

# Ranger Roundup III

## Mission III: *The Highwaymen*

October 20<sup>th</sup>, 2024

Digital Shooter's Pamphlet

Cascade Ghostriders 3<sup>rd</sup> Annual One Day Match

At Cascade Shooting Facilities

Ravensdale, WA



### **Participants Will Enjoy:**

- Texas Ranger Themed Event
- One-Day Match Six Stages
- \$10.00 Match Fee at Time of Match
- 9:30 Shooter Meeting
- Awards for Clean Match, Five Ranger Categories, and Top Lady and Man Shooter  
(See Category List for Details)
- Food and Awards at Match Conclusion

### **Match Theme:**

Come in the spirit of a vintage, traditional, or modern law enforcement officer. Lawbreakers, miscreants, and desperados are welcome. Pick your era then match your gear and outfit for this special cowboy action event.

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## Welcome

By Capt. L.B. Reaker

(Lawbreaker)

Incident Commander

(Match Director)



Greetings fellow Rangers! I am excited to present to you our third annual Ranger Roundup cowboy action shooting event. Judging by the smiling faces and positive comments I have received of the past two years; this year's Ranger Roundup will likely surpass all expectations. We have been utilizing a third bay so that shooters will have three nice size possies. Our Posse Leaders and Seconds are top notch and after taking a quick peak at the posse list I believe we will be in a great position to complete a third successful mission...that being a safe and fun match.

This year's match theme will take our Rangers back to a time where lawmen of a bygone era are faced with the daunting task of chasing two notorious criminals in unfamiliar and unforgiving modern times. A time where outlaws made headlines. The lawmen made history. From director John Lee Hancock, *THE HIGHWAYMEN* follows the untold story of the legendary detectives who brought down Bonnie and Clyde. When the full force of the FBI and the latest forensic technology aren't enough to capture the nation's most notorious criminals, two former Texas Rangers (Kevin Costner and Woody Harrelson) must rely on their gut instincts and old school skills to get the job done. As Cascade Ghost Rider Rangers, you will walk in their shoes and out onto the range.

This should be fun! Besides, the price of admission is still only \$10...

Shoot Straight.

Be Safe.

Have Fun!

Thanks for coming,

*Lawbreaker*

## Match Day Schedule Sunday Oct. 20, 2024

09:00-09:30	Registration
09:45	Rollcall (Shooter Meeting)
10:00	Six Harrowing Stages
13:30 (est.)	Main Match Ends
13:30 (est.)	Banquet & Award Ceremony



## History of Ranger Category

### *“Ranger”*

In 2019 the Cascade Ghostriders introduced a new category honoring the traditional and modern western law enforcement officer. The Ranger category opened the door to using more traditional and even contemporary firearms used by our favorite western law-dogs. We invite SASS cowboys and competitors from other shooting venues to come in the dress of a Texas Ranger. Have fun competing in the era of choice and sporting firearms that may have been sitting in the safe, or contemporary guns that are considered the tools of the trade in these times. We invite newer shooters to join us in playing our favorite game.

The Ranger category is here to stay. Shoot a monthly, or this annual SASS event (utilizing the rules of engagement similar to “Wild Bunch”) and walk in the footsteps of your favorite law enforcement persona.



But that is not all to the Ranger role. The pandemic presented a challenge to find components for reloading the ammo used to feed our prized shootin’ irons. In the spirit of *Ranger*, try the “Cadet” category. *Cadets*, in the honor of recruits and officers in training, are allowed to use a combination of .22 rimfire guns... think of an adult Buckaroo with modern 22’s.

In October 2022 the CGR’s presented the first annual Ranger Roundup. This special Ranger event offered five unique categories to be played out on six dressed-up stages of cowboy fun. It was so successful we did it again in 2023 and now, we present our 2024 one day annual... Ranger Roundup III.

