

The Damascus Wildlife Rangers

These are the tentative stages for
Saturday, April 28, 2018.

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. They are posted 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.

Dogmeat Dad

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

Cowboy Cowboy
Cowboy Cowboy

Marker
Position 3

Popper Popper Popper Popper

Rest
Position 2

Marker
Position 1

Rifle is loaded with 10 rounds and held at Position 1

Pistols are holstered with 5 rounds each.

Shotgun is staged on the rest, at Position 2.

Shooter starts standing behind the marker at Position 1 with the rifle shouldered (not levered) and pointing at first target.

When ready, yell "*Here we go!*"

At the buzzer, starting on either end, single tap the first three cowboys and then double tap the fourth cowboy. Repeat, starting on the *same end*. Move to Position 2 and make the rifle safe on the rest.

Grab your shotgun and take down the poppers in any order. Make the shotgun safe on the rest.

Move to Position 3 and with your pistols, shoot the cowboys as per the rifle instructions. The pistol sweep direction *does not* have to match the rifle.

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

^{R1} Cowboy ^{R2} Cowboy ^{R4} Cowboy
^{R3} Cowboy

**Marker
Position 3**

Popper Popper Popper Popper

**Rest
Position 2**

**Marker
Position 1**

Rifle is loaded with 10 rounds and held Position 1

Pistols are holstered with 5 rounds each.

Shotgun is staged on the rest, at Position 2.

Shooter starts standing behind the marker at Position 1, holding the lasso with one hand and the rifle, pointing downrange, with the other hand.

When ready, yell "*Mister, if you heard your name, just keep coming.*"

At the buzzer, shoot the cowboys starting on either end, in the following order R1, R2, R3, R4, R3, R3, R3, R2, R2, R1. Move to Position 2 and make the rifle safe on the rest.

Grab your shotgun and take down the poppers in any order. Make the shotgun safe on the rest.

Move to Position 3 and with your pistols, shoot the cowboys as per the rifle instructions. The pistol sweep direction *does not* have to match the rifle.

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

Cowboy Square Cowboy Square Cowboy

Popper Popper Popper Popper

Cowboy Square Cowboy Square Cowboy

**Rest
Rifle Shotgun
Position 2**

**Marker
Position 1**

Rifle is loaded with 10 rounds and staged on the rest at Position 2.

Pistols are holstered with 5 rounds each.

Shotgun is staged empty on the rest at Position 2.

Shooter starts, at Position 1, holding the saddlebags with one hand and pointing down range at the targets with the other hand.

When ready, yell "*Here's a little something extra for you!*"

At the buzzer, drop the saddlebags and with your pistols sweep the targets from either end, then put 5 rounds on the center target.

Move to Position 2, and with your rifle, engage the targets as per the pistols instructions. The rifle sweep direction *does not* have to match the pistols.

Make rifle safe and with your shotgun, knock down the four poppers in any order.

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

Cowboy Square Cowboy Square Cowboy

Popper Popper Popper Popper

Cowboy Square Cowboy Square Cowboy

Rest
Rifle Shotgun
Position 1

Marker
Position 2

Rifle is loaded with 10 rounds and staged on the rest at Position 1.

Pistols are holstered with 5 rounds each.

Shotgun is staged empty on the rest at Position 1.

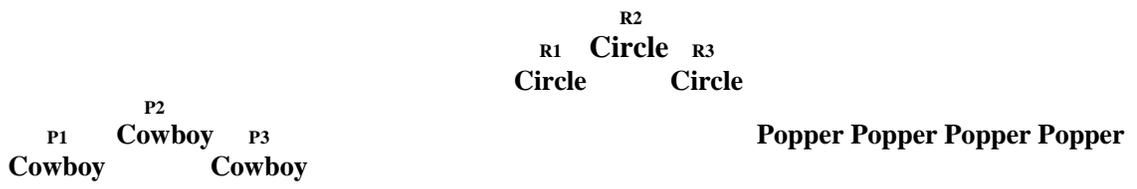
Shooter starts at Position 1, holding the saddlebags in both hands.

When ready, yell "*Here, hold this for me.*"

At the buzzer, drop the saddlebags and shooter's choice of which long gun to start with. With your rifle, double tap the squares and then double tap the cowboys, in any order. With your shotgun, knock down the four poppers in any order. Move to Position 2.

With your pistols, double tap the squares and then double tap the cowboys, in any order. The pistol sequence *does not* have to match the rifle sequence.

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



*******Window*****Door*****Window*****Window*******
Pistols Rifle Shotgun
Position 3 Position 1 Position 2

Rifle is loaded with 10 rounds and held, at Position 1.

Pistols are holstered with 5 rounds each.

Shotgun is staged empty in the right window at Position 2.

Shooter starts standing at the window at Position 1 with rifle held with both hands, at Cowboy Port Arms.

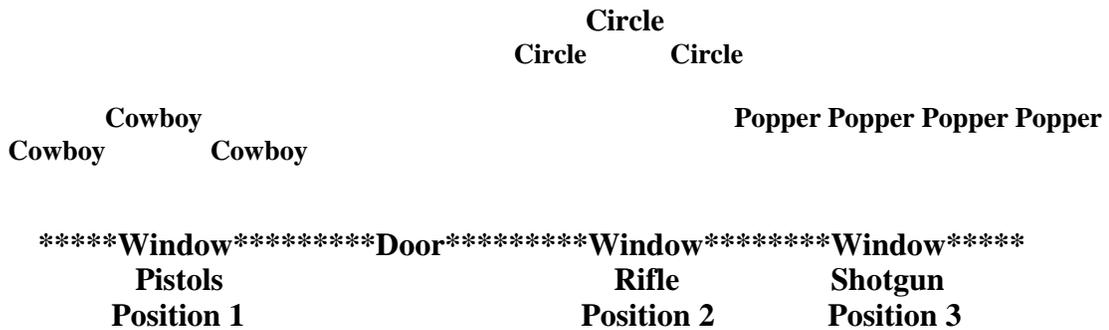
When ready, shooter yells "*Here they come!*"

At the buzzer, engage the targets in this order, R2, R1, R2, R3, R2, repeat. Make the rifle safe in this window.

Move to Position 2 and with the shotgun; take down the four poppers in any order. Make shotgun safe in this window.

Move to Position 3, the far left window. With your pistols shoot the targets as per the rifle instructions.

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



Rifle is loaded with 10 rounds and staged in the window at Position 2.

Pistols are holstered with 5 rounds each.

Shotgun is staged empty in the right window, at Position 3.

Shooter starts standing at Position 1, the far left window with both hands touching their gun butts.

When ready, shooter yells "*I told you to git.*"

At the buzzer, shoot the pistol targets by putting 2 rounds on the center cowboy and 3 rounds on an outside cowboy, then put 2 rounds on the center cowboy and 3 rounds on the other outside cowboy.

Move to Position 2 and with your rifle; engage the rifle targets as per the pistol instructions. The rifle sequence *does not* have to match the pistol sequence. Make rifle safe in this window.

Move to Position 3, the far right window. With your shotgun, take down the four poppers in any order.