# Riverbend Rough Riders Match

# October/Halloween 2026

***Stories by Max Payne*** *(with a little A.I. Assistance)*

***Stages by Witch Doctor*** *(with a little Pig Iron Assistance)*

***Critique/Editing/Harrassment/Final Review by Ophelia Payne***

**Warmup**

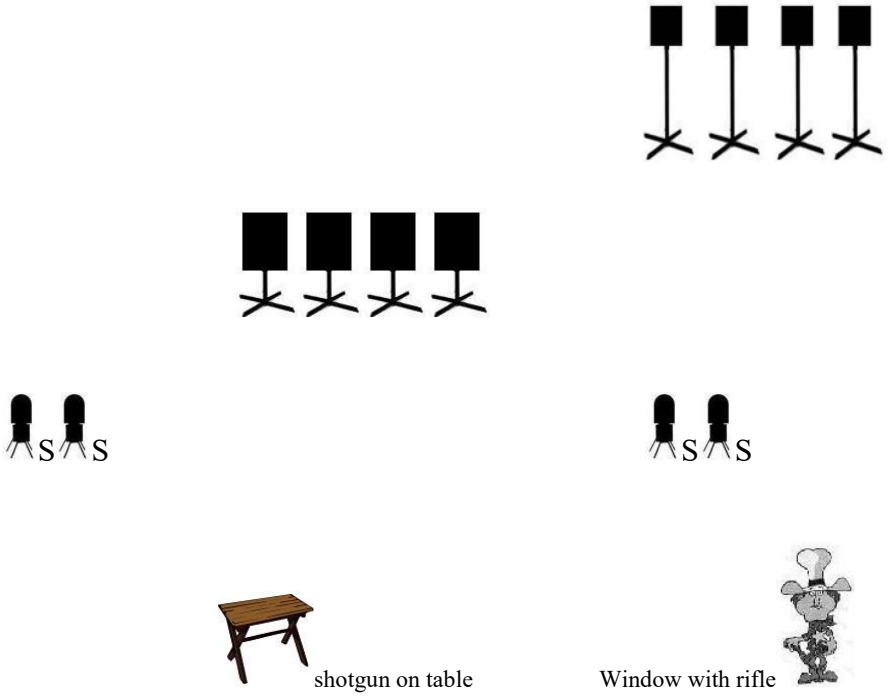
**Livery Stable**

We changed things up a little this month. Max Payne wrote the stories (perhaps with a little AI assistance) and Witch Doctor wrote the match (perhaps with a little PI assistance).

| **Round count** | **Shooting Order** |
|---|---|
| 10 pistol | rifle |
| 10 rifle | shotgun |
| 4 + shotgun on your person | pistol |
| | pistol |

**Staging**
Rifle in right window. Shotgun on center table. Two pistols loaded with five rounds each and holstered.

**Procedure**
Starting position: behind table with hands at default position. Shooter indicates ready by saying the line **"Warm up"** At the beep, put ten single shot rounds on pistol targets in any order – no double taps. With shotgun shoot the left two targets from the doorway. Make shotgun safe in right window. Repeat pistol instructions with rifle. Shoot remaining two shotgun targets through window. Makeups from original position.



**Stage 1 — The Coffin Maker's Revenge  Shifty Eye Saloon**

An old undertaker wasn't satisfied with waiting for natural causes to fill his inventory. He's animated a row of pine caskets, and they are sliding right down the boardwalk toward you and the rest of the patrons at the Shifty Eye Saloon. You'll need to put a stop to his deadly business model. You start with your Winchester rifle.

