Riverbend Rough Riders Match

August 2026

Stories by Witch Doctor

Stages by Max Payne

Warmup - The Livery

No Story for the Warmup Stage

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging: Pistols Holstered, Rifle & Shotgun on the Table

Shooting Order: Pistols, Rifle, Shotgun

Start: Standing behind the Left Window, Hands touching hat

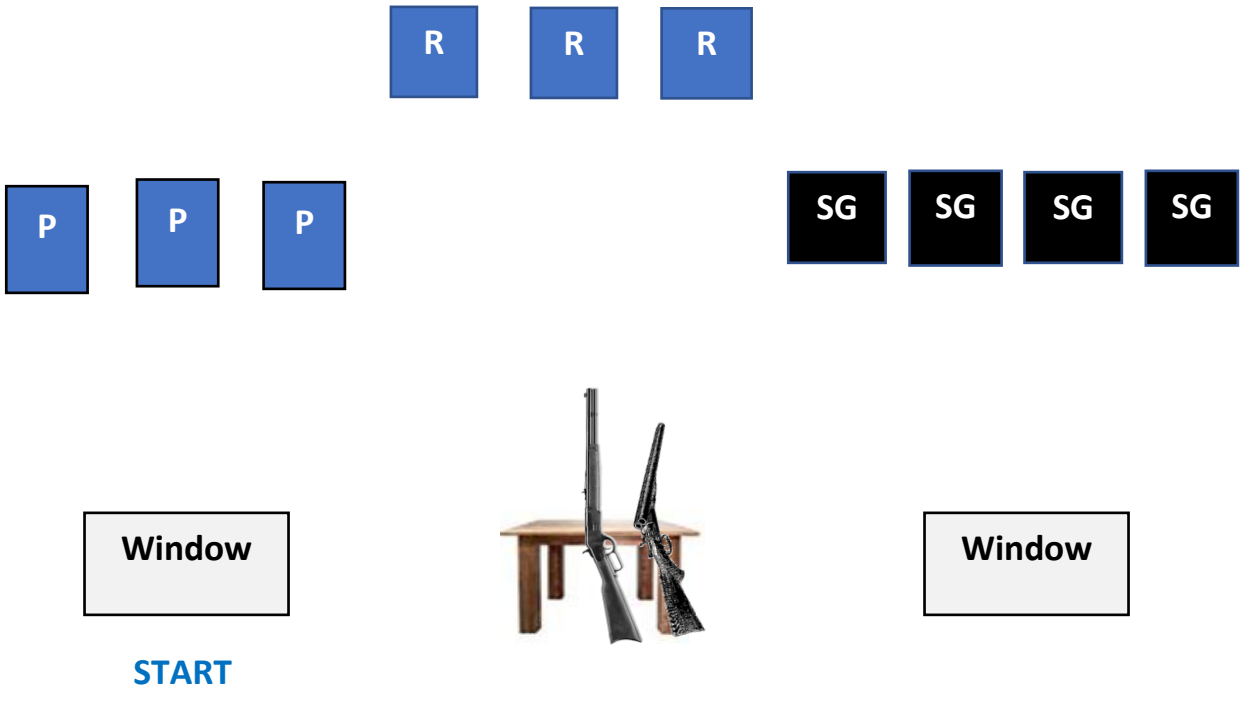
Line: ***"KILL 'EM ALL!"***

ATB: With the Pistols, Place 1 round on each of the outside targets, & 8 rounds on the Center target ***IN ANY ORDER***.

With the Rifle, repeat the Pistol instructions.

With the Shotgun, shoot 2 Shotgun targets until down Left of the Right window & 2 targets thru the Right window.

(*Make-ups from where originally engaged).*



Stage 1 – The Shifty Eye Saloon

With hot August trail dust still on his hat, Favor pushed through the batwing doors looking for a man named Coy Bennett. Rowdy already had a stool waiting for his boss, eyes sharp. Bennett's man was in the back, cards in one hand, a pocket pistol in the other. He should've just picked the cards. The mirror behind the bar took a bullet nobody meant for it.

