

Mima Marauders Wild West Carnival June 7-8-9, 2024

6 Bays - 12 Stages

with

Speed Pistol / Rifle / Shotgun
Cowboy Skeet

Main Match Ammo Count

Pistol 120+/- * Rifle 125+/-

Shotgun 76+/-

** Additional rounds for side matches
and Insurance reshoots. **



Registration:

Friday, June 7th at 2:00 - 4:00 PM

Saturday, June 8th at 7:30 - 8:30 AM

Safety Meeting:

Saturday, June 8th at 8:30 AM

Main Match:

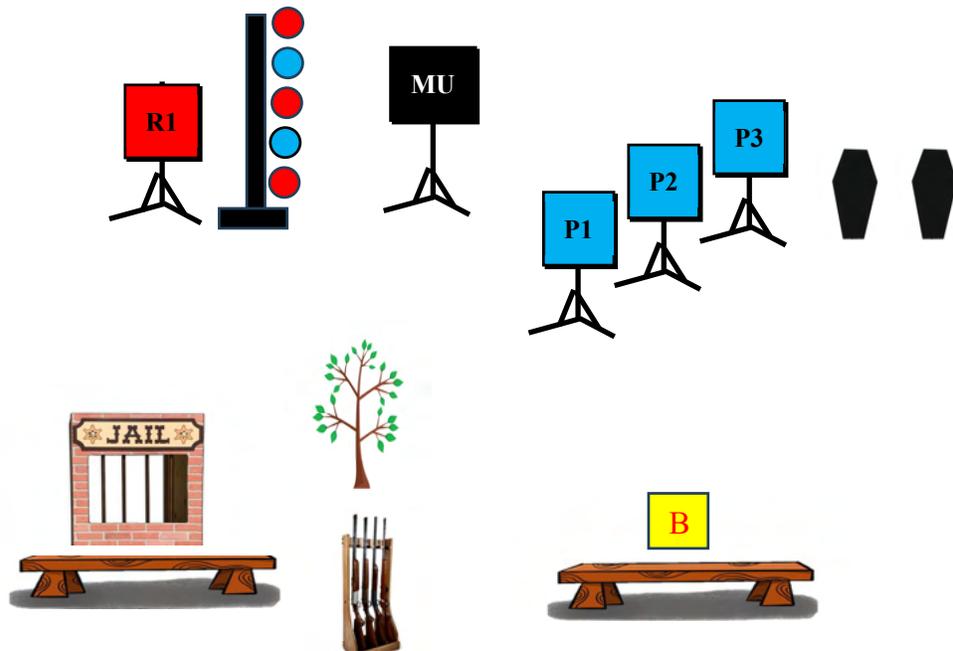
Saturday, June 8th at 9:00 AM

Sunday, June 9th at 8:00 AM

**Additional details on attached schedule*



WARM-UP STAGE 1 - BAY 1



WARM-UP STAGE 1

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind the **window**. Rifle is loaded and staged in the **Gun Rack**; Shotgun is empty open and staged on the **Table B**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: "**Wyatt Earp Is My Friend.**"

Starting position: SASS Default

Firing order: Shooter's choice

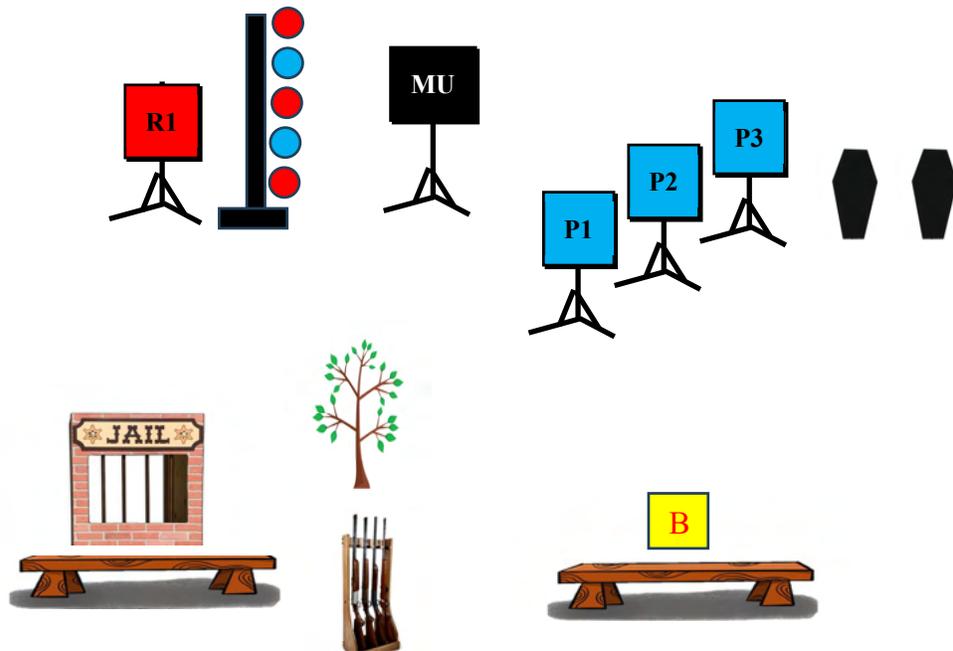
At the BEEP:

