



*Riverbend Rough Riders*  
*Match*  
*April 2026*

*Stories by Witch Doctor*

*Stages by Max Payne*

## Warmup - The Livery

# ***NO STORY. JUST GET THE KINKS OUT.***

**Ammo:** 10 Pistol, 10 Rifle, 4+ Shotgun

**Staging:** Pistols Holstered, Rifle flat on Center Table, Shotgun in Right Window.

**Shooting Order:** Shotgun last

**Start:** Standing behind the table, Arms crossed at chest.

**Line:** *"GET THE KINKS OUT!"*

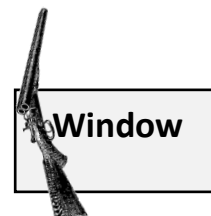
**ATB:** With the Pistols or Rifle, beginning on either end, shoot a 2-3-5 Sweep on the appropriate Targets. If Rifle, make it safe.

Repeat the instructions with the other weapon(s).

With the Shotgun, shoot the 4 Shotgun targets thru the Right window until down, & make the Shotgun safe.



**Window  
Not Used**



## Stage 1 – The Shifty Eye Saloon (10)

At the Shifty Eye Saloon, Butch Cassidy sipped whiskey while Sundance played poker. The doors swung open just wide enough for the entry of a small man in a weathered green waistcoat, his eyes bright as a spring morning in April. He ordered Irish whiskey, neat. “Aye, Butch Cassidy, what a hard man to find you are.” he said, voice lilting, “Ireland’s grown tired of waitin’ on ye, so it has.” Butch just scowled, pretending not to hear the little man.

**Ammo:** 10 Pistol, 10 Rifle, 4+ Shotgun

**Staging:** Pistols Holstered, Rifle & Shotgun staged on Center Table

**Shooting Order:** Rifle not Last

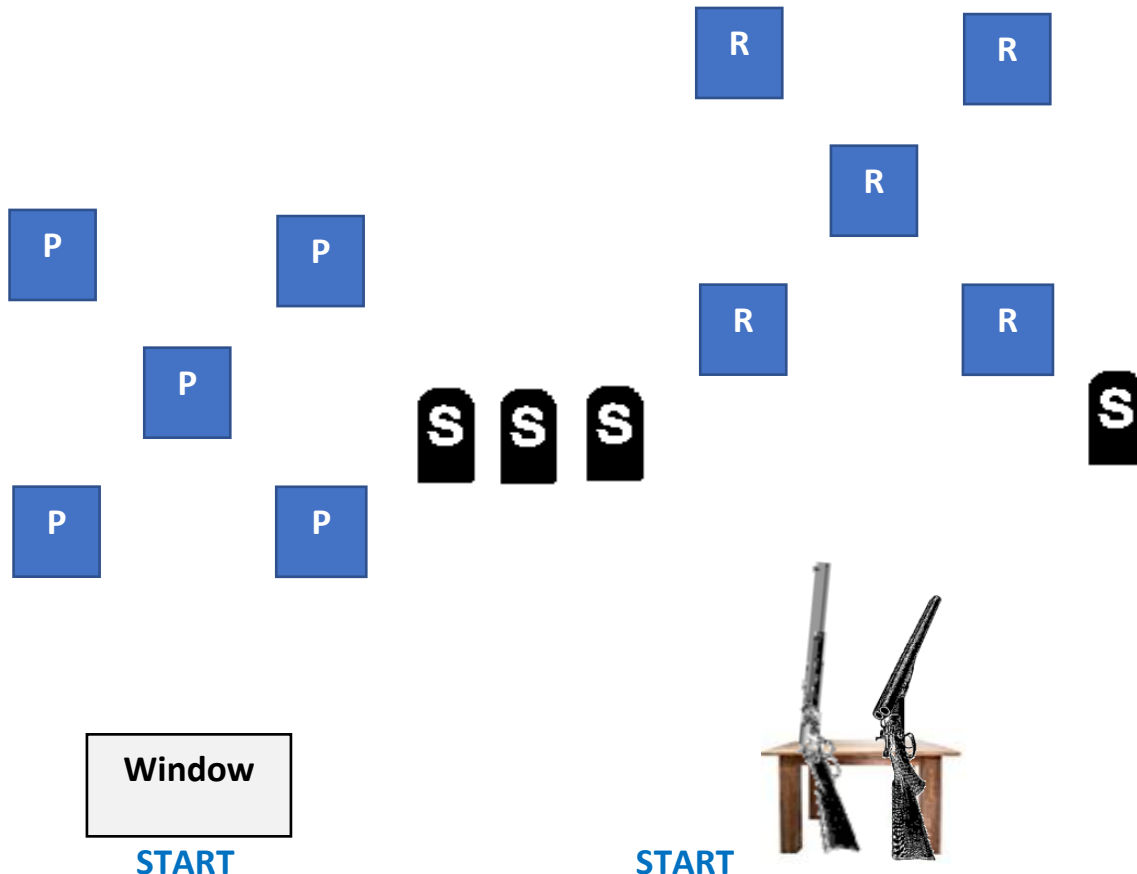
**Start:** Standing at Left Window Shelf or behind Table, Hands on Gun or Guns

