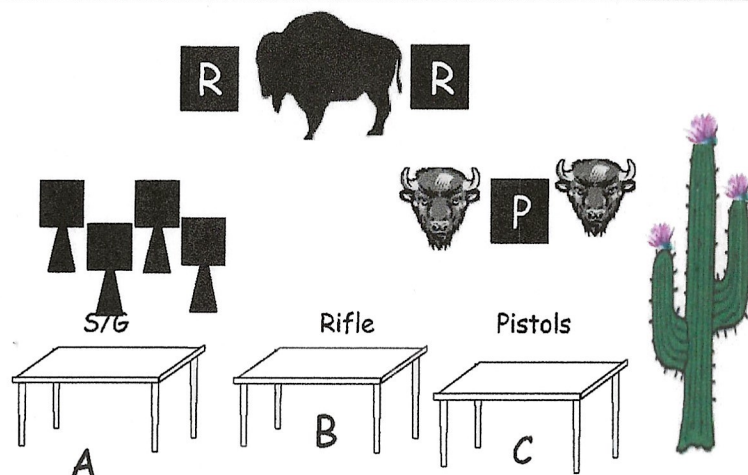


3-Person Team Stage .

10 PISTOL Holstered. 10 RIFLE Staged safely. S/G 4+ Staged safely.



Start with pistols or Shotgun. Hands at sides.

When ready say: **Team Work!**

ATB: If with S/G, engage the S/G targets in any order until down. "Tag" next table.

The Rifle from "B" may then be picked up to engage the rifle targets in a Double tap sweep (from either end) THEN dump 4 on Lg Buffalo. "Tag" next table.

Then engage Pistols targets with same instructions as rifle.



COVID-19

2021 - We are still living in a different world than 2020.

An inherent risk of exposure to COVID-19 and other infectious disease exists in any public place where people are present. COVID-19 is a contagious disease that can lead to severe illness and death. You have been asked to sign a waiver in order to be at this range, so you acknowledge, understand and assume all risks related to exposure to **any** infectious disease including COVID-19.

Please adhere to Washington State Guidance:

If you have had your 2 vaccines or 1 Johnson & Johnson you are not required to wear a mask but **MAY** if you wish. **All others must wear a mask around their neck so you can easily pull it up when within 6 ft. of another person.** Again, please adhere to Washington State guidelines.

- Stay home if sick or if you have been exposed to anyone with these symptoms or with anyone who has been diagnosed with COVID-19 in the past 14 days.
- Wash hands frequently with soap and water (use hand-sanitizer if soap and water are not available).
- Cover coughs and sneezes.
- Avoid touching eyes, nose and mouth with unwashed hands.
- Disinfect surfaces and objects regularly.

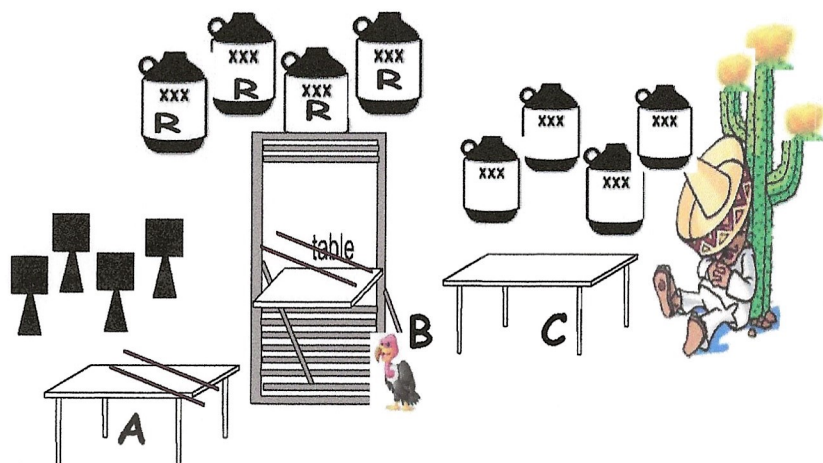
Note: Soap/water, hand sanitizer, and wipes will be available at multiple locations on range.

Stage 1

"And so it begins!"

Set in the American Old West, this story is about a gambler "Bret Maverick" and his misadventures on the way to a major 5-card draw poker tournament. Besides wanting to win the poker championship for the money, he also want to prove he is 'the best' at poker. Complications keep getting in the way and so it begins...

10 PISTOL Holstered. 10+1 RIFLE Staged safely. 4+ S/G Open & empty.



Must use all positions. S/G in both hands at "A".

Say: And so it begins!

ATB: Engage S/G targets in any order until down. Make Safe for down range movement.

