

# WOLVERINE 5K

3 June 2023

## Mission Brief

MMXXIII

WOLVERINE 5K

[www.Wolverine5K.com](http://www.Wolverine5K.com)

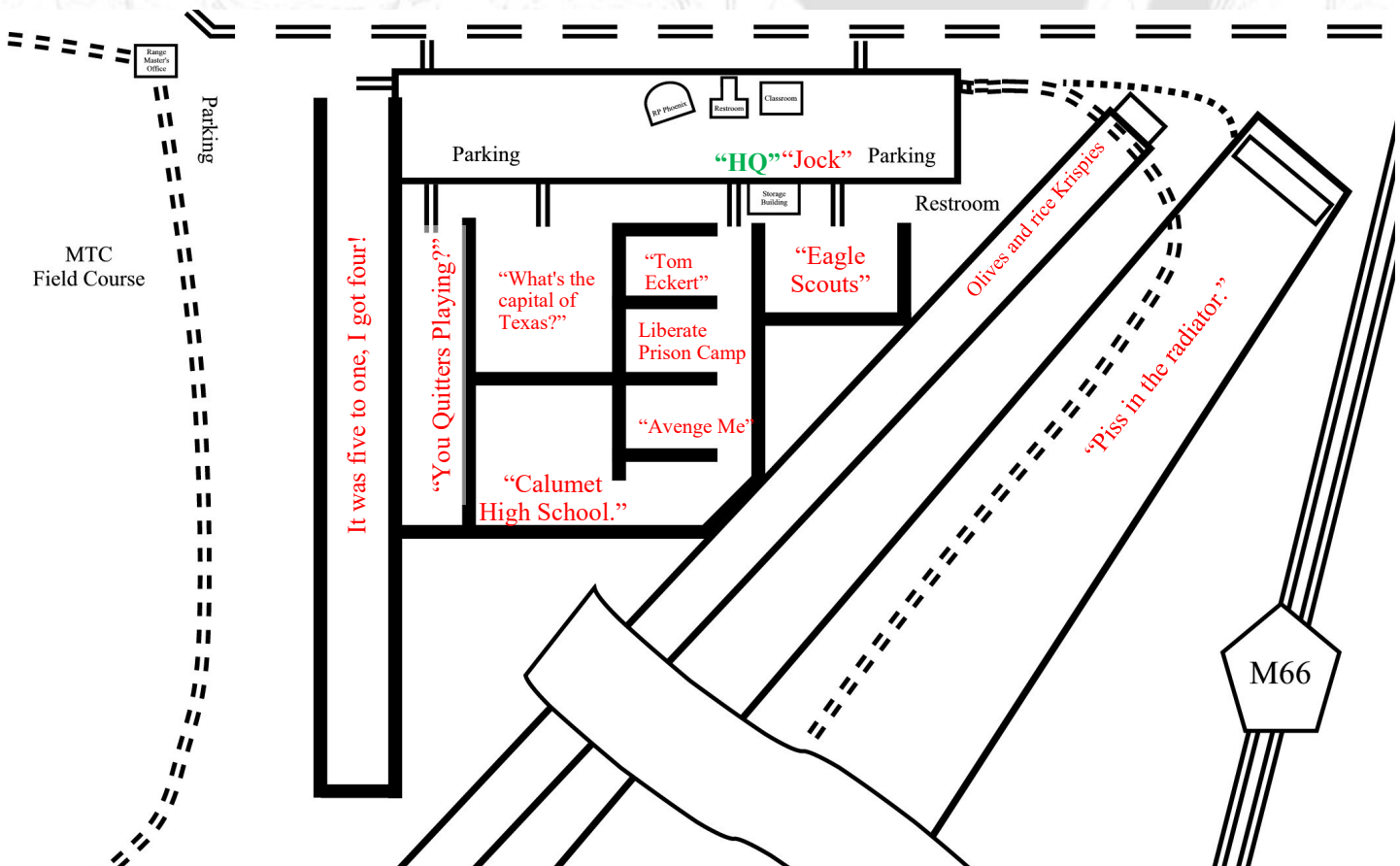
# TACTICAL ADVENTURE RACE

# The Script - "Wolverine 5K"

## 2023 Schedule of Event Stages

- **"WE'RE GOING TO THE MOUNTAINS, WE'RE GETTING OUT OF HERE."** - MTC HQ  
SITREP: Communist have invaded and overrun your small town. Grab your go-bag and run for the hills!
- **"YOU'RE SUCH A GODDAMN JOCK!"** - NEXT TO MTC HQ & RANGE 3  
SITREP: Flex your freedom fighter muscles and challenge the commies to a pullup competition.
- **"Piss In the Radiator."** - Range 1  
SITREP: While escaping a Russian invasion, your vehicle gets disabled by an overwhelming enemy force. Fight your way off the X and head towards the mountains while taking your wounded with you.
- **"OLIVES AND RICE KRISPIES."** - Range 2  
SITREP: Your supplies are running low. It's time to stealthily crawl into your blind and go hunting, but don't shoot twice or the Russians will find you.
- **"ELITE PARAMILITARY ORGANIZATION, EAGLE SCOUTS."** - Range 3  
SITREP: Prove your worthiness to the team by demonstrating your tactical athleticism.
- **"COULD YOU FIND MY DAD, TOM ECKERT."** - Range 4  
SITREP: You and your neighbors are political prisoners locked in reeducation camp, use any means necessary to escape.
- **Liberating the prison camp!** Range 5  
SITREP: Cuban bunker, Russian bunker, Munitions Dump... Cause a diversion over here, cut the wire here, Fire on all these machine gun positions.
- **"AVENGE ME!"** - Range 6  
SITREP: Russians have set up shop at the drive-in movie theater. Break in, neutralize the threats, and search for sensitive materials.
- **"CALUMET HIGH SCHOOL"** - Range 7  
SITREP: History class is canceled due to communist paratroopers. Bailout of your shot up Bonneville in the Calumet High School parking lot. Escape and evade with fire and maneuver, while carrying your wounded friend to the safety of Jed's getaway truck.
- **WHAT'S THE CAPITAL OF TEXAS?"** - Range 8  
SITREP: The real war, kid. It's here every day. Conventional warfare isn't so easy.
- **"YOU QUITTERS PLAYING, OR WHAT?"** - Range 9 - Sponsored by BG Defense - Type A Rifle  
SITREP: Take some time off from warfighting to enjoy some team building football during the communist occupation.
- **It was five to one, I got Four!** Range 10  
SITREP: you are outnumbered 5:1 Each team member needs to take out at least 4

In time this tactical adventure race, like every other race, ended...  
"Wolverine 5K" - Tactical Athlete Adventure Race



# Event Overview

This Red Dawn themed race will be a cumulative time & time reward based event.

The water and land race course will be timed from start to finish to establish your baseline time. The shooting stages and optional taskings are scored for time reduction rewards. 1 point = 1 minute off your 5K time. The lowest time wins.

## Wolverine 5k schedule of events:

- ⊕ 0730-0830: RO and volunteer staff brief.
- ⊕ 0800-0830: Athlete sign in.
- ⊕ 0830: Safety Brief for all.
- ⊕ 0900: Event begins. All shooting stages begin at 0900.
- ⊕ 1300-1500: Lunch. Snacks are served throughout the day.
- ⊕ 1700: Completion Goal. \*1730: Stage lines are shut down. \*1800: drop dead time.
- ⊕ 1830: Awards/trophies for top 3 Hardcore teams/solos. Prize table items will be raffled to all athletes and volunteer support staff. Must be present to receive awards.

The shooting stages must be ran quickly and efficiently. Athletes/teams may watch the previous shooters to familiarize themselves with course of fire - non RSO score keepers may also answer questions while you are on deck. If an team/athlete is not prepared to shoot, they will loose their turn in line.

Each stage will keep an independent score log sheet. Athletes/teams must report their race number and name to each stage score keeper. A score card booklet will be issued at check in for personal score keeping.

Our event completion goal is 1700, with an absolute **drop dead going cold time of 1800** regardless if shooting is completed or not. Time and crowd management is the team's responsibility. Find the shooting stages with the shortest lines and avoid prolonged recovery breaks that could cost your team valuable point.

Upon completion of all stages, athletes will notify the HQ. After taking a well earned event completion break, athletes are encouraged to assist RO's with live fire stages, other admin tasks and range clean up.

