



MIMA MARAUDERS

2022 ANNUAL

GREAT GUN FIGHTS

April 9 - 10, 2022

6 Bays – 13 Stages

Ammo Count

Pistol 130 +/- rounds

Rifle 132 +/- rounds

Shotgun 50 +/- rounds



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EVENT AGENDA

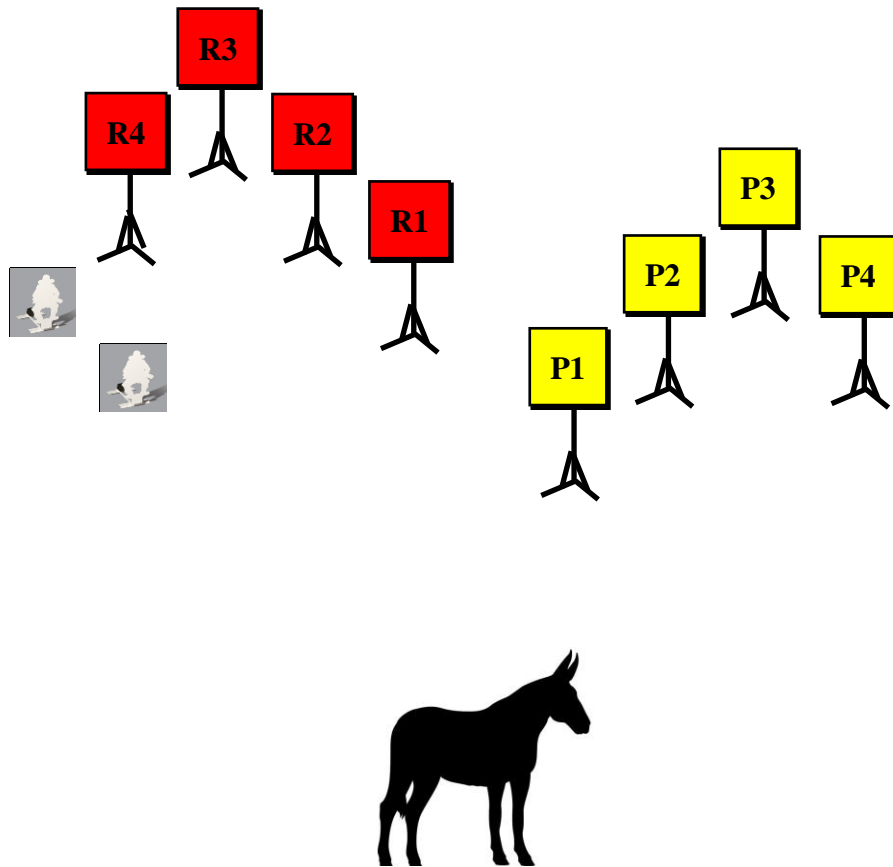
Saturday, April 9, 2022

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|-------------|---|
| 0830 – 0930 | Registration – Posse Assignment |
| 0930 – 1000 | Safety Briefing |
| 1000 – 1430 | Live Fire Stages (7 stages) |
| 1500 – 1600 | Cowboy Trap at the Evergreen Sportsmen's Trap Field
<i>\$5 charge for this event paid to R&R / Evergreen Sportsmen's Club</i> |
| 1600 – 1730 | Pot Luck Dinner at the Evergreen Sportsmen's Main Club House
<i>(Mima will provide BBQ Hamburgers and the fixings, please bring your favorite side dish or desert.)</i> |
| 1800 – 1900 | Desert Mini Shoot-off in Bay #5 (the Mercantile)
<i>Rifle only, 10 rounds per attempt – speed and accuracy event - best score out of two attempts. Primer awards for top three shooters.</i> |

Sunday, April 10, 2022

- | | |
|-------------|---|
| 0900 – 1330 | Live Fire Stages (six stages) |
| 1430 – 1600 | Catered lunch / Award Ceremony at the Evergreen Sportsmen's Club House
<i>(Lunch will be provided by the Mima Marauders)</i> |

STAGE 1



STAGE 1

You will need 10 Rifle, 10 Pistol, and 2+/- Shotgun shells. The shooter starts standing with both feet behind and within arm's reach of the mule. **Rifle** is loaded and staged on the mule. **Shotgun** is empty, open, and staged on the mule.

The shooter indicates ready by saying:

"Well Howdy, now run!!"

