains how a mix-up prevented Garner from getting his Purple Heart until a U.S. Army official took note of the error after Garner appeared on "Good Morning America."

Garner told the crowd at his 1983 Purple Heart ceremony: "After 32 years, it's better to receive this now than posthumously...It is indeed an honor and I tried to serve my country to the best of my ability."

**Shooting Line – “Support your local sheriff!”**

## **STAGE 6 — *Jimmy Stewart***

In 1940, Jimmy Stewart was drafted into the United States Army, but ended up being rejected due to being five pounds under the required weight, given his height (at the time he weighed 143 pounds). Not to be dissuaded, Stewart then sought out the help of Don Loomis, who was known to be able to help people add or subtract pounds. Once he had gained a little weight, he enlisted with the Army Air Corps in March of 1941 and was eventually accepted, once he convinced the enlisting officer to re-run the tests.



Initially, Stewart was given the rank of private; by the time he had completed training, he had advanced to the rank of second lieutenant (January of 1942). Much to his chagrin, due to his celebrity status and extensive flight expertise (having tallied over 400 flight hours before even joining the military), Stewart was initially assigned to various “behind the lines” type duties such as training pilots and making promotional videos in the states. Eventually, when he realized they were not going to ever put him in the front line, he appealed to his commanding officer and managed to get himself assigned to a unit overseas.

In August of 1943, he found himself with the 703rd Bombardment Squadron, initially as a first officer, and shortly thereafter as a Captain. During combat operations over Germany, Stewart found himself promoted to the rank of Major. During this time, Stewart participated in several uncounted missions (on his orders) into Nazi occupied Europe, flying his B-24 in the lead position of his group in order to inspire his troops.

For his bravery during these missions, he twice received the Distinguished Flying Cross; three times received the Air Medal; and once received the Croix de Guerre from France. This latter medal was an award given by France and Belgium to individuals allied with themselves who distinguished themselves with acts of heroism.

By July of 1944, Stewart was promoted chief of staff of the 2nd Combat Bombardment wing of the Eighth Air Force. Shortly thereafter, he was promoted to the rank of colonel, becoming one of only a handful of American soldiers to ever rise from private to colonel within a four year span.

After the war, Stewart was an active part of the United States Air Force Reserve, serving as the Reserve commander of Dobbins Air Reserve Base. On July 24, 1959, he attained the rank of brigadier general (one star general).

During the Vietnam War, he flew (not the pilot) in a B-52 on a bombing mission and otherwise continued to fulfill his duty with the Air Force Reserve. He finally retired from the Air Force on May 31, 1968 after 27 years of service and was subsequently promoted to Major General (two star general).

**Shooting Line – From *Winchester '73* - “It’s not for sale.”**

## **STAGE 7 — Henry Fonda**

Fonda enlisted in the Navy to fight in World War II, saying, "I don't want to be in a fake war in a studio." Previously, he and Jimmy Stewart had helped raise funds for the defense of Britain. Fonda served for three years, initially as a Quartermaster 3rd Class on the destroyer USS *Satterlee*. He was later commissioned as a Lieutenant Junior Grade in Air Combat Intelligence in the Central Pacific and was awarded the Navy Presidential Unit Citation and the Bronze Star.

**Shooting Line – From *Once Upon a Time in the West* –**  
**“How can you trust a man who wears both a belt and suspenders? Man can’t even trust his own pants.” Or,**  
**“Who are you?”**



## **STAGE 8 — Clark Gable**

Clark Gable was a Hollywood star and among the most famous figures in the world when two events altered his life. First, the Japanese attacked Pearl Harbor on December 7, 1941, hurtling the United States into World War II. Then, the following month, Gable's beloved wife Carole Lombard was killed in the crash of a DC-3 airliner returning from a war bonds tour.

Devastated, patriotic, and at age 40 a bit old for military service, Gable didn't feel that the work he and Lombard had been doing to raise money through war bonds was enough of a contribution. He sent a telegram to President Franklin D. Roosevelt asking for a role in the war effort. The president replied, "STAY WHERE YOU ARE."



Gable didn't. He volunteered for the Army Air Forces, went to the 13-week Officer Candidate School, and was trained as a photographer and aerial gunner. Because of his Hollywood connections, he was made a part of the First Motion Picture Unit (FMPU) located at what troops called "Fort Roach" – the Hal Roach Studios in Culver City, Calif. FMPU was commanded by producer Jack Warner, who was recruited as a lieutenant colonel. Flight operations were commanded by "Hollywood Pilot" Paul Mantz, famous for his stunt flying in films, who became a major. Other FMPU stalwarts included Alan Ladd, Ronald Reagan and Van Heflin.

