## The Damascus Wildlife Rangers

Welcome to the $26^{\text {th }}$ Season of the Damascus Wildlife Rangers and the $7^{\text {th }}$ 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 28, 2023.

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

## Stage 1 - Bay 3 - Cops You Are Under Arrest!

10 Pistol: Cowboys: Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. Cops/1911: $\quad$ 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 at Right Position.
10 Rifle: Cowboys/1911: Rifle loaded with 10 rounds, hammer down on empty chamber, staged on rest at Center Position.
Cops:
4+ Shotgun: Cowboys/1911: Shotgun, open and empty, staged on rest at Left Position.
Cops: $\quad$ Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on rest at Left Position.


It's been a long night, and just when you think it's time to clock out, dispatch radios you to bring in a 6 ' 4 " individual, dressed like Sasquatch, growling like a wolf, and stealing candy from kids. What is it about Halloween that brings out the extra crazy people?

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

Shooter starts at either Left or Right Position, holding the Wanted Poster in both hands.
When ready say "You Are Under Arrest!"
At the buzzer...
With Pistols From the Right Position, if starting on the left target, engage the pistol targets in the following order, 1, 3, 3, 2, 3, 3, 4, $3,3,5$. If starting on the right target, engage the pistol targets in the following order, 5, 3, 3, 4, 3, 3, 2, 3, 3, 1 .
Note: Cowbovs Holster their pistols, Cops and 1911s stage their pistol on the rest, open and emptr, until cleared by the RO.
With Rifle From the Center Position: If starting on the left target, engage the rifle targets in the following order, 1, 3, 3, 2, 3, 3, 4, 3, 3,5 . If starting on the right target, engage the rifle targets in the following order, $5,3,3,4,3,3,2,3,3,1$.
Make the rifle safe on the rest at the Center Position. Note: Rifle and Pistol sequences do not have to match.
With Shotgun From the Left Position: Take down the 4 shotgun targets in any order, make-ups in any order. Make the shotgun safe on the rest at the Left Position. Note: Cops may stage extra shotgun rounds on the rest at the Left Position if desired.

# Stage 2 - Bay 3 - Cowboys "Crossfire Trail" 

10 Pistol: Cowboys: Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. Cops/1911: $\quad$ 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 at the Right Position.
10 Rifle: Cowboys/1911: Rifle loaded with 10 rounds, hammer down on empty chamber, staged on at the Center Position.
Cops:
4+ Shotgun: Cowboys/1911: Shotgun, open and empty, staged on the rest at the Left Position.
Cops: $\quad$ Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on at the Left Position.


Joe Gill is listening in disbelief as Rafe Covington describes his escapades of the day. It seems like Rafe has honed the art of getting under folks skin to perfection. Finally, Joe shakes his head and says...
Shooters Choice on Gun Order, Rifle First.
Shooter starts at Position 1, hands at their sides, not touching guns or ammo.
When ready say "It's A Wonder To Me You Lived Much Past 10 Years Old."
At the Buzzer:
With Rifle: Place 3 rounds on the center target (\#3), then place 1 round on each inside target (\#2, \#4) in any order, then place 1 round on each outside target (\#1, \#5) in any order, and then finish with 3 rounds on the center target (\#3). Make the rifle safe on the rest at the Position 1.

With Pistol(s) From Right Position: Place 3 rounds on the center target (\#3), then place 1 round on each inside target (\#2, \#4) in any order, then place 1 round on each outside target (\#1, \#5) in any order, and then finish with 3 rounds on the center target (\#3). Note: Cowbovs Holster their pistols, Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO.
Note: Rifle and Pistol sequences do not have to match.
With Shotgun From Left Position: Take down the four shotgun targets in any order, makeups in any order. Make the shotgun safe on the rest at the Left Position. Note: Cops may stage extra shotgun rounds on the rest at the Left Position if desired.

## Stage 3 - Bay 5 - Cops <br> Flying Pumpkins!

| 10 Pistol: | Cowboys: <br> Cops/1911: | Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. <br> Pistol loaded with 1 magazine containing 5 rounds, hammer resting on empty chamber, and <br> holstered. Second magazine containing 5 rounds carried on person or staged at Center Positon. |
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| 10 Rifle: | Cowboys/1911: <br> Rifle loaded with 10 rounds, hammer down on empty chamber, staged at the Center Positon. |  |
| Cops: |  |  | | Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on |
| :--- |
| the rest at the Center Positon. |



Looks like Halloween has come to the "Hood"! Masks, Fires, Bullets Flying, and now the miscreants are hurling Pumpkins of all things! Enough Is Enough! Time to end this foolishness...
Gun Order, Shotgun, Rifle, Pistol(s). This Is A Stand And Deliver Stage.
Shooter starts at Center Position, shotgun held in both hands, ready to fire, and pointed at the bird launcher shotgun target. 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 say "If I See Orange, I Shoot!"
At the Buzzer: With the shotgun, engage the bird launcher and then the flying clay bird. If the launcher does not engage after the first shot, the shooter may either continue or restart. After the second shot, the shooter is committed to the stage. Take down the remaining two shotgun targets in any order, make ups in any order. If the shooter missed the flying bird, they have the option to make up that miss by engaging the makeup target. Make the shotgun safe on the rest at the Center Position. Note: The shooter must have fired 4 shots prior to engaging the makeup target. Note: Cops may stage extra shotgun rounds on the rests as required.

With Rifle: If starting on the left target, engage the rifle targets in the following order: $1,1,2,3,4,4,1,2,3,4$. If starting on the right, engage the rifle targets in the following order: $4,4,3,2,1,1,4,3,2,1$. Make the rifle safe on the rest at the Center Position.