## Ranger Categories

- **Vintage** – SASS approved guns and gear such as; single action pistols, double or 1897 pump shotgun, and pistol caliber lever rifle. Duelist, Gunfighter, Frontier Cartridge, and Age and Gender are not recognized in separate categories.
- **Traditional** – Double action revolver with speed loaders, (2) double action revolvers, or 1911 style pistol (steel frame, exposed hammer, not striker fired or polymer), any pump shotgun or vintage semi-auto shotgun i.e., Browning Auto, and any lever-action or semi-auto rifle other than AR-15 or AK-47 format (Ruger PC Carbine is acceptable). Vintage firearms may be used for rifle or shotgun. Duelist, Gunfighter, Frontier Cartridge, and Age and Gender are not recognized in separate categories.
- **Modern** – Modern military, LE, or civilian style rifle such as AR-15, Kalashnikov, or bull-pup pistol caliber carbine. Modern semi-auto shotgun such as Mossberg, Stoeger, Benelli, or Berretta. Semi-auto striker fired, double action, polymer or steel. Use of any optic. Any Vintage or Traditional long-gun may be used in this category. Duelist, Gunfighter, Frontier Cartridge, and Age and Gender are not recognized in separate categories.
- **Cadet** – Any use of a rim fire rifle or pistol (with or without optic). Shotgun must be used in this category (any style). Duelist, Gunfighter, Frontier Cartridge, and Age and Gender are not recognized in separate categories.
- **Wanted** – Any pistol caliber Rifle/Shotgun/ and Pistol(s) combination. Any shooting style, optic or not. Must represent an outlaw persona. Duelist, Gunfighter, Frontier Cartridge, and Age and Gender are not recognized in separate categories.

### Award Categories

- Vintage 1<sup>st</sup> through 3<sup>rd</sup>
- Traditional 1<sup>st</sup> through 3<sup>rd</sup>
- Modern 1<sup>st</sup> through 3<sup>rd</sup>
- Cadet 1<sup>st</sup> through 3<sup>rd</sup>
- Wanted 1<sup>st</sup> through 3<sup>rd</sup>
- Top Lady
- Top Man
- Clean Shooter



## Rules of Engagement

- 1) SASS Rules are in play unless an addendum or alteration is specifically announced by the Match Director.
- 2) At the start of the stage - All firearms are held, staged, or holstered with actions closed on an empty chamber or cylinder.
- 3) Magazines may be loaded with any number or rounds.
- 4) All guns are returned to a safe position and empty.
- 5) Extra rounds may be shot into the berm or manually ejected after immediate engagement.
- 6) Firearms shot last with extra rounds remaining may be unloaded at the end of the stage as a part of the Range Officer's clearing and re-holstering instructions.
- 7) Knockdown targets may be reengaged until down.
- 8) All pistols will require one reload or the use of a second pistol in Vintage and Wanted categories.
- 9) Cadet Category - Rimfire pistols may be empty and without magazine in the gun at the start of the stage. A single insertion of one loaded magazine may be initiated after the draw and count as a pistol reload.
- 10) All determinations for procedurals and penalty assessments will be made in the spirit of the SASS handbook and under the guidance of the Match Director and his Range Officers. We will try not to make stuff up!

## Shooter List with Category

<b><u>Alias</u></b>	<b><u>Category</u></b>
Lawbreaker	Traditional
Cedar County Sheriff	Traditional
Appy Dan	Modern
JJ Wainwright	Cadet
Buddy Wainwright	Cadet
GD Rattler	Wanted
Clyde McPee	Wanted
Bonnie McPee	Wanted
Rick O'Shea	Vintage
Deputy R.K. Lee	Modern
Dakota Slim	Modern
Slick Capone	Wanted
Captain Featherstone	Traditional
Wiley Bob	Vintage
R P Dodge	Vintage
Crisco	Traditional
Ricochet Robbie	Vintage
Tuscan Grit	Vintage
The Captain	Vintage
Mudflat Mike	Traditional



