

The Damascus Wildlife Rangers **Saturday, March 08, 2025**

Welcome to the **28th Season** of the
Damascus Wildlife Rangers.

The Stages for the May 10, 2028 match
are shown on the following pages.

**The Boy Scouts are scheduled to be
there to provide lunch after the match.**
Join us after the match in the club house
for a bite to eat and to hear the scores!

As usual, these stages are subject to
modification due to worsening weather
conditions or changes necessary to
correct an error or safety problem.

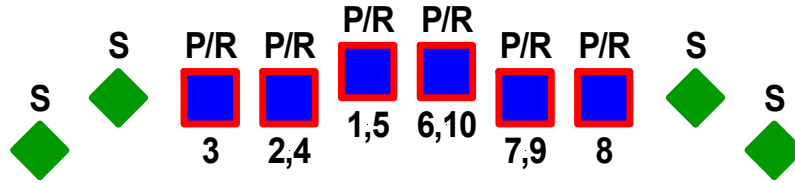
See You There!

Dogmeat Dad

Promontory Point!

On this date in 1869, at Promontory Point, Utah, the famous Golden Spike was driven into the ground completing the Transcontinental Railroad!

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



Rest				
Position 1		Position 2		Position 3

Rifle is loaded with 10 rounds; hammer down on empty chamber 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 either Position 1 or 3.

Gun Order: Shotgun, Rifle, Pistols.

Shooter starts standing at either Position 1 or 3, touching the outside edge of the rest with one hand, and holding the Golden Spike in the other hand shoulder high.

When ready, shooter says *“Let’s Party Like It’s 1869!”*

At the buzzer...Drop the spike and...

Grab your shotgun and take down the 2 knockdown targets in any order, make-ups in any order. **Move to Position 2** and take down the other two knockdown targets. Makeups can be made from anywhere. Make the shotgun safe on the rest at Position 2.

With Rifle from Position 2: Starting on either middle target, shoot a continuous Nevada Sweep for 10 rounds. The sweep should end on the middle target opposite of the one where the sweep started. One example is shown above. Make the rifle safe at Position 2.

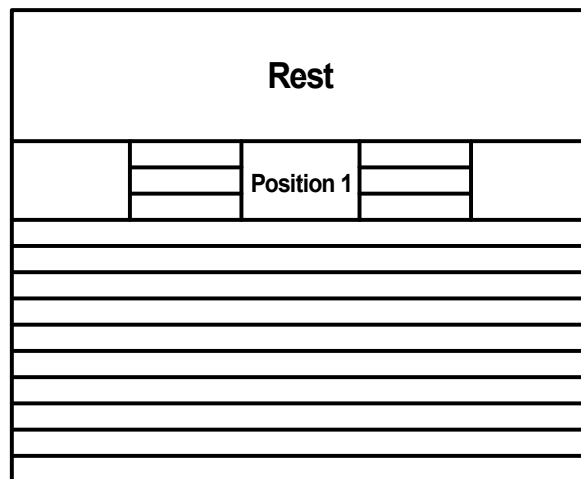
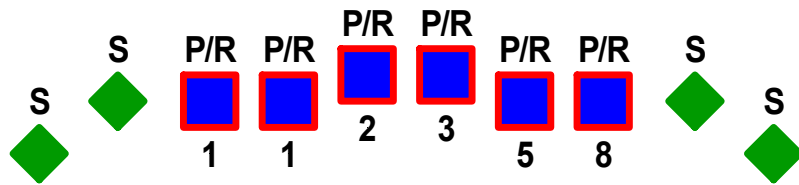
With Pistols from Position 2: Repeat the rifle instructions. Starting on either middle target, shoot a continuous Nevada Sweep for 10 rounds. The sweep should end on the middle target opposite of the one where the sweep started. Holster your pistols.

Note: The Rifle and Pistol sweeps do not have to match.

Fibonacci?

This sweep is based on the Fibonacci Sequence in mathematics. There is a “Cheat Sheet” on the next page.

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



Rifle is loaded with 10 rounds; hammer down on empty chamber 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.

Gun Order: Shotgun Last.

Shooter starts standing at Position 1, one hand scratching head, the other hand at their side.

When ready, shooter says “*Fibo-What?*”

At the buzzer...

