

The Damascus Wildlife Rangers

Welcome to the **25th Season** of the Damascus Wildlife Rangers and the **6th Annual Cops&Cowboys Match!**

Thank You To Everyone who has come out to participate in this match, or who has made a Donation, to support this very worthy cause!

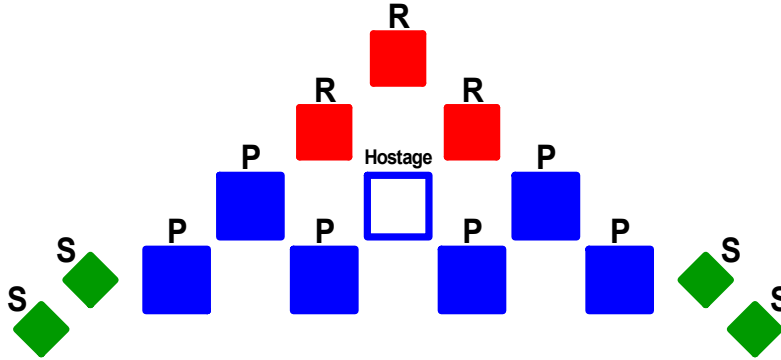
The following are the “Tentative” stages for Saturday, October 29, 2022.

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

Dogmeat Dad

Stage 1 – Bay 3 – Cops “They Shot The Hostage!”

- 10 Pistol:** **Cowboys:** Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered.
Cops/1911: Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person or staged on rest at Position 3.
- 10 Rifle:** **Cowboys/1911:** Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 2.
Cops: Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 2.
- 4+ Shotgun:** **Cowboys/1911:** Shotgun, open and empty, staged on the rest at Position 2.
Cops: Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on the rest at Position 2.



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

Call came in, armed robbery with a hostage taken. You arrive first on the scene and backup is 5 minutes away. Suddenly, you hear a gunshot and see that the hostage was hit. Time to call it in and take action...

Gun Order, Pistol, Rifle, Shotgun, Pistol or Pistol, Shotgun, Rifle, Pistol.

Shooter starts at either Position 1, one hand on their pistol, the other pointing at the hostage.

When ready say “They Shot The Hostage!”

At the buzzer... Draw your Pistol(s) and with your first 5 pistols rounds, starting on either end, sweep all three targets with 1 round each, then place 2 rounds on the center target. Holster your Pistol. **Note:** Cops and 1911 Cowboy must stage their pistol on the rest at Position 2. Gunfighters can either shoot Double Duelist or stage their pistols on the rest at Position 2.

Move to Position 2:

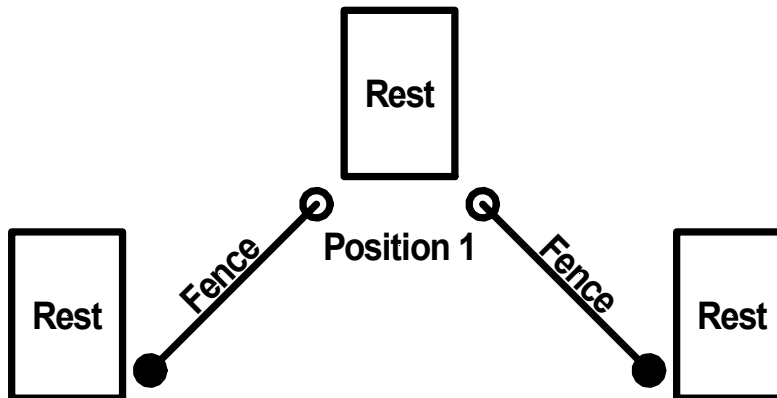
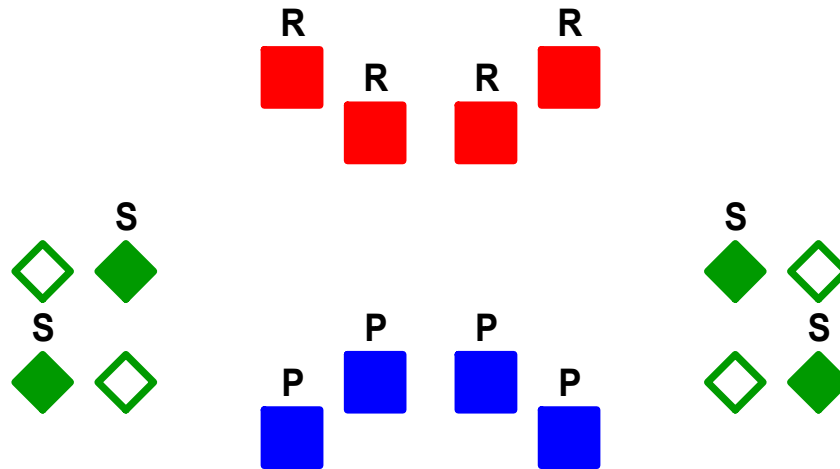
With Rifle: Starting on either end, sweep all three targets with 1 round each, then place 2 rounds on the center target, and repeat. The two sweeps do not have to start on the same end. Make the rifle safe on the rest at Position 2.

