

## **The Damascus Wildlife Rangers**

**These are the tentative stages for Saturday,  
September 28, 2019.**

**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 =):)**

# WANTED

Stage Number 1  
Field Number 3  
# 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

**Marker**  
**Wanted Poster**  
①

**Rest**  
Shotgun Rifle  
②

**Marker**  
③

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 marker holding the wanted poster, head high, with both hands.

**When ready**, shooter yells "*Wanted for what, being ugly?*"

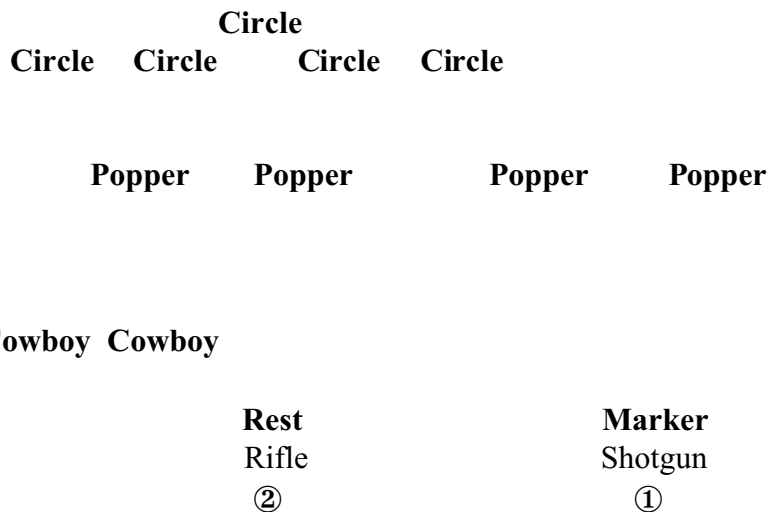
**At the buzzer**, drop the poster and per your shooting category, shoot the far left cowboy three times, the inner left cowboy once, the center cowboy twice, the inner right cowboy once and the far right cowboy three times. Holster and move to position two.

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 on the rest. Pick up your scattergun and shoot the far left poppers in any order. Make up shots on these two must be made before you move to position three.

With the action open and cleared, move to position three. After stopping, shoot the remaining poppers in any order.

# Over The River

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



5 rounds loaded in each pistol and holstered with hammer resting on an empty chamber. Empty shotgun held at port arms at position one. The rifle is loaded with 10 rounds and staged on the rest, at position two.

**Shooter starts** at the far right holding the shotgun at port arms.

**When ready**, shooter yells *"I think a double tap is in order!"*

**At the buzzer**, shoot the two poppers in any order. Move to position two and take down the next two poppers in any order. Make shotgun safe on the rest.

Pick up your rifle and place two rounds on each circle, in any order. Make the rifle safe on the rest and then move to position three.

With your hoglegs, place two rounds on each cowboy, in any order.

# Go for It

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

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

**Popper Popper**  
**Popper Popper**

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

Shotgun ①Marker  
Rest Rifle ②

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

**Shooter starts** at position 1 holding shotgun at port arms.

**When ready**, shooter yells "*Go for you guns.*"

**At the buzzer**, take down the poppers in any order. Make shotgun safe on the rest at position 2.

Pick up your rifle and shoot the rifle targets in the following order, starting on the left, Nevada sweep the first three targets. Then starting on the far right, Nevada sweep the right three targets. Make the rifle safe.

Draw your sixguns and shoot the pistol target in the same order, starting on the left, Nevada sweep the first three targets. Then starting on the far right, Nevada sweep the right three targets.

# No More Mr. Nice Guy

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

**Square Square Square Square Square**

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

**Popper Popper  
Popper Popper**

**Square Square Square Square Square**

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

② **Marker**

**Rest Rifle / Shotgun**

①

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

**Shooter starts** standing at the rest with hands on pistol butts.

**When ready**, shooter yells "*No more Mr. Nice guy.*"

**At the buzzer**, is shooters choice , pistol or rifle first.

Shoot the rifle targets in the following order, starting on the inner left, Nevada sweep the center three targets. Then starting on the far left, sweep all five of the targets from left to right. Make the rifle safe.

Draw your sixguns and starting on the inner left, Nevada sweep the center three targets. Then starting on the far left, sweep the targets from left to right.

Take the shotgun to position 2 and take down the poppers in any order.

# Dash, Dash, Dot, Dot

Stage Number 5  
Field Number 6  
# Rifle 10  
# Pistol 10  
# Shotgun 2

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

**Popper Popper**

Popper

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

Flyer

\*\*\*\*\* Shotgun \*\*\*\*\* Rifle \*\*\*\*\*  
Code Sender ① ② ③

5 rounds loaded in each pistol and holstered with hammer resting on an empty chamber. Shotgun staged in the far left window. Your rifle is staged in center window, loaded with 10 rounds.

**Shooter starts** at the far left window one hand on the window frame and the other on the morse code sender.

**When ready**, shooter yells, *"I don't know morse code!"*

**At the buzzer**, take down the two poppers in any order. Make the shotgun safe in this window. Move to the doorway.

With your sixguns, shoot the targets in this order, starting on the far left, place two rounds on the far left, single tap the next three targets, then double tap the far right target and single tap the next three targets from right to left.

Move to your rifle in the middle window.

Shoot the rifle targets the same as the pistol targets, starting on the far left, place two rounds on the far left, single tap the next three targets, then double tap the far right target and single tap the next three targets.

# Smile At The Birdie

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

**XX**  
**Make Up Clay**

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

**Popper Popper**

**Popper**

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

**“Fly”**  
 Thrower

\*\*\*\*\* Shotgun \*\*\*\*\* Rifle \*\*\*\*\*  
 ① ④ ③ ②

5 rounds loaded in each pistol and holstered with hammer resting on an empty chamber. Shotgun held at the far left window. Your rifle is staged in center window, loaded with 10 rounds.

**Shooter starts** at the far left window holding the shotgun pointed at the target. (On command of the RO, load up to 2 rounds).

**When ready**, shooter yells, *“Look up into the sky, its’ a .....*”

**At the buzzer**, take down the two poppers in any order. Move to the far right window. Take down the popper and when ready, yell “FLY” and the flying bird will be released. If you miss the bird, you can save a clean match by shooting the stationary clay. Make the shotgun safe in this window and move to your rifle.

Shoot the rifle targets in this order, double tap the inner left target then double tap the inner right target, then triple tap the far right target and finish with a triple tap on the far left target. Make the rifle safe in this window. Move to the doorway.

With your pistols, shoot the same sequence as the rifle, double tap the inner left target then double tap the inner right target, next triple tap the far right target and finish with a triple tap on the far left target.