

The Damascus Wildlife Rangers

Saturday, October 10, 2026

Welcome to the October 10, 2026
Match of the **29th Season** of the
Damascus Wildlife Rangers.

The Stages for the October match are shown on the following pages. In recognition of All Hallows Eve, the stages take their movie references from some of those old, campy, horror movies that also just happen to be Westerns, and Pumpkins, who can forget Pumpkins!

Due to schedule conflicts the **Boy Scouts Will Not Be In Attendance** to serve lunch after the match. However, we will still gather in the clubhouse after the match to read the scores and have some **Pumpkin Pie!** Please Join Us!

As usual, these stages are subject to modification due to worsening weather conditions or changes necessary to correct an error or safety problem.

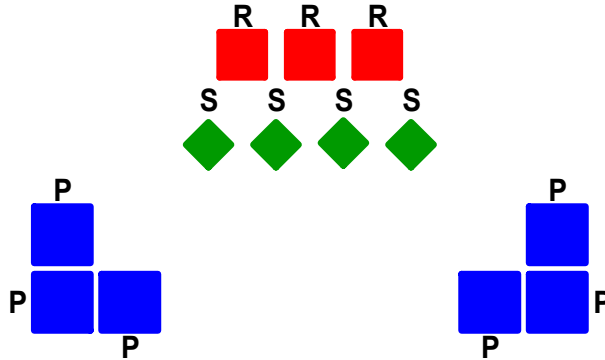
See You There!

Dogmeat Dad

Haunted Gold (1932)

Starring John Wayne, Sheila Terry, Harry Woods, and *Duke The Wonder Horse!*

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



Rest		Rest		Rest
Position 1 or Position 3		Position 2		Position 3 or Position 1

Rifle is loaded with 10 rounds; hammer down on empty chamber 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.

Gun Order: Rifle Not Last.

Shooter starts standing at either Position 1 or Position 3, both hands on Pistol Grips.

When ready, shooter says *“Dead men can't tell us anything!”*

At the buzzer...

With Pistol(s) from Position 1: With your first 5 pistol rounds, place 3 rounds on the bottom corner target, then place 1 round on each of the other two targets. Holster your pistol. (Gunfighters may either shoot Position 3 next or safely stage their pistols at Position 2 for later use.)

With Pistol(s) from Position 3: With your second 5 pistol rounds, place 3 rounds on the bottom corner target, then place 1 round on each of the other two targets. Holster your pistol(s).

With Rifle from Position 2: With your first 5 rifle rounds, place 3 rounds on the center target, then place 1 round on each of the other two targets. Repeat with your second 5 rifle rounds, placing 3 rounds on the center target, then place 1 round on each of the other two targets. Make the rifle safe on the rest.

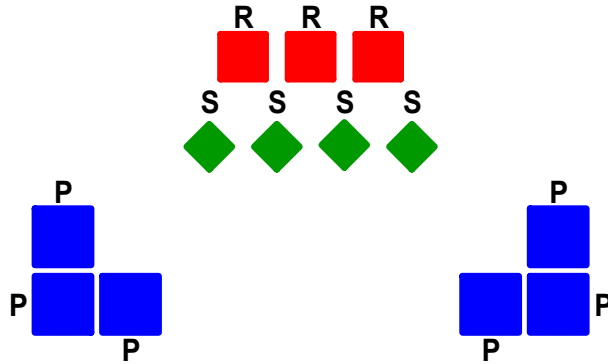
With Shotgun from Position 2: Take down the 4 knockdown targets in any order, make-ups in any order. Make the shotgun safe on the rest.

Note: Shooter will use Both Pistol Positions. Pistols may be shot back to back or split.

Billie The Kid Verses Dracula (1966)

Starring John Carradine, Chuck Courtney, Melinda Casey, Virginia Christine

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



Rest		Rest		Rest
Position 2		Position 1		Position 2

Rifle is loaded with 10 rounds; hammer down on empty chamber 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.

Gun Order: Pistols Last

Shooter starts standing at Position 1, one hand touching rifle, other hand touching Shotgun Ammo. Rifle must remain flat on the rest and ammo must remain in belt.

When ready, shooter says *“It was the work of a Vampire!”*

At the buzzer...

With Rifle: Starting on either end, sweep the three targets with 3 rounds on the first target, 4 rounds on the middle target, and finish with 3 rounds on the final target. Make the rifle safe on the rest.

With Shotgun: Take down the 4 knockdown targets in any order, make-ups in any order. Make the shotgun safe on the rest.

