

## The Damascus Wildlife Rangers

These are the tentative stages for  
Saturday, September 12, 2020.

These stages are subject to modification due to inclement weather or changes to correct an error or safety problem.

They are published, as a courtesy, to our match attendees and are posted without the benefit of our regular posse leader walk through. Safety modifications can be made as late as the day of the shoot. The stages however, should remain close to what is published here.

Please Note that we are operating under the **“Masked Marauder Covid-19 Guidelines”** at this match. The match is limited to 45 participants, i.e. three posses of 15 each and preregistration is recommended for this match. Please take a moment and review the Covid-19 Guidelines, included at the end of this document, or by following the link below.

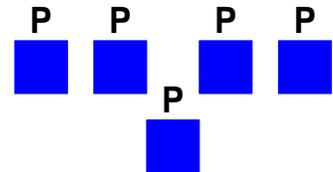
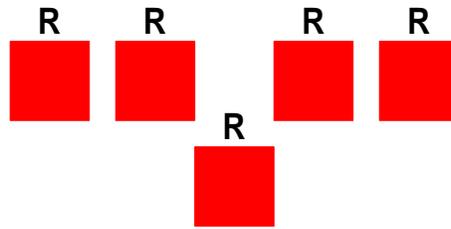
[MaskedMarauderCovid19Guidelines](#)

Thanks and hope to see you at the match!

Dogmeat Dad

# Don't Come Any Closer!

Stage Number 1  
 Field Number 3  
 # 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 down on empty chambers.

**Shotgun** is staged open and empty on the rest at Position 2.

**Shooter starts** standing at Position 1, cupping both hands around their mouth like a megaphone.

**When ready**, shooter yells "*Don't Come Any Closer!*"

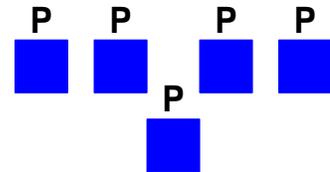
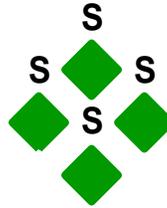
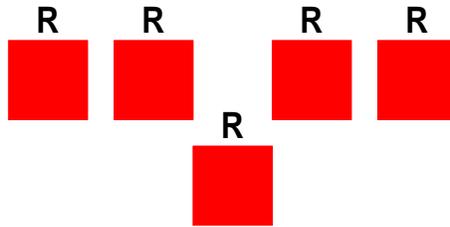
**At the buzzer**, draw your pistol(s) and, using the three inner targets, perform a 5 round Nevada Sweep starting on either of the two upper targets. Then, starting on either outside target, sweep all five targets with 1 round each. Holster your pistols.

**Move to Position 2**, and grab your rifle and repeat the pistol instructions with your rifle. Using the three inner targets, perform a 5 round Nevada Sweep starting on either of the two upper targets. Then, starting on either outside target, sweep all five targets with 1 round each. The rifle and pistol sequences do not have to match. Make the rifle safe on the rest and grab the shotgun.

**Taking the shotgun with you, Move to Position 3**, and take down the 4 shotgun targets in any order. Make ups can be made in any order.

