

The Long Riders 24th Annual Match



Transcontinental Railroad

This year marks the 150th anniversary of the completion of the Transcontinental Railroad.

On July 1, 1862, President Abraham Lincoln signed the Pacific Railroad Act. Almost seven years later East met West at Promontory Summit, Utah.

The Central Pacific engine Jupiter heading east met the Union Pacific engine No. 119 heading west on May 10, 1869.

The final spike at the ceremony was made of gold and driven by Central Pacific president Leland Stanford. That spike can be seen today at Stanford University.

The cost was high – approximately 1200 lives and about \$972 million (in today's money).

Prior to the completion of the railroad, it took four to six months and up to \$1,000 to travel from the Missouri River to California by wagon.

After the tracks were completed, it took seven days at a cost of as little as \$65 by train.



STAGE 1: EVA

The Union Pacific Railroad gave birth to several towns along its right-of-way. Some still exist; some have faded into history. These towns were supply depots and they also provided services for the workers. Because the workers were men with no place else to spend their money; the towns attracted soiled doves, gamblers, and purveyors of strong drink. Coupled with little local law, it's not hard to see why these towns were referred to as Hell on Wheels.

You are Ira Pullman, an agent for the Union Pacific and you are in Mickey McGinnes' Phoenix Saloon. As you discuss the railroad's progress with Cullen Bohannon, in walks noted outlaw J. D. Carr. Carr quickly grabs Eva and, while holding a gun to her head, demands money from everyone in the place.

You jump to your feet and ask Carr if he's drunk. He is. You tell him to surrender. He won't. Carr asks, "Who the heck are you?" You reply, "Pullman, Carr!"

Apparently confused by your answer, Carr, still holding Eva, lowers his gun. Now is your chance!

<u>Props</u>	bar and bartender
<u>Targets</u>	5 pistol (2 square, 3 round), 5 rifle (same as pistol), 2 shotgun, PP/Der
<u>Ammo</u>	5/10 Pistol, 10 Rifle, 4 Shotgun
<u>Staging</u>	Long guns staged on horse rack, PP/der stage on barrel
<u>Start</u>	Shooter in center, says, " <i>Yer mama didn't train you well, Carr!</i> "

ATB - engage PP/DER target. Engage rifle targets: 1, 5, 2, 4, 3 repeat. Engage shotgun targets for four rounds no double tap. Engage pistol targets same as rifle.



STAGE 2: INDIANS' LAMENT

Large herds of buffalo crossing tracks and delaying trains was a problem for the railroad. So, the railroad advertised “hunting by rail”. You could hunt from the comfort of a railroad car. The benefit for the railroad was twofold. It helped decrease the size of the herds, thus reducing the number of delays. And it put butts in the seats, increasing revenue. Unfortunately, most of the dead animals were left to rot.

You are on the Union Pacific heading west in central Wyoming when a large herd is encountered. Time to try out that new Sharps!

<u>Props</u>	two window wall, chair
<u>Targets</u>	3 pistol, 3 rifle, 2 shotgun
<u>Ammo</u>	5/10 Pistol, 10 Rifle, 4 Shotgun
<u>Staging</u>	Long guns staged on window ledge
<u>Start</u>	Shooter, seated at far left window, says, “ <i>Yum! Can't wait to taste some buffalo tongue!</i> ”

ATB - engage rifle targets in a 3, 2, 5 sweep, from either direction. Stand then engage pistol targets same as rifle. Move to door and in engage shotgun targets left to right.



STAGE 3: NO SPIKE FOR YOU!

When the Central Pacific and Union Pacific met at Promontory Summit, four spikes made of, or plated with, gold and/or silver were driven into the ties.

Unfortunately, the evil Elderly gang has heard about the ceremony. Led by Short Morton and his number two, Dick O'Shy*, the gang plans to make off with the spikes.

You are James Phelps, agent for the Central Pacific. Your assignment, Jim, should you choose to accept it, is to thwart their attempt.

(*The names were changed to protect the innocent.)

Targets 5 pistol, 5 rifle, 4 shotgun, PP/Der

Ammo 5/10 Pistol, 10 Rifle, 4 Shotgun

Staging Long guns staged on horse rack, PP/der stage on barrel

Start Shooter in center, behind the tracks, shaking a golden spike at the outlaws (the targets), says, ***“Yer gonna come up short, Morton!”***

Shooter hands off spike after saying his line. ATB - engage shotgun targets from either direction. Engage rifle targets from either direction repeat. Engage pistol targets same as rifle



STAGE 4: GRIGGS DESERVED IT!

The Transcontinental Railroad would forever change Native American way of life, and the Indians new it. They harassed, and sometimes killed, survey crews. Guards were posted to protect the track layers when in Indian Territory. And in Nebraska in 1867 a band of Cheyenne derailed a train and killed some of the trainmen.

Union Pacific representative Durant has tasked you (Cullen Bohannon), along with Elam Ferguson, Joseph Black Moon, and Lt. Griggs and eight cavalry troopers to find and punish those responsible.

Griggs (arrogant and hotheaded) thinks it's Chief Many Horses. Joseph is sure that it's Pawnee Killer (Chief Many Horses' son and Joseph's brother). Joseph is right.

Pawnee Killer attacks and Griggs catches an arrow in the shoulder. Everyone takes cover behind an army supply wagon.

