

August 2026 – THE LONG RIDERS

Stage 1 – Settlers Survive Salt Mine Squatters

One of the dangers of the desert is the loss of salt in the traveler's body. Without replacement of salt, it is possible to drink oneself to death with water as the water dilutes out the body's much needed minerals. After a week's travel you decide to stop at the mine at Camp Verde, Arizona to restock your salt supply. But other travelers have also stopped and have seized control of the mine from the workers! Free the hostages and return control of the mine to its owners!

Targets: 3 pistol, 3 rifle, 2 shotgun; P/R Tgts (square/circle/square)
Ammo: 5/10 pistol, 10 rifle, 4+ shotgun
Starting position: Texas Surrender

Shooter says: *"Say, you boys ain't worth your weight in salt!"*
ATB

Engage shotgun targets: Sweep in any order. No double taps.
Engage rifle targets: Double tap, then single tap sweep; last round on center. No shortcuts.
Engage pistol targets: Same as rifle targets.

Stage 2 – Pernicious Plunderers Prosecuted

Gila Cliff Dwellings Archaeological Dig - 1885: The night after Lieutenant G.H. Sands reported his findings via courier, a few small columns of smoke were seen in the distance as night approached. At midnight, the horses alert you to the coming danger, and you must decide - who will have the amulet, assuming you survive the coming fight?

Targets: 3 pistol, 3 rifle, 2 shotgun; P/R Tgts (square/circle/square)
Ammo: 5/10 pistol, 10 rifle, 6+ shotgun
Starting position: Rifle in hand

Shooter says: *"This belongs in a museum!"*
ATB

Engage pistol targets: 4-1-4-1 (round count on square-circle- square- circle)
Engage rifle targets: Same as pistol targets.
Engage shotgun targets: No double taps.

Stage 3 - Rolling in the Dough

Cookie was shot by the Gator Gang and is still recuperating. Being a junior member of the crew, you are tasked with making some tasty biscuits OR ELSE! The hungry cowboys gather for supper, but the Gator Gang is back! The boys throw your biscuits at the rascals as a ruse to get to their guns.

Targets: 2 Pistol, 2 Rifle, 2 shotgun; P/R Tgts (square/circle)
Ammo: 5/10 pistol, 10 rifle, 4+ shotgun
Starting position: Hands on Hat

Shooter says: *"Those were my best biscuits boys!"*
ATB

Engage rifle targets: 2 rounds on circle, 3 rounds on square. Repeat.
Engage shotgun targets: Either direction. No double taps.
Engage pistol targets: Same as rifle targets.

Stage 4 – Brigands Bushwhacked!

Tired of the lawlessness of the Territory you decide it's time to put a dent in the criminal element by thinning out their herd. Following the hot trail of some menacing miscreants, you come to a small town. The gambling hall is crawling with baddies. You need to hit them solidly to make your statement. Your trusty rifle is ready to meet the challenge. Are you?

Targets: 2 Pistol, 2 Rifle, 2 shotgun; P/R Tgts (square/circle)
Ammo: 5/10 pistol, 10 rifle, 6+ shotgun
Starting position: At line

Shooter says: *"It's been a hard day's ride!"*
ATB

Engage rifle targets: 2-6-2 (round count on square-circle- square)
Engage pistol targets: Same as rifle targets.
Engage shotgun targets: No double taps.