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging: Pistols Holstered, Rifle on Center Table, Shotgun on Right Window shelf

Shooting Order: Pistols, Rifle, Shotgun

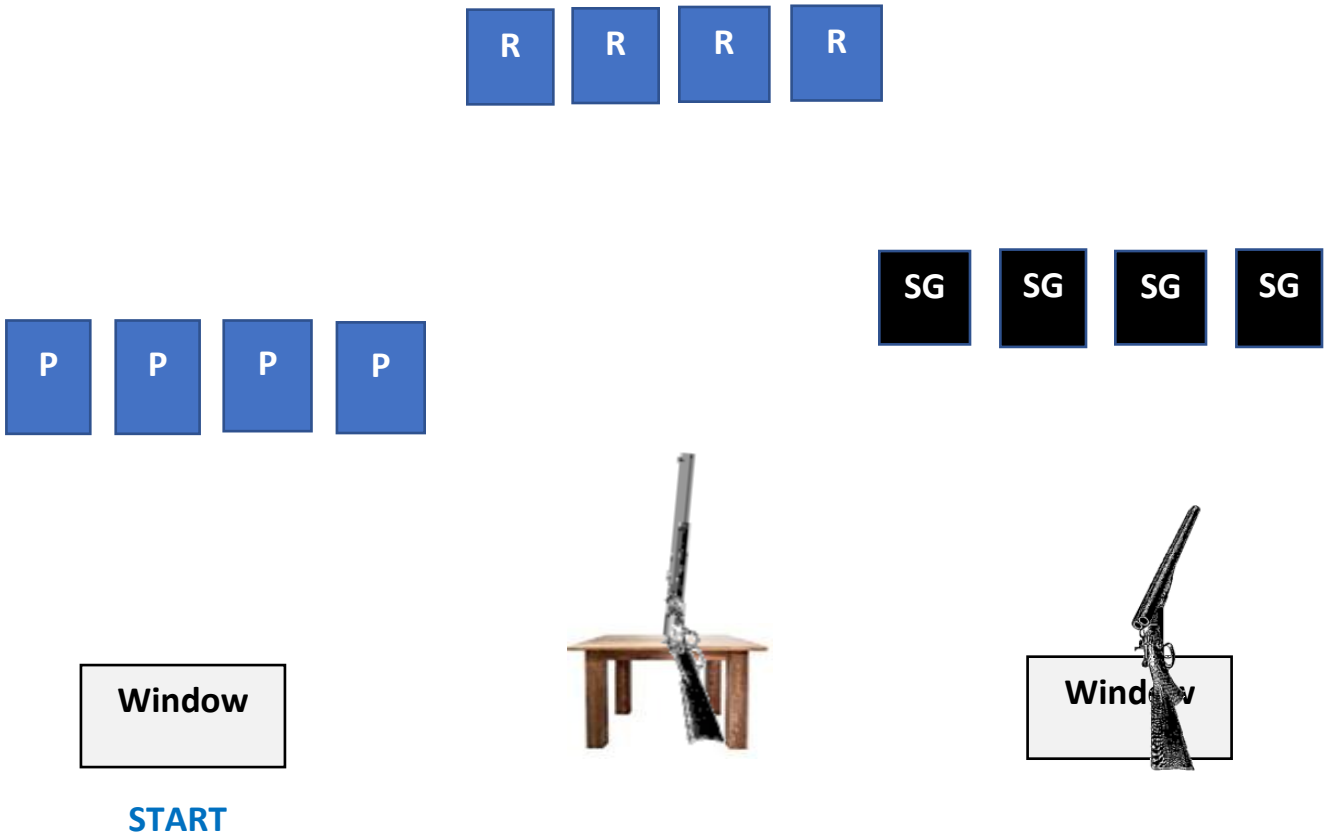
Start: Standing at Left Window, hands on Pistols

Line: ***"WHERE'S BENNETT?!"***

ATB: With the Pistols, beginning on either end target, shoot P1, P2, P3, P3, P3, P2, P2, P2, P3, P4.