**Line:** *“BUTCH CASSIDY?”*

**ATB:** With the Pistols, shoot 3 Rounds on the center target, **THEN**, shoot 1 Round on each of the Corner targets. **THEN**, shoot 3 Rounds on the Center target.

With the Rifle, repeat the Pistols instructions & make the Rifle safe.

With the Shotgun, shoot the 4 Shotgun targets until down & make the Shotgun safe.



## Stage 2 – The Town Well (4)

At the town well, the wee man spoke of old times, of County Clare, and of rain on stone grave markers. “There’s an accounting owed, lad,” he said, “and you know it in your bones.” Butch rested a boot on the trough, emptying water buckets slowly. “I’ve got responsibilities here,” Butch muttered. “Aye,” said the little Irishman, “and there too.” Etta fretted. She didn’t like the sound of this.

**Ammo:** 10 Pistol, 10 Rifle, 4+ Shotgun

**Staging:** Pistols holstered, Rifle staged on Left Table, Shotgun staged on either table

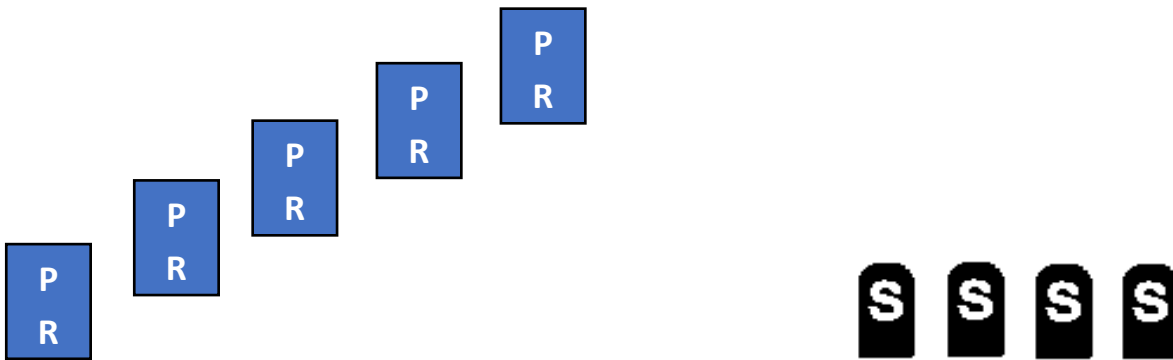
**Shooting Order:** Rifle Not Last

**Start:** Behind Right or Left table, Hands touching Hat.

**Line:** *“THERE’S A RECKONING OWED!”*

**ATB:** With Pistols & Rifle, shoot the 5 Pistol targets with exactly 4 rounds on each target *In Any Order*. Make the Rifle safe.

Within grounding distance of the Right table, shoot the Shotgun targets until down. Make the Shotgun safe.



**START**



**START**

### Stage 3 – The Fort (3)

At the old fort outside town, they lined bottles along the weathered, sun-bleached walls. Sundance spotted from the shade of the parapet. Etta kept score on a pad in her lap. The Irishman shot quick and clean, scarcely rustling his small top hat. Butch matched him shot for lightning-fast shot. No man bested the other. "Ireland breeds sharp shooters," the wee gunman bragged proudly. "So does Utah," Butch answered evenly, "I have no need of Ireland."