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

Taking your Pistol with you, Move to Position 3. With your second 5 pistols rounds, starting on either end, sweep all three targets with 1 round each, then place 2 rounds on the center target. **Note:** Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to reholster.

Stage 3 – Bay 5 – Cops “You Are All Under Arrest!”

10 Pistol:	Cowboys: Cops/1911:	Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person or staged on rest at Position 1.
10 Rifle:	Cowboys/1911: Cops:	Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 1. Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 1.
4+ Shotgun:	Cowboys/1911: Cops:	Shotgun, open and empty, staged on the rest at Position 1. Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on the rest at Position 1.



The Station said it was a supposed to be a simple arrest. The Suspect was reported to be alone, unarmed, and not dangerous. But, as is so often the case, the report was wrong and you are now faced with a problem, 12 of them in fact...

Shooters Choice on Gun Order, Rifle Not Last.

Shooter starts at **Position 1**, hands at low surrender.

When ready say *“You are all under arrest!”*

At the Buzzer,

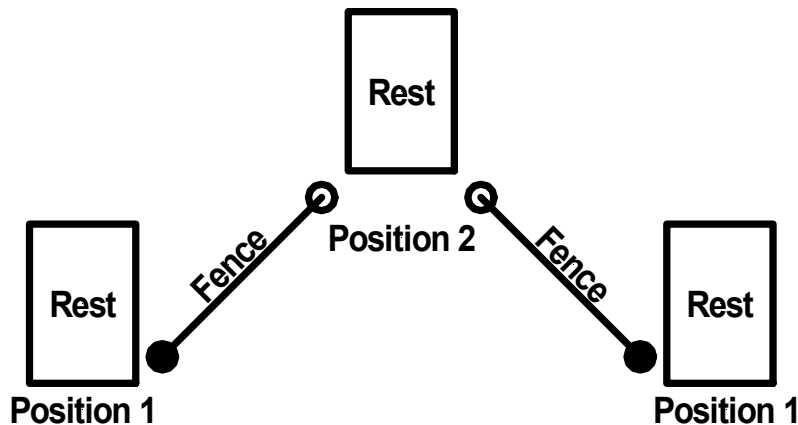
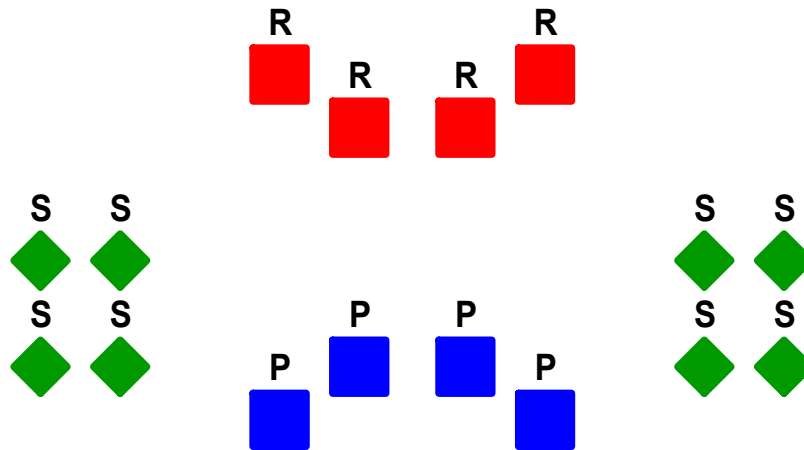
With Rifle: Alternate on the two outside targets for 5 rounds, AND alternate on the two inside targets for 5 rounds. Shooter may engage either the inside or the outside targets first. Make the rifle safe on the rest at Position 1. Pistol and Rifle sequences do not have to match.