Starting position: SASS Default

Firing order: Any order

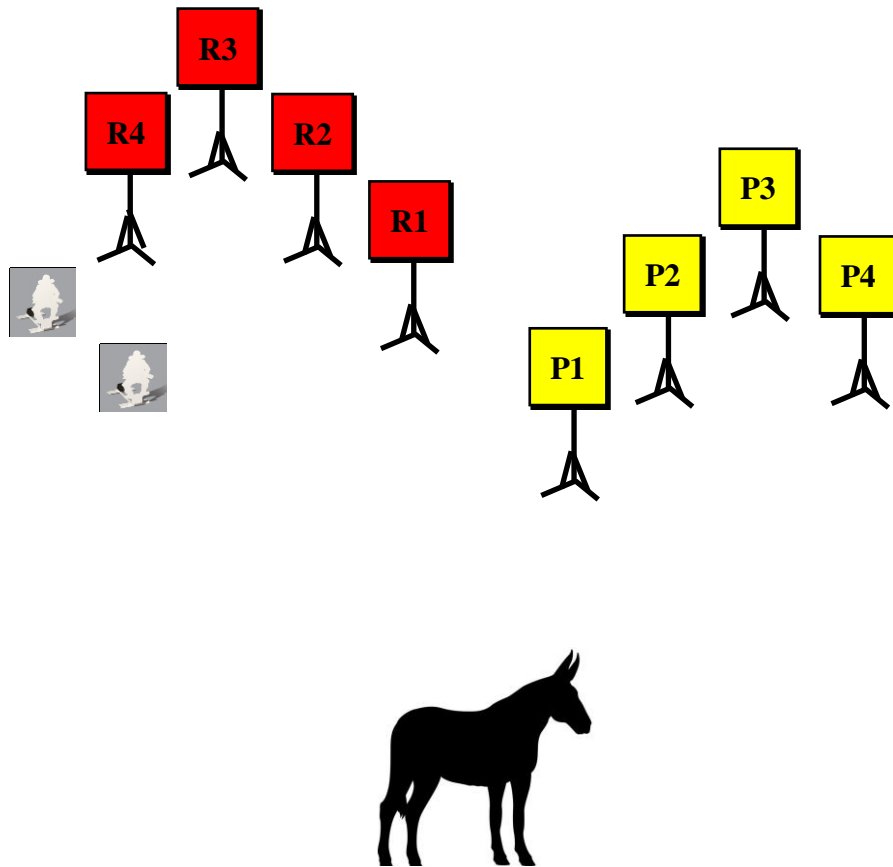
At the BEEP:

With the **Rifle**, triple tap in order R1, R2 then double tap R3, R4 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 any order.

STAGE 2



STAGE 2

You will need 10 Rifle, 10 Pistol, and 2+/- Shotgun shells. The shooter starts standing with both feet behind and within arm's reach of the mule. **Rifle** is loaded and staged on the mule. **Shotgun** is empty, open, and staged on the mule.

The shooter indicates ready by saying:

"Dying ain't much of a living, boy"

Starting position: Hands on shotgun belt

Firing order: Any order

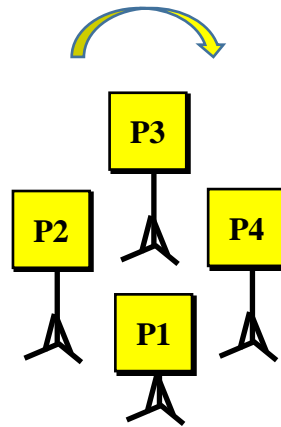
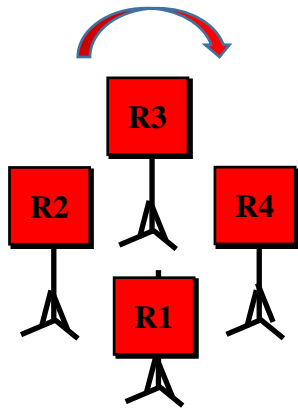
At the BEEP:

With the **Rifle**, 1 on 1, 2 on 4, 3 on 3, 4 on 2 (IRS sweep) 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 any order.

STAGE 3



STAGE 3

You will need 10 Rifle, and 10 Pistol. The shooter starts standing with both feet behind the table of choice. **Rifle** is loaded and staged on the table of choice. **Shotgun** is empty, open, and staged on the table of choice. The shooter indicates ready by saying:

“I’m your Huckleberry”

Starting position: SASS Default

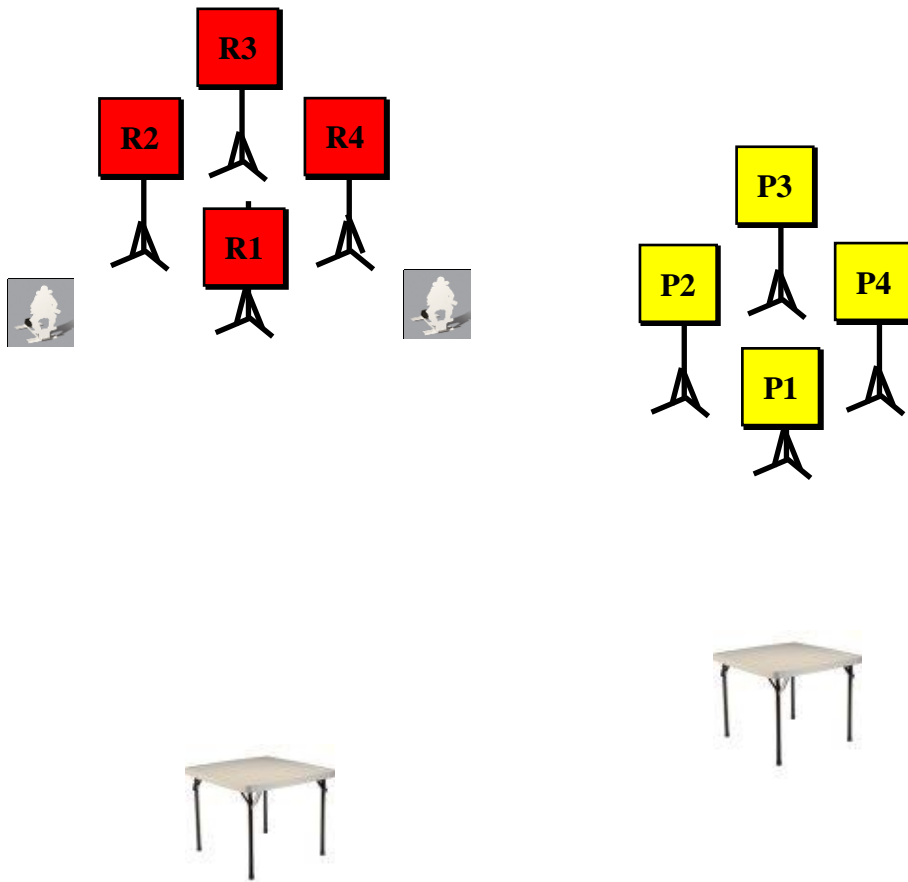
Firing order: Any order (must use both positions)

