

The Damascus Wildlife Rangers

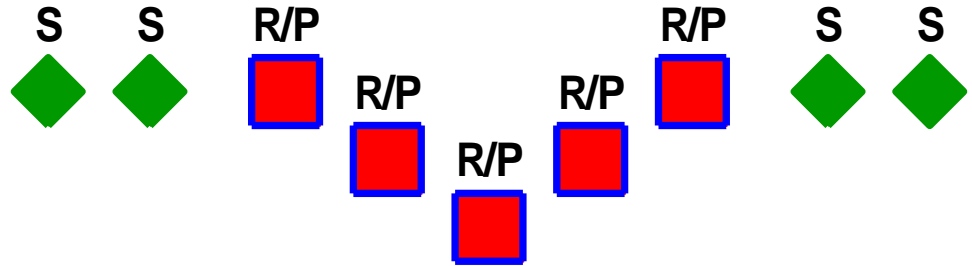
These are the “Tentative” stages for
Saturday, June 11, 2022.

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

Dogmeat Dad

The Man From Down Under!

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



Position 1

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.

Shooter starts standing at Position 1, both hands extended, palms up, pointing at targets.

When ready, (In your best Australian Accent) shooter says *"That's Not A Boomerang!"*

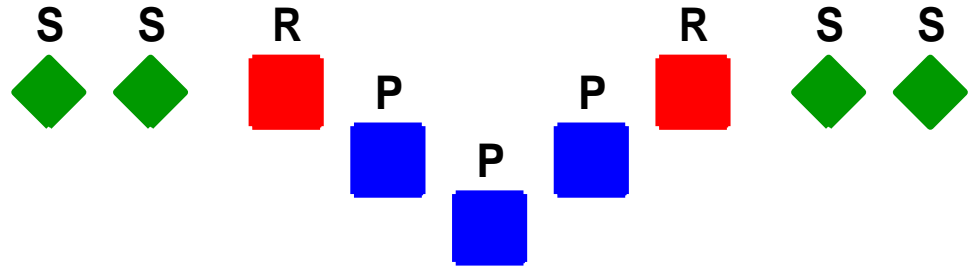
At the buzzer, Draw your Pistol(s), and with your first 5 pistol rounds, sweep the 5 targets from left to right and with your second 5 pistol rounds, sweep the targets from right to left. Note that this will double tap the right target. Holster your pistols.

Grab your Rifle, and with your first 5 rifle rounds, sweep the 5 targets from left to right and with your second 5 rifle rounds, sweep the targets from right to left. Note that this will double tap the right target. Make the rifle safe on the rest.

Grab your Shotgun, and take down the 4 knockdown targets in any order, make-ups in any order. Make the shotgun safe on the rest.

I'll Shoot You Three Last!

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



Position 1

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, both hands touching shotgun, which must remain lying flat on the rest.

When ready, shooter says *"I'll Shoot You Three Last!"*

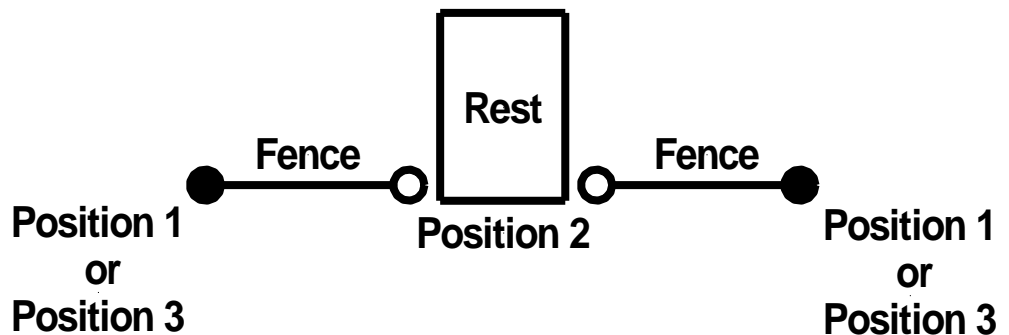
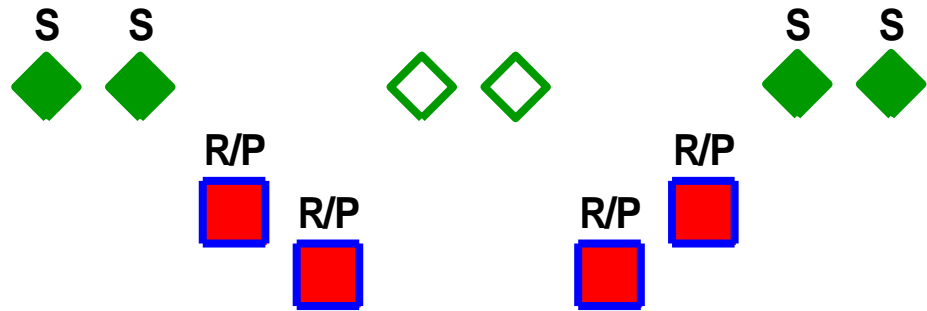
At the buzzer, Grab your Shotgun, and take down the 4 knockdown targets in any order, make-ups in any order. Make the shotgun safe on the rest.

