

MIMA MARAUDERS

Wild West Carnival Stages

3 Bays – 6 Stages

Ammo Count

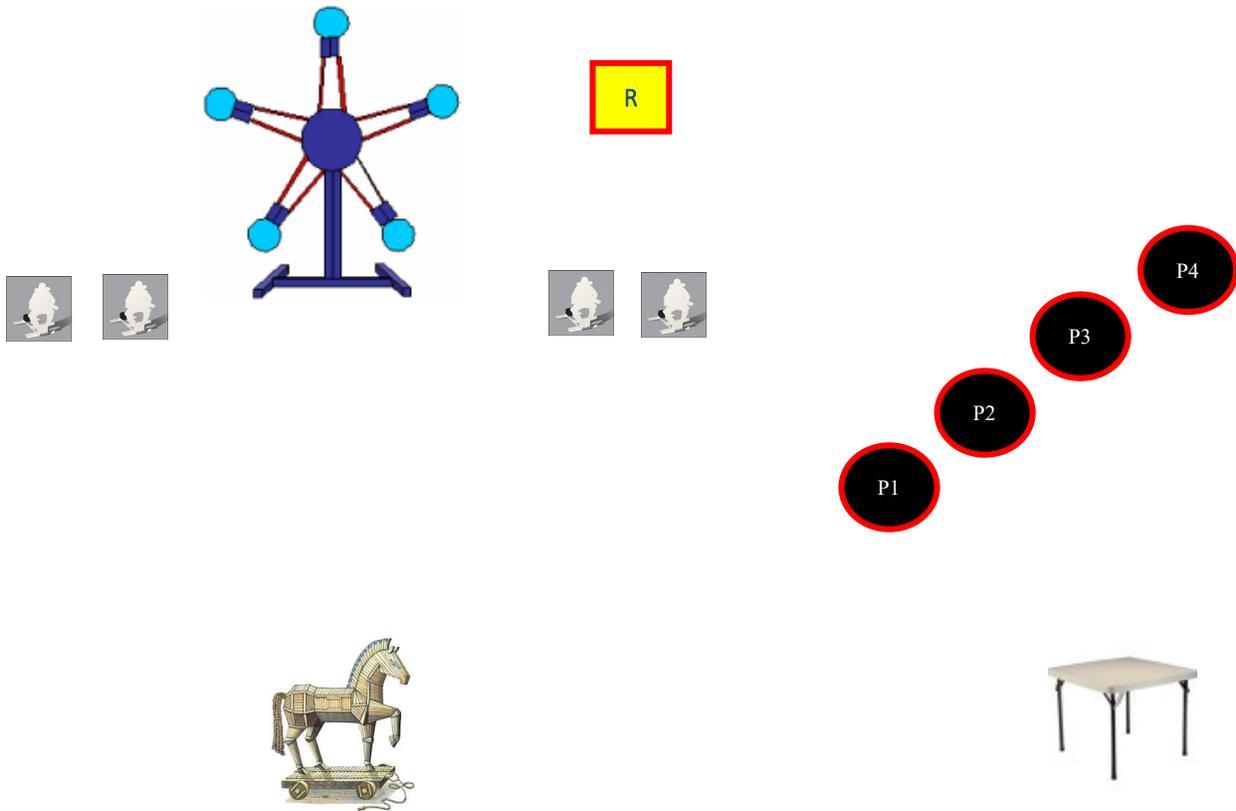
Pistol 59 +/- rounds

Rifle 62 +/- rounds

Shotgun 24 +/- rounds



STAGE 1



STAGE 1

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

“I see stars”

Starting position: Touching gun of choice / **Firing order:** Any order, must use both position

