

WINTER RANGE WARMUP MATCH

The following twelve stages are based on the 2017 Winter Range stages and are modified to fit our range as well as reduce the amount of steel that has to be staged. It will give you 80% of what the real Winter Range stages feel like.

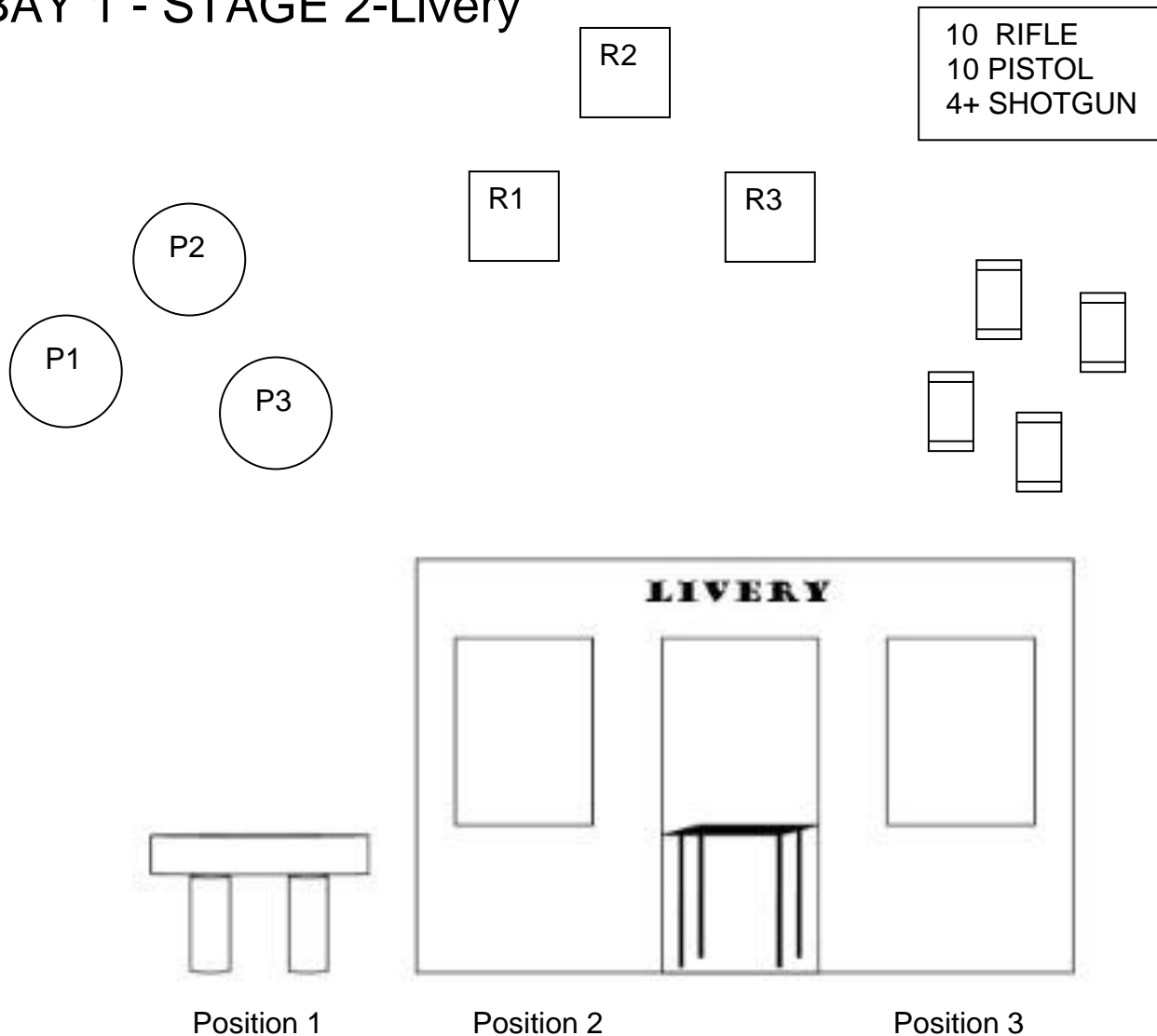
It is a good match for anybody that has not been to Winter Range but would like to know what the shoot is like. For those going to Winter Range, it is a good 12 stage warm up match.

The first 6 stages will be shot at the HPD monthly match on February 4th and the second 6 stages will be shot the following weekend.

Score keepers should note that the stages are not shot in sequence since the stages had to be made to fit our range.

Scores for the February 4th shoot will consist of the normal 6 stages. The scores for the February 11th shoot will be for the combined 12 stages. Shooters can compare their ending 12 stage times with actual 2017 Winter Range times by going to the Winter Range site and reviewing the 2017 posted scores.

BAY 1 - STAGE 2-Livery



Start position: Shooter standing at position 1 or position 3 with hands on hips. Open empty shotgun and Rifle loaded with 10 rounds staged anywhere safely. Pistols loaded 5 rounds each holstered. Stage may be engaged either left to right or right to left.