# I Can't See With This Mask On!

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



**Rifle** is loaded with 10 rounds and staged on the rest at Position 1.

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

**Shotgun** is staged open and empty on the rest at Position 1.

**Shooter starts** standing at Position 1, both hands shielding eyes from sun.

**When ready**, shooter says *"I Can't See with this Mask On!"*

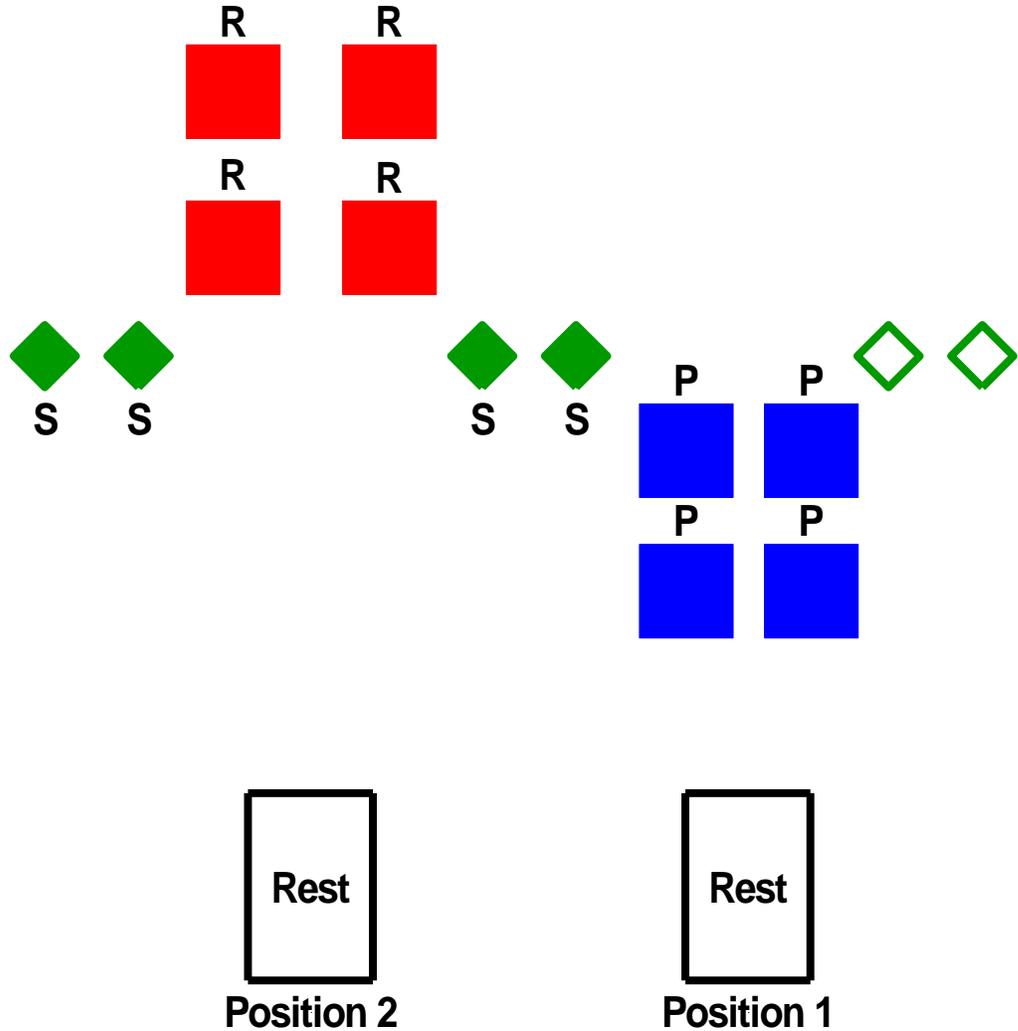
**At the buzzer**, grab your rifle and, starting on either end, sweep the five targets with a 1-2-4-2-1 sweep. Make the rifle safe on the rest at Position 1 and grab the shotgun.

**Taking the shotgun with you, Move to Position 2**, and take down the 4 shotgun targets in any order. Make ups can be made in any order.

**Taking the shotgun with you, Move to Position 3**, and make the shotgun safe on the rest. Draw your pistol(s) repeat the rifle instructions with your pistols. Starting on either end, sweep the five pistol targets with a 1-2-4-2-1 sweep. The rifle and pistol sequences do not have to match.

# Dang-it, My Nose Itches!

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



**Rifle** is loaded with 10 rounds and staged on the rest at Position 1

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

**Shotgun** is staged open and empty on the rest at Position 1.

**Shooter starts** standing at Position 1, with both trigger fingers touching their mask over their nose.

**When ready**, shooter says "*Dang-it, my nose itches!*"

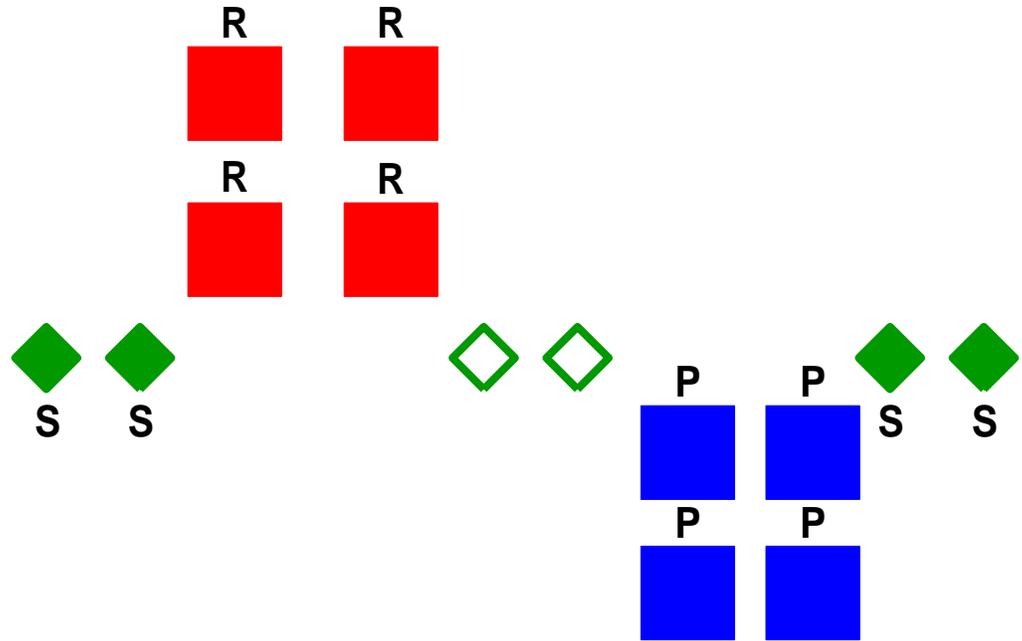
**At the buzzer**, draw your pistol(s) and place 3 rounds in each upper target and 2 rounds in each lower target in any order. Holster your pistols.