With Pistol(s): Alternate on the two outside targets for 5 rounds, AND alternate on the two inside targets for 5 rounds. Shooter may engage either the inside or the outside targets first. Pistol and Rifle sequences do not have to match. **Note:** Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to reholster.

With Shotgun: Take down the four shotgun targets in any order, makeups in any order. Make the shotgun safe on the rest at Position 1. **Note:** Cops may stage extra shotgun rounds on the rest at Position 1 fence if desired.

Stage 4 – Bay 5 – Cowboys Wanted, Dead or Alive!

10 Pistol:	Cowboys: Cops/1911:	Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person or staged on rest at Position 2.
10 Rifle:	Cowboys/1911: Cops:	Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 2. Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 2.
4+ Shotgun:	Cowboys/1911: Cops:	Shotgun, open and empty, staged on the rest at either Position 1. Shotgun loaded with 4 rounds, hammer down on empty chamber, staged on rest at either Position 1



Cornered, outnumbered, and out of supplies. Just another day in the life of a US Marshal out in the territories. Sure be nice to have a cup of coffee, but that will have to wait. Judge Parker said to bring them in, Dead or Alive, so it's time to get to work...

Shooter starts at Position 1, holding the Warrant in both hands.

When ready say "Dead or Alive, it's your call!"

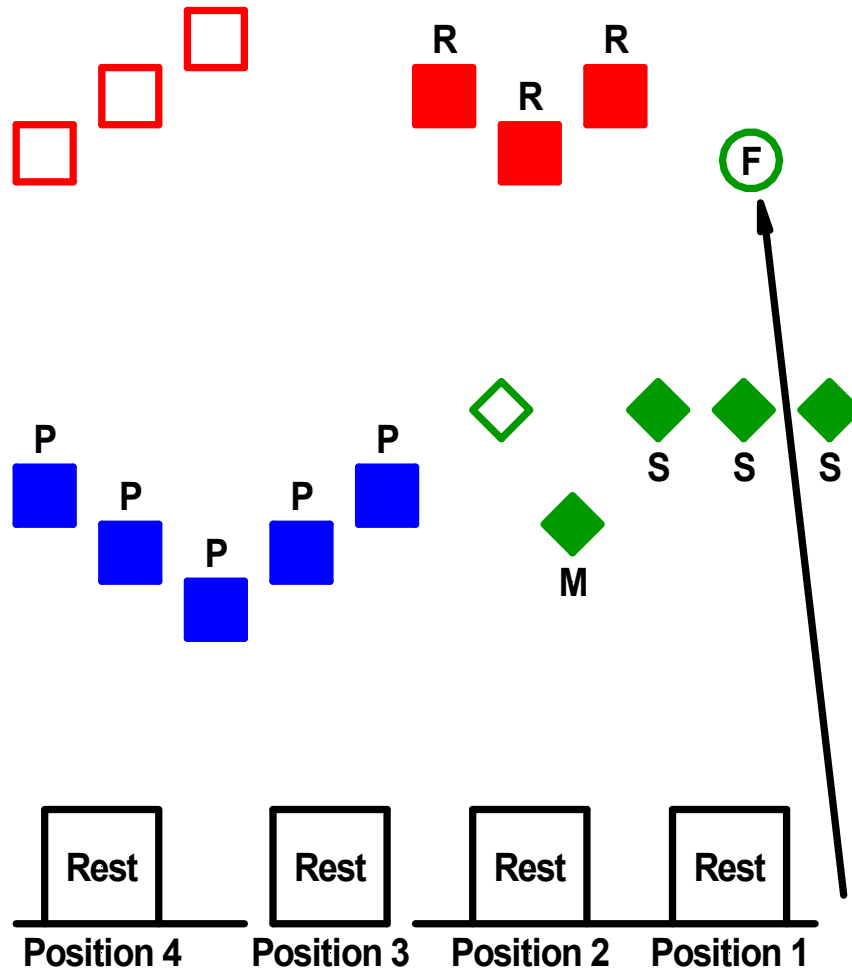
At the Buzzer, drop the Warrant, Grab your Shotgun, and take down the 4 shotgun targets in front of you in any order, makeups in any order. Make the shotgun safe on the rest at either Position 1 or Position 2. **Note:** Cops may stage extra shotgun rounds on the rest at Position 1 if desired.

