

The Damascus Wildlife Rangers

**These are the tentative stages for Saturday,
September 22nd, 2018**

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

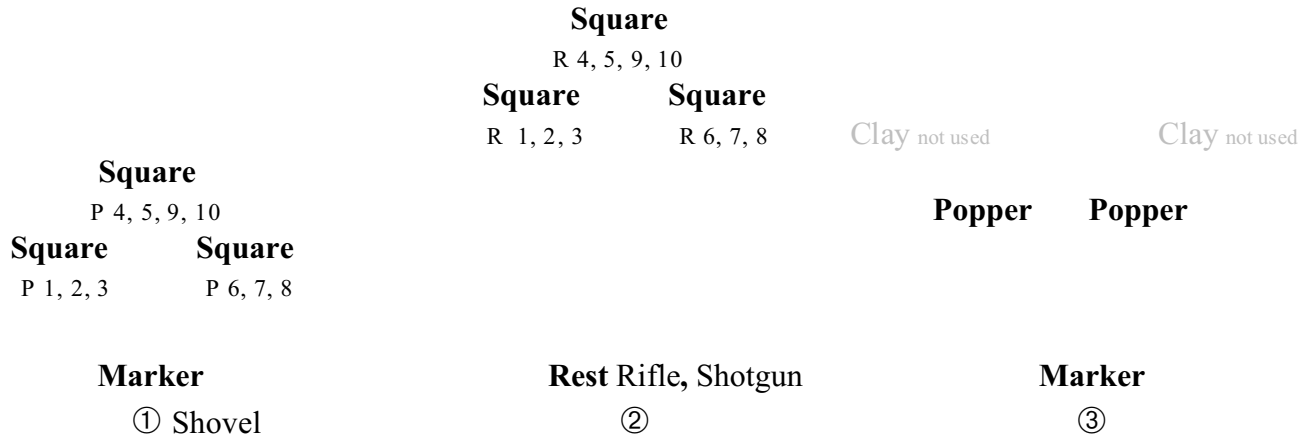
**They are published, as a courtesy, to our
match attendees without the benefit of our
regular posse leader walk through or the
test match by the match director. Safety
modifications can be made as late as the
day of the shoot.**

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

Chuckaroo =):)

TILL THE SOIL

Stage Number 1
Field Number 3
Rifle 10
Pistol 10
Shotgun 2



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

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

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

Shooter starts standing behind the left marker at position 1. Both hands holding the shovel.

When ready, yell *"I hate diggin'."*

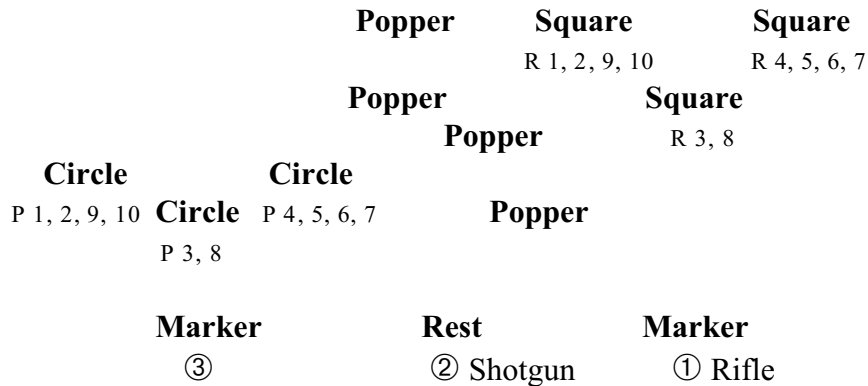
At the buzzer, drop the shovel and draw your pistols per your shooting category. Shoot the left pistol target 3 times and the center target 2 times, then the far right target 3 times and the center 2 more times. Holster and move to position two.

Pick up your rifle and shoot the left rifle target 3 times, the center target 2 times, then the far right target 3 times and the center 2 more times. Make the rifle safe.

Pick up your scattergun and move to position three. Shoot the two poppers until down.

TELL ME WHAT YOU REALLY MEAN

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



Rifle is loaded with 10 rounds and held at position 1.

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

Shotgun is staged empty, action open, on the center rest at position 2.

Shooter starts at the right rest rifle held at the ready. May be shouldered.

When ready, yell "*I'm a waitin'.*"

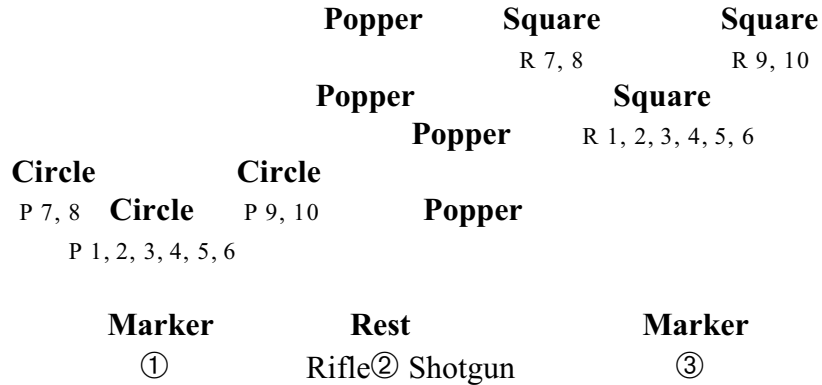
At the buzzer, Place 2 rounds in the left target, 1 round in the center target, 4 rounds in the right target, 1 round in the center target and then two rounds in the far left target. Move to the rest at position 2 and make rifle safe.

With your shotgun knock down the poppers in any order, you must fire a minimum of 4 rounds. Make the shotgun safe on this rest. Move to the far left marker.

