

The Damascus Wildlife Rangers

These are the tentative stages for Saturday, March 24, 2012.

These stages are subject to modifications due to rainy weather or changes needed to correct an error or safety problem.

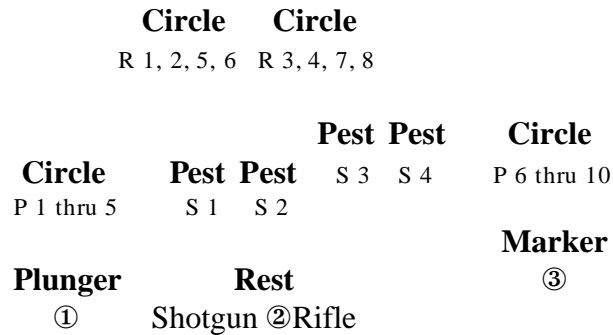
They are published, as a courtesy, to our match attendees without the benefit of our regular posse leader walk through or the test match by the match director. Safety modifications can be made as late as the day of the shoot.

The stages however, should remain close to what is published here.

Chuckaroo =}:-)

GIVE UP OR BLOW UP

Stage Number 1
Field Number 1
Rifle 8
Pistol 10
Shotgun 4



Now that should be a simple decision.

Pistols loaded with 5 rounds each and holstered with hammers resting on an empty chamber.

Rifle loaded with eight rounds, hammer down on an empty chamber and staged on the rest at position 2.

Shotgun is staged on the same rest, action open, 4 rounds to be loaded from your person.

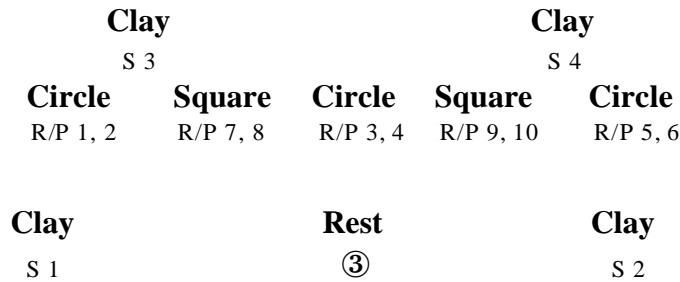
Shooter starts at the dynamite plunger, handle in both hands, in the up position.

When ready, shooter pushes the plunger down and yells "*Give up or blow up!*"

At the buzzer, draw your first pistol, and shoot the left pistol target with all five rounds. Holster the first pistol and then move to the rest. Pick up your rifle, and double tap the rifle targets, from left to right for 8 rounds. Place the rifle back on the rest, action empty and open. Pick up the shotgun and sweep the pest's from left to right until down or off of the base. Put the shotgun back in the rest, action open. Go to position 3 and put five rounds in the last pistol target with your remaining pistol.

BAD DAY

Stage Number 2
Field Number 2
Rifle 10
Pistol 10
Shotgun 4



② Marker

① **Rest** (set at angle to the right)
Shotgun, Rifle

You are about to make someone's bad day.

Pistols loaded with 5 rounds each and holstered with hammers resting on an empty chamber.

Rifle loaded with ten rounds, hammer down on an empty chamber and held at port arms.

Shotgun staged on the rest, at position 1 with the action open and empty, 4 rounds to be loaded from your person.

Shooter starts next to the rest at position 1, holding the rifle at port arms.

When ready, yell *"Your day just went downhill."*

At the buzzer, double tap the targets in this order, left circle, center circle, right circle, left square the right square. Make rifle safe on the rest.

Pick up your shotgun and shoot the left clay and then the right clay. **NO MAKE UPS.** With the action open and empty, move to position 2 and shoot the distant left clay and the distant right clay. Take the shotgun to position 3 and make it safe on the rest.

Draw your pistols, per your shooting category, and repeat the same sequence as the rifle by double tapping the targets in this order, left circle, center circle, right circle, left square the right square.

SAD TUNE

Stage Number 3
Field Number 3
Rifle 10
Pistol 10
Shotgun 2

Cowboy **Cowboy** **Bubba Jr** **Cowboy** **Cowboy**
R/P 1 R/P 2 R/P 3, 6, 7, 8, 9, 10 R/P 4 R/P 5

Popper
S 1

Popper
S 2

Guitar, Table
Rifle Shotgun

You are about to go from crooner to gunfighter in one note.

Pistols loaded with 5 rounds each and holstered with hammers resting on an empty chamber.
Rifle loaded with ten rounds, hammer down on an empty chamber and staged on the table.
Shotgun staged on the table, action open and empty, 2 rounds to be loaded from your person.

Shooter starts standing by the table holding the guitar in both hands as if playing it.

When ready, say, *"I got a tune for ya....."*

At the buzzer, set the guitar down on the table. Per your shooting category, draw your pistols and sweep the targets from left to right with 1 round each, then dump 5 into Bubba Jr.

Holster and pick up the rifle. Sweep the targets from left to right, with 1 round each, then dump 5 into Bubba Jr.

Put the rifle on the rest, open and empty. Pick up your shotgun and sweep the poppers from left to right.

HIDE IF NECESSARY

Stage Number 4
Field Number 4
Rifle 10
Pistol 10
Shotgun 4

Circle
Circle R 3, 4, 8, 9 **Circle**
R 1, 2, 6, 7 R 5, 10

Popper Popper
Popper S 2 S 3 **Popper**
S 1 S 4

Square
P 3, 4, 8, 9
Square **Square**
P 1, 2, 6, 7 P 5, 10

Crate Crates Crate
Rifle ① ② Shotgun

Sure, that old box can stop a 45 slug!