Few of them went overseas, but Gable was assigned to go to Britain to film *Combat America*, a propaganda movie about air gunners. Former Tech. Sgt. Ralph Cowley recalled events after the 351st arrived at Polebrook, England, and began flying bombing missions over the Third Reich:

"Gable was assigned to our squadron but not to a particular crew," said Cowley. "The group controlled his assignments. They wanted him to have an outer-wing aircraft with a clear view of the skies for his air-

to-air photography, He stayed with us right up from 1942 to 1945 and I can tell you, they didn't put him on the milk runs. He took a lot of pictures of flak bursting beside his aircraft. " Records indicate that Gable flew five combat missions but Cowley and other veterans remember that he flew many more.

"They were very real missions in which he could have been wounded or killed," said Chrystopher J. Spicer, an Australian scholar who has scrutinized Gable's career. "His film *Combat America* makes a valuable contribution to our historical knowledge of the war from the flyer's perspective these days."

According to lore, Germany's Hermann Göring offered a sizeable cash reward to anyone who could capture Clark Gable.

By the fall of 1943 Gable's crew had exposed 50,000 feet of film. Gable and a cameraman and sound engineer followed the crew of a B-17, named "Ain't It Gruesome," through 24 missions, including one where the aircraft was shot up by German Focke Wulf Fw 190 fighters and lost an engine, with the crew eventually bailing over a field in England when fog closed in. Gable's combat missions, including one over Gelsenkirchen where he was nearly hit when antiaircraft fire damaged the airplane. At least one of his missions was aboard another B-17, "Delta Rebel 2" of the 91st Bomb Group, where ball turret gunner Sgt. Steve Perri remembered him as "a great friend of the enlisted men as well as a great all-around guy."

Promoted to first lieutenant before reaching England and to captain soon after, Gable followed up his filming of *Combat America* by returning to Fort Roach in October 1943 to edit the movie. Unfortunately, the 63-minute *Combat America* was released at the same time as, and completely overshadowed by William Wyler's *Memphis Belle*, another saga of a B-17 crew in combat.

The FMPU eventually completed 300 training and propaganda films and was responsible for 3,000,000 feet of combat footage. Reagan, who went on to become president, called the film office "an important contribution to the war effort."

Gable was relieved from active duty as a major on June 12, 1944 at his request, since he was over-age for combat. Because his motion picture production schedule made it impossible for him to fulfill Reserve officer duties, he resigned his commission on Sept. 26, 1947, a week after the Air Force became an independent service branch. Fellow actor Capt. Ronald Reagan signed his discharge papers.

**Shooting Line – "Frankly my dear, I don't give a darn (or whatever)."**

## **STAGE 9 — Paul Newman**

After Paul Newman graduated from Shaker Heights High School in 1943, he joined the Navy's V-12 program at Yale University in the hopes of becoming a pilot. His hopes were dashed, however, when it was discovered that he was color blind. Instead of completing the program, Newman was shipped to basic training where he qualified to be a rear-seat radioman and gunner for torpedo bombers. In 1944, Newman was sent to Barber's Point where he operated in torpedo bomber squadrons designed to train replacement pilots. He was later stationed on an aircraft carrier as a turret gunner for an Avenger aircraft.

One of Newman's later posts was aboard the USS Bunker Hill which fought in



the Battle of Okinawa in 1945. In a stroke of fate, his pilot developed an ear infection and they were held back from flying in the Okinawa campaign. Because of this, he and his pilot avoided the destruction of their ship, and the deaths of the sailors aboard. Newman was discharged in 1946 in Washington. His military honors included the American Area Campaign medal, the Good Conduct medal, and the World War II Victory medal.

**Shooting Line – “Who are those guys?”**

## **STAGE 10 — Ernest Borgnine**

In a life that spanned nearly a century, Ernest Borgnine earned a place in Hollywood history as a consummate character actor -- and a place in U.S. naval history with honorable service during World War II.

