

The Damascus Wildlife Rangers

These are the tentative stages for Saturday, November 25th, 2017.

Because of the expected cool weather, these stages have very minimal movement and are designed to be quick. The stage design is meant to be easily shot, easy to set up and quick to tear down but, still full of shooting fun. All four guns will be used on every stage.

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. They are posted 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 =):)

Roo's Last Hurrah

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

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

Popper **Popper** **Square** **Popper** **Popper**

Rest
② **Shotgun**

Marker Rifle
①

Rifle is loaded with 10 rounds and held at port arms at position 1

Pistols are holstered with 5 rounds each.

Shotgun is staged on the rest, at position 2.

Shooter starts standing behind the marker with the rifle held at port arms.

When ready, yell "*Roo's Last Hurrah.*"

At the buzzer, shoot the cowboys using a double tap Nevada sweep from either direction. Make the rifle safe on the rest at position 2.

Grab your shotgun and take down the poppers in any order. Make the shotgun safe on the rest.

With your pistols, shoot the cowboys using a double tap Nevada sweep from either direction.

Hunting A Turkey

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

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

Popper	Popper	Square	Popper	Popper
		R 1, 3, 5, 7, 9		

Rest
② **Shotgun**

Marker Rifle
①

Rifle is loaded with 10 rounds and held at port arms at position 1

Pistols are holstered with 5 rounds each.

Shotgun is staged on the rest, at position 2.

Shooter starts standing behind the marker with the rifle held at port arms.

When ready, yell "I see my dinner."

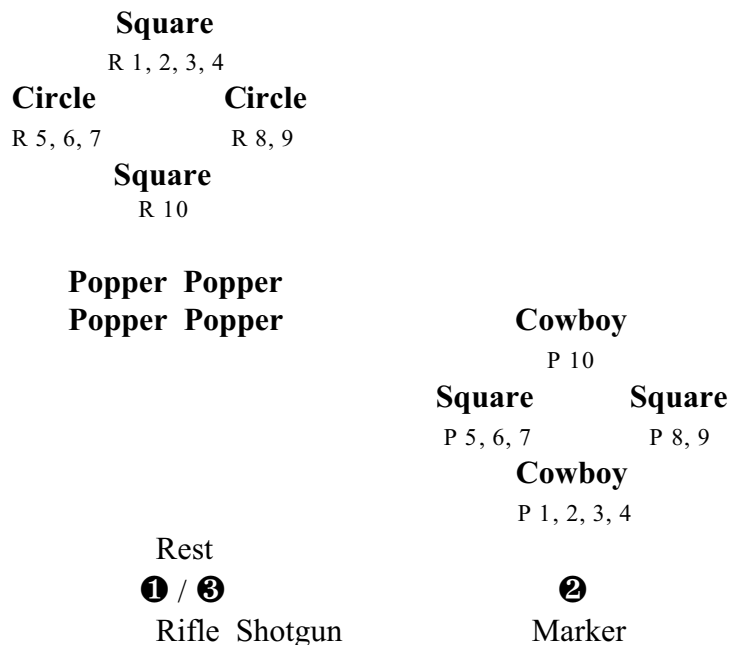
At the buzzer, shoot the cowboys in the following order starting on the Square alternate between the square and the three cowboys from either direction, for the first 7 rounds. Then place the 8th round on an outside cowboy, the 9th round in the square and the 10th round on the other outside cowboy. Make the rifle safe on the rest at position 2.

With your pistols, shoot the cowboys in the following order - from either end, shoot in a continuous Nevada sweep, one round on each target.

Grab your shotgun and take down the poppers in any order. Make the shotgun safe on the rest.

Last Time To Blame Chuckaroo

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 1/3.

Pistols are holstered with 5 rounds each.

Shotgun is staged empty on the rest at position 1/3.

Shooter starts, at position one, with both hands touching their hat brim.

When ready, yell "Who wrote this?"

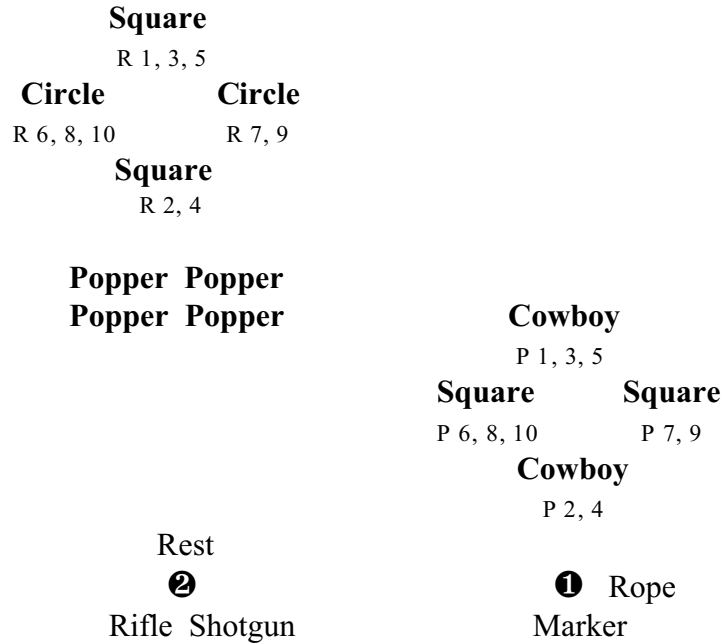
At the buzzer, shoot the rifle targets in this manner, 4 rounds on one target, 3 rounds on another target, 2 rounds on a third target and one round on the fourth target **in any order**. Make rifle safe on the rest.