Pistols loaded with 5 rounds each and holstered with hammers resting on an empty chamber.
Rifle loaded with ten rounds, hammer down on an empty chamber and staged on the left crate.
Shotgun is staged empty in the right crate.

Shooter starts standing at position 1, the left of the wagon, both hands touching pistol grips.

When ready, yell "You have caught me at a bad moment!"

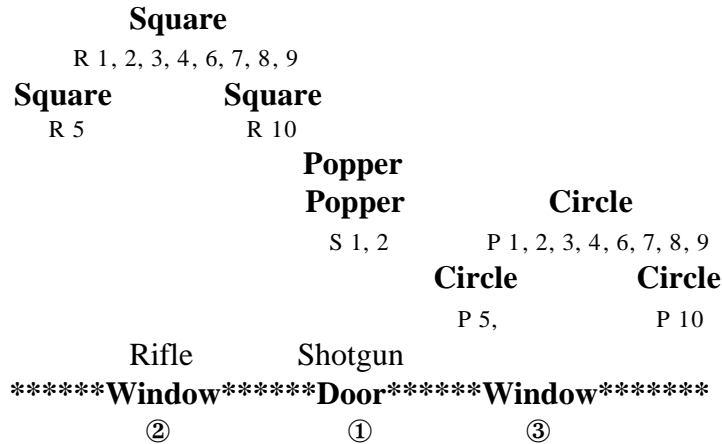
At the buzzer, pick up your rifle. Starting on the left, shoot the targets in this order, two on the left, two in the center and one on the far right and repeat. Make the rifle safe on the left rest.

Move to the shotgun at position 2. Sweep the poppers from left to right, until down. Make ups in any order. Put the open and empty shotgun back on the rest.

Draw your pistols, per your shooting category and shoot the same sequence as the rifle, two on the left, two in the center and one on the far right and repeat.

BARS OPEN

Stage Number 5
Field Number 5
Rifle 10
Pistol 10
Shotgun 2



Booze and bullets, and old west staple.

Pistols loaded with 5 rounds each and holstered with hammers resting on an empty chamber.

Rifle loaded with ten rounds, hammer down on an empty chamber and staged in the left window.

Shotgun will be held at port arms, open and empty.

Shooter starts standing in the doorway holding the shotgun at port arms.

When ready, shooter yells, "*Nobody calls me yeller.*"

At the buzzer, shoot the poppers with as few rounds as possible. When done make the shotgun safe in the left window.

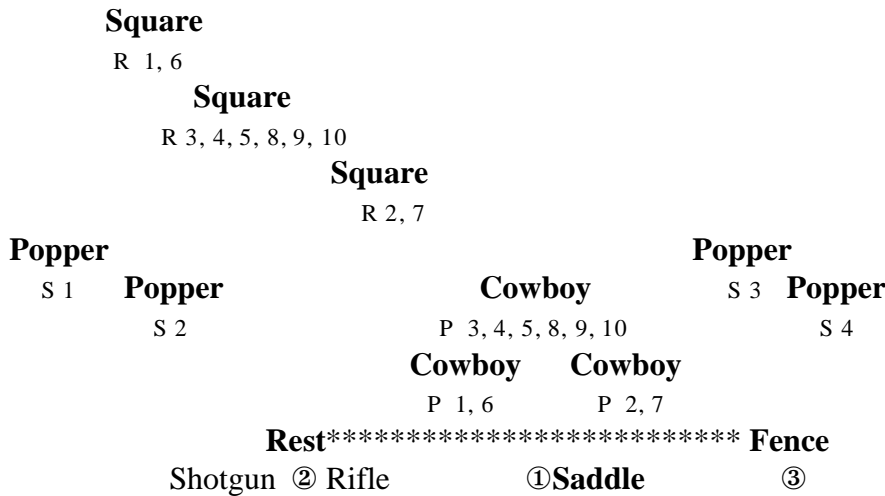
Pick up the rifle and shoot the rifle targets in the following order, four in the center target, one in the far left target, four more in the center target and the last round in the right target. Make rifle safe in the left window.

Move to position 3, the far right window.

Draw your pistols, per your shooting category, the same sequence as the rifle, four in the center target, one in the far left target, four more in the center target and the last round in the right target

NOW YOU'VE DONE IT

Stage Number 6
Field Number 6
Rifle 10
Pistol 10
Shotgun 4



Sometimes it don't take much to tick some folks off.

Pistols loaded with 5 rounds each and holstered with hammers resting on an empty chamber.
Rifle loaded with ten rounds, hammer down on an empty chamber and staged on the rest.
Shotgun is staged on the rest, action open, 4 rounds to be loaded from your person.

Shooter starts in the center of the fence, behind the saddle, both hands touching the saddle.

When ready, yell *in anger* "Now you've done it."

At the buzzer, draw your pistols, per your shooting category, and fire the following sequence, one in the far left, one in the far right and three in the center. Then repeat.

Holster and move to the far left of the fence and pick up your rifle. Shoot the rifle targets in the same order, one in the far left, one in the far right and three in the center. Then repeat. Make rifle safe on rest.

Pick up your scattergun. Shoot the far left popper and then the next popper. With the action open, move to the far right of the fence. Load and finish off the last two poppers from left to right.