

# LONG RIDERS GAZETTE

Volume 10, No. 6

Published at Shortsville, NY

October 26, 2008

## SHREWD SHOOTERS SHOW STAMINA, GRIND GOURDS, DINE ON DELICIOUS DELICACIES

Another shooting season's end is upon us, and after making many memories (many good, few bad, and yes maybe one or two ugly- scenarios that is) the Long Riders gather once more for a day of slinging lead, great fun and this month, a feast of finest fare. What better way to bring our season to a close than to work together to pack away our toys with loving care, and then sit down together for a meal?

# TIPSY THESBIAN THWARTED

You and your pards have gone carousing and have stopped by the famous Birdcage Theatre in Tombstone, Arizona on a special night. It's amateur talent night and many a hopeful soul has already shamelessly embarrassed themselves on stage. Now that it's your turn, you try your best to deliver a riveting performance by reprising your role of Othello, only to find out that the audience isn't keen on Shakespeare. Too bad, because the locals called it "... a glittering performance of rare perception."

## Stage 1 Exit, Stage Left



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

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

**Props:** shotgun rack, rifle rack.

**Staging:** Shooter standing at center of mat facing downrange, one hand outstretched. Loaded rifle

in rifle rack, unloaded shotgun in shotgun rack.

**Start:** At the sound of the buzzer, shooter says "*Desdemona, Let Me Tell You Another Story...*" and engages pistol targets 5-4-3-2-1, 2-gun shooters repeat. Holster pistols.

Shooter moves to right 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 engages shotgun targets 1-3-2-1-3-2. Shooter may load as many rounds as their shotgun may safely hold. Swing target must MOVE to be counted a hit, but need not

be re-shot if missed, proceed to the next target.

Last shot stops the clock.

**Score:** Time plus misses.



Constantin Stanislavski  
as Othello, 1896

# HARVEST TIME

In many ways it's the best time of the year. It's a celebration of a good harvest, surviving the heat of summer, reaping the benefits of long, hard work. As the orange moon rises and the crickets start to grow silent the work seems a little easier. But today your family isn't the only grateful bunch. A wild pack of wild critters has beset your fields, looking to fatten up for the winter on the fruits of your labor! Time to clear 'em out.

---

## Stage 2 Harvest Time

---

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

**Ammo:** 4 Shotgun  
5 Pistol/10 for two gun  
8 Rifle

**Props:** cactus prop, rifle and shotgun racks.

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

---

**Start:** At the sound of the buzzer, shooter says, "*Git, You Gallopin' Gallutes!!*" Shooter then moves to left and engages rifle targets 4-3-2-1-4-3-2-1 then clears rifle and places open rifle back in rifle rack.

Shooter steps to right and engages pistol targets Swing-3-5-4-2, Swing target must move to be scored a hit, or shooter must shot it again until hit and moved. Two-gun shooters repeat. Do NOT shoot the star target- this is a no-shoot and results in a 10-second penalty per hit.

That's Eunice, your favorite German Shorthair Pointer who only wants to help clean up the mess by rolling in the remains.

Shooter moves to shotgun rack and engages shotgun targets 2-1-2-1 and repeat for a total of Four rounds. Shooters may load as many rounds as their shotgun can safely hold.

**Scoring:** Time plus misses.

---

# GRINDING FOR PIES

Playing Cowboy isn't always about shooting your way out of bar fights, rescuing innocents, or robbing banks. Today's your day off, and Ma and the girls are grinding up pumpkins to boil, to start making pies for tonight's first-class dinner. Turns out the pumpkin harvest was too good this year and there are plenty of extras, so you and your buddies quietly gather them up and get ready to set them up for some target practice behind the barn. The dinner bell just rang- better hurry up, so you're not late.

---

## Stage 3 Backyard Gallery

Targets: 5 Pistol  
2 Shotgun  
3 Rifle

Ammo: 4 Shotgun  
5 Pistol/10 for two gun  
9 Rifle

Props: Pumpkin, rifle and shotgun racks, bell.

Staging: Loaded rifle in rifle rack. Unloaded shotgun in shotgun rack. Shooter standing at center of mat with pumpkin in hand(s).

Start: Before the timer starts, the timer operator rings a bell to simulate

the dinner bell, then begins the timer. At the sound of the buzzer, shooter says, "*Coming, Ma!!*" Shooter takes the pumpkin and "bowls" it in between the targets and over the 10 yard line (past pistol targets). Ten second penalties are assessed for any pumpkins not going over the 10 yard line.

Shooter draws pistol and engages the pistol targets, 1-2-4-5-5. Holster pistol. Two gun shooters repeat. DO NOT hit the STAR target- that's your brother Dan who's setting up more targets! **10 second penalty if this target is hit.**

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

Shooter moves to shotgun rack and engages shotgun targets 1-2 then shoots at the thrown pumpkin twice, double-tapping it, for a total of FOUR rounds. Shooters may load as many as the shotgun will hold, and the reaction target MUST MOVE to be scored a hit.

Scoring: Time plus misses.



# TURKEY SHOOT

Yes it's time to set the table, and to fill it with some tasty and satisfying food! Time to show your skill with the rifle, including targets that get tougher as you go, and earn a "Turkey" for your efforts, or something like that.

## Turkey Shoot- on Two Stages



**Targets:** 6  
Rifle

**Ammo:** 10  
Rifle per stage (Pistol  
Caliber Only)

**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  
stage they are shooting  
(closest targets for first  
stage, middle targets for  
second, furthest for  
third) 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:** **READ  
CAREFULLY!** The  
shooting is done in three  
stages, with best  
shooters moving on to  
successive stages.  
Record both Hits and  
Time for each  
participating shooter.  
Best number of Hits  
wins for each shooting  
stage, with time to be  
used to break ties. All  
shooters proceed through  
the first stage of targets  
(closest targets). The  
best 50% will shoot the  
second stage of targets.  
If an odd number of

shooters participate,  
round the number of  
shooters that advance to  
the next stage Up. For  
example, if 11 shooters  
participate, top 6  
advance. Top 50% of  
these shooters then shoot  
the third target stage.  
Record winner of 50%  
that shot the second  
stage but did Not  
proceed to third stage-  
the Posse Runner Up,  
and winner of third  
stage- Posse Champ.  
**THIS STAGE IS  
OPTIONAL!**

Posse Leaders: workers  
keep their assigned jobs  
for this stage! If needed,  
shooters can rotate  
through work stations to  
relieve other posse  
members so they can  
shoot.

---