To claim awards, athletes and volunteers must remain at MTC until awards ceremony.

For accountability purposes, please notify HQ if you are departing the event prior to the closing ceremony.

## Round Count: (Minimum)

- ⊕ Carbine: ??? rounds minimum
- ⊕ Pistol: ??? Rounds minimum
- ⊕ Precision Rifle: ??? per athlete
- ⊕ NOTE: Bring a little extra to be safe.

## Mandatory Gear list:

- ⊕ Eye and ear protection.
- ⊕ Pistol with retention holster. Pistol mag pouch (x2 minimum)
- ⊕ Carbine with sling. Carbine mag pouches (x3 minimum)
- ⊕ Precision rifle (x1 per team minimum)
- ⊕ 2 hand held radios. MTC uses Motorola's channel 1-1 or 462.5625 Ctess of 67
- ⊕ Backpack, with frame. Backpack weight.
- ⊕ 12+ lbs Body armor.
- ⊕ Land navigation gear. (Compass, protractor, fine point pencils, pace count beads, etc)
- ⊕ Camera for taking action photos and intel collection (phone camera is ok).

Recommended gear list:

- ⊕ Hydration system (water bottle, bladder, canteen, etc). 1 gallon of clean water.
- ⊕ Foot wear with ankle support.
- ⊕ Personal first aid kit (elastic wraps, pain reliever, Band-Aids for minor cuts, etc.)
- ⊕ Bug repellent and sun block.
- ⊕ Camera for taking action photos.
- ⊕ **Spending cash for merchandise.**

WE'RE GOING TO THE MOUNTAINS,  
WE'RE GETTING OUT OF HERE.

**“We’re going to the mountains, we’re getting out of here.”**

SITREP: Communist have invaded and overrun your small town. Grab your go-bag and run for the hills!

**Gear list for the 5K orienteering route:**

- ⊕ Land Navigation items (Compass, protractor, pen/pencil, pace count beads, provided maps, etc)
- ⊕ Radios for safety comms.
  - ⊕ MTC uses Motorola's channel 1-1 or
  - ⊕ 462.5625 Ctss of 67
- ⊕ Optional personal observation equipment (binos, spotting scope, etc)
- ⊕ Camera for proof of FRAGO completion (cell phone camera will work)
- ⊕ Personal hydration and snacks if needed.
- ⊕ Waterproofing bags are recommended.
- ⊕ No weapons. (May be secured in your vehicle or in our locked classroom.)
- ⊕ Weighted backpack (45 lbs Hardcore / 25 lbs recreational).
  - ⊕ If you are wearing body armor, it will be included in the pack weight.
  - ⊕ Your combat load will be weighed at the finish line.

Buses will pick up groups of 30 athletes at the HQ office starting with recreational teams, solos, then hardcore teams. Buses will transport you to the river insertion point where you will be given your patrol route grids, observation log, communications log and canoes.

You will navigate (2 athletes to a canoe) down river to the designated landing area.

- ⊕ 4 person teams will get 2 canoes.
- ⊕ 3 person teams will join another 3 person team or get a solo athlete for the river portion only.

From the river landing area you will navigate on foot back to MTC

- ⊕ Teams must stay together. Where one goes, you all go.
- ⊕ Stay off the paved road.
- ⊕ All check points are optional, but will get useful battlefield intel and valuable messages to decode.
- ⊕ Fragmentation Orders (FRAGO) are optional tactical tasks on the orienteering route.

There is a maximum 240 minutes (4 hours) navigation completion time.

**You will be disqualified and a search party will be sent out to find you after 4 hours.**

Upon completion of the 5K orienteering route teams/athletes will:

- ⊕ Immediately report to HQ to stop their race time.
- ⊕ Turn in route card.
- ⊕ Declare any FRAGO's completed.
- ⊕ Weigh backpacks. 45 pounds (hardcore) / 25 pounds (recreationalist).
  - ⊕ If body armor is worn, it can be included in the pack weight.
  - ⊕ **If a backpack weighs under 45 pounds, hardcore teams will automatically be recategorized into the recreational division.**

Athletes will then complete all remainder live fire stages.

**Bus transportation times:**

<b>Bus #</b>	<b>Time</b>	<b>Division</b>	<b>Team/Solo</b>	<b>Team Name</b>
Bus 1	0900	Rec	Team	Three Legged Dogs
Bus 1	0900	Rec	Team	Team Hunter
Bus 1	0900	Rec	Team	Road Warriors
Bus 1	0900	Rec	Team	Anonymous
Bus 1	0900	Rec	Team	B-Team
Bus 1	0900	Rec	Team	Caffeine & Hate
Bus 1	0900	Rec	Team	Bad Assets
Bus 1	0900	Rec	Team	TBD ???
Bus 2	0945	Rec	Team	Team Dad Bod
Bus 2	0945	Rec	Team	Soup Sandwich
Bus 2	0945	Rec	Team	One Shot Wonder
Bus 2	0945	Rec	Team	Echelon
Bus 2	0945	Rec	Team	Blackhearts
Bus 2	0945	Rec	Team	ACTS Wolverines
Bus 2	0945	Rec	Team	The Wingmen
Bus 2	0945	Rec	Team	MMRO
Bus 3	1030	Rec	Solo	Solo Team Nouhan
Bus 3	1030	Rec	Solo	Solo Team Tippy Toes'
Bus 3	1030	Rec	Solo	Solo Team Greene
Bus 3	1030	Rec	Solo	Solo Team Oehmke
Bus 3	1030	Rec	Solo	Solo Team Winkel
Bus 3	1030	HC	Team	ZNIPERS
Bus 3	1030	HC	Team	Trijicon (A)
Bus 3	1030	HC	Team	Trijicon (B) Marmot
Bus 3	1030	HC	Team	Reaper
Bus 3	1030	HC	Team	The Ocelots
Bus 3	1030	HC	Team	CivDiv Part 2
Bus 4	1115	HC	Team	Calumet Dropouts
Bus 4	1115	HC	Team	Unprotected Six
Bus 4	1115	HC	Team	Task Unit Bruiser
Bus 4	1115	HC	Team	Undisclosed
Bus 4	1115	HC	Team	Zulu Overwatch
Bus 4	1115	HC	Team	Pigback
Bus 5	1200	HC	Team	Van Club
Bus 5	1200	HC	Team	Merica
Bus 5	1200	HC	Team	Whiskey Rouge Sneaky Bastards
Bus 5	1200	HC	Team	BASIC AF+P
Bus 5	1200	HC	Solo	Solo Team Ticonderoga
Bus 5	1200	HC	Solo	Solo Team Bryant
Bus 5	1200	HC	Solo	Solo Team Angerman
Bus 5	1200	HC	Solo	Solo Team Plarposaurus Wrecks
Bus 5	1200	HC	Solo	Solo Team Banning
Bus 5	1200	HC	Solo	Solo Team EZ Solo
Bus 5	1200	HC	Solo	Solo Team Breier

"YOU'RE SUCH A GODDAMN JOCK!"

**“You're such a goddamn jock!”**

SITREP: *Flex your freedom fighter muscles and challenge the commies to a pullup competition.*

**Location:** Next to HQ and Range #3.

**Additional range equip needed:** Pull up bar.

**Additional Staff:** 1 score keeper.

**Stage time:** 3 Minutes per stage.

**Starting Position:** Standing on ground. 12# Body armor worn by hardcore teams.

**Number of shooters at once:** 1 athlete at a time, but a team relay stage.

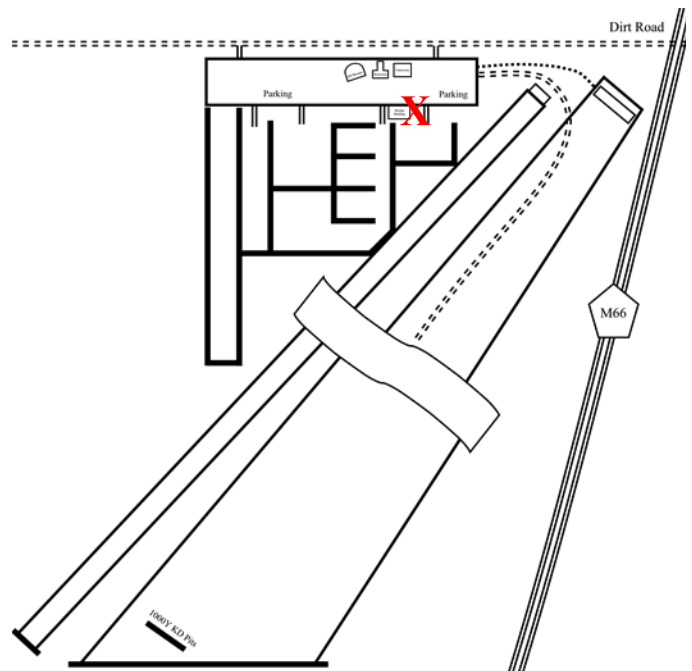
**Description:** On command from RO, one athlete will mount the bar and come to a full straight arm hang for one second. Hands may face either direction. The athlete will pull up until chin is fully over the bar, and hold for one second. The athlete will then lower to a full straight arm hang for one second. That is one pull-up.

