

LONG RIDERS GAZETTE

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SETTLERS SURVIVE SALT MINE SQUATTERS

One of the dangers of the desert is the loss of salt in the traveler's body. Without replacement of salt it is possible to literally drink one's self to death with water as the water dilutes out the body's much needed minerals. After a week's travel you decide to stop at the mine at Camp Verde, Arizona to restock your supply. But a few other travelers also have stopped- and have seized control of the mine from the workers.

Time to free the hostages and return control of the mine to its owners!

Stage 1 Salt Mine



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

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

* either rifle or pistol cal

Props: Mine cart,
tracks, rock prop,
shotgun rack, rifle rack.

Staging: Shooter
standing with left hand
on cart, facing
downrange. Loaded rifle
in rifle rack, unloaded
shotgun in shotgun rack.

Start: At the sound of
the buzzer, shooter says
**"You Boys Ain't Worth
Your Weight In Salt!",** ,
and engages pistol
targets 1-2-3-4-5. Two-
gun shooters repeat.

Shooter then picks up
rifle and engages targets
appropriate to the caliber
chosen, 1-1-2-2-3-3-4-4,
and replaces empty rifle
in rack.

Shooter moves right to
shotgun rack and
retrieves shotgun, loads
and shoots 1-2-3-1-2-3.
pump gunners may load
as many as desired,
single load is OK.

Scoring: Time plus
misses.

PERNICIOUS PLUNDERERS PROSECUTED!

Gila Cliff Dwellings archaeological dig, 1885: The night after the Lieutenant G.H. Sands reported his findings via courier, a few small columns of smoke were seen in the distance as night approached. Wary of the potential of danger you warn the Lieutenant and he entrusts you with his most prized finding to date- a silver amulet he found at this site. "Keep this safe and the reward will be most handsome" he said. But looking at the artifact, you see that if it were lost, meaning sold, it would bring a fortune to the seller. At midnight the horses alert you to the coming danger, and you have to decide... who will have the amulet, assuming you survive the coming fight?

Stage 2 Artifact



silver amulet,, cactus prop.

2-1-4-3-2-1, and replace empty rifle in rack.

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.

Shooter moves to center of mat 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.

Targets: 2 Shotgun
4 Rifle
5 Pistol + reactionary

Ammo: 4 Shotgun
8 Rifle
5 Pistol, 10 for 2-gun

Props: Rifle rack, shotgun rack, cowboy cutout, tall table / bar,

Start: At the sound of the buzzer, shooter says "**This Belongs in a Museum!**" , places amulet on person (in a pocket, wherever secure) and moves to left of mat, retrieves rifle and engages rifle targets 4-3-

Shooter moves to right and retrieves shotgun, engaging targets 2-1-2-1 Last shot stops clock.

Scoring: Time plus misses. FIVE second penalty if amulet is dropped!

TAD TOUGIS' TERRITORY TRAMPLED!

It's 1879 near the Rillito River, Arizona and you're with a posse looking for the Tougis and Langenfeld Gang, who have recently held up several coaches. You are sitting in a disguised wagon that's being used as bait, hoping to draw out the fugitives and take them back to justice, or remove their scourge from the countryside in any other way necessary. As you approach a narrow rift in the desert you see men hiding in ambush and realize you are running into a trap. But foresight has bequeathed you with preparedness, and your fellow posse members are hiding in the wagon with rifles or following closely behind. This time, as many times, luck is the residue of preparedness and the gang is going to have a few surprises of its own this time.

Stage 3 TOUGIS' END

Targets:

2 Shotgun
3 Rifle
5 Pistol
1 Derringer / PP

Ammo:

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

Props: chair, cactus prop, derringer target stand, 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: At the sound of the buzzer shooter says "*Tougis, Yer Ambush is Off a TAD!!*" and stands, moves forward to firing line and engages pistol targets 1-3-5-4-2, -gun shooters repeat. Holster pistols. ***NOTE: Shooter MUST advance to line before drawing pistols!***

(optional) Shooter then moves to engage 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 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 like any other. Try to accommodate two shooters at once, shooting different banks of targets. Position shooters so brass falls on mat. PLEASE NOTE that there is a SEPARATE scoring sheet for this stage! Do NOT put scores for Long Range on the regular sheets.

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!*****

THE WINDS OF WAR ARE WAILING

Your neighbor Ezekiel Aramis' wagon just stopped at your place so he and his family could stop to say goodbye. He's heard about too much fighting in town between rival gangs and decided that as these wheels of change begin to turn he can't risk the lives of his wife and little ones; they're moving to the next county. You wish them well and start to think about how old 'Zeke was being too careful. Later that day around dusk you hear gunshots getting louder on the back 100 and on looking out the window you see a dozen riders approaching fast, looking hell-bent on rolling over you and your family. Maybe Zeke was right, but now the time for just being careful has passed- fight to defend your family and your home. If this is a sign of things to come in the near future, your aim better be quick and deadly for your clan to survive.

Stage 4 Ezekiel Was Right

Targets: 5 Pistol
3 Shotgun
4 Rifle

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

Props: window wall, rifle and shotgun racks. Note, rifle rack must be well clear of right side of end of window wall for unobstructed shooting.

Staging: Loaded rifle in rifle rack. Unloaded

shotgun in shotgun rack. Shooter standing at left of mat, facing downrange.

Start: At the sound of the buzzer, shooter says, "*I See You Comin'!!*" and engages the pistol targets, THROUGH the window without balancing on wall or window frame, 1-2-2-3-3 Two gun shooters then shoot 3-4-4-4-4 and holster pistol(s). Both guns together complete a Left to Right Arizona Sweep! Shots on target 5 count as a procedural but not a miss. *Pistol(s) must protrude through window, and not be on*

shooter's side of the wall during firing.

Shooter then moves to right and 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 3-2-1-3-2-1 and repeat for a total of SIX rounds. Pump or lever gunners may load as many as the shotgun will safely hold. Single round loading is OK.

Scoring: Time plus misses / penalties.
