

# **The Damascus Wildlife Rangers**

## **Saturday, November 08, 2025**

Welcome to the Last Match of the  
**28<sup>th</sup> Season** of the  
Damascus Wildlife Rangers.

The Stages for the November 08, 2025  
match are shown on the following pages.

As November is known for its eclectic  
mix of weather, these stages are an  
eclectic mix of ones that I have always  
found interesting. Let's hope for a  
picture perfect, beautiful, Fall Day!

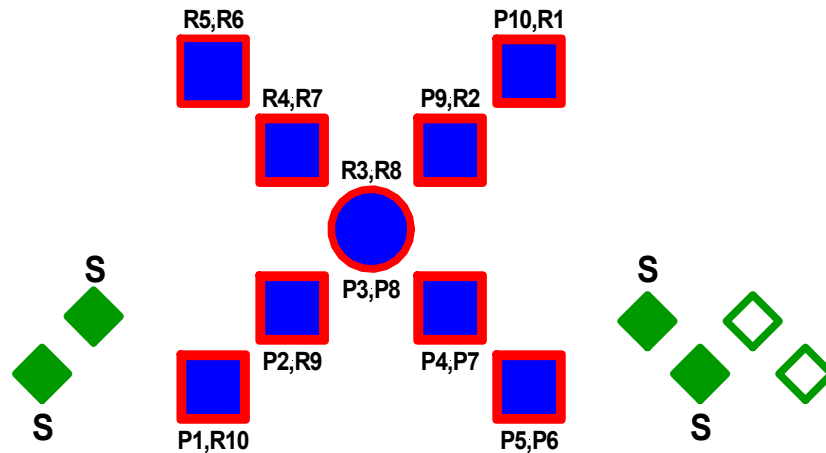
As usual, these stages are subject to  
modification due to worsening weather  
conditions or changes necessary to  
correct an error or safety problem.

I Hope To See You There As We Close  
Out Our 28<sup>th</sup> Season!

*Dogmeat Dad*

# It's A Boomerang!

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



| Rest |            |  |
|------|------------|--|
|      | Position 1 |  |
|      |            |  |
|      |            |  |
|      |            |  |
|      |            |  |
|      |            |  |
|      |            |  |
|      |            |  |

**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: Shooter's Choice, Rifle Not Last.**

**Shooter starts standing at Position 1**, both hands on hips.

**When ready**, (In your best Australian Accent) shooter says ***"Now That's A Boomerang!"***

**At the buzzer...**

**With Rifle and Pistols:** Starting on any outside corner, with 1 round each, sweep the targets to the center and then out from the center to an adjacent corner, for 5 rounds. Then, starting on that fifth target, with 1 round each, sweep the targets to the center and then out from the center to the next adjacent corner, for 5 rounds. Repeat until all four "Boomerangs" have been engaged.

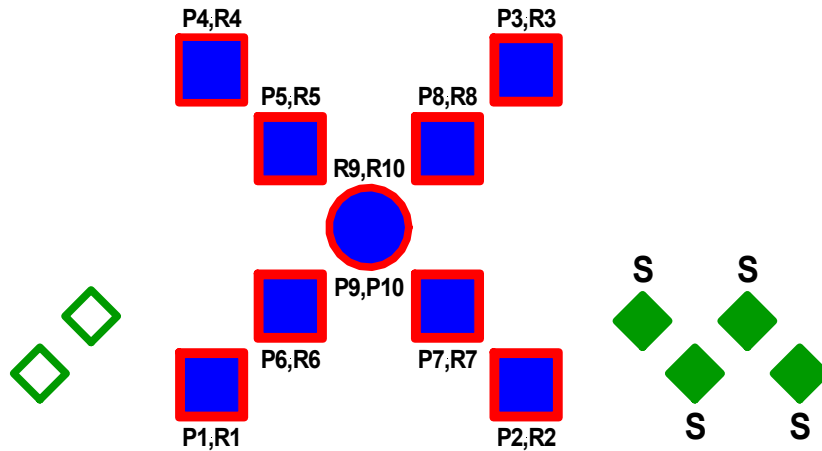
**With Shotgun:** Take down the 4 knockdown targets in any order, make-ups in any order. Make the shotgun safe on the rest.