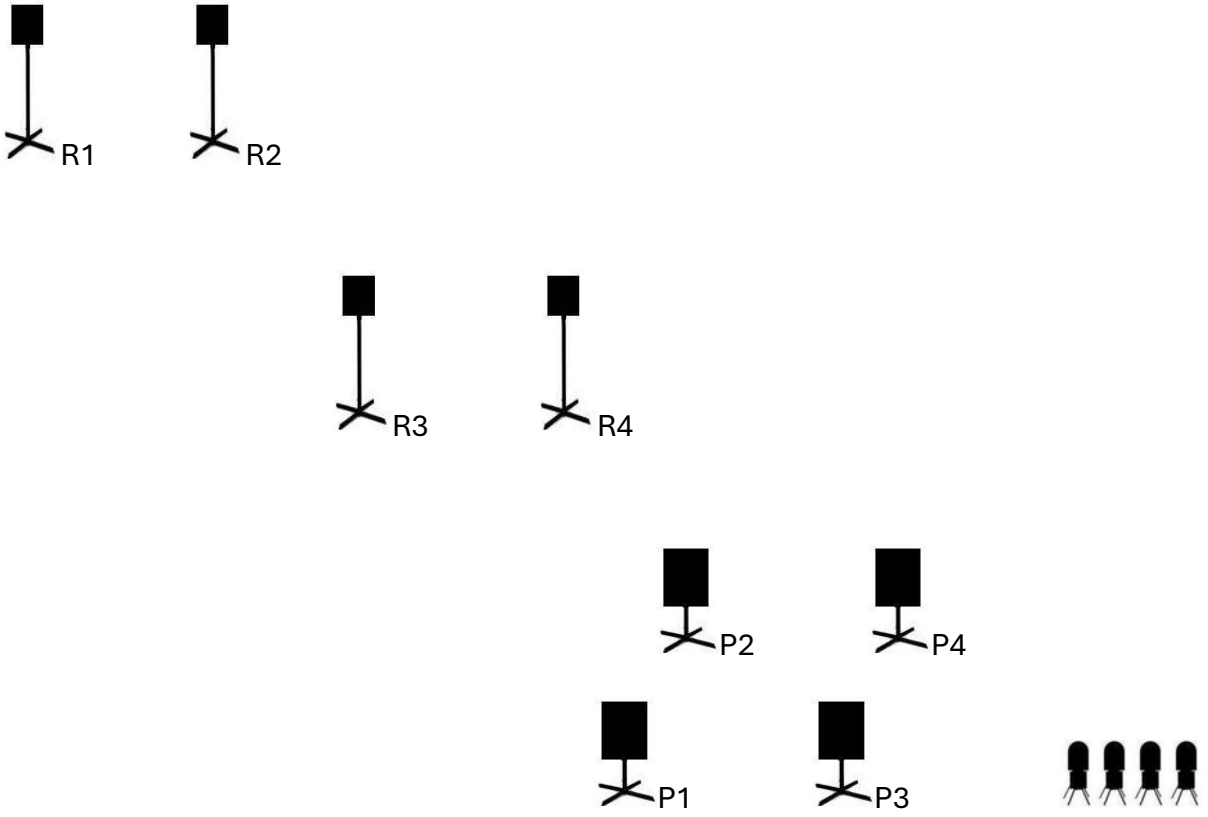
| **Round count** | **Shooting Order** |
|---|---|
| 10 pistol | rifle |
| 10 rifle | pistol pistol |
| 4 + shotgun on your person | shotgun |

**Staging**

Rifle staged on left window ledge. Two pistols loaded with five rounds each and holstered. Shotgun staged in right window. Starting position: standing at left window with rifle flat on table – hands not touching anything.

## Procedure

Shooter starts standing at left window, hands not touching gun. When ready, say the line **"I said coffee, not coffin!"** At the beep, with rifle, alternate on any two targets for five rounds and then the two remaining targets for five rounds. Make rifle safe. From right window, alternate on any two pistol targets for five rounds and then the two remaining targets for five rounds. With shotgun engage four targets in any order until down.