At the BEEP:

With the **Rifle**, starting on R1 single tap each in a clockwise motion for a total of 10 rounds.

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

STAGE 4



STAGE 4

You will need 10 Rifle, 10 Pistol, and Shotgun shells as needed. The shooter starts standing with both feet behind the table of choice. **Rifle** is loaded and staged on the table of choice. **Shotgun** is empty, open, and staged on the table of choice.

The shooter indicates ready by saying:

“Time for a First-class Hanging”

Starting position: SASS Default

Firing order: Any order (must use both positions)

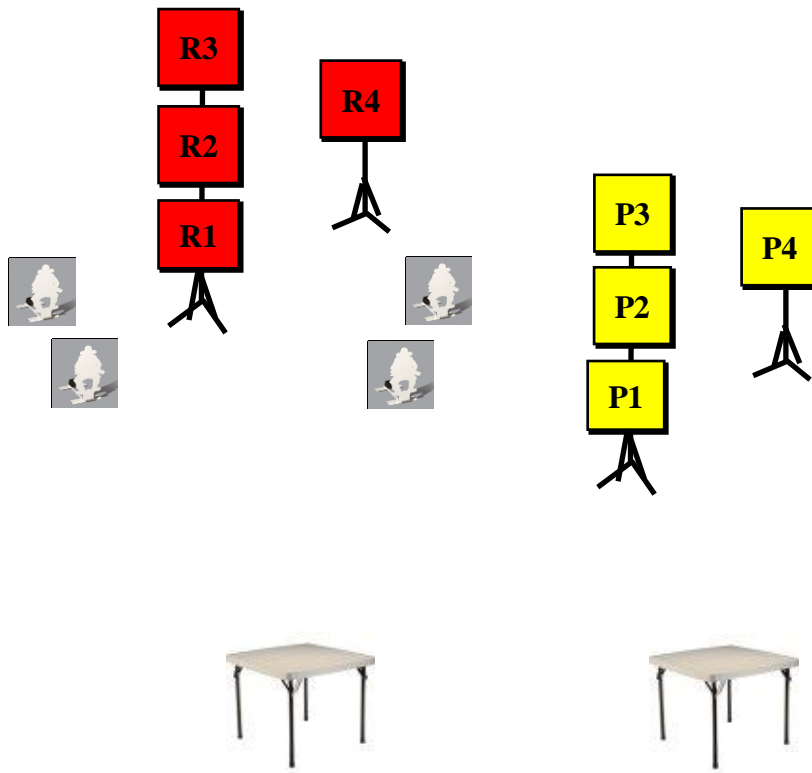
At the BEEP:

With the **Rifle**, start engaging a shotgun faller then single tap the rifle targets in any order, then repeat starting on the other shotgun faller for a total of 10 rounds.

With **Pistols**, in any order single tap P1 and P3 and quad P2 and P4 for a total of 10 rounds.

With **Shotgun**, knock down any remaining shotgun fallers, make ups can be done at any time.

STAGE 5



STAGE 5

You will need 10 Rifle, 10 Pistol, and 2+/- Shotgun shells. The shooter starts standing with both feet behind the table of choice. **Rifle** is loaded and staged on the table of choice. **Shotgun** is empty, open, and staged on the table of choice.

The shooter indicates ready by saying:

“Ok Pilgrim”

Starting position: Shotgun in hands

Firing order: Any order (must use both positions)

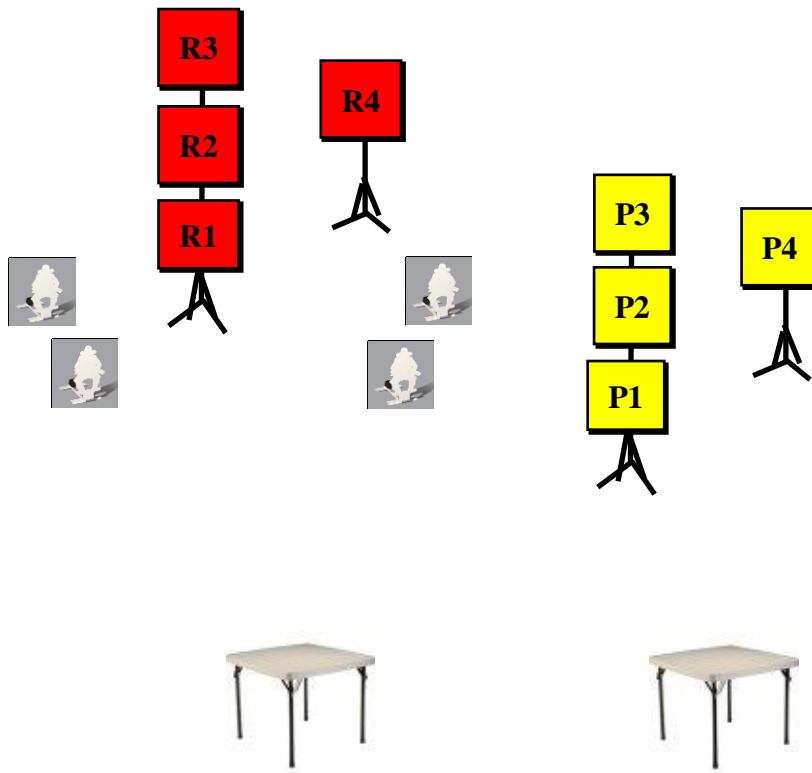
At the BEEP:

