

The Damascus Wildlife Rangers

These are the “Tentative” stages for
Saturday, July 10, 2021.

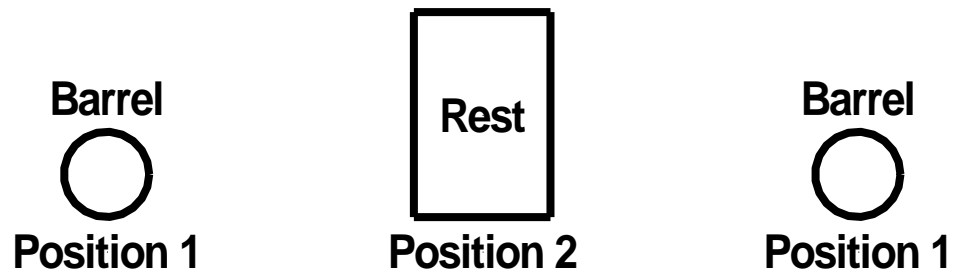
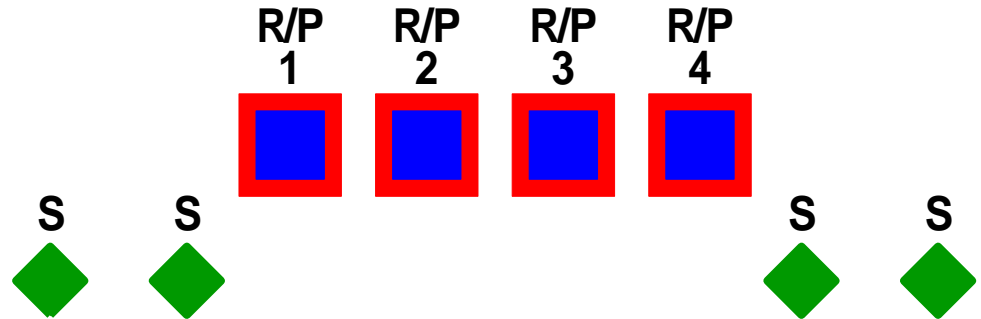
These stages are subject to modifications due to worsening weather conditions or changes necessary to correct an error or safety problem.

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

Let's Dance!

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 1.

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

Shotgun is held in both hands open and empty at either Position 1.

Shooter starts at either Position 1, holding shotgun, open and empty, in both hands.

When ready, shooter says "*Let's Dance!*"

At the buzzer, take down the two shotgun targets in front of you in any order, make-ups in any order.

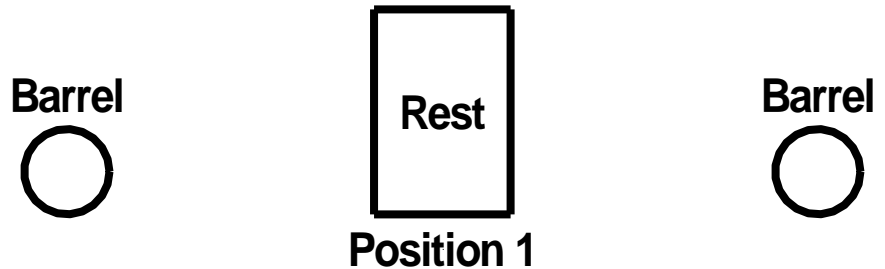
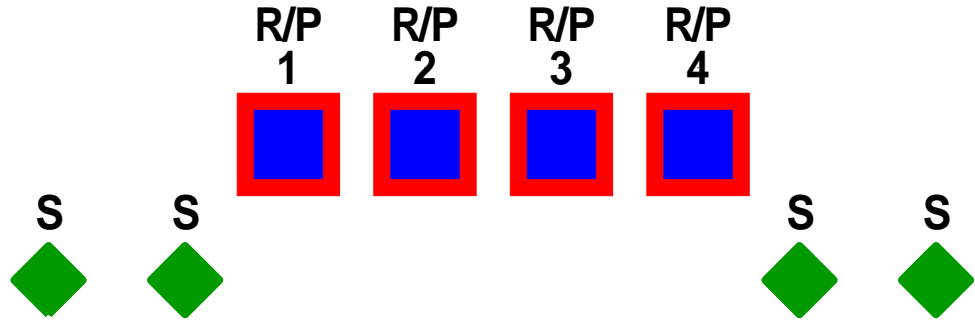
Move to Position 2 and make the shotgun safe on the rest.

Grab your rifle, and starting from either end, shoot the four targets in a Lawrence Welk Sweep, with 1 round on the first target, 2 rounds on the second target, 3 rounds on the third target, and finish with 4 rounds on the fourth target. Make your rifle safe on the rest.

Draw your pistol(s), and repeat the rifle sequence with the pistols. The rifle and pistol sequences do not have to start on the same end.

Easy As Pie!

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 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 at Position 1, holding the pie pan in both hands as though smelling the filling.