At "B" w/Rifle, double tap the 2 center targets, THEN triple tap the two outside target, Then reload 1 round and engage an inside Rifle target. Make Safe for down range movement.

At "C" w/Pistols, use the same instructions as for the Rifle with no reload.

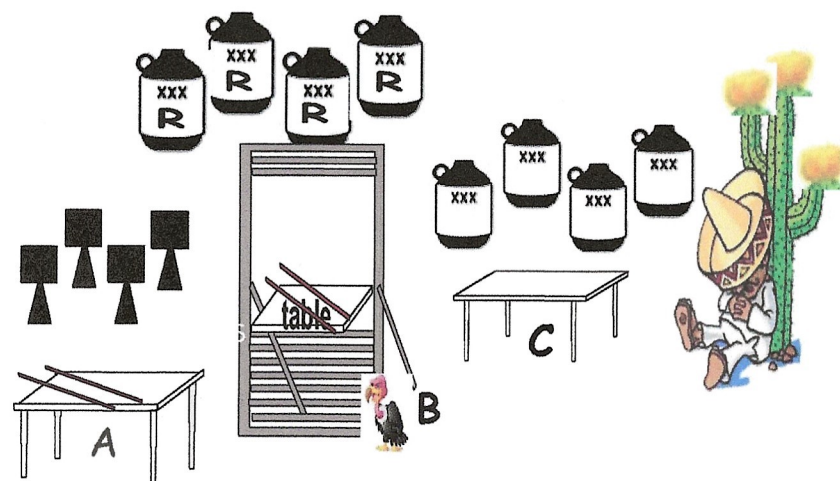


Stage 2

"I'm \$3000 short!"

Maverick rides into the Town of Crystal River, intending to collect money owed to him by the Bank Manager, as he (Maverick) is \$3K short of the poker entry fee of \$25K. His efforts to make up this \$3K provide some comical misadventures as he meets, 3 interesting people... an antagonist named Angel, a beautiful con-artist Mrs. Annabelle Bransford and lawman Zane Cooper.

10 PISTOL Holstered. 10 RIFLE Staged safely. 4+ S/G Staged safely.



Must use all 3 positions. Shooter with arms crossed at chest. When ready say: I'm \$3000 short!

ATB: From A, engage S/G targets in any order. Make Safe for down range movement.

From B, Engage the 4 Rifle targets from either end, in a continuous Nevada sweep DOUBLE tapping the END targets as you proceed. Make Safe for down range movement.

From C, w/Pistols use same instructions as for the rifle.

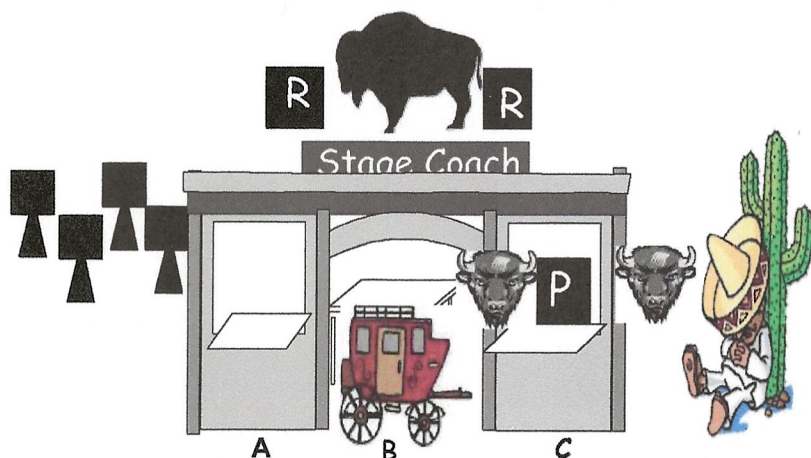


Stage 3

"Maverick to the rescue!"

Maverick, Annabelle and Cooper share a stagecoach (the old driver dies at the reins at full gallop), and Maverick comes to the rescue. During their trip they agree to help a wagon train of migrant evangelist settlers who have been waylaid by ruffians for a fee (which Maverick eventually does not accept).

10 PISTOL Holstered. 10 RIFLE Rifle in Hand. 4+ S/G Staged safely.



Must use all 3 positions. Shooter starts at position B. Rifle in hand. When ready say: **Maverick to the rescue!**

ATB: With Rifle engage a Double tap sweep from either end THEN engage the center target four times.

From A, Engage the S/G targets in any order until down.

From C with Pistols use same instructions as the rifle.

