

Mima Marauders

December Monthly Match

3 Bays - 6 Stages

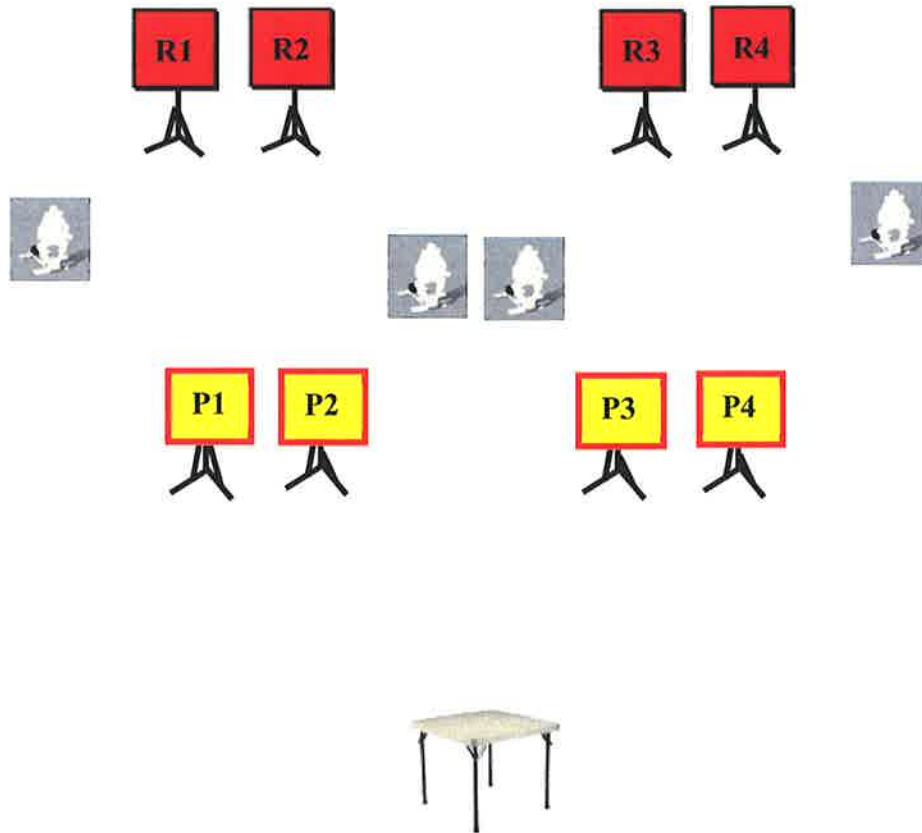
Ammo Count

60+ Rifle

61+ Pistol

24+ Shotgun

STAGE 1



STAGE 1

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing at the table. Rifle loaded and staged on the table; Shotgun is open and staged on the table. The shooter indicates ready by saying:

