

**WOLVERINE RANGERS RANGE WAR 2016
DISCLAIMER**

**THE MATCH DIRECTOR RESERVES THE
RIGHT TO AMEND, EDIT AND/OR CLARIFY
THE STAGES AT ANY TIME PRIOR TO THE
START OF THE MATCH**

STAGE 1

STAGING: Rifle loaded with 10 rounds, staged at POS 2 (will need 11th 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 11th 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.

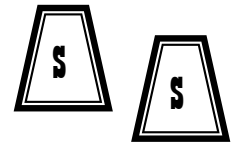
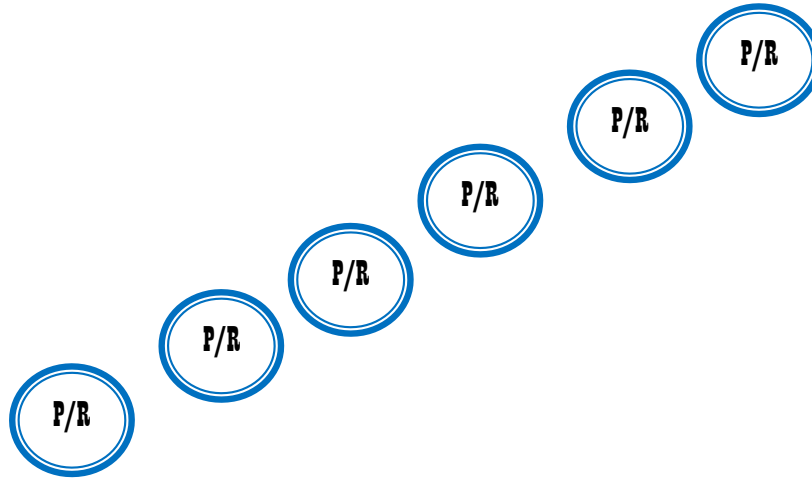
** The rifle reloads can either be staged on the prop or drawn from the body.*

STAGE 1

10 Revolver

11 Rifle

4+ Shotgun



POS 1 - Shotgun

POS 2 - Revolver & Rifle

POS 3 - Shotgun

STAGE 2

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)

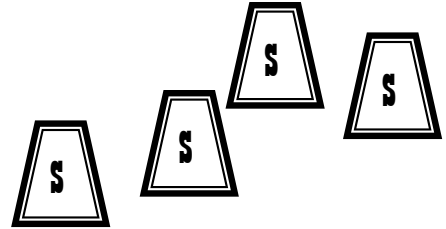
SCENARIO: Shooter starts at POS of their choice, with hands on hat, at the ready. ATB its shooter's choice, don't end with rifle. From POS 1 with revolvers, engage the 5 **revolver** targets in a double tap sweep from either end. From POS 2 with rifle, engage the 5 **rifle** targets in a double tap sweep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

STAGE 2

10 Revolver

10 Rifle

4+ Shotgun



POS 1 - Revolver

POS 2 - Rifle

POS 3 - Shotgun

STAGE 3

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

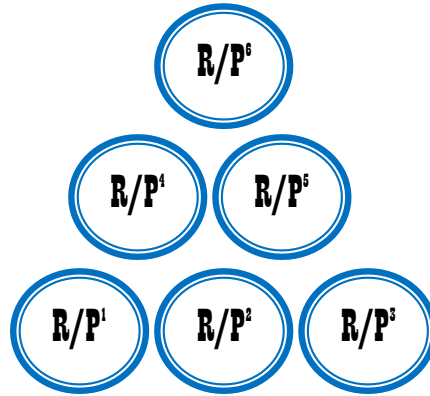
SCENARIO: Shooter starts at POS 1, in Texas surrender, at the ready. ATB engage the 6 **rifle** targets, single tap the bottom row, double tap the middle row and triple tap the top row (i.e., 1,2,3,4,4,5,5,6,6,6), round count, make rifle safe vertically in the cacti. Move to POS 2 and knockdown the 4 **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., 1st revolver 1,2,3,4,4; 2nd revolver 5,5,6,6,6), round count.