NOTE: After rifle you may go to either A or C

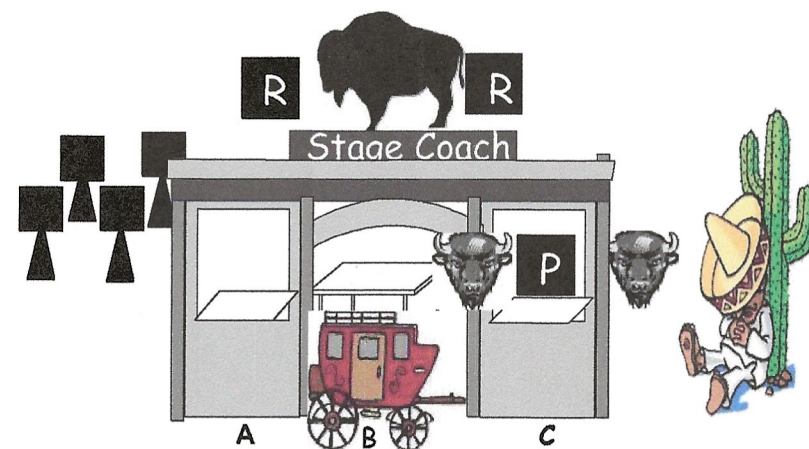


Stage 4

"Unreliable Borrowers!"

The 3 travelling companions are met with a band of Indians led by "Joseph". Unknown to his companions, Joseph and Maverick are good friends, and Maverick allows himself to be "captured." Joseph is another one of his **unreliable debtors**. The two collaborate on a scheme with much success to swindle a Russian Grand Duke.

10 PISTOL Holstered. 10 RIFLE Staged safely. 4+ S/G Staged safely.



Must use 3 positions. Shooter starts at position and gun(s) of choice. Hands at side.

When ready say: **"Unreliable Borrowers!"**

ATB: If with S/G from position "A", engage the targets until down in any order.

If with the Rifle, sweep the targets in a Nevada sweep for the 1st 5 rounds starting on the Buffalo target. With the second 5 rounds, **repeat** instructions. (Yes you can.)

With the Pistols, use the same instructions as for rifle.

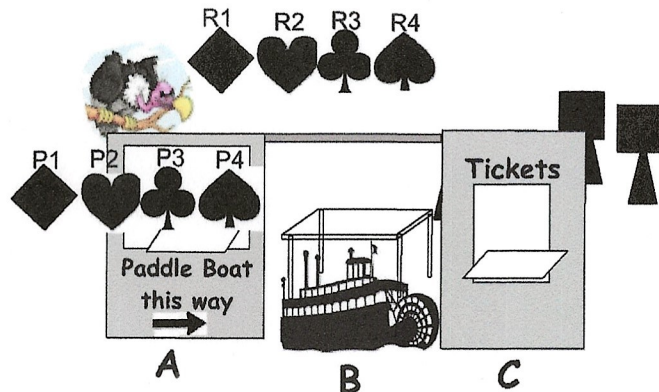


Stage 5

"No Guns Allowed!"

Angel is ordered **not** to allow Maverick to reach the poker game. He also knows that Maverick had conned him at the Crystal River. Angel catches up with Maverick beats him up and attempts to hang him. Despite this attempt, Maverick escapes and reaches the poker game-on a paddle steamer-safely. Annabelle and Angel have also reached the game, and Cooper is hired by the boats Commodore to ensure the security of the game. (**No Guns allowed!**).

10 PISTOL Holstered. 10 RIFLE Staged safely. 2+ S/G Staged safely.



Must use at least 2 shooting positions. Standing at position of choice. Hands at Texas Surrender. When ready say: **No Guns Allowed!**

ATB: If with S/G, engage the 2 S/G targets in any order until down.

If with Pistols, Double Tap Sweep then place 1 Round on each middle target.

With Rifle Same instructions as pistols.

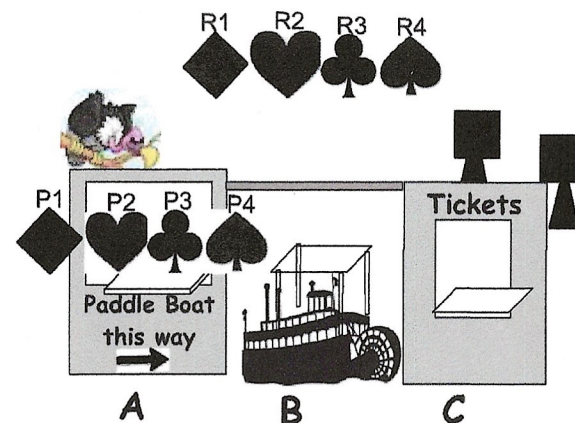
4-Corners Regional

Stage 6

"All In!"

