

The Damascus Wildlife Rangers

PLAN “A”

**These are the tentative stages for Saturday,
August 8, 2026**

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.

"No More"

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

Platform

① Rifle / Shotgun

②

Pistols are holstered with 5 rounds each and holstered.

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

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

Shooter starts standing at position one holding the rifle at port arms.

When ready, yell “No more negotiations.”

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. Move to position two.

With your sixguns, shoot the 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.

"Don't Blink"

Stage Number 2
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

_____ **Platform**
① Rifle / Shotgun **②**

Pistols are holstered with 5 rounds each and holstered.
Rifle is loaded with 10 rounds and staged on the rest at position 1.
Shotgun is held at position one.

Shooter starts standing at position one, behind the rest, 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 ***"Don't even bat an eye!"***

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. Move to position two.

With your pistols, starting on either end, shoot the pistol targets in a continuous Nevada sweep.

"Your Through"

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 "***You know, your through.***"

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 hit, if you don't wiggle it, you get a miss.

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 in any order, 10th round on any pistol target.

"Your Choice"

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

PIG

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

	Marker
② Shotgun	① Rifle

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 port arms.

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 5th 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 5th round in the center, then repeat the same sequence for the next 5 rounds. No double taps.

"Not So Good"

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 ain't doing too good."

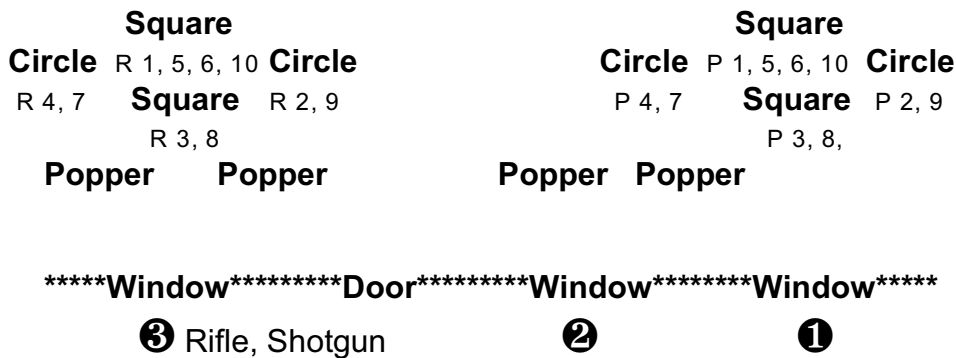
At the buzzer, with your rifle, place one round in the left circle, then three rounds in the top square and one round in the right circle. Then one round in the left circle, three rounds in the bottom square and finish with the tenth round in the right circle. Make rifle safe and pick up your shotgun.

Through this window, take down the two poppers in 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. 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.

"Results May Vary"

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



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 three.

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

When ready, shooter yells, **"Your results may vary."**

At the buzzer, starting on the top square shoot the five targets in a clockwise order ending on the top square. Then, starting again on the top square, shoot the targets in a counter clockwise order, ending on the top square. Move to your shotgun.

With your shotgun take down the two poppers, move to the far left window and make the shotgun safe in the window.

With your rifle, starting on the top square shoot the five targets in a clockwise order ending on the top square. Then, starting again on the top square, shoot the targets in a counter clockwise order, ending on the top square. Make the rifle safe.

Take down the remaining two poppers in any order.

The Damascus Wildlife Rangers

PLAN “B”

**These are the tentative stages for Saturday,
August 8, 2026**

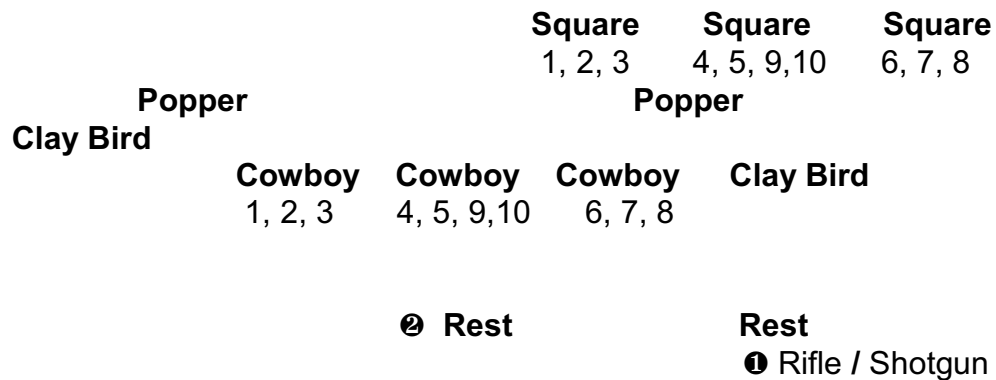
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"Oh No"

Stage Number 1
Field Number 5
Rifle 10
Pistol 10
Shotgun 4

PIG



Pistols are holstered with 5 rounds each and holstered.

