

The Damascus Wildlife Rangers

**These are the tentative stages for
Saturday, September 23, 2017**

**These stages are subject to modifications
due to rainy weather or changes needed
to correct an error or safety problem.**

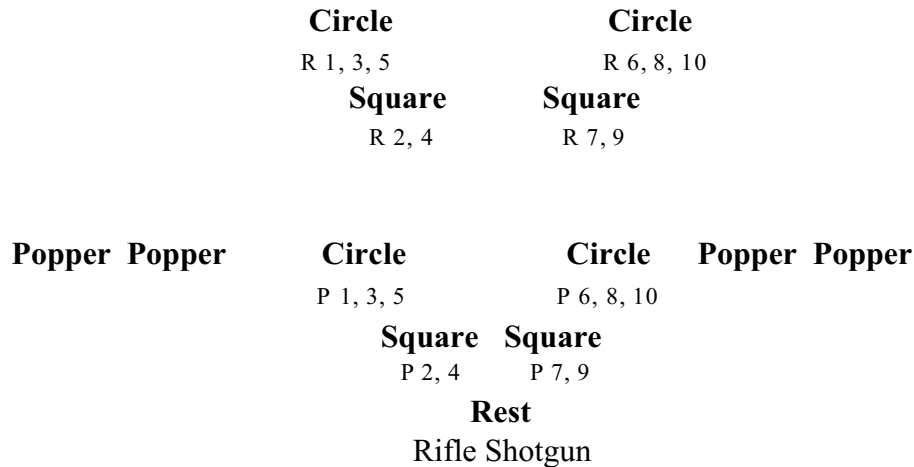
**They are published, as a courtesy, to our
match attendees without the benefit of our
regular posse leader walk through or the
test match by the match director. Safety
modifications can be made as late as the
day of the shoot.**

**The stages however, should remain close
to what is published here.**

Chuckaroo =):)

The Look

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



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

Pistols are holstered with 5 rounds each and hammers resting on empty chambers.

Shotgun is staged empty, action open, on the rest.

Shooter starts standing by the rest, with the rifle held at port arms.

When ready, yell "So that's the look?"

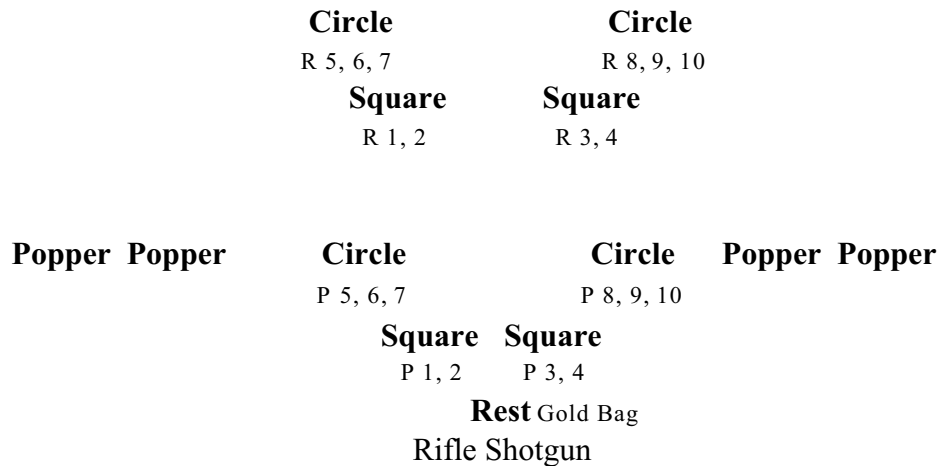
At the buzzer, shoot the rifle targets by starting on the top left circle and alternate the first five rounds between the top left circle and the bottom left square. Then starting on the top right circle, alternate between the top right circle and the bottom right square for the remaining 5 rounds. Make the rifle safe on the rest.

Draw your pistols and shoot the pistol targets by starting on the top left circle and alternate the first five rounds between the top left circle and the bottom left square. Then starting on the top right circle, alternate between the top right circle and the bottom right square for the remaining 5 rounds. Holster.

Pick up the shotgun and shoot the four poppers in any order.

Not My Gold

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



Rifle is loaded with 10 rounds and staged on the rest.

Pistols are holstered with 5 rounds each and hammers resting on empty chambers.

Shotgun is staged empty, action open, on the rest.

Shooter starts standing by the rest, holding the money bag in one hand and the other hand on a pistol butt.

When ready, yell "Not my gold."

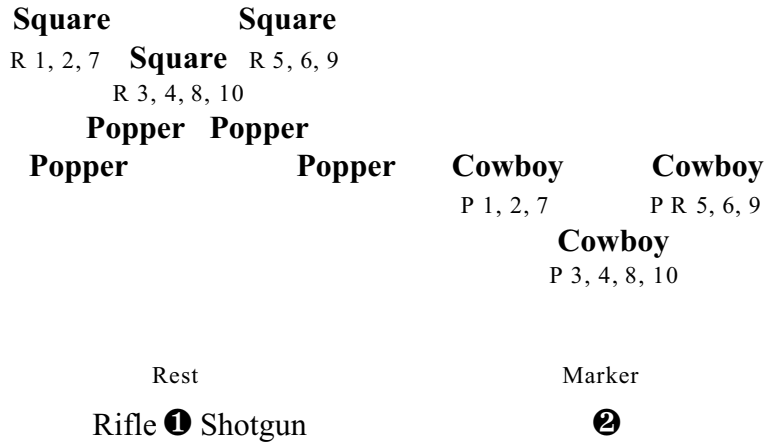
At the buzzer, drop the money bag, and with your shotgun, take down the four poppers in any order. Make shotgun safe on the rest.