With the **Rifle**, in order double tap R1, R3, single tap R4, R2, then place the remaining four round on R4 for a total of 10 rounds.

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

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

STAGE 6



STAGE 6

You will need 10 Rifle, 10 Pistol, and 2+/- Shotgun shells. The shooter starts standing with both feet behind the table of choice. **Rifle** is loaded and staged on the table of choice. **Shotgun** is empty, open, and staged on the table of choice.

The shooter indicates ready by saying:

“Get three coffins ready”

Starting position: Hands flat on table

Firing order: Any order (must use both positions)

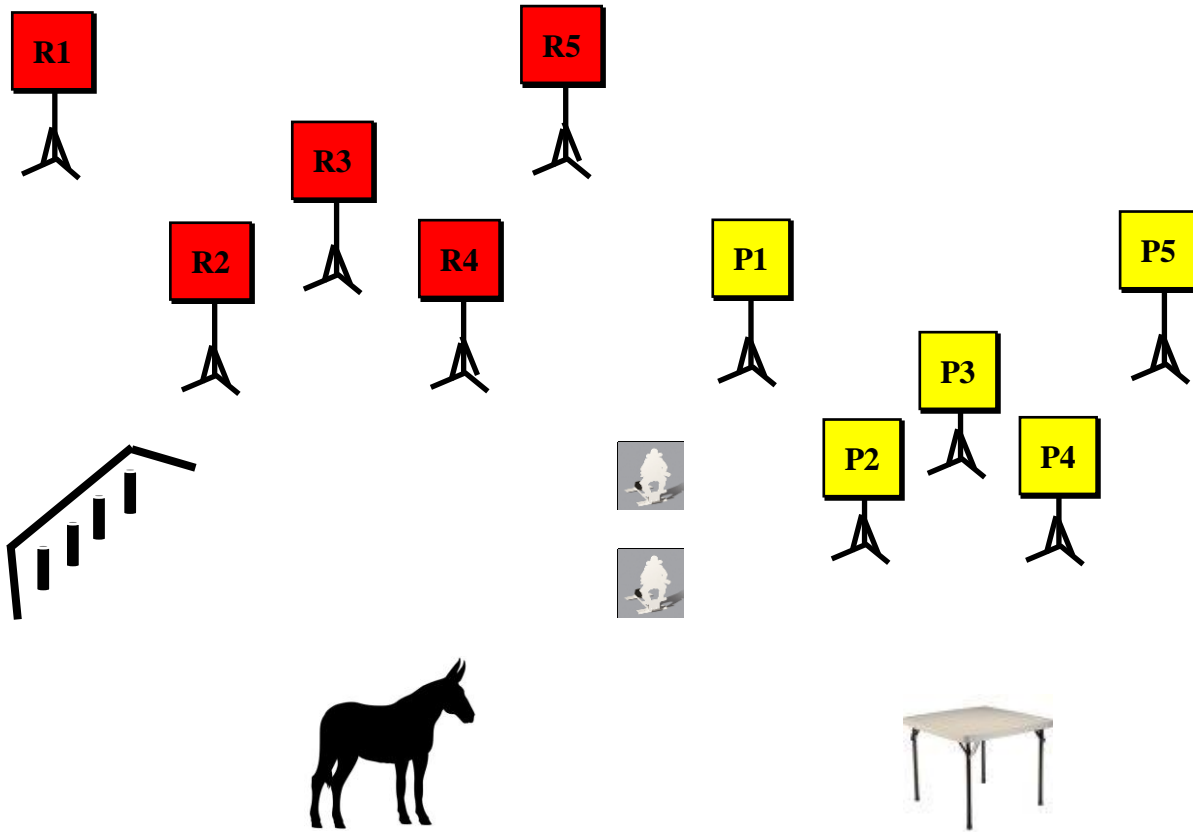
At the BEEP:

With the **Rifle**, triple tap R1, R2, R3 in any order then single tap R4 for a total of 10 rounds.

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

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

STAGE 7



STAGE 7

You will need 10 Rifle, 10 Pistol, and 6+/- Shotgun shells. The shooter starts standing with both feet behind the table or mule of choice. **Rifle** is loaded and staged on the table or mule of choice. **Shotgun** is empty, open, and staged on the table or mule of choice.