STAGE 3

10 Revolver

10 Rifle

4+ Shotgun



POS 3 - Revolver

POS 2 - Shotgun

POS 1 - Rifle

STAGE 4

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

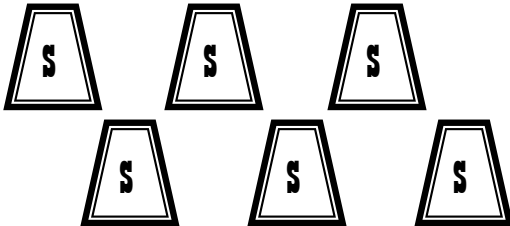
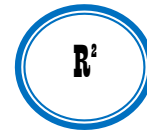
SCENARIO: Shooter starts at POS 1, with hands on doorframe, at the ready. ATB engage the 3 **revolver** targets in a Maxed Indiana sweep, four on the center target then double tap sweep from either direction, (i.e., 1st revolver 2,2,2,2,1; 2nd revolver 1,2,2,3,3). Move to POS 2 and engage the 3 **rifle** 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.

STAGE 4

10 Revolver

10 Rifle

6+ Shotgun



POS 3 - Shotgun

POS 1 - Revolver

POS 2 - Rifle

STAGE 5

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., 1st revolver 1,2,1,1,1; 2nd revolver 2,2,2,1,2).

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

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

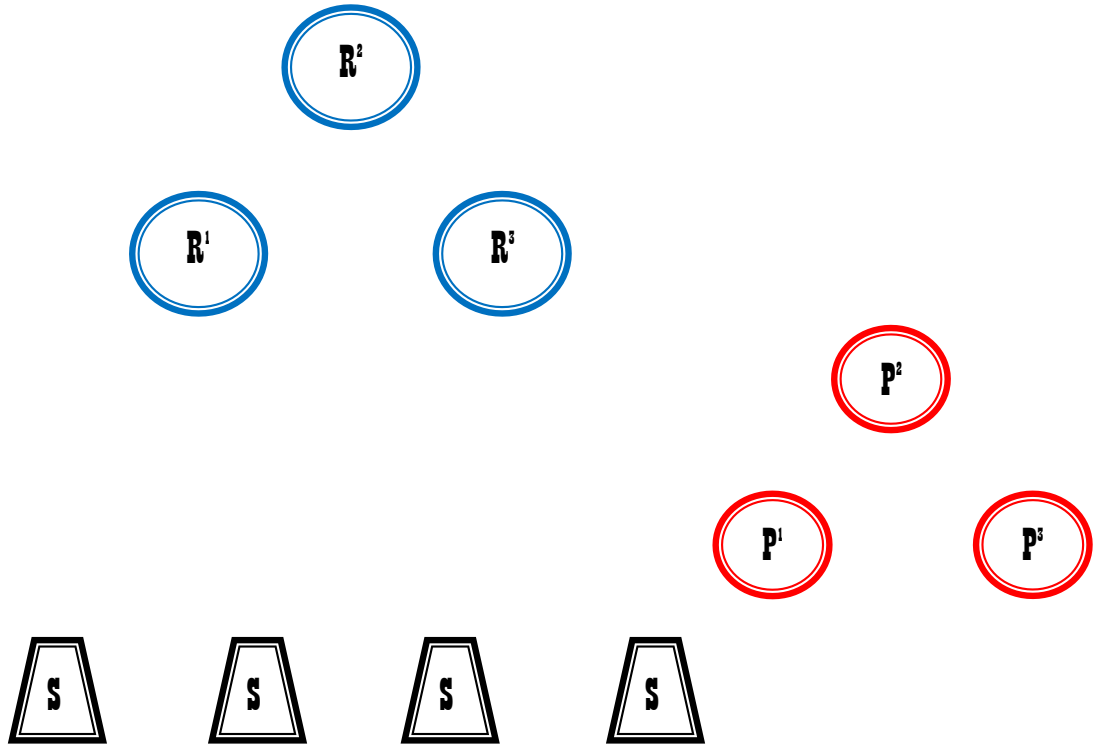
SCENARIO: Shooter starts at window where rifle is staged, with hands above shoulders, at the ready. ATB engage the 3 **rifle** targets, in two separate modified 2-1-2 sweeps: 1,1,2,1,1,3,3,2,3,3, make rifle safe. Move to a different window and knockdown the 4 **shotgun** targets, any order, poppers may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

STAGE 6

10 Revolver

10 Rifle

4+ Shotgun



POS 1/POS 2 - Rifle & Shotgun

POS 3 - Revolver

STAGE 7

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

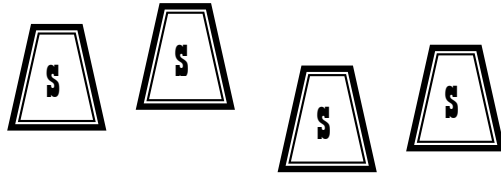
SCENARIO: Shooter starts at POS 1 (Coral entrance) with both hands holding lasso, at the ready. ATB move to POS 2 and starting on either end engage the 3 **rifle** targets in a single sweep, then from the same direction, a 2-3-2 sweep (i.e., 1,2,3,1,1,2,2,2,3,3), make rifle safe pointing safely into 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., 1st revolver 1,2,3,1,1; 2nd 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.