“I’d say you’ve had enough”
from the movie *Blazing Saddles*

Starting position: Rifle in hands at low port

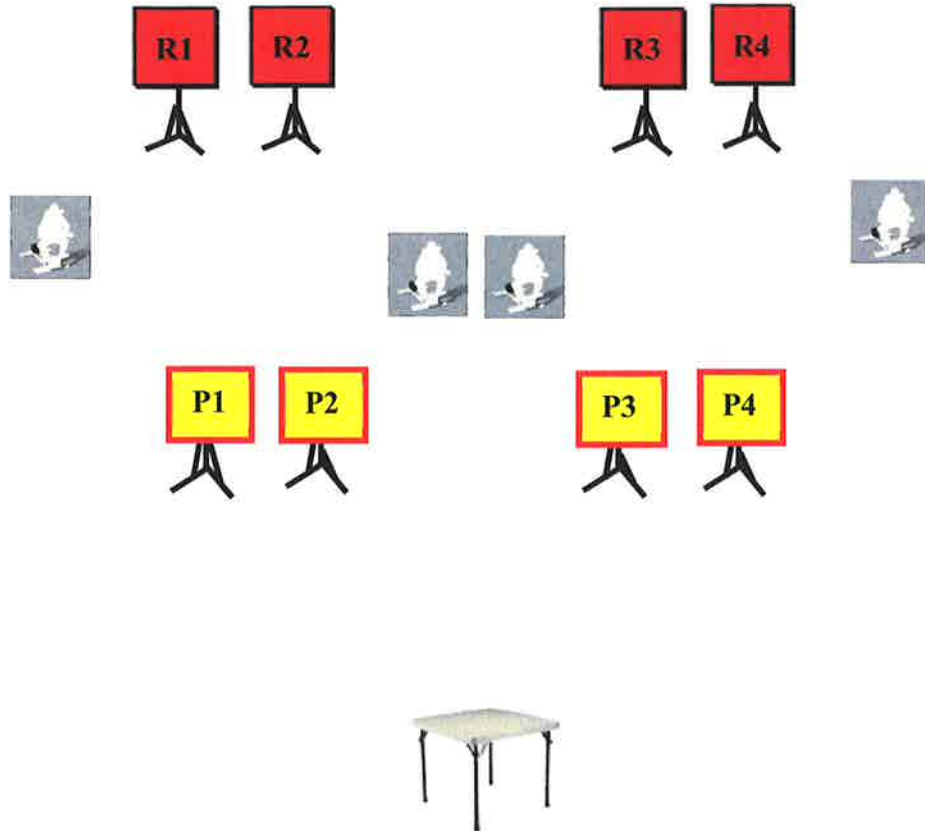
Firing order: Rifle, shotgun, pistol

At the BEEP: With **Rifle**, starting on either end shoot a 2 – 2 – 3 – 3 sweep for 10 rounds.

With **Shotgun**, knock down the Shotgun fallers.

With **Pistols**, same instructions as Rifle for 10 rounds.

STAGE 2



STAGE 2

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing at the table. Rifle loaded and staged on the table; Shotgun is open and staged on the table. The shooter indicates ready by saying:

“My Name Is Jim. But Most People Call Me... Jim.”
from the movie *Blazing Saddles*

Starting position: Hands touching weapon of choice.

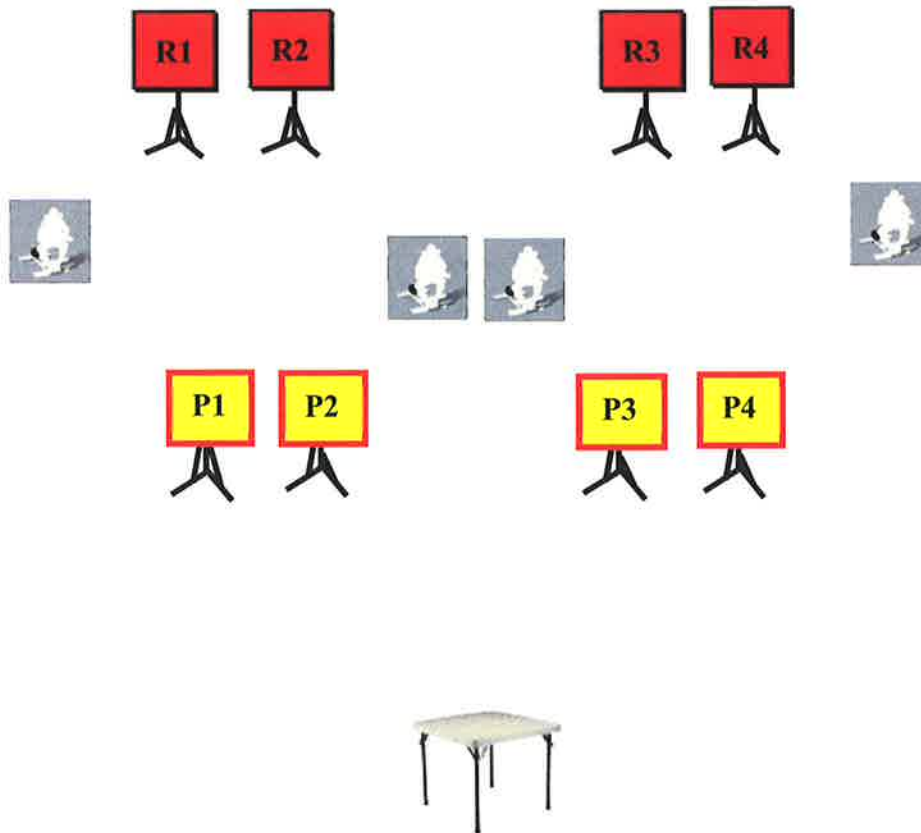
Firing order: any order, Rifle can be last.