The shooter indicates ready by saying:

“You’re a daisy if you do”

Starting position: Touching gun(s) of choice

Firing order: Any order (must use both positions)

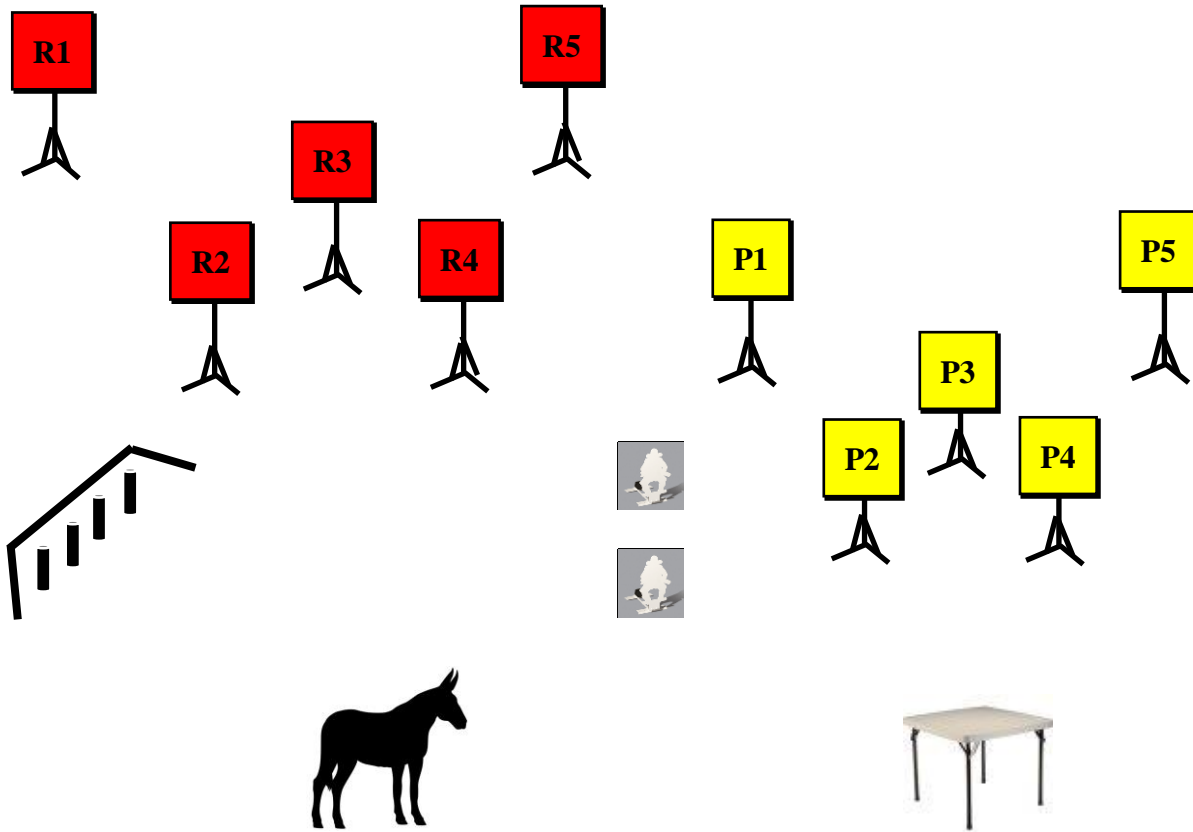
At the BEEP:

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

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

With **Shotgun**, engage the four pipes then knock down the two shotgun fallers until down.

STAGE 8



STAGE 8

You will need **10 +1** Rifle, 10 Pistol, and 6+/- Shotgun shells. The shooter starts standing with both feet behind the table or mule of choice. **Rifle** is loaded and staged on the table or mule of choice. **Shotgun** is empty, open, and staged on the table or mule of choice.

The shooter indicates ready by saying:

“Damn right, you’re scared”

Starting position: Touching gun(s) of choice

Firing order: Any order (must use both positions)

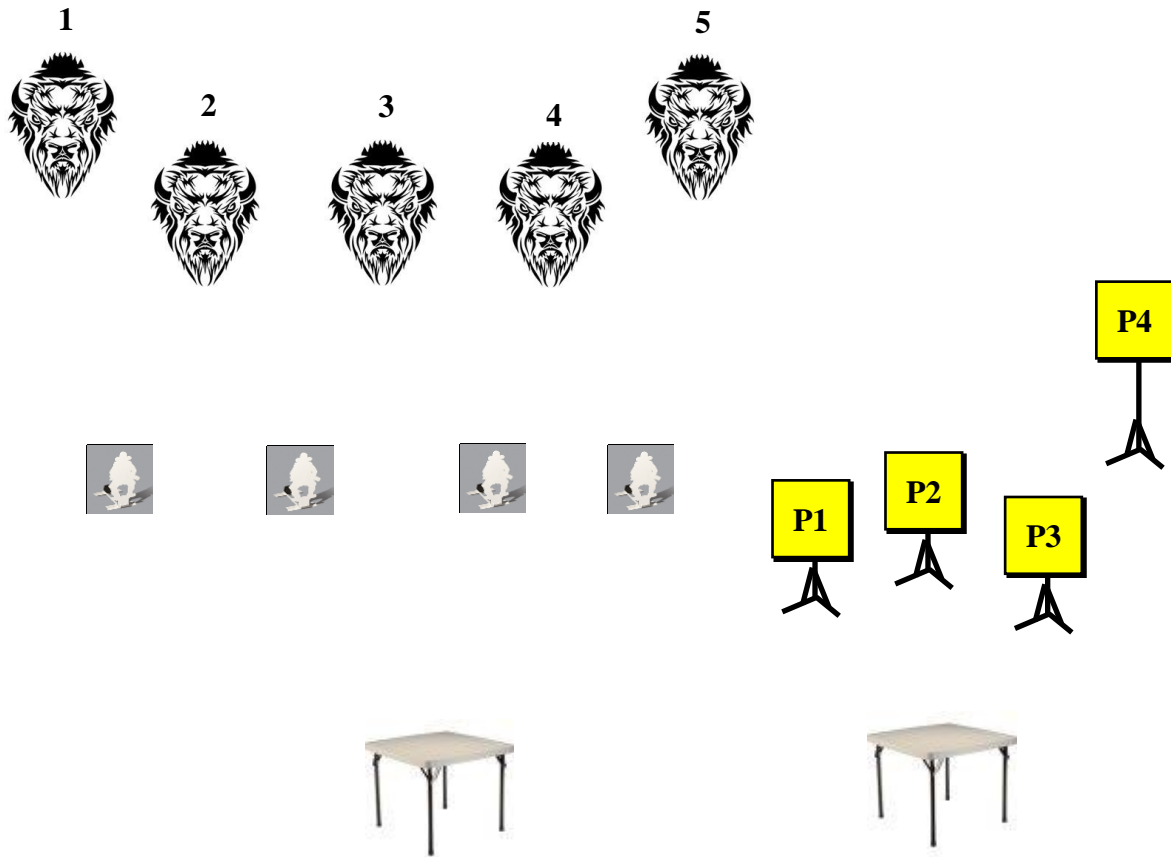
At the BEEP:

With the **Rifle**, double tap each target, then reload one round and single tap R3 for a total of 11 rounds.
(Note: reload must come from person)

With **Pistols**, same instructions as the Rifle for a total of 10 rounds. (Note: no reload with Pistols)

With **Shotgun**, engage the four pipes, then from the opposite table knock down the two shotgun fallers until down. (Note: shotgun must use both position)

STAGE 9



STAGE 9

You will need **10** Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the table of choice. **Rifle** is loaded and staged on the table of choice. **Shotgun** is empty, open, and staged on the table of choice.

The shooter indicates ready by saying:

“Sometime the dead can be more useful than the living”

Starting position: Hands on Pistols

Firing order: Any order

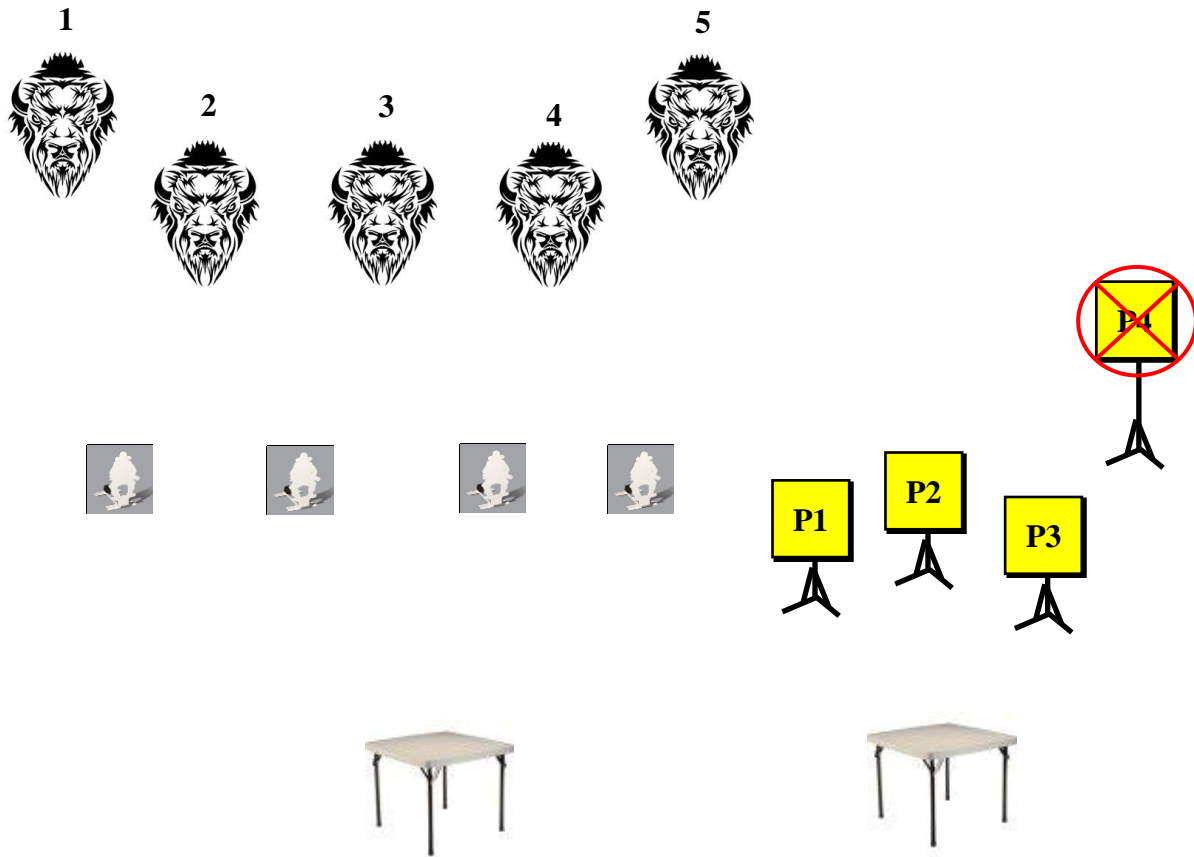
At the BEEP:

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

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

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

STAGE 10



STAGE 10

You will need **10** Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the table of choice. **Rifle** is loaded and staged on the table of choice. **Shotgun** is empty, open, and staged on the table of choice.

