

The Damascus Wildlife Rangers

These are the tentative stages for
Saturday, May 26, 2018.

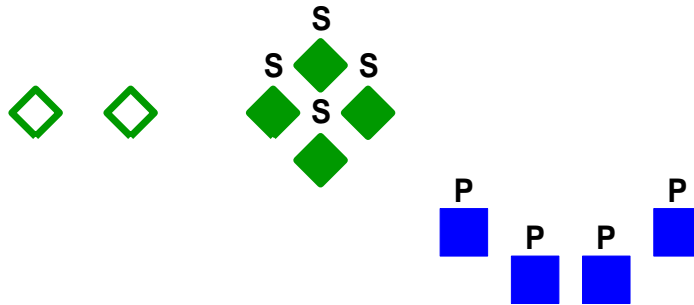
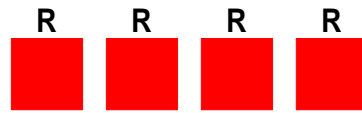
These stages are subject to modifications due to rainy weather or changes needed to correct an error or safety problem.

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

Rustlers

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



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

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

Shotgun is staged open and empty on the rest at Position 1.

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

When ready, shooter yells "*Rustlers!*"

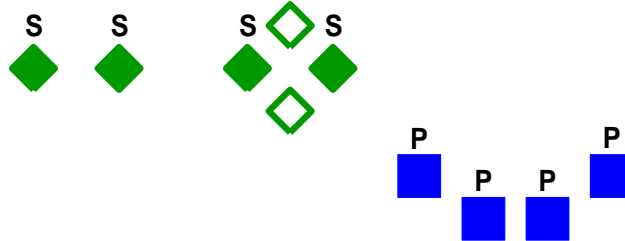
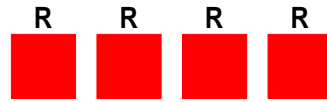
At the buzzer, starting on either end, sweep the targets in a 3-2-2-3 sequence. Make the rifle safe on the rest and pick up the shotgun.

Move to Position 2, and with the shotgun, take down the 4 shotgun targets in any order.

Move to Position 3, and make the shotgun safe on the rest. Draw your pistols per your shooting category and, starting on either end, sweep the targets in a 3-2-2-3 sequence. Note: the pistol sweep does not have to start on the same end as the rifle sweep.

Coffee

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 2.

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

Shotgun is staged open and empty on the rest at Position 2.

Shooter starts standing at Position 1, holding the coffee cup in both hands.

When ready, shooter says "*Juan Valdez Is My Hero!*"

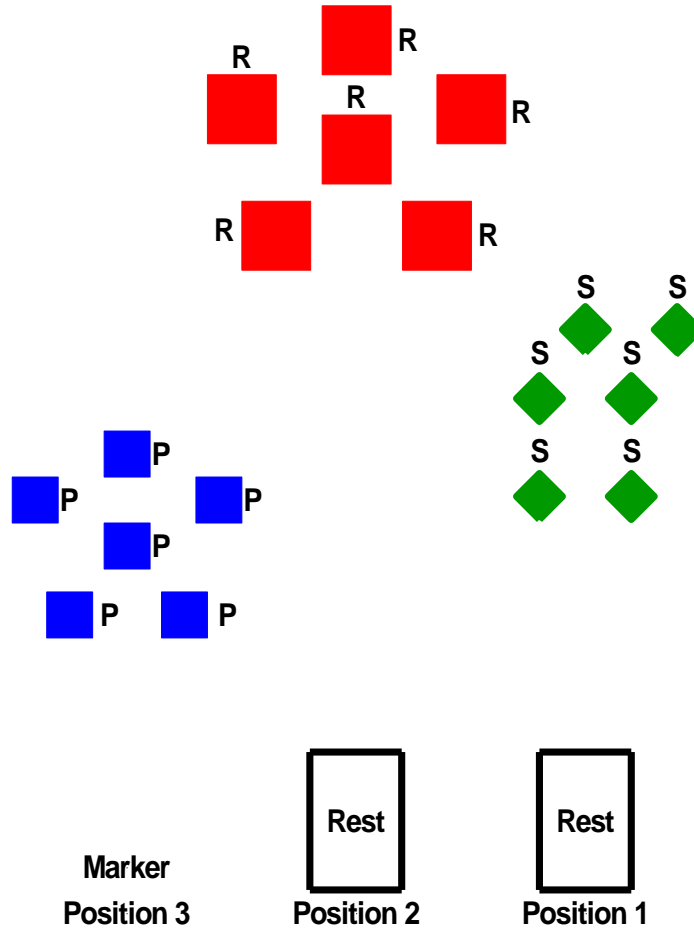
At the buzzer, drop the coffee cup and draw your pistol(s). Starting on either end, shoot a continuous 10 round Nevada Sweep on the four pistol targets. Holster your pistols safe.

