

# LONG RIDERS GAZETTE

Volume 9, No. 1

Published at Shortsville, NY

April 28, 2008

## Spring has Sprung

Ahhh, Old Man Winter has finally moved on, or mostly has, and it's time to be thankful for the hard work and foresight that got you and yours through the hard winter. And now it's time to start this year's work. And who knows what adventures lie ahead?



# TRAIN THIEVES THWARTED

The coming of spring means expansion of the great rail system. In 1877 two large rivals, the Atchison, Topeka and Santa Fe and Denver and Rio Grande Western Railroads competed for trackage establishment through the Royal Gorge along the Arkansas River. In the end both companies agreed not to forge into each others' territories but before the resulting "Treaty of Boston" was inked both sides engaged in low-level sabotage and other acts of disruption. Today, the telegraph man just delivered a message to your sheriff's office, the local AT&SF liner's been hijacked on its way from Trinidad to La Junta, and the train's coach contains over a million dollars of the AT&SF's cash! Now you've gotten in front of the train on the line, and you need to expertly set a device called a "derail" on the tracks to stop the train and its hijackers, then fight for the AT&SF's gold!

## Stage 1 Train Thieves

**Targets:** 4 Rifle  
2 Shotgun  
5 Pistol+ 1 popper

**Ammo:** 8 Rifle  
4 Shotgun  
5 Pistol (10 for 2 guns)

**Props:** Derail, train tracks, shotgun rack, rifle rack.

**Staging:** Shooter standing at front / center of mat, facing front, with derail in hand. Loaded rifle in rifle rack, unloaded shotgun in shotgun rack.

**Start:** At the sound of the buzzer, shooter says "*This'll run them off the rails!*" and places the derail across the train track rails. The derail must lie across BOTH rails, or a 5 second penalty is assessed for failure to stop the train! Shooter then engages pistol targets Pop-2-3-4-5. Popper must be engaged until it falls. Two-gun shooters then shoot 5-4-3-2-1, with last target now being exposed due to popper being down. If popper did not fall with first gun engagement, shooter must start with the popper, then proceed right to left with remaining

rounds. Shooter holsters pistol(s) when done before proceeding onward.

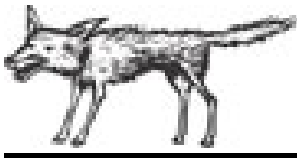
Shooter moves to left and picks up rifle, and engages rifle targets 1-3-2-4-1-3-2-4 and places open, empty rifle back in rifle rack.

Shooter moves to shotgun rack and loads shotgun (pump or lever gunners may load 4 rounds) engaging targets 2-1 and repeating for a total of four rounds. Last shot stops the clock.

# WAYWARD PESTS PUT DOWN

Back in March you started seeing some strange tracks around the base of the hill behind your place, and now you can see those critters there, just waiting to be added to the Easter dinner table. Sounds like a “Dinner Date”. Pass the corn!

## Stage 2 Clearing the Pests



**Targets:** 9 total, set as 2 long range rifle caliber (longest range), 2 rifle caliber repeater, 2 pistol caliber, gallery .22 (if weather permits), and 2 pistol.

**Ammo:** 10 Rifle per stage, caliber(s) of shooters' choice (5 for pistol).

**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 targets for the caliber chosen 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:** 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. **For this month shooters may only shoot ONE GUN ON THIS STAGE for timing purposes- the potluck lunch awaits.** Time breaks ties in number of hits only.

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

# HAZARDOUS HARLOT HALTED

While carousing in the local tavern and playing high stakes “penny poker” a rather friendly young woman keeps trying to be awful friendly toward you. After a while you get fed up and take your substantial winnings out of there. As you get out the door the woman gets real close behind you and you feel a hand on your shoulder... and a blunt poke in the back... and hear a man’s voice say “Just hand over that loot, handsome, and you won’t get hurt.” To add insult to injury, “her” pard on the porch see her jump on you and they start laughing. They probably know the whole story, but you’re gonna save face, and your honor, by teaching this “lady” a lesson.

## Stage 3 SAVE YOUR EARNINGS



### Targets:

2 Shotgun  
3 Rifle  
5 Pistol  
1 Derringer

### Ammo:

4 Shotgun  
9 Rifle  
5 Pistol, 10 for 2-gun  
2 to 4 for PP / Derringer

**Props:** Dummy woman, rifle and shotgun racks.

**Staging:** Shooter with hands in the air, facing back of mat, with dummy woman draped over back. Poker table to left side with loaded derringer, muzzle downrange. Loaded rifle in rack to left of mat, unloaded shotgun in rack at right.

**Start:** At the sound of the buzzer shooter says “Not of your Life!” and throws or drops dummy woman to the back of the mat, then turns and advances to the front left of the mat to engage derringer target with from 2 to 4 rounds, with a 5 second bonus per hit (potential 20 seconds of bonus). Place open

derringer back on table. Shooter then engages pistol targets 1-3-5-4-2, 2-gun shooters repeat. Holster pistol.

Shooter then retrieves rifle, and engages rifle targets 1-2-3-1-2-3-1-2-3. Shooter clears rifle and replaces in rifle rack.

Shooter then moves to right of mat and picks up shotgun, loads and engages shotgun targets left to right, for a total of four shots (1-2-1-2). Pump or lever shot-gunners may load as many rounds as their shotgun can safely hold. Last shot stops the clock.

**Scoring:** Time plus misses.

# MEANDERING MARAUDERS MET WITH FORCE

You and yours made it through the winter but some folks weren't so lucky. With the spare wood outside the cabin some of the half-crazed locals think you might have other extras too, including food, water, gold or anything else. Now you're outside cleaning up with your son when you spot them. They're coming in so you better act fast.

---

## Stage 4 Starving Marauders

---

**Targets:** 6 Pistol  
3 Shotgun  
4 Rifle

**Ammo:** 6 Shotgun  
5 Pistol/10 for two gun  
8 Rifle

**Props:** Wood logs, rifle and shotgun racks.

**Staging:** Loaded rifle in rifle rack. Unloaded shotgun in shotgun rack. Shooter standing at center of mat with wood log in hand(s), facing right.

---

**Start:** At the sound of the buzzer, shooter

placed the wood log on the woodpile and says, *"Look Out Junior, I'll Save You!!"* Shooter engages the pistol targets, 1-2-4-5-6 Two gun shooters repeat. Do NOT hit the third Cowboy target- that's your son Allister- **10 second penalty if this NO SHOOT target is hit!**

Shooter then moves to left and engages rifle targets 1,2,3,4,1,2,3,4 then clears rifle and places open rifle back in rifle rack.

Shooter walks around woodpile and moves to shotgun rack and engages shotgun targets 1-2-3 and repeat for a total of SIX rounds. Pump or lever gunners

may load Two rounds maximum per load. Single round loading is OK.

**Scoring:** Time plus misses.

---