Using Both Rifle and Pistols: Starting on either end, SWEEP the six targets in a Fibonacci Sequence by placing 1 round on the first target, 1 round on the second target, 2 rounds on the third target, 3 rounds on the fourth target, 5 rounds on the fifth target, and finish with eight rounds on the sixth target for a 1-1-2-3-5-8 round count sweep. Make the rifle safe and Holster your pistols.

Grab Your Shotgun: Take down the 4 knockdown targets in any order, make-ups in any order. Make the shotgun safe at any position.

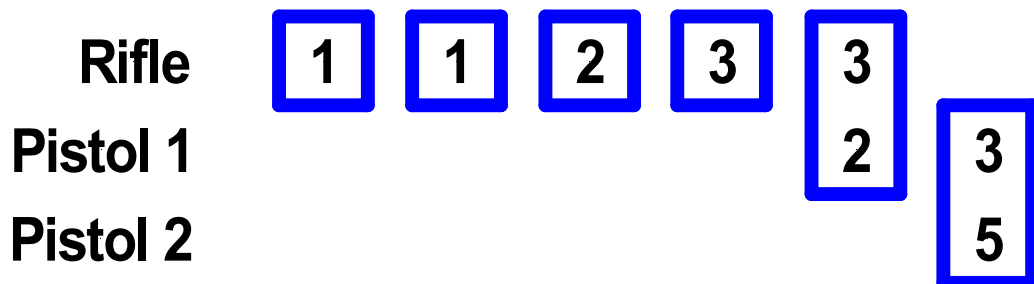
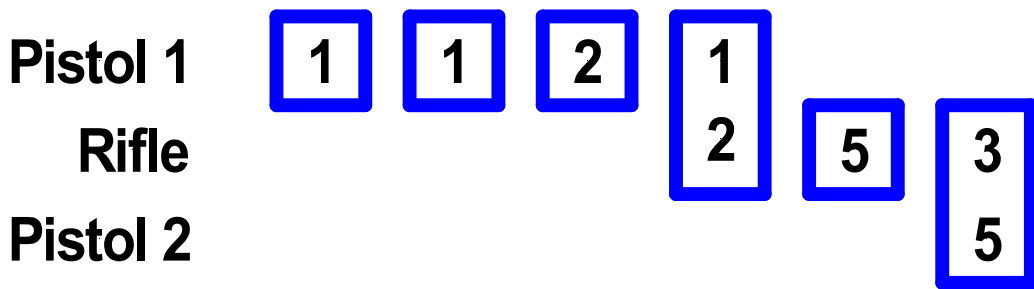
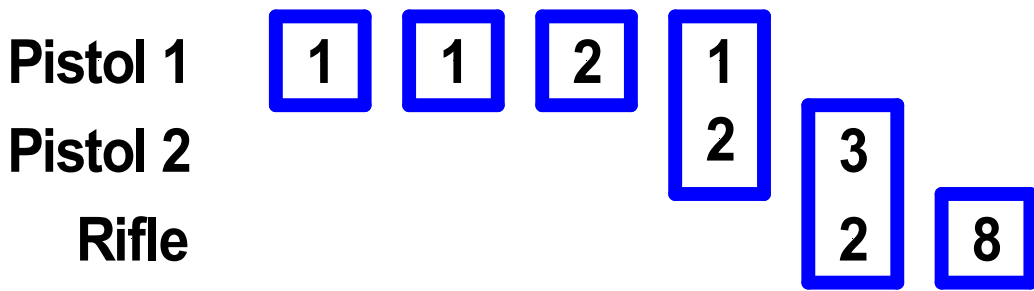
Fibonacci Cheat Sheet

This stage is for the Math Geeks among us!

The Fibonacci sequence is a series of numbers where each number is the sum of the two preceding numbers. Starting from 0 and 1, the sequence begins as follows:
0, 1, 1, 2, 3, 5, 8, 13, 21, 34, and so on.