**Alias**

Nellie Belle

Diamond Slinger

Annie Storm

Blue Eyed Bandit

Pops Double Trouble

Jake Reno

Jimmy Slick

Freddie Sykes

Bjorn E. Vile

Slow Jim

Lady T

Mongoose

Otto John

CB

Shaky Jay

Jed I Knight

Carlsbad Kid

Mountain Man Dan

River Eddy

JD Dakota

**Category**

Vintage

Vintage

Vintage

Vintage

Vintage

Wanted

Traditional

Vintage

Vintage

Wanted

Vintage

Mondern

Vintage

Vintage

Wanted

Cadet

Traditional

Vintage

Vintage

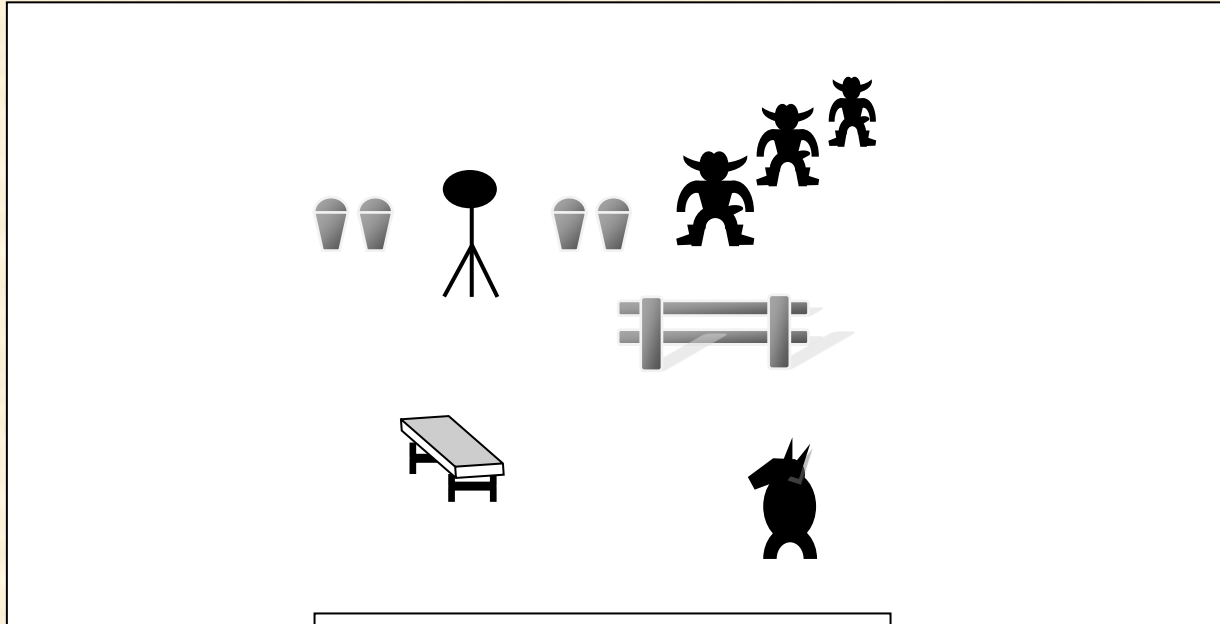
Vintage



## Main Match Stages

Stage #1  
Bay #1

### Ranger Roundup 2024



### Target Practice

**Case Log:** Frank Hamer and Manny Gault stop to get some target practice. Frank demonstrates the firepower of a Colt Monitor machine rifle for a new era of lawmen... and criminals.

**Shooter needs:** 10 Pistol, 10 Rifle, As Needed Shotgun.

**Shooter starts:** Standing left of horse with Rifle in hand. Shotgun staged on table and Pistols holstered.

**Shooter says:** *“What the hell is that?”*

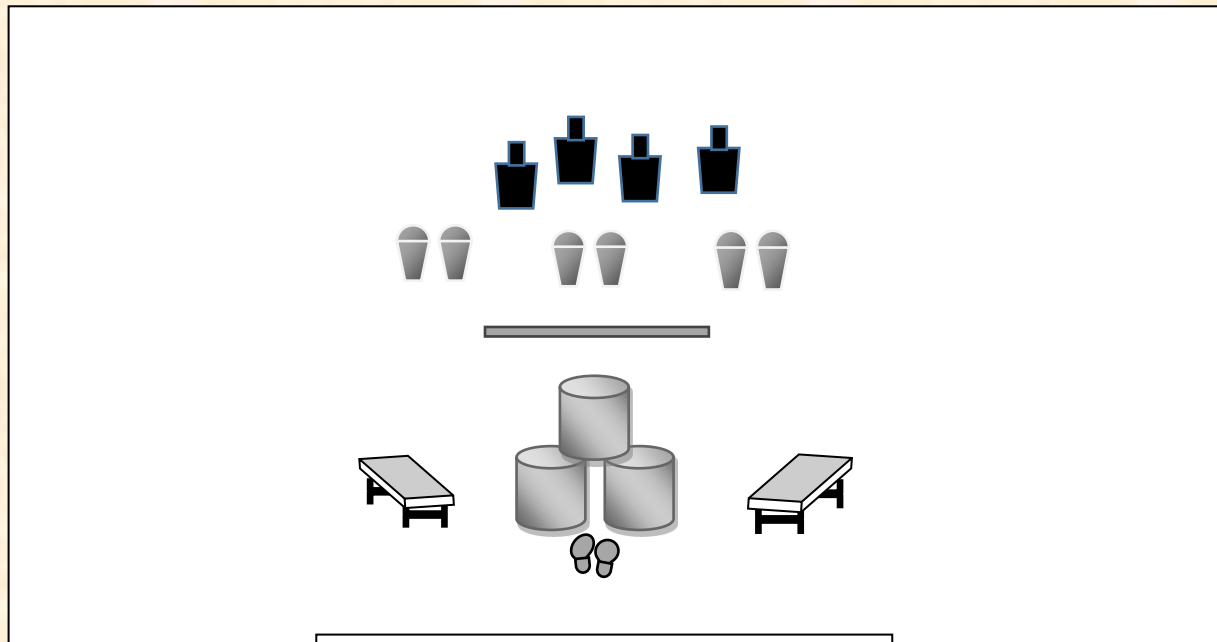
**Rifle** – Alternate one round on the circle and Double-tap Sweep the cowboys **beginning with the circle** and ending on the circle for ten rounds. Start on an outside cowboy for the sweep. The Make rifle safe on the table.

