

# ONE BAD WEEK!

It's early Monday morning in the Circle K bunkhouse and Cookie's chili just caught up with you. As you hurry across the room to go to the jake, you trip over something in the middle of the room and sprain your ankle. You look back – it's Cookie's big mangy mutt.

## STAGE 1 - TUESDAY



You and a few of the boys are out brandin' cattle.

Mid-mornin' a bee goes buzzin' past yer ear. Yer pards jump onto their horses and skedaddle. You look around – that weren't no bee, that were a bullet, and them's rustlers acomin'.

You put yer foot in the stirrup and try to mount, but yer ankle won't take the weight. You fall on yer butt and yer horse wanders off.

You hop over behind a cactus. It ain't much cover, but yer in a prickly situation.

**Targets** 4 rifle, 4 pistol 4 shotgun, PP/Derr

**Ammo** 5 or 10 pistol, 4 shotgun, 10 rifle, 4 pocket pistol or 2 derringer

**STARTING POSITION:** Standing behind the fence near the cactus, loaded pistols safely holstered, unloaded shotgun and loaded rifle safely staged on the rifle/shotgun rack.

**PROCEDURE:** When ready say, *“Damn dog!”*

At the beep engage PP/D target, make PP/D safe. Engage Rifle targets in a 1-1-2-2-3-3-4-4-4-4 sweep, make rifle safe. Engage shotgun targets 1-2-3-4, make shotgun safe. Engage pistol targets same as rifle targets.

## STAGE 2 - WEDNESDAY



After the gun battle with the rustlers the day before, yer thinkin' a little target practice might be in order.

You put some dangerous lookin' tin cans on the corral fence.

The boss-man, the foreman, and some of the hands are watchin'.

You cock yer pistol and take a step forward and yer bad ankle lets you down again. As you start to stumble you fire a wild shot (see – you shouldn't move with a cocked gun), and the boss-man's prize appaloosa stud becomes a gelding.

The foreman's tryin' to hold the boss back, but the boss is breakin' free!

**Targets** 4 rifle, 4 pistol 4 shotgun, PP/Derr

**Ammo** 5 or 10 pistol, 4 shotgun, 10 rifle, 4 pocket pistol or 2 derringer

**STARTING POSITION:** Hands on fence, loaded pistols safely holstered, unloaded shotgun and loaded rifle staged on the rifle/shotgun rack.

**PROCEDURE:** When ready say, *“Horrid Hound!”*

At the beep, engage PP/D target then make PP/D safe. Engage shotgun targets 4-3-2-1, then make shotgun safe. Engage rifle targets in a 1-1-2-2-2-3-3-3-4-4 sweep make rifle safe. Engage pistol targets same as rifle targets

## STAGE 3 - THURSDAY



No longer working at the Circle K, you go into town to drown yer sorrows at the local waterin' hole.

As you push through the bat wings, a tipsy patron bumps into you on his way out. Yer leg gives out and you do a face plant on the saloon floor – somethin' no one should ever do as the floor is equally covered with sawdust, beer, whiskey, spit (not everyone can hit those cuspidors), and whatever the patrons stepped in before enterin' the premises.

As you pull yerself up, you jostle the arm of one particularly tough lookin' hombre. He spills his beer and he and his pards ain't smilin'.

**Targets** 5 pistol, 5 rife, 4 shotgun

**Ammo** 5 or 10 pistol, 4 shotgun, 10 rifle

**STARTING POSITION:** Standing at the bar loaded rifle held in both hands loaded pistols safely holstered, unloaded shotgun safely staged on the rifle/shotgun rack.

**PROCEDURE:** When ready say, "*Malicious Mutt!*"

At the beep, engage rifle targets 1-2-2-3-3-3-4-4-4 then make rifle safe. Engage pistol same as rifle targets. Engage shotgun targets from either direction.

## STAGE 4 - FRIDAY



The Friday night dance at the local dance hall seems like a mighty good way to raise yer spirits.

You tip yer hat and ask the lovely Miss Greta Gundersen for a whirl. Yer ankle bein' what it is, yer not yer usual light-footed self, and you step on Miss Greta's bunions. She starts to fall, she grabs yer hand, you lose yer balance, and wind up on top of her on the floor.

Her brothers, broad of chest and narrow between the ears, saw it all and they ain't happy.

**Targets** 5 pistol, 5 rife, 4 shotgun

**Ammo** 5 or 10 pistol, 4 shotgun, 10 rifle

**STARTING POSITION:** Standing at the firing line, loaded pistols safely holstered, unloaded shotgun and loaded rifle on the rifle/shotgun rack.

**PROCEDURE:** When ready say, "*Cussed Cur!*"

At the beep, engage pistols in a double tap sweep from either direction. Holster and engage rifle targets same as pistol. Make rifle safe and engage shotgun from either direction.

## **Long Range Riflery, Pistol Prowess, & Shotgun Sharp Shootin'**

**\*\*\*THIS STAGE IS OPTIONAL!\*\*\***

**Ammo** 10 Per Rifle, 5 pistol, 4 shotgun.

**Targets** 3 rifle caliber, 2 pistol caliber, 2 pistol/shotgun, .22 gallery target (weather permitting)

### **STARTING POSITION**

Standing with low ready pistol(s),  
Rifle safely held at Cowboy Port Arms  
Shooter in position with single-shot rifle

### **PROCEDURE**

At the buzzer, shooters engage the appropriate target for their caliber, alternating shots on 2 targets, except for the .22 target.

**POSSE MEMBERS:** you will keep your same work assignments on this stage!

**POSSE LEADERS:** Keep the action moving- run this stage like any other. Try to accommodate two shooters at once, shooting different banks of targets. Position shooters so brass falls on mat.

Time is not the primary scoring method, hits are. For this stage, the shooter must announce his/her caliber choice to the scorer before the stage begins.

Counters count Hits only, last shot stops the clock.

Time breaks ties in number of hits only.

If time allows, shooters may shoot a second gun of a different caliber, but after all shooters have completed their first gun

***PLEASE NOTE that there is a SEPARATE scoring sheet for this stage!  
Do NOT put scores for Long Range on the regular sheets.***

### **SCORERS:**

.22 rifle shooters are scored in repeating or single shot rifle OPEN category, depending on action type.

Shotgun Stampede is scored separately.