Once the athlete has exhausted effort, or completed 20 pull-ups, they will dismount the bar, and next athlete will begin.

- ⊕ Athletes may only mount the bar once throughout the day.
- ⊕ Teams only get one try during the course of the day.
- ⊕ Each team member may do up to 20 pull ups. No more.

**Scoring:** The total number of pull ups, divided by number of team members.

**Total number of Team stage points:** 20 Points.





"PISS IN THE RADIATOR."

## “Piss In The Radiator.”

SITREP: While escaping a Russian invasion, your vehicle gets disabled by an overwhelming enemy force. Fight your way off the X and head towards the mountains while taking your wounded with you.

**Skills:** Team work, communication, fire and maneuver.

**Location:** Range #1

**Targets needed:** 9 MTC Steel torso targets

**Additional range equip needed:** [REDACTED]

**Additional Staff:** [REDACTED] 1 score keeper.

### Ammo Count:

- Carbine: 20 minimum (Per shooter). No maximum. A 3 person team will need 30 minimum. Solos will need 60 minimum.
- Precision rifle: Minimum 5 rounds. No maximum.

**Stage time:** [REDACTED] Minutes?

**Shooting Position:** Any. Body armor worn by hardcore teams.

**Number of shooters at once:** 1 full team.

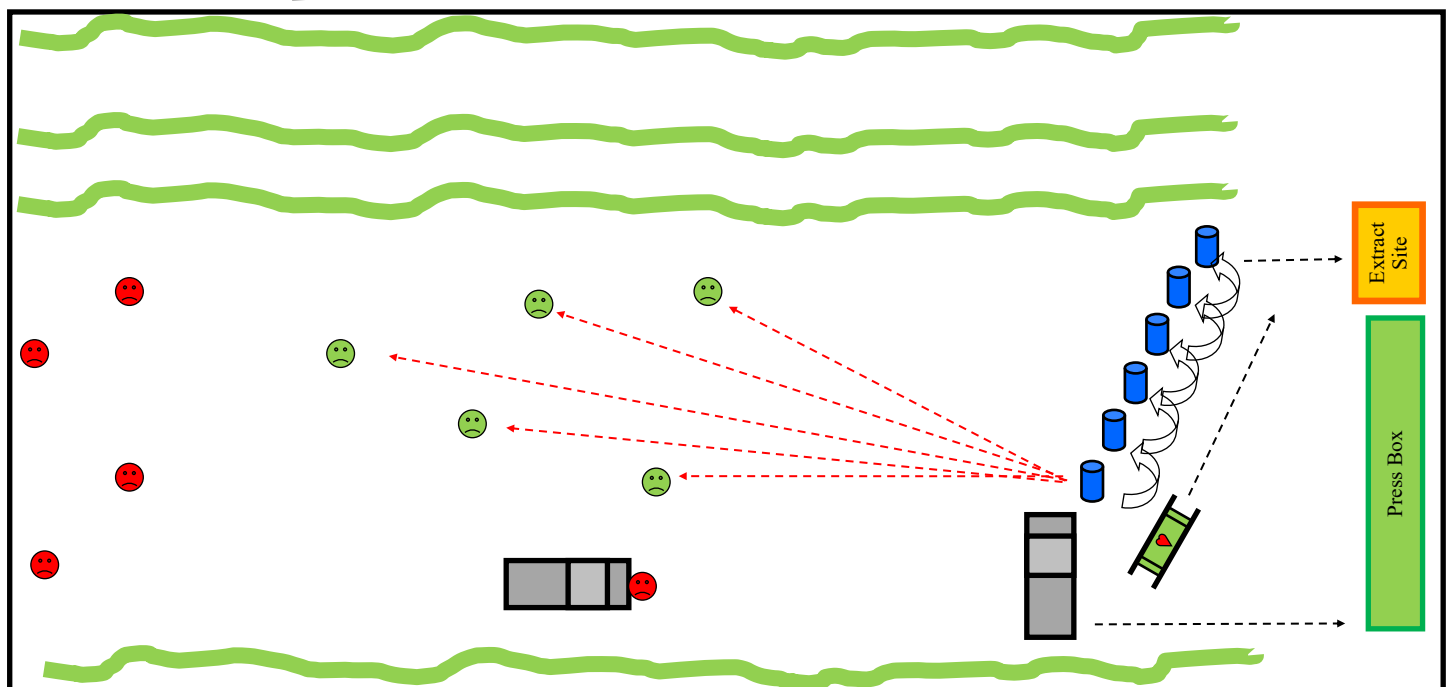
**Description:** *Your car is disabled. Get off the X using sniper overwatch and fire and maneuver.*

All athletes will start sitting in the vehicle, with all weapons unloaded.

- ⊕ On command from the RO, all athletes will exit the vehicle on non-contact side.
- ⊕ One athlete will find the first covered position (marked by blue barrel), load and make ready carbine (on command of RO), and engage each green target until hit with 2 rounds each.
- ⊕ The designated sniper will immediately go to the overwatch position (in pressbox) and hold, only when cover fire has commenced.
- ⊕ While cover fire is being provided, the remaining athletes will move the simulate wounded teammate (weighted drag sled) to the next available cover position. Then (on command from RO) prepare to provide cover fire while athletes move wounded teammate to the next available cover position under cover fire.
  - ⊕ Wounded can not move without cover fire. Wounded can only move one cover position at a time.
  - ⊕ Athletes will rotate at each cover position who is providing cover fire and who is transporting the wounded. A new shooter at each cover position.
  - ⊕ *For safety purposes only*, rifles will be cleared (magazine out with bolt locked to the rear) after each covered position.
- ⊕ Once all targets have been eliminated at the last cover position, as a group transport the wounded to the extraction site.
- ⊕ Once team is off the X (clear of range 1), the sniper will disable the technical vehicle (1b Tannerite target) then engage mid-ranged reinforcing enemy targets until hit with 1 round each. The sniper will then quickly relocate and link up with team at the Extraction Site.

### Phase Scoring (Per Team):

- ⊕ Team successfully makes it off the X (range 1) = [REDACTED] Team Points
- ⊕ Sniper successfully disables technical and eliminates all reinforcing targets. = [REDACTED] Team Points
- ⊕ Team successfully transports wounded, secures the extract site, and links up with sniper. = [REDACTED] Team points
  - ⊕ **Maximum of [REDACTED] Team Points**



"OLIVES AND RICE KRISPIES."

## “Olives and Rice Krispies.”

SITREP: Your supplies are running low. It’s time to stealthily crawl into your blind and go hunting, but don’t shoot twice or the Russians will find you.

**Location:** Range #2 (Long range.)

**Targets needed:** 4 Animal steel targets from 300 yards to 1000 yards.

**Additional range equip needed:** [REDACTED]

**Additional Staff:** [REDACTED]

### Ammo Count:

- Precision: 4 Rounds max per shooter.

**Stage Time:** [REDACTED]

**Shooting Position:** Any. Body armor worn by hardcore teams.

**Number of shooters at once:** 1 shooter engaging at a time, but team stage.

**Description:** Starting in the holding area with all weapons empty and on safe, on command from RSO, the team will low crawl to enter the hunting blind with all needed equipment.

As soon as the first shooter is ready and in position, the shooter may load rifle and begin to engage each of the designate animal targets, with only 1 round each, starting from near to far. Only 1 shooter may engage at a time. From inside the blind, the rest of the team may get into the ready position and spot for the shooter. Once the first shooter has completed all 4 shots, the second shooter may immediately begin the same target sequence.

