

The Damascus Wildlife Rangers

**These are the tentative stages for Saturday,
March 23, 2019.**

**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 =):)

Say What?

Stage Number 1
Field Number 3
Rifle 10
Pistol 10
Shotgun 4

Square

R 4, 5, 9, 10

Square **Square**
R 1, 2, 3 R 6, 7, 8

Square

P 4, 5, 9, 10

Square **Square**
P 1, 2, 3 P 6, 7, 8

Popper **Popper**
Popper **Popper**

Marker

①

Rest Rifle, Shotgun

②

Marker

③

Rifle is loaded with 10 rounds and staged on the rest at position two.

Pistols are holstered with 5 rounds each, hammers resting on empty chambers.

Shotgun is staged empty, action open, on the rest at position two.

Shooter starts standing behind the left marker at position 1. Both hands are touching the brim of their hat.

When ready, yell "What did you call me?"

At the buzzer, draw your pistols per your shooting category, and shoot the left pistol target 3 times and the center target 2 times, then the far right target 3 times and the center 2 more times. Holster and move to position two.

Pick up your rifle and shoot the left rifle target 3 times, the center target 2 times, then the far right target 3 times and the center 2 more times. Make the rifle safe.

Pick up your scattergun and move to position three. Shoot the poppers until down.

My Oh My

Stage Number 2
Field Number 3
Rifle 10
Pistol 10
Shotgun 4

Square

R 2, 4, 7, 9

Square Square

R 1, 3, 5 R 6, 8, 10

Square

P 2, 4, 7, 9

Square Square

P 1, 3, 5 P 6, 8, 10

Popper Popper Popper Popper

Marker

③

Rest Rifle

②

Marker Shotgun

①

Rifle is loaded with 10 rounds and staged on the rest at position two.

Pistols are holstered with 5 rounds each, hammers resting on empty chambers.

Shotgun is held at port arms at position 1.

Shooter starts standing behind the right marker at position 1 holding their empty shotgun at port arms with both hands.

When ready, yell *“I bet you make your mama proud?”*

At the buzzer, shoot the poppers in any order with as few rounds as necessary. Take the shotgun to position 2 and make it safe.

Pick up your rifle and starting on the far left, alternate between targets 1 and 2 for five rounds.. Then, starting on the far right, alternate on targets 3 and 2 with the final 5 rounds. Make the rifle safe on the rest.

Move to the marker at position 1. With your pistols, shoot the targets in the same order as the rifle by starting on the far left, alternate between targets 1 and 2 for five rounds.. Then, starting on the far right, alternate on targets 3 and 2 with the final 5 rounds.

Alternate Partner

Stage Number 3
Field Number 5
Rifle 10
Pistol 10
Shotgun 4

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

Popper Popper **Circle** **Circle** **Popper Popper**
P 1, 3, 5 **sample** P 6, 8, 10
Square **Square**
P 2, 4 P 7, 9
Rest
Rifle Shotgun

Rifle is loaded with 10 rounds and held at port arms.

Pistols are holstered with 5 rounds each and hammers resting on empty chambers.

Shotgun is staged empty, action open, on the rest.

Shooter starts standing by the rest, with the rifle held at port arms.

When ready, yell "My plan is to alternate."

At the buzzer, shoot the rifle targets by alternating between the left circle and left square starting on either the circle or the square. Then alternate on the right circle and right square but you must start on the same shaped target you started with on the left side. Make the rifle safe on the rest.

Draw your pistols and shoot the pistol targets by alternating between the left circle and left square starting on either the circle or the square. Then alternate on the right circle and right square but you must start on the same shaped target you started with on the left side. Holster.

Pick up the shotgun and shoot the four poppers in any order.

Hang 'Um

Stage Number 4
Field Number 5
Rifle 10
Pistol 10
Shotgun 4

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

Popper Popper	Circle P 5, 6, 7	Circle P 8, 9, 10	Popper Popper
	Square Square P 1, 2 P 3, 4		
	Rest Rope		
	Rifle Shotgun		

Rifle is loaded with 10 rounds and staged on the rest.

Pistols are holstered with 5 rounds each and hammers resting on empty chambers.

Shotgun is staged empty, action open, on the rest.

Shooter starts standing by the rest, holding the rope in one hand and the other hand on a pistol butt.

When ready, yell "*Let's Hang 'Um.*"

At the buzzer, drop the rope, and with your shotgun, take down the four poppers in any order. Make shotgun safe on the rest.

With your rifle, shoot the bad guys in the following order, double tap the squares from left to right then triple tap the circles from left to right. Make rifle safe on the rest.

Draw your pistols and shoot the bandits in the following order, double tap the squares from left to right then triple tap the circles from left to right.

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Time Is Up

Stage Number 5
Field Number 6
Rifle 10
Pistol 10
Shotgun 4

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

Popper Popper
Popper Popper

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

*****Window***** Door *****Window*****Window*****

③

② Shotgun

① Rifle

Rifle, is staged in the far right window at position one, loaded with ten rounds, hammer on an empty chamber.

Pistols loaded with 5 rounds each and holstered.

Shotgun, staged open and empty in the middle window at position two.

Shooter starts at the right window, both hands at their side in the default position.

When ready, shooter yells, **“Give It Up!”**

At the buzzer, pick up the rifle and triple tap the front target, then one round in the center left and one round in the center right target. Next triple tap the center target and then place one round in the rear left, and then the rear right target. Make rifle safe in this window. Move to position two.

Take down the four shotgun targets in any order. Make shotgun safe and move to position three.

Draw your pistols and triple tap the front target, then one round in the center left and one round in the center right target. Next triple tap the center target and then place one round in the rear left, and then the rear right target.

