

## MAY 2025 – THE LONG RIDERS

### Stage 1 – The Notorious Nacho Ride

In the rugged hills of the old west, a determined posse rode out under the blazing sun, their sights set on capturing the notorious outlaw known as Nacho. The infamous bandit had terrorized the region with his ruthless deeds, and now the lawmen were on his trail. As they neared a craggy canyon where Nacho was rumored to be hiding, their horses' hooves pounded against the dusty ground. Suddenly, the air was split by the sharp crack of gunfire as Nacho and his gang emerged from their hiding spots, guns blazing. The ensuing gunfight was fierce and chaotic, with each side trading shots in a desperate struggle.

**Targets:** 4 pistol, 4 rifle, 2 shotgun  
**Ammo:** 5/10 pistol, 10 rifle, 6+ shotgun  
**Props:** Horse  
**Starting position:** Rifle in hand at ready

Shooter says, “*Your reign of terror has come to an end Nacho!*”  
ATB,

**Engage rifle targets:** Montana sweep (1-2-3-4) from either direction. (Shot Count)

**Engage pistol targets:** Same as rifle targets. Repeat

**Engage shotgun targets:** Either direction. No double taps.

### Stage 2 – The Mail never stops!

Under the scorching sun, racing along the dusty trail, your heart pounding as a ruthless mob closes in. The letter clutched tightly in your hand holds the crucial information about the location of their captured leader, and the desperate gang would stop at nothing to retrieve it. You spur your horse forward, trying to outpace the mob's furious pursuit, but they are relentless. As they catch up, a fierce gunfight erupted, with bullets whizzing by, you fight back with a steady aim. (Horse)

**Targets:** 4 pistol, 4 rifle, 2 shotgun  
**Ammo:** 5/10 pistol, 10 rifle, 4+ shotgun  
**Props:** Horse  
**Starting position:** Texas Surrender

Shooter says, “*You can't stop the mail!*”  
ATB,

**Engage pistol targets:** Continuous Nevada Sweep 1-2-3-4-3-2-1-2-3-4 (Target order)

**Engage rifle targets:** Same as pistol targets.

**Engage shotgun targets:** Either Direction. No double taps.

### Stage 3 Tucson Turmoil

In the shadowy alley behind the saloon in Tucson, Arizona, You, as the newly appointed sheriff, find yourself cornered by a group of angry outlaws demanding the release of their notorious gang member. The dim light cast long shadows as the gang closed in, their threats echoing off the walls. Outnumbered but determined, you try to reason with them, but their patience was thin. Just as the tension reached its peak, the gang members drew their guns, prompting a sudden, intense gunfight. With quick reflexes and precise aim, you manage to outmaneuver the attackers, firing back with steady resolve.

**Targets:** 3 Pistol, 3 Rifle, 2 shotgun  
**Ammo:** 5/10 pistol, 10 rifle, 4+ shotgun  
**Props:** Window Wall  
**Starting position:** Hands on Hat

Shooter says, "You don't understand reason, how about lead!".  
ATB,

**Engage pistol targets:** Brat Sweep 3-1-2-1-3, Repeat (Target order)

**Engage rifle targets:** Same as pistol targets.

**Engage shotgun targets:** Either direction. No double taps.

### Stage 4 – Barkeep gone wild'

In Carson City, Nevada, the saloon was buzzing with the clamor of a rowdy crowd, but the atmosphere took a dangerous turn when a group of local bandits, heavily intoxicated, began shooting their pistols at the ceiling. The bartender, you, wipe a glass with a rag, your patience wearing thin as the bullets chipped away at the wooden beams. With a scowl, you slam the glass down and order the bandits to leave, your voice steady but firm. The bandits, fueled by booze and defiance, responded with hostile jeers and more gunfire. A tense gunfight erupted in the dimly lit saloon, with you grabbing your own revolver and fighting back to protect the establishment.

**Targets:** 3 pistol, 3 rifle, 2 shotgun  
**Ammo:** 5/10 pistol, 10 rifle, 4+ shotgun  
**Props:** Window Wall  
**Starting position:** Hands on window sill

Shooter says, "Get out of my saloon!".  
ATB,

**Engage pistol targets:** 1-3-1 (Shot count) either direction. Repeat.

**Engage rifle targets:** Same as pistol targets.

**Engage shotgun targets:** Either Direction. No double taps.

### Long Range Stage