From the **Window** with the **Rifle**, knock back the tree paddles then place 5 rounds on "**R1**" target for a total of 10 rounds.

From **Table B** with the **Pistol**, from the left using the "**P**" targets shoot a 2-2-1 sweep then repeat exactly for a total of 10 rounds.

From **Table B** with the **Shotgun** knock down the fallers in any order then shoot the "**MU**" target once for each tree paddle left standing.

WARM-UP STAGE 2 - BAY 1



WARM-UP STAGE 2

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind the **window**. Rifle is loaded and staged in the **Gun Rack**; Shotgun is empty open and staged on the **Table B**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: "**Forgive Me If I Don't Shake Hands.**"

Starting position: SASS Default

Firing order: Shooter's choice

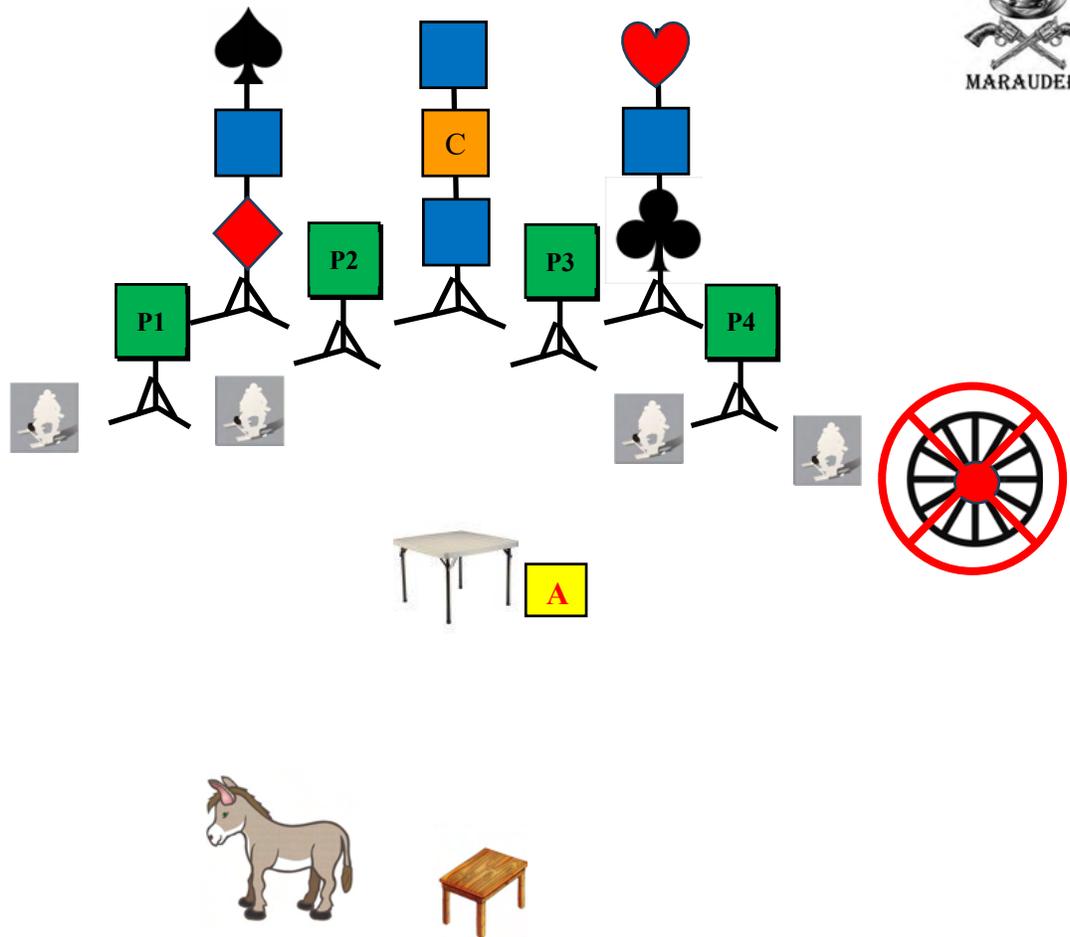
At the BEEP:

From the **Window** with the **Rifle**, starting on "**R1**" alternate between "**R1**" and the **tree** for a total of 10 rounds.

From **Table B** with the **Pistol**, starting on either end alternate between the outside targets for 5 rounds then place 5 rounds on the middle target for a total of 10 rounds.

From **Table B** with the **Shotgun** knock down the fallers in any order then shoot the "**MU**" target once for each tree paddle left standing.

WARM-UP STAGE 3 - BAY 3



WARM-UP STAGE 3

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing behind and within arm reach of the **Horse**, Rifle is loaded and staged on **Horse**; Shotgun is empty open and staged on the **Horse**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: “Not me; I’m in my prime.”

Starting position: Rifle at low ready.

Firing order: Rifle, then shooters choice.

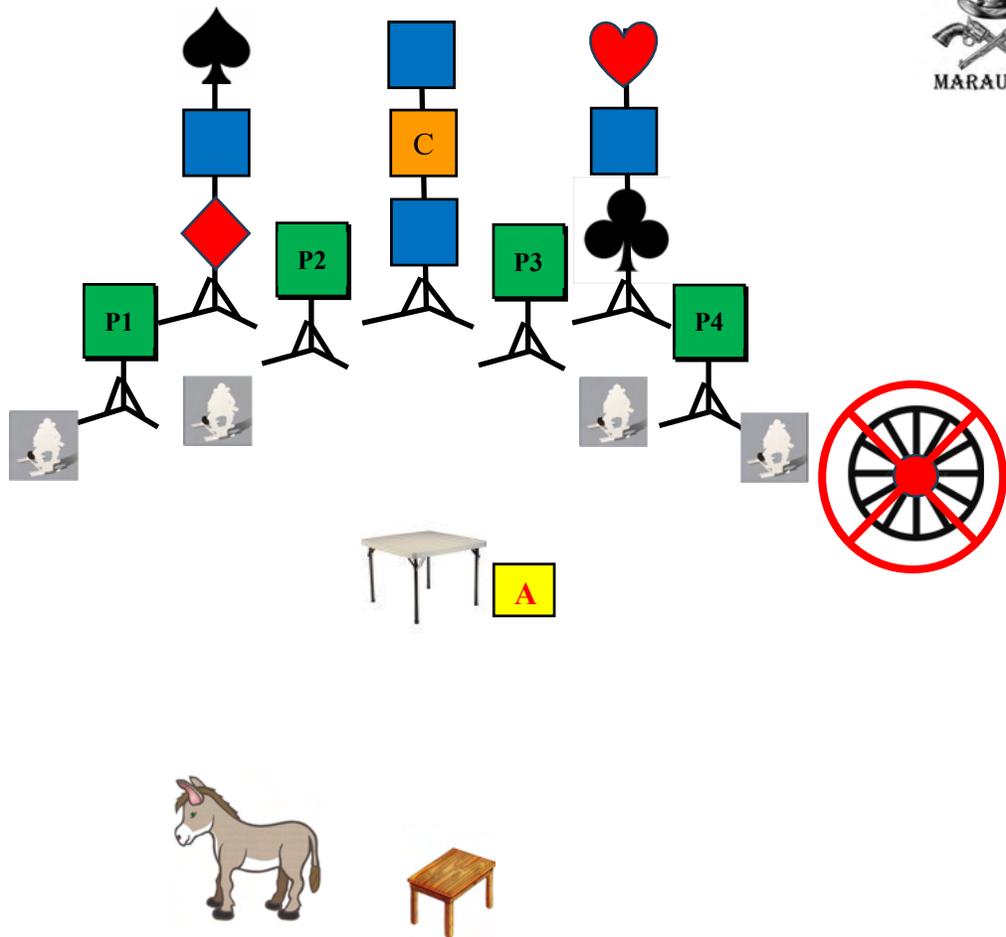
At the BEEP:

From the **Horse**, with **Rifle** starting on any corner shoot diagonally to the opposite corner then repeat from the opposite corner making an “X” then single tap each blue target for a total of 10 rounds.

