

## **The Damascus Wildlife Rangers**

**These are the tentative stages for Saturday,  
March 14, 2020**

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

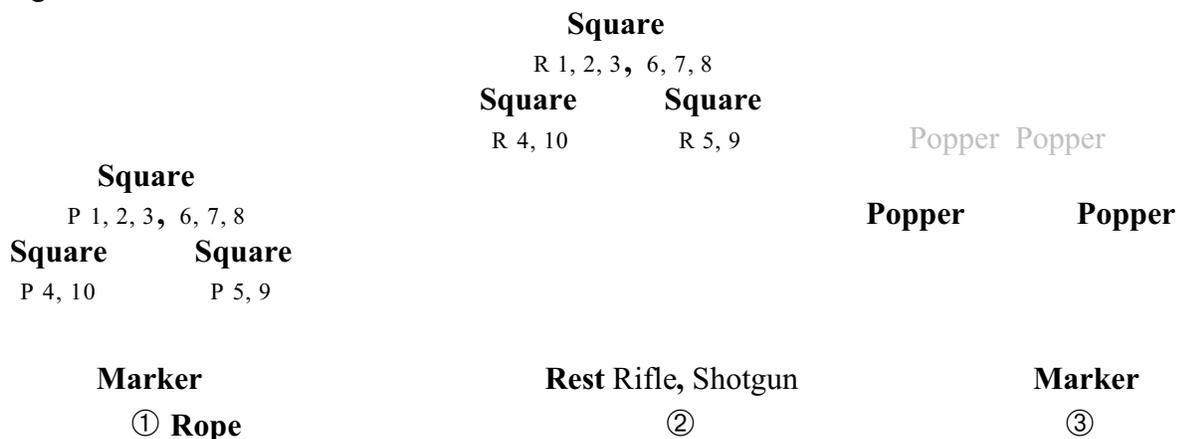
**They are published, as a courtesy, to our  
match attendees without the benefit of our  
regular posse leader walk through or the  
test match by the match director. Safety  
modifications can be made as late as the  
day of the shoot.**

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

**Chuckaroo =):)**

# No More Mr. Nice Guy

Stage Number 1  
Field Number 3  
# Rifle 10  
# Pistol 10  
# Shotgun 2



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

**Pistols** are holstered with 5 rounds each.

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

**Shooter starts** standing behind the left marker at position 1. Both hands holding the rope.

**When ready**, yell "*Hang 'um high.*"

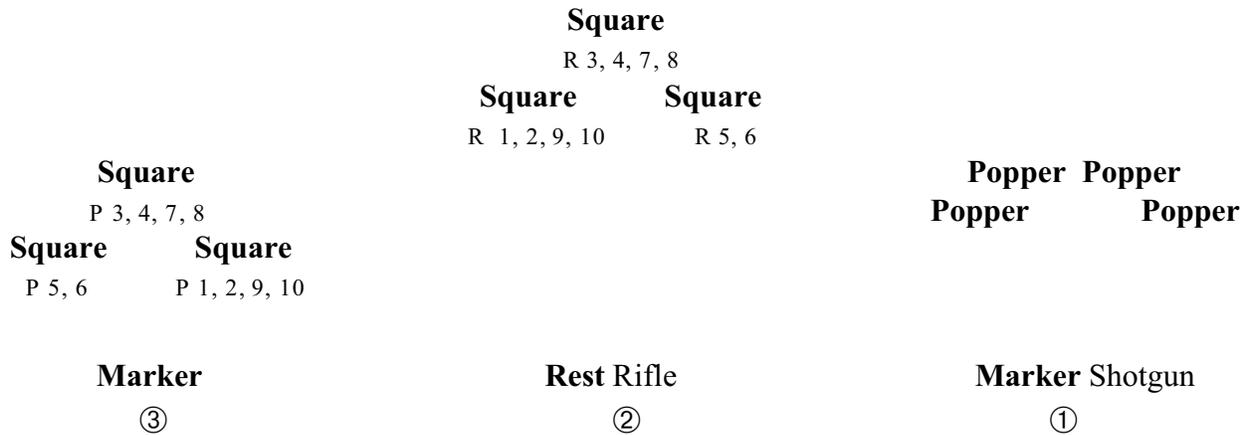
**At the buzzer**, draw your pistols per your shooting category, and shoot the center square 3 times and the left square once, then the right square once. Then the center square 3 more times and the right square once and then the left square once. Holster and move to position two.

Pick up your rifle and shoot the center square 3 times and the left square once, then the right square once. Then the center square 3 more times and the right square once and then the left square once. Make the rifle safe.

