

THE LONG RIDERS, INC.

PRESENTS

THE TWENTIETH ANNUAL THREE-DAY SHOOT



TALES OF THE TEXAS RANGERS

A BRIEF HISTORY OF THE TEXAS RANGERS

"They were men who could not be stampeded."

That's the way the late Col. Homer Garrison, Jr., long-time director of the Texas Department of Public Safety, once described the men who have worn the silver or gold star of the Texas Rangers, the oldest state law enforcement agency in North America.

The Rangers have a heritage that began with the earliest settlements in Texas. They have been compared to other world-famous law enforcement agencies, the FBI, Scotland Yard, and the Royal Canadian Mounted Police.

Scores of books, from well-researched works of nonfiction to Wild West pulp novels to best-selling works of fiction, have been written about the Rangers. And numerous movies, radio shows and television shows have been inspired by the Rangers over the years.

The Rangers are part of the history of the Old West, and part of its mythology.



(Taken from The Texas Ranger Hall of Fame and Museum website, Mike Cox and museum staff; authors)



TALES OF TEXAS RANGERS

Tales of the Texas Rangers was also a 20th century Western old-time radio and television drama which originally aired on NBC Radio from 1950 to 1952 and later on CBS Television from 1955 to 1958. Film star Joel McCrea voiced the radio version as the fictitious Texas Ranger Jayce Pearson, who used the latest scientific techniques to identify criminals. The radio shows, some of which are available on the Internet, are reenactments of actual Texas Ranger cases.





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), 10 rifle, 4 shotgun.

Starting Position

Rifle and shotgun, safely staged .

Standing at horse, loaded pistol(s) safely holstered.

Procedure

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

At the buzzer, engage pistol targets, 1-2-3-2-1. Two-gun shooters, repeat. Make pistol safe.

Move to window and engage rifle targets, 1-2-2-3-3-3-4-4-4-4. Make rifle safe.

Move back out doorway and engage shotgun targets, 1-1-2-2. Make shotgun safe.



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-gun shooters), 9 rifle, 5 shotgun, pocket pistol or derringer

Starting Position

Standing at wall, loaded pistol(s) safely holstered.

Pocket pistol/Derringer safely staged on barrel.

Rifle, loaded with ten rounds, safely staged on right side of mat.

Shotgun safely staged near table, four shotshells on person.

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

At the buzzer, engage pistol targets 1-2-3-2-1. Two-gun shooters, repeat.

Engage rifle targets 1-2-3-2-1-2-3-2-1.

Engage shotgun targets 1-2-3-2-1.

Engage Pocket pistol/Derringer target for bonus.



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, 6 shotgun, pocket pistol or derringer

Starting Position Standing behind wagon, safely holstered loaded pistol(s).

Rifle safely staged.

Shotgun safely staged.

Procedure

When ready, shooter yells *"No sham, Sam! It's your last game of Faro!"*

At the buzzer, empty your pistol on the pistol targets; 1-2-3-4-5. Two gun shooters repeat. Safely holster pistol.

Retrieve rifle and Nevada Sweep rifle targets; 1-2-3-4-3-2-1-2-3-4.

Engage shotgun targets; 1-2-1-2-1-2.

Make shotgun safe.

Engage Pocket pistol/Derringer target for bonus.

Time stops.



PRAIRIE RAIDERS

The leader of a land-grabbing gang, Carl Cranston, makes plans to get a rich area of grazing land owned by Bill Clark, and steal his cattle. You confront these cowards and bungle their bad business venture.

5 pistol (10 for two-gun shooters), 10 rifle, 4 shotgun, derringer/pocket pistol.

Starting Position

At doorway.

Procedure

When ready, shooter says, *“Ya can’t keep Clark’s cattle, Carl!”*

At the buzzer, engage pistol targets, 1-2-3-4-5. Two-gun shooters, repeat. Safely holster pistol(s).

Move to window. Retrieve rifle and engage rifle targets, 1-2-3-4-5-5-4-3-2-1. Make rifle safe.

Retrieve shotgun and engage shotgun targets, 1-2-1-2. Make shotgun safe.

Move to derringer/pocket pistol and engage derringer/pocket pistol targets for bonus.

Time stops.



TEXAS RANGER TEST OF TENACIOUS TARGETING

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

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 with low ready pistol(s), 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



THE DEVIL'S DEPUTY

A notorious killer and robber and his gang kidnap a young bank teller who they believe stole a large sum of money from the bank of Spring Rock. Unless he tells them the location of the loot, they plan to kill the man's wife. You set out with Ranger Jayce Pearson to extricate the young executive, and save his wife from execution.