**Ammo:** 10 Pistol, 10 Rifle, 6+ Shotgun

**Staging:** Pistols holstered, Rifle on Left table, Shotgun staged on Barrell.

**Shooting Order:** Rifle, Shotgun, Pistols

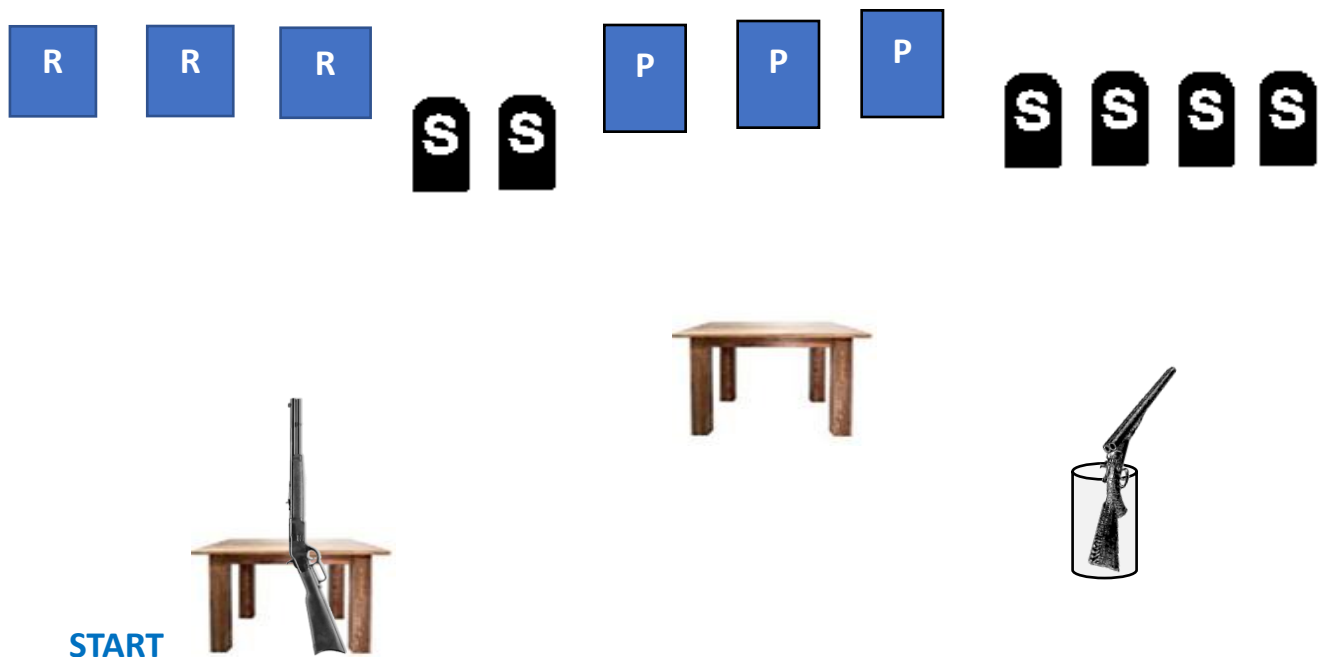
**Start:** Standing behind the Left table, both hands on flat Rifle

**Line:** "SO DOES UTAH!"

**ATB:** With the Rifle, place 5 Rounds on the Center target & at least 2 rounds on each of the two outside targets *in any order* (Round Count). Make the Rifle safe on the Left table pointing safely at the Left side berm.

With the Shotgun, shoot the 6 Shotgun targets from anywhere & make the Shotgun safe on the Downrange table.

With the Pistols, Repeat the Rifle instructions.



## Stage 4 – The Jail (6)

At the jail, iron bars cast long afternoon shadows. On the sheriff's desk, the Irishman set down some folded papers sealed in green wax. "Stand before your own soil," he urged. "I promised to return you by St. Patty's Day, and it's late we are. April has come already. Etta studied the seal. Butch traced it with a thumb. "Ireland still claims me?" he asked. "Like a mother claims her own son." came the little man's reply.