Move to Position 2, and pick up the rifle. With the rifle, starting on either end, shoot a continuous 10 round Nevada Sweep on the four rifle targets. Make the rifle safe on the rest. Note: the rifle sweep does not have to start on the same end as the pistol sweep.

Grab your shotgun and take down the two shotgun targets in front of you then, **Move to Position 3**, the barrel, and shoot down the remaining two targets. Makeups must be made from the position where they were initially engaged.

Safe In The Middle

Stage Number 3
Field Number 5
Rifle 10
Pistol 10
Shotgun 2 - 6+



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

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

Shotgun is staged open and empty on the rest at Position 1.

Shooter starts standing at Position 1, holding the shotgun pointing at the first target. Two rounds to be loaded on instruction from the RO.

When ready, shooter yells *"I'm Done Waiting!"*

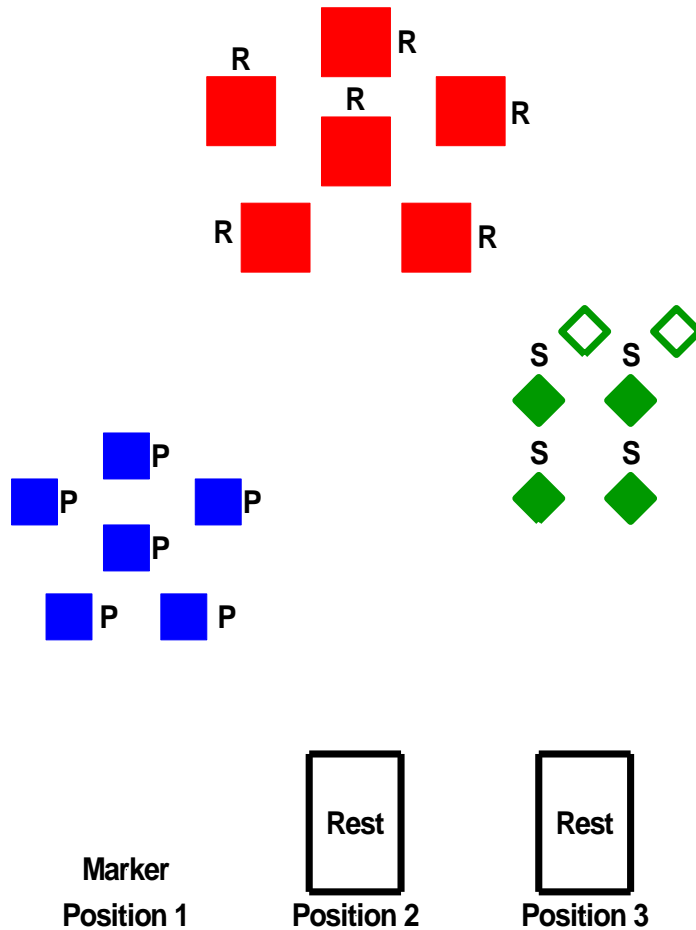
At the buzzer, knock down the 6 shotgun targets, in any order, with as few rounds as possible. Make the shotgun safe on the rest at either Position 1 or Position 2.

Move to Position 2 and, with your rifle, shoot the outside 5 targets in a continuous sweep in either a clockwise or counter clockwise direction for 10 rounds. Note: the center target is a **No Hit Target**. A hit on the center target will count as a Procedural. Make the rifle safe on the rest at Position 2.

Move to Position 3, and with your pistols, shoot the outside 5 targets in a continuous sweep in either a clockwise or counter clockwise direction for 10 rounds. Note: the center target is a **No Hit Target**. A hit on the center target will count as a Procedural.

Hang Time

Stage Number 4
Field Number 5
Rifle 10
Pistol 10
Shotgun 2 - 4+



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

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

Shotgun is staged open and empty on the rest at Position 3.

Shooter starts standing at Position 1, with one hand holding the rope and the other pointing at the targets.