Move to the marker at position two. Draw your pistols, and shoot the targets in this manner, 4 rounds on one target, 3 rounds on another target, 2 rounds on a third target and one round on the fourth target **in any DIFFERENT order**. **Cannot mirror the rifle.**

Move back to the rest for position 3. Knock down the poppers in any order using only as many shots as necessary.

Time For A Hangin'

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.

Shotgun is staged empty on the rest at position 2.

Shooter starts, at position one, holding the rope in both hands.

When ready, yell "*String him up.*"

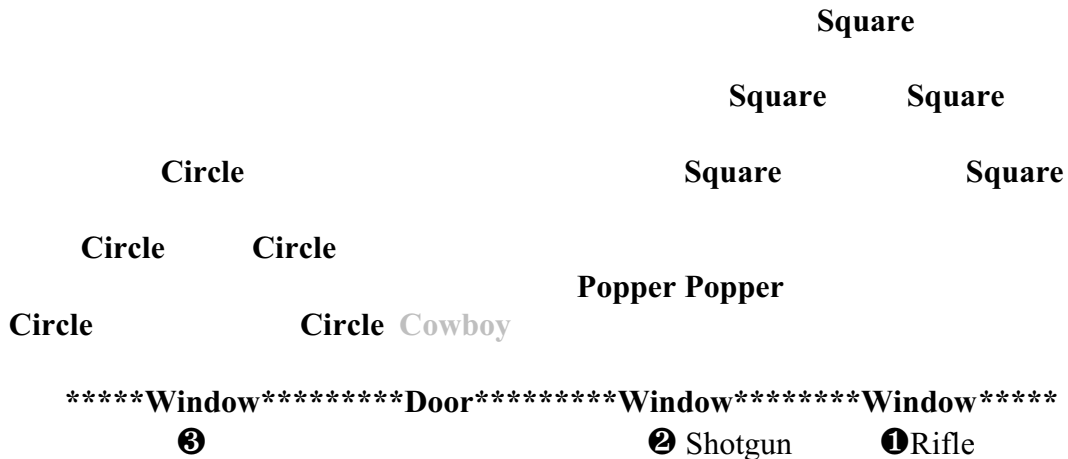
At the buzzer, drop the rope and in any order, alternate between the cowboys for 5 rounds and then alternate between the squares for the other 5 rounds. Move to the rest at position 2.

With your rifle, and in any order, alternate between the squares for 5 rounds then alternate between the circles for five rounds.

Knock down the poppers in any order using only as many shots as necessary.

Almost There

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



Rifle is loaded with 10 rounds and staged in the window, at position 1.

Pistols are holstered with 5 rounds each.

Shotgun is staged empty in the window, at position 2.

Shooter starts standing at the far right window with both hands at their sides.

When ready, shooter yells "*Almost there!*"

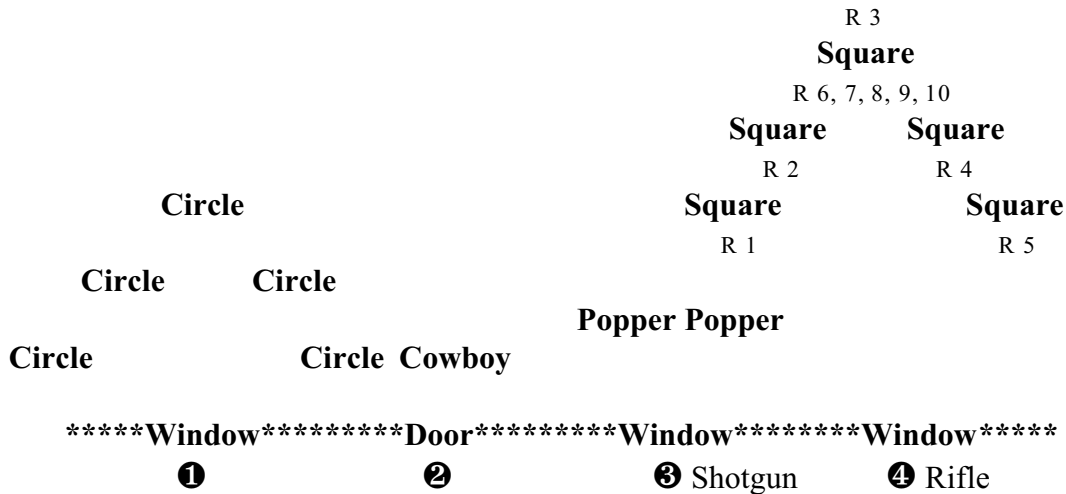
At the buzzer, pick up your rifle, and double tap the targets in any order. Make the rifle safe in this window.

Move to position two and with the shotgun, take down the two poppers. Make shotgun safe in this window.

Move to position three, the far left window. With your hoglegs shoot the targets twice each in any order but **NO DOUBLE TAPS.**

After 20 Years, This Is Number 1,152

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



Rifle is loaded with 10 rounds and staged in the right window, at position 4.

Pistols are holstered with 5 rounds each.

Shotgun is staged empty in window, at position 3.

Shooter starts standing at the far left window with both hands high in the air.

When ready, shooter yells "*Roo's finale, stage number 1,152.*"

At the buzzer, shoot the pistol targets once each, then move to position 2 and dump 5 pistol rounds into the cowboy through the doorway. **Gunfighters be cautions about moving with a cocked gun!**

Move to position 3 and with the shotgun, take down the two poppers. Make shotgun safe in this window.

Move to position 4, the far right window. With your rifle, place a single round on each of the rifle targets in any order* and finish with a 5 round dump on the center target.

***Your 5th round cannot be the center target.**