Borgnine was born Ernes Effron Borgnino in January 1917 in Hamden, Connecticut, the son of Italian immigrants and the grandson of Count Paolo Boselli. After graduating high school in 1935, he was selling vegetables off the back of a truck when he saw a U.S. Navy recruiting poster, which led to enlistment. Borgnine credited the Navy with making a man out of him, and provided the background for his character in the famous TV show *McHale's Navy*.



The apprentice seaman remained in the Navy for ten years (including one hiatus), from October 1935 to October 1941, and then from January 1942 to September 1945. His first tour was served on board the four-stacker USS *Lamberton* (DD-119). During the 1930s the *Lamberton* operated out of San Diego, towing targets for surface combatants, submarines, and aircraft, a role that was to serve her well during World War II. She also participated in experimental minesweeping exercises and was redesignated DMS-1 (minesweeper, destroyer) in November 1940.

In 1941 Borgnine left the Navy, only to reenlist after Pearl Harbor. From January 1942 until the end of the war he served in the USS *Sylph* (PY-12), a converted yacht devoted to antisubmarine-warfare activities throughout the war. Operating first out of Tompkinsville (New York) and then New London (Connecticut), the *Sylph* patrolled for German U-boats during 1942, a devastating year for American merchantmen off the East Coast. In the fall of 1943 she was assigned to Quonset Point, Rhode Island, and a year later to the naval base at Port Everglades, Florida, along with her unit, the surface division of the Atlantic Fleet's Antisubmarine Development Detachment. She was used mainly for training sonarmen and testing and researching new sound and antisubmarine equipment. The *Sylph* and her unit contributed greatly to the U.S. victory over Germany's "gray wolves."

During his naval service Borgnine rose in rank from seaman to gunner's mate first class. Upon his discharge in 1945, he was allowed to wear the American Campaign Medal, the Good Conduct Medal, the American Defense Service Medal with Fleet Clasp, and the World War II Victory Medal.

**Shooting Line – From *The Wild Bunch* – “They’ll be waiting for us.”**



# STAGE 1

## *Audie Murphy*

**STAGING** — Rifle loaded with 10 rounds, staged at POS 2 (will need 11<sup>th</sup> round\*). Shotgun open and empty, in hands at POS 1 or POS 3. Revolvers loaded with 5 rounds each, holstered.

**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 the 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. With revolvers and rifle as wanted, starting on either end, engage the 6 **revolver\rifle** targets in a Continuous Nevada sweep. The 11<sup>th</sup> rifle round may be reloaded at any time, make rifle safe. Pick up shotgun and move to either POS 3 or POS 1 and knockdown the 2 remaining **shotgun** targets, any order.

**SHOOTING LINE** — “I did what I had to do.”

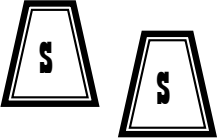
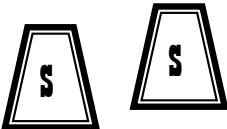
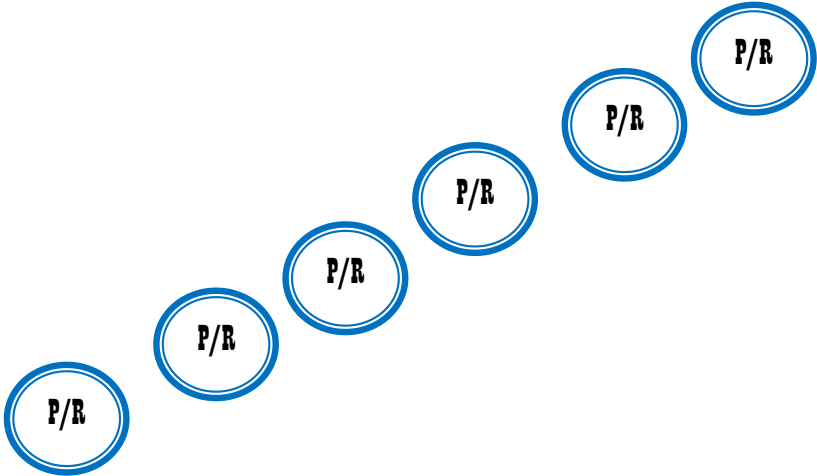
*\* The rifle reloads can either be staged on the prop or drawn from the body.*

# STAGE 1

10 Revolver

11 Rifle

4+ Shotgun



POS 1 - Shotgun

POS 2 - Revolver & Rifle

POS 3 - Shotgun

## 🎭 **STAGE 2** 🎭

### *James Arness*

**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** — Shooter's Choice (cannot end with rifle)

**SCENARIO** — Shooter starts at POS of their choice, with hands on hat, at the ready. ATB its shooter's choice, don't end with rifle. From POS 1 with revolvers, engage the 5 **revolver** targets in a double tap sweep from either end. From POS 2 with rifle, engage the 5 **rifle** targets in a double tap sweep from either end, make rifle safe. From POS 3 with shotgun, knockdown 4 **shotgun** targets, any order.

