

THE LONG RIDERS

SHORTSVILLE, NEW YORK

Shooting Scenarios for June 2017

I've Been Working on the Railroad

The railroad is coming to town! The Bugtussle & Omaha Railroad is finally building a line into Calamity Junction. But there's a hitch: the Pinkertons that B&O hired to provide security have been reassigned to urgent jobs back East. So the railroad has put out the call for local help to protect their assets and workers.

Things are pretty slow around the ranch this time of year, so you and a bunch of other cowboys head into town to sign up. The railroad representative makes a fine speech about the growth of commerce and America's westward expansion. But you're just in it to shoot things and get paid.

Stage 1: Ridin' the Rails



The Boss has handed out the day's jobs, and yours is to patrol back along the already-laid track to look for damage, tampering, or ne'er-do-wells looking to cause trouble. You expect it'll be a boring day, but hope for a little excitement.

Off in the distance you see the dust of a gang of outlaws riding away fast, and a supply train approaching from another direction. Closer, by the tracks, you see a half dozen kegs of blasting powder and a lit fuse. You'll never reach the fuse in time to put it out, but a load of buckshot will!

The sound of your shotgun brings the gang's attention, and they come around back toward you. It's eight against one, at least until you notice you're standing by a nest of snakes. Oh well, that's what the pocket gun is for.

Ammo required:

5 pistol (10 for 2 guns), 10 rifle, 4 shotgun, 4 pocket pistol or 2 Derringer

Targets:

4 pistol, 4 rifle, 2 shotgun, pocket pistol / Derringer

Starting position:

Rifle and shotgun staged on horse. Pistols holstered. Pocket pistol/Derringer staged on barrel. Shooter stands at ready.

Procedure:

When shooter is ready say, "**I hear that train a-comin'!**"

Posse replies, "**It's comin' round the bend!**"

Timer starts

Shooter takes shotgun and engages targets 1-2-1-2

Shooter re-stages empty shotgun, takes rifle and engages targets 1-1-2-2-3-3-4-4-1-1 (left to right, double taps.)

Shooter re-stages empty rifle, draws revolver and engages targets 4-3-2-1-1 (right to left, double tap 1) 2 gun shooter repeats.

Shooter holsters empty revolver, takes pocket pistol/Derringer and engages target.

Timer stops. Shooter re-stages empty pocket pistol/Derringer

Stage 2: I Ain't Lion



One of the other cowboys working for the railroad is Roy Hodges. You and Roy never saw eye-to-eye; you thought he was a showoff and he thought you were uncivilized. Today he's showing off his new custom made leather boots to the younger cowboys.

The Boss assigns you to watch the work camp today, while Roy will ride the trail ahead to make sure it's safe for workers to start leveling the ground for the track.

No sooner does Roy ride out of sight around a stand of trees do you hear an awful ruckus: his horse neighing in terror, Roy screeching like he's been skinned, and the scream of a puma. Roy comes staggering back around the trees, holsters empty, arms slashed, and boots shredded. You run and catch him just as he starts to collapse, and help him back toward camp. Then you see the puma stalking toward the two of you...

Ammo required:

5 pistol (10 for 2 guns), 10 rifle, 4 shotgun

Targets:

3 pistol, 4 rifle, 4 shotgun

Props:

Dummy, chair

Starting position:

Rifle and shotgun staged on horse. Pistols holstered. Shooter stands at firing line holding dummy.

Procedure:

When shooter is ready say, "**Pardon me Roy**"

Posse replies, "**Is that the cat that chewed your new shoes?**"

Timer starts

Shooter tosses dummy toward chair, away from firing line.

Shooter draws revolver and engages targets 1-2-3-2-1. (Nevada sweep) 2 gun shooters engage in reverse order 3-2-1-2-3.

Shooter holsters revolver, takes rifle and engages targets 1-2-3-4-3-2-1-2-3-4 (Nevada sweep)

Shooter re-stages empty rifle, takes shotgun and engages targets 1-2-3-4.

Timer stops. Shooter re-stages empty shotgun.

Stage 3: The Eagle Flies on Friday



Payday! It's the end of the month and the train with the payroll will be coming soon. You and a half dozen other magnificent gunslingers are patrolling the track to the next town up the line, Genesee Gulch. Payroll trains are always tempting targets, so you're sure to see some action.