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

Starting Position Standing at fence, pistols holstered.

Rifle, loaded with ten rounds, safely staged.

Shotgun safely staged, four shotshells on shooter.

Procedure When ready, Shooter says, *"I'll give ya to the count of three to give up."*

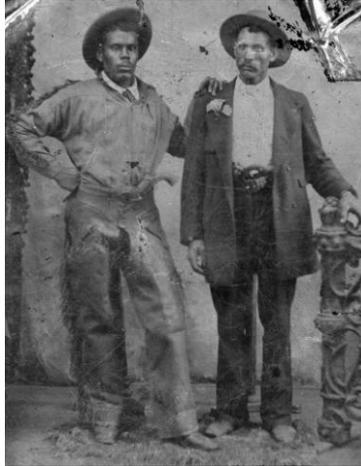
Posse responds *"Three!"*

At the buzzer, engage pistol target. 1-1-2-2-1. Two-gun shooters, repeat. Make pistol(s) safe.

Engage rifle targets in a Nevada Sweep (1-2-3-4-3-2-1-2-3-4). Make rifle safe.

Engage shotgun 1-2-1-2. Make shotgun safe.

Time stops.



GUNRUNNERS

Scenario

Gunrunners. They sell their wares to evil-minded folks who, in turn, use them against law-abiding folks, and give gun-carryin' good guys a bad name. You hate 'em! And, as a Texas Ranger, you're gonna do something about them!

Ammo 5 Pistol (10 for two-gun shooters), 9 Rifle, 6 shotgun, derringer/pocket pistol

Starting Position

Derringer/Pocket pistol safely staged on table near window. Standing at horse, safely holstered pistol(s), loaded.

Shotgun safely held at Port Arms.

Rifle safely staged, nine rounds in magazine.

Procedure When the shooter is ready, say "*Mind if I take a crack at them Colts, cowboys?*"

At the buzzer, engage shotgun targets; 1-2-3-1-2-3. Make shotgun safe.

Triple-tap three rifle targets; 1-1-1-2-2-2-3-3-3. Make rifle safe.

Move to left window.

Sweep pistol targets; 1-2-3-2-1. Two-gun shooters repeat. Make pistol safe.

Engage derringer/pocket pistol targets for bonus.

Time stops.



JOHN WESLEY HARDIN

In Pensacola, Florida, you and Ranger John Barclay Armstrong are about to confront the murderous John Wesley Hardin. But, as you approach, Hardin yells “Texas, by God!” You know your cover is blown. He and his three partners won’t come peacefully!

Ammo 5 Pistol (10 for two-gun shooters), 10 Rifle, 6 shotgun , pocket pistol or derringer

Starting Position Standing, pistol(s) safely holstered loaded.

Rifle, loaded with ten rounds, safely staged on the wagon.

Shotgun held at Cowboy Port Arms, six shotshells on shooter.

Procedure

When ready, say “*Not God, Hardin. Texas Rangers!*”

At the buzzer, engage shotgun targets 1-2-3-1-2-3.

Make shotgun safe.

Move to rifle and engage rifle targets in a Nevada Sweep; (1-2-3-4-3-2-1-2-3-4).

Make rifle safe.

Move back to center and engage pistol targets in a sweep; (1-2-3-4-5). Two-gun shooters, repeat.

Make pistol safe.

Engage Pocket pistol/Derringer target for bonus.

Time stops.



COACH CRIMINALS CAPTURED

As a Texas Ranger, you've got to stop a criminal crew who've just commandeered a coach, then fight for the lives of the crew and recover the cash!

Ammo

5 pistol (10 for two-gun shooters), 10 rifle, 6 shotgun, pocket pistol or derringer.

Starting Position Standing at doorway, pistol(s) safely holstered loaded.

When ready, shooter says *"Bring back them bucks, you Buckaroos!"*

Procedure

At the buzzer, engage pistol targets, 1-2-3-4-5. Two-gun shooters, repeat. Safely holster pistol(s).

Move to rifle and engage rifle targets, 1-2-3-4-5-4-3-2-1-1 Make rifle safe.

Move back to shotgun and engage shotgun targets, 1-2-3-4-5-6. Make shotgun safe.

Engage Pocket pistol/Derringer target for bonus.