- *Shooters must call out their intended target to RO before engaging. If the targets are engaged out of order, the RO will simply say “wrong target” with no further information.*

### Scoring:

- [REDACTED] points per hit.
- Maximum [REDACTED] points per shooter.
- Total points, divided by number of shooters (Round fraction scores down) = TEAM SCORE.

**Total number of stage team points:** [REDACTED] Team Points Max.

**AFTER:** Clear and Safe weapons. Team may use stairs on the way down. Score keeper will record score. Direct the shooter to the next stage, or if complete with all stages, direct to the HQ.



"ELITE PARAMILITARY ORGANIZATION,  
EAGLE SCOUTS."

**“Elite paramilitary organization, Eagle Scouts.”**

SITREP: Prove your worthiness to the team by demonstrating your tactical athleticism.

**Location:** 25 yard bay #1

**Targets needed:** [Redacted]

**Additional range equip needed:** [Redacted]

**Additional Staff:** 1 [Redacted] assistant.

**Ammo Count Per Shooter:**

- Carbine: 2 magazines of 8 rounds each. 16 Rounds total.
- Pistol: 4 Rounds minimum, no maximum.

**Total team stage time:** [Redacted]

**Shooting Position:** Any. Body armor worn by hardcore teams.

**Number of shooters at once:** Entire Team.

**Description:** On command from RSO, all shooters will condition 1 and holster pistols, with empty carbines slung.

- ⊕ On the timer beep, all shooters will don a gasmask, then lift log to waist level, all team members touching it.
- ⊕ One shooter only may leave the log.
- ⊕ The log must be raised above head level for the shooter to engage targets. Once complete with the drill, return to your team at the log.
- ⊕ The log must come down to waist level to release another shooter to complete drill #1. (See next Page)
- ⊕ This will continue until all team members have completed drill #1, then moving onto drill #2, then drill #3, and finally drill #4 or until time limit has been reached.

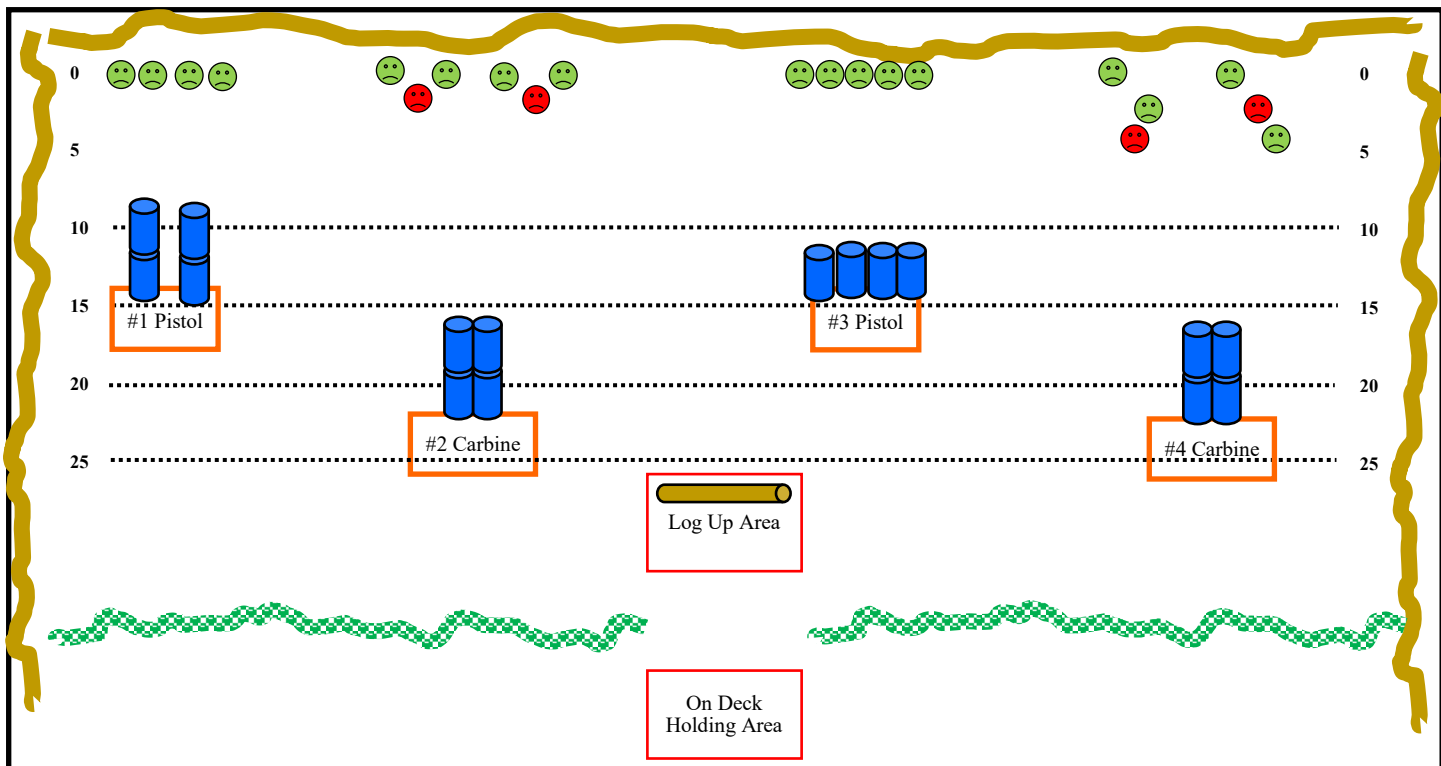
The log must remain off the ground the duration of the entire stage. If log touches the ground, the stage is OVER for entire team.

**Scoring:**

- ⊕ Team starts with [Redacted] points automatically.
- ⊕ **Negative 1 point** for every round outside IPSC A zones. **Negative 1 point** for every piece of steel left standing.
- ⊕ **Negative 10 points** for each hit on a no-shoot target.

**Max number of stage TEAM POINTS** [Redacted] points.

**AFTER:** Show clear both weapon systems. Stand by to assist RO with resetting the stage.



**“Elite paramilitary organization, Eagle Scouts.”**

#1 Pistol:

- ⊕ 12 steel poppers will be divided by the number of shooters.
- ⊕ Example: 4 person team, will each get 3 poppers where a 3 person team will each get 4 poppers.
- ⊕ From behind cover, each shooter must knock down designated number of poppers to move back to the log.

#2 Carbine:

- ⊕ Load and make ready in the shooter box, from behind cover.
- ⊕ From the shooter box, using provided cover, lean out to engage hostile targets only with 2 rounds each to the body A zone box.
- ⊕ Rifle should go empty. Drop magazine, show clear, then return to log.

#3 Pistol:

- ⊕ From behind cover, engage one plate on the Texas Star.
- ⊕ One plate must fall before moving back to the log.
- ⊕ THE LAST SHOOTER WILL NOCK OFF ALL REMAINING PLATES!

#4 Carbine:

- ⊕ Load and make ready in the shooter box, from behind cover.
- ⊕ From the shooter box, using provided cover, lean out to engage hostile targets only with 2 rounds each to the body A zone box.
- ⊕ Rifle should go empty. Drop magazine, show clear, then return to log.



"COULD YOU FIND MY DAD,  
TOM ECKERT?"



# “Could you find my dad, Tom Eckert?”

SITREP: You and your neighbors are political prisoners locked in reeducation camp. Use any means necessary to escape.

Skills: Team work, covert breaching, weapons handling and accuracy.

Location: Range #4 25 Yard bay

Targets needed:

Additional range equip needed:

Additional Staff:

Ammo Count:

- Carbine: 9 rounds total. (Per shooter)
- Pistol: 9 rounds total. (Per shooter)

Stage time:  Minutes?

Shooting Position: Standing. Body armor worn by hardcore teams.

Number of shooters at once: 1 full team.