At the BEEP: If with **Rifle**, engage each Shotgun faller once and shoot the Rifle targets starting on either end in a 1 - 2 - 2 - 1 sweep for 10 rounds

With **Shotgun**, knock down any remaining Shotgun fallers.

With **Pistols**, starting on either end shoot a 1 - 4 - 4 - 1 sweep for 10 rounds.

STAGE 3



STAGE 3

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing at the table. Rifle loaded and staged on the table; Shotgun is open and staged on the table. The shooter indicates ready by saying:

“Yeah, but I shoot with THIS hand.”
from the movie *Blazing Saddles*

Starting position: SASS Default

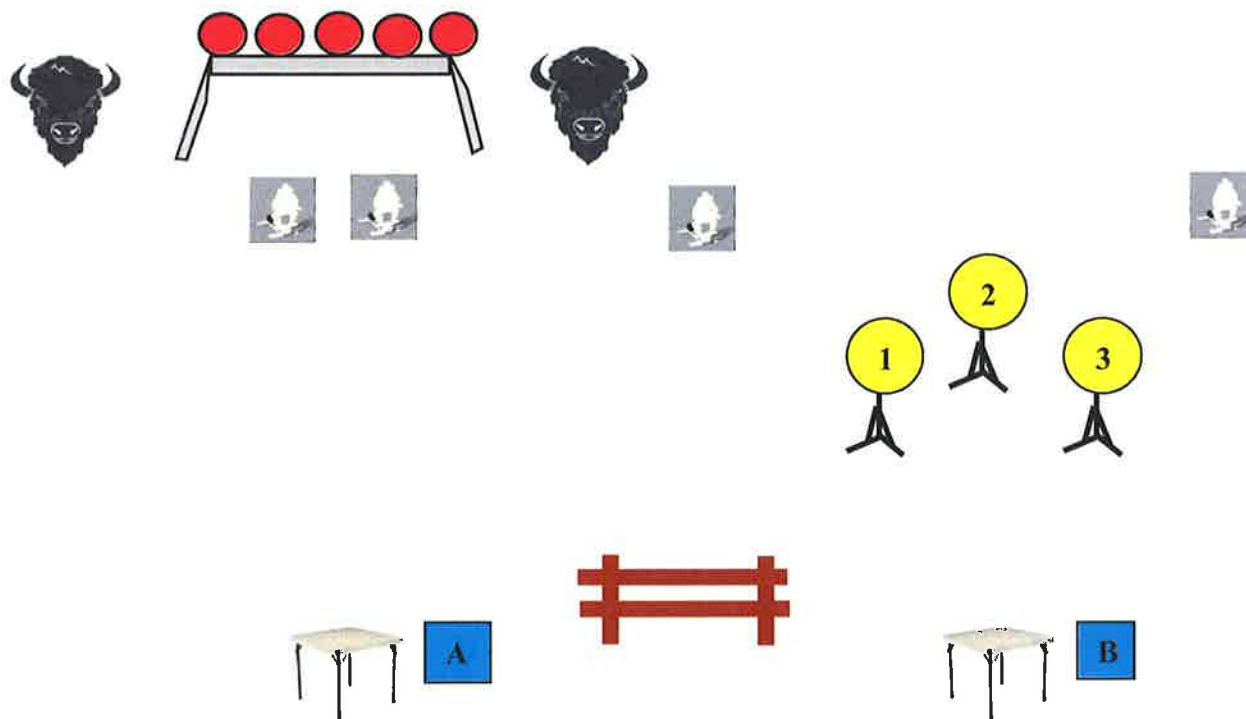
Firing order: any order, Rifle can be last.

At the BEEP: If with **Rifle**, engage R1 for 1 round, R4 for 2 rounds, R3 for 3 rounds, and R2 for 4 rounds for a total of 10 rounds

With **Pistols**, same instructions as the Rifle for a total of 10 rounds.

With **Shotgun**, knock down Shotgun fallers in order.

STAGE 4



STAGE 4

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Table A**. Rifle is loaded / Shotgun in open and empty both staged at **Table A**. Shooter must use both positions.

