

Long Riders – Shortsville in Danger

Stage 1 Woes at the Yoes'

As you ride towards Shortsville, you take a rest at the Jake Yoes' farm. In a flash, you are suddenly attacked by the Jumping Jack gang, who want your wagon and horses. It's time to jump into action.

Targets Plate rack + 1 dump Rifle, 4 pistol, 2 shotgun, PP/Derr.
Ammo 5/10 pistol, 10 rifle, 4+ shotgun, 4 PP/2 Derr.
Props Rail Fence

Shooter standing behind the rail fence with hands at sides. When ready, shooter says: ***"Get back Jack and and go back to where you belong!"*** ATB, engage the PP/Derr. target. Engage plate rack with the rifle until all targets are down. Place remaining rounds on dump rifle target. Any plates still standing are misses. Engage pistol targets in a 1-1-1-2 sweep and repeat. Engage shotgun targets, no double taps.

Stage 2 Rustlers at the Ravine

Jake decides to give you a couple of his boys to ride with you into town. As you approach a ravine, shots ring out. And you know who is waiting for you!

Targets Plate rack + 1 dump Rifle, 4 pistol, 2 shotgun, PP/Derr.
Ammo 5/10 pistol, 10 rifle, 4+ shotgun, 4 PP/2 Derr.
Props Rail Fence

Shooter standing behind the rail fence with hands at sides. When ready, shooter says: ***"Get back Jack and don't come back!"***. ATB, engage the PP/Derr. target. With rifle, alternate shots between plate rack and dump rifle target. Any remaining plate targets are misses. Engage pistol targets in a 2-1-1-1 sweep and repeat. Engage shotgun targets, no double taps.

Stage 3 Time is NOT on Your Side

When you reach town, you hear that Jumping Jack was wounded and is being treated at Flint McClintock's Tick-Tock Clock Shop. So, you rush to the general store to get your supplies and get outta town. Unfortunately, a lawless lookout sees you and the lead melee begins.

Targets 4 pistol, 4 rifle, 2 shotgun
Ammo 5/10 pistol, 10 rifle, 4+ shotgun
Props Wagon

Shooter behind wagon with hands on pistols says: ***"The rest of you fools will lose!"*** ATB, engage pistol targets in a 2-1-1-2-1-1-2 sweep. Rifle is the same as the pistol. Engage shotgun targets, no double taps.

Stage 4 Back at the Ranch

You stop back at Jake' Yoes' ranch to thank him for his men. There is a flash of gunfire as the remainder of the gang of Jumping Jack have come to take you out once and for all.

Targets 4 pistol, 4 rifle, 2 shotgun
Ammo 5/10 pistol, 10 rifle, 4+ shotgun
Props Wagon

Shooter behind wagon with rifle in hands says: ***"Say your prayers because you're in a grave situation!"*** ATB, engage rifle targets 1-2-1-3-1-4-1-3-1-2. Engage pistol targets the same as rifle targets. Engage shotgun targets, no double taps.

Long Range Stage