**Ammo:** 10 Pistol, 10 Rifle, 4+ Shotgun

**Staging:** Pistols Holstered, Rifle & Shotgun flat on Target Box.

**Shooting Order:** Pistols Last

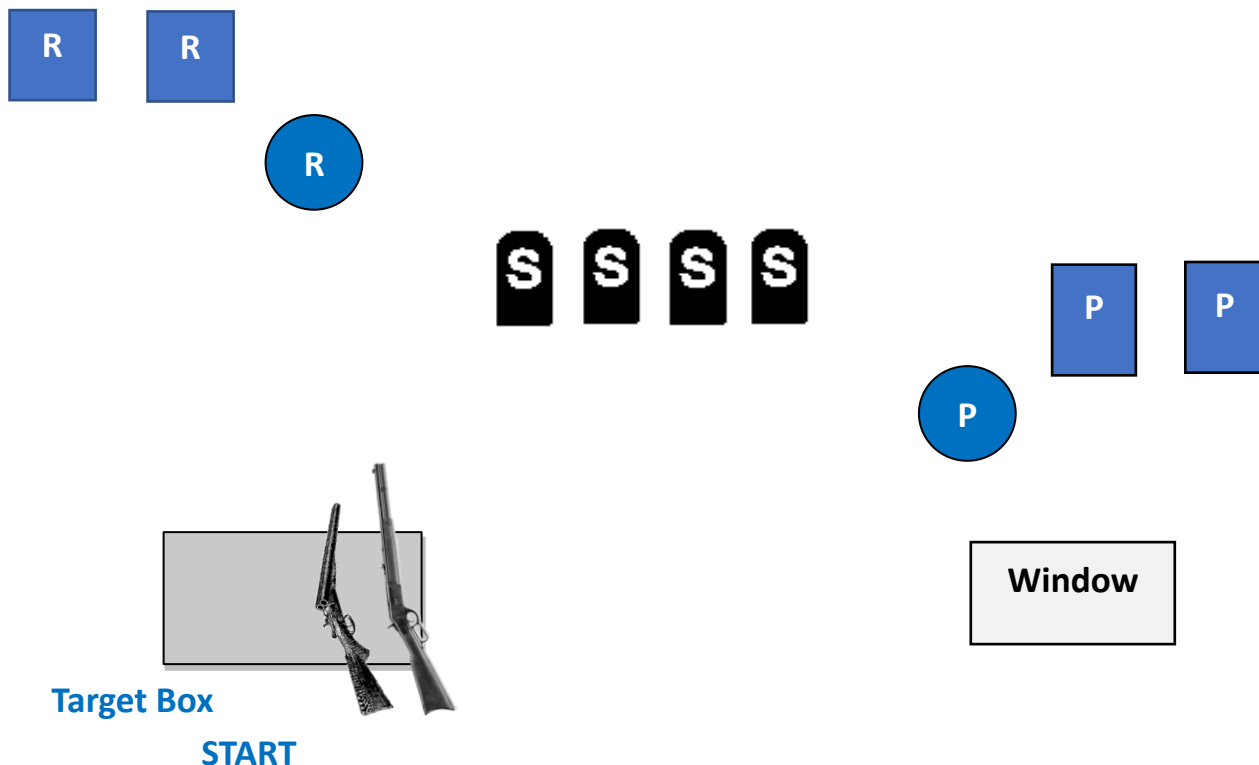
**Start:** Standing within Grounding distance of the Target Box, Any Posture, Not touching guns or ammo.

**Line:** "FACE IT SQUARE!"

**ATB:** With the Rifle, alternate 5 rounds on the two back targets. THEN, place 5 rounds on the Round front Rifle target & make the Rifle safe.

With the Shotgun, shoot the four SG targets until down & make the Shotgun safe.

With the Pistols, repeat the Rifle instructions with the Pistols thru the Right Window.



## Stage 5 – Boot Hill (5)

Among tilted headstones, the wind carried a mournful tune. The small figure stood by a fresh grave with no marker. “Every man circles back,” he said softly. Sundance removed his hat. Butch stared at the mountains. “Ghosts travel,” the little man said. “Best meet them proper like, but we must hurry, before it’s too late.” To Butch, Ireland suddenly felt less like being summoned and more like a path to closing a heavy door. His obligation was true.

**Ammo:** 10 Pistol, 10 Rifle, 4+ Shotgun

**Staging:** Pistols Holstered, Rifle in Hands, Shotgun staged on Right Table

**Shooting Order:** Rifle First

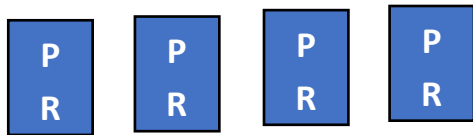
**Start:** One foot touching the Start Stone, Rifle in Both Hands

**Line:** *“GHOSTS TRAVEL!”*

**ATB:** With the Rifle, Quad-Tap one of the Inside targets. **THEN**, Double-Tap each of the remaining three targets & make the Rifle safe.

With the Pistols, repeat the Rifle instructions from anywhere on the Course of Fire.

With the Shotgun, shoot the Shotgun targets until down from anywhere on the Course of Fire & make the Shotgun safe.



**START**

## Stage 6 - The Livery

At the livery stable, horses nickered as dawn pushed away the darkness. Sundance cinched his saddle while Butch watched, unreadable. Etta mounted her mare. The Irishman already sat on a sturdy bay pony. "Ireland, then?" Sundance asked. Butch nodded once. "For a spell." Four riders turned east, riding toward green shores and an old debt. Better late than never.

**Ammo:** 10 Pistol, 10 Rifle, 4+ Shotgun

**Staging:** Pistols Holstered, Rifle on Left Window Shelf, Shotgun on Center Table

**Shooting Order:** Rifle, Pistols, Shotgun

**Start:** Standing at the Left Window, both hands touching the frame.

**Line:** *"BETTER LATE THAN NEVER!"*

**ATB:** With the Rifle, Triple-tap any two of the three targets & Quad-tap the remaining target. Make the Rifle safe.

With the Pistols, repeat the Rifle instructions.

With the Shotgun, shoot 2 Shotgun targets from Left of the Right Window & 2 targets thru the Right window. Make the Shotgun safe. Make-ups from where originally engaged.

