

The Damascus Wildlife Rangers

These are the tentative stages for Saturday, August 28, 2010.

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 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.

Chuckaroo =}:-)

Comin' Now

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

Circle **Circle** **Circle** **Circle** **Circle**
R 1, 2, 3 R 4 R 5, 6 R 7 R 8, 9, 10

Popper **Popper** **Popper** **Popper**
S 1 S 2 S 3 S 4

Cowboy

Cowboy **Cowboy** P 5, 6 **Cowboy** **Cowboy**
P 1, 2, 3 P 4 P 7 P 8, 9, 10

Table Wanted Poster **Rest** **Marker**
Shotgun Rifle
① ② ③

If you get this bad guy, you'll be collecting a good bit of cash!

5 rounds loaded in each pistol and holstered with hammer resting on an empty chamber. Shotgun staged on the rest, at position two, action open with at least 4 rounds to be loaded from person. The rifle is loaded with 10 rounds and staged on the rest, at position two, with the hammer on an empty chamber.

Shooter starts at the far left holding the wanted poster, head high, with both hands.

When ready, shooter yells "*This ugly dude is done!*"

At the buzzer, set the poster on the table and per your shooting category, shoot the far left cowboy three times, the inner left cowboy once, the center cowboy twice, the inner right cowboy once and the right cowboy three times. Holster and move to position two.

Pick up your rifle and shoot the far left circle three times, the inner left circle once, the center twice, the inner right circle once, the far right circle three times. Make rifle safe and pick up the shotgun.

With the shotgun shoot the far left poppers from left to right. Make up shots on these two must be made before you move to position three. Move to position three. After stopping, shoot the remaining poppers from left to right. Make ups in any order.

Message Is Comin'

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

Square Square Square Square Square
R 1, 6 R 4, 9 R 2, 7 R 5, 10 R 3, 8

Pest **Pest**
S 1 S 2

Pest **Pest**
S 3 S 4

Square Square Square Square Square
P 1, 6 P 4, 9 P 2, 7 P 5, 10 P 3, 8

Table Code Sender
Shotgun ① Seat

Rest Rifle
②

Message says there is trouble coming soon.

5 rounds loaded in each pistol and holstered with hammer resting on an empty chamber. Shotgun staged on left table, action open, 4 rounds to be loaded from your person. Shotgun targets must fall or be knocked off of the base. Rifle is staged on the rest at position two, loaded with 10 rounds, hammer down on and empty chamber.

Shooter starts seated at the table. One hand on the morse code sender and the other on the table.

When ready, shooter yells "*Trouble is coming soon.*"

At the buzzer, stand up and pick up the shotgun. Shoot the two pest, left to right, until they fall over or off of the base. Take the shotgun, empty with action open, and place it on the rest at position two.

Pick up your rifle and shoot the far left target once, the middle target once, the far right target once, then the inner left target once and then the inner right target once. Then repeat the same sequence. Make rifle safe on the rest.

Draw your pistols, and per your shooting category, shoot the pistol targets in the same order as the rifle targets. Shoot the far left target once, the middle target once, the far right target once, then the inner left target once and then the inner right target once. Then repeat the same sequence. Holster sixguns.

Pick up your shotgun and knock the remaining two pest over or off of their base.

Comin' Or Goin'?

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

Cowboy Cowboy Cowboy Cowboy
R 1, 5, 9 R 3,7 R 4,8 R 2,6, 10

Circle Circle Circle Circle
P 1,5, 9 R 3,7 R 4, 8 R 2, 6, 10

Popper Popper
Popper Popper

Barrel Saddlebags
①

***** ③
Rifle Rest Shotgun Fence
②

Time to get a move on!

5 rounds loaded in each pistol and holstered with hammer resting on an empty chamber. Shotgun staged on the rest at position two. Your rifle is staged on the rest at position two, loaded with 10 rounds, hammer down on an empty chamber.

Shooter starts behind the barrel with a hand on their first holstered pistol (gunfighter on pistols).

When ready, shooter yells, "*I going now.*"

At the buzzer, shoot the pistol targets, starting from the left, outside left, outside right, inside left, inside right, outside left, outside right, inside left, inside right, and finally outside left and outside right. Holster sixguns.

Pick up the saddlebags. Move to position two and place the saddlebags on the ground on either side of the rest. Pick up your rifle and shoot the rifle targets in the same order as your pistols, starting from left, outside left, outside right, inside left, inside right, outside left, outside right, inside left, inside right, and finally outside left and outside right. Make rifle safe on the rest.