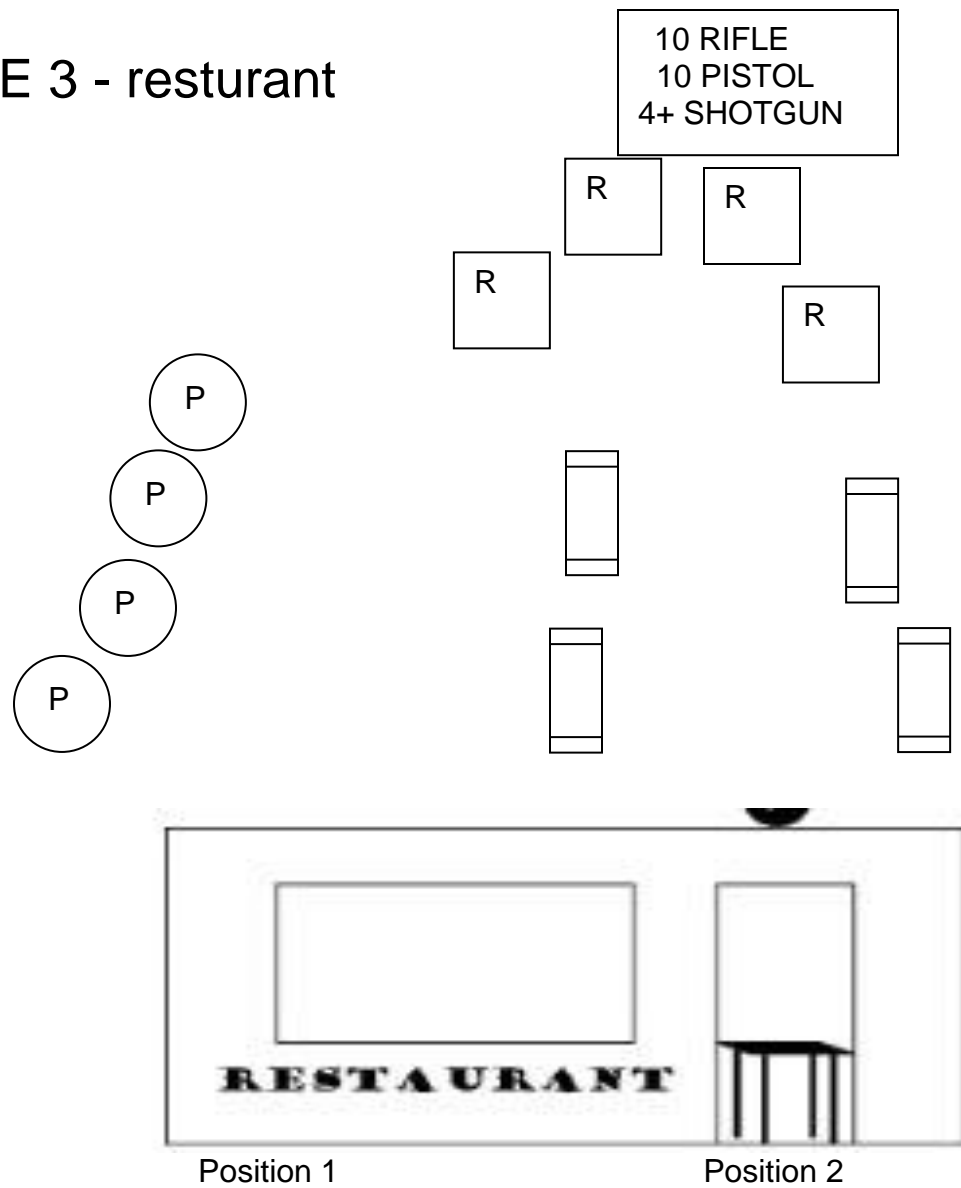
On signal: If with shotgun, engage the 4 shotgun targets any order. Must go down. Make shotgun safe.

From position 2, with rifle, engage R1-R3 with a continuous double tapping Blackjack sweep in either direction. Make rifle safe.

From position 1, with revolvers engage P1-P3 with a continuous double tapping Blackjack sweep in either direction.

Note: "Blackjack sweep " is a Nevada sweep starting on the middle target P2 and R2.

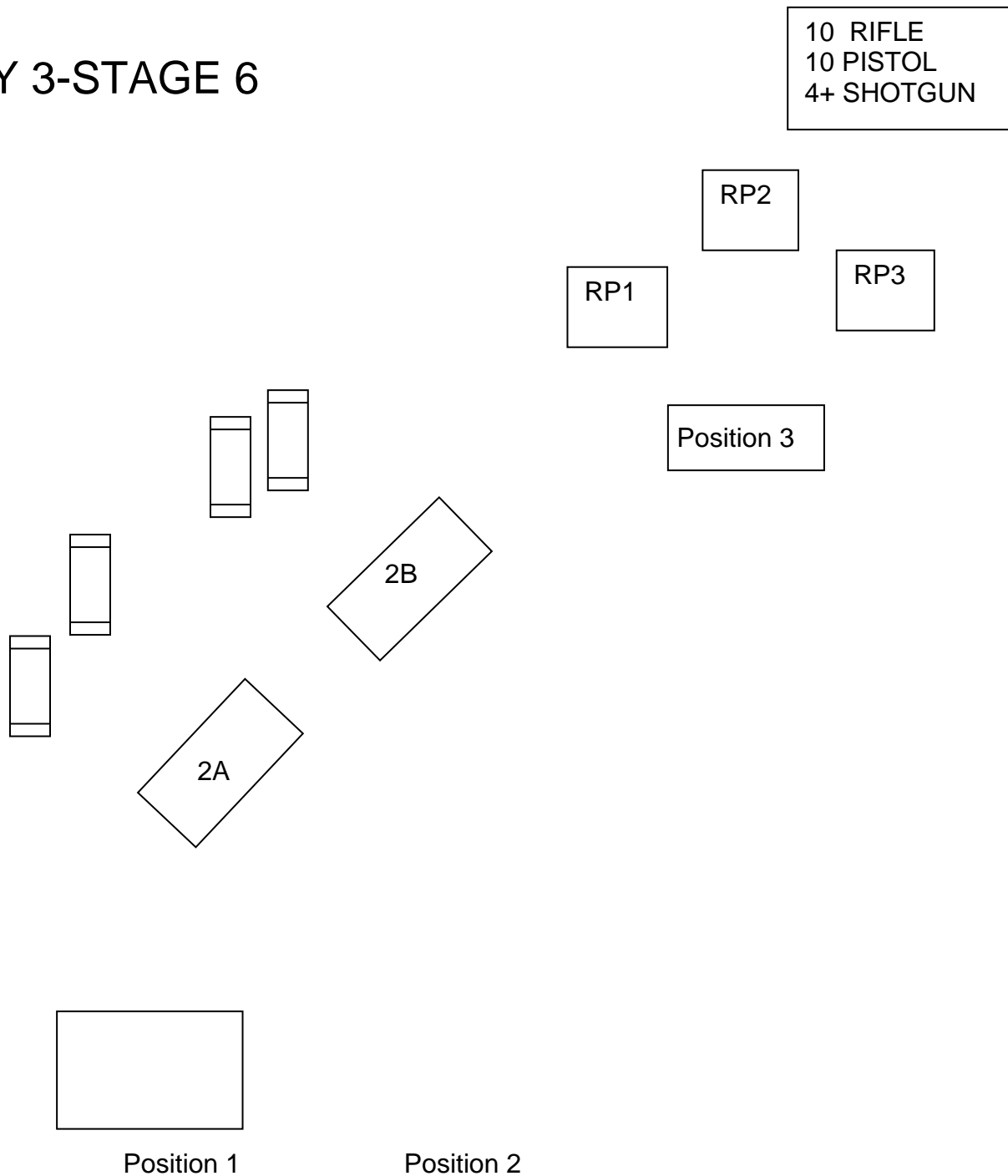
BAY 5 - STAGE 3 - restaurant



Staging: Shooter standing at SASS default. Rifle loaded with 10 rounds and open empty shotgun staged anywhere safely. Pistols loaded with 5 rounds each holstered. Firearms may be used in any order, but rifle must not be last. Stage may be engaged left to right or right to left. Shooter indicates ready by saying "Faster than you'll ever be"

At the beep, - if from position 2, with rifle engage "R" targets in a 2-1-1-1 sweep, twice in the same direction, starting at either end. From position 2, with shotgun engage the four "s" targets, must go down. From position 1, with pistols, engage the "P" targets as per the rifle instructions..