There are four finalists: Maverick, Annabelle, Angel, and the Commodore. Maverick almost fails to reach the final table by the 5:00 pm deadline, after having a short tryst with Annabelle in his stateroom. The game proceeds, with Annabelle the first eliminated, and shortly thereafter a "fixed" hand is dealt to the three remaining players by Angel. The Commodore and Angel each bet "ALL IN".

10 PISTOL Holstered. 10 RIFLE Staged safely. 2+ S/G Open & empty.



Must use 3 position. Standing at "C". One hand on S/G shells and the other holding the S/G. When ready say: **All In!**

ATB: From "C", with S/G engage the 2 knockdowns until down.

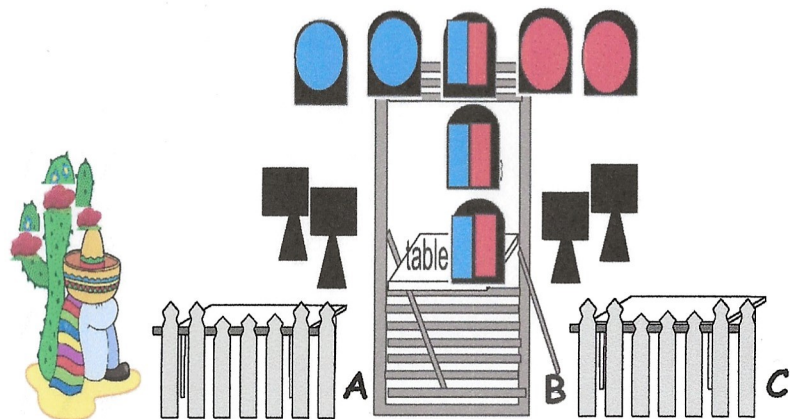
At B or A w/ Rifle engage all four targets with single rounds in this order: **1-2-3 - 2-3-4 THEN** dump 4 on R1.

Pistols use same instructions as for rifle.

Stage 7 "Bottom Dealing not allowed"

Maverick observes the dealer "bottom-dealing" to the others, protests the conduct of the hand, and eventually accepts one card dealt by Angel and calls the bets without checking the card (Ace of Spades). Maverick has a high Royal Flush! An enraged Angel draws his hidden gun but he, and his stooges in the audience, are gunned down in rapid succession by Cooper and Maverick (drawing one of Cooper's guns).

10 PISTOL Holstered. 10 RIFLE Staged safely. 4+ S/G Staged safely



Must use at least 2 positions. Rifle can not be last. Position & Guns of choice. Touching gun of choice (not lifting). When ready say: **Bottom Dealing not allowed!**

ATB: If with the Pistols, R/P targets by shooting 3 up the middle and **THEN** the 2 targets to the **left** **THEN** 3 up the middle and 2 to the **right**.

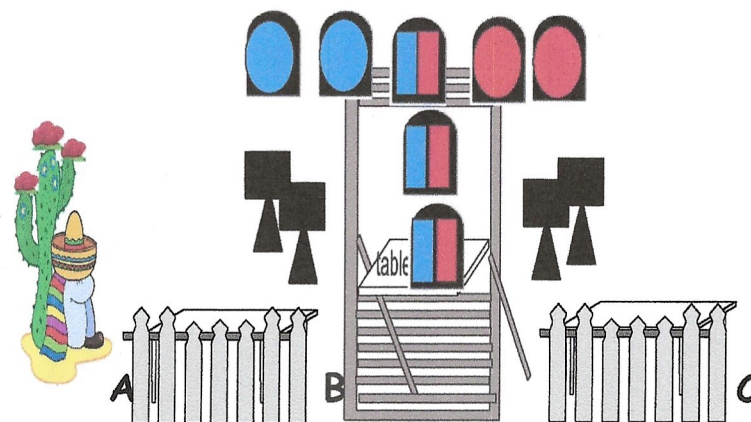
If with Rifle use the same instructions as for the pistols. If with the S/G, engage all 4 targets: 2 from "A", 2 from "B" **or** 2 from "C" windows and NOT 4 from any one window.



Stage 8 "Who's in cahoots with who?"

Three plot twists follow Mavericks win... 1) Cooper steals the \$500,000 prize money instead of presenting it to Maverick. 2), it is revealed that the Commodore and Cooper were secretly in **cahoots** on the theft and that Angel had actually been working for the Commodore. 3) Maverick ambushes the two and steals back the money. He leaves them with a single gun to settle their affairs. Cooper beats up the Commodore and angrily vows vengeance on Maverick.

