



MIMA MARAUDERS

December 11, 2021

3 Bays – 6 Stages

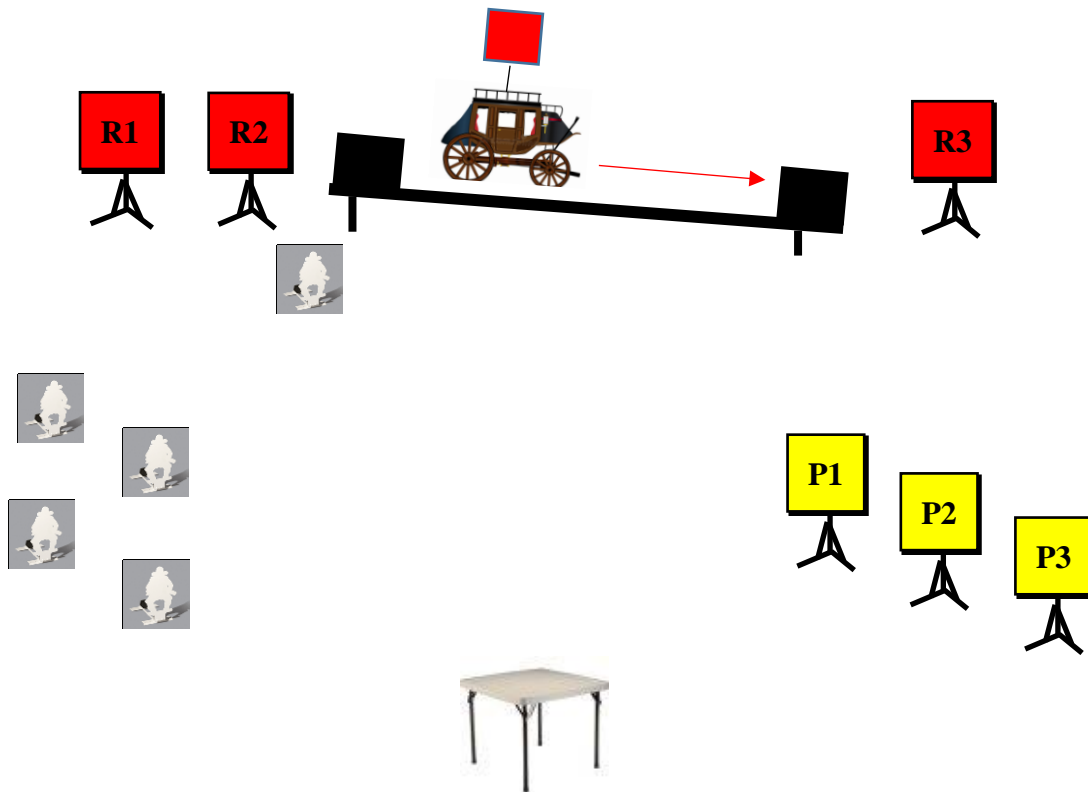
Ammo Count

Pistol 60 +/- rounds

Rifle 60 +/- rounds

Shotgun 25 +/- rounds

STAGE 1



STAGE 1

You will need 10 Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the table. **Rifle** is staged on the table; **Shotgun** is open and staged on the table. The shooter indicates ready by saying:

“Stop that coach”

Starting position: SASS Default.