BAY 3-STAGE 6



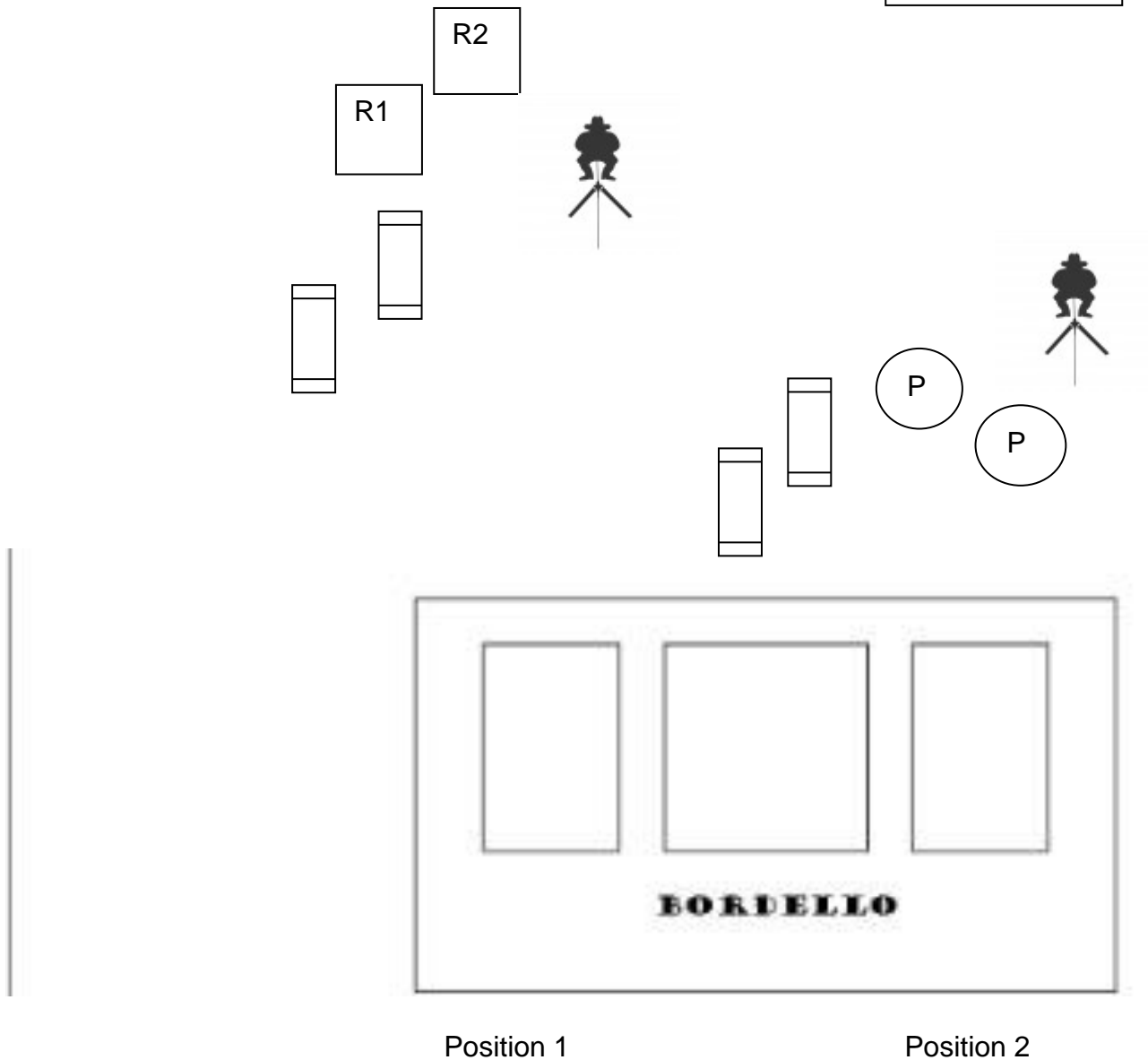
Start: At position 1, rifle loaded with 10 rounds in hands. Open and empty shotgun staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered.

At the buzzer: From position 1 with rifle engage RP1-RP3 at least 3 times each for 10 rounds. Make rifle safe between rails. Retrieve shotgun and engage 4 shotgun targets from 2 positions. Make shotgun safe at position 3. With revolvers, engage RP1 – RP3 as per the instructions for the rifle.

Note: Shotgun make ups must be made up at that position. Once you move forward, you may not return or shoot the targets behind you. Shotgun positions are defined as “within one step of the hay bales with the shot going over the top of the hay bales.

BAY 4 - STAGE 1 - Bordello

10 RIFLE
10 PISTOL
4+ SHOTGUN



Start: At position 1, rifle loaded with 10 rounds in hands. Open, empty shotgun staged at position 1. Two revolvers loaded with 5 rounds each, holstered.