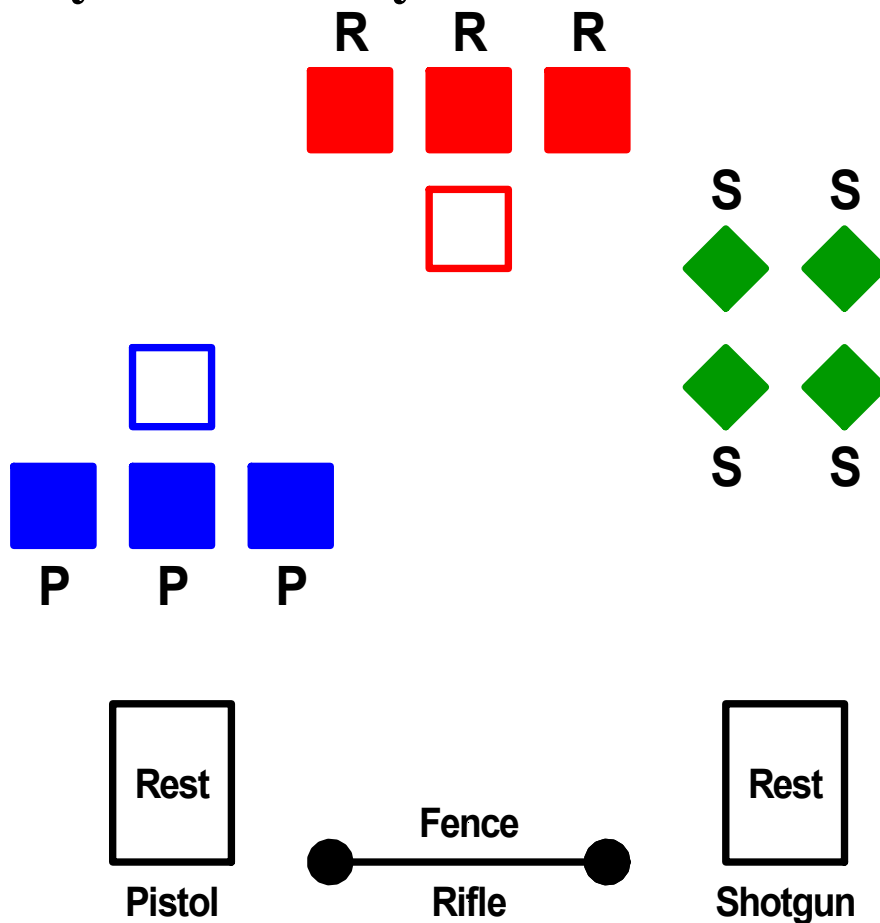
Requiring 10 Rifle and 10 Pistol rounds to complete, there are three ways to shoot this stage, outlined below.

Don't over think it, just let the Math flow through you...



A Robbery? I've Only Got Two Bits!

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



Rifle is loaded with 10 rounds; hammer down on empty chamber staged at either Pistol or Shotgun Position.
Pistols are holstered with 5 rounds each, hammers down on empty chambers.
Shotgun is staged open and empty on the rest at the Shotgun Position.

Gun Order: Rifle Not Last.

Shooter starts standing at either Pistol or Shotgun Position, both hands low surrender position.

When ready, shooter says *“I’ve Only Got Two Bits!”*

At the buzzer...

With Pistols from the Pistol Position: Using the three Pistol targets, double tap the two outside targets twice, (No Quad Taps) then double tap the center Pistol target. Holster your pistols.

