

Long Riders – Western Law Enforcement

Stage 1 Robbery Runaways

You and the posse are on the Vengeance Trail looking for the Dandy Bill gang. They robbed the Heavy Bear “Old Goat Saloon”. While taking a rest at an old farmstead you see someone hiding behind an old shack. Taking cover behind an old wagon you realize that you found your prey.

Targets Plate rack, 4 Rifle, 4 pistol, 2 shotgun, PP/Derr.
Ammo 5/10 pistol, 10 rifle, 4+ shotgun, 4 PP/2 Derr.
Props None

When ready, shooter says “***Dandy dudes come out or die!***” ATB, engage the PP/Derr. target. Engage plate rack with the first 5 shots. The next 5 shots are a 1-1-1-2 sweep on the steel targets. Engage rifle targets in a 1-1-2 sweep and repeat. Engage shotgun targets, no double taps.

Stage 2 Transport and Thicket of Thieves

Some of the gang escaped from jail. You are transporting some other prisoners but stop on the trail near a thicket of woods to rest the horses. Suddenly, shots ring out! The escapees have opened fired on you to rescue their friends and you must drive them off.

Targets Plate rack, 4 Rifle, 4 pistol, 2 shotgun, PP/Derr.
Ammo 5/10 pistol, 10 rifle, 4+ shotgun, 4 PP/2 Derr.
Props None

Shooter says: “***Take this, you tree hugging varmint!***” ATB, engage the PP/Derr. target. Engage plate rack with the first 5 shots. The next 5 shots are a 2-1-1-1 sweep on the steel targets. Engage rifle targets in a 2-1-1-1 sweep and repeat. Engage shotgun targets, no double taps.

Stage 3 Beans' Bite Bonanza

After locking up the escapees and transport miscreants, you stop by Fuller Bean's Cowboy Bean Cuisine for a bite. You had just walked in the door when shots ring out and nearly hit you. The rest of the motley crew tracked you down for some revenge.

Targets 4 pistol, 4 rifle, 2 shotgun
Ammo 5/10 pistol, 10 rifle, 4+ shotgun
Props Window/Door Walls with rifle/shotgun window "sills", Ma Fricker

Shooter at window says: "***Like some lead with those beans?***" ATB, engage pistol targets in a 1-2-1-3-1-4-1-3-1-2. Rifle is the same as the pistol. Go to the doorway and engage shotgun targets thru the door, no double taps.

Stage 4 Miscreants Maul Ma's Mug

After dinner, you go back to the jailhouse to relieve the guards. You and your posse are having a well-deserved drink when a gunshot goes off and the bullet comes through the window and knocks the Sherriff's Ma Fricker off the wall. That's the last straw. It's time for the rest of the gang to join their buddies in jail.

Targets 4 pistol, 4 rifle, 2 shotgun
Ammo 5/10 pistol, 10 rifle, 4+ shotgun
Props Window/Door Walls with rifle/shotgun window "sills", Ma Fricker

Shooter at window when ready says: "***You will pay for pulverizing Ma's Jaw!***" ATB, engage pistol targets 1-4-1-3-1-2-1-3-1-4. Engage rifle targets the same as pistol targets. Go to the doorway and engage shotgun targets thru the door, no double taps.

Long Range Stage