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

With the Shotgun, shoot the 4 Shotgun targets until down.



Stage 2 – The Town Well

Two of Bennett's men were watering stock at the town well like they owned the place – or at least owned the cattle. Favor recognized the brands. Judging by how fast hands moved toward hardware, they knew he would. Favor told them the well belonged to the town and the cattle belonged to him. Somebody's horse bolted, perhaps spooked by Rowdy's gunfire.

Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun

Staging: One foot touching the Starting Stone, Shotgun in hands, Rifle on the Barrel, Pistols Holstered

Shooting Order: Shotgun, Rifle, Pistols

Start: Standing at the Start Stone, Shotgun in both Hands

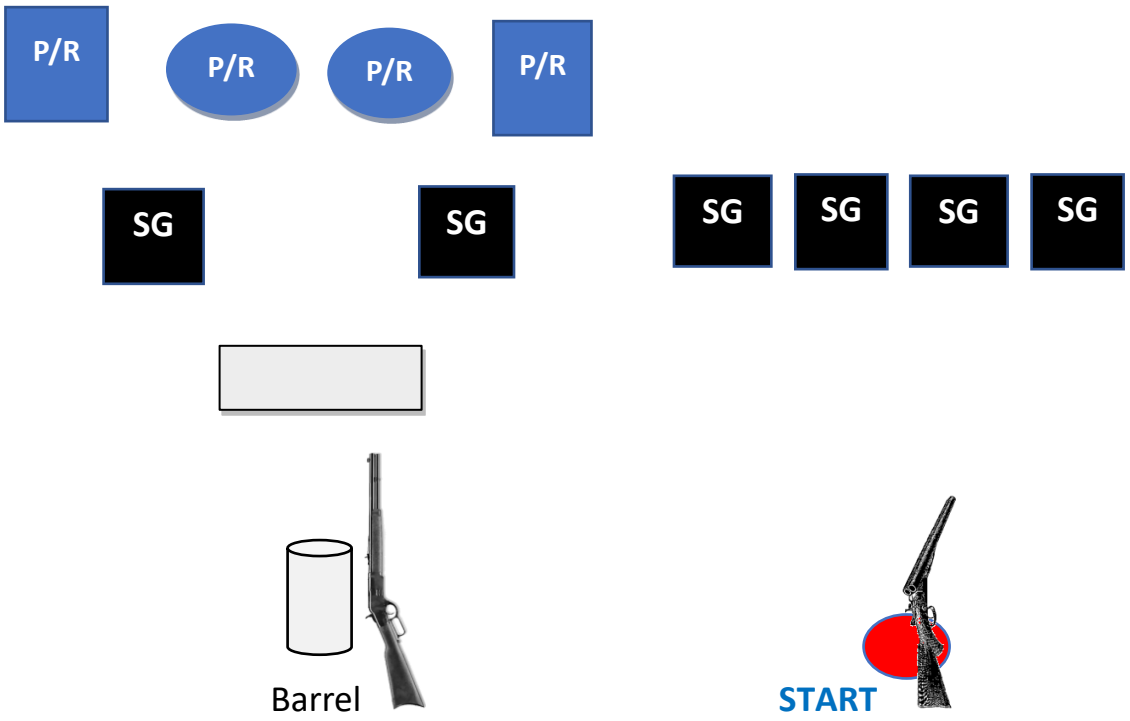
Line: ***"SLAP LEATHER!"***

ATB: With the Shotgun, shoot the 6 SG targets from anywhere until down & make the Shotgun safe on the Barrel.

With the Rifle, *from the Barrel* & beginning on either end, engage the Rifle targets *in this order*:

1 on R1, 4 on R4, 3 on R3, & 2 on R2. Make the Rifle safe.

With the Pistols, from the Table, repeat the Rifle instructions.