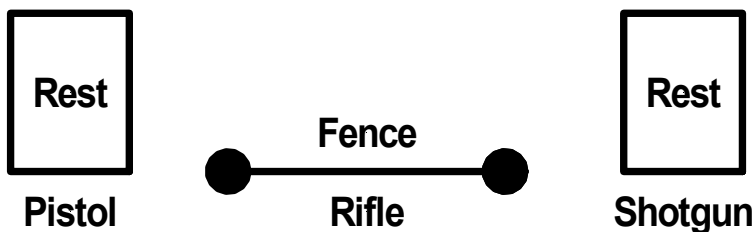
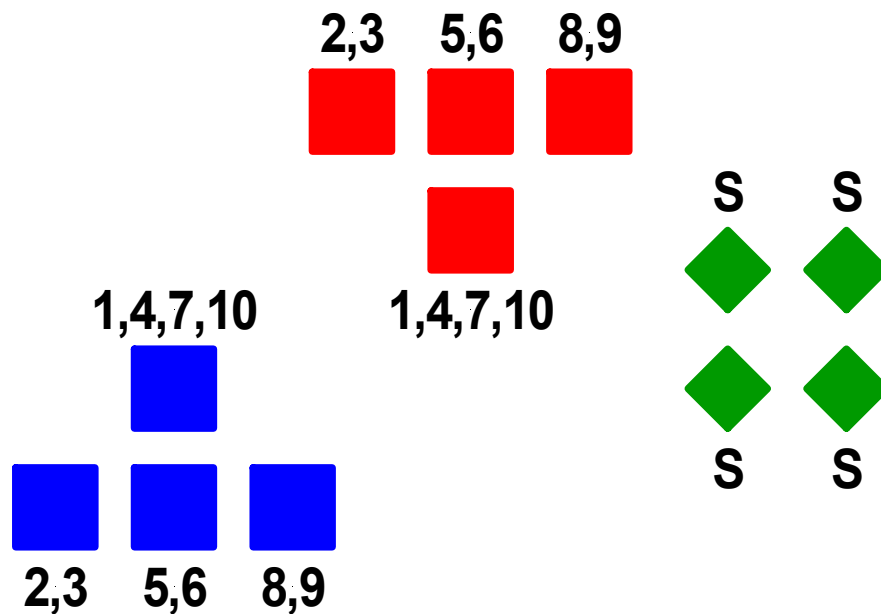
Grab Your Rifle and Move to the Center Position, Between the Two Posts: Using the three Rifle targets, double tap the two outside targets twice, (No Quad Taps) then double tap the center Rifle target. All rifle rounds must pass between the two fence posts. Make the rifle safe at either the Pistol or Shotgun Position.

With Shotgun from the Shotgun Position: Take down the 4 knockdown targets in any order, make-ups in any order. Make the shotgun safe.

Note: The Rifle and Pistol sweeps do not have to match.

I'll Kill You For This!

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



Rifle is loaded with 10 rounds; hammer down on empty chamber, to be held at Rifle Position.

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

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

Gun Order: Rifle First.

Shooter starts standing at the Rifle Position, holding the rifle in both hands at Cowboy Port Arms.

When ready, shooter says *"I'll Kill You For This!"*

At the buzzer...

With Your Rifle: Place 1 round on the lower target, then 2 rounds on either outside upper target, then place 1 round on the lower target, then 2 rounds on the center upper target, then place 1 round on the lower target, then 2 rounds on the remaining upper target, and finish with 1 round on the lower target for a 1-2-1-2-1-2-1 sweep. Make the rifle safe on the rest at either the Pistol or Shotgun Position.

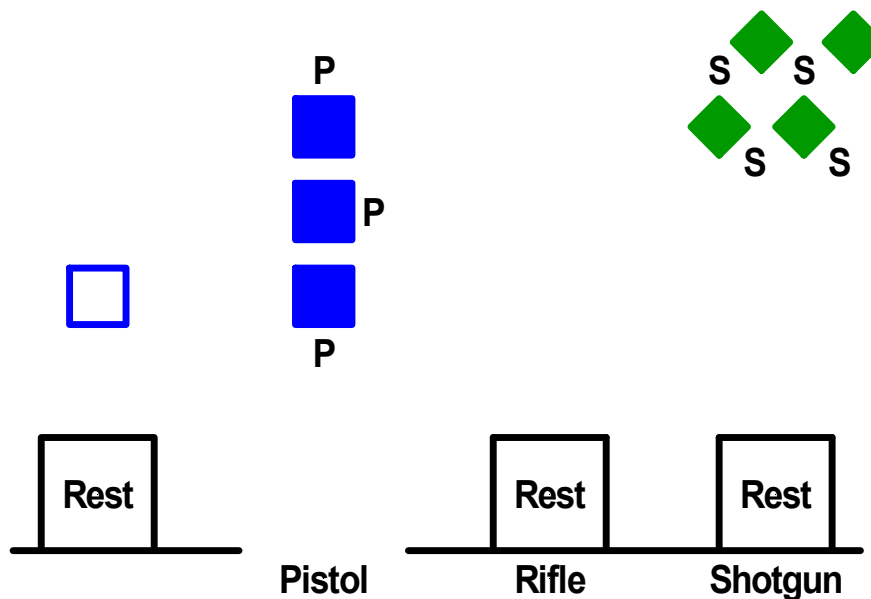
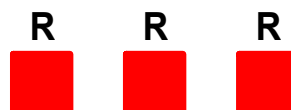
With Your Pistols from the Pistol Position: Place 1 round on the upper target, then 2 rounds on either outside lower target, then place 1 round on the upper target, then 2 rounds on the center lower target, then place 1 round on the upper target, then 2 rounds on the remaining lower target, and finish with 1 round on the upper target for a 1-2-1-2-1-2-1 sweep. Holster your pistols.

