

The Damascus Wildlife Rangers

Saturday, September 14, 2024

Welcome to the **27th Season** of the
Damascus Wildlife Rangers.

The Stages for the September 14, 2024
match are shown on the following pages.

The long range weather forecast is
calling for mostly sunny weather with
high temperatures of about 80 degrees.
What a perfect end to summer.

As has become tradition, the
September match is taken from last
year's National Championship, held
each October, Land Run. Copies of
the original stages are included at the
end of our match stages. Sorry about
the poor image quality, they were
screen captures from YouTube videos!

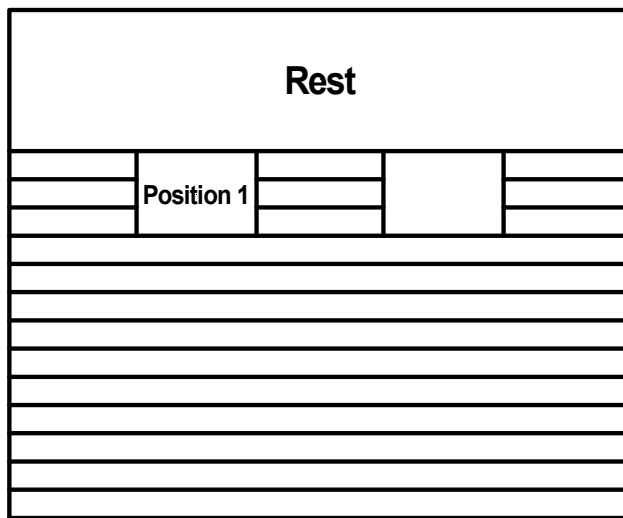
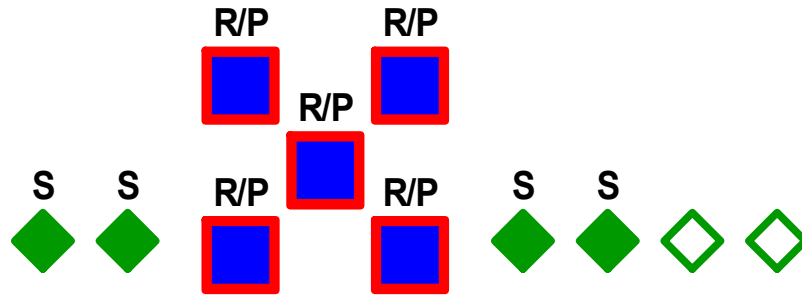
As usual, these stages are subject to
modification due to worsening weather
conditions or changes necessary to
correct an error or safety problem.

See You There!

Dogmeat Dad

The Saloon (Land Run - Stage 6)

Stage Number 1
 Field Number 3
 # 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 loaded with 5 rounds each, hammers down on empty chambers, staged on the rest at Position 1.
Shotgun is staged open and empty on the rest at Position 1.

Shooter's Choice of gun order, Rifle Not Last.

Shooter starts standing at Position 1, both hands touching the cards. The cards may be held or staged.

When ready, shooter says *"I'm Comin' For You Glass!"*

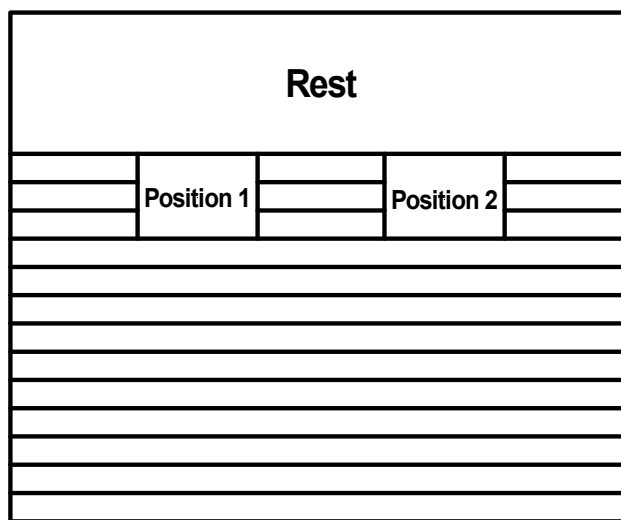
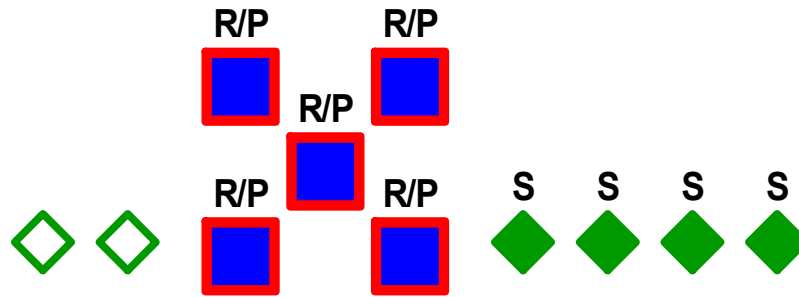
At the buzzer...