Move to Position 2, Grab your Rifle, and shoot a Progressive Sweep on the four targets, starting on either end, by placing 1 round on the first target, 2 rounds on the second target, 3 rounds on the third target, and 4 rounds on the fourth target. Make the rifle safe on the rest at Position 2.

Draw your Pistol(s). Using the same instructions as for the rifle, shoot a Progressive Sweep on the four targets, starting on either end, by placing 1 round on the first target, 2 rounds on the second target, 3 rounds on the third target, and 4 rounds on the fourth target. Pistol and Rifle sequences do not have to start on the same end. **Note:** Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to reholster.

Stage 5 – Bay 6 – Cops We've Got A Runner!

10 Pistol:	Cowboys:	Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered.
	Cops/1911:	Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person or staged on rest at Position 4.
10 Rifle:	Cowboys/1911:	Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 2.
	Cops:	Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 2.
4+ Shotgun:	Cowboys/1911:	Shotgun, open and empty, held at Position 1.
	Cops:	Shotgun, loaded with 4 rounds, hammer down on empty chamber, held at Position 1.



The alarm call came in, there are intruders in the warehouse, and you have been instructed to search the premises. As you make your way to the back of the warehouse, you see the suspects bailing out the back windows. Shots are fired and you need to end this before they escape into the surrounding neighborhood and someone gets hurt...

Shooter starts at Position 1, shotgun held in both hands, ready to fire, pointed at the shotgun targets. Under the supervision of the R.O., Cowboys and 1911 may load two rounds and Cops may rack the slide or cycle their action

When ready, shooter says *"We've Got A Runner!"*

At the buzzer, when ready, shooter says *"There!"* and the bird will be released. Shoot the flying target and then the three knock down targets in any order, makeups in any order. If the shooter misses the flyer, they can makeup that miss with the makeup knockdown target. All of the regular knockdowns must be down before engaging the Makeup target. Make the shotgun safe on the rest at either Position 1 or Position 2. **Note:** If the flyer fails to launch properly, the shooter will get a restart.