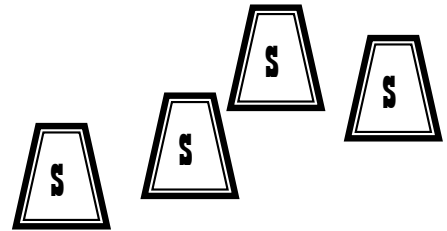
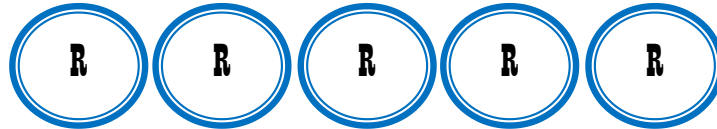
**SHOOTING LINE** — “You're looking pretty tonight Kitty.”

# STAGE 2

10 Revolver

10 Rifle

4+ Shotgun



POS 1 - Revolver

POS 2 - Rifle

POS 3 - Shotgun

## STAGE 3

# Mel Brooks

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

**GUN SEQUENCE** — Rifle ♠ Shotgun ♠ Revolver

**SCENARIO** — Shooter starts at POS 1, in Texas surrender, at the ready. ATB engage the 6 **rifle** targets, single tap the bottom row, double tap the middle row and triple tap the top row (i.e., 1,2,3,4,4,5,5,6,6,6), round count, make rifle safe vertically in the cacti. Move to POS 2 and knockdown the 4 **shotgun** targets, any order, poppers may be made up at anytime, make shotgun safe pointing safely into the berm. Move to POS 3 and engage the 6 **revolver** targets, single tap the bottom row, double tap the middle row and triple tap the top row (i.e., 1<sup>st</sup> revolver 1,2,3,4,4; 2<sup>nd</sup> revolver 5,5,6,6,6), round count.

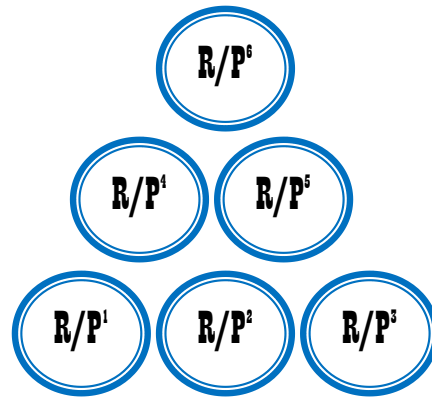
**SHOOTING LINE** — “Candygram for Mongo.”

# STAGE 3

10 Revolver

10 Rifle

4+ Shotgun



POS 3 - Revolver

POS 2 - Shotgun

POS 1 - Rifle

## 🎭 **STAGE 4** 🎭

### *Lee Marvin*

**STAGING** — Rifle loaded with 10 rounds, stages 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 doorframe, at the ready. ATB engage the 3 **revolver** targets in a Maxed Indiana sweep, four on the center target then double tap sweep from either direction, (i.e., 1<sup>st</sup> revolver 2,2,2,2,1; 2<sup>nd</sup> revolver 1,2,2,3,3). Move to POS 2 and engage the 3 **rifle** targets in a Maxed Indiana sweep, four on the center target then double tap sweep from either direction, (i.e., 2,2,2,2,1,1,2,2,3,3), make rifle safe. Move to POS 3 and knockdown the 6 **shotgun** targets, any order, poppers may be made up at anytime.

**SHOOTING LINE** — From *The Professionals* – “Yes sir. In my case an accident of birth. But you, you’re a self-made man.” Or – “You’re a self-made man.”