**Move to Position 2** and grab your rifle. Repeat the pistol instructions with the rifle by placing 3 rounds in each upper target and 2 rounds in each lower target, in any order. The rifle and pistol sequences do not have to match. Make the rifle safe on the rest.

**Grab your shotgun**, and take down the 4 shotgun targets in any order, make-ups in any order.

# Identify Yourself You Masked Varmint!

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



Position 1



Position 2

**Rifle** is loaded with 10 rounds, held in both hands at Position 1.

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

**Shotgun** is staged open and empty on the rest at Position 1.

**Shooter starts** standing at Position 1, with the rifle pointed at the first target.

**When ready**, shooter yells *"Identify yourself you masked varmint!"*

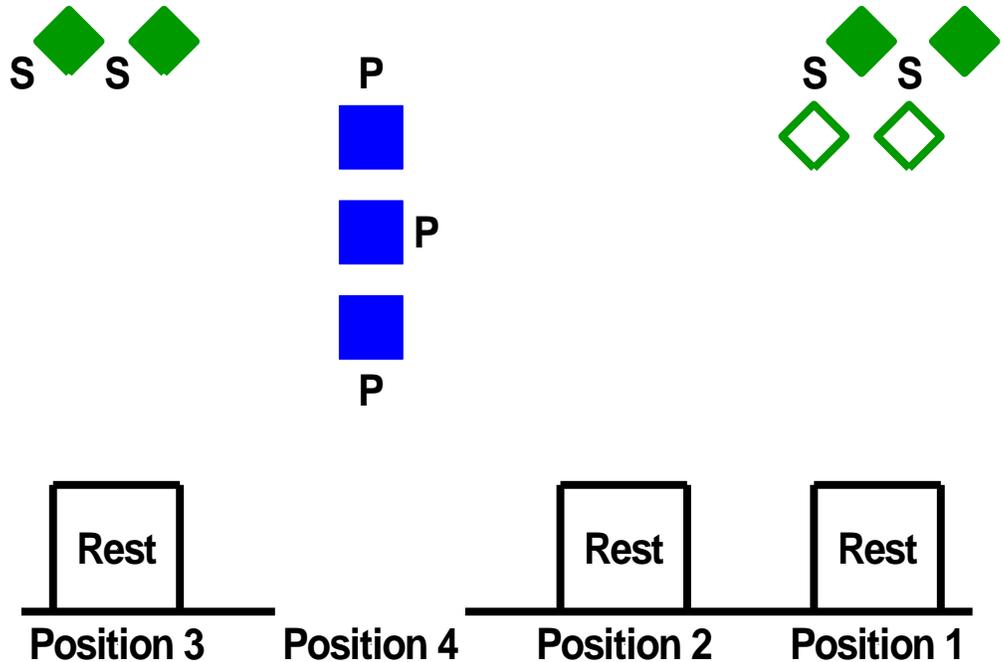
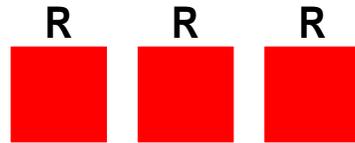
**At the buzzer**, starting with any target and moving in a clockwise direction, place 1 round in the first target, 2 rounds in the second target, 3 rounds in the third target, and 4 rounds in the fourth target. Make the rifle safe on the rest. **Grab your Shotgun** and knock down the 2 shotgun targets in any order.

**Taking the shotgun with you, Move to Position 2**, and knock down the 2 shotgun targets in any order. Make the shotgun safe on the rest.