The shooter indicates ready by saying:

“Go ahead skin that smoke wagon and see what happens”

Starting position: Hands on Shotgun belt

Firing order: Any order

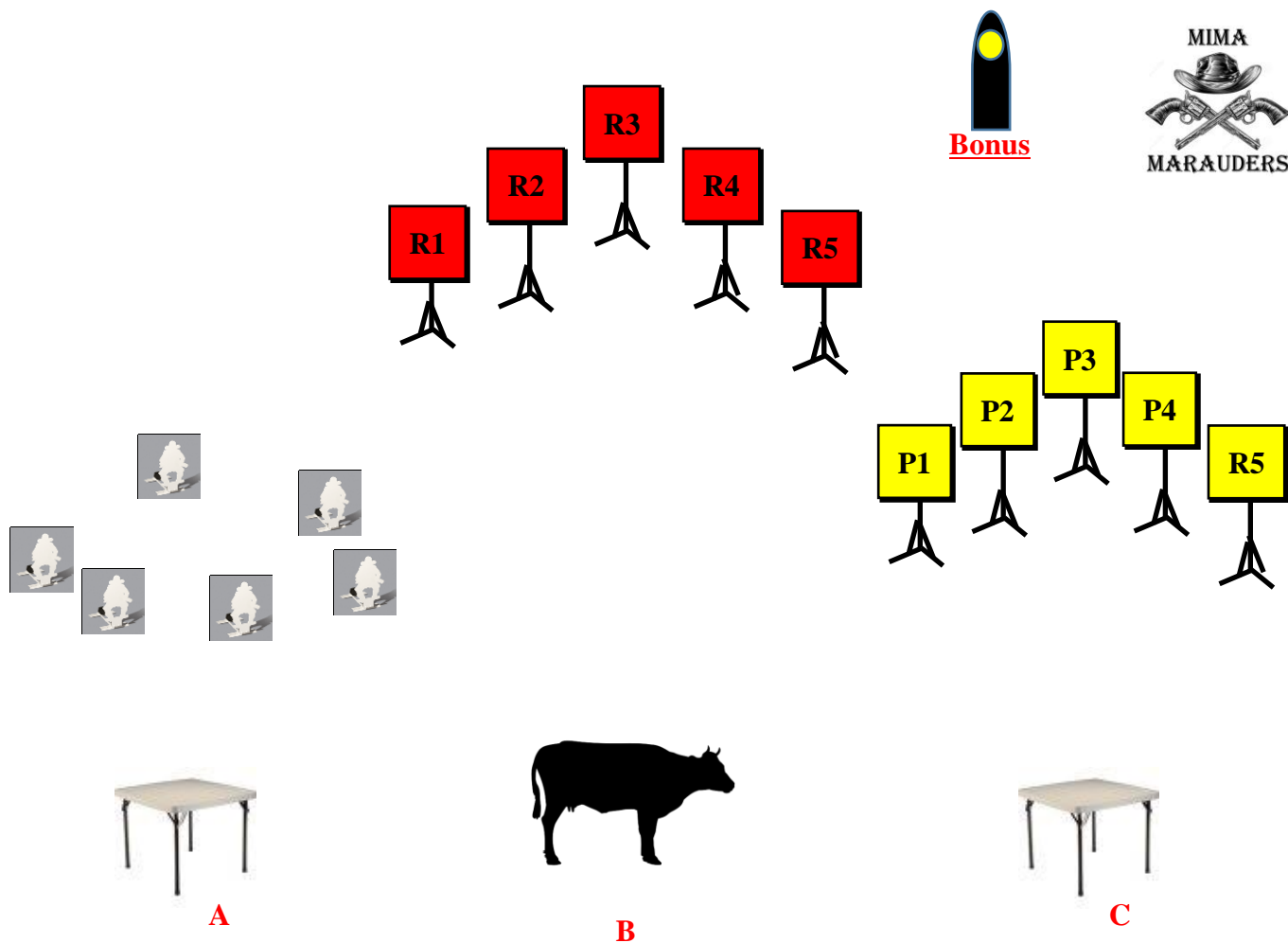
At the BEEP:

With the **Rifle**, Single tap each Rifle target in any order then place 5 rounds on R3 for a total of 10 rounds.

With **Pistols**, starting on either end shoot a 2-1-2 sweep then place 5 rounds on P2 for a total of 10 rounds.

With **Shotgun**, knock down Shotgun outside/outside then inside/inside until down – make ups can be done at any time.

STAGE 11



STAGE 11

You will need **10+1** Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the table or cow of choice. **Rifle** is loaded and staged on the table or cow of choice. **Shotgun** is empty, open, and staged on the table or cow of choice.