Shooting per your category, place 2 rounds in the left target, 1 round in the center target, 4 rounds in the right target, 1 round in the center target and then two rounds in the far left target.

WHAT'S UP

Stage Number 4
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 resting on empty chambers.

Shotgun is staged empty, action open, on the rest at position 2.

Shooter starts at the Marker on the left with both hands touching their hat.

When ready, yell *"What's up with you....."*

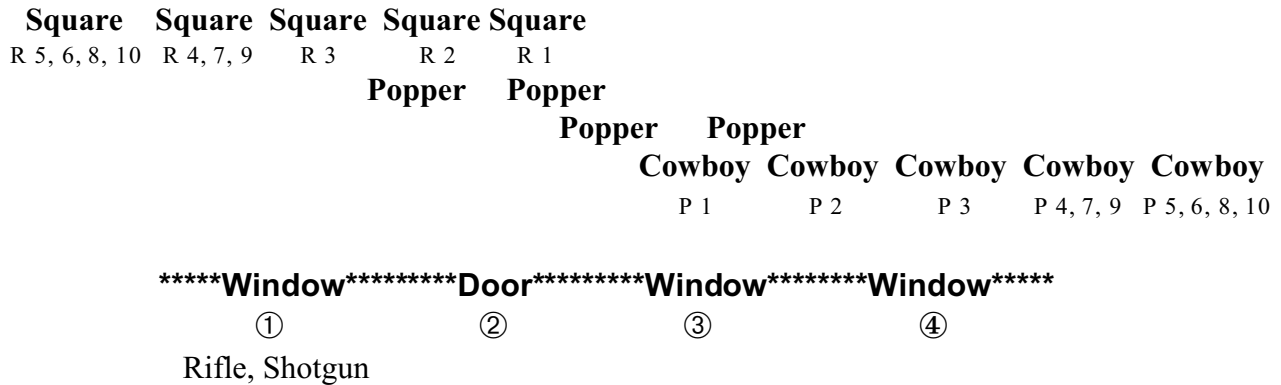
At the buzzer, At the buzzer, shoot the targets in the following order, place 6 rounds in the center target, then double tap the left target and finish with a double tap on the right target. Move to the center rest.

With your shotgun knock down the poppers in any order, you must fire 4 rounds. Make the shotgun safe. Pick up your rifle and move to the right marker at position 3.

With your rifle, shoot the targets in the following order, place 6 rounds in the center target, then double tap the left target and finish with a double tap on the right target.

NO PLAYING AROUND

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



Rifle is loaded with 10 rounds and held at port arms at the far left window.
Pistols are holstered with 5 rounds each, hammers resting on empty chambers.
Shotgun is staged empty, action open, in the far left window.

Shooter starts standing at the far left window, holding the rifle at port arms.

When ready, yell *"Don't mess with me!"*

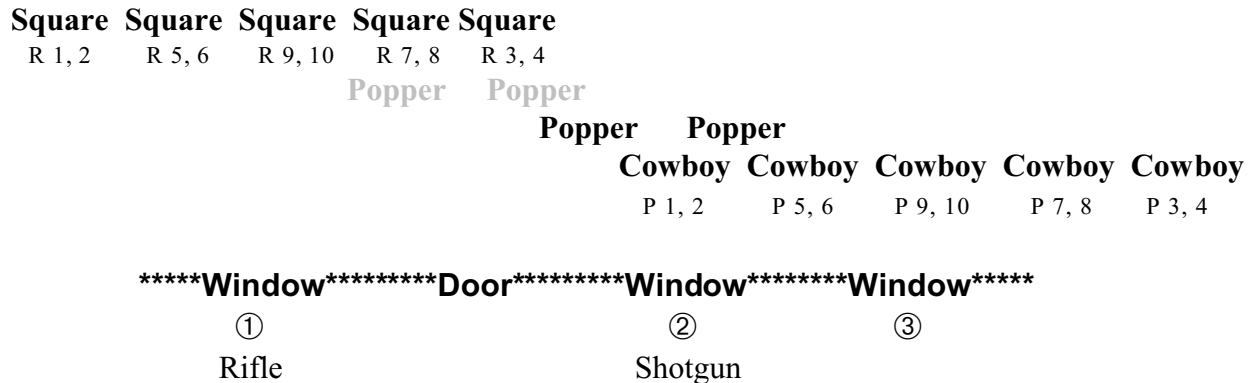
At the buzzer, Sweep the rifle targets from right to left for 5 rounds. Then alternate on the far left two targets (starting on the far left) for the remaining 5 rounds. Make rifle safe on this shelf.

Pick up the shotgun and move to the doorway. Take down the left two poppers, then move to the middle window and take down the right two poppers. Make the shogun safe in this window.

Move to the far right window and with your handguns, per your category, sweep the pistol targets from left to right for 5 rounds. Then alternate on the far right two targets (starting on the far right) for the remaining 5 rounds.

I GOT ONE FOR EACH OF YA

Stage Number 6
 Field Number 6
 # Rifle 10
 # Pistol 10
 # Shotgun 2



Rifle is loaded with 10 rounds and staged in the far left window.
Pistols are holstered with 5 rounds each, hammers resting on empty chambers.
Shotgun is staged empty, action open, in the center window.

Shooter starts standing at the far left window, hands on pistol butts.

When ready, yell "I got one for each of ya!"

At the buzzer, Double tap the far left, then double tap the far right, double tap the inner left and then double tap the inner right, finish with a double tap in the center target. Make rifle safe on this shelf.

Move to the center window. With your shotgun, take down the two poppers. Make the shogun safe in this window.

Move to the far right window and with your handguns, per your category, double tap the far left, then double tap the far right, double tap the inner left and then double tap the inner right, finish with a double tap in the center target.