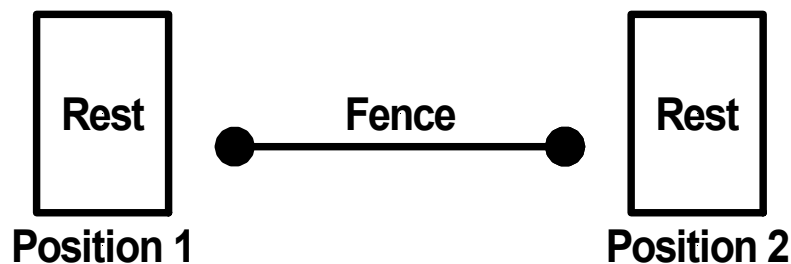
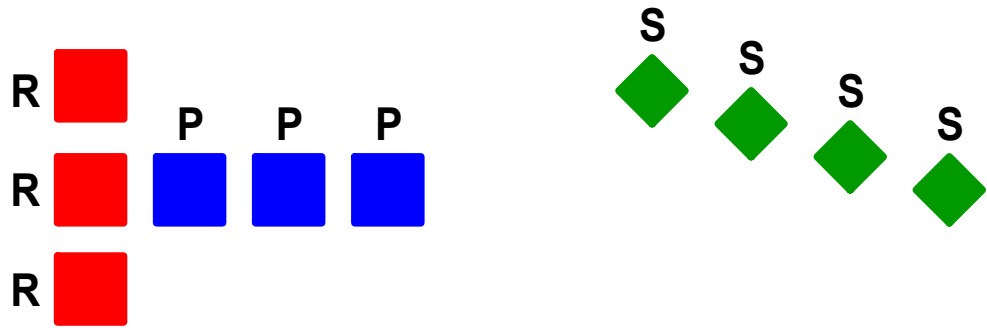
With Pistols: Starting on either the top or inside target, sweep the three targets with 3 rounds on the first target, 4 rounds on the middle/corner target, and finish with 3 rounds on the final target. Holster your pistols.

Note: Shooter will only use One Pistol Position.

Dances With Werewolves! (2027?)

I have no idea who will star in this movie, it's in production, but the title was too good to pass up!

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



Rifle is loaded with 10 rounds; hammer down on empty chamber staged 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 2.

Gun Order: Shotgun Last

Shooter starts standing at Position 1, with hands at sides in SASS Default position.

When ready, shooter says ***"I've Got Silver Bullets!"***

At the buzzer...

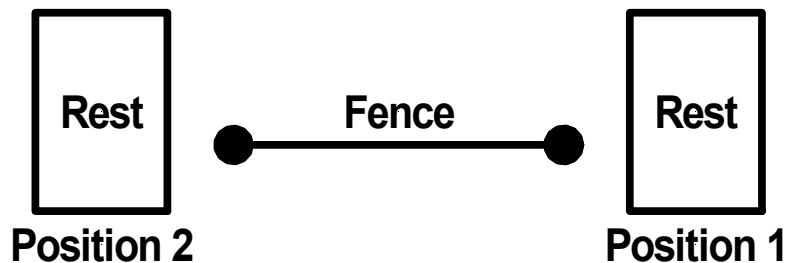
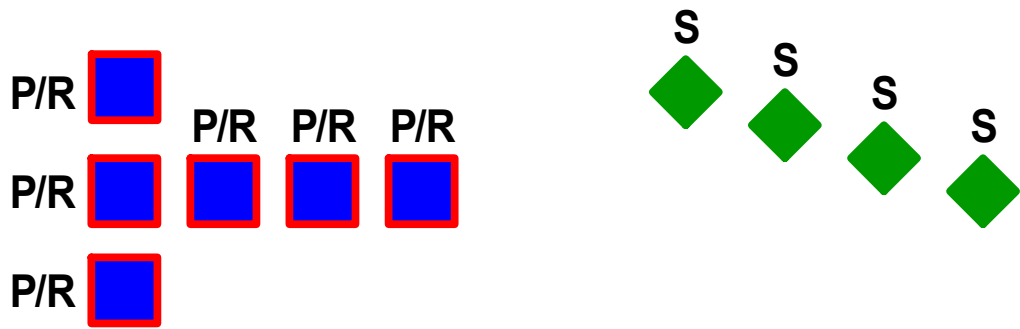
With Your Rifle: Using the three vertical rifle targets, and starting on either the Top or Bottom target, shoot a 10 round Nevada Sweep double tapping the center target each time. Make the rifle safe the rest.

With Your Pistol(s): Using the three horizontal pistol targets, repeat the rifle instructions, starting on either end, shoot a 10 round Nevada Sweep double tapping the center target each time. Holster your pistols.