With your rifle, shoot the bad guys in the following order, double tap the squares from left to right then triple tap the circles from left to right. Make rifle safe on the rest.

Draw your pistols and shoot the bandits in the following order, double tap the squares from left to right then triple tap the circles from left to right.

How Do You Do

Stage Number 3
Field Number 5
Rifle 10
Pistol 10
Shotgun 4



Rifle, is staged in the rest at position one, loaded with ten rounds, hammer on an empty chamber.

Pistols loaded with 5 rounds each and holstered.

Shotgun, staged in the rest at position one.

Shooter starts at the rest with both hands on their pistol butts.

When ready, shooter yells, "*Why, how do you do.*"

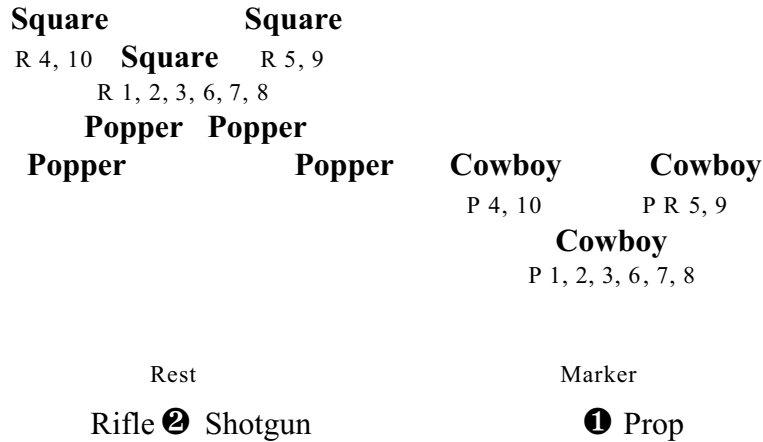
At the buzzer, pick up the rifle and shoot the targets in the following order, double tap from left to right, then single tap from left to right. Finish with the tenth round in the center target. Make the rifle safe and pick up the shotgun.

With your scattergun and shoot the poppers in any order. Make safe and move to position two.

Draw your pistols and shoot the cowboys in the following order, double tap from left to right, then single tap from left to right. Finish with the tenth round in the center target.

My, My, My

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



Rifle, is staged in the rest at position two, loaded with ten rounds, hammer on an empty chamber.
Pistols loaded with 5 rounds each and holstered.
Shotgun, staged on the rest at position two.

Shooter starts at the marker at position one holding the prop with both hands.

When ready, shooter yells, “*My, My, My.*”

At the buzzer, drop the prop and shoot the bad guys in the following order, triple tap the cowboy in the center, then single tap the left cowboy, then single tap the right cowboy. Next, triple tap the center cowboy, then single tap the right cowboy and finish with a round in the left cowboy. Move to position two.

With your rifle, shoot the bad guys in the following order, triple tap the square in the center, then single tap the left square, then single tap the right square. Next, triple tap the center square, then single tap the right square and finish with a round in the left square. Make rifle safe on the rest.

With your shotgun, take down the four poppers in any order.

They Look Friendly

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

Cowboy Cowboy Cowboy

R 6, 7, 8, 9, 10

**Popper Popper
Popper Popper**

Plate Rack

R 1, 2, 3, 4, 5

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

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

Shotgun ③

②

① Rifle

Rifle, is staged in the right window at position one, loaded with ten rounds, hammer on an empty chamber.
Pistols loaded with 5 rounds each and holstered.
Shotgun, staged open and empty in the far left window at position three.

Shooter starts at the far right window, both hands touching their hat brim.

When ready, shooter yells, *“They look friendly?”*

At the buzzer, shoot the five targets on the plate rack then place five rounds in the far right cowboy. Make the rifle safe in this window and move to the doorway. (If more than one target falls, you **MUST** shoot a round anyway before moving to the cowboy).

Draw your pistols and shoot the left cowboy five times then the right cowboy five times. Move to the far left window.

Take down the poppers in any order.

Ahhhhhhhhhhh

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

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

Popper Popper
Popper Popper

Plate Rack

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

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

Rifle, is staged in the center window at position one, loaded with ten rounds, hammer on an empty chamber.

Pistols loaded with 5 rounds each and holstered.

Shotgun, staged open and empty in far left window at position three.

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

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

At the buzzer, from either direction, do a double tap Nevada sweep for ten rounds. Make rifle safe. Move to the doorway.

With your hoglegs, from either direction, do a double tap Nevada sweep. Move to the far left window.

With your scattergun, take down the four poppers in any order.