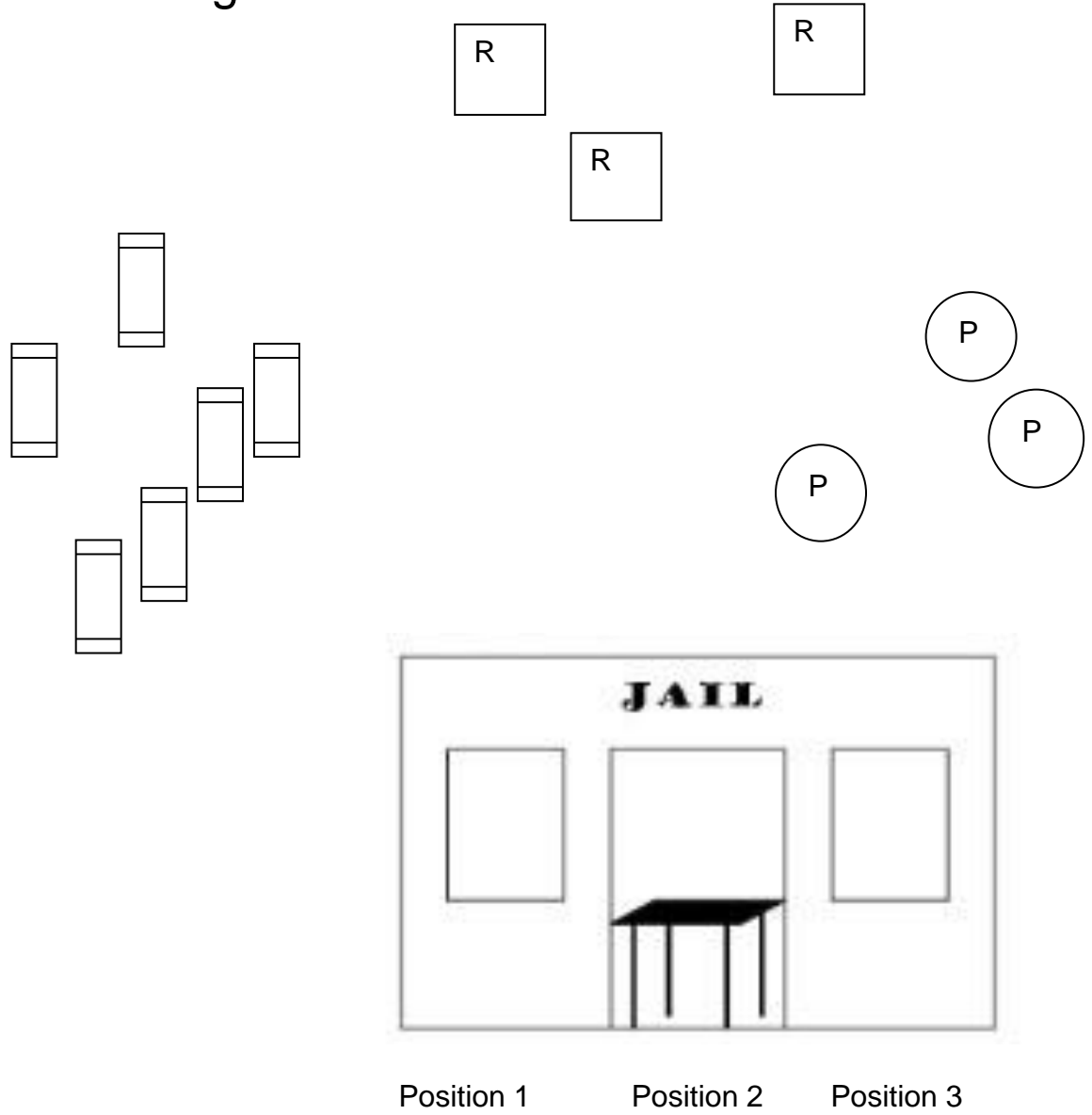
When ready say, *"I'll kill every man in Lago!"*. Wait for the buzzer.

At the beep, with rifle engage the two rifle targets at least twice each for 5 rounds, and the cowboy five times. Make rifle safe. With shotgun engage the two "S" targets in front, must go down. From Position 2, engage the remaining two "S" targets, must go down.

From position 2, with pistols, engage the pistol targets and cowboy as per the rifle instructions.:

BAY 6 – Stage 4 - Jail

10 RIFLE
10 PISTOL
6+ SHOTGUN



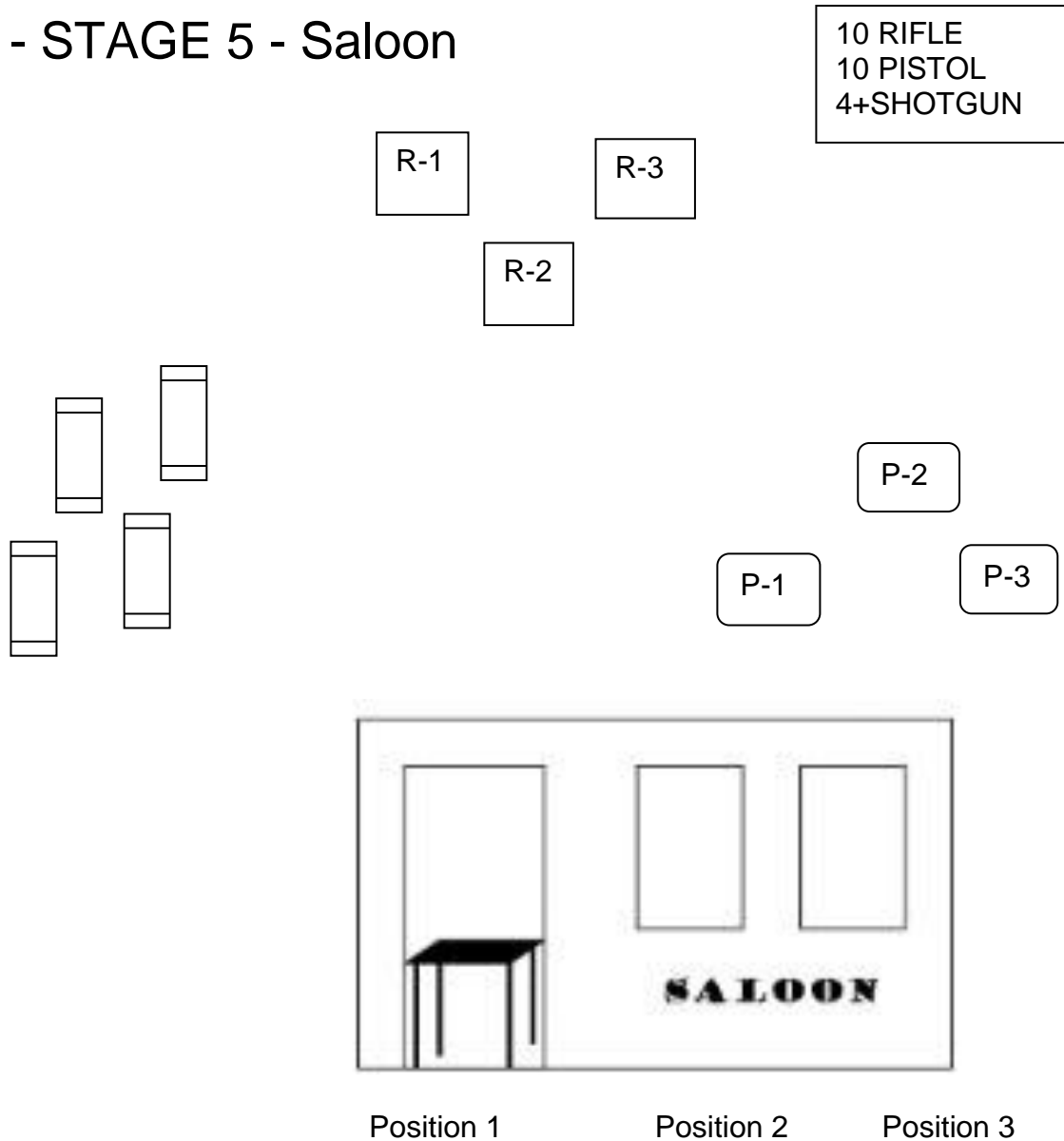
Start: At either POS 1 or POS 3, standing upright with hands at low surrender (at least shoulder high),. Rifle loaded with 10 rounds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered. Stage may be engaged from left to right or right to left.

