

May 2024 - Long Riders

Stage 1 - White Fangs

The wilderness has always provided what you need but it's never been a friendly place. It's been days since you left old Fort Benton and haven't seen hide nor hair of civilized folks. Beyond the crackling of the campfire a twig snaps. You shin out to the wagon just in time to grab your trusty Winchester when a pack of wolves' charges in. They look hungry! You're surely a goner if ya don't act quick!

Targets	5 pistol, 5 rifle, 2 shotgun
Ammo	5/10 pistol, 10 rifle, 6+ shotgun
Props	Wagon
<u>Starting position:</u>	Texas surrender

Shooter says: ***"I aint scared of no big bad wolf!"***.

ATB, engage pistol targets: double tap sweep (2-2-2-2-2) either direction.

Engage rifle targets same as pistol targets.

Engage shotgun targets either direction, no double taps.

Stage 2 - Outlaw on the run

It wasn't long back on the trail before you came across a rider that's going faster than the Central Pacific with an empty load. That funny feeling in your gut tells you there's trouble so you take shelter behind the wagon. When he gets closer you can see he is so ugly he looks like the hind quarters of bad luck! He doesn't look any the friendlier either. As soon as he sees you, he starts to shoot. "You're not taking me alive!" he shouts.

Targets	5 pistol, 5 rifle, 2 shotgun
Ammo	5/10 pistol, 10 rifle, 4+ shotgun
Props	Wagon
<u>Starting position:</u>	Hands on wagon

Shooter says: ***"You best be good with that smoke wagon if you're gonna shoot at me like that!"***.

ATB, engage pistol targets: Ozark sweep (1-5-2-4-3) from left.

Engage rifle targets same as pistol targets.

Engage shotgun targets from right, no double taps.

Stage 3 - Comanche War Party

For several months now you have been lucky enough to take work on widow Tannen's homestead where she grows wheat, corn, and oats with her two sons. The boys spent most of their time beating the devil around the stump, but when they do their chores, they do a bang-up job. Widow Tannen has lived peacefully with the local Pueblo Indians as her late husband was known to be a good trader with the chief and was held in high standings as a courageous man. The chief was overdue for a visit, but when you see them approaching, unluckily for you, they are not the Pueblo but the Comanche! Buffalo Hump and his war party are not happy that any of you are there. Round up the little ones in the cabin! It's going to be a long fight!

Targets	3 pistol, 3 rifle, 2 shotgun
Ammo	5/10 pistol, 10 rifle, 4+ shotgun
Props	Window wall
<u>Starting position:</u>	Both hands on rifle

Shooter says: *"I'm aiming for you Buffalo Hump!"*.

ATB, engage rifle targets: Arkansas Shuffle (2-1-2) from left.

Engage pistol targets same as rifle targets.

Engage shotgun targets either direction, no double taps.

Stage 4 - Pony up and run!

The name Comanche is derived from a Ute word meaning "anyone who wants to fight me all the time." Buffalo Hump has truly lived up to this name. You and the Tannen family have managed to hold the Comanche off till dark, but they are sure to come back to finish the job if you hang tight. There isn't enough ammo to last much longer. It's been a long night, and you want nothing more than to get everyone to the next homestead for shelter and support. You gather up the family and direct widow Tannen to make a run with the little ones out back to the tree line at dawn. Before you can even get back to the front door to cover their escape, you hear the cries of Buffalo Hump and his warriors. Run Margret! Run! I've got your back!

Targets	3 pistol, 3 rifle, 2 shotgun
Ammo	5/10 pistol, 10 rifle, 6+ shotgun
Props	window wall
<u>Starting position:</u>	Standing behind wall

Shooter says: *"Lets finish this once and for all!"*.

ATB, engage pistol targets: continuous sweep (1-2-3-2-1) from left.

Engage rifle targets same as pistol targets.

Engage shotgun targets, no double taps.

Long Range Stage