With Rifle & Pistols: Engage every target with 4 rounds in any order. Make the rifle safe on the rest, pistols may be restaged or holstered.

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

The Mercantile (Land Run - Stage 8)

Stage Number 2
 Field Number 3
 # 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 2.

Gun Order: Rifle, Shotgun, Pistols.

Shooter starts standing at Position 1, holding the sack, above rest, with both hands.

When ready, shooter says *“Pistols Firing!”*

At the buzzer...

With Rifle: Triple-tap the center target, then put 1 round each on two of the corner targets. Repeat using the other two corner targets. Make the rifle safe on the rest.

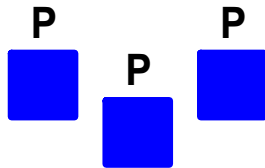
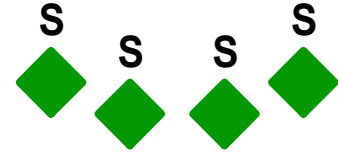
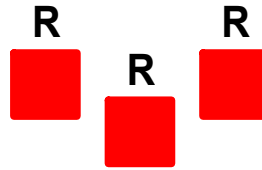
Move to Position 2, and grab your Shotgun: Take down the 4 knockdown targets in any order, make-ups in any order. Make the shotgun safe on the rest at either Position 2 or Position 1.

Move back to Position 1 and draw your Pistol(s): Repeat the rifle instructions and triple-tap the center target, then put 1 round each on two of the corner targets. Repeat using the other two corner targets. Holster your pistols.

Note: Rifle and Pistol sequences do not have to match.

The Church (Land Run - Stage 1)

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



Pistol



Rifle



Shotgun

Rifle is loaded with 10 rounds; hammer down on empty chamber staged on the rest at the Rifle Position.

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

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

Gun Order: Pistols, Rifle, Shotgun.

Shooter starts standing at the Pistol Position, both hands touching the staged book.

When ready, shooter says *"I'll Never Surrender!"*

At the buzzer...

With Pistol(s): Double-tap the center target, then sweep all three targets starting on either end with 1 round each and then repeat. Holster your pistols.

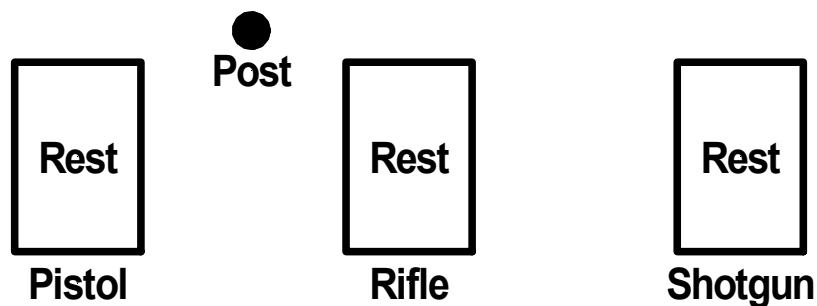
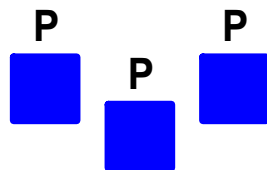
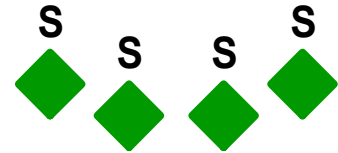
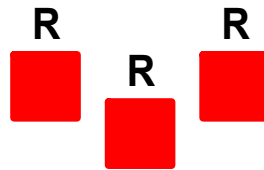
Move to Rifle Position and With Rifle: Repeat the pistol instructions and double-tap the center target, then sweep all three targets starting on either end with 1 round each and then repeat. Make the rifle safe at either Rifle or Shotgun Position.

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

Note: First and Second 5 round strings do not have to match and Rifle and Pistol sequences do not have to match.