Grab your Rifle, and put 5 rounds on each of the two outside targets in any order. Make the rifle safe on the rest.

Draw your Pistol(s), and place 3 rounds on each of the inner targets and 4 rounds on the middle target, in any order. Holster your pistols.

I've Got Two For Each Of You!

Stage Number 3
 Field Number 5
 # 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 held in both hands, open and empty, at either Position 1.

Gun Order is Shotgun, Rifle/Pistol or Pistol/Rifle, then Shotgun.

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

When ready, shooter says *“I’ve Got Two For Each Of You!”*

At the buzzer, with the Shotgun, take down the 2 knockdown targets in any order, make-ups in any order. The shotgun rounds must pass on the outside of the post. Makeups may be made in any order, but must be made from this position.

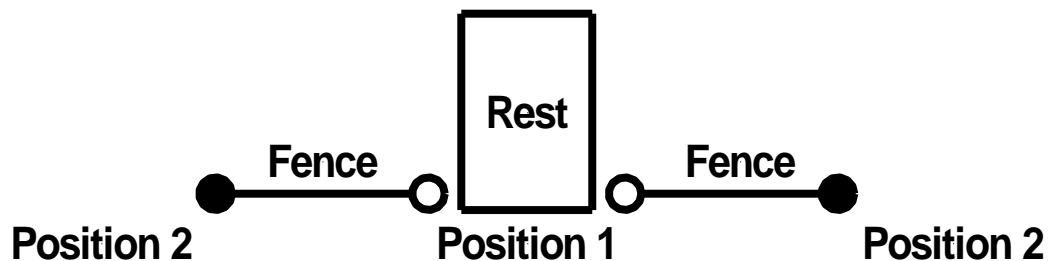
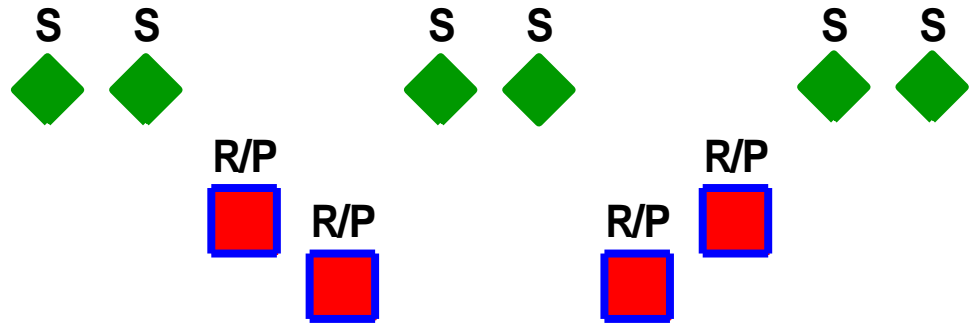
Move to Position 2 and make the shotgun safe on the rest.

From Position 2 and using the Rifle and both Pistols: Engage the four targets with a Continuous, Double Tap, Nevada Sweep for 20 Rounds, starting on either end. Make the rifle safe on the rest and holster your pistols.

Grab your shotgun, Move to Position 3, past the post, and take down the two shotgun targets in front of you. The shotgun rounds must pass on the outside of the post. Makeups may be made in any order.

I've Got Five For Each Of You!

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



Rifle is loaded with 10 rounds staged on the rest at either 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, both hands on Pistol Grips or both hands touching Rifle, which must remain lying flat on the rest.

When ready, shooter says *“I've Got Five For Each Of You!”*

Shooter's Choice of gun order, Rifle/Pistol or Pistol/Rifle, shotgun must be last. At the buzzer...

