

## SEPTEMBER 2025 – THE LONG RIDERS

### Stage 1 – The Left-Eye Gang

Rock Ridge had enjoyed years of peace, but that tranquility was shattered with the arrival of the Left Eye Gang. Their notorious reputation had quickly turned the once quiet town into a battleground of chaos. As tensions rose, the sheriff, a man who had seen too many good folks troubled by bad ones, called on you for help. With determination and your trusty revolver in hand, you joined the sheriff in confronting the gang in the heart of town. The showdown unfolded in the main street, the air crackling with the tension of a long-awaited confrontation. The Left Eye Gang's menacing laughter was drowned out by the roar of gunfire as you and the sheriff fought to restore peace to Rock Ridge, each shot a firm statement that the town would not be cowed by their unruly presence.

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

Shooter says, " *Step aside, Left Eye gang—I'm cleaning up this town!*"  
ATB,

**Engage rifle targets:** 3-1-2-1-3 (Shot count).

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

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

### Stage 2 – The ride of the Nawlins Kid

Deputy Nawlins Kid made a grave mistake, letting the infamous Loco Poco Lobo slip through his fingers after she'd been locked up for robbing the Pine Ridge stagecoach with her ruthless gang. The town was buzzing with outrage as the notorious outlaw and her gang reemerged, ready to wreak havoc once more. Knowing the gravity of the situation, you stepped up to help Nawlins track down Loco Poco Lobo and her crew. As you and Nawlins cornered them in a dusty canyon, the tension was palpable. With the sun setting behind you, the air erupted with the sharp cracks of gunfire, each shot ringing out in a fierce battle against outlaws determined to escape justice.

**Targets:** 5 pistol, 5 rifle, 3 shotgun  
**Ammo:** 5/10 pistol, 10 rifle, 6+ shotgun  
**Props:** Horse  
**Starting position:** Hands on hat

Shooter says, " *LPL, your time's up—let's head back to the pokey!*"  
ATB,

**Engage pistol targets:** Double B Sweep (1-2-3-2-1 & 5-4-3-4-5) (Target order)

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

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

### Stage 3 - Escort gone awry

The town had trusted you with a vital mission: escorting a notorious prisoner to Carson City for the shooting of Mayor Quigley. But as dusk fell over the trail, the prisoner, using his wits and strength, broke free of his chains, leaped from your wagon, and vanished into the dense woods with your extra rifle. You raced after him, the crunch of leaves underfoot and the fading light making the pursuit treacherous. With your shotgun ready, you finally cornered him in a clearing. The air crackled with tension as the moonlight glinted off your gun and his stolen rifle. The ensuing gunfight was fierce, the sharp cracks of your revolver and the prisoner's shots echoing through the trees as you fought to bring him to justice and ensure he didn't escape the consequences of his crime.

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

Shooter says, *"Hold it right there! You ain't getting far on my watch!"*  
ATB,

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

**Engage rifle targets:** 1-2-3 (Target order w/triple taps) finish with single tap on middle target.  
Either direction.

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

### Stage 4 – Bandits in the branches

As you and your son made your way home from town, the wagon came to a sudden halt. A massive tree had fallen across the trail, blocking your path. You both climbed out to move the obstruction, but before you could make much progress, a group of Mexican bandits sprang from their hiding spots behind the trees, brandishing guns and demanding your valuables. Heart racing, you drew your revolver and fought back, the sharp cracks of gunfire splitting the air as you and your son defended yourselves. The bandits' shouts and the roar of your weapon filled the clearing, each shot a desperate measure to protect your family and your hard-earned goods from being stolen.

**Targets:** 3 pistol, 3 rifle, 2 shotgun  
**Ammo:** 5/10 pistol, 10 rifle, 4+ shotgun  
**Props:** Wagon  
**Starting position:** Texas Surrender

Shooter says, *"Y'all picked the wrong wagon to mess with!"*.  
ATB,

**Engage pistol targets:** Arkansas shuffle (2-1-2) from either direction. Repeat. (Shot Count)

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

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

### *Long Range Stage*