From the **Table A**, with the **Shotgun**, knock down the outside two fallers then the inside two fallers.

From the **Table A**, with the **Pistols**, starting on either end shoot a 2-3-3-2 sweep for a total of 10 rounds.

WARM-UP STAGE 4 - BAY 3



WARM-UP STAGE 4

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing behind and within arm reach of the **Horse**, Rifle is loaded and staged on **Horse**; Shotgun is empty open and staged on the **Horse**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: “My Hypocrisy Goes Only So Far.”

Starting position: SASS Default

Firing order: Rifle, then shooters choice.

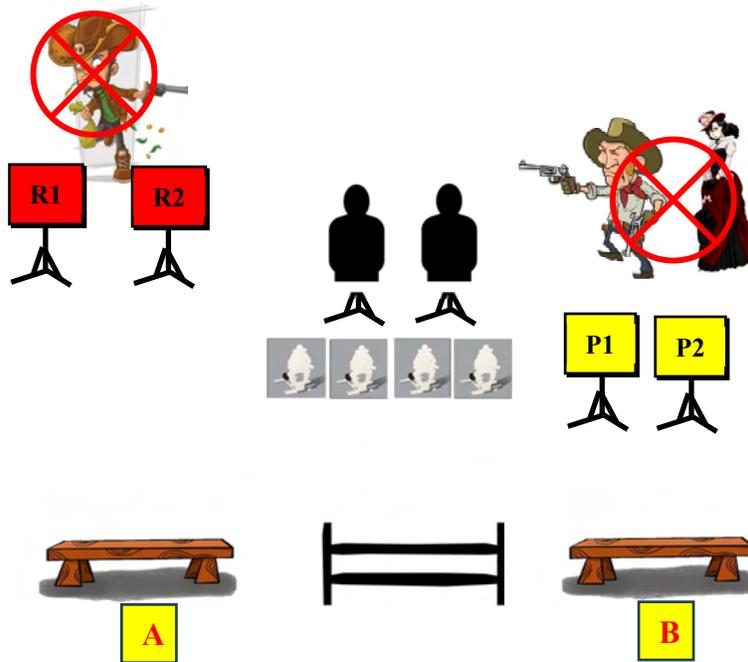
At the BEEP:

From the **Horse**, with **Rifle** double tap the center target then single tap each outside target in any order for a total of 10 rounds.

From the **Table A**, with the **Shotgun**, knock down the fallers in any order.

From the **Table A**, with the **Pistols**, alternate between “P1” and “P3” for 5 rounds then double tap “P2” then tripe tap “P4” for a total of 10 rounds.

SPEED EVENTS – BAY 2



SPEED EVENTS

You will need 10 Rifle, 10 Pistol, and 6 Shotgun shells.

Rifle and Pistol speed events are open class, one category regardless of shooting style.

Shotgun is open class, with a category for either Double or 97.

***Open class: no gender division*

Each weapon is an individual event shot separately.

The shooter indicates ready by saying: **“I am fast.”**

Starting position: SASS Default

At the BEEP:

From **Table A** with the **Rifle**, place 5 rounds on **“R1”** then 5 rounds on **“R2”** for a total of 10 rounds.

From behind the **Fence** with the **Shotgun**, knock down the 4 fallers and the 2 silhouettes in any order for a total of 6 rounds.