**Draw your pistol(s)** and repeat the rifle sequence with the pistols. Starting with any target and moving in a clockwise direction, place 1 round in the first target, 2 rounds in the second target, 3 rounds in the third target, and 4 rounds in the fourth target.

# Who The Heck Are You?

Stage Number 5  
Field Number 6  
# 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 down on empty chambers.

**Shotgun** is held, open and empty, in both hands at Position 1.

**Shooter starts** standing at Position 1, holding the shotgun with both hands, open and empty.

**When ready**, shooter yells *"Who the heck are You!"*

**At the buzzer**, knock down the two shotgun targets in front of you in any order. Make ups must be made from this position. Taking the shotgun with you, move to Position 2 and make the shotgun safe on the rest.

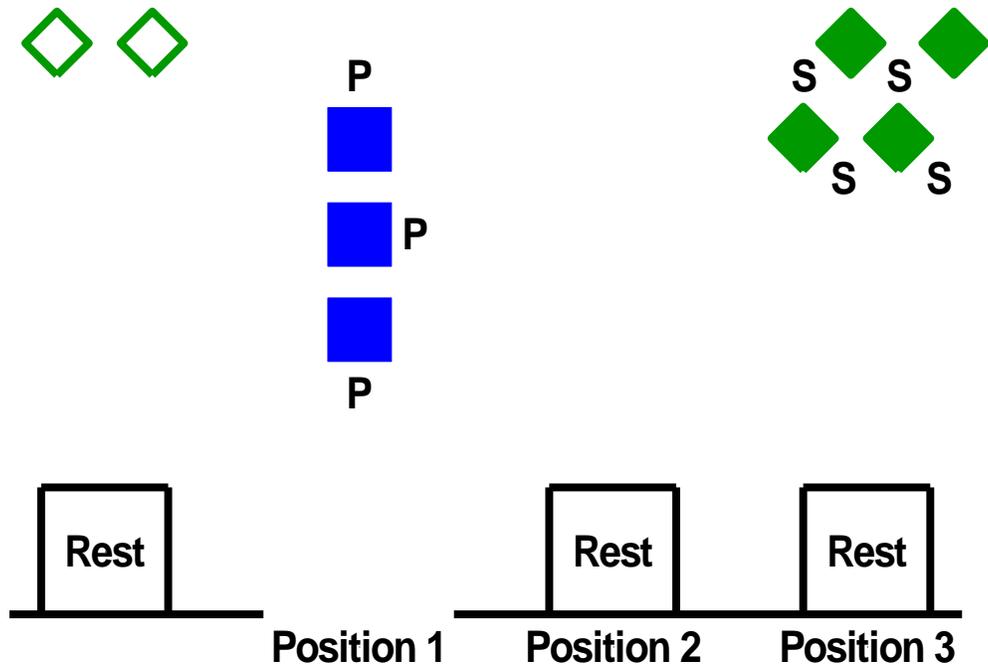
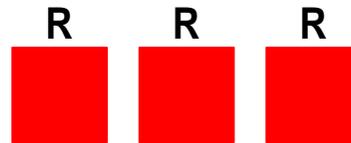
**At Position 2**, pick up the rifle and place 3 rounds on the center target, then place 1 round on each of the two outside targets, and then repeat. The two 5 round rifle sweeps to not have to match. Make the rifle safe on the rest at Position 2 and grab your shotgun.

**Taking the shotgun with you, Move to Position 3** and knock down the two shotgun targets in front of you in any order. Make the shotgun safe on the rest at Position 3.

**Move to Position 4** and draw your pistol(s). Place 3 rounds on the center target, then place 1 round each on the upper and lower targets, and then repeat. The two 5 round pistol sweeps to not have to match, nor do they have to match the rifle sequence.

# Guess Who?

Stage Number 6  
 Field Number 6  
 # 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 down on empty chambers.

**Shotgun** is staged open and empty on the rest at Position 3.

**Shooter starts** standing at Position 1, with one hand on each pistol grip.

**When ready**, shooter says *"Guess Who?"*

**At the buzzer**, draw your pistol(s) and place 2 rounds in either the top or bottom target, then 1 round in the center target, then 2 rounds in the last target, then repeat. You **Must** start on the same target for both 5 round sweeps. Holster your pistols.

**Move To Position 2** and grab your rifle. Place 2 rounds in either the left or right target, then 1 round in the center target, then 2 rounds in the last target, then repeat. You **Must** start on the same target for both 5 round sweeps. Make your rifle safe at Position 2.