Overland Express (Land Run - Stage 4)

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



Rifle is loaded with 10 rounds; hammer down on empty chamber staged on the rest at the Rifle Position.

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

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

Shooter's Choice of gun order, Rifle Not Last.

Shooter starts standing at any Position, touching money with both hands. Money may be held or staged.

When ready, shooter says *"Life Is Tough, But I'm Tougher!"*

At the buzzer...

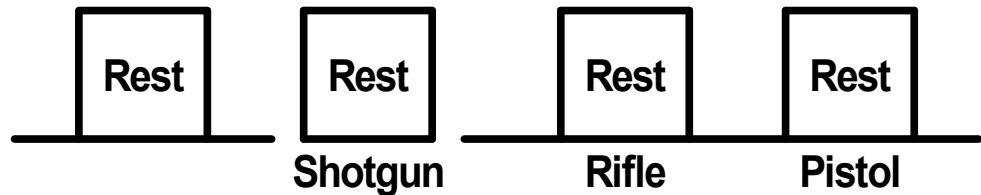
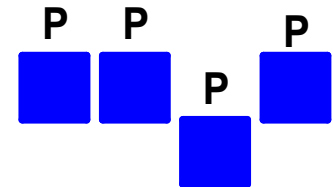
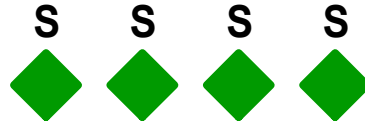
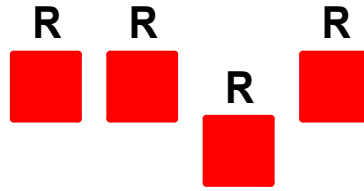
With Rifle From Rifle Position: Engage the three targets in a Nevada Sweep starting on either end, double-tapping the middle target with each pass. Make the rifle safe.

With Pistols From Pistol Position (Left of Post): Repeat the rifle instructions by engaging the three targets in a Nevada Sweep starting on either end, double-tapping the middle target with each pass. Holster your pistols. **Note: Rifle and Pistol sequences do not have to match.**

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

The Train Depot (Land Run - Stage 5)

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 the Rifle Position.
Pistols are holstered with 5 rounds each, hammers down on empty chambers.
Shotgun is staged open and empty on the rest at the Shotgun Position.

Shooter's Choice of gun order, Rifle Not Last.

Shooter starts standing at any Position, both hands touching the ticket. Ticket may be held or staged.

When ready, shooter says *"Both Men Were Dead!"*

At the buzzer...

With Rifle from Rifle Position: Triple-tap the outside targets, THEN double-tap the inside targets. Make the rifle safe.

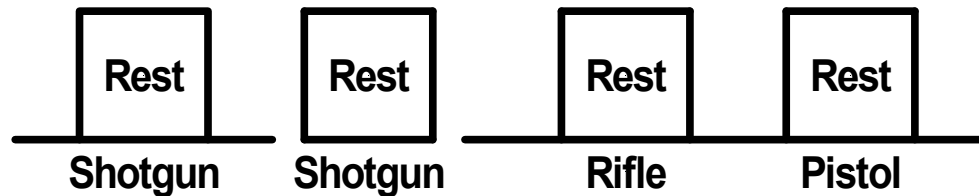
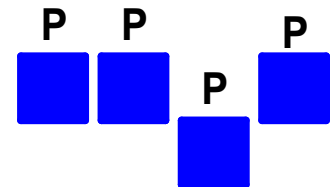
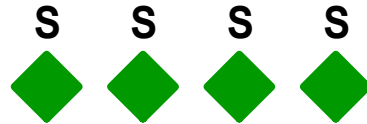
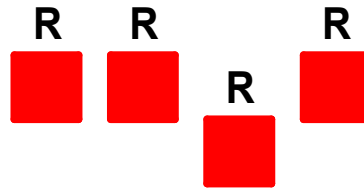
With Pistols from Pistol Position: Repeat the rifle instructions by triple-tapping the outside targets, THEN double-tap the inside targets. Holster your pistols.

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

Note: Rifle and Pistol sequences do not have to match.

OKC Corral (Land Run - Stage 12)

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 the Rifle Position.
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.

Shooter's Choice of gun order, Shotgun, Shotgun, Rifle, Pistols, or Pistols, Rifle, Shotgun, Shotgun.