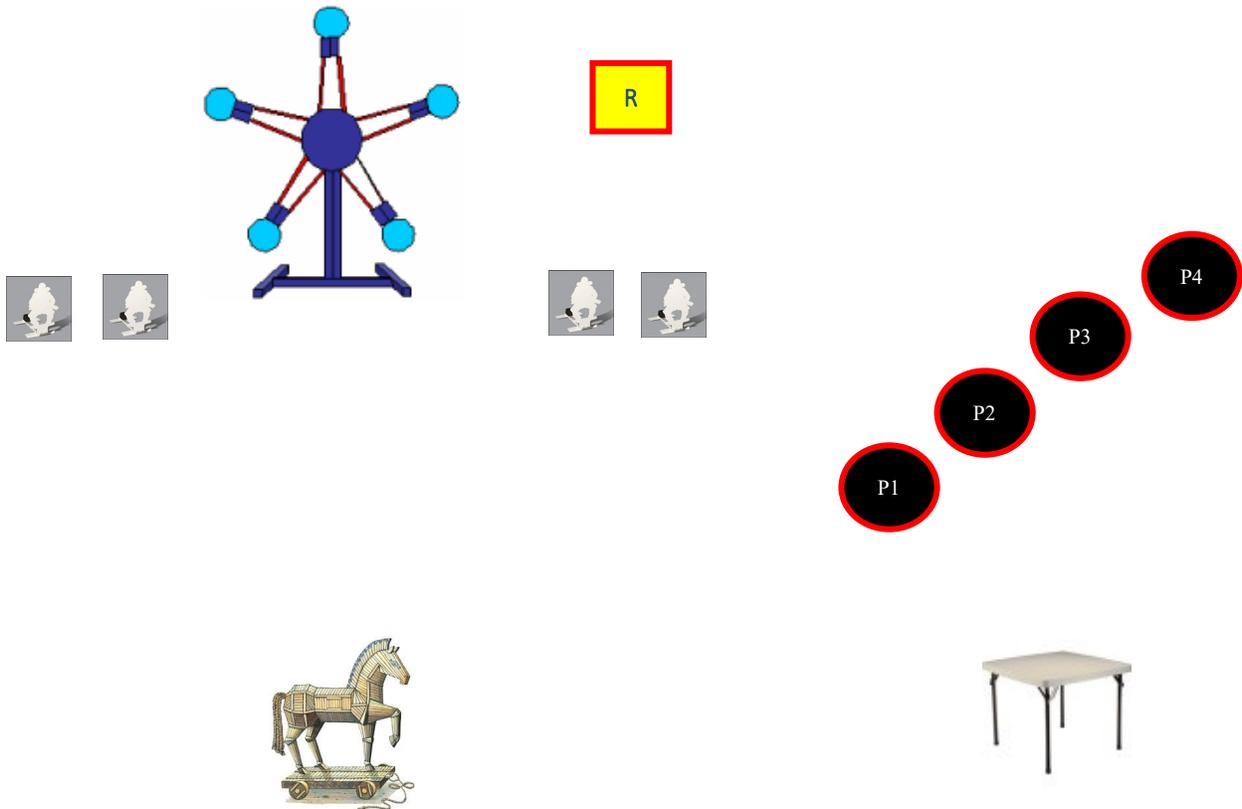
At the BEEP:

With **Rifle**, starting on the Star alternate between the Star and the “R” target for 10 rounds. (misses on the “R” target are misses)

With **Shotgun**, engage the “R” target one round for each remaining star plate, then knock down the fallers in any order.

At the Table with **Pistols**, starting on P1 shoot a Badger sweep (1,2,3,4,1,2,3,1,2,1) 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 any position. Rifle is staged on the **Horse**; Shotgun is open and staged on the **Horse**. The shooter indicates ready by saying:

“Sweet as sugar, hard as ice, hurt me once, I’ll shoot you twice”

Starting position: At the ready – not touching guns / **Firing order:** any order, must use both positions