Description: *Your team is locked in a cell at reeducation camp. Pick the lock, kill the guard, fight your way to the armory to retrieve your weapons.*

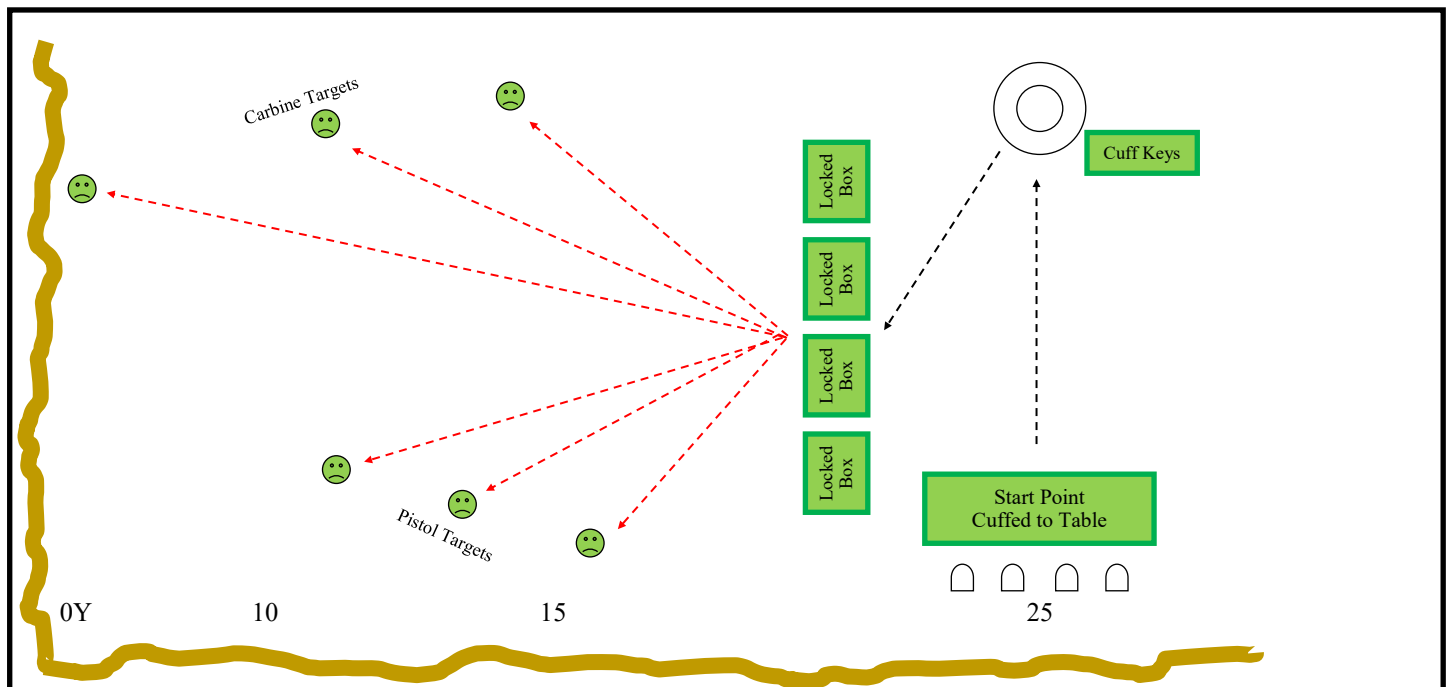
All carbines will be disassembled (upper and lower receiver with bolt carrier group out, and placed inside a footlocker with one loaded magazine of 9 rounds. Empty pistol will be placed on top of same locked footlocker with one loaded magazine of 9 rounds. All team members will be handcuffed to the start point table.

- ⊕ On command from the RO, all athletes will attempt to pick their handcuffs with provided bobby pin.
- ⊕ The first team member to successfully pick their handcuffs will use the provided tomahawks and throw at the “guard” target until one sticks.
- ⊕ Once a the guard is executed by throwing tomahawk, the team mate will retrieve the handcuff key and assist uncuffing rest of the team.
- ⊕ All team mates will retrieve their pistol (placed on the top of their locked footlocker), load and fire 2 rounds into chest A Zone and 1 round into head A Zone of each pistol target.
- ⊕ All team members will holster their empty pistol, and immediately begin picking the locked foot locker padlock.
- ⊕ Once padlock is unlocked, open footlocker, assemble carbine, load, and fire 2 rounds into chest A Zone and 1 round into head A Zone of each carbine target.
- ⊕ Stage ends once all targets have been shot by each athlete, or par time expires.

NOTE: Once the first athlete is complete, they may assist a struggling team member with footlocker padlock.

Scoring (Per Team):

- ⊕ IPSC A zone hits =  points.
- ⊕ Total points divided by number of athletes = TEAM SCORE. (Round fraction scores down)
  - ⊕ Maximum of  Team Points



**"LIBERATING THE PRISON CAMP!"**

## “Liberating the prison camp!”

SITREP: SITREP: Cuban bunker, Russian bunker, Munitions Dump... Cause a diversion over here, cut the wire here, Fire on all these machine gun positions.

**Location:** Range #5.

**Targets needed:** x8 cardboard IPSC, x2 no-shoots, with 8 stands. 4 Steel popper targets.

**Additional range equip needed:** Grenade Bodies. 4 wall panels. Target pasters. Clipboard, pen, shot timer, pop up canopy and chairs, race roster score sheet.

**Additional Staff:** 1 RSO. 1 score keeper / target paster. 1 prep RO outside.

**Ammo Count:** (Each Shooter)

- Pistol: 1 mag of 8 rounds, 1 mag unlimited.

**Total team mission time:** 5 minutes per team.

**Shooting Position:** Standing. Body armor worn by hardcore teams.

**Number of shooters at once:** Team relay stage. Only one shooter at a time.

**Description:** Athletes will load, make ready, and holster pistols. All shooters will start in the “On Deck Holding Area” which will be under the pavilion approx. 50 yards away.

On command of the RO (audio timer beep), one athlete will leave the “Holding Area” and run towards the battle (Range #5). Before entering the Kill Box, clear the area by tossing a grenade into a simulated airplane canopy (blue barrel).

The first shooter will enter the kill box and engage all paper targets with two rounds each, and ONE steel popper until it falls (each shooter will engage one steel popper until it falls). Reload as needed.

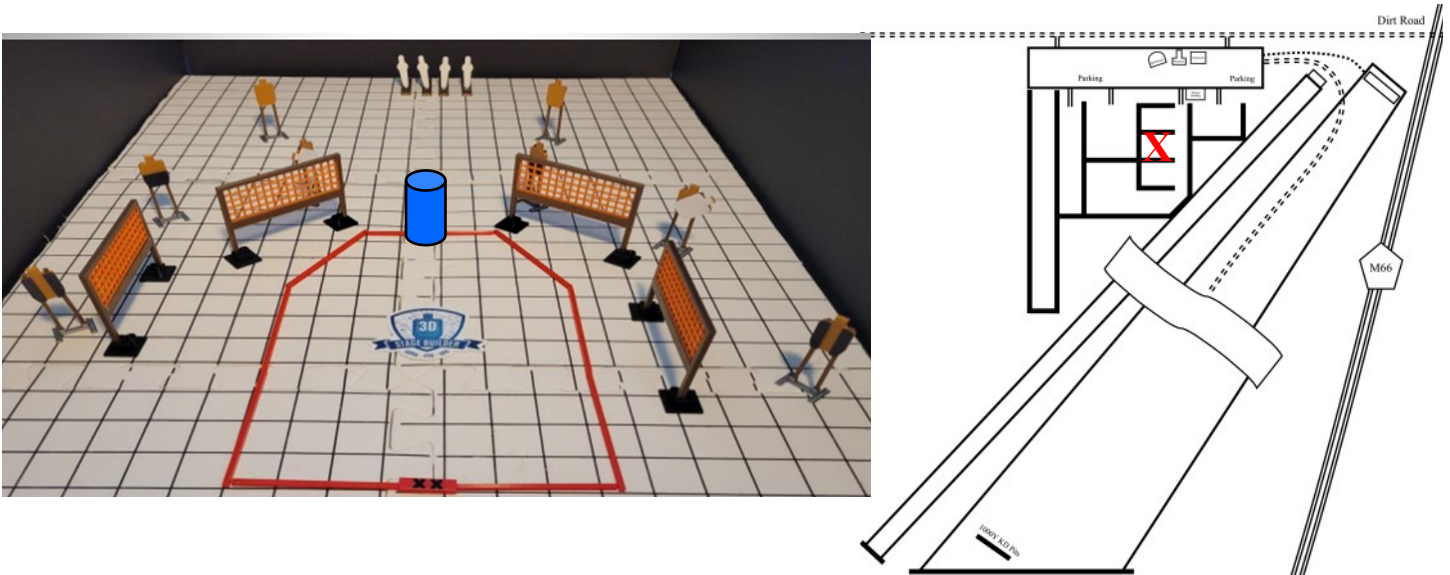
Once complete slaying commies, the shooter will return to the Holding Area and tag the next team mate to be released from the holding area.