The shooter indicates ready by saying:

“Boy is he strict...”
from the movie *Blazing Saddles*

Starting position: SASS Default

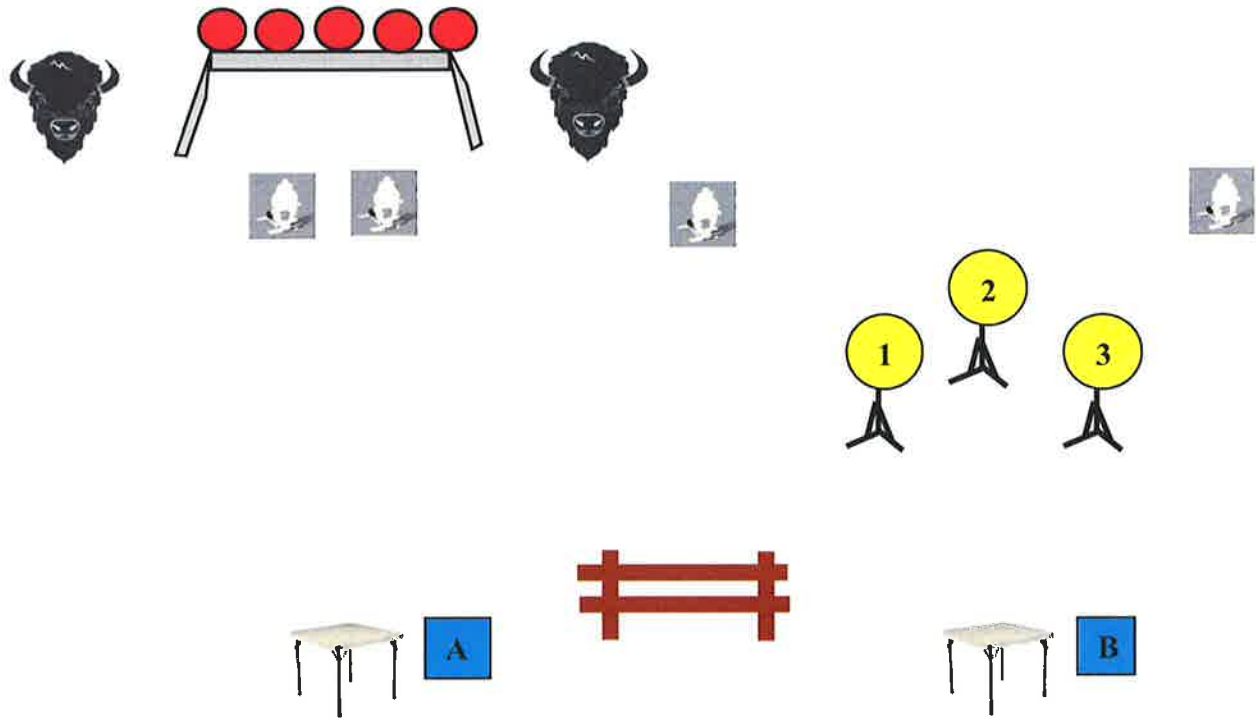
Firing order: Rifle, Shotgun, Pistol

At the BEEP: From **Table A**, With **Rifle** starting on either end engage the plate rack, once all plates are down place any remaining rounds on the right Buffalo target for a 1 second bonus per round (misses on Buffalo or any plates left standing count as misses) for a total of 10 rounds.

With the **Shotgun** knock down the two shotgun fallers then take shotgun to **Table B** and knock down the two shotgun fallers.

With **Pistols** starting on either end shoot a 3 – 4 – 3 sweep for a total of 10 rounds.

STAGE 5



STAGE 5

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Table of choice**. Rifle is loaded / Shotgun in open and empty both staged **at shooters choice**. Shooter must use both positions.