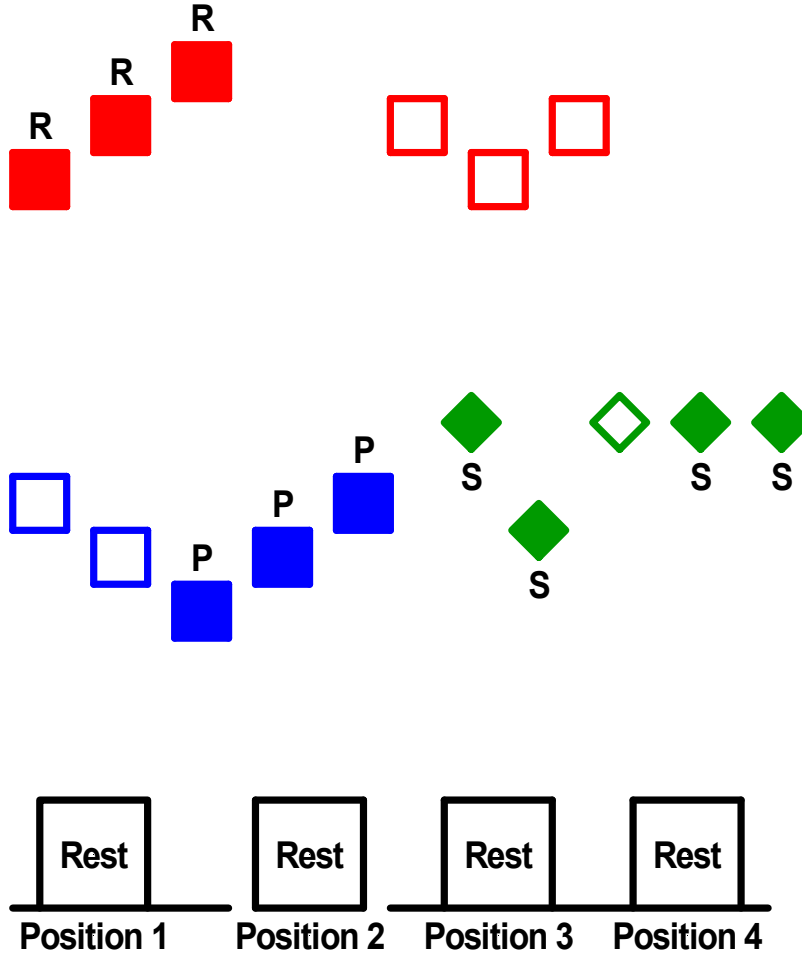
Move to Position 2, and Grab your Rifle and put 3 rounds on the center target, then put 2 rounds on either outside target, then again put 3 rounds on the center target, and finish with 2 rounds on the other outside target. Make the rifle safe on the rest.

Move To Position 3, Draw your Pistol(s), and put 3 round on the center target, then put 1 round on each of the right targets.

Move To Position 4, and put 3 rounds on the center target, then put 1 round on each of the left targets. **Note:** Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to reholster.

Stage 6 – Bay 6 – Cowboys I am a United States Marshal!

- 10 Pistol:** **Cowboys:** Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered.
Cops/1911: Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and holstered. Second magazine containing 5 rounds carried on person or staged on rest at Position 2.
- 10 Rifle:** **Cowboys/1911:** Rifle loaded with 10 rounds, hammer down on empty chamber, staged on the rest at Position 1.
Cops: Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on the rest at Position 1.
- 4+ Shotgun:** **Cowboys/1911:** Shotgun, open and empty, staged on the rest at Position 3.
Cops: Shotgun, loaded with 2 rounds, hammer down on empty chamber, staged on the rest at Position 3.
Note: Cops & Cowboys – Minimum of 2 additional to be staged on the rest at Position 4.



You have been on the move, barely half a day ahead of the Mexican Federales who have mistaken you for the Rustlers you were chasing south of the border. One of these days, you've got to improve your Spanish! Spotting an old ranch house, you scramble inside and try lying low, but they are not to be fooled and the confrontation is inevitable...

Shooter starts at Position 1, hands cupped around mouth like a megaphone.

When ready say "Soy un Mariscal de los Estados Unidos!"

At the Buzzer, Grab your Rifle and starting on either end, sweep the three targets with 2 rounds on the first target, 1 round on the second target, 2 rounds on the third target, and repeat. The two sweeps do not have to start on the same end. Make the rifle safe at Position 1.

Move to Position 2, Draw you Pistol(s), repeat rifle instructions, starting on either end, sweep the three targets with 2 rounds on the first target, 1 round on the second target, 2 rounds on the third target, and repeat. The two sweeps do not have to match. **Note:** Cowboys Holster their pistols. Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO to reholster.

Move to Position 3, and Grab your Shotgun. Take down the 2 shotgun targets in any order, make ups in any order. With your shotgun open and empty, **Move to Position 4.**

At Position 4, reload two rounds from the staged ammo, and take down the remaining 2 shotgun targets in any order, makeups in any order. Additional rounds may come from either staged rounds or from the shooters person.