**Shotgun** – From the table engage fallers until down.

**Pistols** – Move to an arm’s reach of the fence and engage the circle and with same instructions as rifle.

**Stage #2**  
**Bay #1**

**Ranger Roundup 2024**



**Bathroom Brawl**

**Case Log:** Frank Hamer follows up on a plan by Maney Gault to have Simmons furlough a prisoner, Wade McNabb, associated with the gang, hoping to draw them out. While Hamer interrogates McNabb in a bar, Gault is threatened in the restroom by three thugs sympathetic to the gang, but knocks down one and holds the other two at gunpoint until he leaves.

**Shooter needs:** 10 Pistol, 10 Rifle, As Needed Shotgun.

**Shooter starts:** Standing behind the center barrel with Shotgun in hand. Rifle is staged on a table. Pistols are holstered.

**Shooter says:** *“Clyde might be king, but I’m a Texas Ranger!”*

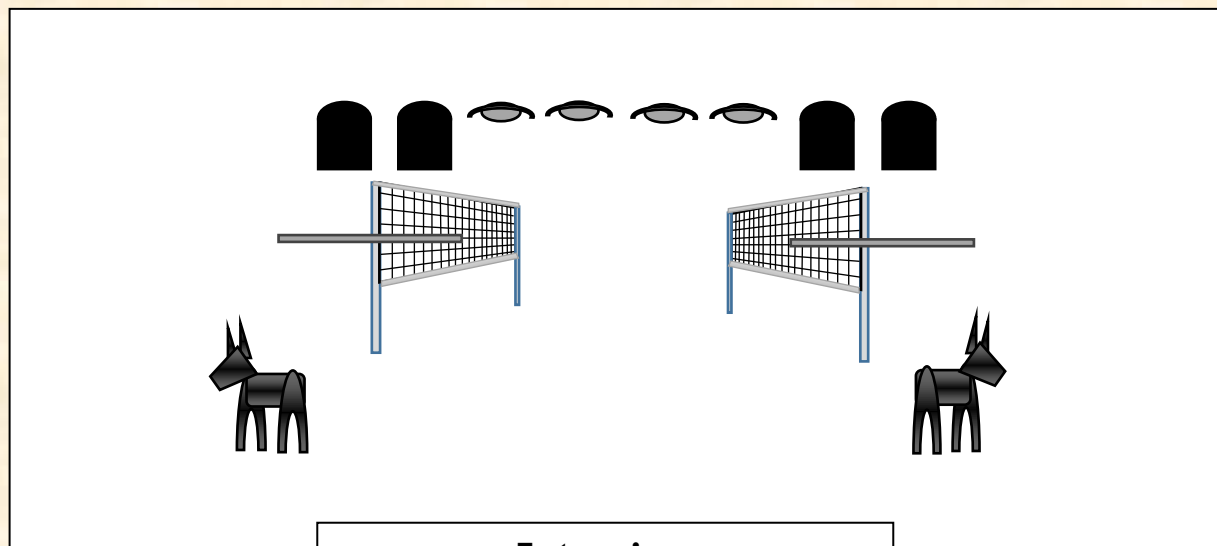
**Shotgun** – From one side of the center barrel, engage the six fallers until down. Make shotgun safe for moving downrange on table.

**Rifle** – From the opposite side of center barrel that was used for Shotgun, engage the silhouettes by double-tapping the odd targets, then triple-tapping the even. Make rifle safe for moving downrange on table.

**Pistols** - From anywhere between barrel/table and fault line, engage silhouettes with same instructions as rifle.

Stage #3  
Bay #2

## Ranger Roundup 2024



### Interview

#### Case Log: Interview with Henry Barrow (Clyde's Father)

**Henry Barrow:** [Describing his son, Clyde Barrow, as a child and youngster] You know, he wasn't always a bad boy. I had high hopes.

**Frank Hamer:** People don't always know who they are... 'til it's too late.

**Henry Barrow:** Oh, you mean one turn on the trail, huh? That's what you mean? He stole a chicken... and the law took him for bad seed. And from that day forward he was dogged by the law.