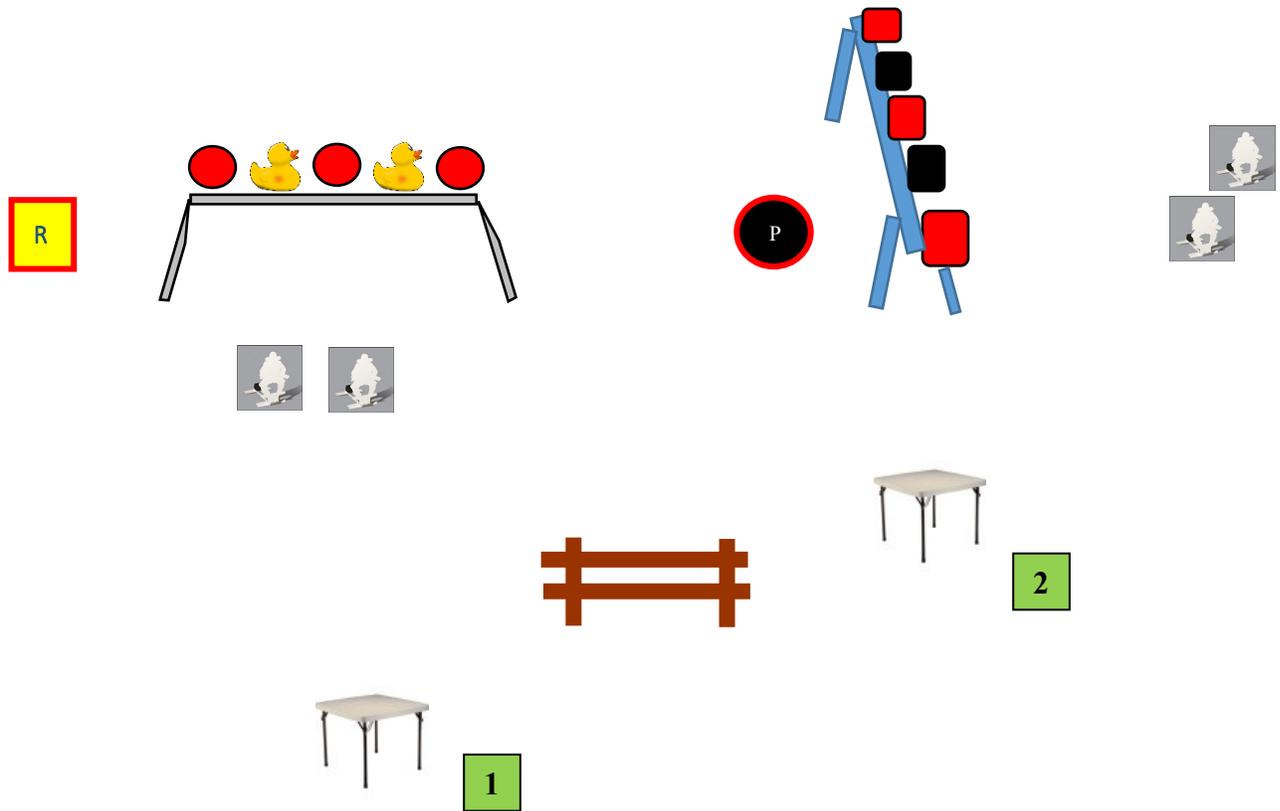
At the BEEP:

With **Rifle**, engage the “R” target for 10 rounds.

With **Shotgun**, Starting on the Star alternate between the Star and shotgun fallers until down.

At the Table with **Pistols**, engaging from either end in a Lawrence Welk Sweep (1,2,2,3,3,3,4,4,4,4) 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 with both feet behind **Position 1**. Rifle is loaded and Shotgun is open and empty both staged at **Position 1**.

The shooter indicates ready by saying:

Here we go!

Starting position: At the ready / **Firing order:** Rifle, Shotgun, Pistols, shooter must use both positions.

