

LONG RIDERS GAZETTE

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ONEROUS OUTLAWS OVERRUN OUTPOST!

In 1868 Comanches and Kiowa Indians attacked Fort Dodge, Kansas and you have a singular honor, protecting the fort's Truk. A Truk is the gold globe atop the fort's flagpole, and is said to have inside it a bullet to shoot one's self with upon defeat, a match to burn the flag with, and grain of wheat to grow food for a new nation. Today is the day and you will meet your fate, but protect the Truk... today's and tomorrow's nation depends on you.

Stage 1 Give 'Em Hell

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: Fort base with
flagpole, stairs, rock

prop, shotgun rack, rifle
rack.

Staging: Shooter
standing on fort base,
facing rear of mat.
Loaded rifle in rifle rack,
unloaded shotgun in
shotgun rack.

Start: At the sound of
the buzzer, shooter says
"We will NOT Be
Overrun!", and
engages pistol targets 1-
2-3-4-5. Two-gun
shooters shoot 5-4-3-2-1.

Shooter walks down
stairs to rifle rack and
engages targets
appropriate to the caliber
chosen, 1-2-3-4-1-2-3-4,
and replaces empty rifle
in rack.

Shooter moves right to
shotgun rack and
retrieves shotgun, loads
and shoots 1-2-3-1-2-3.
Shooters may load as
many as the gun will
safely hold, single load
is OK.

Scoring: Time plus
misses.

OUTBACK OUTING OUSTED!

While laying next to the smoldering campfire you hear the knocking of beetles around you. As part of their calling for mates they tap their abdomens on a hard surface to create a Tap-Tap sound. You listen and hear, Tap, Tap, Tap-Tap, Click Click Click, Tap, Tap and at that moment the hair on your neck goes up... those aren't beetles around the camp that are here to serenade you to a sound sleep.

Stage 2 Sneakers

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

Props: Rifle rack,
shotgun rack, wagon,
cactus prop.

Staging: Shooter
standing at front of mat
at rifle rack with left

hand on wagon, facing
downrange. Loaded rifle
in rifle rack, empty
shotgun in shotgun rack.

Start: At the sound of
the buzzer, shooter says
**"You're Not Surprising
Me!!"** , and engages
rifle targets 4-3-2-1-4-3-
2-1, and replace empty
rifle in rack.

Shooter takes One step
to right 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 1-2-1-2.
Shooter may load as
many rounds as the gun
will safely hold, single
round load is OK. Last
shot stops the clock.

Scoring: Time plus
misses.

HOMESTEADERS HARASSED!

You've done well to keep your old shooting irons out of sight and out of mind after the end of the Lincoln County Wars. The wife understands why you need to keep that part of your life in the past, and the young-uns would ask too many questions. But as you peer out the window, you see riders approach with rifles drawn. The war isn't over, and now it's come a-calling. You need to open that lock box and get yourself ready to defend your family.

Stage 3 OUT OF RETIREMENT

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: Short window wall, corner board, door wall minus door, lock box, cactus prop, derringer target stand, rifle and shotgun racks, small table.

Staging: shooter standing at small table, facing downrange. Loaded rifle in rack to left of mat, unloaded shotgun in rack at right. Pistol or Derringer

“locked” in lock box, pointing downrange.

Start: At the sound of the buzzer shooter says **“Why Can't You Leave Us Alone??”** and opens the lock box to retrieve the handgun inside. If it's a derringer/PP the shooter then engages derringer / PP target with up to 4 rounds, with a 5 second bonus per hit. If it's a revolver it goes to holster then shooter moves to right to engage pistol targets. If the derringer/PP is shot first, after shooting leave gun on table (closed) muzzle downrange and go on to pistol.

Shooter moves to window and engages pistol targets 1-3-5-4-2, 2-gun repeat. Targets must be engaged THROUGH the window,

Shooter moves to left and engages rifle targets by shooting beside the wall edge 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 2-1-2-1. Shooter may load as many as the gun will safely hold, single round load is OK Last shot stops the clock.

Scoring: Time plus misses, less bonuses.

TRY YOUR LUCK

At the County Fair you stop by the local shooting gallery to see if you can best your friends' remarkable shooting prowess. Every extra hit is needed, so shoot your best.

Long Range Take Aim

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 4 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!*****

BACKROOM BAR-FIGHT BUSTED!

After a long night of drinking and gambling in the Bull's Head Saloon in Abilene, TX on a late night in September you decide it's time to go home. But your rowdy pards are picking a fight and you move forward to help them out when somebody throws a punch at you... and misses. Step up good citizen, it's time to "take care of business" and the fight spills out into the street. Watch your aim- there are bystanders out there that need to be kept alive to testify that it was self-defense on your part.

Stage 4 Stand and Deliver

Targets: 5 Pistol
3 Shotgun
4 Rifle

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

Props: bar, bartender cutout, 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, "*Your Geese Are Cooked Now!!*" and engages the pistol targets, 1-2-3-4-4 Two gun shooters repeat and holster pistol(s). Swinger must Move before proceeding onward- re-engage if necessary Shots on target 5 earn a 10-second penalty per hit but are not scored as misses.

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. Shooter may load as many as the gun will safely hold. Single round loading is OK.

Scoring: Time plus misses / penalties.
