

LONG RIDERS GAZETTE

Volume 9, No. 3

Published at Shortsville, NY

June 29, 2008

PROPHET'S PEOPLE PINE FOR PEACE

One day in 1884 an AT&SF representative knocked on Prophet's door and asked to buy his land so the railroad could go through it. "If you don't sell, we'll run the tracks right through old Thurston's place next door and the trains will drive you mad" he said. So you know what Prophet told them? 'No' would be a polite summary. So, they ran the tracks next door and now Prophet's whole family's been shaken, deafened, steamed and sooted on for years and they've finally reached the breaking point. They're up ahead of your lead 2-8-2 Mikado steamer, and you need to protect your train from these ruffians.

They had their chance... and it's not your fault they decided to stay in the way of progress.

Stage 1 Prophet's House

Targets: 3 Rifle Cal
3 Pistol Cal
2 Shotgun
5 Pistol

Ammo: 9 Rifle*
4 Shotgun
5 Pistol (10 for 2 guns)
* either rifle or pistol cal

Props: Long 3-window wall, chair, shotgun rack, rifle rack.

Staging: Shooter sitting in chair, in "locomotive cabin", facing left. Loaded rifle in rifle rack, unloaded shotgun in shotgun rack.

Start: At the sound of the buzzer, shooter says "Clear The Tracks, You Varmints!", stands up from chair and engages pistol targets from right side of wall (NOT through windows) 1-2-3-4-5. Two-gun shooters then shoot 5-4-3-2-1.

Shooter then picks up rifle and engages targets appropriate to the caliber chosen, 1-3-2-1-3-2-1-3-2, and replaces empty rifle in rack.

Shooter moves right to shotgun rack and retrieves shotgun, loads and shoots 1-2-1-2. pump gunners may load up to 4.

Scoring: Time plus misses.

TERRIFYING PTEROSAUR TAKEN!

A local legend says that a large bird-like creature inhabits the hills here, and lately a few calves have been found slaughtered by a mystery beast. Some of the folks are packing up and leaving out of fear. You go to check it out- there's a reward for the carcass of the bloodthirsty beast. But as you and your cousin Jed get close to the trail it appears that the leavings of whatever this thing is have attracted plenty of other hungry critters who don't want to share with you. Or... are the scraps just bait placed by the hungry monster... Look up there!

Stage 2 Thunderbird



Targets: 1 Shotgun
4 Rifle
5 Pistol + reactionary

Ammo: 2 Shotgun
8 Rifle
5 Pistol, 10 for 2-gun

Props: Rifle rack, shotgun rack, cowboy cutout, box of clays, clay target thrower, rock prop, cactus prop.

Staging: Shooter standing at front of mat slightly left of center, facing downrange, with clay target in either hand. Loaded rifle in rifle rack, empty shotgun in shotgun rack.

Start: At the sound of the buzzer, shooter says **"What the heck is that up there?!"** and throws clay target against the rock prop to 'scare away' some of the closest critters'. Shooter moves to left of mat, retrieves rifle and engages rifle targets 1-2-3-4-1-2-3-4, and replace empty rifle in rack.

Shooter moves to right to face pistol targets and engages pistol targets

POP-2-3-4-5, Popper must be shot until it reacts. 2-gun then engages 1-2-3-4-5, with target one being the fixed target furthest left this time.

Shooter moves to right and retrieves shotgun, engaging targets 1-flying bird which is launched upon hearing the first shot (released on report), If clay target is missed it counts as a miss. Shotguns may be loaded with TWO rounds maximum. Last shot stops clock.

Scoring: Time plus misses.

CONTRAPTION CONFOUNDS

CURMUDGEONS

While at a booth at the local fair, a vendor shows you a strange gaming device called a Pachinko, a kind of vertical pinball affair, where the vendor says gravity and chance alone decide where the ball will fall, and award the prize. The novelty and the chance for a big payout lure in the foolish, as most games do. But you notice that the vendor runs his hand on the side of the case as the ball falls, and many times the metal ball seems to fall into a slot where no gambler put money! Watching more carefully you notice that the vendor is manipulating a magnet to influence where the ball goes, and now that you know the secret it's time for you to "collect" from this bad vendor and his gang who don't want you spreading the word!

Stage 3 THE JIG IS UP



Targets:

2 Shotgun
3 Rifle
5 Pistol
1 Derringer / PP
2 NO SHOOTS

Ammo:

4 Shotgun
9 Rifle
5 Pistol, 10 for 2-gun
4 max for derringer / PP

Props: small table, Pachinko machine and ball, derringer target setup, rifle and shotgun racks.

Staging: standing at small table facing pachinko machine with ball in hand. Loaded rifle in rack to left of mat, unloaded shotgun in rack at right.

Start: Before starting the timer, shooter releases ball into machine. Once the ball falls to the bottom the timer starts the timer countdown to the buzzer. At the sound of the buzzer shooter says "*I'm The Winner This Time You Cheat!*" and engages derringer / PP target with up to 4 rounds, with a 5 second bonus per hit, and place derringer / PP back on table with muzzle

downrange. Shooter then draws pistol and engages targets 1-3-5-2-4, 2-gun shooters repeat. Holster pistols.

Shooter moves to left and engages rifle targets 1-2-3-1-2-3-1-2-3, then replace empty rifle in rack.

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

Scoring: Time plus misses.

COWBOYS SCORE LUCKY LUNCH

Right about lunchtime your posse sees a sight for sore eyes, a veritable herd of jackalopes just waiting to be harvested. Drop to prone with your rifle, use sticks, or stand to deliver the well-deserved meal before they scatter. Start the kettle Junior, lunch is on the way.

Long Range Cornucopia

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 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.

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

POSSE LEADERS: Keep the action moving- run this stage just like any other, but try to accommodate two shooters at once, shooting different banks of targets. Position shooter so brass falls on mat.

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.

IF time allows, shooters may shot a second gun of a different caliber, but must wait until all shooters have completed their first gun.

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

MISUNDERSTANDINGS MAKE FOR MISCHIEF!

You've met up with your friend Horace Hangerfield for a game of cards and a few drinks at the local saloon where a few high rollers, and a few low-layers, congregate. After a few rounds of whiskey Horace decides to show you his brand-spanking new Smith and Wesson Schofield, which he forgets is loaded and after drawing it he accidentally shoots through the floor. The shot makes most folks freeze, and you see a group of the lowest-lying patrons approach, saying Horace tried to shoot them! And you're there too, guilty by association. Horace once helped save you from an unjust hanging, now it's time to repay the favor.

Stage 4 Save Horace!

Targets: 5 Pistol
3 Shotgun
4 Rifle
1 NO SHOOT

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

Props: bar with shot glass and bottles, rifle and shotgun racks.

Staging: Loaded rifle in rifle rack. Unloaded shotgun in shotgun rack. Shooter standing at the

bar with shot glass in left hand, facing left.

Start: At the sound of the buzzer, shooter says, "*It's My Turn Horace!!*" and pretends to drink the shot of whiskey, placing glass back on bar when done. Shooter turns to right to face downrange and engages the pistol targets, 1-2-3-4-5 Two gun shooters then shoot 5-4-3-2-1 and holster pistol(s). The no shoot target is Horace- 10 second penalty if Horace is hit!

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 / penalties.