At the BEEP:

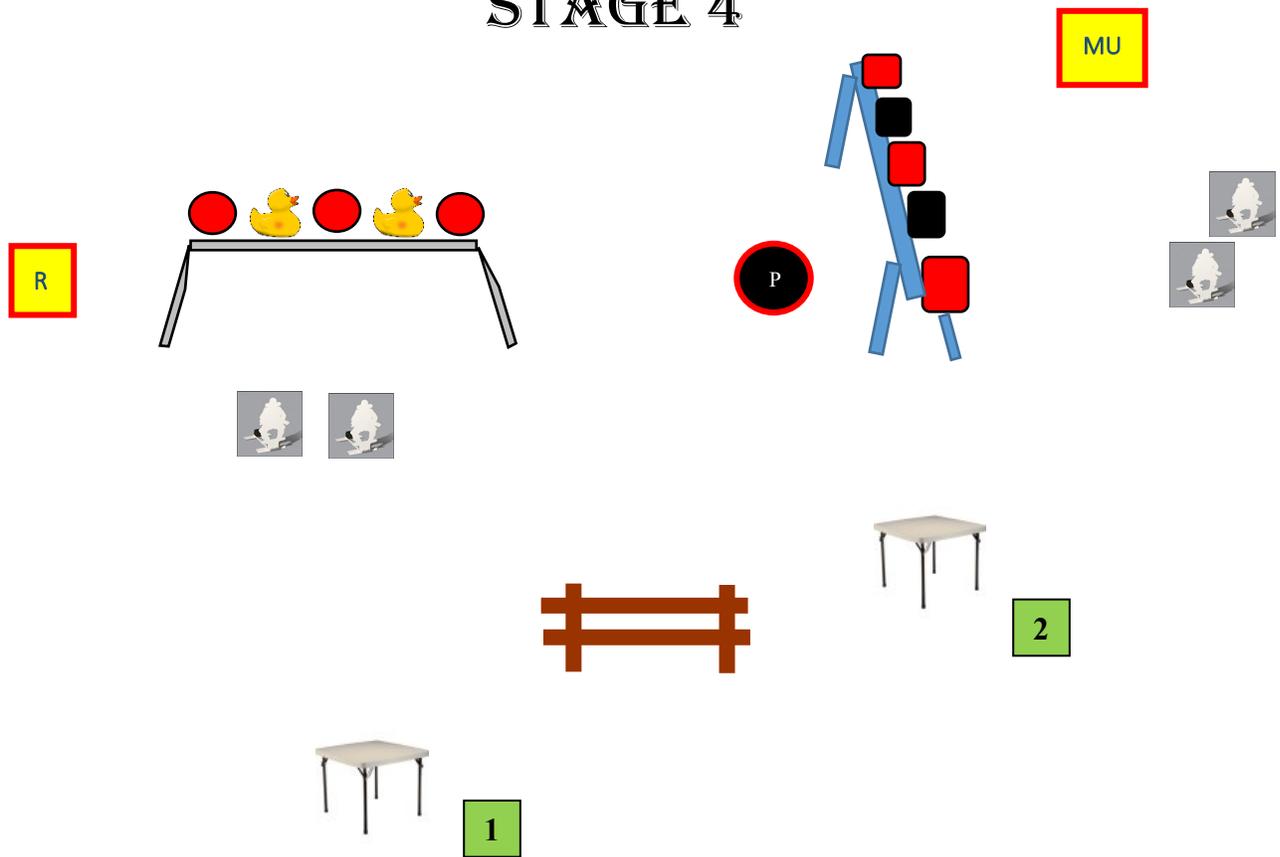
With **Rifle** engage the plate rack until down then place any remaining rounds on the “R” target for a 1 second bonus per round for 10 rounds. (misses on “R” target count as misses)

With the **Shotgun** engage the shotgun fallers until down, take shotgun to **Position 2**.

From **Position 2**, With the **Shotgun** engage the shotgun fallers until down.

With **Pistol(s)** engage the plate rack until down place any remaining rounds on the “P” target for a 1 second bonus per round for 10 rounds. (misses on “P” target count as misses)

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 **Position 1**. Rifle is loaded and Shotgun is open and empty both staged at **Position 1**.