At the beep if from position 1, with shotgun, engage the 6 shot gun targets. Must go down.

From position 2, with rifle, sweep rifle targets R1-R3 once in either direction then engage R2 twice for the first 5 rounds. Repeat the instructions for the next 5 rounds..

From position 3, with revolvers engage P1-P3 targets as pr the rifle instrctions..

BAY 7 - STAGE 5 - Saloon



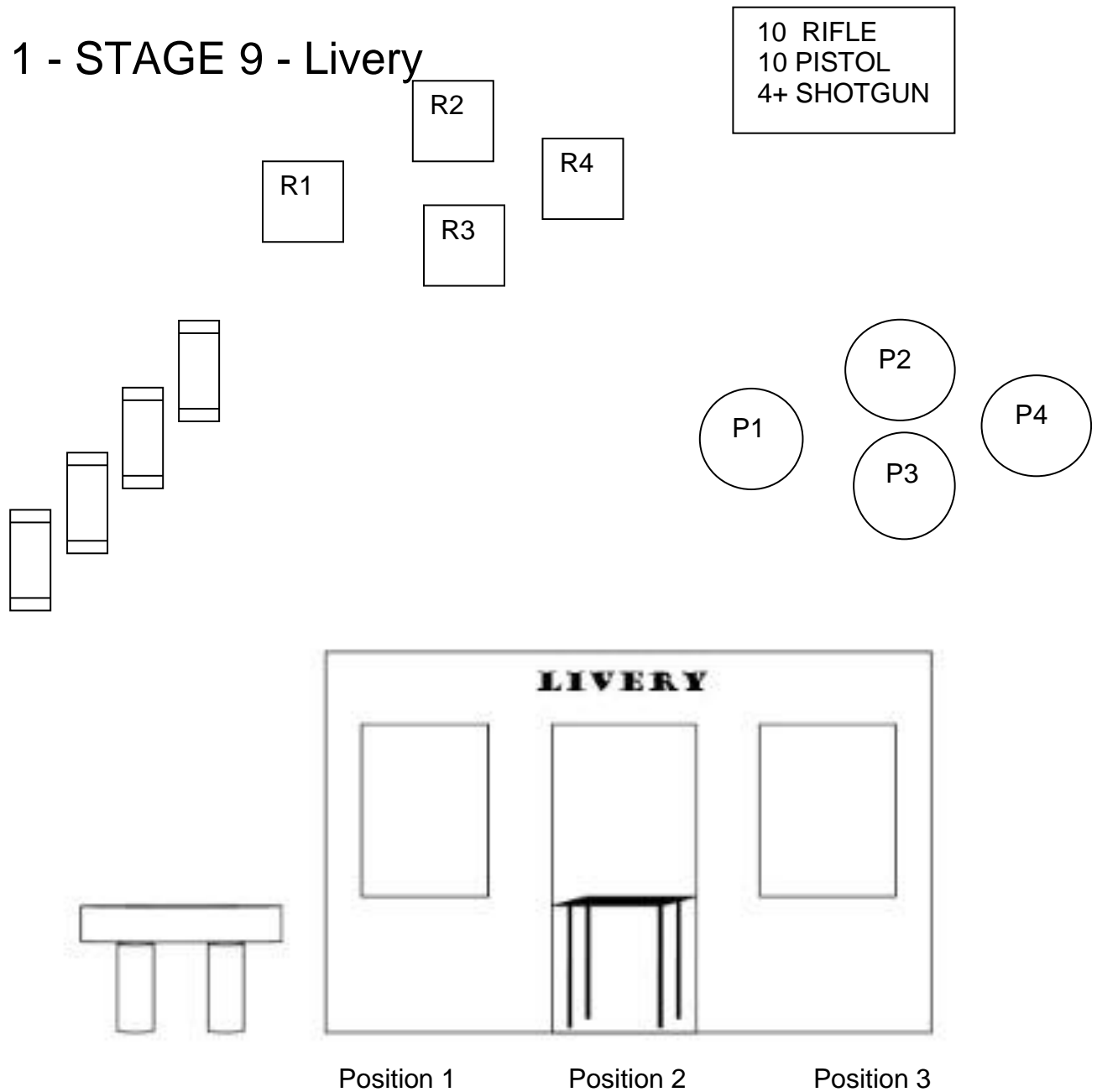
Start: At POS 1 or POS 3 , standing upright with hands touching hat (hat on head). Rifle loaded with 10 rounds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered. Stage may be engaged from left to right or from right to left.

At the buzzer, POS 1 with shotgun, engage the 4 shotgun targets. Any order. Must go down. Make shotgun safe.

From position 2, with rifle, alternate between R-1 and R-3 for 4 rounds then engage R2 twice then alternate between R-1, and R-3 for 4 rounds. When alternating, you may start on either end.

From position 3, with pistols, engage revolver targets as per the rifle instructions.

