March 2018 Stages 1-3

Donkey

Table
March 2018 Stage 1

Pistols = 10    Rifle = 10    Shotgun = 4+

Rifle and Shotgun staged on the Donkey. Shooter starts at Table with hands on Pistol(s).

When ready, call out: “I know the law... I am its greatest transgressor!”

Pistols
At the beep, each Buffalo target gets one round, then one round on the Heart - Repeat. Holster pistols when done.

Move to the Donkey

Shotgun
With your shotgun shoot any two targets until down. Make Shotgun safe.

Rifle
With your rifle perform a double tap sweep from either direction. Make Rifle safe.

Shotgun
With your shotgun shoot the other two targets until down. Make Shotgun safe.
March 2018 Stage 2

Pistols = 10     Rifle = 10     Shotgun = 4+

Rifle and Shotgun staged on the Donkey. Shooter starts at Donkey with hands at low surrender.

When ready, call out: “I rob banks for a living, what do you do?”

Shooters choice - Rifle or Shotgun

Rifle
With your rifle double tap the Circle’s then double tap the squares. Make Rifle Safe.

Shotgun
With your shotgun engage all targets until down. Make Shotgun safe.

Move to Table

Pistols
With your pistols, each front Buffalo gets two rounds then one on the Heart for 5 rounds – Repeat sequence. Holster pistols when done.
March 2018 Stage 3

Pistols = 10+1    Rifle = 10    Shotgun = 4+

Rifle and Shotgun staged on the Donkey. Shooter starts at Donkey or Table with Hands at side.

**Move as needed and Rifle cannot be shoot last**

When ready, call out: "Hang 'em first, try 'em later!"

**Pistols**
At the beep, with your pistols place two shoots on each outside Buffalo, then one round on any inside Buffalo - Repeat. Holster pistols when done.

**Pistol Bonus - Optional**
With your Pistol load one round and shoot Zombie Bart’s Heart. A hit subtracts 10 seconds and no penalty for a miss other than Zombie Bart will come eat you!

**Rifle**
With your rifle Triple tap each Circle, then place one round on either square. Make Rifle safe.

**Shotgun**
With your shotgun engage the two outside targets until down, then the two inside targets until down. Make Shotgun safe.
March 2018 Stages 4-6
March 2018 Stage 4

Pistols = 10    Rifle = 10    Shotgun = 2+

Shotgun is staged on the Table. Shooter starts at Horse with Rifle at Port/Starboard arms.

When ready, call out: “Aw, you ain’t worth killing!”

Rifle
(Using the two Circles and the one middle Diamond)

Place three rounds on the middle Diamond, then one round on each Circle - Repeat. Make Rifle Safe.

Move to Table

Shotgun
At the beep shoot the two shotgun targets until down. Make shotgun safe.

Pistols
With pistols, place three rounds on the middle Cowboy, then one round each outside Cowboy - Repeat. Holster pistols when done.
March 2018 Stage 5

Pistols = 10+1  Rifle = 10  Shotgun = 2+

Rifle staged on Horse and Shotgun staged on the table. Shooter starts at Horse with hands on Hat.

When ready, call out: “I rob banks for a living, what do you do?”

**Pistols**
At the beep, Place 2 rounds on each outside target *then* 1 round on the middle - Repeat. Holster Pistols when done.

**Rifle**
Place 1 round on each Diamond, *then* 1 round on each Circle - Repeat. Make Rifle safe.

**Move to table**

**Shotgun**
Shoot the two shotgun targets until down. Make shotgun safe.

**Pistol**
Load one round in a Pistol and shoot any pistol target in front of you.
March 2018 Stage 6

Pistols = 10  Rifle = 10  Shotgun = 2+

Shotgun is staged on the table. Rifle is staged on the Horse. Shooter starts at Horse with hands at low surrender.

When ready, call out: “Don't let your mouth overload your hardware, cowboy.”

**Rifle**
At the beep, Double tap each Rifle target in any order. Make Rifle safe.

**Pistols**
With Pistol(s) place 5 shots on three targets. Holster Pistol(s) as needed.

**Move to Table**
*GF may move with hammers down, empty cartridge and pistols pointed down range or split Pistols/Double Duelist*

**Pistols**
With Pistol(s) place 5 shots on three targets. Holster pistol(s) when done.

**Shotgun**
Shoot the two targets until down. Make shotgun safe.