Sure enough, as you hear the train you see a mounted gang approaching from the other side of the track. You try to ride to head them off but your horse balks at crossing the track, costing you precious time. You're going to have to stop them from here, shooting through the gaps between cars as the train rolls past.

Ammo required:

5 pistol (10 for 2 guns), 10 rifle, 4 shotgun, 4 pocket pistol or 2 Derringer

Targets:

4 pistol, 4 rifle, 2 shotgun, pocket pistol / Derringer

Starting position:

Rifle and shotgun staged on horse. Pistols holstered. Pocket pistol/Derringer staged on barrel.

Shooter stands at ready.

Procedure:

When shooter is ready say, "**Come on baby, do the locomotion!**"

Timer starts.

Shooter takes rifle and engages targets 1-1-2-2-4-4-2-2-1-1 (3 is NO SHOOT)

Shooter re-stages empty rifle, draws revolver and engages targets 2-2-3-3-4. (1 is NO SHOOT.)

2-gun shooters repeat.

Shooter holsters empty revolver, takes shotgun and engages targets 1-2-1-2.

Shooter re-stages empty shotgun, takes pocket pistol/Derringer and engages target.

Timer stops. Shooter re-stages empty pocket pistol/Derringer.

Stage 4: End of the Line



At last the new rail line is done, and the station opens with much fanfare and attended by railroad officials and local politicians. Of course nobody gets their final pay until after the ceremony, otherwise nobody would have stayed for the speeches. But now you've got some cash in your pocket and a long way to ride, so you head out along the tracks because home is that-a-way.

In the distance you see a gang of toughs shaking down departing workers for their pay. You're not working for the railroad any more, but you know right from wrong and what you see ain't right. Time to teach those scoundrels some manners! You've taught your horse to run on the track, so you give 'er the spurs and charge toward the robbers.

Ammo required:

5 pistol (10 for 2 guns), 10 rifle, 4 shotgun

Targets:

3 pistol, 4 rifle, 4 shotgun

Starting position:

Rifle and shotgun safely staged on horse. Revolvers holstered. Shooter stands at ready.

Procedure:

When shooter is ready say, "**Look at me, I'm a train on a track!**"

Posse replies, "**He's a train, he's a choo choo train!**"

Timer starts.

Shooter draws revolver and engages targets 1-3-1-3-1. (2 is NO SHOOT). 2 gun shooters reverse order, 3-1-3-1-3.

Shooter holsters empty revolver, takes rifle and engages targets 1-2-3-4-3-2-1-2-3-4 (Nevada sweep)

Shooter re-stages empty rifle, takes shotgun and engages targets 1-2-3-4

Time stops. Shooter re-stages empty shotgun.

Stage 5 (optional): Where's the Beef?



While you work for the railroad they feed you, just like they do the workers. Which means you eat beans and rice, mostly. You're used to trail rations on long cattle drives but this close to home you expect a little more variety. You go to the cook's tent to ask about some better vittles but he's already heard it a dozen times, and is in no mood to hear it again.

"You want meat, cowboy?" he shouts. "So do all the others! So I'll tell you what I told them. You shoot it and haul it back here, and I'll cook it! Now get out!" So you ride out of camp loaded for game, and the Boss gives you a wave and a smile because he's been hankering for some venison himself.

Ammo required:

10 rifle caliber OR 10 pistol caliber rifle OR 5 pistol (10 for 2 gun shooters) OR 10 rimfire OR 4 shotgun

Targets:

2 long range, 2 pistol caliber rifle, 2 pistol/shotgun, .22 shooting gallery (weather permitting)

Props:

Chair, shooting sticks

Starting position:

Pistol caliber rifle, rimfire rifle, or shotgun: standing, gun safely held at Cowboy Port Arms

Pistol: pistols holstered, standing at ready

Rifle: seated with rifle on shooting sticks OR standing, rifle held safely at Cowboy Port Arms

Procedure:

Timer starts (at buzzer, or stopwatch operator says "Begin.")

Rifle caliber: engage long range targets 1-2-1-2-1-2-1-2-1-2

Pistol caliber rifle: engage pistol caliber rifle targets 1-2-1-2-1-2-1-2-1-2

Pistols: engage pistol targets 1-2-1-2-1. 2 gun shooters continue sequence 2-1-2-1-2

Rimfire: engage 10 gallery targets in any order.

Shotgun: engage targets 1-2-1-2

Timer stops.