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

# Mission - Trickery

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



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

**Pistols** are holstered with 5 rounds each.

**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 *“This could be tricky?”*

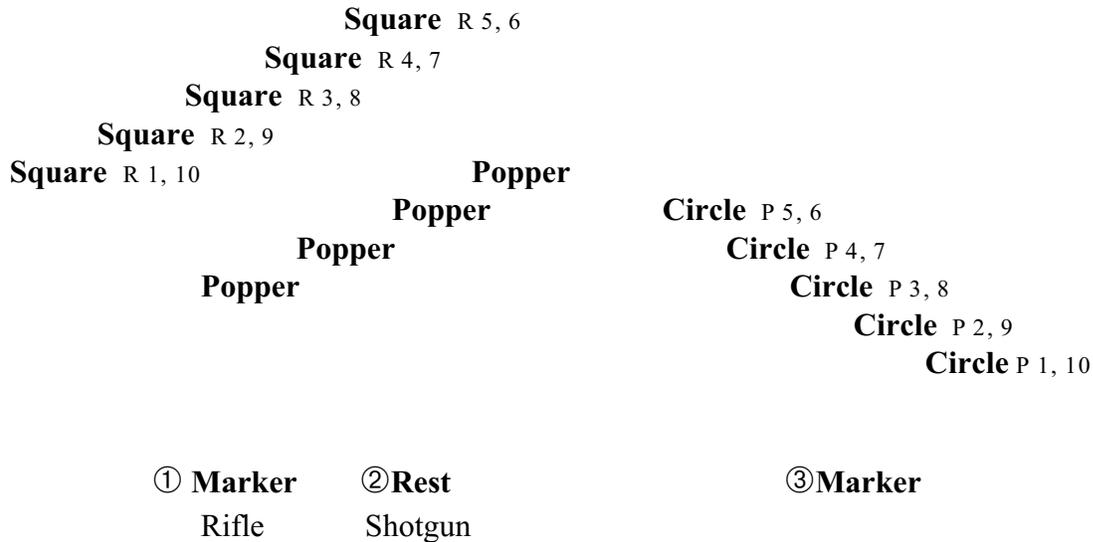
**At the buzzer**, shoot the poppers in any order with as few rounds as necessary. Take the shotgun to position 2 and make it safe.

Pick up your rifle and starting on the far LEFT square, do a double tap Nevada Sweep for 10 rounds. Make the rifle safe on the rest.

Move to the marker at position 1. With your pistols, starting on the far RIGHT square, do a double tap Nevada Sweep for 10 rounds.

# All The Bad Guy's Are In A Row

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



**Rifle** is loaded with 10 rounds and held at port arms at position 1.

**Pistols** are holstered with 5 rounds each.

**Shotgun** is staged empty, action open, on the rest at position 2.

**Shooter starts** at the marker holding their rifle at port arms.

**When ready, yell "Don't step out of line!"**

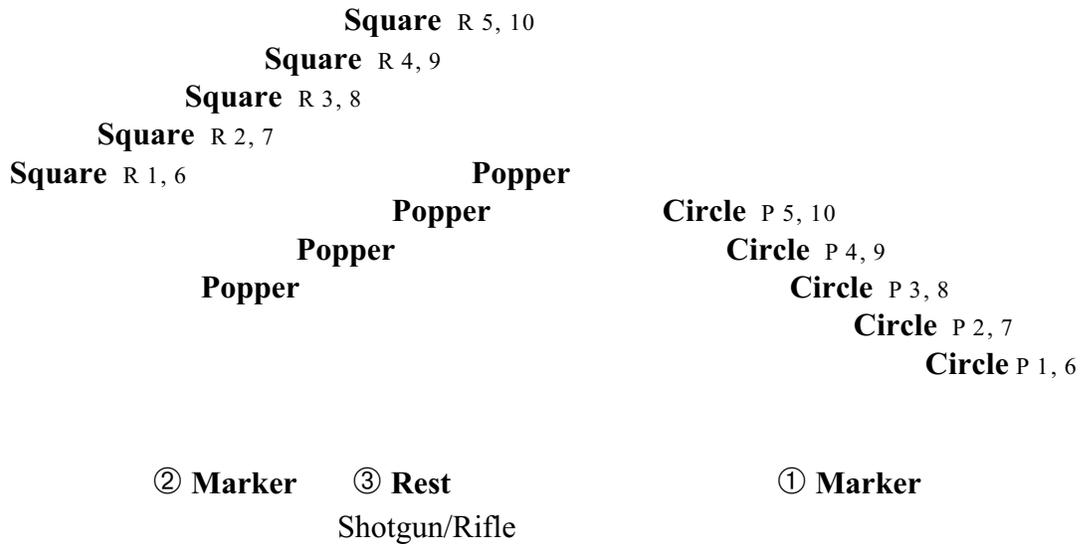
**At the buzzer**, Starting on the front square, place one round on each from front to back, then one round each from back to front (double tapping the back target). Make the rifle safe on the rest at position 2.