**Note:** Shooter may start on any corner and may travel around the targets in either direction, clockwise or counter-clockwise. One example is shown.

**Note:** Each outside corner target will be engaged twice, **Don't Forget To Double Tap With The Rifle!**

# Down The Well!

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



| Rest |            |  |            |
|------|------------|--|------------|
|      | Position 1 |  | Position 2 |
|      |            |  |            |
|      |            |  |            |
|      |            |  |            |
|      |            |  |            |
|      |            |  |            |
|      |            |  |            |

**Rifle** is loaded with 10 rounds; hammer down on empty chamber, staged on the rest at Positon 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: Shooter's Choice, Shotgun Last.**

**Shooter starts standing at Position 1**, with both hand cupped at their ears listening.

**When ready**, shooter says ***"What? Timmy Fell Down The Well?"***

**At the buzzer...**

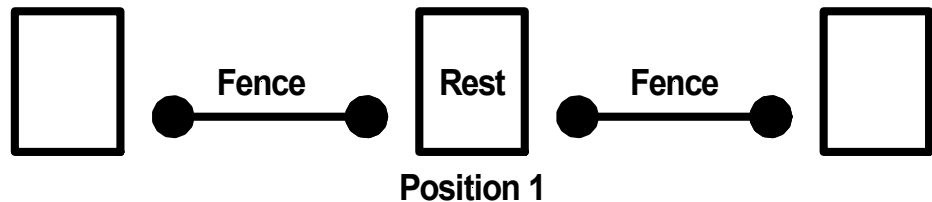
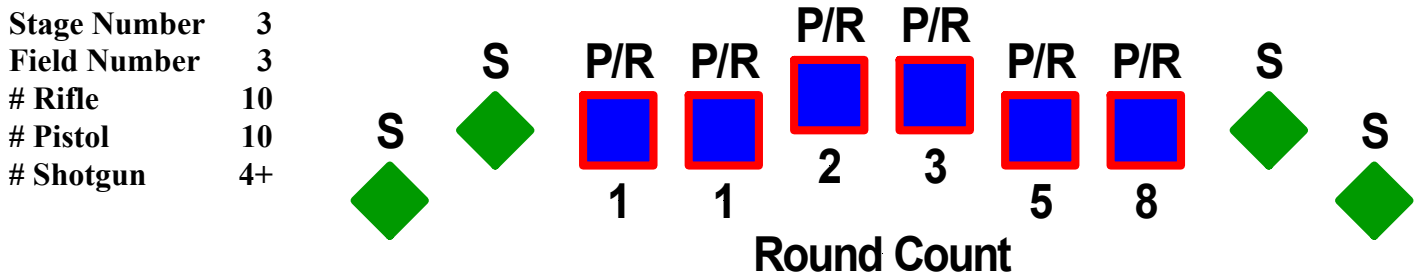
**With Rifle:** Starting on any outside corner, in a circular pattern in either direction, sweep the four outside targets with one round each. Then sweep the four inside targets in a circular pattern in the same direction with one round each. Then finish by Double Tapping the center target.

**With Pistols:** Repeat the rifle instructions, starting on any outside corner, in a circular pattern in either direction, sweep the four outside targets with one round each. Then sweep the four inside targets in a circular pattern in the same direction with one round each. Then finish by Double Tapping the center target.

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

# Fibonacci? Again?

This sweep is based on the Fibonacci Sequence in Mathematics. There is a “Cheat Sheet” on the next page.



**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: Shotgun Last.**

**Shooter starts standing at Position 1**, one hand scratching head, the other hand at their side.

**When ready**, shooter says “*Fibo-What?*”

**At the buzzer...**

**Using Both Rifle and Pistols:** Starting on either end, SWEEP the six targets in a Fibonacci Sequence by placing 1 round on the first target, 1 round on the second target, 2 rounds on the third target, 3 rounds on the fourth target, 5 rounds on the fifth target, and finish with eight rounds on the sixth target for a 1-1-2-3-5-8 round count sweep. Make the rifle safe and Holster your pistols.

