

LONG RIDERS GAZETTE

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SADDLEMATE SNAPPED!!

Under a starlit sky you and your fellow posse members take a break for the night while pursuing thieves. While around the campfire you and your friends reminisce about the good old days. When it got to his turn, Jared, the biggest of the bunch, starts telling a tale that sounded pretty ordinary, at first, and then took a turn towards the darker side of humanity when he talked about what happened to the unfortunate outlaws his bunch caught that day. As his left eyelid started trembling and a half-smile crossed his face you knew something was wrong. Jared jumps up and says "Here we are again Talbot, and this time it'll be YOU that loses your life!" Your comrades scatter, and not sure what this all means, you better defend yourself, quick, before Jared figures out which side of the ground he's really on.

Stage 1 Payback Time

Targets: 4 Rifle Cal
4 Pistol Cal
2 Shotgun
5 Pistol

Ammo: 8 Rifle*
4 Shotgun
5 Pistol (10 for 2 guns)
* either rifle or pistol cal

Props: Wagon, shotgun rack, rifle rack.

Staging: Shooter standing at center of mat, facing downrange. Loaded rifle in rifle rack, unloaded shotgun in shotgun rack.

Start: At the sound of the buzzer, shooter says "Jared, You're Goin' Down!" and engages pistol targets 3-3-3-1-5. Two-gun shooters repeat. Shots on 2 or 4 earn a procedural but

NOT a miss. Shooter then moves to rifle rack and engages targets appropriate to the caliber chosen, 4,3,2,1,4,3,2,1, and replaces empty rifle in rack. Shooter moves to shotgun rack and retrieves shotgun, loads and shoots 2-1-2-1. pump gunners may load up to 4.

Scoring: Time plus misses.

PHARMACEUTICAL FIENDS FOILED!

Back in the Old West many a snake oil salesman visited the towns along the trail, who preyed on the easily convinced while keeping their stays as short as possible- “one bite and away” was a way of life for them. However, every once in a while a honest man (or very rarely, a woman) would establish a shop in town offering the finest in herbs, roots and various natural cure-alls that were effective enough to keep them in business. One such establishment stood in 1878 here in River Lethe (a forgettable town). While certainly not of the skills of Elizabeth Blackwell (America’s first traditionally-schooled woman doctor) the proprietor Ms. Pennywurth’s managed to whip up a medicated patch for the bullet wound you received yesterday. But wait, this guy’s not one of Ms. Pennywurth’s employees, you see it’s one of the Le Sone gang, here to ambush you, right here in the store! Better get out fast.

Stage 2 Pennywurth’s Apothecary



Targets: 2 Shotgun
3 Rifle
5 Pistol
1 Derringer/PP

Ammo: 4 Shotgun
8 Rifle
5 Pistol, 10 for 2-gun
2 to 4 for PP / Derringer

Props: two rifle racks, bar or high table, short table, bottles, folded napkin, Ma Fricker cutout.

Staging: Shooter standing by bar / tall table, facing right, holding bandage/napkin on arm. Loaded rifle in rifle rack, empty shotgun in shotgun rack, optional derringer or pocket pistol loaded, staged on short table, Ma and bottles behind tall table/bar.

Start: At the sound of the buzzer, shooter says **”Ms. Pennywurth, this poultice is positively powerless!”** and places bandage on bar. Shooter

advances to left of mat and engages derringer / PP target for up to four shots, with one 5 second bonus per hit. Shooter leaves gun ON TABLE muzzle downrange. Shooter engages pistol targets POP-2-3-4-5, 2-gun then engages 5-4-3-2-1. Popper must be shot until it falls. Shooter moves to left of mat, retrieves rifle and engages rifle targets 1-1-2-2-3-3-4-4, and replace empty rifle in rack. Shooter moves to right, around bar/tall table and retrieves shotgun, engaging targets 1-2-1-2. Last shot stops clock.

Scoring: Time plus misses, less bonuses.

BRIGANDS BUSHWHACKED!

Tired of the lawlessness of the Territory you decide it's time to put a dent in the criminal element by thinning out their herd. Before you lies an encampment crawling with baddies. You need to hit them solidly to make your statement. Your trusty rifle is ready to meet the challenge. Are you?

Long Range Reverse Ambush

Targets: 10 total, set as 2 long range rifle caliber (longest range), 2 rifle caliber repeater, 2 pistol caliber, gallery .22 (if weather permits), and 3 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.

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

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

Counters count **Hits** only, last shot stops the clock.

Time breaks ties in number of hits only.

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

DRUNKEN DUO DIVERTED

The silver in the mines around the Red Cloud Mine are both a boon and a bane to the local towns around them. The silver yields wages, of which many are spent prudently and wisely for the needs of a frontier family and their homestead. But sometimes the wages are spent on less honorable pastimes, including trips to the local saloon. Tonight you just finished your dinner when the Dunston brothers come staggering down the street, and one of them just tried to shoot the oil lamp over your table for target practice... through your window! The burning oil just hit your table and you have to act fast, both to protect your home from destruction and from these ne'er-do-well ruffians before they kill somebody.

Stage 3 THE BUMBLING DUNSTONS



Targets:

2 Shotgun
3 Rifle
5 Pistol

Ammo:

6 Shotgun
9 Rifle
5 Pistol, 10 for 2-gun

Props: window wall, napkin, chair, small bucket, doorway wall, rifle and shotgun racks.

Staging: Shooter sitting in chair, napkin in hand, facing window wall. Loaded rifle in rack to left of mat, unloaded shotgun in rack at right.

Start: At the sound of the buzzer shooter says "*You Boys Have Got to Be Stopped!*" and stands up, moving to window to "blot out" the oil fire by patting the window frame with the napkin, and dropping it into the bucket. Shooter then moves to the LEFT of the window wall and draws pistol to engage pistol targets 1-2-3-4-5. 2-gun shooters repeat. Shooter then moves to left and engages rifle targets in an Arizona sweep: 1-1-2-2-2-3-3-3-3, then replace empty

rifle in rack. Shooter then moves through door to shotgun rack, retrieves shotgun and engages targets 1-2-1-2-1-2. Last shot stops the clock.

Scoring: Time plus misses.

CALAMITOUS CANNIBALS CULLED!

Way out in the furthest regions of the plains you've run across a group of settlers who seemed to have stopped and are a bit, well, unsettled. Something must have happened to them along the way, because when you offer to trade with your gold they refused, saying something like "If you can't burn it, eat it, or grow it for food it's worthless. Right now we need to eat and we've got nothing". You can't imagine where their minds are at, but as you turn to leave, one of them says "But you're here to change all that, aren't you?" and you hear a knife get drawn. Better turn and defend yourself before you become dinner!

Stage 4 The Middle of Nowhere

Targets: 5 Pistol
3 Shotgun
4 Rifle

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

Props: rock props,
cactus props, rifle and
shotgun racks.

Staging: Loaded rifle in
rifle rack. Unloaded
shotgun in shotgun rack.
Shooter standing at
center of mat with hands

on top of head, facing
front (downrange).

Start: At the sound of
the buzzer, shooter says,
*"Now THAT's a
Knife!!"* Shooter
engages the pistol
targets, 1-5-2-3-4 Two
gun shooters repeat.

Shooter then engages
rifle targets 4-3-2-1-4-3-
2-1 then clears rifle and
places open rifle back in
rifle rack.

Shooter 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.