**Stage 2 — The Spider Queen's Web**

**Town Well**

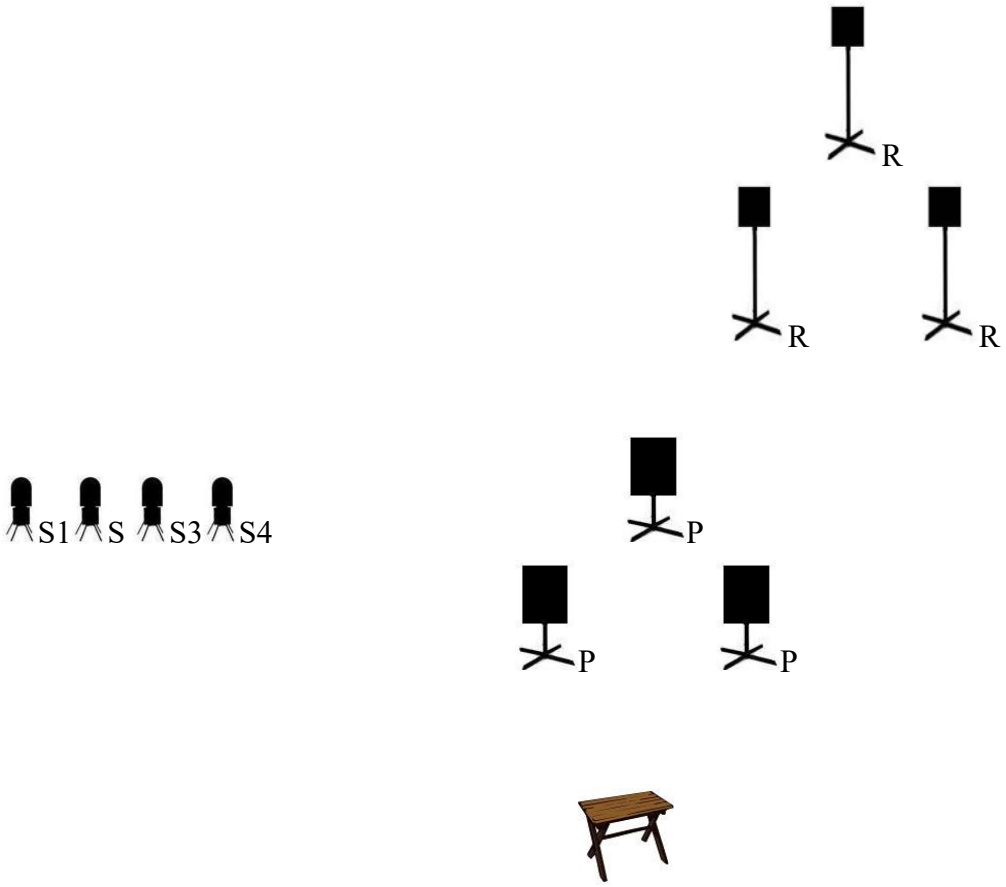
You took shelter from a midnight storm in an abandoned mine shaft right next to the town well. Within minutes, you discovered why it was abandoned. The Spider Queen has dropped from the ceiling, and her multi-legged brood is crawling down the rock walls. The thunderstorm is beginning to sound like a better option.

**Round count**
10 pistol
10 rifle
4 + shotgun on your person

**Shooting Order**
rifle not last

**Staging**
Shotgun and rifle staged on table. Two pistols loaded with five rounds each and holstered. Starting position: behind table with hands on hat.

**Procedure**
Shooter starts standing behind table with hands on hat. Shooter indicates ready by saying the line **"Time to git gone!"** At the beep, shooter's choice, rifle not last. With rifle, shoot the 3 rifle targets in a continuous clockwise sweep beginning on any target. Make rifle safe on table. With pistols, engage the 3 pistol targets with a continuous clockwise sweep beginning on any target. Engage shotgun targets in any order until down.