**Grab Your Shotgun:** Take down the 4 knockdown targets in any order, make-ups in any order. Make the shotgun safe at Position 1.

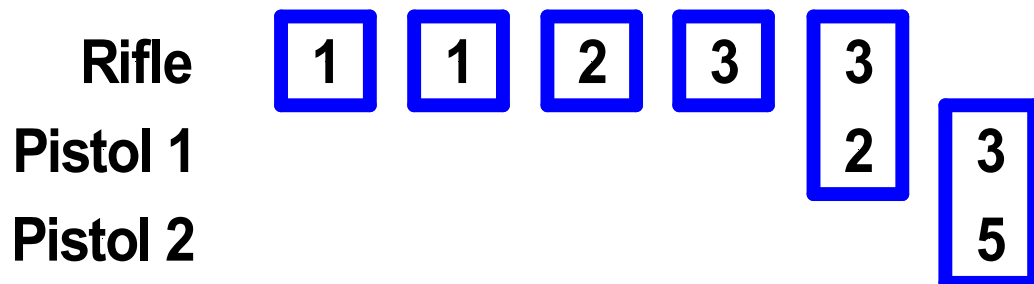
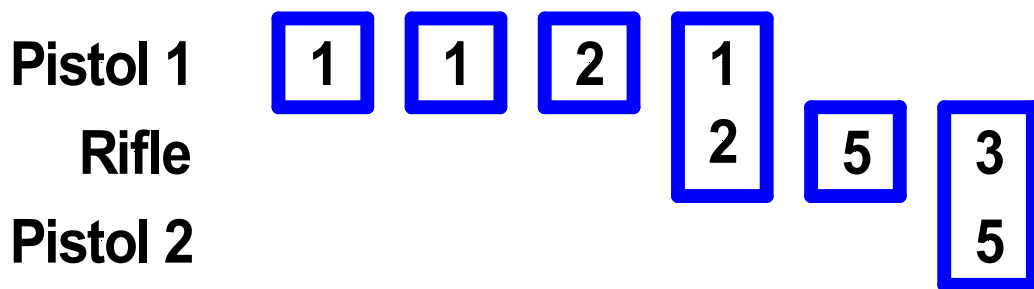
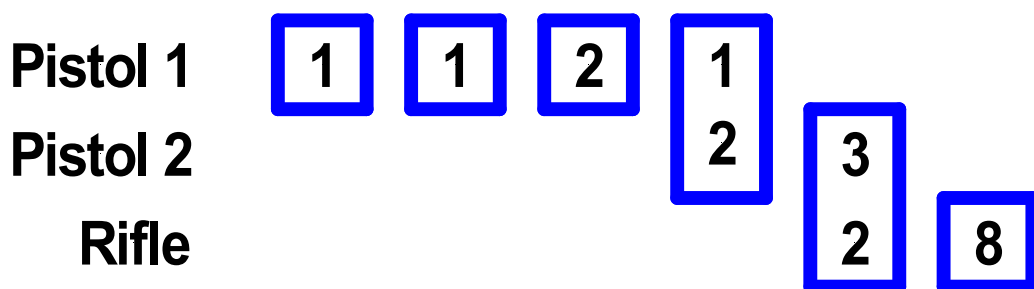
# Fibonacci Cheat Sheet

This stage is for the Math Geeks among us!

The Fibonacci sequence is a series of numbers where each number is the sum of the two preceding numbers. Starting from 0 and 1, the sequence begins as follows:  
0, 1, 1, 2, 3, 5, 8, 13, 21, 34, and so on.