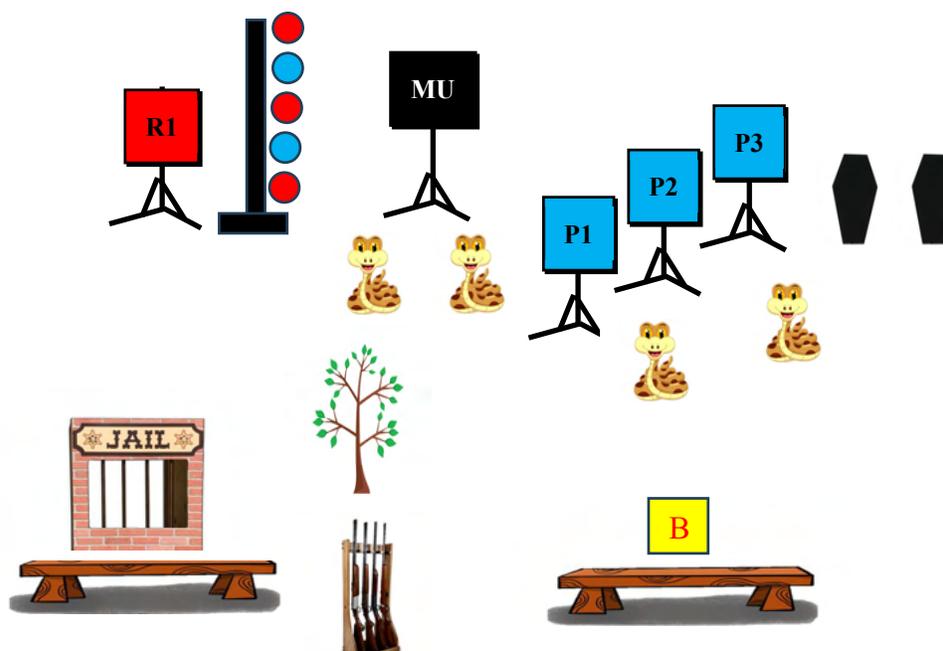
From **Table B** with the **Pistol**, place 5 rounds on **“P1”** then 5 rounds on **“P2”** for a total of 10 rounds.



Mima Marauders Wild West Carnival Side Match Stages

Note: stages subject to change prior to match

STAGE 1 - BAY 1



STAGE 1

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind the **window**. Rifle is loaded and staged in the **Gun Rack**; Shotgun is empty open and staged on the **Table B**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **"It's a jail break."**

Starting position: Hands holding dynamite in both hands.

Firing order: Shooter's choice

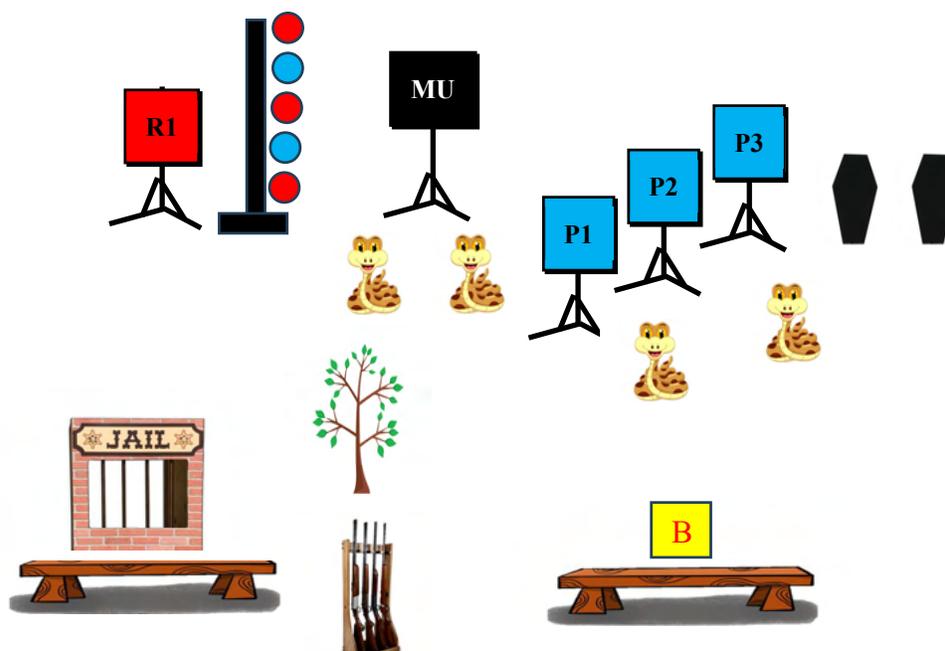
At the BEEP:

From the **Window** with the **Rifle**, knock back the tree paddles then place any remaining rounds on **"R1"** target for a total of 10 rounds.

From **Table B** with the **Pistol**, from the left using the **"P"** targets shoot a 2-3-5 sweep for a total of 10 rounds.

From **Table B** with the **Shotgun** knock down the fallers and the snakes in any order then shoot the **"MU"** target once for each tree paddle left standing.