Continue until all team members have completed the course of fire. Time stops when the last round has been fired, or par time expires.

### Team Scoring:

Hitfactor as a team x4 (example, hitfactor is 5, final score is 20) Run as 4 strings and scored as one stage. Hitfactor is rounded to the nearest whole number. Example 5.49=5 and 5.50=6

**Maximum number of stage team points:** 25 Team Points.



**"AVENGE ME!"**

# “Avenge Me!”

Communist propaganda at political reeducation camp: “America is a warehouse where the revolutionary ideals of your forefathers are corrupted and sold in alleys by vendors of capitalism. You grow fat on the pledge of freedom fighters.”

SITREP: Russians have set up shop at the drive-in movie theater. Break in, neutralize the threats, and search for sensitive materials.

**Location:** Range #6 (CQB bay).

**Targets needed:** [REDACTED]

**Additional range equip needed:** [REDACTED]

**Additional Staff:** [REDACTED]

**Ammo Count:** (Each Shooter)

- Carbine: 1 magazine of 16 rounds.
- Pistol: 1-2 full magazine.

**Total team mission time:** [REDACTED] Minutes per team.

**Shooting Position:** Standing. Body armor worn by hardcore teams.

**Number of shooters at once:** Team relay stage. Only one shooter at a time.

**Description:** Athletes will load and make ready pistols, then carbines. All shooters will start in the “On Deck Holding Area.”

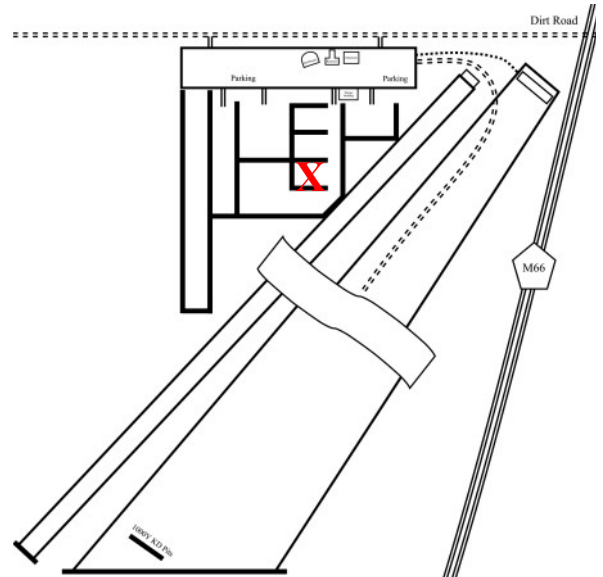
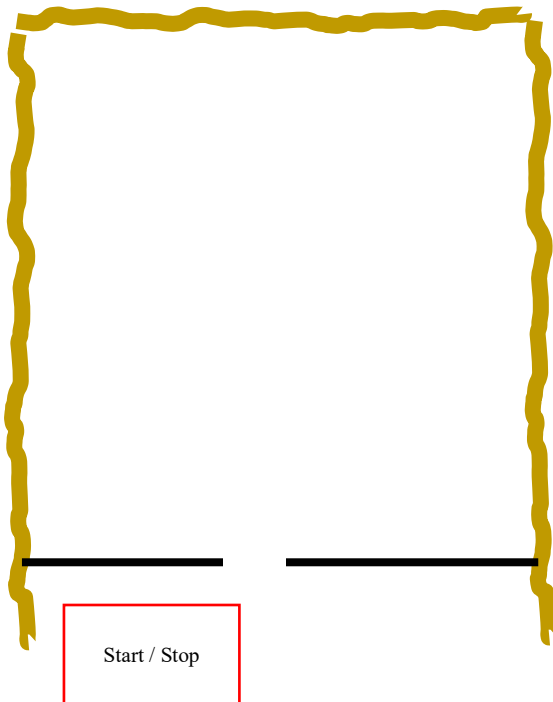
- ⊕ On command of the RO, the first athlete will be shown a HVT (high value target) who has intel on person. Then, enter the movie theater admin building, and begin to systematically clear while engaging all hostile targets with 2 rounds each.
  - ⊕ Shooter will immediately engage targets as they appear - No point blank shots!
- ⊕ If carbine goes empty, or malfunctions, the athlete will automatically switch to pistol and continue clearing the building.
- ⊕ Once entire building is cleared of threats, search HVT of sensitive material.
- ⊕ Once the first athlete is safely outside, the next athlete will enter the building and begin to systematically clear while engaging any hostile targets with 2 rounds each. This will continue until all HVT intel has been collected, analyzed, and exploited, or mission time has been exhausted.
- ⊕ If a team only has 3 athletes, the 1st shooter will go again as the 4th member (not back to back)

## Team Scoring:

- ⊕ [REDACTED] Point per A zone body box hit. (max 80 points)
- ⊕ Negative 5 points for any friendly targets hit.
- ⊕ Total points divided by 4 = Team Points (Max [REDACTED] Team Point)
- ⊕ Bonus Points for successfully completing the mission: [REDACTED] Team Points

**Maximum number of stage team points:** [REDACTED] Team Points.

**Minimum number of stage team points:** 0



""CALUMET HIGH SCHOOL"

# “Calumet High School”

SITREP: History class is canceled due to communist paratroopers. Bailout of your shot up Bonneville in the Calumet High School parking lot. Escape and evade with fire and maneuver, while carrying your wounded friend to the safety of Jed's getaway truck.

**Location:** Range #7.

**Targets needed:** [REDACTED]

**Additional range equip needed:** [REDACTED]

**Additional Staff:** [REDACTED]

### Ammo Count:

- At least 1 shooters will have a pistol.
- At least 2 shooters will have a carbine.
- The team needs 48 rounds total divided by number of shooters.
  - Example: 4 person team will get 12 rounds each, where a 3 person team gets 16 rounds each.
- Solo Athletes should use carbine only.

**Total team mission time:** Time it takes for driver to complete the loop.

**Shooting Position:** Sitting/kneeling. Body armor worn by hardcore teams.

**Number of shooters at once:** Entire team.

**Description:** On command of the RSO, athletes will enter the back of a truck, load, make ready weapons and point outboard in a safe direction.

Each athlete will be given a very clear designated sector of fire. The truck will begin moving through the hostile school parking lot.

Only on the command of the RSO “CONTACT CONTACT CONTACT” athletes will begin engaging targets as they appear in their designated sectors of fire. **Very important not to fire, or muzzle sweep (point your weapon) outside your sector of fire.**

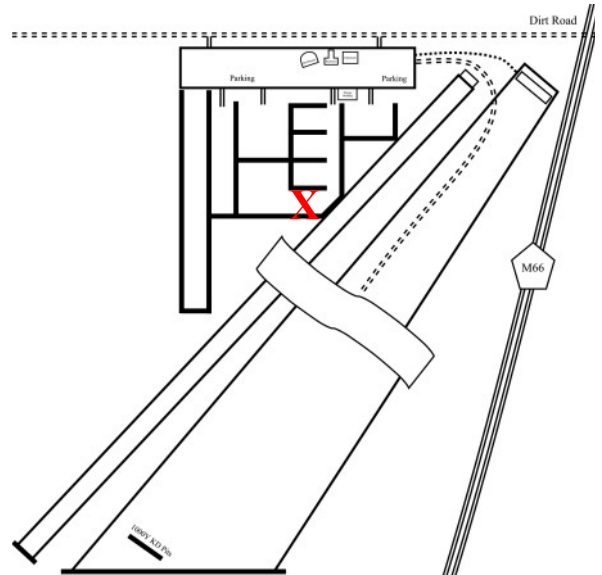
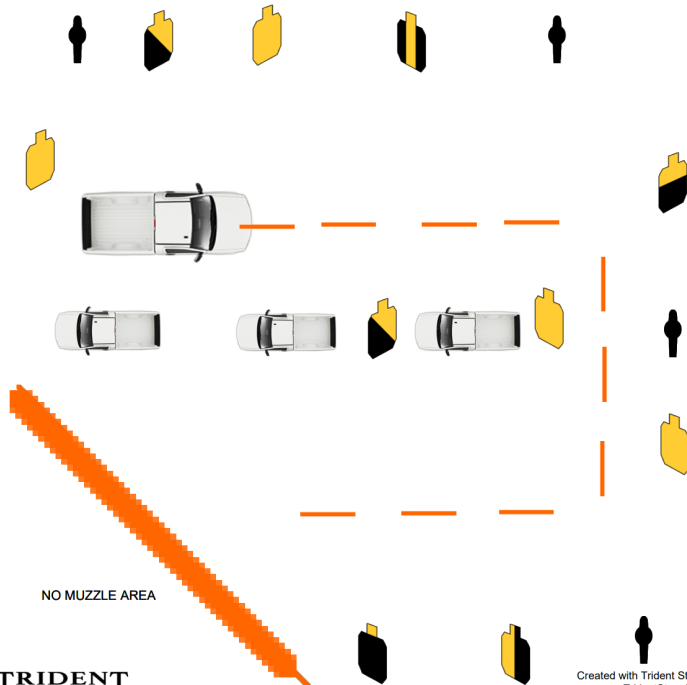
- ⊕ Pistol shooters will engage steel targets only.
- ⊕ Carbine shooters will engage paper/cardboard targets only. Any carbine shots on steel targets, during this stage, will result in a **Team Match Disqualifier**.