10 PISTOL Holstered. 10 RIFLE Staged safely. 4+ S/G staged safely.



Must use all 3 positions. Use pistol/rifle **first** in any order and **end** with S/G. Shooter starts w/pistol(s) or rifle at the ready. When ready say: **Who's in cahoots with who?**

ATB: If w/Rifle, engage any 3 targets horizontal or vertical starting at either end, in a double tap Nevada.

If with Pistols same instructions as rifle **however** if you did the Rifle vertical then the pistols will be the opposite which in this case would be horizontal.

If with S/G, engage targets in any order, 2 from "A" and 2 from "C".

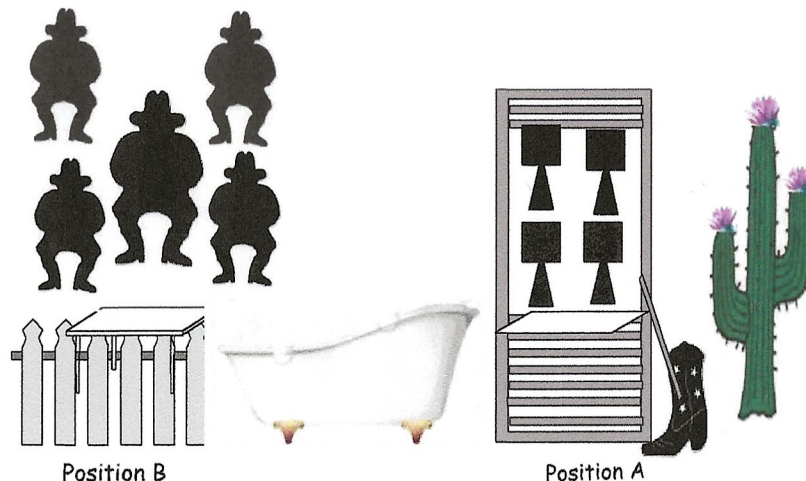


Stage 10

"A BIG Smile"

Suddenly, Annabelle enters the bath-house and robs Cooper and Maverick (whose relationship she had easily surmised). However, she only gets away with half of the money she had expected, as Maverick had hidden the rest in his boots. Maverick has a **big smiles** and comments that it will be a lot of fun finding Annabelle and getting the rest of the money back from her. THE END.

10 PISTOL Staged. 10 RIFLE Staged safely. 4+ S/G Open & Empty



Start at position A. Shotgun in both hands.

When ready say: **A BIG Smile!**

ATB: With **S/G** shoot the four targets any order

THEN using the Rifle and Pistols engage four Corners targets with 4 rounds each and 4 on Big cowboy target. This is a round count stage.

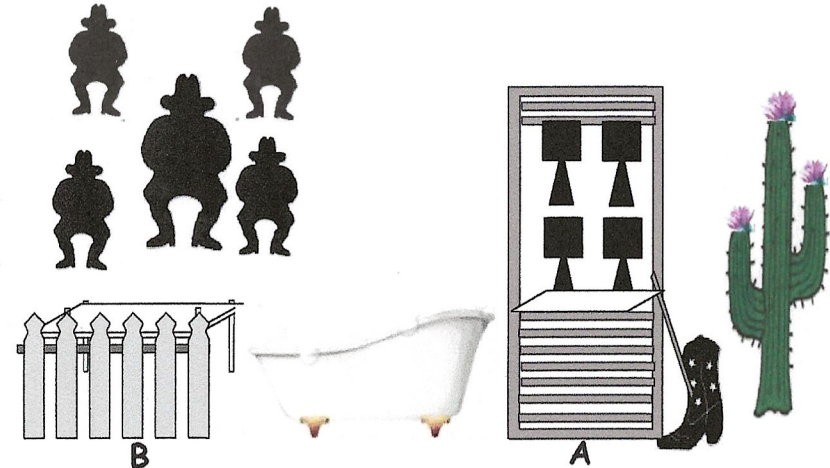


Stage 9

"Bath time!"

Later, Maverick is relaxing in a bath-house Tub when Cooper finds him, and drops the facade to reveal (to the audience) that he is in fact Maverick's father and they begin to reminisce their adventure and winnings.

10 PISTOL Holstered. 10 RIFLE Staged safely. 4+ S/G Staged safely.



Must use both positions. Shooter starts at position and gun of choice. Rifle can not be last. Hands touching hat. When ready say: **Bath Time!**

ATB: Engage the targets in a **Whirlwind Sweep.** (3 rounds on the Center Target, **THEN** one round on each Corner target, **THEN** 3 rounds on the Center target.

With Pistols, repeat rifle instructions. Engage the 4 **shotgun** targets until down.

