

## **The Damascus Wildlife Rangers**

**These are the tentative stages for  
Saturday, March 11, 2023.**

**These stages are subject to modifications  
due to rainy weather or changes needed  
to correct an error or safety problem.**

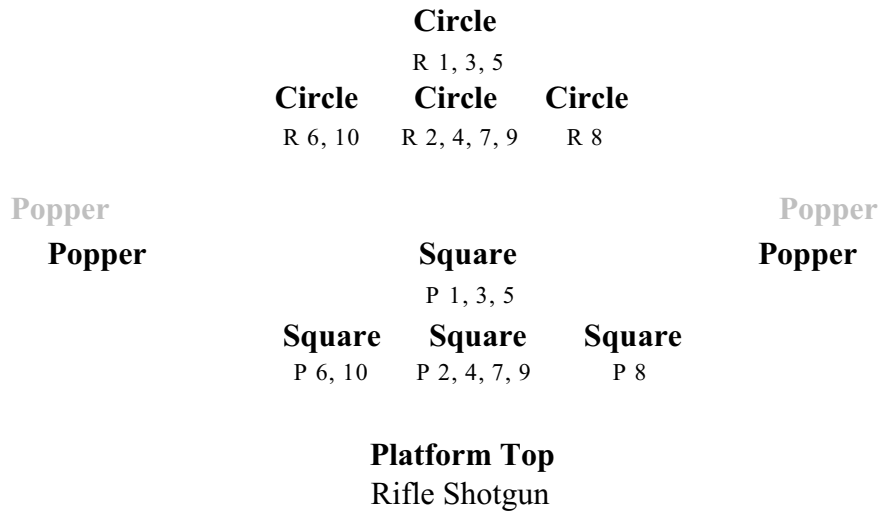
**They are published, as a courtesy, to our  
match attendees without the benefit of our  
regular posse leader walk through or the  
test match by the match director. Safety  
modifications can be made as late as the  
day of the shoot.**

**The stages however, should remain close  
to what is published here.**

**Chuckaroo =):)**

# Cowboy Up!

Stage Number 1  
Field Number 3  
# Rifle 10  
# Pistol 10  
# Shotgun 2



**Rifle** is loaded with 10 rounds and staged anywhere on the platform top.

**Pistols** are holstered with 5 rounds each and hammers resting on empty chambers.

**Shotgun** is staged empty, action open, on the top.

**Shooter starts** standing anywhere on the platform, touching the brim of their hat with both hands.

**When ready, yell "I'm not kidding around."**

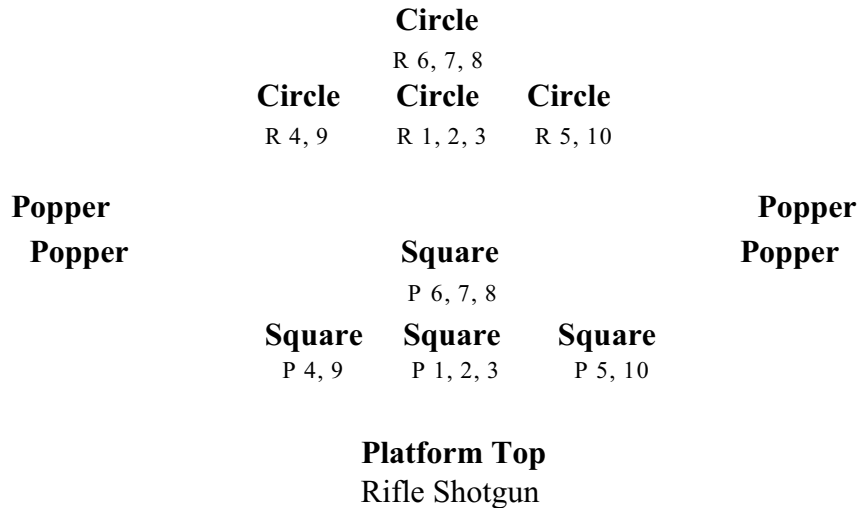
**At the buzzer**, you may shoot the firearms in any order but the rifle cannot be shot last.