<u>Props</u>	Wagon
<u>Targets</u>	3 pistol, 3 rifle, 2 shotgun
<u>Ammo</u>	5/10 Pistol, 10 Rifle, 4 Shotgun
<u>Staging</u>	Long guns staged on wagon
<u>Start</u>	Shooter, standing behind wagon, says, <i>“Griggs, you horse's caboose.”</i>

ATB - Engage rifle targets in a 3, 4, 3 sweep, from either direction. Engage shotgun from either direction. Engage pistol same as rifle

Long Range Riflery, Pistol Prowess, & Shotgun Sharp Shootin'

THIS STAGE IS OPTIONAL!**

Ammo 10 Per Rifle, 5 pistol, 4 shotgun.

Targets 3 rifle, 2 pistol, .22 gallery target (weather permitting)

START POSITION

Standing with low ready pistol(s) or rifle/shotgun in hand.

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. 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.



STAGE 6: HOLY COW, WILD BILL!

Following the Civil War, Texas had a large number of free roaming unbranded cattle, and the North was hungry for beef. Cattle were rounded up and driven north to towns that had sprung up along the tracks of the westward advancing Union Pacific. Once the cattle reached these towns, they were packed into train cars and shipped east. Some of these towns had red-light districts where the cowboys, after being paid off, spent their money in saloons and brothels.

It is 1871 in Abilene, Kansas, and you are Mike Williams, Wild Bill Hickok's deputy. You and the marshal hear gunshots and rush to the Alamo Saloon. Inside several Union soldiers have squared off against some ex-Confederate cowboys.

None of them are happy to see you there. Pistol hammers click!

Targets 5 pistol, 5 rifle, 2 shotgun, PP/Der
Ammo 5/10 Pistol, 10 Rifle, 4 Shotgun
Staging Long guns stage on horse rack, PP/der stage on barrel
Start Shooter, standing in center says, in a gross understatement, ***“This could be trouble, Bill.”***

ATB - engage PP/DER target. Engage rifle targets, left to right, then 3 center targets in a Nevada sweep. Engage shotgun targets no double taps. Engage pistol targets same as rifle.



STAGE 7: TOO MANY CHANCES!

It is generally agreed that the first train robbery in the United States, took place in Indiana on October 6, 1866. The Reno gang robbed the Ohio & Mississippi train near Seymour. They broke into one safe and tipped another off the train getting away with \$10,000.

The “We-Don't-Have-A-Chance” gang, led by Slim Chance and his brothers, plans to rob a Central Pacific train outside of Winnemucca, Nevada.

Slim wants the money so that he can buy his pretty wife Emmy a new bonnet before the baby arrives. His brothers view this as a poor reason to rob a train – sort of a Loco-Motive!

But Slim is insistent.

Targets 3 pistol, 3 rifle, 2 shotgun,
Ammo 5/10 Pistol, 10 Rifle, 4 Shotgun
Staging Long guns staged on windowsills.
Start Shooter, standing at the middle window, says, *“Fat chance, boys!”*
The posse replies: *“Who you callin' fat?”*

ATB - engage pistol targets in a double tap Nevada sweep for either end. Engage rifle same as pistol. Move to door and engage shotgun targets right to left.



STAGE 8: YOU WANT WHAT?

The only major workers' strike during the construction of the Transcontinental Railroad happened on the Central Pacific. It was in late June 1867. The Chinese workers (who made up 80 to 90 percent of the work force) were grading and digging tunnels in the Sierras, when they put down their tools and went on strike.

They wanted the same pay as whites, shorter workdays, and better working conditions. The Central Pacific director cut off food, supplies, and transportation to the thousands of Chinese who lived in the camps. The railroad made no concessions. The tactic worked. By early July most of the workers were back on the job.

The workers on the Union Pacific are staging a strike near Julesburg, Colorado. They want double pay, weekends off, universal healthcare, and free whiskey.

Durant says no.

The workers rush toward town carrying clubs, knives, shovels, and guns. With Bohannon and Ferguson, you meet them at the tracks.

Targets 5 pistol, 5 rifle, 4 shotgun, PP/Der
Ammo 5/10 Pistol, 10 Rifle, 6 Shotgun
Staging Long guns staged on horse rack, PP/der stage on barrel
Start Shooter, standing in center behind tracks, says, *“I don't think free whiskey is a bad idea!”*

ATB - engage PP/DER target. Engage pistol targets in a double tap sweep starting from either end. Engage rifle targets same as pistol. Engage shotgun targets starting from either end in a continuous sweep.



STAGE 9: FRIGHTFUL FREIGHTING

It certainly was advantageous to live in a town with a railroad. But not every town qualified. Some weren't big enough. Some did qualify but tracks simply hadn't reached them yet. Freighters were tasked with the job of transporting goods in places where rails hadn't reached.

You are hauling goods from the rail head at Howell, Wyoming to the town of Farrel. Your freight consists of farm tools and expensive Irish whiskey.

You are stopped eight miles from Farrel by a desperate looking bunch led by Dangerous Dave. With Dave are Rowdy Ron, Jersey Jack, and Gregarious Griz.

You're thinking that it's not the tools that have piqued their interest. You and your muleskinners grab your weapons and jump behind the wagons.

<u>Props</u>	Wagon
<u>Targets</u>	3 pistol, 3 rifle, 2 shotgun,
<u>Ammo</u>	5/10 Pistol, 10 Rifle, 4 Shotgun
<u>Staging</u>	Long guns staged on wagon
<u>Start</u>	Shooter, standing behind the wagon, says, <i>“Are you boys sure you wouldn't settle for a new shovel?”</i>

ATB - engage pistol targets in a 2,1,2 sweep, from either direction. Two gun shooters repeat. Engage rifle same as pistol repeat. Engage shotgun from either direction.