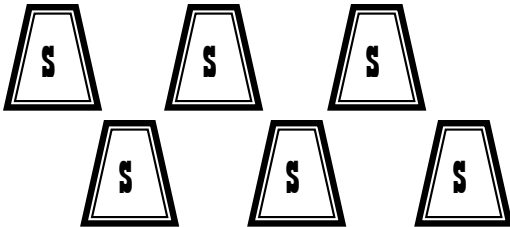


# STAGE 4

10 Revolver

10 Rifle

6+ Shotgun



POS 3 - Shotgun

POS 1 - Revolver

POS 2 - Rifle

## STAGE 5

### *James Gardner*

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

**GUN SEQUENCE** — Rifle ♠ Shotgun ♠ Revolver

**SCENARIO** — Shooter starts at either POS 1a or POS 1b, rifle in hands, at the ready. ATB 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. If shooter choose to stage shotgun at POS 1, pick up shotgun and move to POS 2, otherwise, move to POS 2 and pick up shotgun, knockdown the 4 **shotgun** targets, any order, poppers may be made up at anytime, make shotgun safe. Move to either POS 3a or POS 3b and engage the 2 **revolver** targets in a 1-1-3-3-1-1 sweep starting on either target (i.e., 1<sup>st</sup> revolver 1,2,1,1,1; 2<sup>nd</sup> revolver 2,2,2,1,2).

**SHOOTING LINE** — “Support your local sheriff!”

# STAGE 5

**10 Revolver**

**10 Rifle**

**4+ Shotgun**



**POS 3a - Revolver**

**POS 2 - Shotgun**

**POS 3b - Revolver**

**POS 1a -Rifle &  
Shotgun (staged, if wanted)**

**POS 1b -Rifle &  
Shotgun (staged, if wanted)**

## 🎭 **STAGE 6** 🎭

# *Jimmy Stewart*

**STAGING** — Rifle loaded with 10 rounds, staged at POS 1/POS 2. Shotgun open and empty, stage at POS 1/POS 2. Long guns can be staged at the same opening, but 2 different windows must be shot through. Revolvers loaded with 5 rounds each, holstered.

**GUN SEQUENCE** — Rifle ♠ Shotgun ♠ Revolver

**SCENARIO** — Shooter starts at window where rifle is staged, with hands above shoulders, at the ready. ATB engage the 3 **rifle** targets, in two separate modified 2-1-2 sweeps: 1,1,2,1,1,3,3,2,3,3, make rifle safe. Move to a different window and knockdown the 4 **shotgun** targets, any order, poppers may be made up at anytime, make shotgun safe. Move to POS 3 and engage the 3 **revolver** targets, in two separate modified 2-1-2 sweeps: 1<sup>st</sup> revolver 1,1,2,1,1; 2<sup>nd</sup> revolver 3,3,2,3,3.

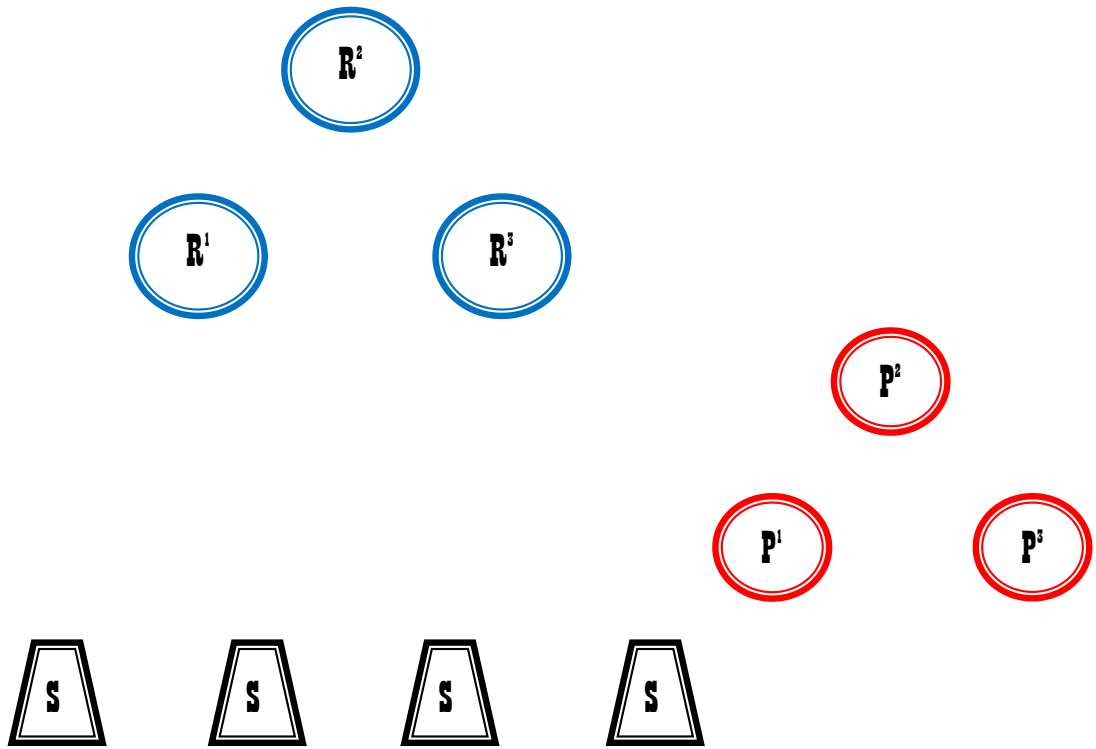
**SHOOTING LINE** — From *Winchester '73* - "It's not for sale."