Shooter starts standing at either Pistol or Left Shotgun Position, both hands on the window frame shoulder high.

When ready, shooter says "Catch 'em Alive Jack!"

At the buzzer...

With Shotgun from Shotgun Positions: Engage 2 targets from each position, make-ups can be made from either position. Make the shotgun safe.

With Rifle from Rifle Position: Single-tap the three upper targets in any order, then double-tap the lower target and repeat. Make the rifle safe.

With Pistols from Pistol Position: Repeat the rifle instructions and single-tap the three upper targets in any order, then double-tap the lower target and repeat. Holster your pistols.

Note: First and Second 5 round strings do not have to match and Rifle and Pistol sequences do not have to match.

Stage 6 - The Saloon

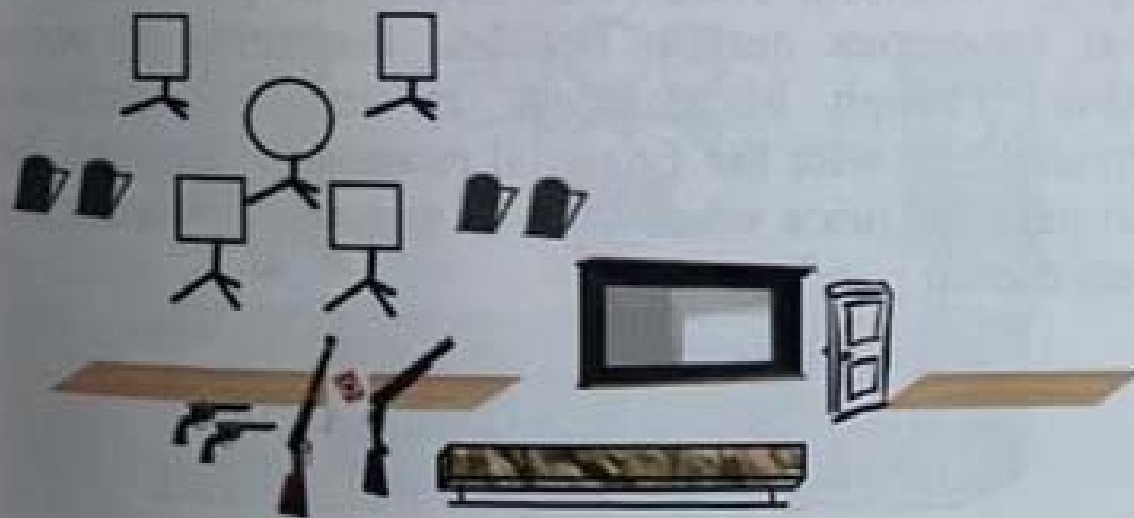
Pistols: 10, staged on counter / Rifle: 10, on counter / Shotgun: 4+, on counter
Order: Shooter's Choice, Rifle not last

Start with both hands touching cards
When ready say: "I'm Comin For You Glass"

ATB

Rifle & Pistols: Engage every target 4 times each.

Shotgun: Engage the 4 targets.



Note: Pistols may be re-staged or holstered.



