

AUGUST 2025 – THE LONG RIDERS

Stage 1 – Silver in the sky

As the sun dipped below the horizon, casting long shadows over Deadwood, South Dakota, an eerie silence hung in the air. Out of nowhere, sleek, metallic ships descended from the sky, their occupants—alien predators with glowing eyes and sharp claws—emerging with menacing intent. You, along with the brave townsfolk led by Wild Bill Hickock, knew this was no ordinary threat. Guns drawn and hearts pounding, you all rallied together in the dusty main street, facing off against the extraterrestrial invaders. The battle was fierce, with bullets flying and alien screeches echoing through the night. As you stood beside Hickock, your shots rang out in unison, the street illuminated by flashes of gunfire and alien sparks, each shot a desperate plea for survival.

Targets: 4 pistol, 4 rifle, 4 shotgun
Ammo: 5/10 pistol, 10 rifle, 4+ shotgun
Props: Window wall
Starting position: Shotgun at ready

Shooter says, *"Time to rustle up some extraterrestrial justice!"*
ATB,

Engage shotgun targets: Sweep in any order. No double taps.

Engage rifle targets: 1-1-1-2 from either direction. Repeat opposite direction. (Shot count)

Engage pistol targets: Same as rifle targets.

Stage 2 – The Boise Brain Snatchers

When the meteor struck just outside Boise, it wasn't just the dust and debris that worried you—it was the small bacteria that oozed out from the crater. These alien microbes latched onto the townsfolk; their tiny forms invisible but their control undeniable. Within hours, the once-friendly citizens turned hostile, their eyes glazed and their movements jerky as they made their way toward the local saloon, driven by an alien will. With a creeping sense of dread, you and a few other brave souls gathered your weapons and prepared for what was sure to be a fierce confrontation. As the controlled townsfolk surged into the saloon, a chaotic gunfight erupted, bullets flying and the alien bacteria's influence clashing against your determined resistance, each shot a desperate bid to reclaim Boise from its alien invaders.

Targets: 4 pistol, 4 rifle, 2 shotgun
Ammo: 5/10 pistol, 10 rifle, 4+ shotgun
Props: Window wall
Starting position: Rifle in hand

Shooter says, *"Y'all best shake off that mind muck!"*
ATB,

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

Engage shotgun targets: Either direction. No double taps.

Engage pistol targets: Same as the rifle targets.

Stage 3 - Old west in the upside down

You had heard the tales of strange happenings in the woods outside town, but nothing could have prepared you for what lay hidden in that gnarled tree. As you cautiously entered the opening in its trunk, the world around you shifted, revealing a dark, twisted realm unlike anything you'd seen before. Out of the shadows, the Demogorgons emerged, their monstrous forms dripping with a menacing hunger. Heart racing, you drew your revolver and faced the nightmarish creatures head-on. The air was filled with the deafening roar of gunfire and the growls of the beasts as you fight desperately, each shot echoing through the otherworldly forest in a desperate struggle to survive and escape the clutches of the sinister beings.

Targets: 3 Pistol, 3 Rifle, 2 shotgun
Ammo: 5/10 pistol, 10 rifle, 4+ shotgun
Props: Split rail fence
Starting position: Hands on Hat

Shooter says, *"Time to show this otherworldly varmint who's boss!"*.

ATB,

Engage pistol targets: Indiana sweep either direction: 2-2-1-2-3. Repeat. (Target order)

Engage shotgun targets: Either direction. No double taps.

Engage rifle targets: Same as pistol targets.

Stage 4 – Future cowboy

You never imagined that a single misfired bullet could catapult you from the dusty streets of the old west to a futuristic battleground, but that's exactly what happened. One moment you're squaring off in a shootout, and the next, you're surrounded by sleek, armored soldiers with gadgets and weapons you can't even begin to understand. Their high-tech gear gleams under the harsh lights, and they're aiming their advanced firearms straight at you. Instinct kicks in, and you draw your revolver, your hands steady as you face this new kind of enemy. The crack of your gun echoes through the futuristic landscape, merging with the rapid-fire blasts of their energy weapons. Amidst the chaos of this strange new world, you fight fiercely, determined to hold your ground and make it back to your own time, no matter the odds.

Targets: 3 pistol, 3 rifle, 2 shotgun
Ammo: 5/10 pistol, 10 rifle, 4+ shotgun
Props: Split rail fence
Starting position: Texas surrender

Shooter says, *"Draw your iron, tin men—I ain't going down without a fight!"*.

ATB,

Engage pistol targets: Inside-outside either direction: 2-1-2-3-2. Repeat. (Target order)

Engage rifle targets: Same as pistol targets.

Engage shotgun targets: Either Direction. No double taps.

Long Range Stage