Firing order: Any order

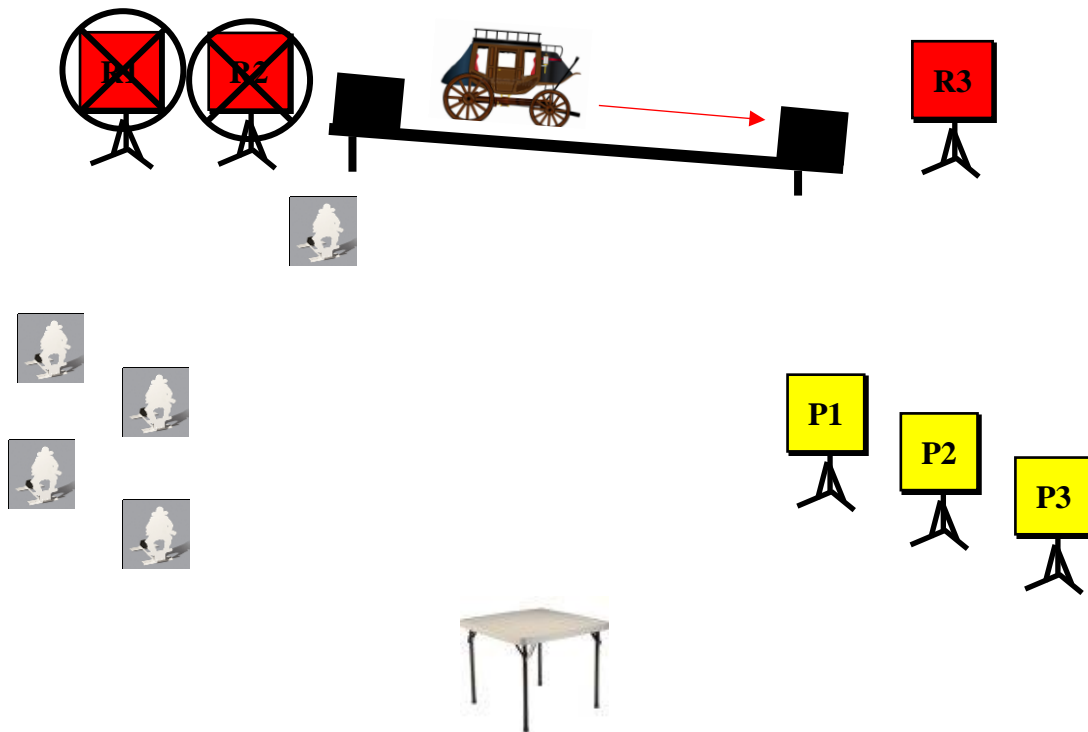
At the BEEP:

If with the **Rifle**, starting on either “R1” or “R2” alternate for 4 rounds, then knock down the faller that will release the stage coach – between the station house ends place 5 rounds on the stage coach target for a one second no miss bonus, then place any remaining rounds on “R3” for a total of 10 rounds. The hits on the stationary targets receive no bonus and misses count as misses. Note: you can only engage the stage coach target while it is outside the stations.

If with **Pistols**, single tap the middle then double tap the outsides, then repeat for a total of 10 rounds.

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

STAGE 2



STAGE 2

You will need 10 Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the table. **Rifle** is staged on the table; **Shotgun** is open and staged on the table. The shooter indicates ready by saying:

“Get'em”

Starting position: Touching shotgun belt.

Firing order: Any order

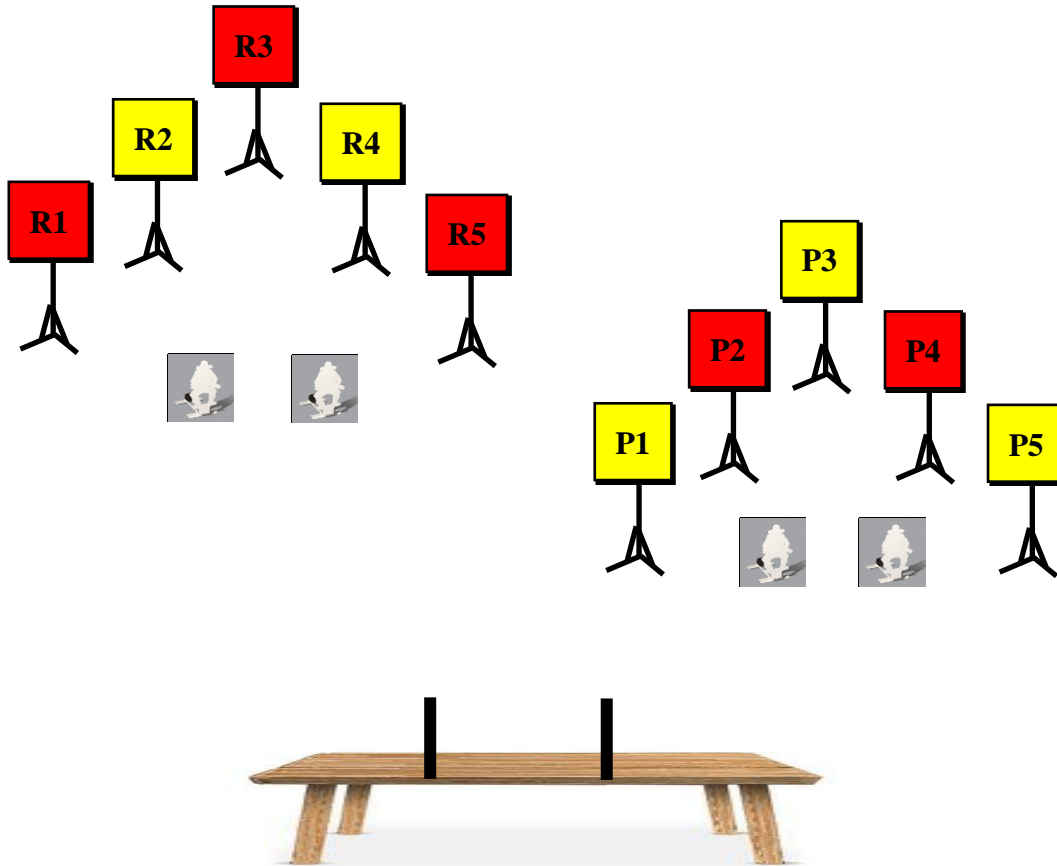
At the BEEP:

If with the **Rifle**, knock down the faller, this will release the stage coach – between the station house ends place attempt to place 9 rounds on the stage coach target for a one second no miss bonus, then place any remaining rounds on “R3” for a total of 10 rounds. The hits on the stationary targets receive no bonus and misses count as misses. Note: you can only engage the stage coach target while it is outside the stations.

If with **Pistols**, Alternate P1 and P3 for 5 rounds, then place 5 rounds on P2 for a total of 10 rounds.

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

STAGE 3



STAGE 3

You will need 10 Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the table at position of choice. **Rifle** is staged at position of choice; **Shotgun** is open and staged on position of choice. The shooter indicates ready by saying:

“Well Howdy”

Starting position: SASS Default

Firing order: Any order (must use all three positions)

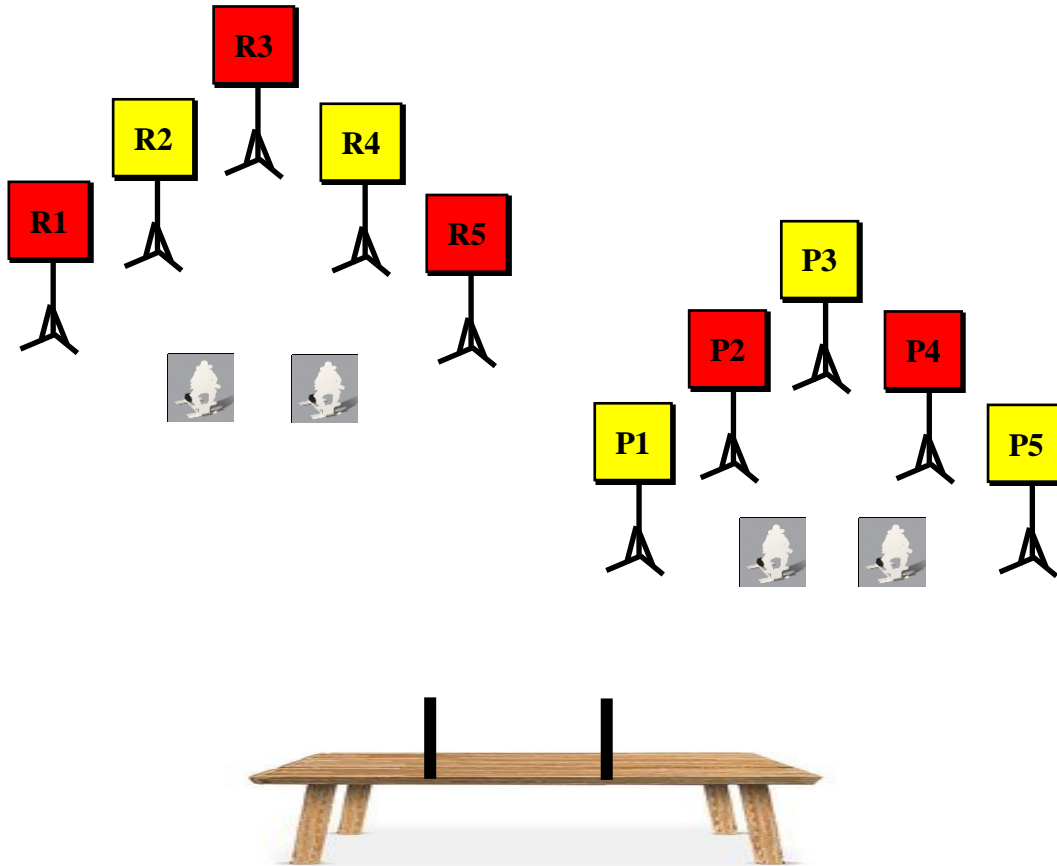
At the BEEP:

With the **Rifle**, starting on R1 to R5 (left to right) double tap sweep for a total of 10 rounds.

With **Pistols**, starting on P1 to P5 (left to right) double tap sweep for a total of 10 rounds.

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

STAGE 4



STAGE 4

You will need 10 Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the table at position of choice. **Rifle** is staged at position of choice; **Shotgun** is open and staged on position of choice. The shooter indicates ready by saying:

“Where is the snow”

Starting position: touching gun(s) of choice

Firing order: Any order (must use all three positions)

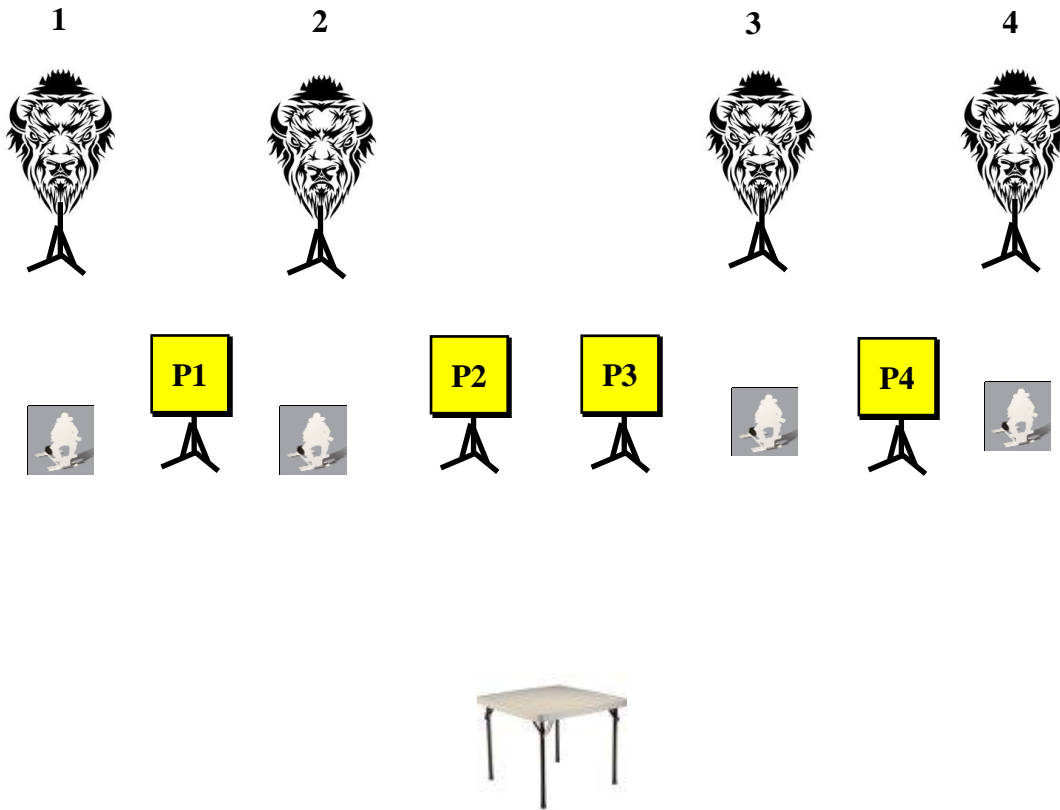
At the BEEP:

With the **Rifle**, single tap R1, R3, R5 then double tap R2, R4, then single tap R1, R3, R5 for a total of 10 rounds.