Pistol and rifle targets are shot the same, starting on the top center target, alternate for 5 rounds with the lower center target, next Nevada sweep the bottom three targets starting on the left target.

Shotgun targets are shot in any order (2).

# Mission, Arrest Them All

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



**Rifle** is loaded with 10 rounds and staged anywhere on the top.

**Pistols** are holstered with 5 rounds each and hammers resting on empty chambers.

**Shotgun** is staged empty, action open, anywhere on the top.

**Shooter starts** standing anywhere on the platform, with their hands on their pistol butts.

**When ready**, yell *"This is your last chance."*

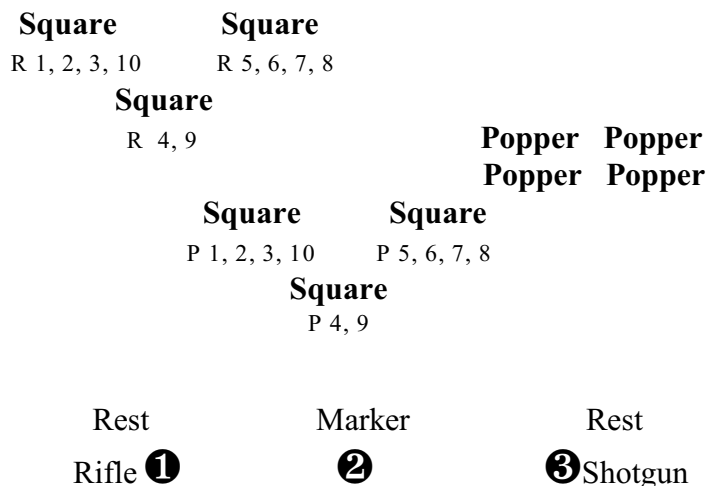
**At the buzzer**, draw your pistols and shoot the squares in the following order, triple tap the lower center target, one in the far left target then one in the far right target. Triple tap the upper center target, then one round in the far left target and finish with one round in the far right target. **Holster**.

Pick up your rifle and triple tap the lower center target, one in the far left target then one in the far right target. Triple tap the upper center target, then one round in the far left target and finish with one round in the far right target. Make rifle safe on the top.

Pick up the shotgun and shoot the poppers in any order.

## March Madness With Lead

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



**Rifle**, is in hand at the left rest at position one, loaded with ten rounds, hammer on an empty chamber.

**Pistols** loaded with 5 rounds each and holstered.

**Shotgun**, staged on the rest at position three, four rounds to be loaded from your person.

**Shooter starts** at the left rest, rifle in hand.

**When ready**, shooter yells, *“May your trip to Heaven, be a pleasant one.”*

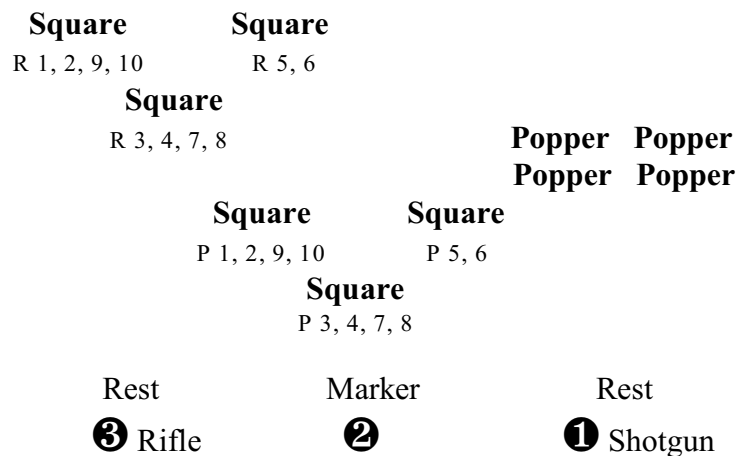
**At the buzzer**, with the rifle, shoot the targets in the following order, triple tap the left square, then single tap the center square and the far right square, then triple tap the right square, followed up with a single round on the center square and finish with a single round in the far left square. Make the rifle safe on the rest. Move to the marker.