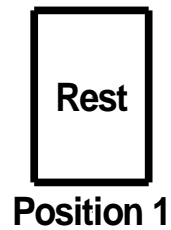
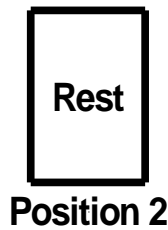
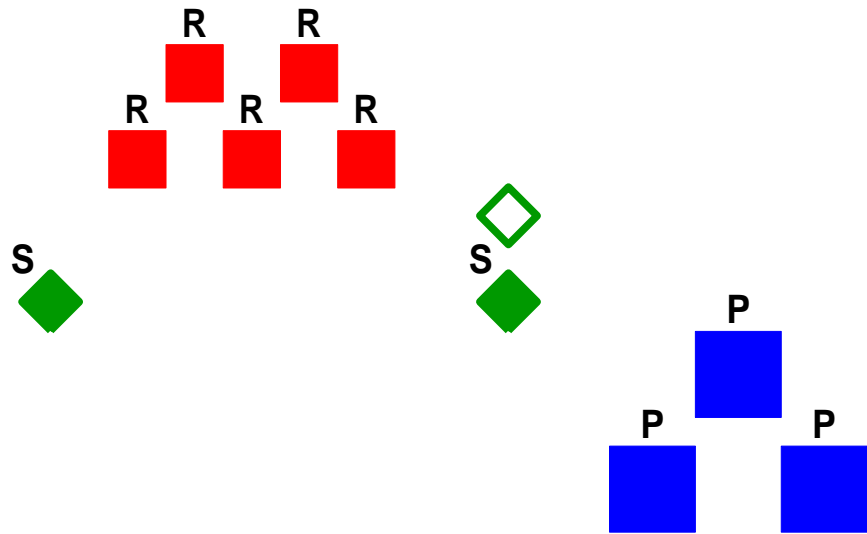
When ready, shooter says *"I love _____(Insert Favorite Pie Filling)_____pie!"*

Grab your Rifle and put 3 rounds on either middle target, then sweep all four targets with one round each, then put three rounds on the other middle target. Make the rifle safe on the rest at Position 2.

With Pistols, repeat the rifle instructions. The Rifle and Pistol sequences do not have to start on the same end.

This Won't Take Long.

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



Rifle is loaded with 10 rounds 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, with both hands on their pistol grips.

When ready, shooter yells *"This won't take long!"*

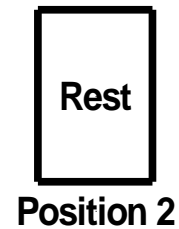
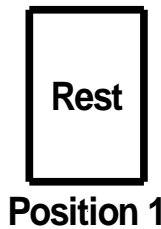
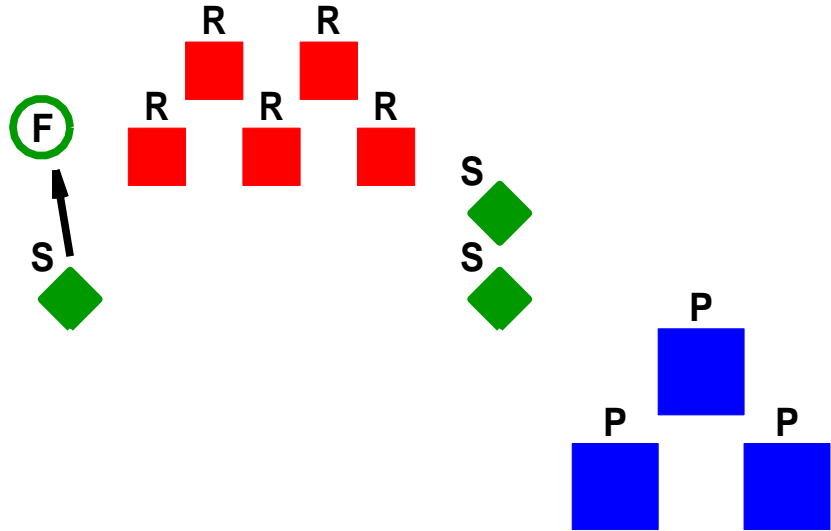
At the buzzer, Draw Your Pistol(s), and put one round in the center target, then dump 4 rounds on either outside target. Then repeat by putting one round in the center target and then dump 4 rounds in the other outside target. Holster and move to Position 2.

Grab your rifle, and put one round on the center target and then double tap the two targets on either the left or the right, then put one round on the center target and then double tap the two targets on the opposite side. Make the rifle safe on the rest.

Grab your shotgun and take down the two shotgun targets in any order, make-ups in any order.

I Hate Fliers!

Stage Number 4
 Field Number 5
 # Rifle 9
 # Pistol 10
 # Shotgun 4+



Rifle is loaded with 9 rounds and staged on the rest at Position 1.

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

Shotgun is held at Position 1 in both hands.

Shooter starts standing at Position 1, holding the shotgun in both hands two rounds to be loaded upon instruction of the TO.

When ready, shooter says *“I Hate Fliers!”*

At the buzzer, with the shotgun, engage the bird launcher and then the flying bird. Make the shotgun safe on the rest at Position 1. If the launcher does not engage after the first shot, the shooter has the option to either continue or restart. After the second shot, the shooter is committed to the stage.