With Shotgun from the Shotgun Position: Take down the 4 knockdown targets in any order, make-ups in any order. Make the shotgun safe on the rest.

Note: The Rifle and Pistol sweeps do not have to match.

Make Mine A Triple!

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



Rifle is loaded with 10 rounds; hammer down on empty chamber staged on rest at the Rifle Position.

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

Shotgun is staged open and empty on the rest at either the Rifle or Shotgun Position.

Gun Order: Rifle Not Last

Shooter starts standing at any position, both hands on door or window frame at shoulder height.

When ready, shooter says "Make Mine A Triple!"

At the buzzer...

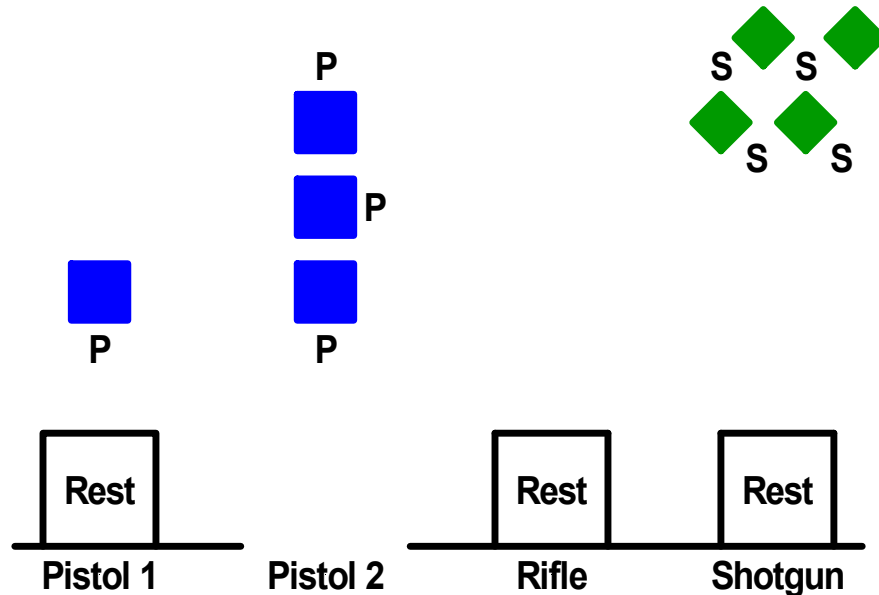
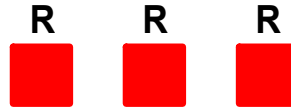
With Pistols from the Pistol Position: Starting on either end, triple tap sweep the tree targets and place the final round on the center target. Holster your pistols.

With Rifle from the Rifle Position: Repeat the Pistol instructions with the Rifle, starting on either end, triple tap sweep the tree targets and place the final round on the center target. Make the rifle safe.

With Shotgun from the Shotgun Position: Take down the 4 knockdown targets in any order, make-ups in any order. Make the shotgun safe.

Is That You Chuckaroo?

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



Rifle is loaded with 10 rounds; hammer down on empty chamber staged on rest at the Rifle Position.

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

Shotgun is staged open and empty on the rest at either the Rifle or Shotgun Position.

Gun Order: Rifle Not Last

Shooter starts standing at any position, both hands shielding eyes and staring into the Saloon.

When ready, shooter says “Is That You Chuckaroo?”

At the buzzer...

With Pistol(s) from Pistol Position 1: Dump 5 rounds onto the Pistol target in front of you. Pistol may **NOT** be staged on the rest. Holster your pistol(s).

With Pistol(s) from Pistol Position 2: Place 1 round each on the top and bottom target, in any order, then place 3 rounds on the center target. Holster your pistol(s).

With Rifle from the Rifle Position: Place 2 rounds each on the left and right target, in any order, then place 6 rounds on the center target. Make the rifle safe.

With Shotgun from the Shotgun Position: Take down the 4 knockdown targets in any order, make-ups in any order. Make the shotgun safe.