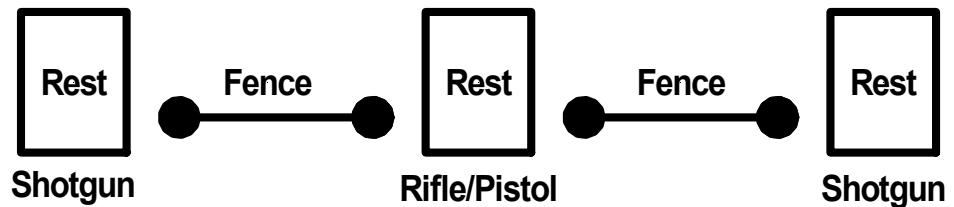
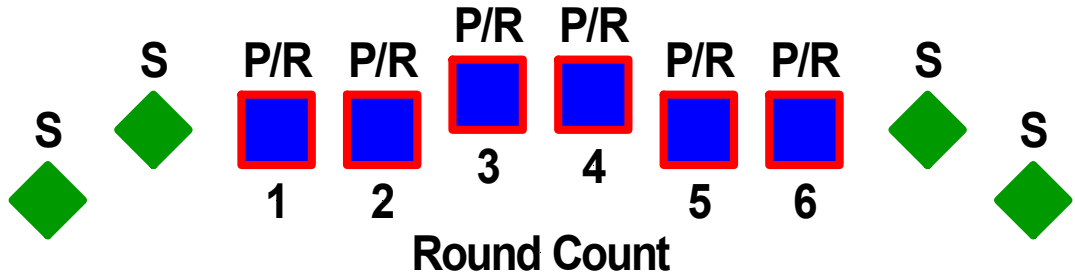
Requiring 10 Rifle and 10 Pistol rounds to complete, there are three ways to shoot this stage, outlined below.

Don't over think it, just let the Math flow through you...



# And One More!

Stage Number 4  
Field Number 5  
# Rifle 10 + 1  
# Pistol 10  
# Shotgun 4+



**Rifle** is loaded with 10 rounds; hammer down on empty chamber, staged on the rest at the Rifle Position. The extra round can come from the shooter's person or be stage on the rest.

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

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

**Gun Order:** Shotgun, Rifle/Pistols, Shotgun or Shotgun, Pistols/Rifle, Shotgun

**Shooter starts standing at either Shotgun Position, holding the "Special Bullet" in both hands.**

**When ready, shooter says "I Saved This One Just For You!"**

**At the buzzer...**

**With Shotgun:** Take down the 2 knockdown targets in any order, make-ups in any order. Taking the shotgun with you, move to the Rifle/Pistol position and make the shotgun safe on the rest.

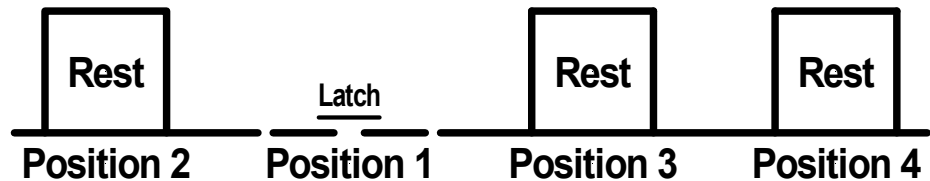
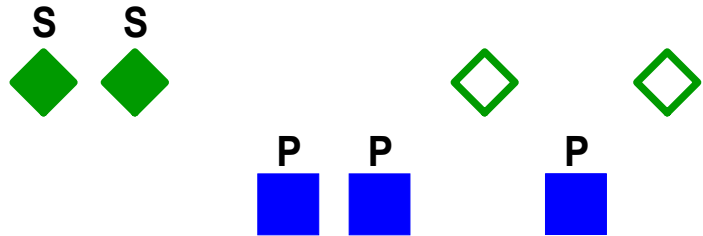
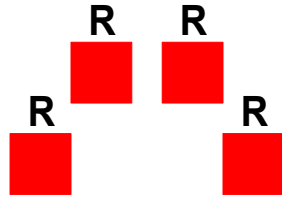
**With Rifle and Pistols:** Starting on either end, shoot a progressive sweep on the six targets with 1 Round on the first target, 2 Rounds on the second target, 3 Rounds on the third target, 4 Rounds on the fourth target, 5 rounds on the fifth target, and finish with 6 rounds on the sixth target. The extra round may be loaded any time after the buzzer. Make the rifle safe on the rest and holster your pistols.