**Frank Hamer:** Dogged him?

**Henry Barrow:** Yes, sir.

**Frank Hamer:** Dogged him or watched him?

**Shooter needs:** 10 Pistol, 10 Rifle, As Needed Shotgun.

**Shooter starts:** Standing at horse of choice near rifle. Rifle and Shotgun staged on horses. Pistols holstered.

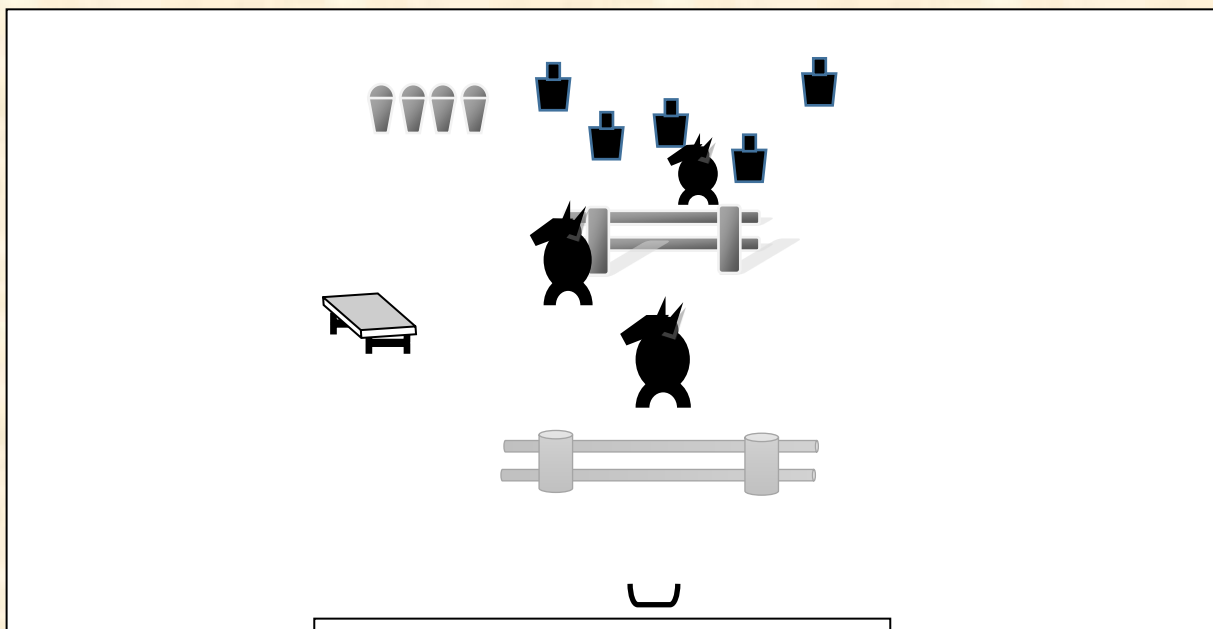
**Shooter says:** *"Dogged him or watched him?"*

**Rifle** – Engage the (2) tombstones by alternating double-taps for ten. Make rifle safe on horse.

**Shotgun** – From inside the walls, engage the snakes (by clearing each plate). Make shotgun safe on the opposite horse.

**Pistols** – From horse to fault line, engage targets with same instructions as Rifle.

## Ranger Roundup 2024



## Coffeyville

**Case Log:** [Frank Hamer and Maney Gault are sitting at a table in a coffee shop in Coffeyville, Kansas on the lookout for Bonnie and Clyde. Gault is eating a slice of cake and Frank's drinking a cup of coffee.]

**Maney Gault:** How many bullets you got in you?

**Frank Hamer:** Hell, I don't know... Sixteen, I think.

**Maney Gault:** Man can't PASS bullets through him like he can kidney stones?... might be GOOD to have a doctor look at you sometime.

**Frank Hamer:** Might be good to have a doctor look at YOU sometime.

Maney Gault: I ain't got no bullets in me.