Stage 3 – The Fort

The quartermaster had been selling army powder out the back door, cheap. Favor figured that's how the gang stayed stocked. He and Rowdy rode in, all polite like, asking questions the quartermaster didn't want to answer. He responded with a rifle instead. Bad idea. The flagpole took a stray round. Somebody'd be explaining that to the colonel.

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging: Pistols holstered, Rifle & Shotgun on the table

Shooting Order: Rifle Not Last

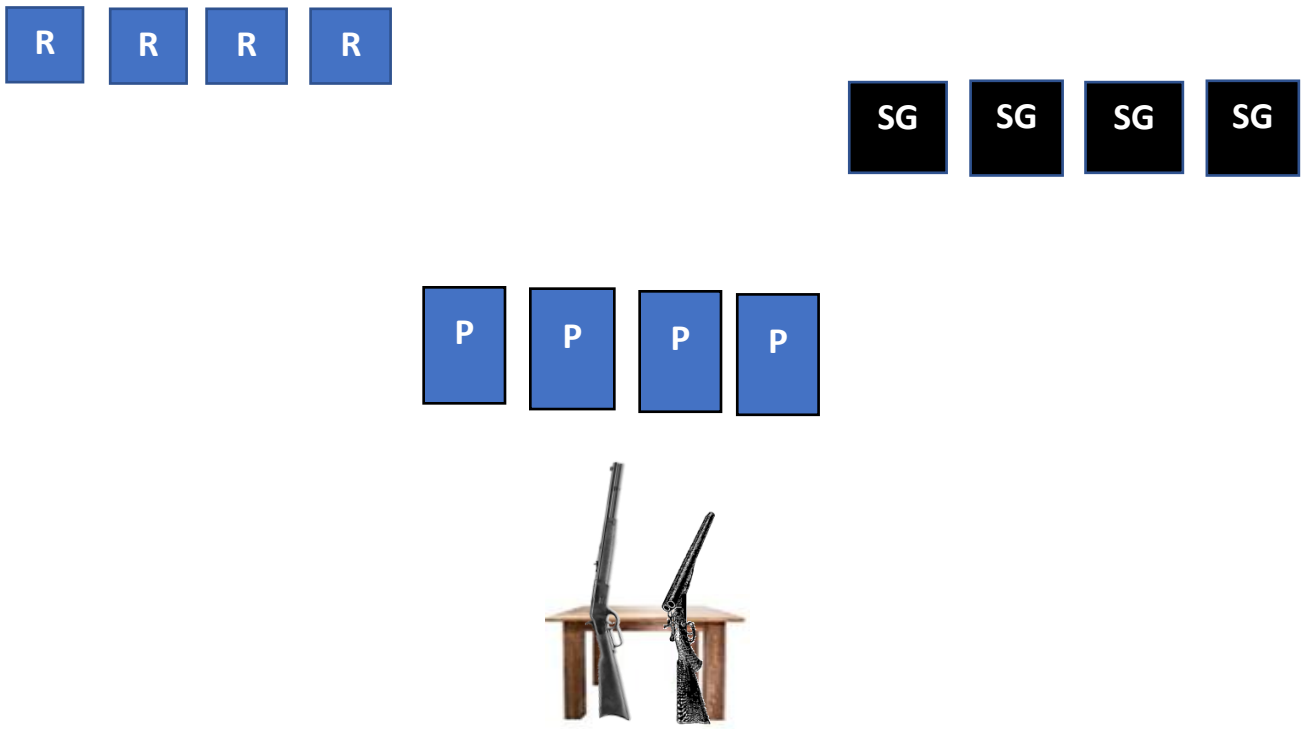
Start: Standing behind the table, any Posture, Hands not touching guns or ammo

Line: ***"WATCH OUT FOR THE FLAGPOLE!"***

ATB: If beginning with Pistols, shoot 10 rounds on the 4 targets, with at least 1 round on each.

With the Rifle, repeat the Pistol instructions.