The shooter indicates ready by saying:

“Badges? We Don’t Need No Stinking Badges.”
from the movie *Blazing Saddles*

Starting position: SASS Default

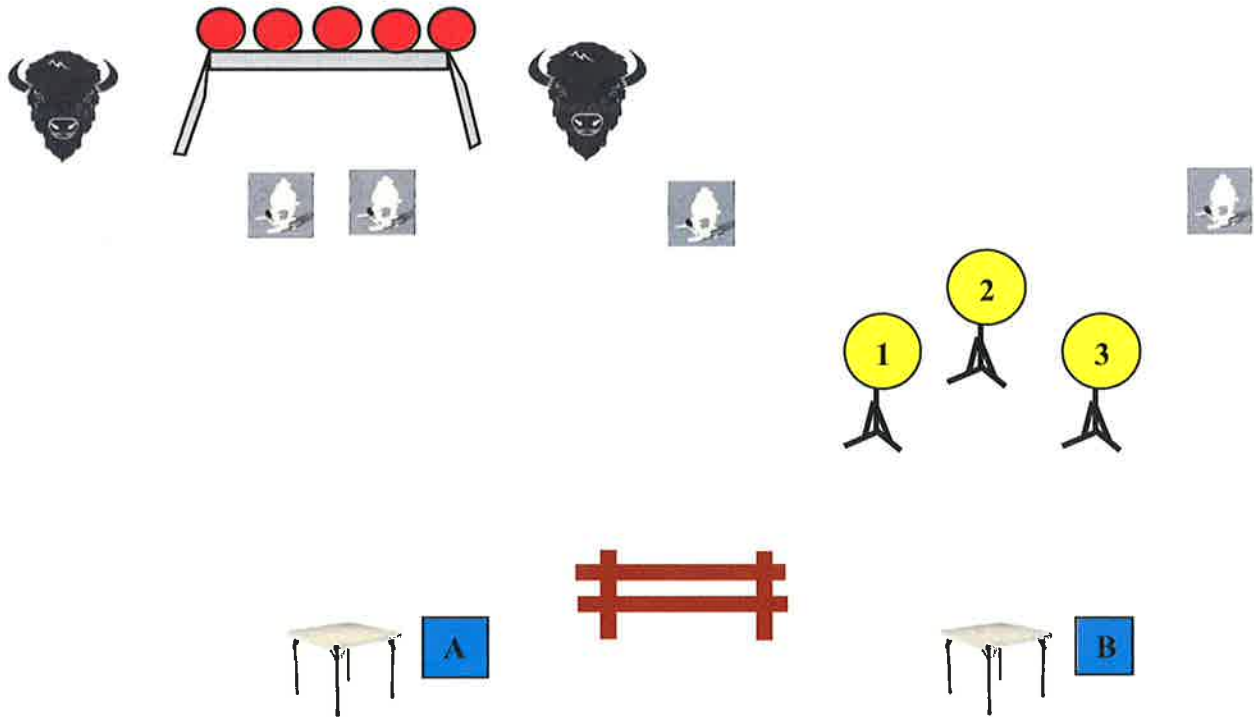
Firing order: Any order, Rifle can be last.

At the BEEP: If from **Table A**, With **Rifle** alternate between the two Buffalo targets for 5 rounds, then engage the plate rack for 5 rounds for a total of 10 rounds. (Misses on Buffalo target count as misses) With the Shotgun, engage the **Right** Buffalo target for each plate left standing.

With **Pistols** Alternate between targets 1&2 for 5 rounds then targets 2&3 for 5 rounds for a total of 10 rounds.

With the **Shotgun** knock down the two shotgun fallers using both **Table A and Table B**.

STAGE 6



STAGE 6

You will need 10 Rifle, 10+1 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Table of choice**. Rifle is loaded / Shotgun in open and empty both are staged **at shooters choice**. Shooter must use both positions.

The shooter indicates ready by saying:

“If You Shoot Him, You’ll just make him mad.”
from the movie *Blazing Saddles*

Starting position: SASS Default

Firing order: Any order, Rifle can be last.

At the BEEP: If from **Table A**, With **Rifle** starting from the left to right single tap the Buffalo, engage the plate rack, then place 4 rounds on the right Buffalo. (Misses on Buffalo target count as misses) With the Shotgun, engage the **Right** Buffalo target for each plate left standing.

With **Pistols** starting on the left to right single tap each target then place remaining rounds on the center target for a total of 10 rounds. **Safely Reload** one round (any time after the beep) and place on the center target.

With the **Shotgun** knock down the four shotgun fallers using both **Table A and Table B**.