With **Pistols**, single tap P1, P3, P5 then double tap P2, P4, and then single tap P1, P3, P5 for a total of 10 rounds.

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

STAGE 5



STAGE 5

You will need 10 Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the table. **Rifle** is staged on the table; **Shotgun** is open and staged on the table. The shooter indicates ready by saying:

“Here comes Frosty”

Starting position: SASS Default.

Firing order: Any order

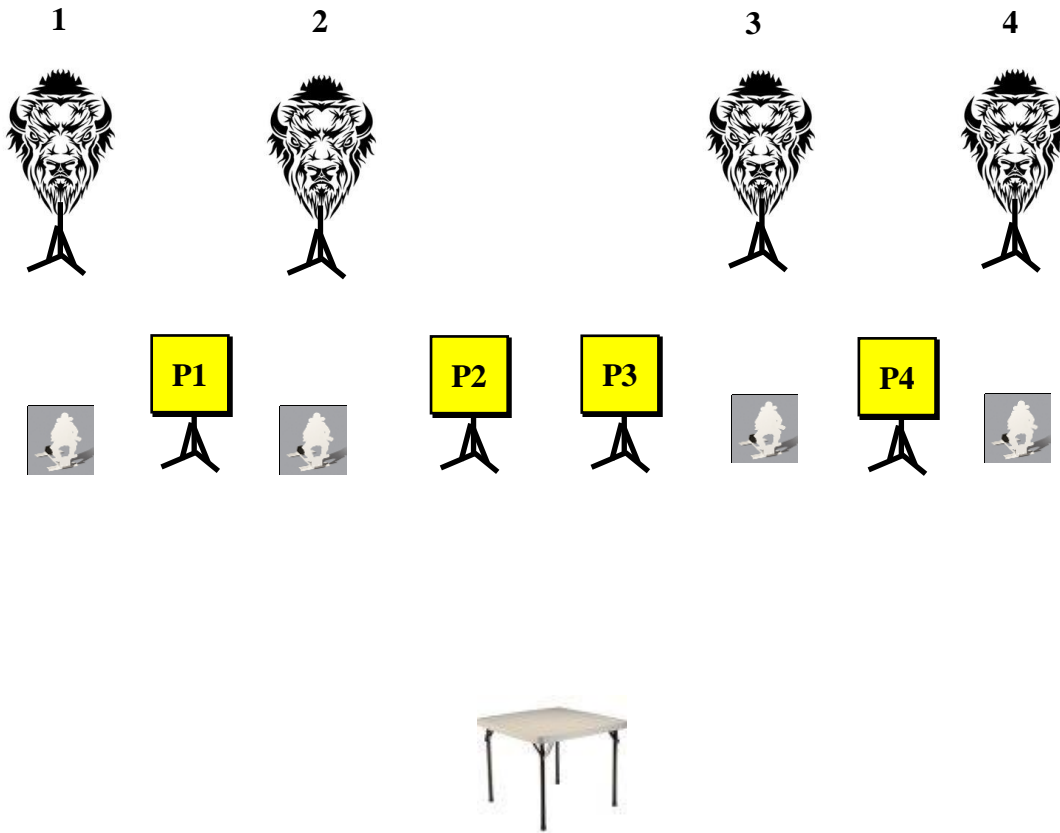
At the BEEP:

With the **Rifle**, single tap in order in order 1,2,3,4,3,2,2,1,1,1 for a total of 10 rounds.

With **Pistols**, single tap in order in order 1,2,3,4,3,2,2,1,1,1 for a total of 10 rounds.

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

STAGE 6



STAGE 6

You will need 10 Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the table. **Rifle** is staged on the table; **Shotgun** is open and staged on the table. The shooter indicates ready by saying:

“Where are the cookies and milk???”

Starting position: Hands on shotgun belt.

Firing order: Any order

At the BEEP:

With the **Rifle**, in order from the left 1,1,2,2,3 then from the right 4,4,3,3,2 for a total of 10 rounds.

With **Pistols**, in order from the left 1,1,2,2,3 then from the right 4,4,3,3,2 for a total of 10 rounds.

With **Shotgun**, knock down Shotgun fallers left outside, right inside, left inside, right outside.