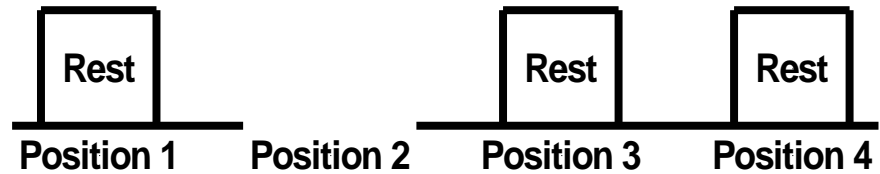
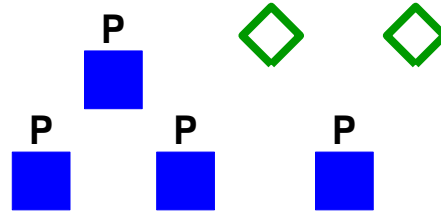
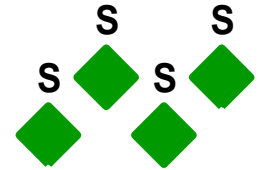
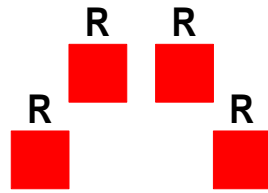
Grab your rifle, and starting on the center target, shoot a 9 round Nevada Sweep in either direction. (Note, sequence should start and end on the center target.) Make the rifle safe on the rest.

Grab your Shotgun, and anywhere between Position 1 and Position 2, take down the remaining two shotgun targets. *Shooter Must Be Stopped When Firing the Shotgun!* Make the shotgun safe on the rest at Position 2.

Grab your Pistol(s) and starting on the center target, shoot a 5 round Nevada Sweep in either direction, and then repeat. First and second pistol sweeps do not have to match.

This Ain't That Hard!

Stage Number 5
Field Number 6
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 4.

Shooter starts at either Position 1, with both hands shoulder high on the door/window frame.

When ready, shooter yells *"This ain't that hard."*

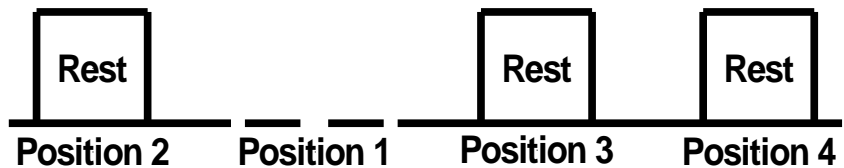
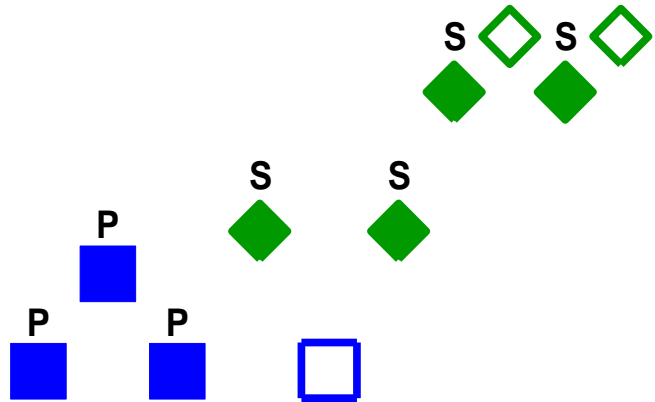
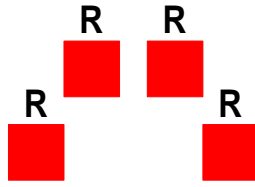
At the Buzzer, Grab Your Rifle, and starting on either end, sweep the first three targets with a 2-1-2 sequence. Then, starting on the other end, sweep the first three targets with a 2-1-2 sequence. At the end there should be 2 rounds on each outside target and 3 rounds on each inside target. Make the rifle safe on the rest at Position 1.

Move to Position 2 and Grab your Pistol(s). Starting on either end, sweep the three targets with a 2-1-2 sequence. Move to Position 3 and dump 5 rounds on the target. Holster and move to Position 4.

Grab your Shotgun, and take down the four shotgun targets in any order, make-ups in any order.

Set'em Up Barkeep!

Stage Number 6
 Field Number 6
 # 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 3.

Shooter starts standing at Position 1, holding Saloon doors closed with both hands.

When ready, shooter says *"Set'em up Barkeep!"*

At the buzzer, Release the Saloon doors, draw your pistol(s), and put 2 rounds on the center target, then 1 round on each outside target, then 2 rounds on the center target, the 1 round on each of the outside targets, then finish with 2 rounds on the center target. Holster your pistols.

Move To Position 2, Grab your rifle, and sweep the targets by putting 2 rounds on either outside target, then one round on each inside target, then 2 rounds on the other outside target, then 1 round on each inside target, and finish with 2 rounds on the first outside target. Make the rifle safe at Position 2.

Move to Position 3 and Grab your shotgun, and take down the 2 shotgun targets in any order, makeups in any order. Makeups must be made from this position.

Taking your shotgun with you, move to Position 4, and take down the 2 shotgun targets in any order, makeups in any order. Makeups must be made from this position.