**Frank Hamer:** Because I was COVERING you.

**Shooter needs:** 10 Pistol, 10 Rifle, As Needed Shotgun.

**Shooter starts:** Standing in rifle box with rifle in hand. Shotgun staged on table.

**Shooter says:** *"Because I was Covering you!"*

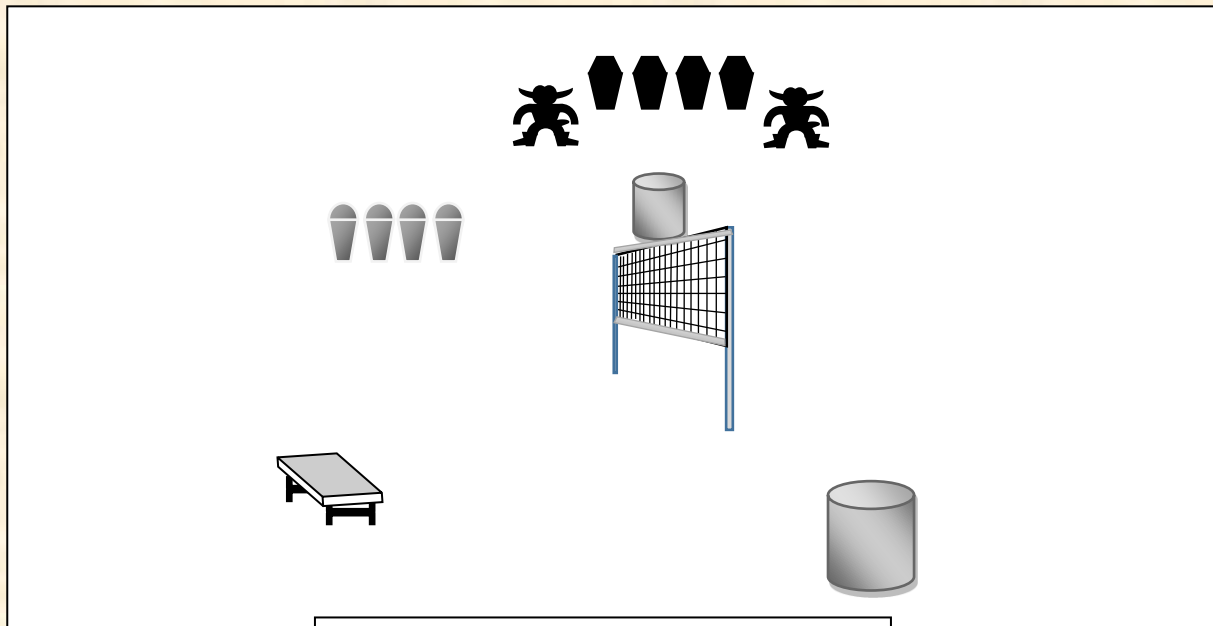
**Rifle** – Move to the up-range fence and engage the (5) silhouettes with two each **but** one round at a time (no double-taps). Make rifle safe on table.

**Shotgun** –Engage the (4) fallers until down from table. Make shotgun safe on table.

**Pistols** – From table to downrange fence, engage targets with same instructions as rifle.

**Stage #5**  
**Bay #3**

**Ranger Roundup 2024**



**Jurisdiction**

**Case Log:** [...after arriving too late at the gang's hideout...]

**Maney Gault:** Probably best they weren't home, we got no jurisdiction to arrest them in these parts.

**Frank Hamer:** We weren't there to arrest them, Maney.

**Shooter needs:** 10 Pistol, Reload, 10 Rifle, As Needed Shotgun.

**Shooter starts:** Standing at the up-range barrel with hands hovering over Rifle staged on top of barrel. Shotgun staged on table and pistols holstered.

**Shooter says:** *"We weren't there to arrest them, Many."*

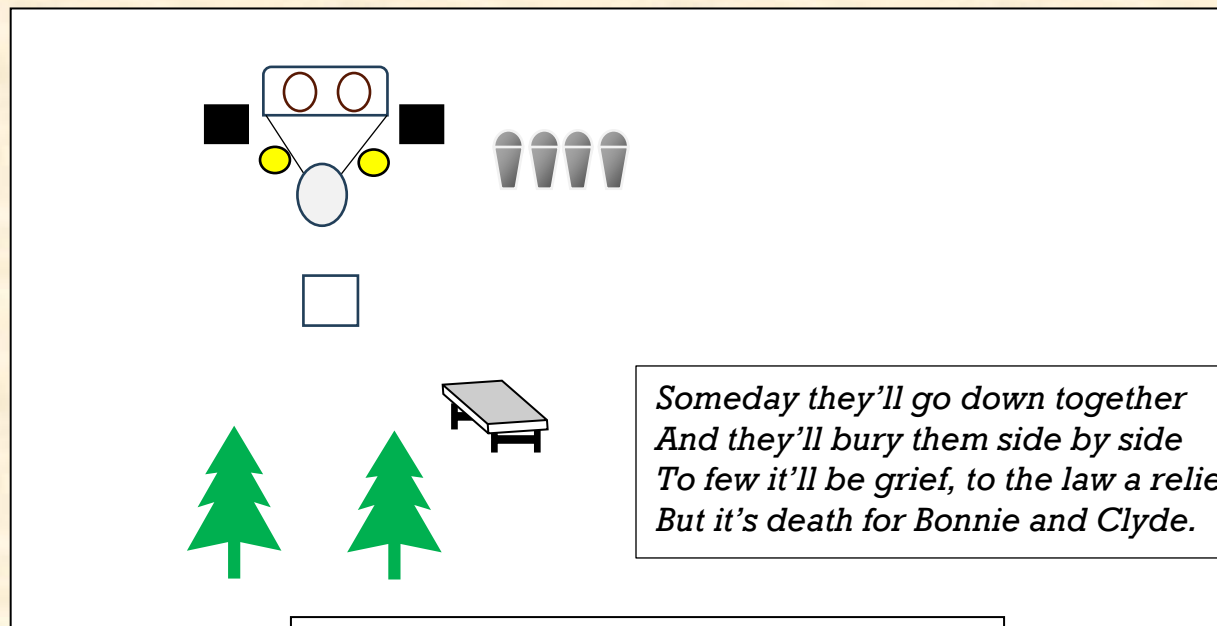
**Rifle** – From right side of wall, engage the cowboys and coffins as with a 1, 2, 2, 2, 2, 1, sweep from direction of choice. Make rifle safe on table.