Take your shotgun to position 3, (beyond the right fence post) and shoot the poppers in any order.

Adios Or Goin'

Stage Number 4
Field Number 4
Rifle 9
Pistol 10
Shotgun 4

Bubba Jr.

R 1, 3, 5, 7, 9

Square

R 2, 6

Square

R 4, 8

Popper Popper

Popper Popper

Circle

P 1 thru 5

Circle

P 6 thru 10

Boxes Pled Up

Rifle ①

Rest Shotgun

②

Fitting words for a Vaquero good by.

5 rounds loaded in each pistol and holstered with hammers resting on empty chambers. Shotgun staged on the rest at position 2, action open and clear, 4 rounds to be loaded from person. Your rifles held in both hands, loaded with 9 rounds, hammer down on an empty chamber.

Shooter starts standing behind the boxes (unable to see the targets) holding the rifle at port arms.

When ready, shooters yells "*Adios!*"

At the buzzer, step to the side, and starting on the center target, alternate between the center target, to the left target, then the center target and the right target. Repeat until empty. Make the rifle safe on the rest at position 2.

Shooter draws their first pistol and dumps five rounds into the left target and then put five rounds into the far right target. Holster and pick up the shotgun.

Sweep the poppers, from either direction.

Comin' Fer Ya

Stage Number 5
Field Number 5
Rifle 9
Pistol 10
Shotgun 2

Square Square Square
R 1, 2 R 3, 4, 5 R 6, 7, 8, 9

Popper
S 1

Square Square Square Circle
P 1, 2 P 3, 4, 5 P 6, 7, 8, 9 P 10

***** ② ***** ③ ***** ① ***** S 2 On Report
Rifle Shotgun **Clay Thrower**

You have told him you were comin', so go do it.

5 rounds loaded in each pistol and holstered with hammer resting on an empty chamber. Shotgun held pointing at the popper through the right window, 2 rounds loaded on the order of the RO before the buzzer. Rifle staged on the rest in the left window, loaded with 9 rounds, hammer down on an chamber empty.

Shooter starts at the right window and they can have the shotgun pointed at the popper. **JUST PRIOR TO SAYING YOUR LINE, SHOOTER CAN LOAD TWO ROUNDS INTO THEIR SHOTGUN PER THE RO's INSTRUCTION.** Winchester 97 users can load the second round before the buzzer or on the clock, their choice.

When ready, shooter yells, "**Here I am!**"

At the buzzer, shoot the popper. On report of the first shot, the flying bird will be released. Shoot the flying bird. If it is hit, you get a 5 second bonus. There is no make up if you missed the popper. Make shotgun safe on window shelf. There is no miss for a missed flying bird.

Move to the left window and pick up your rifle. Shoot the left target twice, the middle target three times and the far right target four times. Make the rifle safe on the window shelf.

Move to the doorway and per your category, use your sixguns, and shoot the far left target twice, the inner left target three time, the inner right target four times and the far right target once.

Done Goin' And Comin'

Stage Number 5
Field Number 5
Rifle 9
Pistol 10
Shotgun 2

Square Square Square

Three each, any order, no triple taps

Popper			Popper		
S 1			S 2		
Cowboy	Cowboy	Cowboy	Cowboy	Cowboy	Cowboy
# 1	# 2	# 3	# 4	# 5	# 6

Rifle Table Shotgun, Pistols
Chair Die

Talk about a kangaroo court. No jury, just a drunk judge, with half a pair of dice. The witness saw only five bandits, so one is innocent.

5 rounds loaded in each pistol with hammer resting on an empty chamber and staged on the table. Shotgun staged on the table, action open and empty, at least 4 shotgun rounds on your person. Rifle staged on the table with 9 rounds loaded, hammer resting on an empty chamber.

Shooter starts standing at the table with one hand flat on the top, the other holding the die.

When ready, the shooter yells "*The number on the die, is innocent and will NOT die!*" Shooter then rolls the die. (Before the buzzer) and yells out the number.

At the buzzer, pick up the first pistol and sweep the pistol targets left to right skipping the cowboy with the lucky number. Set the pistol back down on the table and pick up the rifle.

Shoot the rifle targets three times each, any order but no triple taps. Make rifle safe.

Pick up the second pistol and repeat the pistol sequence left to right, skipping the innocent cowboy. Put the second pistol back on the table and pick up the shotgun.

Sweep the poppers left to right, make ups allowed in any order.

All guns go back on the table.