# STAGE 6

10 Revolver

10 Rifle

4+ Shotgun



POS 1/POS 2 - Rifle & Shotgun

POS 3 - Revolver

## STAGE 7

# Henry Fonda

**STAGING** — Rifle loaded with 10 rounds, staged at POS 2. Shotgun open and empty, staged at POS 4. Revolvers loaded with 5 rounds each, holstered.

**GUN SEQUENCE** — Rifle ♠ Revolver ♠ Shotgun

**SCENARIO** — Shooter starts at POS 1 (Coral entrance) with both hands holding lasso, at the ready. ATB move to POS 2 and 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 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., 1<sup>st</sup> revolver 1,2,3,1,1; 2<sup>nd</sup> revolver 2,2,2,3,3). Move to POS 4 and knockdown the 4 **shotgun** targets, any order, poppers may be made up at anytime.

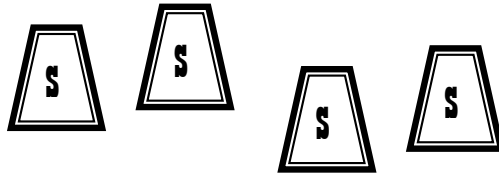
**SHOOTING LINE** — From *Once Upon a Time in the West* – “How can you trust a man who wears both a belt and suspenders? Man can’t even trust his own pants.” Or – “Who are you?”

# STAGE 7

10 Revolver

10 Rifle

4+ Shotgun



POS 4 - Shotgun

POS 3 - Revolver

POS 2 - Rifle

POS 1 - Start

## STAGE 8

# Clark Gable

**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 4 **shotgun** targets, any order, poppers may be made up at anytime, make shotgun safe pointing safely into the berm. Move to POS 2 and starting on the bottom target, engage the 7 **rifle** targets sweep up and out for five, then return to bottom target and sweep up and out the other direction for five (i.e., 1,2,3,4,5,1,2,3,6,7), make rifle safe vertically on the cacti. Move to POS 3 and starting on the bottom target, engage the 7 **revolver** targets sweep up and out for five, then return to bottom target and sweep up and out the other direction for five (i.e., 1<sup>st</sup> revolver 1,2,3,4,5; 2<sup>nd</sup> revolver 1,2,3,6,7).