**Move To Position 3** and grab your shotgun. Knock down the 4 shotgun targets in any order. Make ups can be made in any order.

## The Damascus Wildlife Rangers “Masked Marauder” Match Rules

No doubt that everyone is sick and tired of dealing with the whole Corona Virus situation and chomping at the bit to get on with life and get back to Cowboy Shooting. Several clubs in the area have restarted their matches, Thurmont Rangers and the Jefferson Outlaws come to mind, and there may be others of which I am not aware.

As of 5:00pm on Friday, 09/04/2020, Governor Hogan authorized the State to move to Phase 3, further increasing the number of allowed activities and the size of gatherings. However, being located in Montgomery County, MD, the Wildlife Achievement Chapter of the Izaak Walton League and the Damascus Wildlife Ranges must adhere to the requirements put in place by County Executive Marc Elrich and the County Council which have chosen to, shall we say, err on the side of caution and remain at Phase 2 with “promises” to reevaluate the rules on a case by case basis.

Based on all of the available information at this time, we have come to the conclusion that we can begin to again hold monthly matches at Damascus, albeit with some restrictions. Doing our best to operate within the restrictions that presently exist in our County, we have created the “Masked Marauder” match guidelines/restrictions and they are listed below. Nothing too onerous, but by adhering to these rules, we can hold matches at Damascus.

We will continue to evaluate these “Masked Marauder” match guidelines and will modify them as appropriate to meet the ever changing requirements put forth in the various regulations established by the County Executive and Governor Hogan. Someday, in the not too distant future, I hope that we can all return to some semblance of normalcy.

Lastly, I know we are all a close knit bunch of longtime friends and acquaintances, prone to spontaneous hugs and handshakes, but ***Please Maintain Appropriate Social Distancing.***

Stay Safe, Stay Healthy, and I hope to see you on the Range!

Dogmeat Dad

## The Damascus Wildlife Rangers “Masked Marauder” Match Rules

1. The Match will be limited to 45 persons, or three Poses of 15 persons each.
2. We ask that you Pre-Register for the match by email ***no later than High Noon on Friday***, the day before the match so we can plan appropriately.
3. We have setup an email just for that purpose, [DamascusWildlifeRangers@gmail.com](mailto:DamascusWildlifeRangers@gmail.com). Simply state “**I’m In**” and include your **Alias, SASS #, Category, and Posse Requests**.
4. Although we will accept walk-in’s, once we hit our maximum, we will not be able to accept your registration and you will be asked to leave the premises.
5. **Face Masks that cover both Nose and Mouth must be worn at all times** while on the property. The only two exceptions are **When You Are The Shooter on The Line** and while you are in your vehicle.
6. Upon arrival, enter the building and go to the registration counter, **A Mask Is Required**, pay your entry fee, then go directly to the range. Please do not loiter in or around the building.
7. Please note that although the Port-a-Pots will be available for use on the range, **The Club House And It’s Restrooms Will Be Closed To All shooters!** Plan accordingly!
8. Match fee is \$5.00 for Damascus Wildlife Ranger’s members and \$10.00 for all guests. **Please bring exact change if at all possible.**
9. The Match will consist of 6 stages, two stages on each of the three bays. **We will shoot straight through all 6 stages.**
10. Scores **will not** be read at the end of the match. However, they will be posted online the evening of the match.
11. **Please Note: There Will Be No Food Or Drink Available At The Match!** If you want or require something to eat or drink, you will need to bring it with you to the match.
12. We will have Hand Sanitizer at each shooting bay and its frequent use by all persons is highly recommended. Please bring your own if you have some available.
13. Brass Pickup will be allowed, but must be done using pickup tools.
14. Try to limit the number of Timer Operators to two per posse. Please be conscientious of others when handing off the timer and use hand sanitizer before and after use of the timer. The same applies for Score Keepers, use Hand Sanitizer and limit the number to two.
15. While it should go without saying, Do Not Handle anyone’s guns but your own! Please do not expedite guns to the unloading table for anyone except a family member.
16. In lieu of spotting sticks, each shooter will be given a Red Spotters Card for use when spotting; no spotting sticks will be used. The card can be disposed of after the match.

Lastly, I know we are all a close knit bunch of longtime friends and acquaintances, prone to spontaneous hugs and handshakes, but **Please Maintain Appropriate Social Distancing.**

- ✓ **No more than two (2) at the loading table at a time.**
- ✓ **No more than two (2) at the unloading table at a time.**

Stay Safe, Stay Healthy, and I will see you on the Range!

Dogmeat Dad