



## CHIC FREAKS SHRIEK

You've been takin' the last of the herd to market for yer boss. But, it's that time of year again, when everybody dons a costume and goes out for tricks and treats. The job ain't easy, 'cause it's tough tellin' the real cowboys from the wannabee freaks. Then again, some o' them freaks look pretty, well... *freaky!*



## PUMPKIN CHUCKIN'

### Scenario

Playing Cowboy isn't always about shooting your way out of bar fights, rescuing innocents, or robbing banks. Today's your day off, and Ma and the girls are grinding up pumpkins to boil, to start making pies for tonight's first-class dinner. Turns out the pumpkin harvest was good this year and there are plenty of extras, so you and your buddies quietly gather them and set them up for some target practice behind the barn. The dinner bell just rang- better hurry up, so you're not late.

**Ammo** 5 Pistol (10 for two-gun shooters), 10 Rifle, 6 Shotgun

**Targets** 3 Rifle, 2 shotgun, 4 pistol, derringer/pocket pistol

**Props** Pumpkin, rifle and shotgun racks

### Starting Position

Shooter standing at center of mat with pumpkin in hand(s).

### Procedure

When ready, shooter says, *"Here's somepin' for you punkin bumpkins!"*

Shooter takes the pumpkin and "bowls" it out to the pistol targets. Timer instructs shooter whether to shoot at the pumpkin or not, then starts the timer once the pumpkin stops rolling.

If the pumpkin gets past the pistol targets, then the Shooter draws their first pistol and fires five shots at the pumpkin. If the pumpkin is less than five yards away, then the shooter must step to left and engage the pistol targets, 1-2-3-2-1. Holster pistol. Second gun always shoots 1-2-3-2-1. So, if the pumpkin rolls far enough, first gun is pumpkin, second is on steel. If the pumpkin is too close, both guns are on steel.

Shooter then moves to right and engages rifle targets 1,2,3,1,2,3,1,2,3,1 then clears rifle and places open rifle back in rifle rack.

Shooter moves to shotgun rack and engages shotgun targets 1-1-2-2-1-1 for a total of SIX rounds. Shooters may load as many as the gun will safely hold, single load is OK.

Engage Derringer/pocket pistol target. Make Derringer/pocket pistol safe.

Time stops.



## ZOMBIE SPLAT SPREE

### Scenario

It's late in the evening and you're tired but you see the Saloon is open so you tie up your horse out front and walk in. The bartender has his back to you as you go right up to the bar with one thing on your mind - a glass of whisky to wash down the trail. "A little dead in here ain't it?" He slowly turns around and as your eyes adjust to the dim light you see that the bartender is a zombie. He's coming at you!

**Ammo** 5 Pistol (10 for two-gun shooters), 10 Rifle, 4 Shotgun

**Targets** 5 Rifle, 2 shotgun, 5 pistol, derringer/pocket pistol

**Props** Table, chair

### Starting Position

Standing behind at firing line with safely holstered pistol(s). Derringer/pocket pistol staged on table. Rifle and Shotgun staged on either side of the table.

### Procedure

When ready, say "*No zombie's gonna eat me!*"

At the buzzer, engage shotgun targets left to right, 1- 2 -1- 2.

Make shotgun safe, engage rifle targets 1-2-3-4-5-1-2-3-4-5. Make rifle safe.

Engage pistol targets 1-5-2-4-3. Two-gun shooters, repeat with second gun.

Make pistol safe, engage Derringer/pocket pistol target. Make Derringer/pocket pistol safe.

Time stops.



## PUMPKIN STEALIN' BUMPKINS

### Scenario

As you stack wood for the next season, you see some pumpkin heads trying to get the drop on you.

**Ammo** 5 Pistol (10 for two-gun shooters), 10 Rifle, 4 Shotgun

**Targets** 4 Rifle, 4 shotgun, 5 pistol, derringer/pocket pistol

**Props** None

### Starting Position

Standing at ready, safely holstered pistol(s), safely staged rifle and shotgun.  
Derringer/pocket pistol safely staged on table.

### Procedure

When ready, shooter says *"I'm gonna turn you pumpkin punks to pulp!"*

At the buzzer, engage pistol targets 1-2-3-4-5. Two gun shooters, reverse second gun: 5-4-3-2-1.

Safely holster pistol(s), engage rifle targets 1-2-2-3-3-3-4-4-4-4. Make rifle safe.

Engage shotgun targets 1-2-3-4. Make shotgun safe,

Engage Derringer/pocket pistol target. Make Derringer/pocket pistol safe.

Time stops.



## TURKEY TIME

### Scenario

Yes it's time to set the table, and to fill it with some tasty and satisfying food! Time to show your skill with the rifle, and earn a "Turkey" for your efforts.

**Ammo** 10 Rifle per stage (Pistol Caliber Only)

**Targets** 6 Rifle, positioned in pairs at 25, 50, 75 yards.

**Props** Chair, two rifle racks, shooting sticks, shooting mat if desired.

**Staging:** Shooter seated in chair, standing, prone or other safe position. Loaded rifle in shooter's hands, in port arms position, prone position, or other position of choice when shooting begins.

**Start:** At the sound of the buzzer, shooter will engage closest targets in any sequence as long as the targets are Not double-tapped (ie targets must be shot one then another, not repeatedly for two or more consecutive shots).

**Scoring:** **READ CAREFULLY!** The shooting is done in three stages, with best shooters moving on to successive stages. Record both Hits and Time for each participating shooter. Best number of Hits wins for each shooting stage, with time to be used to break ties. All shooters proceed through the first stage of targets (closest targets). The best 50% will shoot the second stage of targets. Top 50% of these shooters then shoot the third target stage. Record winner of 50% that shot the second stage but did Not proceed to third stage- the Posse Runner Up, and winner of third stage- Posse Champ. **THIS STAGE IS OPTIONAL!**

**Posse Leaders:** workers keep their assigned jobs for this stage! If needed, shooters can rotate through work stations to relieve other posse members so they can shoot.