The shooter indicates ready by saying:

“I’ve got two guns...one for each of ya”

Starting position: SASS Default

Firing order: Any order (must use all 3 positions)

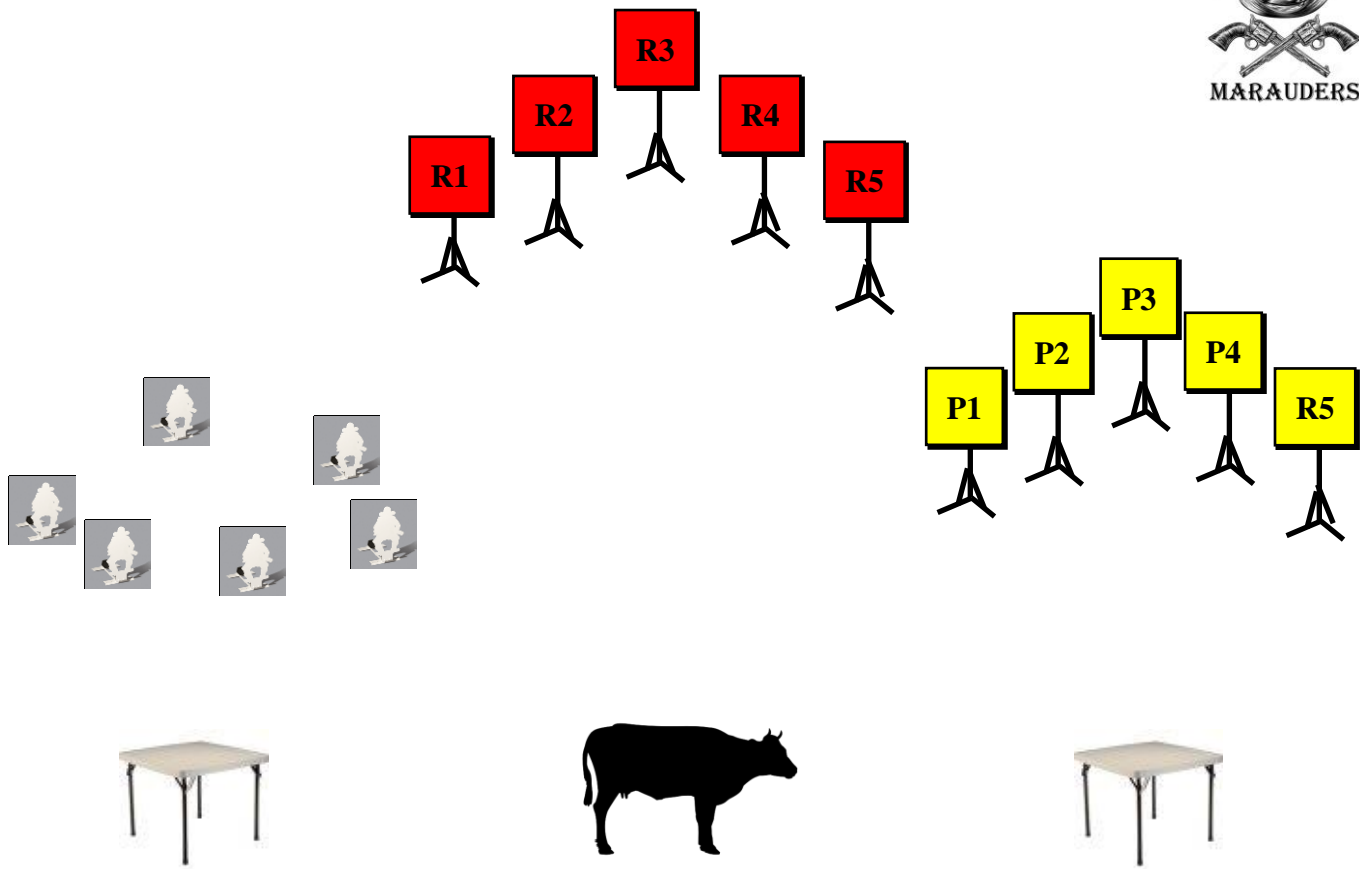
At the BEEP:

With the **Rifle**, 1 on 1, 3 on 2, 2 on 3, 3 on 4, 1 on 5; THEN Rifle to the Table C and reload one round and shoot the long distance no miss target for a 10 second bonus for a total of 11 rounds. (Reload must come from leather, target is the yellow flapper, and hits in the black surround target does not count.

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

With **Shotgun**, knock down shotgun fallers until down, any order.

STAGE 12



STAGE 12

You will need 10 Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the table or cow of choice. **Rifle** is loaded and staged on the table or cow of choice. **Shotgun** is empty, open, and staged on the table or cow of choice.

The shooter indicates ready by saying:

“By God, it’s been one hell of a party”

Starting position: SASS Default

Firing order: Any order (must use all 3 positions)

At the BEEP:

With the **Rifle**, two sweeps from either end, double taps OK 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 until down, any order.

STAGE 13



STAGE 13

You will need 10 Rifle, 10 Pistol, and 2+/- Shotgun shells. The shooter starts standing with both feet behind the table. **Rifle** is loaded and staged on the table. **Shotgun** is empty, open, and staged on the table.

The shooter indicates ready by saying:

“Ready, Set, Go!”

Starting position: SASS Default

Firing order: Any order

At the BEEP:

With the **Rifle**, 10 rounds on the R/P target for a total of 10 rounds.

With **Pistols**, 10 rounds on the R/P target for a total of 10 rounds.

With **Shotgun**, 2 rounds on the R/P target for a total of 2 rounds. (Must hit R/P target)