With the Shotgun, shoot the 4 Shotgun targets until down.



Stage 4 – The Jail

Bennett's kid brother came at midnight. With a growling stomach, he was climbing through the jail window hoping to break out the gang's chuckwagon cook. Rowdy was there before he got both legs through. Rowdy told him, "Door was unlocked, why didn't you knock?". He didn't get an answer, just a pistol coming up. The rustlers stayed hungry.

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging: Pistols Holstered, Rifle on Target Box, Shotgun in Right Window.

Shooting Order: Shotgun Last

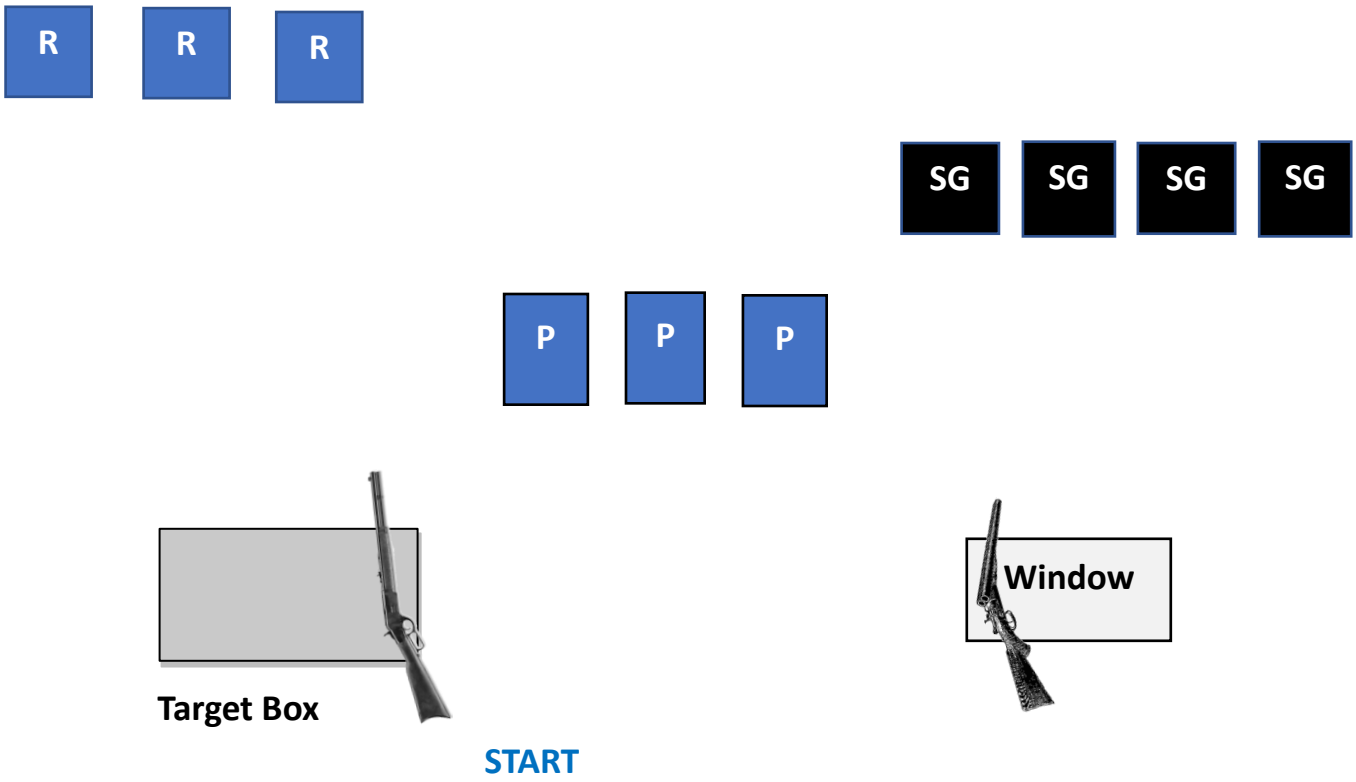
Start: Arms crossed at chest, within Grounding distance of the Target box.

