

SHUTEZENFEST !

Everyone wants to celebrate Oktoberfest and the only saloon in town is full. All you want is a cold beer and an honest game of cards, two things this God forsaken town just can't wrangle up. Günter & Horst have been drinking all day and have drawn their guns to "make vit de noise." Being so drunk their aim is not true and a bullet flies not far from your head. You had better put a stop to this nonsense before you get perforated.



START: Seated at card table with one hand on beer mug and the other on your cards, One of your pistols is on the table. (Cross draw / weak side) When ready you say "The party's over boys?"

BUZZER: Staying seated you drop the cards, grab the pistol from the table and alternate five shots on Günter and Horst. Stand up and then re-holster the pistol. Grab the rifle lying on the table top. Shoot the piano player first for playing so poorly and then empty your rifle on the swaying drunk beside the piano. Place the rifle back on the table O&E. Move to the saloon doorway, draw your second pistol and sweep left to right the five cowboys now taking a bead on you. Re-holster that pistol and make your way to the far left winder of the saloon. Grabbing the shotgun from under the winder, engage in any order the six rebel rousers on the saloon's stage through the saloon doorway. Be careful, two of them are jumpy and might try to jump out the back door.

NOTE: If you miss the activator it is a miss & you must re-engage – not a procedural

Ammunition & Gun placement

- Handguns 5 rounds in each gun holstered at start
- Rifle 10 rounds staged on top of card table bar wherever shooter wants
- Shotgun 6 shells minimum, (bring more) staged far right of bar top

Targets & Props

- Seven SASS cowboys
- Swinger target and popper activator
- Two shotgun "can-tosser" & two falling targets
- Table & chair with card & beer mug in saloon's "side card room"