



FREAKS WREAK FRENZY

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 CHUNKIN'

Scenario

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

Ammo 5 Pistol (10 for two-gun shooters), 9 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, *“I’m gonna turn you pumpkin poachers into pie pulp!”*

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, 1-3-4-3-1. Holster pistol. Second gun always shoots 1-3-4-3-1. 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. DO NOT hit the STAR target- that’s your boy who just bolted out of the shed when he heard shots! Save him by dispatching the vermin! 10 second penalty if this target is hit.

Shooter then moves to right and engages rifle targets 1,3,2,1,3,2,1,3,2 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. Misses CAN be made up IMMEDIATELY AFTER it is missed. Swinger must move to be scored a hit or be re-engaged until hit. Last shot stops the clock.

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

Time stops.



HELLDORADO

Scenario

You've been on a long tough ride across the desert plains. At last you come over the rise and below you is a small group of wooden buildings that form the town.

You ride by the small grave yard and into town, curious to find the streets are empty. 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 then you notice as your eyes adjust to the dim light that the Saloon is filling up with zombies - and the only way back outta town is thru them.

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 *"I guess I ain't dyin' for a drink."*

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 POSERS PAY FOR PILFERING PEMBROOKS

Scenario

You make your way to the barn and find a bunch of those pumpkin-headed pilferers herding your best Pembrooks out of the barn. But, they see you, go for their guns, and the fight is on!

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 *"You gourds are gonna git gunned down!"*

At the buzzer, engage Derringer/pocket pistol target. Make Derringer/pocket pistol safe.

Engage pistol targets 1-2-3-4-5. Two gun shooters, reverse second gun: 5-4-3-2-1.

Safely holster pistol(s), engage shotgun targets 1-2-3-4.

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

Make rifle 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.