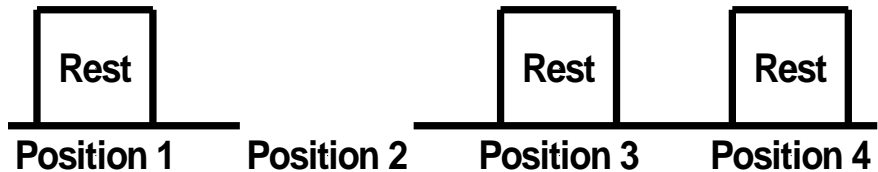
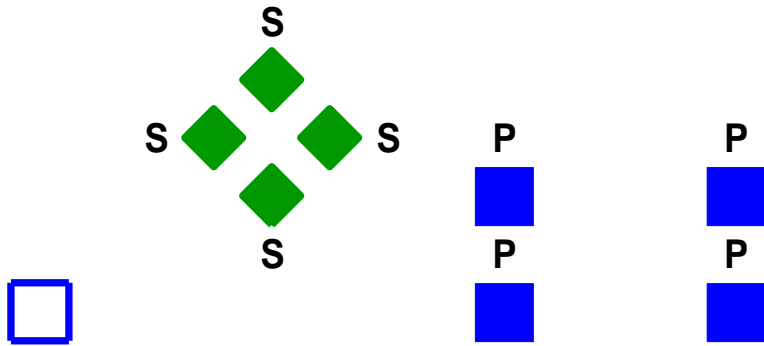
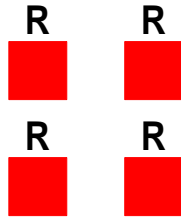
With Rifle: Starting on either end, shoot a Progressive Sweep with 1 round on the first target, 2 rounds on the second target, 3 rounds on the third target, and finish with 4 rounds on the fourth target. Make the rifle safe on the rest at Position 1. *Note: Rifle & Pistol sequences must start on Opposite Ends.*

With Pistols: Starting on either end, shoot a Progressive 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. Holster your pistols. *Note: Rifle & Pistol sequences must start on Opposite Ends.*

Grab your shotgun, and take down the 2 knockdown targets in the center. Taking your shotgun with you **Move to either Position 2**, past the post, and take down the two shotgun targets in front of you. The shotgun rounds must pass on the outside of the post. Makeups must be made from the position where the targets were initially engaged.

You Don't Wanna Be Here!

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



Rifle is loaded with 10 rounds, to be held in both hands 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 rifle shouldered and aiming at the first target.

When ready, shooter says *"You Don't Wanna Be Here!"*

At the buzzer, put 3 rounds on either upper target and 2 rounds on the other upper target, then put 3 rounds on either bottom target and finish with 2 rounds on the other bottom target. Make the rifle safe at Position 1.

Grab your Shotgun, Move to Position 2, and take down the 4 shotgun targets in any order, makeups in any order.

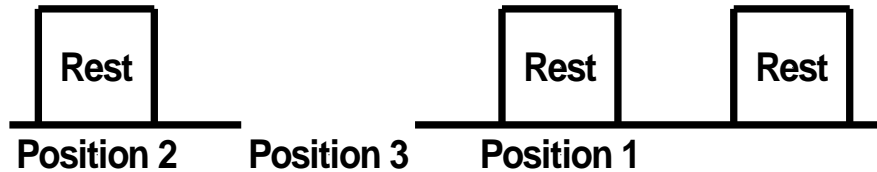
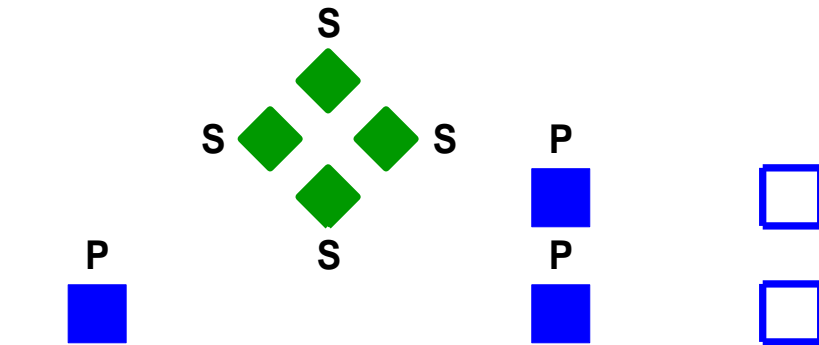
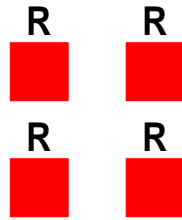
Move to Position 3 and make the shotgun safe on the rest at Position 3.

At Position 3, Draw your Pistol(s), and put 3 rounds on either target and 2 rounds on the other target.

Move to Position 4, and put 3 rounds on either target and 2 rounds on the other target. Holster your pistols.

Damascus Rangers, Don't You Move!

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 2.

Shooter starts standing at Position 1, one hand on a pistol grip and the other hand pointing at the first target.

When ready, shooter says *“Damascus Rangers, Don't You Move!”*

At the Buzzer, Draw your Pistol(s), and starting on either target, alternate for 5 rounds. Holster your pistol. *Note: Gunfighters have the option to either stage their pistols on the rest at Position 2 or shoot Double Duelist on this stage.*

Move to Position 2 and Grab your Rifle. Starting on either side, alternate for 5 rounds on the two left targets and then alternate for 5 rounds on the two right targets, or alternate for 5 rounds on the two right targets and then alternate for 5 rounds on the two left. Make the rifle safe on the rest at Position 2.

From Position 2, with your second 5 pistol rounds, dump 5 rounds into the pistol target in front of you. Holster your pistol(s).

Grab your Shotgun and Move to Position 3, and take down the 4 shotgun targets in front of you in any order, makeups in any order.