Line: ***"WHY DIDN'T YOU KNOCK?!"***

ATB: Beginning on either end target, with Pistols or Rifle shoot a 2-1-2 Sweep. "***YES***"

Repeat with the other gun. If Rifle, make it safe on either the Target box or in the Right window.

With the Shotgun, shoot the shotgun targets until down thru the Right Window.



Stage 5 – Boot Hill

Fitting, Favor thought, that the rustlers' hideout sat among the dead. Headstones made poor cover, but desperate men use what's handy. The gang made their stand between the fort road and the graves, arguing they'd rather die free than hang tame. Favor offered to oblige the first part of that wish. The second part stayed negotiable.

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging: Pistols Holstered, Rifle in both hands, Shotgun staged on the Right Table

Shooting Order: Rifle, Pistols, Shotgun

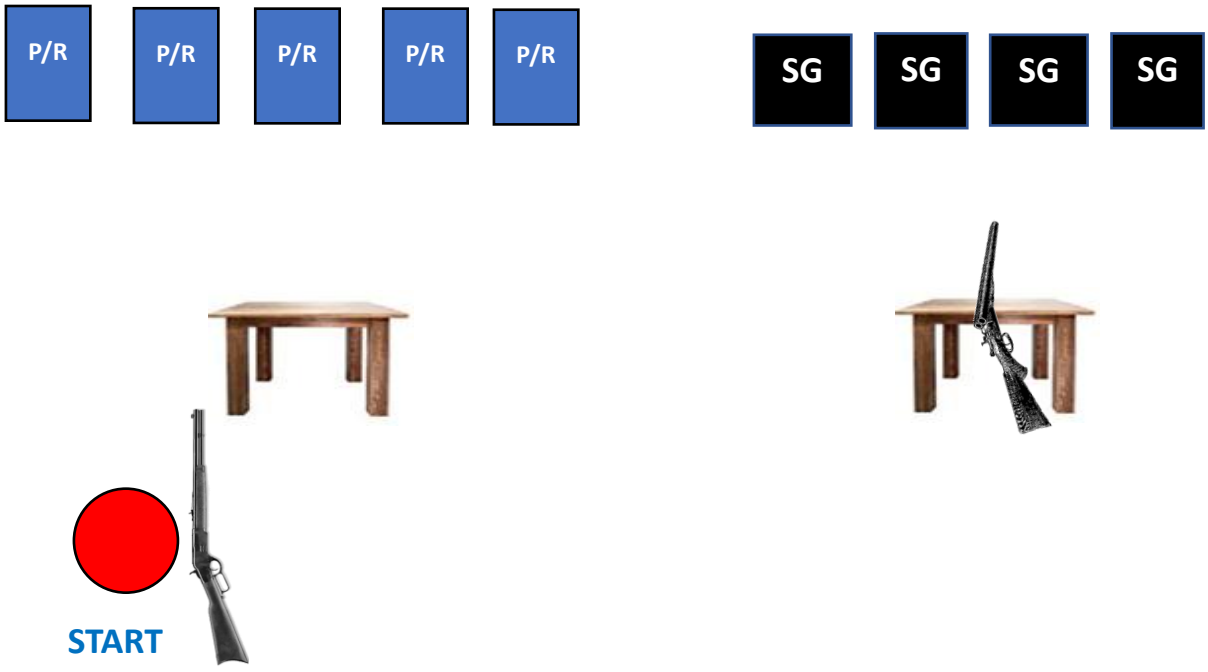
Start: One foot touching the Start Stone, Rifle in both hands

Line: ***"I'D RATHER DIE FREE!"***

ATB: Beginning on either end target, from the starting stone, with the Rifle, Single tap sweep the 5 targets. Repeat (***YES***). Make the Rifle safe on the Left downrange table.

With the Pistols, repeat the Rifle instructions from the downrange table.

