

The Long Riders

Presents

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.

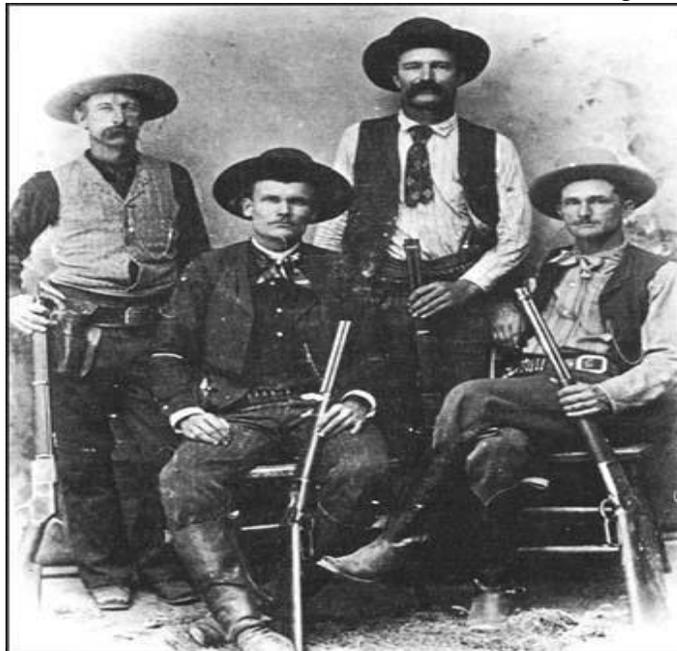
Scores of books, from well-researched works of nonfiction to Wild West pulp novels to bestselling works of fiction, have been written about the Rangers. And numerous movies, radio shows and television shows have been inspired by the Rangers over the years.

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 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

Stage 1

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 / 10 pistol, 10 rifle, 4 shotgun, 4 PP/2 Derringer

Targets 3 Rifle, 3 Pistol 2 Shotgun, PP/Derringer

Start Position Rifle and shotgun, safely staged .
Standing at horse, loaded pistol(s) safely holstered.

Procedure **When ready, say "*Here I come!*"**
Posse responds "*Geronimo!*"

At the beep, engage pocket pistol/ derringer target, make safe. Engage pistol targets, 2-1-2 left to right. Two-gun shooters, repeat.

Engage rifle targets same as pistol repeat. Make rifle safe.

Engage shotgun targets right to left no double taps.



Ranger Alfred Allee

Stage 2

You've got a chance to make some solid cash on this one! Wells Fargo 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. Texas desperadoes Bill Whitley and Brack Cornett lead a gang of about 12 outlaws, which your posse has tracked down with Texas Ranger, Alfred Allee. Allee is one tough Ranger, with a reputation for violence and shooting prisoners before they surrender! But first, you've got to flush them out of their safe house in Floresville, Texas.

Ammo 5 / 10 pistol, 10 rifle, 6 shotgun

Targets 5 Pistol, 5 Rifle, 3 Shotgun

Start Position Standing at wall, loaded pistol(s) holstered. Rifle and shotgun safely stage on window sill

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

At the buzzer, engage pistol targets 1-5-2-4-3. Two-gun shooters, repeat.

Engage rifle targets same as pistol targets.

Engage shotgun targets 1-3-2 repeat



Sam Bass

Junius Peak and Sam Bass

Stage 3

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 / 10 pistol, 10 Rifle, 6 shotgun, 4 PP/2 Derringer

Targets PP/Derringer 5 Pistol, 5 Rifle, 3 Shotgun

Start Position Standing behind wagon, safely holstered loaded pistol(s).
Rifle and shotgun safely staged.

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

At the beep Engage PP/Der target. Stage safely.

Engage pistol targets; double taping each target stating from either end.

Engage rifle same as pistol targets engage shotgun targets; from either end no double taps.



PRAIRIE RAIDERS

Stage 4

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.

Ammo 5/10 pistol, 10 rifle, 4 shotgun

Targets 4 Pistol, 4 Rifle, 2 Shotgun

Start Position Rifle and shotgun staged on window sill. Shooter standing at window

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

At the buzzer, engage pistol targets, 1-1-2-2-2-3-3-4-4-4

Retrieve rifle and engage rifle targets same as pistol

Retrieve shotgun and move to doorway and engage targets right to left no double taps.



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

Start Positions

Standing with low ready pistol(s), rifle held at Cowboy Port Arms, or 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.

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. 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

***PLEASE NOTE that there is a SEPARATE scoring sheet for this stage!
Do NOT put scores for Long Range on the regular sheets.***

SCORERS:

.22 rifle shooters are scored in repeating or single shot rifle OPEN category, depending on action type.

Shotgun Stampede is scored separately.



THE DEVIL'S DEPUTY

Stage 6

A notorious killer & robber and gang kidnap a young bank teller who they believe stole a large sum of money from the bank of Spring Rock. Unless he tells 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 / 10 pistol, 10 rifle, 4 shotgun 4 PP/2 derringer

Targets PP/Derringer, 3 Rifle, 3 Pistol, 2 Shotgun

Start Position Standing at fence, pistols holstered. Rifle and shotgun staged.

Procedure When ready, say, *"I'll give ya to the count of three to give up."*
Posse responds *"Three!"*

At the buzzer, engage pocket pistol/derringer target, make safe.

Engage pistol target in a 1-3-1 sweep. Two-gun shooters, repeat. Make pistol(s) safe.

Engage rifle targets same as pistol targets. Make rifle safe.

Engage shotgun left to right no double tap



Coach Criminals Captured

Stage 7

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 / 10 pistol, 10 rifle, 6 shotgun

Targets 5 pistol, 5 Rifle, 3 Shotgun

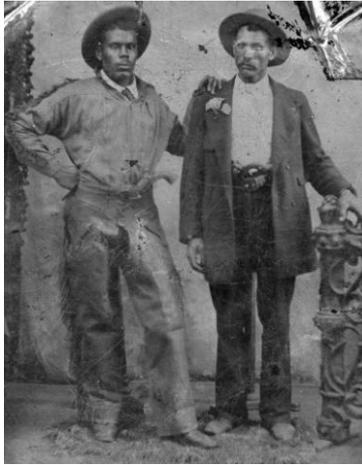
Start Position Rifle and Shotgun safely staged. Standing at window

Procedure When ready, say *“Bring back them bucks, you Buckaroos!”*

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, same as pistol targets Make rifle safe.

Engage shotgun targets, left to right., repeat



Gunrunners

Stage 8

Ammo 5 / 10 pistol, 10 Rifle, 6 shotgun, 4 PP/2 derringer

Targets PP/Derringer, 5 Rifle, 5 Pistol

Start Position Standing at wagon, safely holstered loaded pistol(s).
Derringer/PP and rifle safely staged. Shotgun held with both hands.

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

At the beep engage shotgun targets; left to right repeat. Make shotgun safe.

Engage rifle targets; 2-3-4-3-2-1-2-3-4-5. Make rifle safe.

Engage pistol targets; same as rifle.

Engage pocket pistol/derringer target.



John Wesley Hardin

Stage 9

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 5/10 Pistol, 10 Rifle, 4 shotgun

Targets 4 Rifle, 4 Pistol, 2 Shotgun

Start Position Rifle stage safely on window sill pistols holstered
Shotgun held at Cowboy Port Arms.

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

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

Move to rifle and engage rifle targets in a 1-1-1-2-2-3-3-4-4-4.

Make rifle safe. Engage pistol targets in a sweep; same as rifle.