**Stage 3 — The Witch's Cauldron**

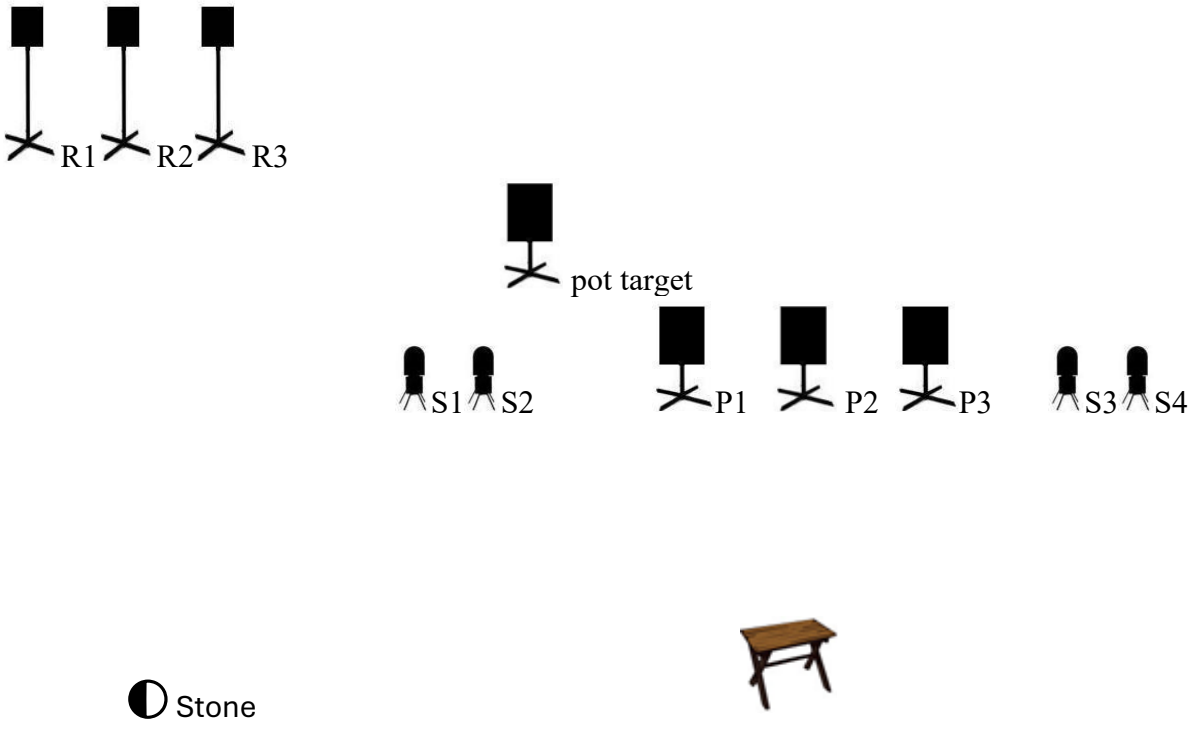
**Fort**

Deep in the pine woods, an old crone is brewing up a hex to curse the upcoming town match. Her enchanted scarecrows guard the clearing while the cauldron bubbles away with a foul green fog. Puncture the pot and neutralize her guards to save the weekend.

| **Round count** | **Shooting Order** |
|---|---|
| 10 pistol | rifle |
| 10 rifle | shotgun |
| 4 + shotgun on your person | pistol pistol |

**Staging**
Shotgun staged table. Two pistols loaded with five rounds each and holstered.
Starting position: Rifle in hand, at starting stone.

**Procedure**
Shooter starts by standing at starting stone, with rifle in hand. Shooter indicates ready by saying the line **"Puncture the Pot! "** At the beep, engage the rifle targets in three sweeps beginning on the same end and put the 10th round on the pot target. Make rifle safe on table. Engage the four shotgun targets until down, in any order. Make shotgun safe on table. With pistols, shoot three sweeps on the pistol targets from the same direction and put the tenth round on the pot target.



**Stage 4 — Dawn of the Desperadoes**

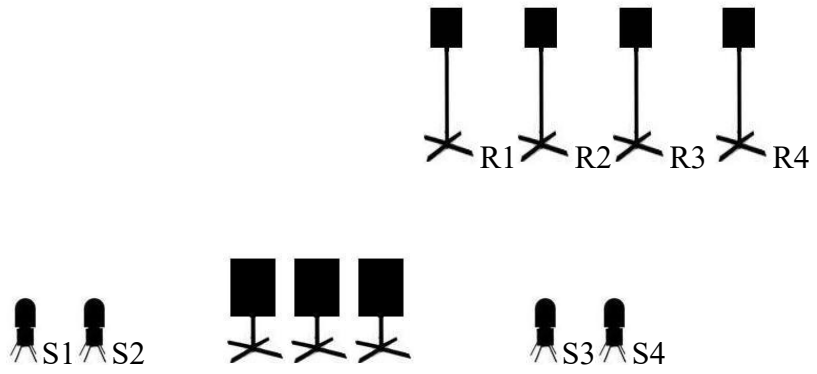
**Jail**

A cursed deck of cards has resurrected the nastiest outlaws to ever hang in the territory. They've surrounded the camp, their eyes glowing red in the campfire light. It's time to show these ancient outlaws that your lead works just fine on the dead.

| **Round count** | **Shooting Order** |
|---|---|
| 10 pistol | rifle |
| 10 rifle | pistol pistol |
| 4 + shotgun on your person | shotgun |

**Staging**
Pistols and shotgun on target box, rifle in right window.

**Procedure**
Shooter starts standing behind line at front door hands on each side of door frame. Shooter indicates ready by saying **"Well, there's bad news."** At the beep, move to window. With rifle put at least two rounds on each target and make rifle safe. With pistols, put at least two rounds on each target for 10 rounds. (pistols may go back to target box or to leather.) Shoot four shotgun targets until down, make gun safe.