Rifle is loaded with 10 rounds is staged on the rest at position one

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

Shooter starts standing in the marker at position one, hands on pistol butts.

When ready, the shooter yells "**Oh No!**"

At the buzzer, with your rifle, put three rounds on the left target two rounds in the center, three rounds on the far right target and finish with two rounds in the center target.
Make rifle safe on the rest.

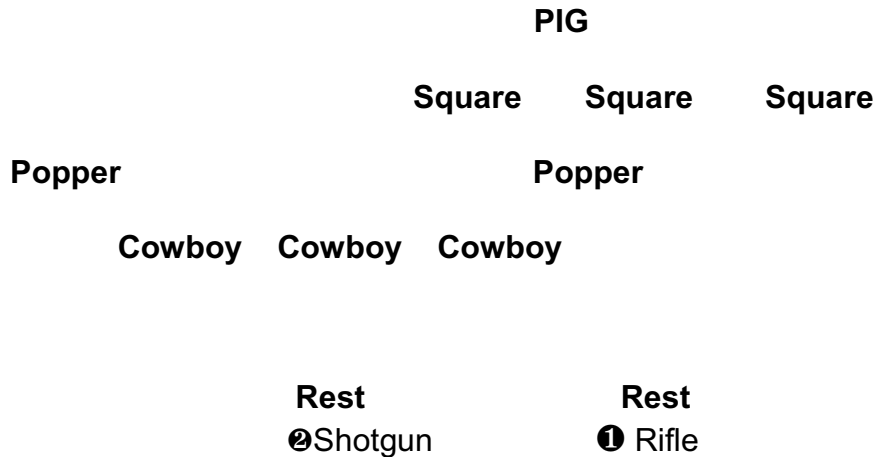
With your shotgun, take down the clay bird and then the popper. Move to position two.

Take down the clay bird and then the popper. Make shotgun safe on the rest.

With your sixguns put three rounds on the left target two rounds in the center, three rounds on the far right target and finish with two rounds in the center target.

"Your Through"

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



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 rest at position one, rifle held at port arms.

When ready, the shooter yells "***Your Through!***"

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. If you don't wiggle it there is no miss or hit.

Make rifle safe on the rest at position one or two.

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

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

"Your Choice"

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

PIG

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

② Shotgun

① Rifle

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 port arms.

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 5th 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 5th round in the center, then repeat the same sequence for the next 5 rounds. No double taps.

"We Shall See"

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

	Square			Square		
Circle		Circle		Circle		Circle
	Square			Square		
Popper		Popper		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 left window, rifle at the ready (in hand pointing at target one).

When ready, shooter yells, "***We shall see.***"

At the buzzer, with your rifle, alternate for five rounds on the circles, then alternate for five rounds on the squares. Make rifle safe and pick up your shotgun.

Through this window, take down the two poppers in any order. Take the shotgun to the center window and take down the remaining two poppers in any order. Make shotgun safe position two or three. Move to the far right window at position three.

With your sixguns, alternate for five rounds on the circles, then alternate for five rounds on the squares.

"Not So Good"

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 left window, both hands on the window frame at head height.

When ready, shooter yells, "***You ain't doing too good.***"

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 any order. Take the shotgun to the center window and take down the remaining two poppers in any order. Make shotgun safe in position two or three. 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.

"Results May Vary"

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

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

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

******Window*****Door*****Window*****Window******

③ Rifle, Shotgun ② 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 three.

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

When ready, shooter yells, "Your results may vary."

At the buzzer, starting on the top square shoot the five targets in a clockwise order ending on the top square. Then, starting again on the top square, shoot the targets in a counter clockwise order, ending on the top square. Move to your shotgun.

With your shotgun take down the two poppers, move to the far left window and make the shotgun safe in the window.

With your rifle, starting on the top square shoot the five targets in a clockwise order ending on the top square. Then, starting again on the top square, shoot the targets in a counter clockwise order, ending on the top square. Make the rifle safe.

Take down the remaining two poppers in any order.