**SHOOTING LINE** — “Frankly my dear, I don’t give a darn (or whatever).”

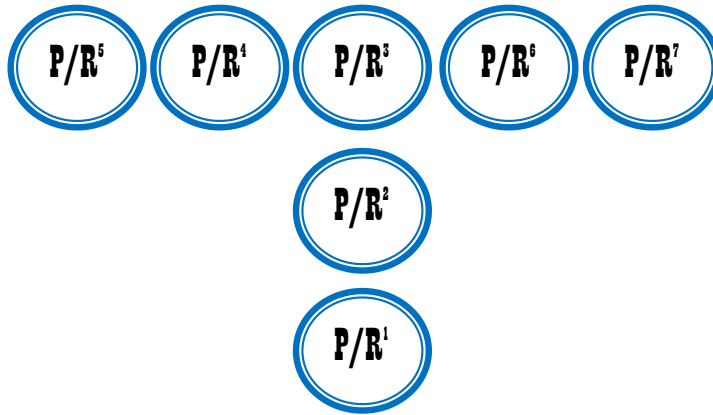


# STAGE 8

10 Revolver

10 Rifle

4+ Shotgun



POS 3 - Revolver

POS 2 - Rifle

POS 1 - Shotgun

## 🎭 **STAGE 9** 🎭

### *Paul Newman*

**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 revolver(s) in hand(s), at the ready. ATB starting on any target, engage the 4 **revolver** targets in a Reverse Progressive sweep (4 on 1, 3 on 2, 2 on 3, 1 on 4), in either a clockwise or counterclockwise direction. Move through the doorway to POS 2 and starting on any target, engage the 4 **rifle** targets in a Reverse Progressive sweep (4 on 1, 3 on 2, 2 on 3, 1 on 4) in either a clockwise or counterclockwise direction, make rifle safe. Move to POS 3 and knockdown the 4 **shotgun** targets, any order, poppers may be made up at anytime.

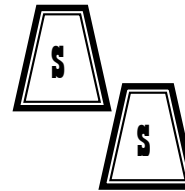
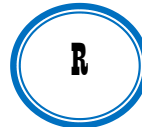
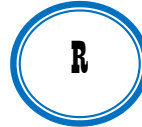
**SHOOTING LINE** — “Who are these guys?”

# STAGE 9

10 Revolver

10 Rifle

4+ Shotgun



POS 2 - Rifle

POS 3 - Shotgun

POS 1 - Revolver

## STAGE 10

# Ernest Borgnine

**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** — Shooter's Choice (cannot end with rifle)

**SCENARIO** — Shooter starts POS 1, both hands holding poker, at the ready. ATB its shooter's choice, don't end with rifle. From POS 2 with rifle, engage the 5 **rifle** targets double tap one of the outside target; sweep the vertical targets twice (yes you may), then double tap the other outside target (i.e., 1,1,2,3,4,4,3,2,5,5), make rifle safe. From POS 3 with shotgun, knockdown 6 **shotgun** targets, any order. From POS 4 with revolvers, engage the 5 **revolver** targets in the same manner as the rifle (i.e., 1<sup>st</sup> revolver 1,1,2,3,4; 2<sup>nd</sup> revolver 4,3,2,5,5).

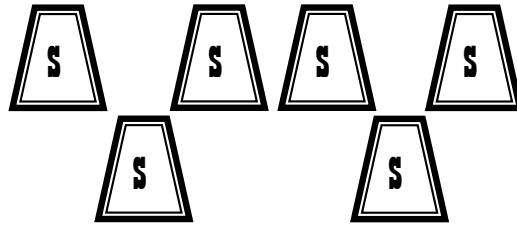
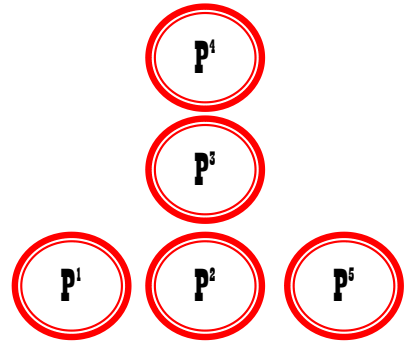
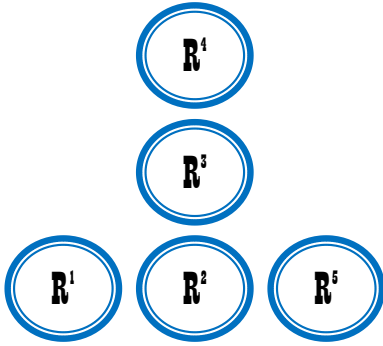
**SHOOTING LINE** — From *The Wild Bunch* – “They’ll be waiting for us.”

# STAGE 10

10 Revolver

10 Rifle

6+ Shotgun



POS 2 - Rifle

POS 3 - Shotgun

POS 4 - Revolver

POS 1 - Start



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	PISTOL	RIFLE	SHOTGUN
1	_____	_____	_____	10	11	4
2	_____	_____	_____	10	10	4
3	_____	_____	_____	10	10	4
4	_____	_____	_____	10	10	6
5	_____	_____	_____	10	10	4
6	_____	_____	_____	10	10	4
7	_____	_____	_____	10	10	4
8	_____	_____	_____	10	10	4
9	_____	_____	_____	10	10	4
10	_____	_____	_____	10	10	6

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TOTALS: \_\_\_\_\_ 100 101 44

NOTES:



*Thank you for attending Range War 2016!*

*Hope to see you next year!*