

JUNE 2025 – THE LONG RIDERS

Stage 1 – Ride of the Long Riders

We're the Long Riders, a crew of cowboys known across the plains for our skill with a six-shooter and our unbreakable bond. When we heard that a band of ruthless bandits was heading for Shortsville with plans to steal every last ounce of gold in the town's mine, we saddled up without a second thought. The sun was setting, and the tension was thick as we set up defenses along Main Street, our boots kicking up dust as we took our positions. As the bandits rode in, their faces shadowed under wide-brimmed hats, a standoff erupted. The air crackled with the sound of gunfire, and the sky lit up with flashes of muzzle fire. By the time the smoke cleared, the bandits were scattered, and Shortsville's gold was safe once more. We rode off into the twilight, knowing we'd just added another chapter to our legend.

Targets: 5 pistol, 5 rifle, 2 shotgun
Ammo: 5/10 pistol, 10 rifle, 6+ shotgun
Props: Fence
Starting position: Hands on fence

Shooter says, " *Long Riders! Open fire!* "
ATB,

Engage pistol targets: Double tap sweep 2-2-2-2-2 (Shot count) either direction.

Engage rifle targets: Same as pistol targets. Repeat

Engage shotgun targets: Either direction. No double taps.

Stage 2 – Outlaws on the run

The long riders are used to dealing with trouble, but this was something different. After driving off a gang of bandits trying to swipe the gold from Shortsville, we found ourselves racing to a hog farm on the outskirts. The outlaws were looking for revenge, and they were headed straight for the farm's stash of valuables. With the sun dipping low and the hogs restless, we took our stand behind an old fence. As the bandits stormed in, bullets started flying, and the air was filled with the sharp crack of gunfire. We held our ground, firing back with precision until the bandits finally fled, leaving the farm—and its precious belongings—safe.

Targets: 5 pistol, 5 rifle, 2 shotgun
Ammo: 5/10 pistol, 10 rifle, 4+ shotgun
Props: Fence
Starting position: Hands on hat

Shooter says, " *Say your prayers! Your about to meet your maker!* "
ATB,

Engage pistol targets: Ozark sweep 1-5-2-4-3 (Target order) either direction. Repeat.

Engage rifle targets: Same as pistol targets.

Engage shotgun targets: Either Direction. No double taps.

Stage 3 - Cactus Country Kidnapping

When you heard that the mayor's daughter had been taken by that ruthless gang, you knew you were the only one left to rescue her. With a heavy heart and a steely resolve, you rode out to their hideout, a makeshift shelter in the old silver mine. As you approached, the sun was setting, casting long shadows over the place. you kicked in the door, and just like that, all hell broke loose. The gang was ready for you, their guns blazing as you ducked behind a mine car. You exchanged shots, the sound of gunfire echoing off the cavernous walls. You managed to outmaneuver them, and with a final, decisive shot, the outlaws were down.

Targets: 3 Pistol, 3 Rifle, 2 shotgun
Ammo: 5/10 pistol, 10 rifle, 4+ shotgun
Props: Mine Car
Starting position: Standing ready

Shooter says, **"Give back the girl!"**
ATB,

Engage pistol targets: Kansas City sweep either direction: 1-2-3-2-1-2-3. (Target order w/double taps on middle target OR continuous Nevada sweep, with double tap on center - every pass)

Engage rifle targets: Same as pistol targets.

Engage shotgun targets: Either direction. No double taps.

Stage 4 – Backup from below

You were deep in the mine, hammering away at the rock, when the distant crack of gunfire jolted you to your feet. Your heart pounded as you grabbed a pickaxe and raced toward the noise, hoping to help. The echoes of the shootout grew louder, and as you round a bend, you see bandits scrambling deeper into the mineshaft, clearly on the run. Without thinking, you take cover behind an empty mine car and yell at them to halt. The bandits turn, their faces twisted with surprise and anger. you exchange fire in the cramped, dusty tunnel, each shot reverberating off the stone walls. You duck and return fire, your pickaxe now a makeshift shield. When the last bandit falls, the mine is quiet once more, and you let out a sigh of relief.

Targets: 3 pistol, 3 rifle, 2 shotgun
Ammo: 5/10 pistol, 10 rifle, 4+ shotgun
Props: Mine Car
Starting position: Hand on hat

Shooter says, **"You're not going any further you yellow-bellies".**
ATB,

Engage pistol targets: Double tap Nevada sweep either direction: 1-2-3-2-1. **Engage rifle targets:** Same as pistol targets.

Engage shotgun targets: Either Direction. No double taps.

Long Range Stage