Move to Position 2 and Grab Your Shotgun: Take down the 4 knockdown targets in any order, make-ups in any order. Make the shotgun safe on the rest.

What Varmint Ate My Pumpkin Pie?

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



Rifle is loaded with 10 rounds; hammer down on empty chamber staged 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 1.

Gun Order: Shotgun, Rifle, Pistols

Shooter starts standing at Position 1, holding the empty Pie Tin in both hands.

When ready, shooter says *“That Varmint Ate My Pumpkin Pie!”*

At the buzzer...Drop The Pie Tin...

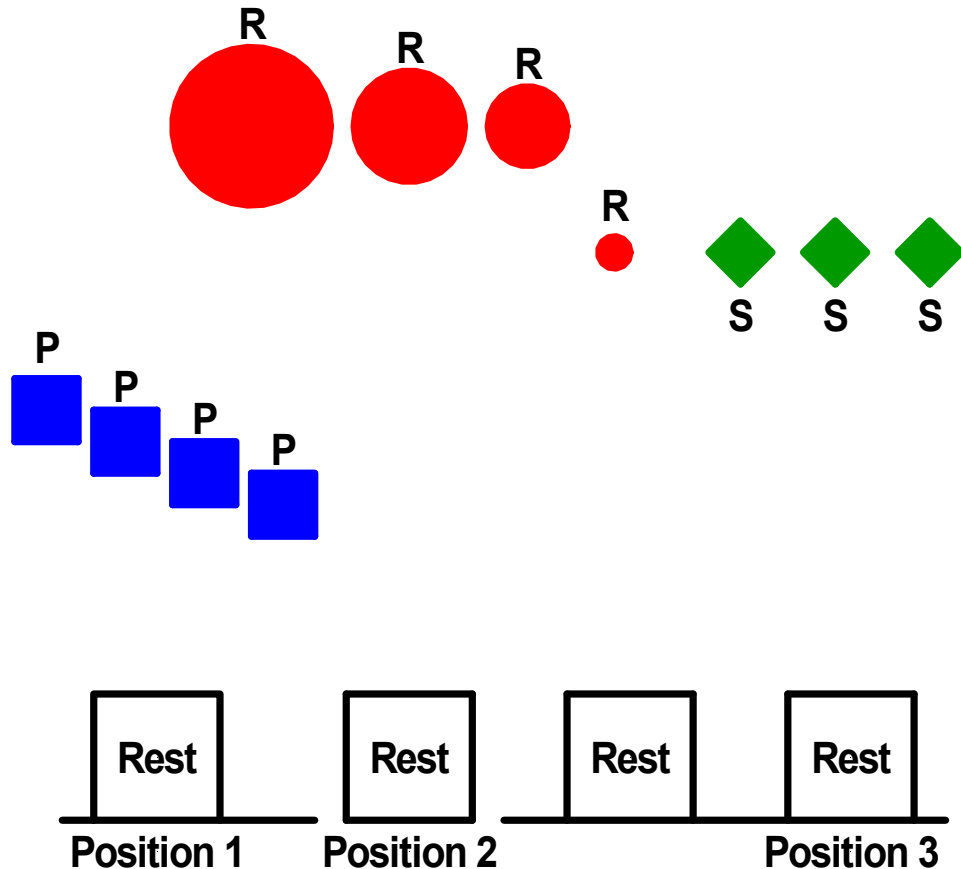
Grab You Shotgun: Anywhere between Position 1 and Position 2, take down the 4 knockdown targets in in any order, make-ups in any order. **Shooter Must Be Completely Stopped Whenever The Action Is Closed On A Live Round.** Make the shotgun safe on the rest at either Position 1 or Position 2.

Grab Your Rifle: Using the three vertical targets on the left, and starting on either the Top or the Bottom target, sweep the three targets with 2 rounds on the first target, 3 rounds on the middle target, then 2 rounds on the last target. Then sweep the three horizontal targets on the right with 1 round each. Make the rifle safe on the rest.

With Your Pistols: Using the three horizontal targets on the right, and starting on the far right target, sweep the three targets with 2 rounds on the first target, 3 rounds on the middle target, then 2 rounds on the last target. Then sweep the three vertical targets with 1 round each from either direction. Holster your pistols.

It's The Great Pumpkin!

Stage Number 5
Field Number 6
Rifle 10
Pistol 10
Shotgun 3+



Rifle is loaded with 10 rounds; hammer down on empty chamber staged on 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.

Gun Order: Pistols, Rifle, Shotgun.

Shooter starts standing at Position 1, one hand pointing at the big rifle target, their other hand at their side.

When ready, shooter says *"It's The Great Pumpkin!"*

At the buzzer...