The shooter indicates ready by saying:

Here we go again

Starting position: At the ready / **Firing order:** Rifle, Shotgun, Pistols, Shotgun, must use both positions

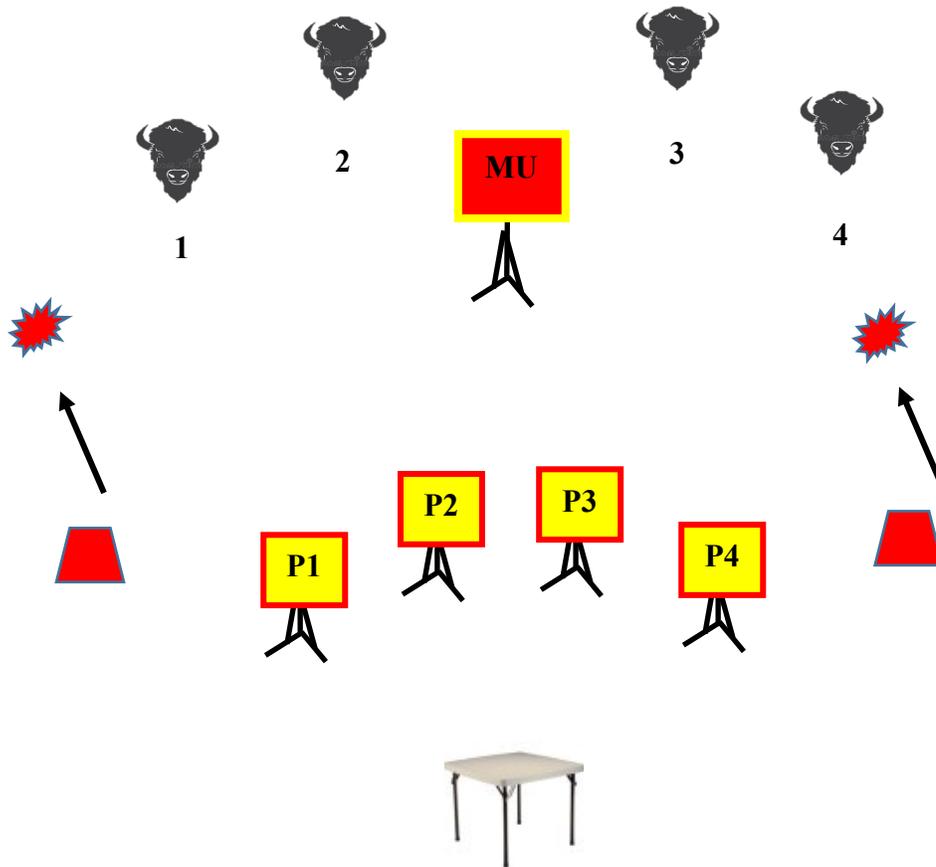
At the BEEP: From **Position 1**, With **Rifle** starting on the "R" target and alternating with the plate rack for 10 rounds. (Misses on the "R" target count as misses).

With the **Shotgun** engage the shotgun fallers until down, take shotgun to **Position 2**.

From **Position 2**, With **Pistol(s)** starting on the "P" target and alternating with the plate rack for 10 rounds. (Misses on the "P" target count as misses).

With the **Shotgun** engage the shotgun fallers until down. Then engage the "MU" target once for each remaining plate(s) standing on both racks.

STAGE 5



STAGE 5

You will need **9 Rifle, 9 Pistol**, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Table**. Rifle is loaded. Shotgun is open and empty both staged on **Table**.

The shooter indicates ready by saying:
“Who is drunk”

Starting position: At the ready, not touching guns / **Firing order:** Any order.