Bay 1 - STAGE 9 - Livery



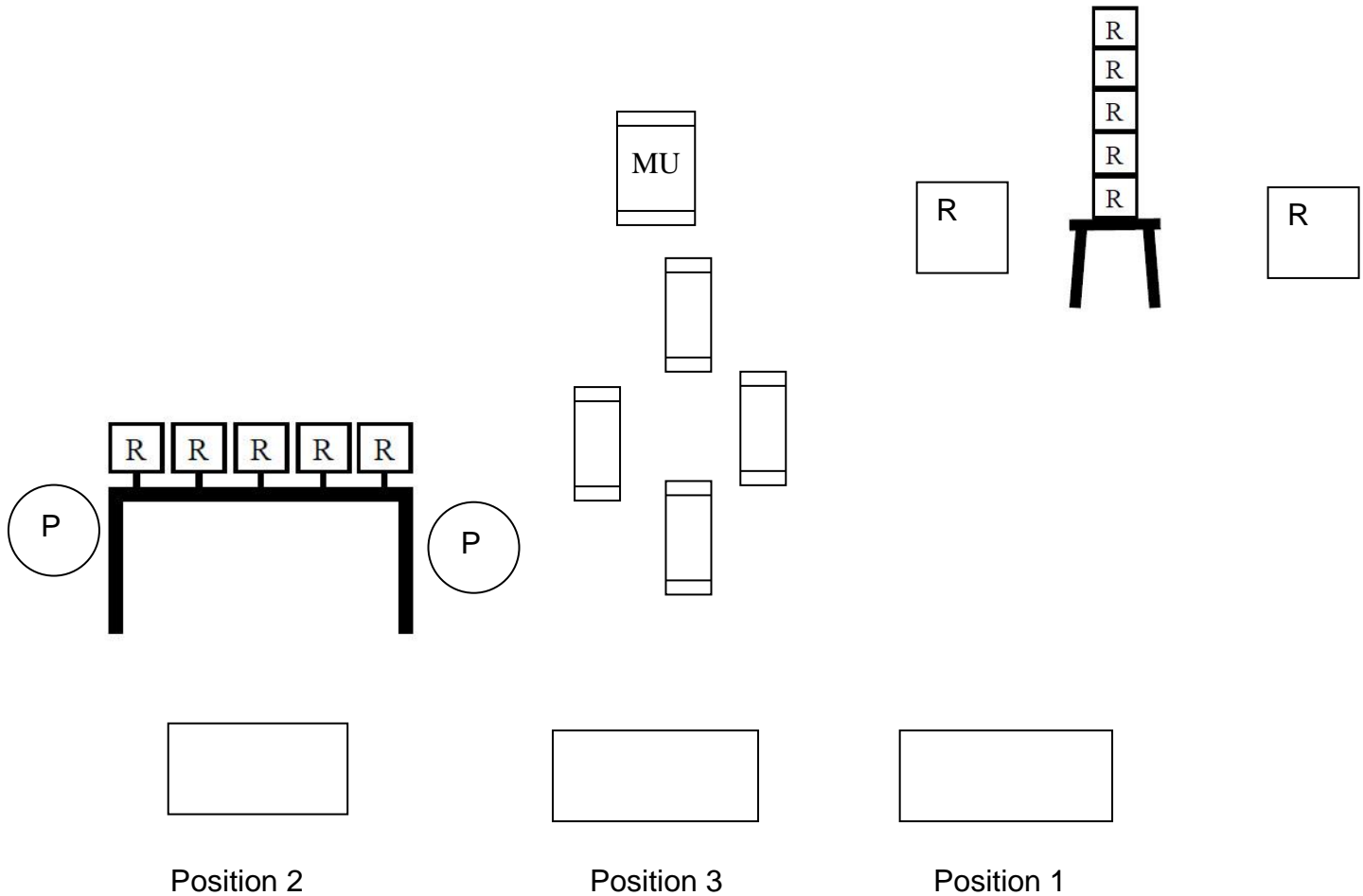
Start: At position 1 or POS 3 standing upright with thumbs hooked in Gun/Ammo belt. Rifle loaded with 10 rounds and open, empty shotgun staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered. State may be engaged left to right or right to left.

On Signal: From POS 1 with shotgun engage the four "S" targets – must go down. From POS 2 with rifle, engage R1 and R4 - 3 times each and R2-R3 two times each – any order.

From position 3, with revolvers engage pistol targets as per the rifle instructions

BAY 3 - STAGE 7

10 RIFLE
10 PISTOL
5+ SHOTGUN



Start: At position 1 standing at SASS default. Rifle loaded with 10 rounds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered..

At the buzzer, From POS 1 engage the 5 plates on the Tombstone Rack once each and the two "R" targets at least twice each for 5 rounds. Targets may be shot in any order. .Move to Position 2.

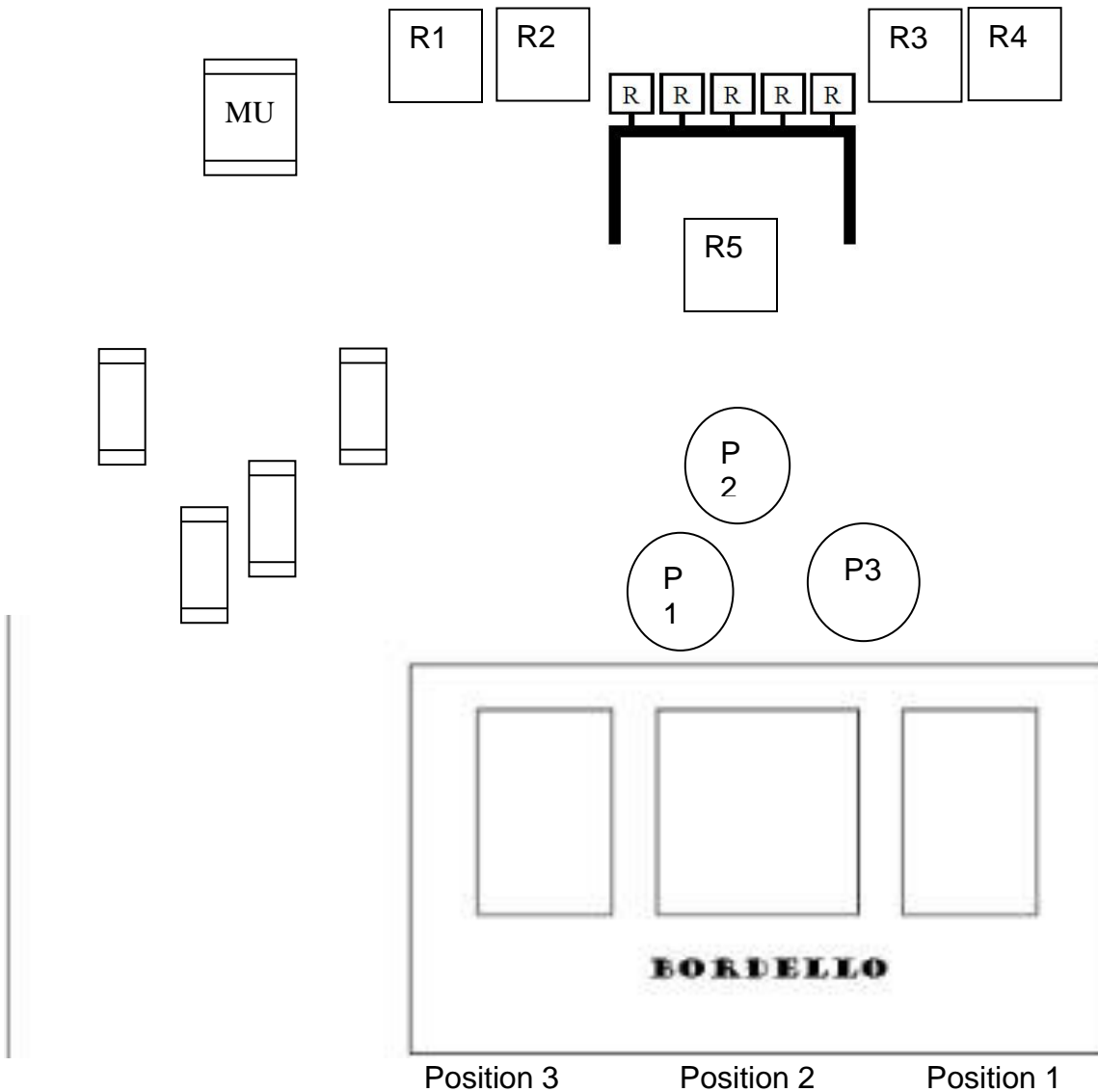
From position 2 with revolvers, engage the 5 plates on the rack once each and the two "P" targets at least twice each for 5 rounds. Targets may be shot in any order. Move to position 3.