With your shotgun knock down the poppers in any order, you must fire 4 rounds. Make the shotgun safe on this rest. Move to position 3.

With your hoglegs, per your category, start on the front circle and place one round on each from front to back, then one round each from back to front (double tapping the back target).

# I Said Drop It

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



**Rifle** is loaded with 10 rounds and staged on the rest at position 3.

**Pistols** are holstered with 5 rounds each.

**Shotgun** is staged empty, action open, on the rest at position 3.

**Shooter starts** with both hands holding the provided prop.

**When ready**, yell "*I said drop it.*"

**At the buzzer**, At the buzzer, shoot two separate single shot sweeps in the same direction. You can shoot both from front to back or from back to front but both must be in the same direction. Take your rifle from position 3 to position 2.

With your rifle, shoot two separate single shot sweeps in the same direction. You can shoot both from front to back or from back to front but both must be in the same direction. They do not have to mirror your pistol sequence. Make rifle safe at position 3.

With your shotgun knock down the poppers in any order, you must fire 4 rounds.

# You Got Trouble Mister

Stage Number 5  
 Field Number 6  
 # Rifle 10  
 # Pistol 10  
 # Shotgun 2

			<b>Circle</b>	<b>Circle</b>	<b>Circle</b>	<b>Circle</b>
			R 6, 8, 10	R 1, 3, 5	R 2, 4	R 7, 9
<b>Popper</b>				<b>Popper</b>		
<b>Popper</b>						<b>Popper</b>
	<b>Cowboy</b>	<b>Cowboy</b>	<b>Cowboy</b>	<b>Cowboy</b>		
	P 6, 8, 10	P 1, 3, 5	P 2, 4	P 7, 9		

	Window		Doorway		Window		Window
*****	Shotgun	*****	*****	*****	*****	Rifle	*****
	①		③			②	

**Rifle** is loaded with 10 rounds and staged in the far right window.  
**Pistols** are holstered with 5 rounds each.  
**Shotgun** is staged empty, action open, in the far left window.

**Shooter starts** standing at the left window with both hands flat on the window frame at head height.

**When ready**, yell "*You got trouble mister!*"

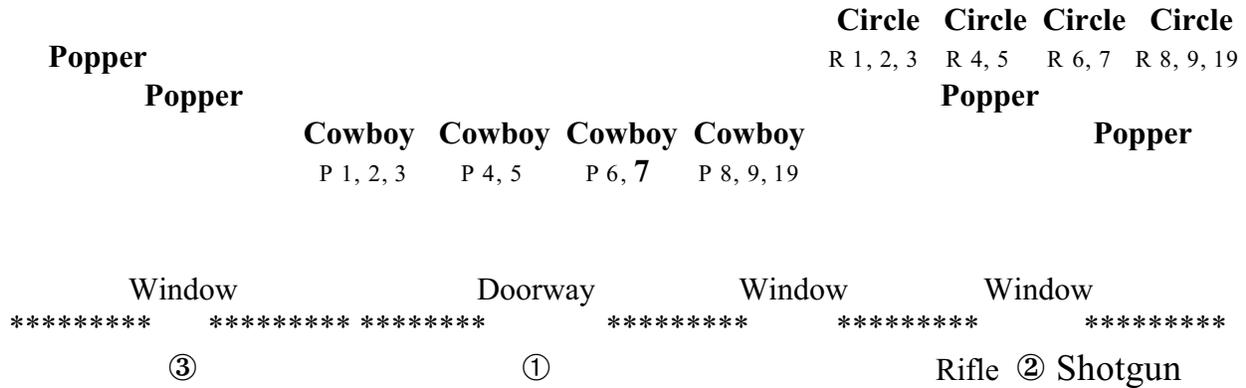
**At the buzzer**, take down the two poppers in any order. Make the shotgun safe in this window.

Move to the far right window. With the rifle, starting on either end, alternate on the inside targets for 5 rounds, then starting on either end, alternate on the outside targets for 5 rounds. Move to the doorway.

With your handguns and starting on either end, alternate on the inside targets for 5 rounds, then starting on either end, alternate on the outside targets for 5 rounds. The order does not have to mirror the rifle sequence.

# Bet It's Gonna Hurt

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



**Rifle** is loaded with 10 rounds and staged in the right window at position 2.

**Pistols** are holstered with 5 rounds each.

**Shotgun** is staged in the far right window at position 2.

**Shooter starts** standing in the doorway with hands touching their hat brim.

**When ready**, yell *"This is gonna hurt."*

**At the buzzer**, from either direction, shoot a three, two, two, three sweep. Move to position 2.

With your rifle, from either direction, shoot a three, two, two, three sweep. Make the rifle safe. With your shotgun, take down the two poppers in any order. Move to position 3 with your shotgun.

Take down the remaining poppers in any order.