With Pistols: If starting on the left target, engage the pistol targets in the following order: $1,1,2,3,4,4,1,2,3,4$. If starting on the right, engage the pistol targets in the following order: $4,4,3,2,1,1,4,3,2,1$. Cowboys holster their pistols, Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO. Note: Rifle and Pistol 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.

## Stage 4 - Bay 5 - Cowboys <br> "Quigley Down Under"

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


Captured! After a long battle in the Australian Outback, Matthew Quigley has been captured by Marsden's men. Dragged behind a horse for miles, Quigley is battered, bruised, and bleeding. Marsden, fancying himself a gunslinger from the American Wild West, stands Quigley up in the corral, arms him with a battered old revolver, and challenges him to a duel. Quigley responds...
Gun Order, Pistols, Rifle, Shotgun. Note: Rifle is staged at the position opposite from where the pistols are shot.
Shooter starts at either Left or Right Position, hand(s) poised to draw, but not touching pistol(s).
When ready say "This ain't Dodge City, and you ain't Bill Hickok!"
At the Buzzer:
Draw your Pistol(s) and, using the two pistol targets in front of you, put 5 rounds on each of the targets in any order. No Quintuple Taps! Cowboys holster their pistols, Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO.
Note: If you put 5 rounds in a row on either target, it is a procedural.
Move to the Opposite Position (Left to Right or Right to Left) and Grab your Rifle. Repeat the pistol instructions, using the two rifle targets in front of you, put 5 rounds on each of the targets in any order. No Quintuple Taps! Make the rifle safe on the rest. Note: If you put 5 rounds in a row on either target, it is a procedural. Note: Rifle and Pistol sequences do not have to match.

Move to the Center Position and Grab your Shotgun. Take down the four shotgun targets in any order, makeups in any order. Make the shotgun safe on the rest at the Center Position. Note: Cops may stage extra shotgun rounds on the rest as required.

## Stage 5 - Bay 6 - Cops <br> Hold This, I'm Going In!

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



Halloween night should be ILLEGAL! The radio just lit up saying that there were shots fired at the Great Pumpkin Saloon and according to the reports they shot the Bar Tender. Maybe the patrons didn't like that Pumpkin Spice Beer. Who'd have ever thought you'd have to shoot your way INTO a Saloon!

Gun Order, Pistol, Pistol, Rifle, Shotgun.
Shooter starts at the Position 1, with both hands pressing the "Bloody Rag" against the Bar Tenders bullet wound.
When ready, shooter says "Hold This, I'm Going In!"
At the buzzer:
Drop the Rag and Move to the Right Position. 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 the last two rounds on the center target.

Move to the Left Position, and with your second 5 pistols rounds, starting on either end, sweep all three targets with 1 round each, then place the last two rounds on the center target. Note: The two pistol sweeps do not have to start on the same end.
Note: Cowbovs Holster their pistols, Cops and 1911s stage their pistol on the rest, open and empty, until cleared by the RO.
Move to the Center Position, Grab your Rifle, starting on either end, sweep all three targets with 1 round each, then place 2 rounds on the center target, then repeat, starting on either end, sweep all three targets with 1 round each, then place 2 rounds on the center target. Make the rifle safe on the rest at the Center Position. Note: The two rifle sweeps do not have to start on the same end.

Grab your Shotgun, and take down the 4 shotgun targets in any order, make-ups in any order. Make the shotgun safe on the rest at the Center Position.

# Stage 6 - Bay 6 - Cowboys <br> "Monte Walsh" 

10 Pistol: Cowboys: Pistols loaded with 5 rounds each, hammers resting on empty chambers, and holstered. Cops/1911: $\quad$ 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 any rest.
10 Rifle: Cowboys/1911: Rifle loaded with 10 rounds, hammer down on empty chamber, staged on rest at Center Position. Cops: Rifle loaded with 1 magazine containing 10 rounds, hammer down on empty chamber, staged on rest at Center Position.
4+ Shotgun: Cowboys/1911: Shotgun, open and empty, staged on the rest at Center Position.
Cops: $\quad$ Shotgun, loaded with 4 rounds, hammer down on empty chamber, staged on at Center Position. Note: Cops \& Cowboys - Additional shotgun rounds may be staged on the rest at Center Position.


Cowboyin' seems to be a dying profession. Big corporations are buying up large parcels of the west and stringing that gawd awful barbwire everywhere, cutting up the plains. The Range Master wants you to stay on a while longer while the transition happens, but he want's you to sit out the winter in the old Line Shack to keep an eye on the herd. You answer...
Gun Order, Rifle, Shotgun, Pistols.
Shooter starts at Position 1, both hands holding the lead rope of the horse.
When ready say "I Ain't Doing Nothin' I Can't Do For My Horse!"
At the Buzzer, Move to the Center Position, Grab your Rifle, place 2 rounds on the center target then, starting on either end, sweep all 3 targets twice starting on the same end each time, then put the final 2 rounds on the center target. Make the rifle safe on the rest at the Center Position.
Grab your Shotgun, and take down the 6 shotgun targets in any order, make ups in any order. Make the shotgun safe on the rest. Additional rounds may come from either staged rounds or from the shooters person. Note: A minimum of 6 rounds must be fired on this stage.
Move to either the Left or Right Position, Draw you Pistol(s), and repeat rifle instructions, place 2 rounds on the center target then, starting on either end, sweep all 3 targets twice starting on the same end each time, then put the final 2 rounds on the center target.
Note: Rifle and Pistol 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.