Draw your pistols and shoot the targets in the following order, triple tap the left square, then single tap the center square and the far right square, then triple tap the right square, followed up with a single round on the center square and finish with a single round in the far left square. Holster and move to the right rest.

Take your scattergun and shoot the poppers in any order.

# Reminds Me Of Tombstone

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



**Rifle**, is staged in the left rest at position three, loaded with ten rounds, hammer on an empty chamber.  
**Pistols** loaded with 5 rounds each and holstered.  
**Shotgun**, held at the right rest, two rounds loaded at the direction of RO.

**Shooter starts** at the right rest, with the shotgun held pointing at the target, (after loading two rounds at the direction of the RO).

**When ready**, shooter yells, *“That’s Not What We Want!”*

**At the buzzer**, take down the four poppers. Make the shotgun safe on the rest. Move to the marker at position 2.

Draw your pistols and starting on the far left, shoot a double tap Nevada sweep ending on the far left. Holster and move to position three.

With your rifle, starting on the far left, shoot a double tap Nevada sweep ending on the far left.

# Hoppy Would Be Happy

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

<b>Cowboy</b>	<b>Cowboy</b>		
R 1, 6	R 2, 7		
<b>Cowboy</b>	<b>Cowboy</b>		
R 3, 8	R 4, 9	<b>Popper Popper</b>	
<b>Cowboy</b>			<b>Popper Popper</b>
R 5, 10			
	<b>Cowboy</b>	<b>Cowboy</b>	
	P 1, 6	P 2, 7	
	<b>Cowboy</b>	<b>Cowboy</b>	
	P 3, 8	P 4, 9	
	<b>Cowboy</b>		
	P 5, 10		

\*\*\*\*\***Window**\*\*\*\*\* **Door** \*\*\*\*\***Window**\*\*\*\*\***Window**\*\*\*\*\*

Rifle ①                      ②                      ③ Shotgun                      ④

**Rifle**, is staged in the left window at position one, loaded with ten rounds, hammer on an empty chamber.  
**Pistols** loaded with 5 rounds each and holstered.  
**Shotgun**, staged open and empty in the middle window at position three.

**Shooter starts** at the left window, both hands at their side in the default position.

**When ready**, shooter yells, *“This is for you Hoppy!”*

**At the buzzer**, pick up the rifle and single tap each of the five targets in any order (shooting order shown is a sample only). Then repeat the same order exactly. Make the rifle safe in the window. Move to the doorway.

Draw your pistols and shoot the targets in the exact order that you shot the rifle targets in. Holster and move to position three.

With your shotgun, take down the left two shotgun targets. With the action open, move to the far right window and take down the right two poppers.

# Cowboys and Indians, What Fun!!

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

Cowboy Cowboy  
Cowboy Cowboy  
Cowboy Popper Popper  
Cowboy Popper—Popper  
(Not used)  
Cowboy Cowboy  
Cowboy Cowboy  
Cowboy

\*\*\*\*\*Window\*\*\*\*\* Door \*\*\*\*\*Window\*\*\*\*\*Window\*\*\*\*\*

Rifle ②                      ③                      ① Shotgun

**Rifle**, is staged in the left window at position two, loaded with ten rounds, hammer on an empty chamber.

**Pistols** loaded with 5 rounds each and holstered.

**Shotgun**, staged open and empty in the middle window at position one.

**Shooter starts** at the middle window, both hands at their side in the default position.

**When ready**, shooter yells, “*Seen any Indians lately?*”

**At the buzzer**, pick up the shotgun and take down the two poppers in front of you. Make shotgun safe in the window. Move to position two, the far left window.

With your rifle, double tap the rifle targets in any order. Make the rifle safe in the window. Move to the doorway.

With your pistols, double tap the pistol targets in any order, does not have to mirror the rifle sequence.