Stage 8 - The Mercantile

Pistols: 10, holstered / Rifle: 10, on crate /
Shotgun: 4+, anywhere

Order: Shooter's Choice, Rifle not last

Start with both hands holding the sack

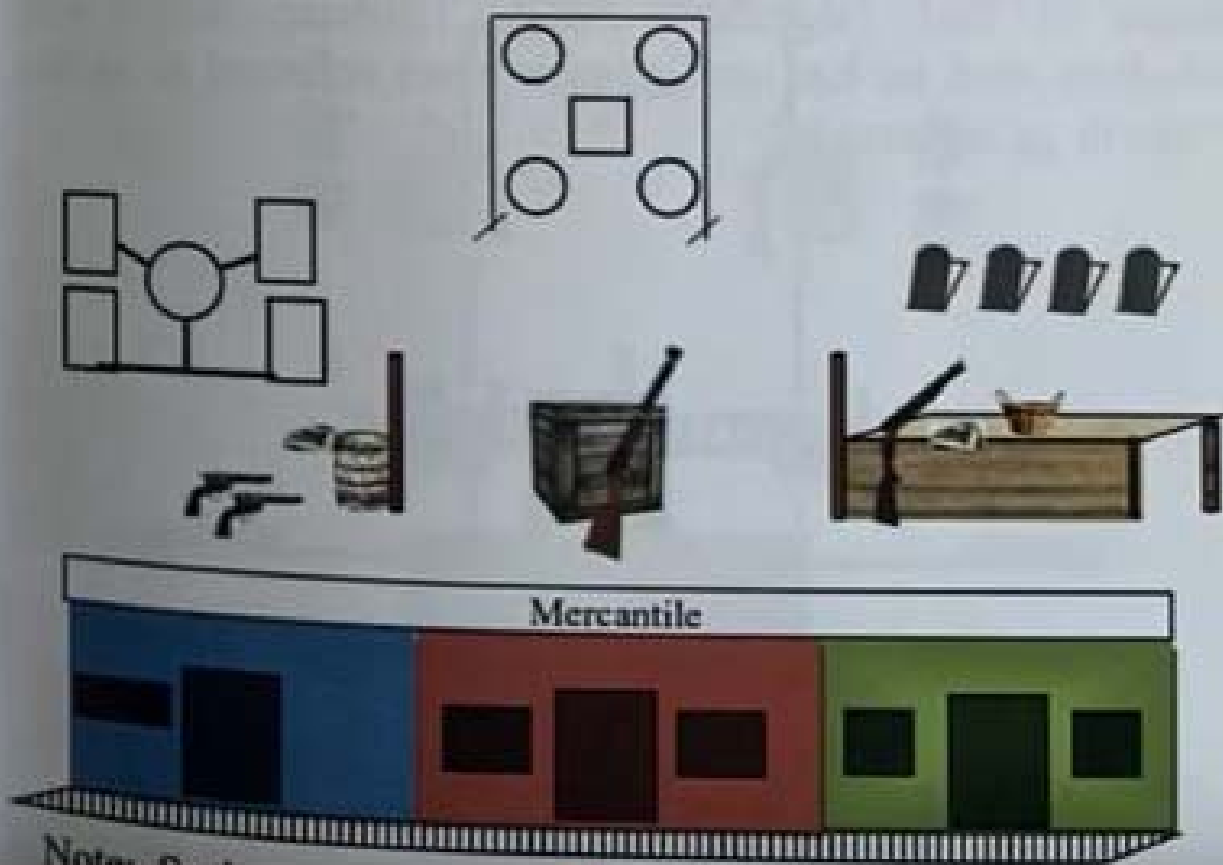
When ready say, "Pistols Firing"

ATB

Rifle: Triple-tap the center target then put 1 round on 2 corners, repeat using the other 2 corners.

Pistols: From S. of S. Post, repeat the rifle instructions.

Shotgun: From N. of N. Post, engage 4 targets.



Note: Sack cannot be touching a surface.



Stage 1 - The Church

Pistols: 10, holstered / Rifle: 10, left of pulpit /
Shotgun: 4+, right of pulpit
Order: Pistols, Rifle, Shotgun

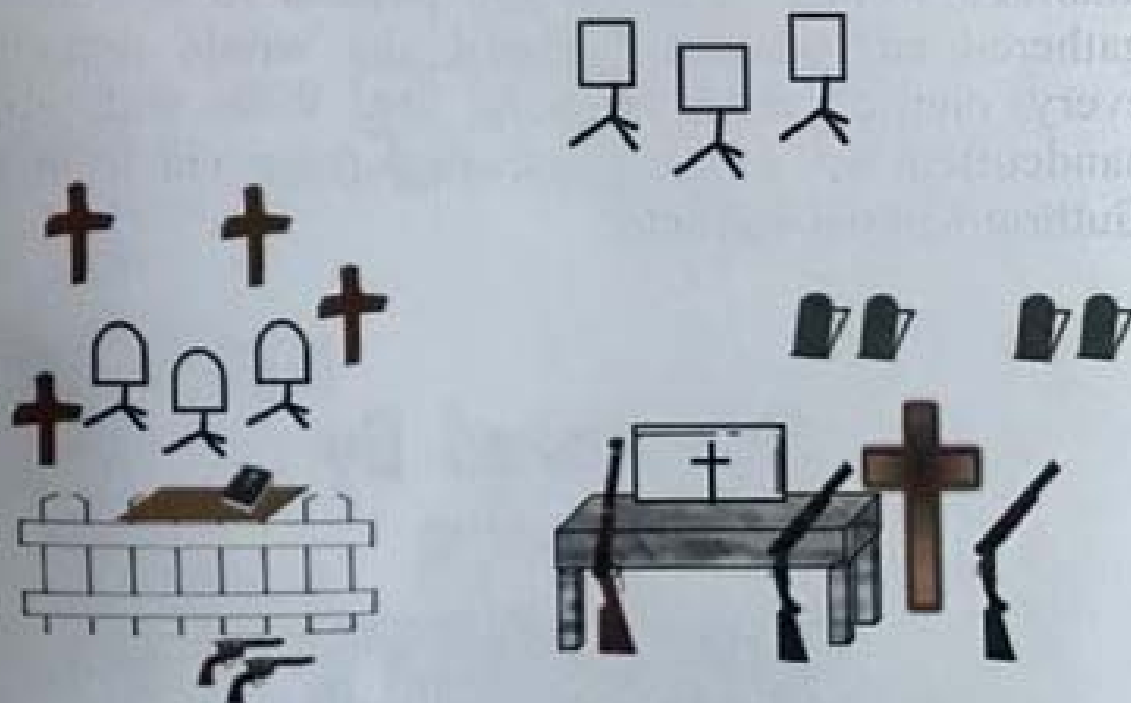
Start with both hands touching staged Bible
When ready say: **"I'll Never Surrender"**