From position 3, with shotgun engage the four "S" targets, must go down. Then, you may make up any standing plates with the shotgun be engaging the "MU" target once for each plate standing.

NOTE: Any knockdown plates left standing and not made up will be counted as misses. You do not have to hit the MU target for the make-up shots to count.

BAY 4 - STAGE 8 - Bordello

10 RIFLE
10 PISTOL
4+ SHOTGUN



Start: At POS 1 standing upright with right hand raised (with four fingers extended). Rifle loaded with 10 rounds and open, empty shotgun both staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered. Shooter may indicate ready by saying "My mistake,four coffins!"

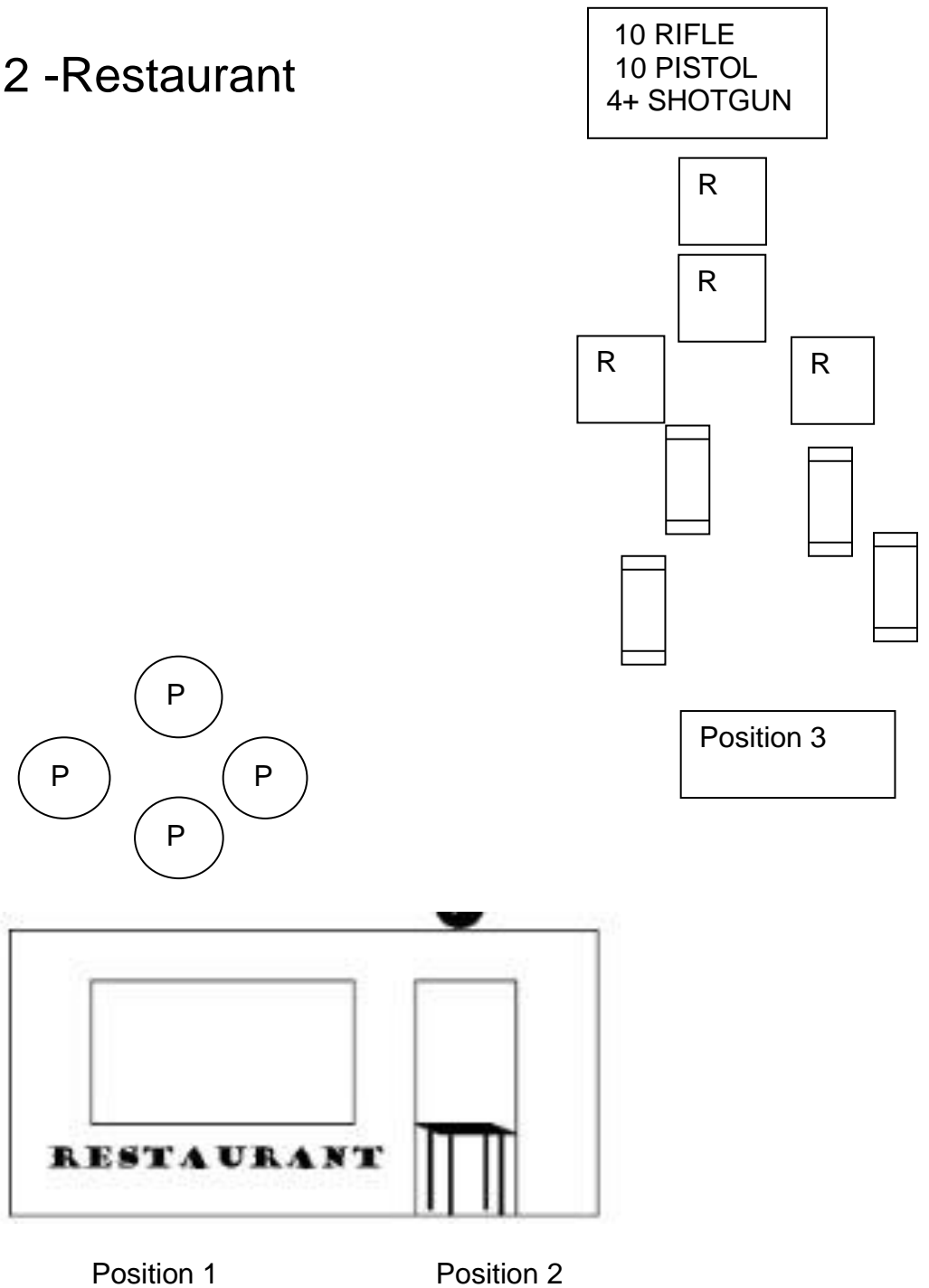
At the buzzer With rifle engage five "R" targets once each and the five plates on the rack once each..

From position 2 with revolvers engage the three "P" targets at least once each for the first 5 rounds, then repeat the instruction for the second 5 rounds.

From position 3, with shotgun, engage the four shotgun targets any order. Must go down. Then make up any plates left standing by engaging the MU target once for each plate standing.

Note: Any plates left standing and not made up will be counted as misses. You do not need to hit the MU target for the make up shots to count.

BAY 5 -STAGE 12 -Restaurant



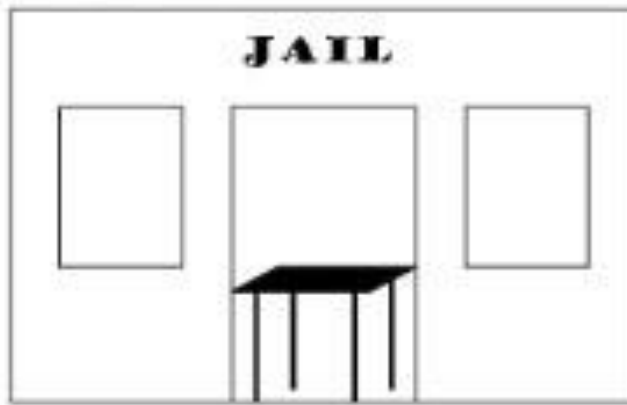
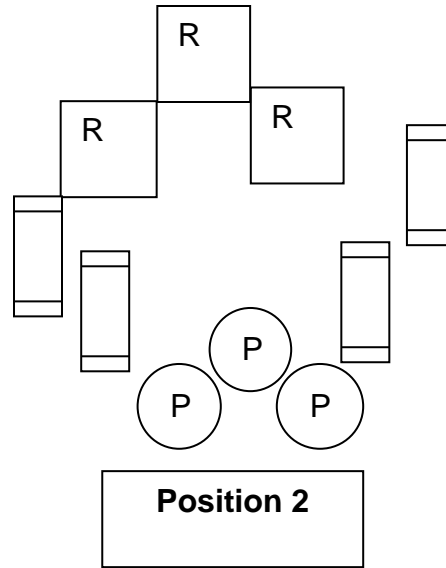
Start: Shooter standing at position 1 with hands on revolvers. Rifle loaded with 10 rounds and open empty shotgun staged anywhere safely. Pistols loaded with 5 rounds each holstered.