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

**Note:** Shooter must be in position to stage their shotgun on the final rest before engaging the final two knockdown targets.

# Cover Me, I'm Going In!

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



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

**Gun Order: Shotgun, Rifle, Pistol(s), Pistol(s).**

**Shooter starts standing at Position 1**, shotgun in both hands and pointing at the latch holding the door closed. One round to be loaded at the instruction of the T.O. No additional ammo is allowed in hands.

**When ready**, shooter says *"Cover Me, I'm Going In!"*

**At the buzzer....**

**With Shotgun:** Blast the zip-tie holding the door shut. If the zip-tie does not break, the shooter will get a restart. After the doors swing open, shoot the two shotgun targets in front of you in any order, makeups any order.

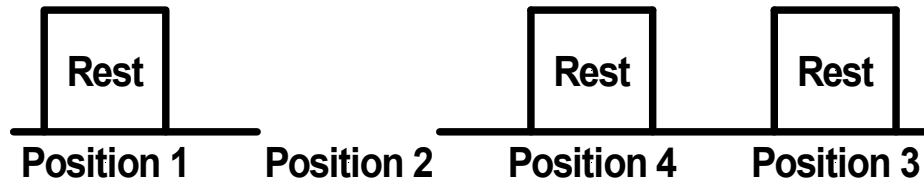
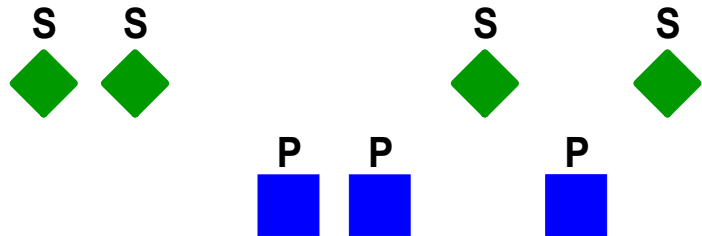
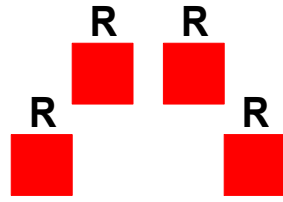
**Move to Position 2**, make the shotgun safe on the rest, and **Grab your Rifle**. With the rifle, Double-Tap both inside targets, then 1 round on either outside target, then again Double-Tap both inside targets, and put the final round on the other outside target. Make the rifle safe on the rest at Position 2.

**Move to Position 3**, draw your pistol(s) and Double-Tap both targets and then place the fifth round on the first target. No Triple-Taps! Holster your Pistol. Gunfighters may do that Gunfighter Thing!

**Move to Position 4**, and dump your last 5 Rounds on the target. Holster your Pistol(s).

# Four Against One, I'll Take Those Odds!

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 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:** Rifle, Shotgun, Shotgun, Pistol(s), Pistol(s)

**Shooter starts standing at Position 1**, with both hands touching rifle which must remain flat on the rest.

**When ready**, shooter says ***“Four Against One, I’ll Take Those Odds!”***

**At the buzzer...**

**With Rifle:** Place 4 Rounds on either outside target, then place 1 Round on either inside target, then repeat using the other two targets. Make the rifle safe on the rest.

**Grab your Shotgun and Move to Position 2:** Take down the 2 knockdown targets in any order, make-ups in any order. Taking the shotgun with you, **Move to Position 3.** Take down the 2 knockdown targets in any order, make-ups in any order. Make the shotgun safe on the rest.

**With Pistol(s) from Position 3:** Dump your first 5 Pistol Rounds onto the target.

**Move to Position 4:** With your second 5 Pistol Rounds, place 4 Rounds on either target, then place 1 Round on the other target. Holster your pistols.