ATB

Pistols: Double-tap the middle target then
sweep all 3 from either direction and repeat.

Rifle: Repeat the pistol instructions.

Shotgun: From left of cross, engage 2 targets,
then from right of cross, engage 2 targets.
(Make-ups may be made from anywhere.)



Note: 1st & 2nd strings do not have to match.



Stage 4 - Overland Express

Pistols: 10, holstered / Rifle: 10, on counter /
Shotgun: 4+, on crate

Order: Shooter's Choice, Rifle not last

Start with both hands touching money

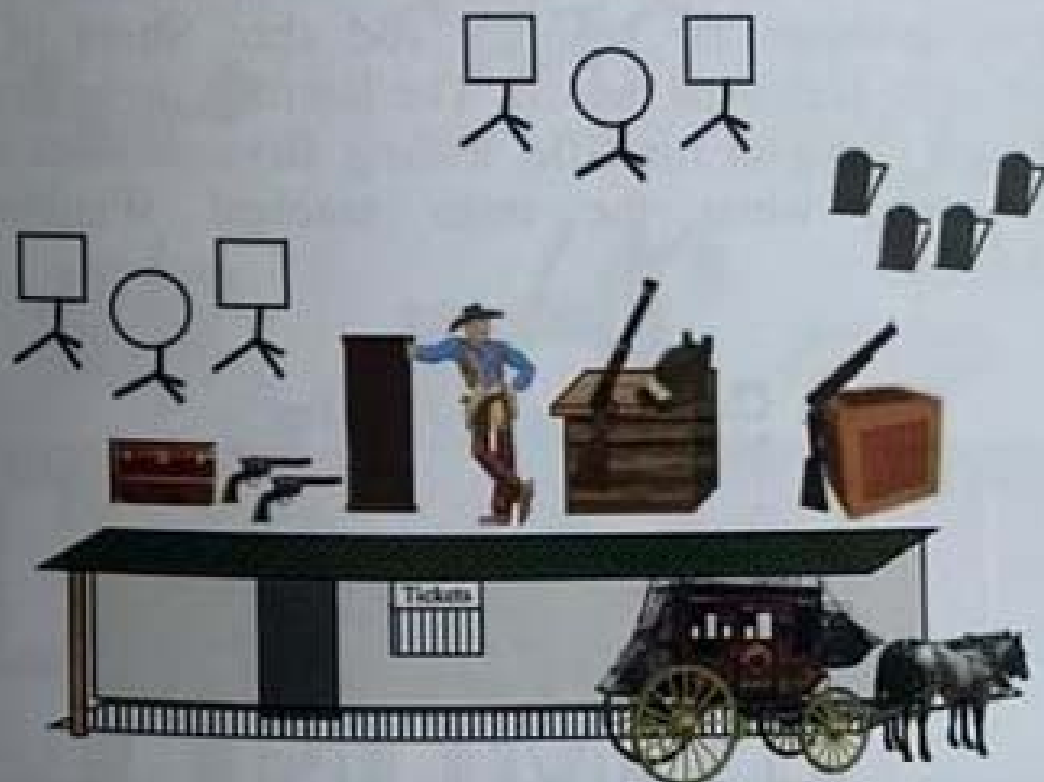
When ready say: **"Life is Tough but I'm
Tougher"**

ATB

Rifle: Engage the 3 targets in a Nevada sweep
from either end, double-tapping the middle
target with each pass.