**Shotgun** – From table, engage the (4) poppers until down. Make shotgun safe.

**Pistols** – From downrange barrel (arm's length) re-engage the targets with the same instructions as Rifle. You may place first pistol on top of barrel after use.

**Stage #6**  
**Bay #3**

## Ranger Roundup 2024



*Someday they'll go down together  
And they'll bury them side by side  
To few it'll be grief, to the law a relief  
But it's death for Bonnie and Clyde.*

### The Ballad of Bonnie and Clyde

**Case Log:** *[Frank and Maney are considering Bonnie's poem about her life and anticipated death which was published in a local newspaper.]*

**Frank Hamer:** Used to be, you had to have talent to get published. Now you just have to shoot people.

**Shooter needs:** 10 Pistol, 10 Rifle, As Needed Shotgun.

**Shooter starts:** Standing behind tree of choice with rifle in one hand at side and the other up to a "look-out" position. Shotgun staged on table.

**Shooter says:** *"Stick 'em Up!"*

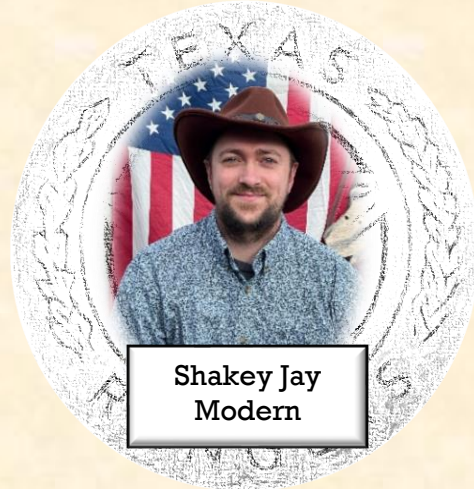
**Rifle** – Step into clearing and engage the one side of car (one headlight, one occupant, and one door) as follows: 1, 2, 2, sweep two times. Make rifle safe on table.

**Shotgun** - Engage (4) fallers from table until down. Make safe on table.

**Pistols** – Move up to shooter box (both feet) and engage the other side of the care with the same instructions as Rifle.

## Past Award Recipients

### 2023 Category Champions





## Ranger Roundup Category Check Sheet

**Competitors are to dress in accordance with their persona and era of category**

**Vintage:** 1870's – 1920's, **Traditional:** 1920's – 1980's, **Modern:** 1980's – Present,

**Cadet:** 1870's – Present, **Wanted:** 1870's – Present

### Vintage

- ✓ All SASS Approved Firearms
- ✓ All SASS Approved Shooting Styles
- ✓ All SASS Approved Gear (Holsters, Belts, etc.)
- ✓ **Must Wear a Badge**

### Traditional

- ✓ Double Action Revolver with Speed Loader
- ✓ Two Double Action Revolvers
- ✓ Semi-Auto Pistol (1911 style or Any Steel Frame and Exposed Hammer)
- ✓ Pump action Shotgun, Vintage Simi-Auto Shotgun
- ✓ Semi-Auto Pistol Caliber Rifle (not AR-15 or AK 47 Variant) (PC 9 is acceptable)
- ✓ Any Shooting Style
- ✓ Vintage Ranger Long Guns may be used
- ✓ **Must Wear a Badge**

### Modern

- ✓ Semi-Auto Pistol of any style or type
- ✓ Semi-Auto Shotgun of any style or type
- ✓ Semi-Auto Pistol Caliber Carbine of any style or type
- ✓ Use of any Optic on any firearm
- ✓ Any Shooting Style
- ✓ Vintage or Traditional Long Guns may be used
- ✓ **Must Wear a Badge**

### Cadet

- ✓ Any Rim Fire Firearm (Rifle or Pistol)
- ✓ Any Optic
- ✓ Any Shotgun
- ✓ Any Shooting Style
- ✓ "Varmeter" will shoot as a Cadet
- ✓ **Must Wear a Badge**

