<u>Stage 1</u>

You're at the Lone Star bank withdrawing some money when you hear a commotion outside. It's the Chuck Wagon Gang. Chuck and his brother Patty are about to hold up the bank.

TargetsPlate rack + 1 target, 5 Rifle, 2 ShotgunAmmo5/10 pistol, 10 rifle, 4+ shotgunPropsBar and teller window

Starting position: standing next to bar

ATB say, "*There will be no dash for the cash today!*" Engage pistol rack until all plates are down. Remaining rounds are on the extra target. Any plates remaining are counted as misses. Engage rifle targets in a double tap sweep from either end. Engage shotgun targets, no double taps.

Stage 2

After a brief gun fight, you arrest a wounded Patty and throw him in jail. The next morning you hear gunfire and realize it's Chuck trying to rescue his brother.

TargetsPlate rack + 1 target, 5 Rifle, 2 ShotgunAmmo5/10 pistol, 10 rifle, 4+ shotgunPropsBar and teller window

Starting position: standing next to bar

ATB say, "*Hey Patty – is Chuck coming to join you?*" Engage the plate rack and stationary target by alternating back and forth. Engage rifle targets 1-5-2-4-3 and repeat. Engage shotgun targets, no double taps

Stage 3

After searching two days to try and find the Wagon gang, you decide to stop at Tom "*The Razor*" Wire's ranch. Your informants have told you that Chuck was sweet on Barb Wire, so you're thinking he may be hiding out on the ranch. As you approach the ranch entrance, your suspicions are confirmed with ensuing gunfire. The gang is protecting the ranch while Barb and Chuck are entangled.

Targets4 Pistol, 4 Rifle, 2 ShotgunAmmo5/10 pistol, 10 rifle, 4+ shotgunPropsSpilt rail fence

Starting position: standing next to bar

ATB say, "Barb Wire – Untangle and let Chuck up!"

Engage the rifle targets in a 2-3-2-3 sweep. Engage pistol same as rifle. Engage shotgun from either end, no double taps.

Stage 4

The gang retreats to the ranch house and are reinforcing the house. Not knowing their ammunition supply, you are not looking forward to the upcoming battle.

Targets4 Pistol, 4 Rifle, 2 ShotgunAmmo5/10 pistol, 10 rifle, 4+ shotgunPropsSpilt rail fence

Starting position: standing next to bar

ATB say, "**Your time is UP, Chuck!**" Engage shotgun targets from either end, no double taps. Engage rifle targets in a 3-2-2-3 sweep from either end. Engage pistol same as rifle.

Long Range Stage

The Pocket Pistol / Derringer is a now an option on the Long-Range stage. Use the special column to indicate P for pocket pistol or D for derringer.