

## **The Damascus Wildlife Rangers**

**These are the tentative stages for Saturday,  
August 9, 2025**

**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, for 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.**

# "Say When"

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

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

**Popper Popper Popper Popper**

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

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Shotgun **Platform** Rifle

**Pistols** are loaded with 5 rounds each and holstered.

**Rifle** is loaded with 10 rounds and held at port arms.

**Shotgun** is staged empty, action open, staged anywhere on the platform.

**Shooter starts** standing anywhere on the platform holding the rifle at port arms.

**When ready**, yell "**Say When.**"

**At the buzzer**, With your rifle, place four rounds in the left target, one round in the inner left target, one round in the inner right target and finish with four rounds in the far right target. Make the rifle safe on the rest.

With your shotgun, take down the four poppers in any order. Make the shotgun safe on the rest.

With your sixguns, shoot the pistol targets the same as you did the rifle by placing four rounds in the left target, one round in the inner left target, one round in the inner right target and finish with four rounds in the far right target.

# "Scattergun For You"

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

<b>Square</b>	<b>Square</b>	<b>Square</b>	<b>Square</b>
R 1, 7	R 2, 6, 8	R 3, 5, 9	R 4, 10 (sample)

**Popper Popper Popper Popper**

<b>Circle</b>	<b>Circle</b>	<b>Circle</b>	<b>Circle</b>
(sample) P 1, 7	P 2, 6, 8	P 3, 5, 9	P 4, 10

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Shotgun **Rest** Rifle

**Pistols** are loaded with 5 rounds each and holstered.

**Rifle** is loaded with 10 rounds and staged anywhere on the platform.

**Shotgun** is held at your chosen starting position.

**Shooter starts** standing at anywhere on the platform aiming the shotgun at a target.

***Under the direction of the RO, load two rounds in your shotgun (97's can load one and the other on the clock, optional).***

**When ready, yell "Scattergun For you!"**

**At the buzzer**, shoot any two poppers, make shotgun safe on the rest.

With your rifle, starting on either end, shoot the targets in a continuous Nevada sweep. Make the rifle safe.

Pick up your shotgun and knock down the remaining two poppers. Make the shotgun safe on the rest.

With your pistols, starting on either end, shoot the pistol targets in a continuous Nevada sweep. It does not have to mirror the rifle sequence.

## "Pig Is Back"

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

PIG

Square Square Square

Popper

Popper

Cowboy Cowboy Cowboy

Rest

② Shotgun

Marker

① Rifle

**Pistols** are holstered with 5 rounds each and holstered.

**Rifle** is loaded with 10 rounds is held at port arms at position one.

**Shotgun** is staged empty, action open, on the rest at position two.

**Shooter starts** standing in the marker at position one, rifle held at port arms.

**When ready**, the shooter yells "*I see you Piggy.*"

**At the buzzer**, put three rounds on each square in any order. Place the 10th round in the pig, if you wiggle the tail, it is a 5 second bonus. Nothing if it is a miss, no miss is scored.

Make rifle safe on the rest at position two.

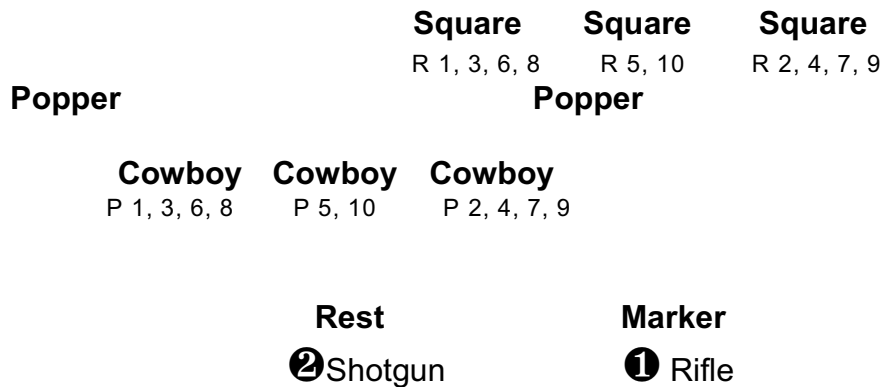
You can shoot your shotgun or revolvers next, shooters choice.

Shotgun down in any order. Pistols are a minimum of three rounds each, 10<sup>th</sup> round on any pistol target.

## "Gallows or Lead"

Stage Number 4  
Field Number 5  
# Rifle 10  
# Pistol 10  
# Shotgun 2

PIG



**Pistols** are holstered with 5 rounds each and holstered.

**Rifle** is loaded with 10 rounds and held at port arms.

**Shotgun** is staged empty, action open, on the rest at position two.

**Shooter starts** standing in the marker at position one, rifle held at the ready.

**When ready**, the shooter yells "***You wanna hang or draw.***"

**At the buzzer**, alternate on the outside two targets for 4 rounds, and place the 5<sup>th</sup> round in the center, then repeat the same sequence for the next 5 rounds. No double taps. Make rifle safe on the rest at position two.

With your shotgun take down the two poppers in any order.

With your handguns shoot the same sequence as the rifle, alternate on the outside two targets for 4 rounds, and place the 5<sup>th</sup> round in the center, then repeat the same sequence for the next 5 rounds. No double taps.

# "You Are In Trouble"

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

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

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

\*\*\*\***Window**\*\*\*\*\***Door**\*\*\*\*\***Window**\*\*\*\*\***Window**\*\*\*\*  
① Rifle, Shotgun ② ③

**Pistols** are holstered with 5 rounds each and holstered.

**Rifle** is loaded with 10 rounds and staged in the left window, at position one.

**Shotgun** is staged empty, in the window at position one.

**Shooter starts** standing at the window, both hands on the window frame at head height.

**When ready**, shooter yells, "***You are in real trouble.***"

**At the buzzer**, with your rifle, place one round in the left circle, then three rounds in the top square and one round in the right circle. Then one round in the left circle, three rounds in the bottom square and finish with the tenth round in the right circle. Make rifle safe and pick up your shotgun.

Through this window, take down the two poppers in front of you, in any order. Take the shotgun to the center window and take down the remaining two poppers in any order. Make shotgun safe in this window or the next window.

Move to the far right window at position three.

With your sixguns, place one round in the left circle, then three rounds in the top square and one round in the right circle. Then one round in the left circle, three rounds in the bottom square and finish with the tenth round in the right circle.

## "Targets May Be Closer Than They Appear"

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

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

**\*\*\*\*Window\*\*\*\*\*Door\*\*\*\*\*Window\*\*\*\*\*Window\*\*\*\***

**③ Rifle                      ② Shotgun            ①**

**Pistols** are holstered with 5 rounds each and holstered.

**Rifle** is loaded with 10 rounds and staged in the left window, at position three.

**Shotgun** is staged empty, in the window at position two.

**Shooter starts** standing at the right window, both hands on their pistol butts.

**When ready, shooter yells, "My, My, My."**

**At the buzzer**, with your pistols, starting on either square, alternate single shots at the squares for five rounds, then, starting on either circle, alternate single shots for five rounds. Move to your shotgun at position 2.

Take down the two poppers in front of you. Move with shotgun to position three.

With your shotgun, in any order, take down the two popper's in front of you. Make shotgun safe and pick up your rifle.

With your rifle, starting on either square, alternate single shots at the squares for five rounds, then, starting on either circle, alternate single shots for five rounds.