Continue until all targets have been engaged, the RSO commands “CEASE FIRE - CEASE FIRE” or the vehicle stops moving.

### Team Scoring:

- point per A zone hit. (best 2 hits per target)
- point per knocked down steel target. (target must fall)
- Total Team Points

**Maximum number of stage team points:** ■ Team Points.



"WHAT'S THE CAPITAL OF TEXAS...  
AUSTIN... WRONG COMMIE!"



# “What's The Capital Of Texas... Austin... Wrong Commie!”

**Location:** Range #8 (50 yard bay).

**Targets needed:** x12 cardboard IPSC plus stands.

**Additional range equip needed:** [REDACTED]

**Additional Staff:** [REDACTED]

**Ammo Count:**

- Pistol: 24 rounds per shooter (any mag load out)

**Total team mission time:** [REDACTED]

**Shooting Position:** Standing. Body armor worn by hardcore teams.

**Number of shooters at once:** Entire Team

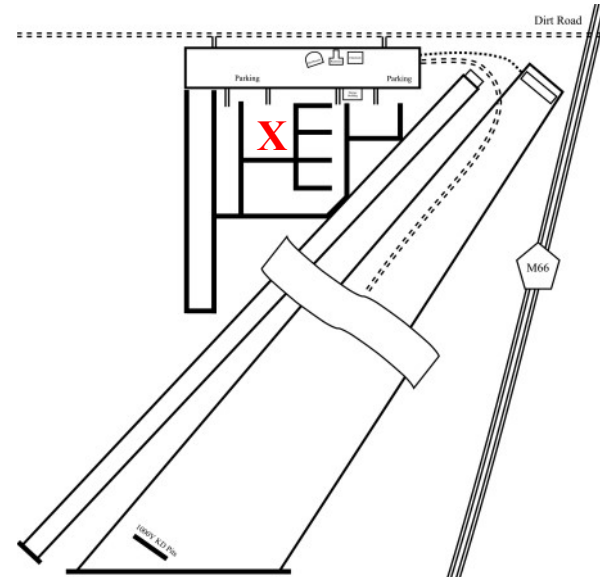
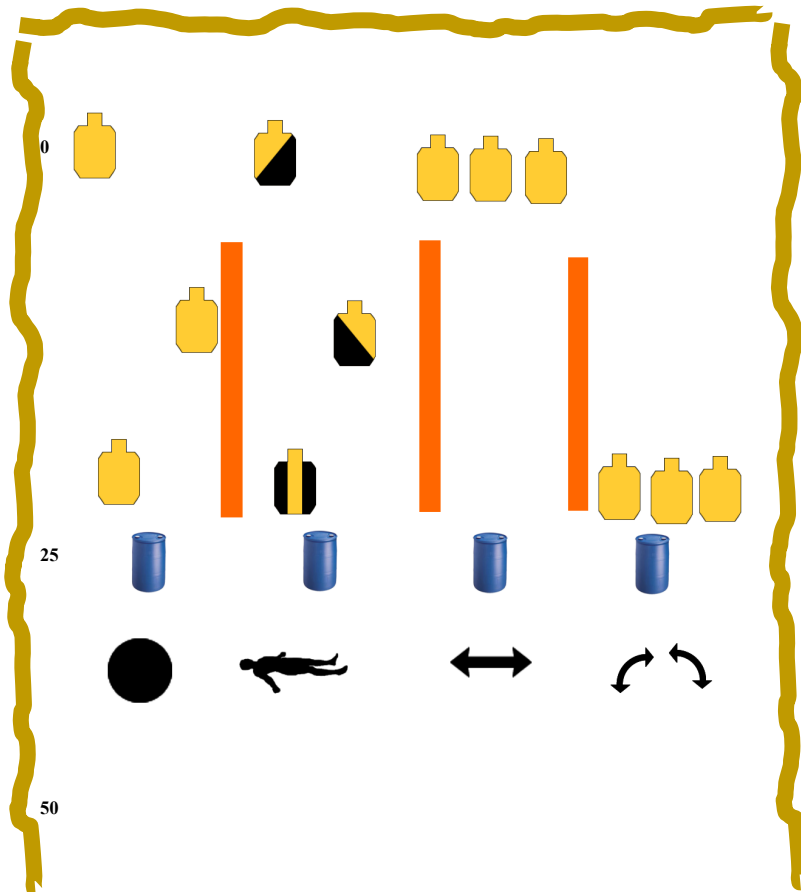
**Description:** On command of RSO, athletes will load, make ready, and holster pistols.

- ⊕ Each athletes will being standing behind one of the 4 blue barrel shooting positions on the 25 yard line.
- ⊕ On command from RSO all athletes will run back to the 50 yard line and complete one of the physical tasks.
- ⊕ Once the task is complete return to the blue barrel shooting position and engage each target A zone body box, in your lane, with 2 rounds only. Once complete, **safely reholster your pistol completely before turning around.**
- ⊕ Run to the next available physical task, complete the task, run back to the blue barrel shooting position aligned to that task, then complete that shooting drill.
- ⊕ Continue until each team member has completed all 4 physical tasks and shot all 4 shooting drills or time runs out.

**Team Scoring:**

- ⊕ ■ Point per A zone body box hit. (limited scoring: targets should not have more holes than prescribed shots fired)
- ⊕ Total points divided by 4 = Team Points (round number down)

**Maximum number of stage team points:** ■ Team Points.



"YOU QUITTERS PLAYING, OR WHAT?"

# “You Quitters Playing, or What?”

**Location:** Range #9 (100 yard bay).

**Targets needed:** 4 target stands. GF-1

**Additional range equip needed:** [REDACTED]

**Additional Staff:** [REDACTED]

### Ammo Count:

- Carbine: 10 rounds per shooter.

**Total team mission time:** [REDACTED]

**Shooting Position:** Standing, Kneeling, or Prone. Body armor worn by hardcore teams.

**Number of shooters at once:** Entire Team

**Description:** On command from RSO, athletes will load, make ready, and ground loaded carbine (pointing down range) on the 50 yard line.