When ready say, **"Alive or dead – it's your choice"** Wait for the buzzer

At the buzzer, With revolvers engage P1-P4 at least twice each for 10 rounds. From POS 2R with rifle engage R1-R4 as per the revolver instructions. Make rifle sage vertically. Retrieve shotgun and move to POS 3 and engage 4 shotgun targets, must go down..

BAY 6 -STAGE 11 - Jail

10 RIFLE
10 PISTOL
4+ SHOTGUN



Position 1

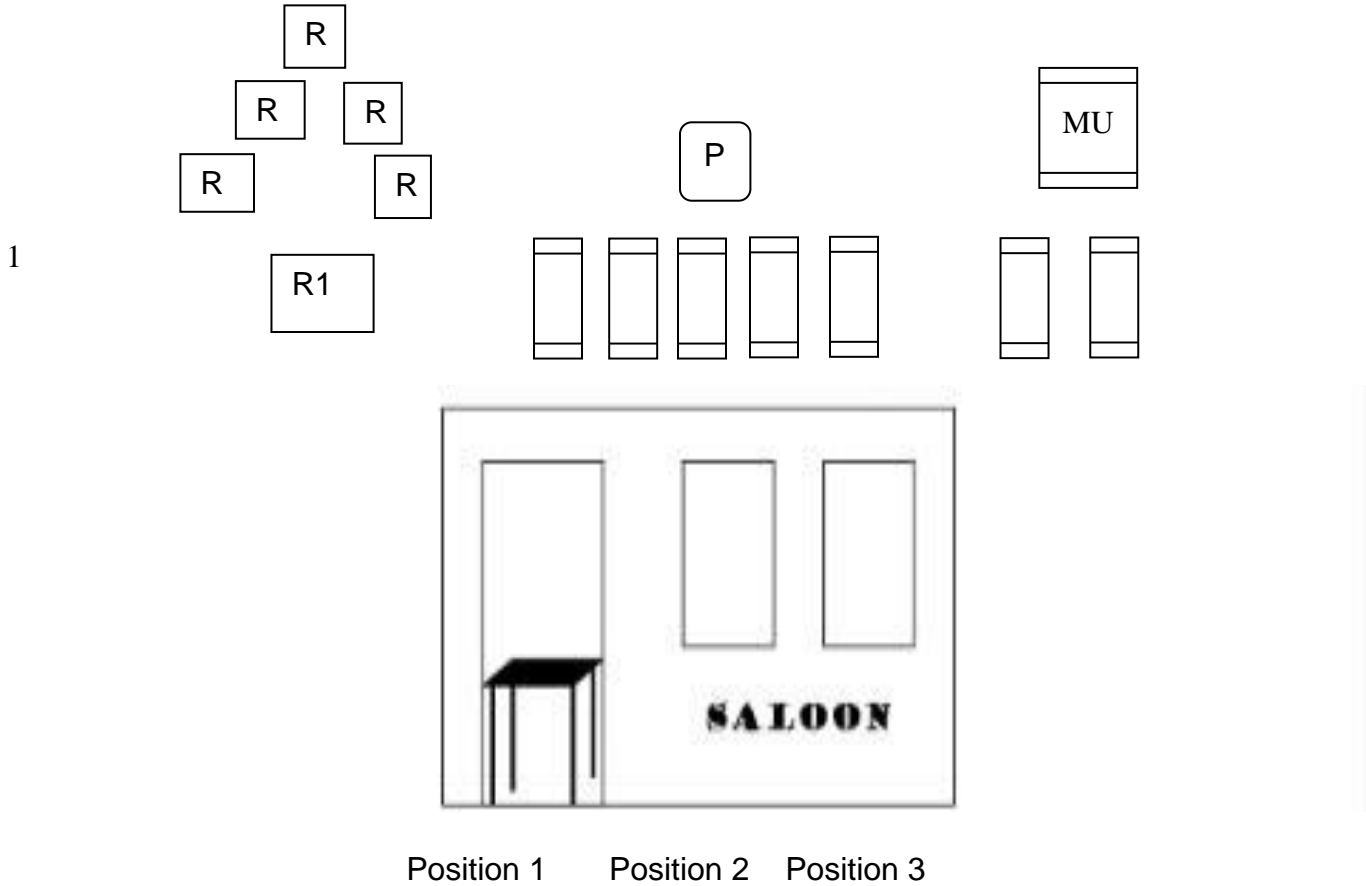
Position 1

Start: At either window, rifle loaded 10 rounds in hands. Open empty shotgun staged anywhere safely, **EXCEPT AT POS 2!** Two revolvers loaded with 5 rounds each, holstered.

At the buzzer engage R1-R3 in a 1-3-1 sweep in either direction starting on either end for the first 5 rounds. Repeat the instructions for the next 5 rounds. Make rifle safe vertically. From any one position between the doorway and POS 2, with shotgun engage the four "S" targets, must go down. Make shotgun safe at POS 2. With revolvers engage P1-P3 as per the rifle instructions.

BAY 7 - STAGE 10 - Saloon

10 RIFLE
10 PISTOL
4+SHOTGUN



Start: Shooter standing SASS default at position 1,. Rifle loaded with 10 rounds, open empty shotgun staged anywhere safely. Two revolvers loaded with 5 rounds each, holstered.

At the buzzer, with rifle alternate between R1 and the other five “R” targets starting on either for 10 rounds (each “R” target may be shot only once). From position 2, with revolvers, alternate between the on “R” target and the five “KD” targets for 10 rounds. From POS 3 with shotgun, engage the 2 shotgun targets any order. Must go down, and then, make up any standing plates with one shot on the “MU” target for each plate standing.

NOTE: Any “KD” plates left standing and not made up will be counted as misses. You do not have to hit the “MU” target for the make up shots to count..