Shooter starts on front porch

**Stage 5 — Escape from Boot Hill**

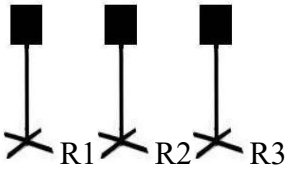
**Cemetery**

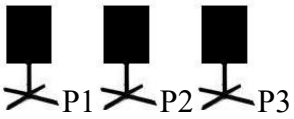
The local cemetery is overflowing, and the restless spirits have formed a spectral blockade at the graveyard gates. The fog is thick, and the only way back to town is to shoot a path through the ghostly apparitions blocking the road.

| **Round count** | **Shooting Order** |
|---|---|
| 10 pistol | pistol |
| 10 rifle | pistol |
| 4 + shotgun on your person | rifle |
| | shotgun |

**Staging**
Rifle loaded with 10 and staged on horse, shotgun on horse. Two pistols loaded with five rounds each and holstered. Starting position: at center of pistol targets with hands on pistol grips.

**Procedure** Shooter starts centered on pistol targets with hands on pistol grips. When ready, say the line **"Can't we just hang ghosts?"** At the beep, with pistols, engage the two outside targets with two rounds each and then one round on the center target and repeat. (Begin on either end for each series) Move to rifle. Put two rounds on each of the outside targets, then one in center and repeat. (Begin on either end for each series) Place rifle open and empty on horse. With shotgun shoot two outside targets **THEN** the two inside targets.





horse with rifle and shotgun

**Stage 6 — The Phantom Express**

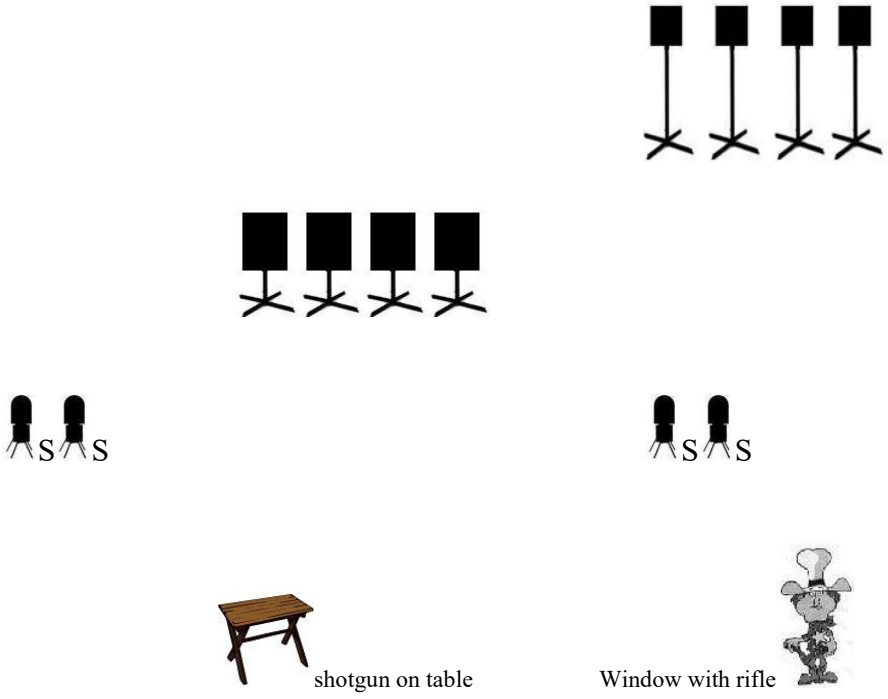
**Livery Stable**

The midnight train coming into town isn't carrying gold—it's manned by a crew of skeletal train robbers who refuse to stay dead. They've pulled up to the station platform, and they're looking to turn this town into a ghost resort. The black boxcars looked a lot like targets.

| **Round count** | **Shooting Order** |
|---|---|
| 10 pistol | rifle |
| 10 rifle | shotgun |
| 4 + shotgun on your person | pistol |
| | pistol |

**Staging**
Rifle in right window. Shotgun on center table. Two pistols loaded with five rounds each and holstered. Starting position: at right window with arms crossed over chest

**Procedure**
Shooter starts at right window with arms crossed over chest. Shooter indicates ready by saying the line **"Skedaddle or get shot"** At the beep, with rifle, from either end, shoot a progressive sweep - 1 on 1, 2 on 2, 3 on 3, 4 on 4. Make rifle safe. With shotgun, engage all targets until down. Make shotgun safe on table. With pistols, repeat rifle instructions - 1 on 1, 2 on 2, 3 on 3, 4 on 4.





shotgun on table

Window with rifle 