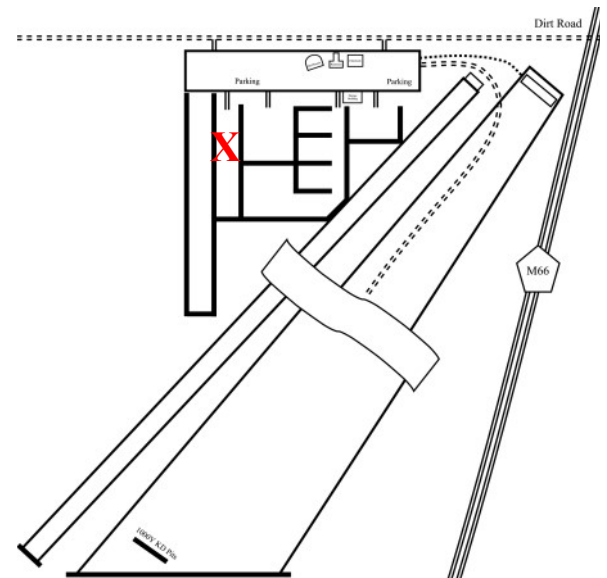
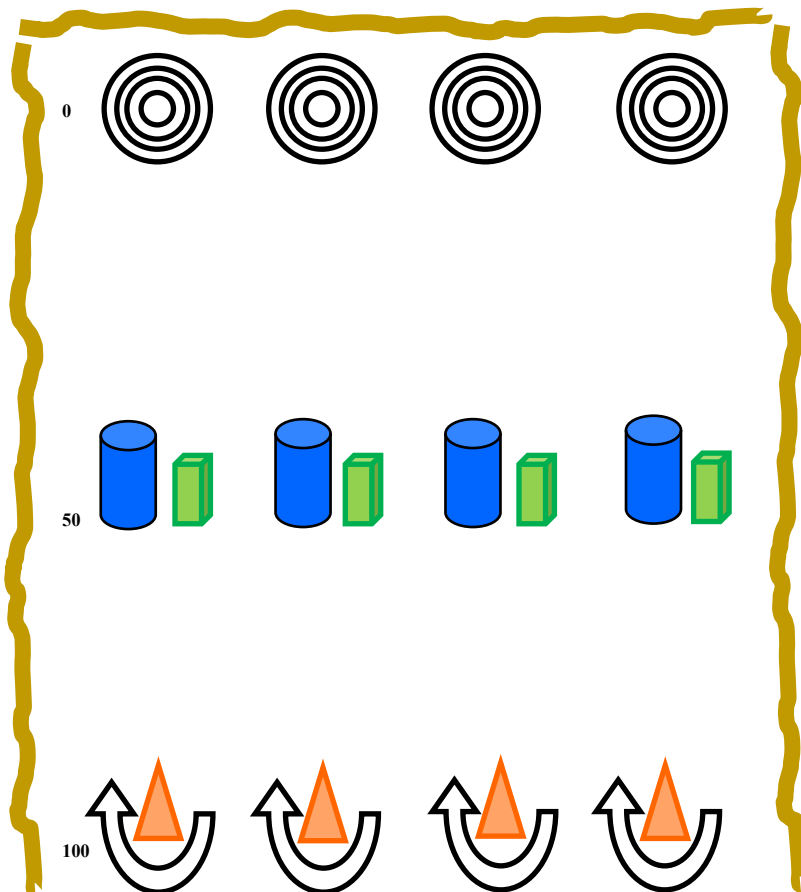
- ⊕ Each athletes will be standing at 1 of the 4 shooting positions on the 50 yard line with carbine grounded pointed down range.
- ⊕ On command from RSO all athletes will pick up and carry the object back to the 100 yard line, around the cone, and return to the 50 yard line.
- ⊕ Once back at the 50 yard line, the shooter will engage their GF-1 bullseye target with 2 rounds from any shooting position.
- ⊕ Safely ground carbine, carry object again around the cone at 100y, and return to shoot 2 more rounds.
- ⊕ Continue until each team member has carried their object 5 times, engaged target 5 times (10 rounds fired) or time runs out.

### Team Scoring:

- ⊕ Each target will be scored using the 5, 8, 9, and 10 rings. (X rings will be counted for tie breakers) Rounds in or touching the line will receive the higher ring score value.
- ⊕ Total target score will be lowered a decimal point. Example: a perfect 100 point target score will receive 10 shooter points.
- ⊕ The best 3 scores of the team will be combined to equal a team score (rounded down).

**Maximum number of stage team points:** 30 Team Points.

**The best 3 individual scores from this stage throughout the 2023 Wolverine 5K will enter a shoot-off for a BG Defense TYPE -A Rifle!!!**



"IT WAS FIVE TO ONE. I GOT FOUR."

# “It was five to one. I got four.”

SITREP: you are outnumbered 5:1 Each team member needs to take out at least 4

Location: Range #10

Targets needed: 4 target stands.

Additional range equip needed:

Additional Staff:

### Ammo Count:

- Pistol: 10 pistol rounds per shooter
- Carbine: 10 carbine rounds per shooter.

Total team mission time:

Shooting Position: Standing, Kneeling, or Prone. Body armor worn by hardcore teams.

Number of shooters at once: Entire Team

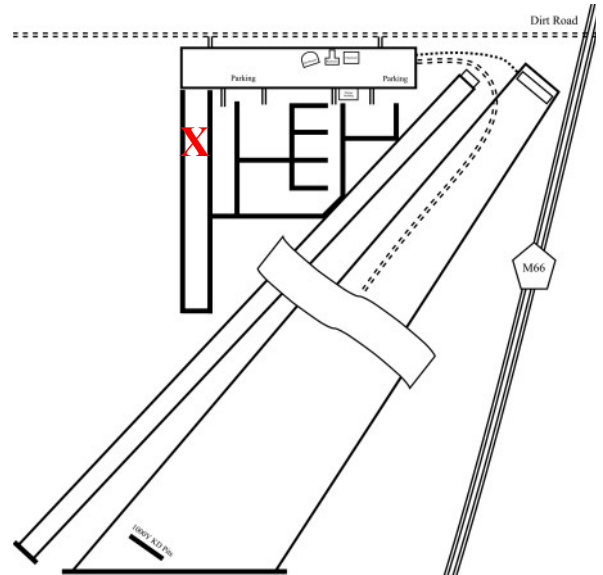
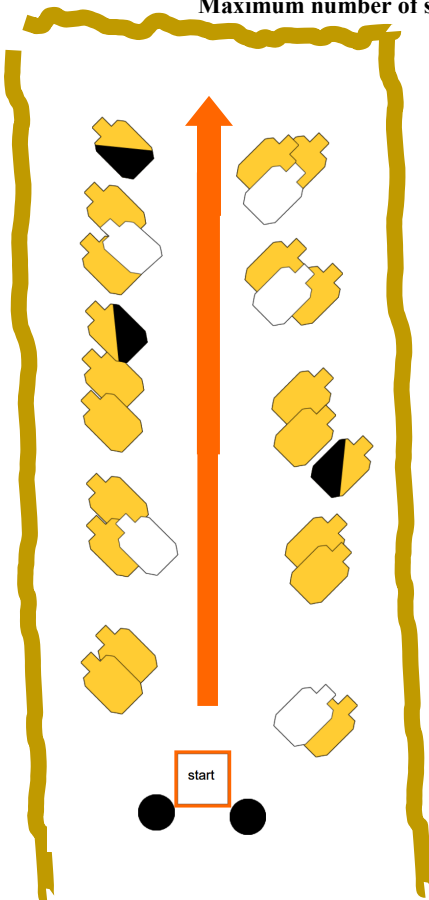
Description: On command from RSO, athletes will load, make ready, pistols then carbines.

- ⊕ On command from RSO, ss a team, move forward down the lane.
  - ⊕ Must stay in the center of the range and can not close with to pointblank shoot the targets.
- ⊕ Only the 2 front security team members will engage targets (A zone body box) with 2 rounds on their side of the battlefield,
- ⊕ REAR team member(s) will carry vital supplies.
- ⊕ Switch off front security as necessary to maintain constant movement. (example, while reloading) Slung carbines must be ON SAFE!
- ⊕ Each team member must engage at least 4 targets A zone body box with 2 rounds each.
- ⊕ BE MINDFUL OF THE 180 rule! Breaking the 180 will result in a stage or match DQ for the entire TEAM.
- ⊕ Continue to the extraction zone before time runs out.

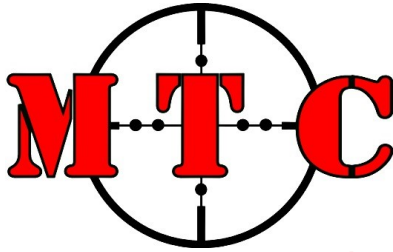
### Team Scoring:

- ⊕ 2 A Zone body box hits needed to neutralize a target.
- ⊕ ■ point per neutralized target

Maximum number of stage team points: ■ Team Points.



# 2023 WOLVERINE 5K SPONSORS



PRECISION



AMERICAN  
DEFENSE MANUFACTURING



ZERO SUGAR  
HYDRATION