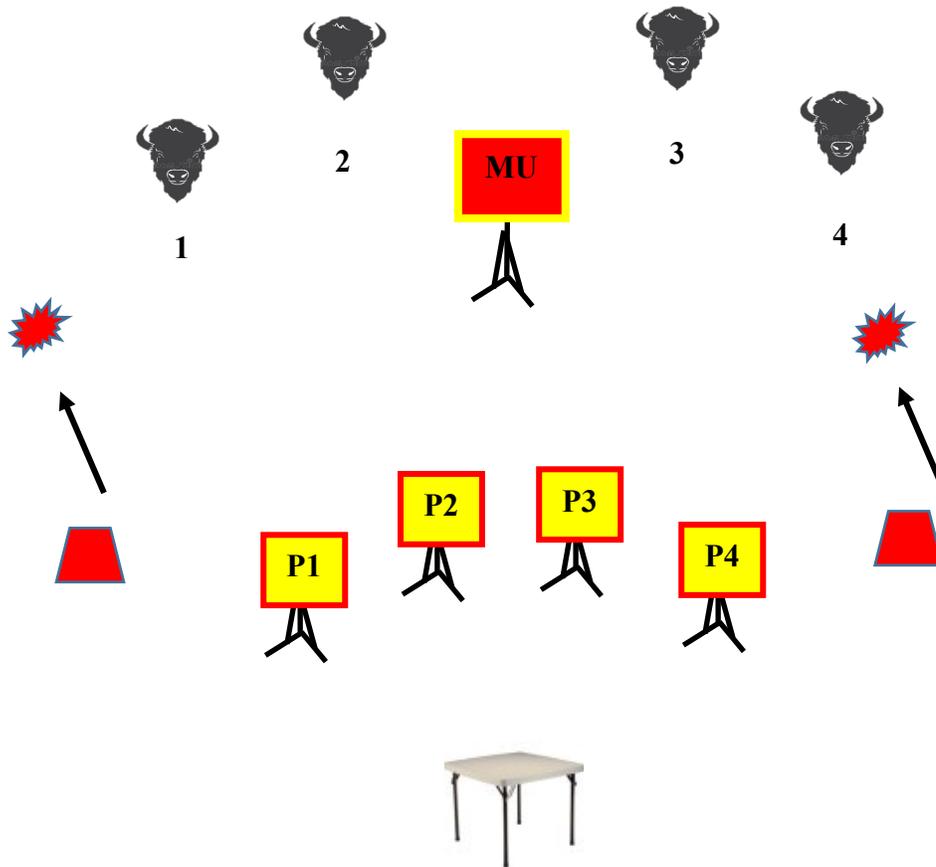
At the BEEP:

With **Rifle** shoot a Drunken Cowboy sweep 1,1,4,2,2,4,3,3,4 for a total of 9 rounds.

From **Table B**, with **Pistols** same instruction as Rifle, for a total of 9 rounds.

With the **Shotgun** engage the shotgun flyers and the birdies. **Note:** The shooter engages the activators and birdies with a minimum of four rounds. If the shooter fails to engage the birdie the shooter must engage make-up target (1X). The birdies are a 5 second no miss bonus each. If the shooter engages the birdie and misses no makeup is required.

STAGE 6



STAGE 6

You will need 10+2 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Table**. Rifle is loaded. Shotgun is open and empty both staged on **Table**.

The shooter indicates ready by saying:
“Hillbilly what?”

Starting position: At the ready, not touching guns / **Firing order:** Any order.

At the BEEP:

With **Rifle** shoot a Back Wood Hillbilly sweep 1,1,2,3,4,4,3,2,1,1 for a total of 10 rounds. Reload 2 rounds and shoot the “MU” target. Reload can be done any time after the beep.

From **Table B**, with **Pistols** same instruction as Rifle, for a total of 10 rounds.

With the **Shotgun** engage the shotgun flyers and the birdies. **Note:** The shooter engages the activators and birdies with a minimum of four rounds. If the shooter fails to engage the birdie the shooter must engage make-up target (1X). The birdies are a 5 second no miss bonus each. If the shooter engages the birdie and misses no makeup is required.