



## TALES OF TEXAS RANGERS

Your buddy, Shorty Morty, has proposed a way for you to travel, earn some extra cash, *and* take in some excitement. Seems the Texas Rangers are looking for a few good men to be deputized into a posse to bring in some bad hombres that have been terrorizing the good people of Texas, their banks and trains.

Well, it's been such a mild winter that you were able to get all the normal spring work around the ranch done, so the boss has given you a vacation; unpaid. But, that's ok, 'cause you been itchin' to get out and do some travelin' anyway, and Shorty Morty's suggestion will git yer year startin' with a bang!



*Cap't. John R. Hughes*

## **CAP'T. JOHN R. HUGHES, TEXAS RANGER**

Cap't. John R. Hughes, Texas Ranger, has been tracking Geronimo Parra for eight years. Parra killed a fellow Texas Ranger, and Hughes wants him bad! Hughes and you and the posse have tracked Parra to a little town in New Mexico, where you've got him pinned down with his compadres. Parra has already challenged you to come in after him.

### **Ammo**

5 pistol (10 for two-gun shooters), 4 shotgun, 9 rifle

### **Starting Position**

The shooter is standing at window.

### **Procedure**

When ready, shooter says "*Geronimo! Here I come!*"

At the sound of the buzzer, Shooter pulls pistol and engages the two pistol targets in this order; 1, 2, 1, 2, 1. (Two-pistol shooters shoot same order with second pistol.)

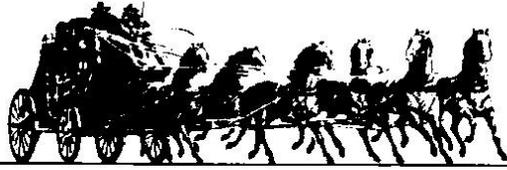
Shooter holsters pistol, moves to shotgun and engages two shotgun targets; 1, 2, 1, 2.

Shooter retrieves rifle and engages the three rifle targets, sweeping left to right three times (1, 2, 3, 1, 2, 3, 1, 2, 3).

Time stops.

### **Targets**

3 rifle, 2 shotgun, 2 pistol



## WELLS FARGO

### RANGER ALFRED ALLEE

You've got a chance to make some solid cash on this one! The Wells Fargo Company has offered a \$1,000 reward for the capture and conviction of the Brack Cornett Gang, and the State of Texas has upped the ante an additional \$500. The Brack Cornett Gang is comprised of about 12 outlaws, led by Texas desperadoes Bill Whitley and Brack Cornett.

You and the posse have tracked down the Brack Cornett Gang, riding with Texas Ranger, Alfred Allee. Allee is one tough Ranger, has a reputation for violence and is known to shoot prisoners even after they have surrendered!

But first, you've got to flush them out of their safe house in Floresville, Texas.

#### **Ammo**

5 Pistol (10 for two-pistol shooters), 10 Rifle, 2 Shotgun

#### **Starting Position**

Standing at firing line with safely holstered pistol(s),

Rifle and shotgun racked.

Pocket Pistol/Derringer safely staged on barrel.

#### **Procedure**

When ready, say "*Bill, Brack, we've come to take you back!*"

At the buzzer, Engage pistol targets in the sequence 1,5,2,4,3.

(Two-pistol shooters shoot same order with second pistol.)

Missouri Hillbilly Sweep the rifle targets, starting at either end (1-1-2-3-4-4-3-2-1-1)

Make rifle safe and engage shotgun targets 1,1, 2, 2.

Shooter places shotgun in stand.

Shooter engages Pocket Pistol/Derringer. Place Pocket Pistol/Derringer back on barrel.

Time stops.

#### **Targets**

4 rifle, 4 shotgun, 5 pistol



*Sam Bass*

## **JUNIUS PEAK AND SAM BASS**

Sam Bass and his gang held up four trains within twenty-five miles of Dallas. Governor Richard Coke commissioned Junius W. Peak, a second lieutenant in Company B of the Frontier Battalion, and charged him with raising a special Ranger detachment to track down Sam Bass and his gang.

You're part of Peak's posse!

Bass has evaded you until now. He was betrayed by one of his own men, Jim Murphy. You and the posse are poised to engage Bass in a gun battle in Round Rock.

### **Ammo**

5 Pistol (10 for two gun shooters), 10 Rifle, 4 Shotgun

### **Starting Position**

Standing behind horse with both hands on its butt, with safely holstered pistol(s)

Rifle safely staged.

Shotgun safely staged; at least four rounds on your person.

### **Procedure**

When ready, shooter yells "*Wooly, Bully! Sam, this is no sham! It's your last game of Faro!*"

At the buzzer, engage pistol targets in a continuous sweep, (1-2-3-4-5). Two gun shooters shoot reverse (5-4-3-2-1).

Holster pistols and engage rifle targets in the order of 1-1-2-3-4-4-3-2-1-1.

Make rifle safe and engage shotgun targets 1-2-3-4.

Timer stops.

### **Targets**

5 pistol, 4 rifle, 4 shotgun



*Buffalo Bill Cody*

## **BESTING BUFFALO BILL**

### **Scenario**

You heard about the Buffalo Bill/Billy Comstock Buffalo Shooting Contest out in Kansas, where Buffalo Bill killed 69 Bison in 8 hours, while Comstock only killed 46, and you'd like to try your hand at that kind of fast shooting.

### **Ammo**

10 Per Rifle, 5 pistol, 4 shotgun.

### **Targets**

3 rifle caliber rifle, 2 pistol caliber rifle, 2 pistol/shotgun, .22 gallery target (weather permitting)

### **Starting Position**

Standing at ready, with pistol(s) holstered, or  
Rifle safely held at Cowboy Port Arms, or  
Shooter in position with single-shot rifle

### **Procedure**

At the buzzer, shooters engage the appropriate target for their caliber,  
alternating shots on 2 targets, except for the .22 target.

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.*  
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.

Shotgun Stampede is also scored separately.

Counters count Hits only, last shot stops the clock.

Time breaks ties in number of hits only.

If time allows, shooters may shoot a second gun of a different caliber, but after all shooters have completed their first gun

.\*\*\*THIS STAGE IS OPTIONAL!\*\*\*