### Wanted

- ✓ Any Pistol Caliber Rifle, Shotgun, and Pistol(s) combination
- ✓ Any Optic
- ✓ Any Shooting Style
- ✓ Must represent an outlaw persona, **no badge**

## The Highwaymen Story Line

**Movie** - The outlaws made headlines. The lawmen made history. From director John Lee Hancock (The Blind Side), THE HIGHWAYMEN follows the untold story of the legendary detectives who brought down Bonnie and Clyde. When the full force of the FBI and the latest forensic technology aren't enough to capture the nation's most notorious criminals, two former Texas Rangers (Kevin Costner and Woody Harrelson) must rely on their gut instincts and old school skills to get the job done

### **Story Line** -

In 1934, after two years on the run, criminals Bonnie Parker and Clyde Barrow break several associates out of Texas' Eastham Prison Farm. Texas Department of Corrections Chief Lee Simmons persuades Governor "Ma" Ferguson to hire former Texas Ranger Frank Hamer to track down the criminals.

Reluctant to leave retirement and his wife Gladys, Hamer joins the manhunt after the fugitive gang is involved in a devastating shootout in Missouri, and he recruits his former partner, Benjamin Maney Gault, despite his doubts about Gault's sobriety and decayed policing abilities. He refuses to share the driving with Gault.

Information from FBI wiretapping of the fugitives' families leads Hamer and Gault to conclude that Bonnie and Clyde are returning "home" to Dallas. Watching Bonnie's mother's house, they see a man throw a bottle into her yard, which is soon thrown back, but a boy escapes with it.

Dismissing the Rangers' theory, the FBI believe the fugitives are in Brownsville. Hamer and Gault meet with Dallas Sheriff "Smoot" Schmid, who introduces them to Deputy Sheriff Ted Hinton, a childhood friend of the pair who can identify them on sight. The gang kills two policemen in nearby Grapevine; Hamer and Gault investigate the scene and determine that Bonnie has a rabbit, which Hinton suggests is a present for a family member.

The Rangers drive to Oklahoma and question a gas station attendant, who declares his support for the criminals. Hamer gets the man to admit the gang passed through en route to a migrant camp, where a local girl confirms they stayed. A radio bulletin alerts the Rangers to two more murdered officers but, being outside their jurisdiction, they are barred from passing the police roadblock, which a frustrated Hamer drives around.

They continue to Coffeyville, Kansas, correctly guessing that Bonnie and Clyde will stop there for supplies. As the Rangers move in on the fugitives, an adoring crowd surrounds the criminals' car. Hamer and Gault give chase, but Bonnie and Clyde escape through a dirt field.

Learning that Clyde had breakfast in Amarillo, the Rangers return to Dallas to find the rabbit has been delivered to Bonnie's family. Hamer meets Henry Barrow, Clyde's father, who affirms that his son must be stopped. The Rangers have Simmons furlough Wade McNabb, an incarcerated associate of the gang, hoping to draw them out.

While Hamer interrogates McNabb at a bar, Gault is threatened in the restroom by thugs sympathetic to the gang, but he subdues them. Learning that Bonnie plans to meet a hairdresser the next day, the Rangers surveil her mother's house again. A man throws another bottle into the yard, which is retrieved by the same boy but intercepted by the Rangers; it contains a message that the gang are heading elsewhere. Realizing McNabb warned the gang, the Rangers visit his home and discover him beaten to death.

Simmons recalls Hamer and Gault to Austin, but they return to their theory that "outlaws always go home", predicting that the fugitives are going to Bienville Parish, Louisiana, home of gang member Henry Methvin's father, Ivy. Searching Ivy's house, the Rangers find evidence of the outlaws' recent stay. They join forces with local Sheriff Henderson Jordan and Deputy Prentiss Oakley to confront Ivy; in exchange for his son's safety, he reveals that the gang will soon return.

The lawmen are joined by Hinton and Dallas Sheriff's Deputy Bob Alcorn, and Gault tells them of his first deployment with Hamer: they killed a gang of bandits, including a fleeing 13-year-old boy. Ivy informs them the gang is arriving the next day, and the posse prepare an ambush on the road to his house, staging his truck as if it has broken down.

Bonnie and Clyde arrive, stopping to assist Ivy, and Hamer orders them to raise their hands. Instead, the criminals prepare to draw their own weapons, but are gunned down. The bullet-riddled car with Bonnie and Clyde's bodies is towed to Arcadia, Louisiana and mobbed by onlookers. Refusing \$1,000 for an interview with the Associated Press, Hamer and Gault drive home. En route, Hamer allows Gault to drive.