Pistols: From left of reinsman, repeat the rifle
instructions.

Shotgun: Engage the 4 targets.



Note: Money may be held or staged.

Stage 5 - The Train Depot

Pistols: 10, holstered / Rifle: 10, on cart /
Shotgun: 4+, on rifle crates

Order: Shooter's Choice, Rifle not last

Start with both hands touching ticket

When ready say: **"Both Men Were Dead"**

ATB

Rifle: First triple-tap the outside targets, then
double-tap the inside targets.

Pistols: From right of the conductor, repeat
the rifle instructions.

Shotgun: Engage the 4 targets.



Note: Ticket may be held or staged.



Stage 12 - OKC Corral

Pistols: 10, holstered / Rifle: 10, on middle fence / Shotgun: 4+, on N. or S. fence
Order: Shotgun, Rifle, Pistols

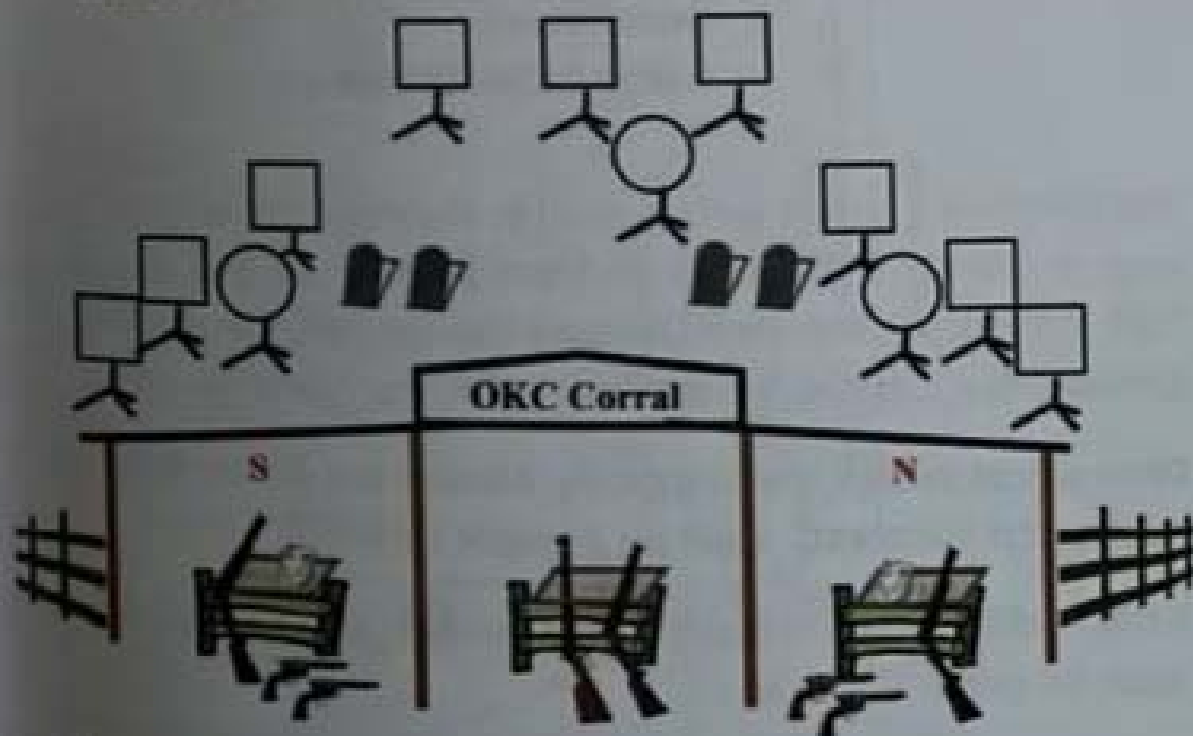
Start with hands touching staged bucket
When ready say, "Catch 'em Alive Jack"

ATB

Shotgun: From N. or S. position, engage 2 targets, move to the middle and engage 2 targets. (Make-ups may be made from anywhere.)

Rifle: Single-tap the squares then double-tap the circle and repeat.

Pistols: From N. or S. position, repeat the rifle instructions.



Note: N. & S. positions are anywhere N. or S. of the two center posts.