STAGE 7

10 Revolver

10 Rifle

4+ Shotgun



POS 4 - Shotgun

POS 3 - Revolver

POS 2 - Rifle

POS 1 - Start

STAGE 8

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

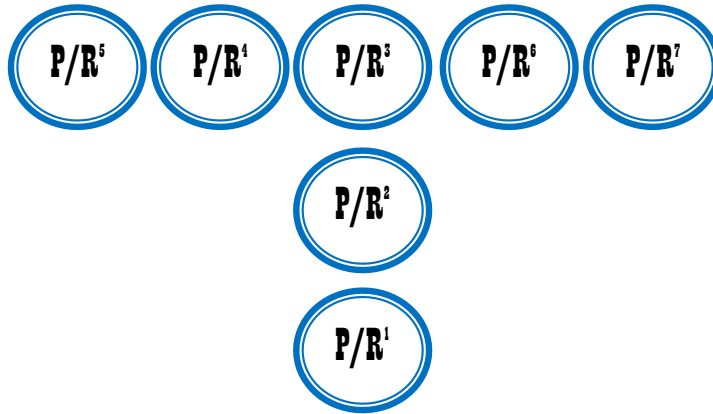
SCENARIO: Shooter starts at POS 1, with shotgun in hands, at the ready. ATB knockdown 4 **shotgun** targets, any order, poppers may be made up at anytime, make shotgun safe pointing safely into the berm. Move to POS 2 and starting on the bottom target, engage the 7 **rifle** targets sweep up and out 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., 1st revolver 1,2,3,4,5; 2nd revolver 1,2,3,6,7).

STAGE 8

10 Revolver

10 Rifle

4+ Shotgun



POS 3 - Revolver

POS 2 - Rifle

POS 1 - Shotgun

STAGE 9

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

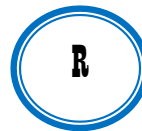
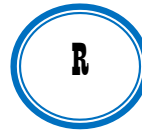
SCENARIO: Shooter starts at POS 1, with revolver(s) in hand(s), at the ready. ATB starting on any target, engage the 4 **revolver** targets in a Reverse Progressive sweep (4 on 1, 3 on 2, 2 on 3, 1 on 4), in either a clockwise or counterclockwise direction. Move through the doorway to POS 2 and starting 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.

STAGE 9

10 Revolver

10 Rifle

4+ Shotgun



POS 2 - Rifle

POS 3 - Shotgun

POS 1 - Revolver

STAGE 10

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)

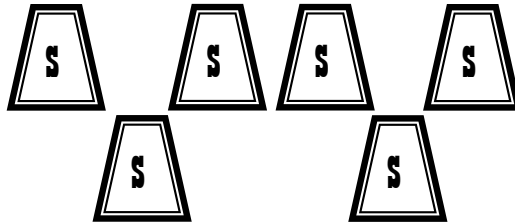
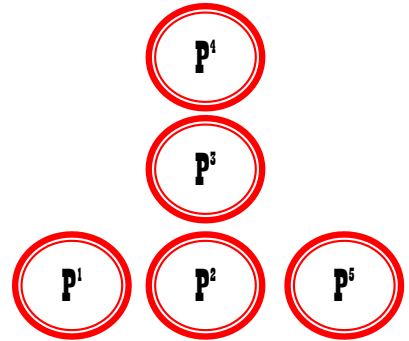
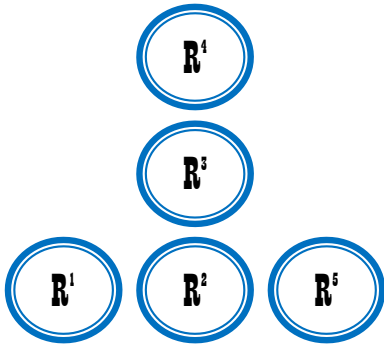
SCENARIO: Shooter starts POS 1, both hands holding poker, at the ready. ATB its shooter's choice, don't end with rifle. From POS 2 with rifle, engage the 5 **rifle** targets double tap one of the outside target; sweep the vertical targets twice (yes you may), then double tap the other outside target (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., 1st revolver 1,1,2,3,4; 2nd revolver 4,3,2,5,5).

STAGE 10

10 Revolver

10 Rifle

6+ Shotgun



POS 2 - Rifle

POS 3 - Shotgun

POS 4 - Revolver

POS 1 - Start