With the Shotgun, shoot the Shotgun targets until down.



Stage 6 - The Livery

Bennett himself was the last one standing, holed up with a stolen horse and no cards left to play. "Walk out or get carried out," Favor called through the stall door. Bennett came out shooting instead, which settled things quicker than talk would've. The horses didn't like it much, but they didn't run far. Riverbend was quiet again by dark, and Favor's herd was safely on its way to Abilene.

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging: Pistols Holstered, Rifle on the Table, Shotgun on the Right Window shelf

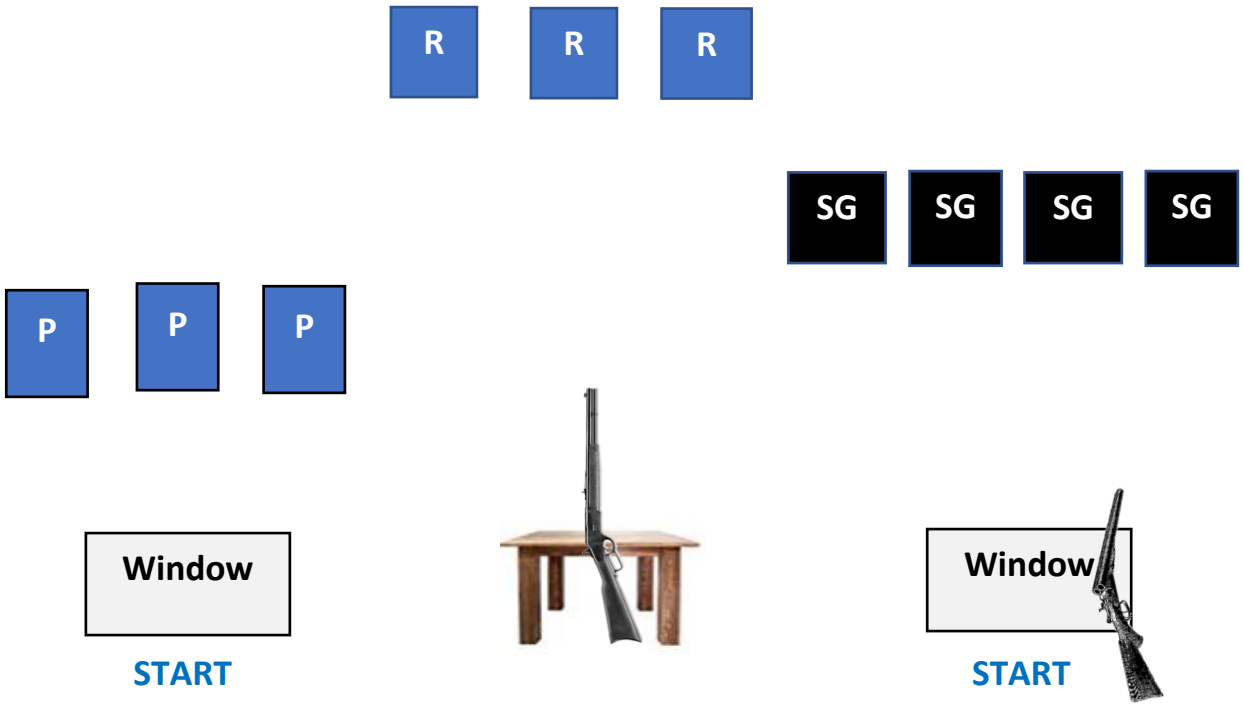
Shooting Order: Pistols, Rifle, Shotgun ***OR***, Shotgun, Rifle, Pistols

Start: Standing at the Right or Left Window, Hands touching Window frame (*includes shelf*)

Line: ***"WALK OUT OR GET CARRIED OUT!"***

ATB: With the Pistols, shoot a 1-3-1 sweep on the Left or Right 2 targets & repeat on the other 2 targets. No Double-Taps.

With the Rifle, repeat the Pistol instructions.

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

(*Make-ups from the same window).*