When ready, shooter yells "*Someone's gonna hang for this!*"

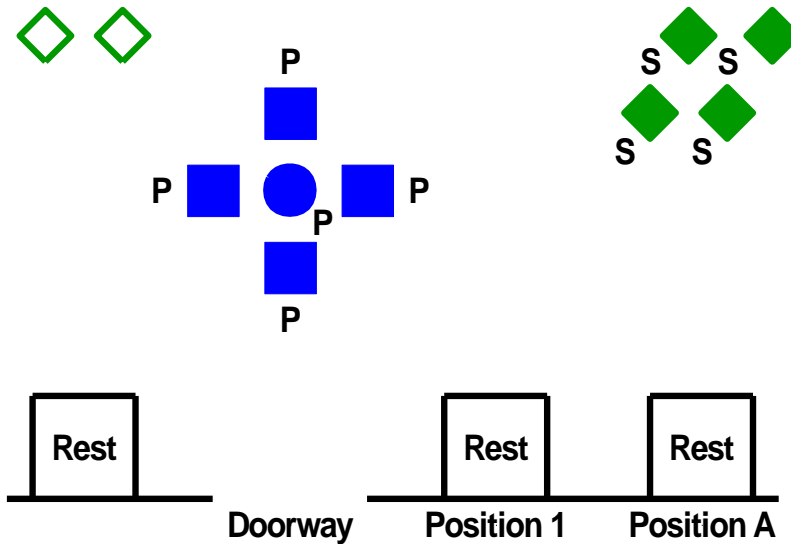
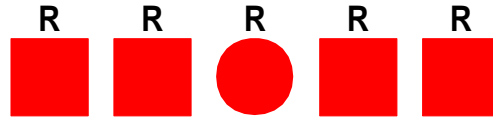
At the buzzer, drop the rope and, with your pistols, starting on the center target, alternate between the center target and the outside targets for 10 rounds. You must engage all 10 targets. Holster your pistols.

Move to Position 2 and, with your rifle, starting on the center target, alternate between the center target and the outside targets for 10 rounds. You must engage all 10 targets. Note: the rifle and pistol sequence do not have to match.

Move to Position 3, making the rifle safe at either Position 2 or Position 3. Grab your shotgun and knock down the 4 shotgun targets, in any order.

And One In The Middle

Stage Number 5
 Field Number 6
 # Rifle 10
 # Pistol 10
 # Shotgun 2 - 4+



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

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

Shotgun is staged open and empty on the rest at the far right window.

Shooter starts standing at Position 1, hands on pistol butts.

When ready, shooter yells *"And One In The Middle!"*

At the buzzer, pick up the rifle and alternate for 4 rounds on either of the outside pair of targets, then put one round in the middle. Then, alternate for 4 rounds on the other outside pair of targets, then put the final round in the middle.

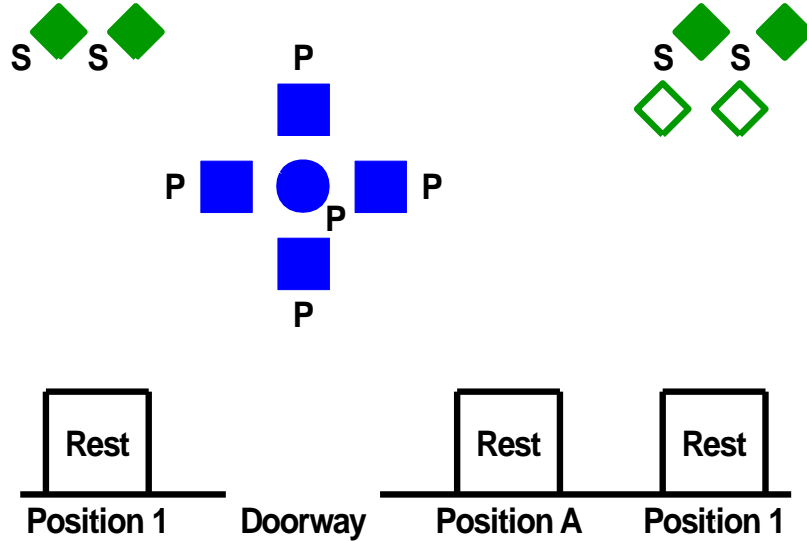
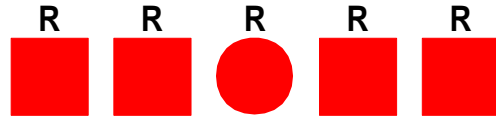
Shooters Choice for all remaining guns:

With Pistols, from Doorway, alternate for 4 rounds on the top and bottom targets, then put one round in the middle. Then, alternate for 4 rounds on the left and right targets, and put the final round in the middle.

With Shotgun, from Position A, knock down the 4 targets, in any order, with as few rounds as possible.

Two For Each Of You

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



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

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

Shotgun is staged open and empty on the rest at shooter choice of Position 1.

Shooter starts standing at choice of Position 1, hands on window frame at shoulder height.

When ready, shooter yells *"I got two for each of you!"*

At the buzzer, grab the shotgun and knock down the two targets in front of you, in any order.

Shooters Choice for all remaining guns:

With Rifle, from Position A, place 2 rounds on each target, any order.

With Pistols, from Doorway, place 2 rounds on each Pistol Target, any order.

With Shotgun, from "Alternate Position 1", knock down the 2 remaining targets, any order.