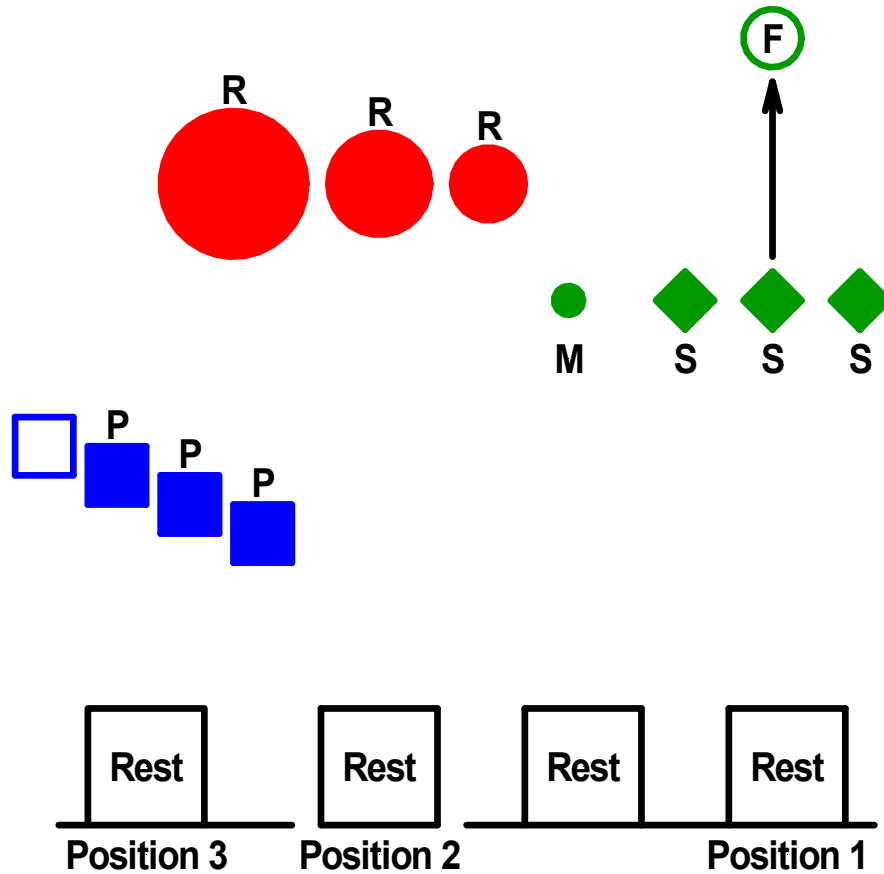
With Pistols: Starting on the left target, shoot a regressive sweep with 4 rounds on the first target, 3 rounds on the next target, 2 rounds on the next target, and finish with 1 round on the far right target for a 4-3-2-1 sweep. Holster your pistols.

Move to Position 2 and grab your Rifle: Repeat the Pistol instructions by starting on the left target, and shooting a regressive sweep with 4 rounds on the first target, 3 rounds on the next target, 2 rounds on the next target, and finish with 1 round on the far right target, the "Bird" for a 4-3-2-1 sweep. Make the rifle safe. If the shooter missed the bird, they will have a chance to make it up with the shotgun.

Move to Position 3 and grab your Shotgun: Take down the 3 knockdown targets in any order, make-ups in any order. After all 3 of the knockdown targets have fallen, if the shooter missed the last rifle shot on the bird, they may make it up using the shotgun. Make the shotgun safe.

Who Says Pumpkins Can't Fly

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



Rifle is loaded with 10 rounds; hammer down on empty chamber staged on 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 1.

Gun Order: Shotgun, Rifle, Pistol.

Shooter starts Position 1, holding shotgun in both hands. Under the instruction of the TO, up to two rounds may be loaded.

When ready, shooter says ***"Pumpkins Can't Fly!"***

At the buzzer...

With Shotgun: Engage the center knockdown target to launch, and then engage, the flying target. If the first round does not release the flyer, the shooter may restart. Once the 2nd round goes down range, the shooter is committed to the stage. Then take down the 2 other knockdown targets in any order, make-ups in any order. After all of the knockdowns have fallen, if the shooter missed the flyer, they may make it up using the stationary bird. Make the shotgun safe on the rest.

Move to Position 2 and with Rifle: Place 4 rounds on the center target, then 1 round on either outside target, the again place 4 rounds on the center target and place 1 round on the other outside target. Make the rifle safe on the rest.

Move to Position 3 and with Pistols: Repeat the rifle instructions by placing 4 rounds on the center target, then 1 round on either outside target, the again place 4 rounds on the center target and place 1 round on the other outside target. Holster your pistols.