STAGE 2 - BAY 1



STAGE 2

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind the **window**. Rifle is loaded and staged in the **Gun Rack**; Shotgun is empty open and staged on the **Table B**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“You’re a low-down snake.”**

Starting position: Hands grabbing two window bars.

Firing order: Shooter’s choice

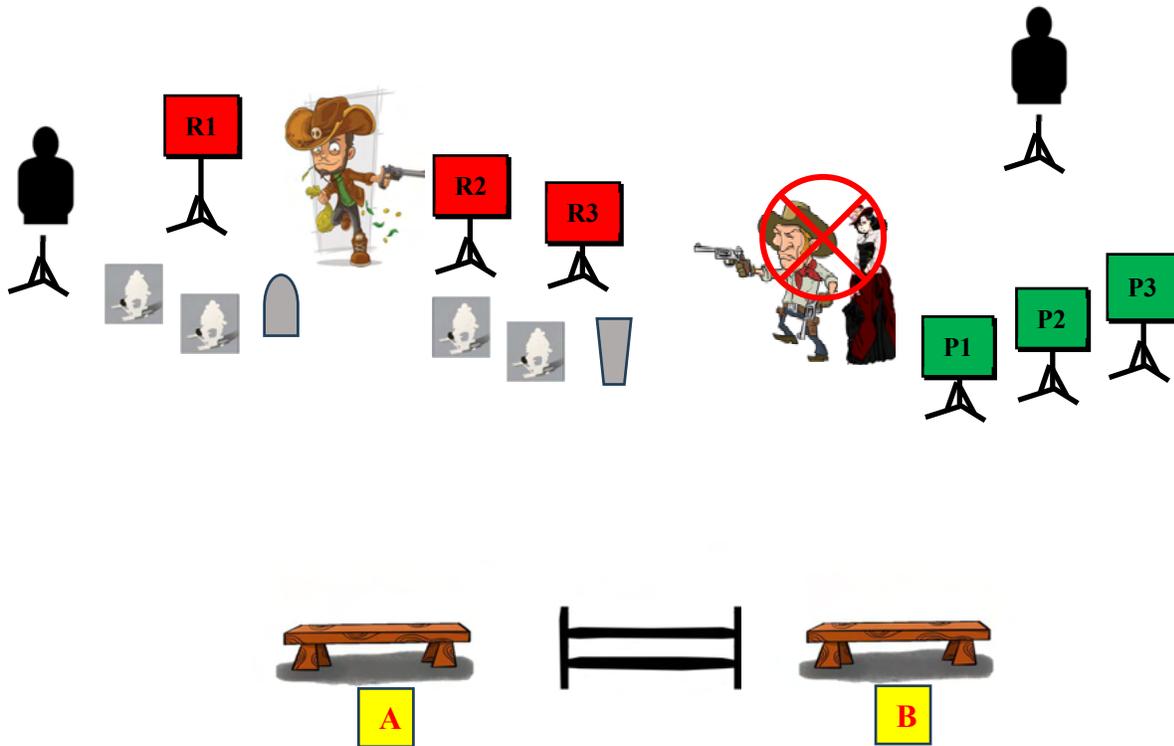
At the BEEP:

From the **Window** with the **Rifle**, starting on **“R1”** alternate between **“R1”** and the tree paddles for a total of 10 rounds.

From **Table B** with the **Pistol**, from the left using the **“P”** targets place 3 on **“P2”** then 2 on **“P1”** then 3 on **“P2”** then 2 on **“P3”** for a total of 10 rounds.

From **Table B** with the **Shotgun** knock down the right two snakes, then knock down the two tombstone fallers, then knock down the left two snakes. Then shoot the **“MU”** target once for each tree paddle left

STAGE 3 - BAY 2



STAGE 3

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind the **Table**. Rifle is loaded and staged on **Table A**; Shotgun is empty open and staged on the **Table of choice**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“Put down the gun!”**

Starting position: SASS Default

Firing order: Shooter’s choice

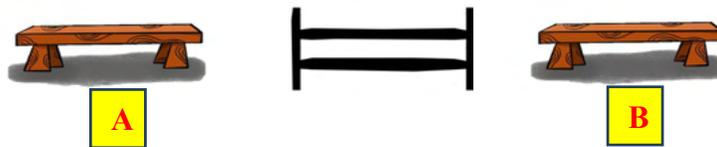
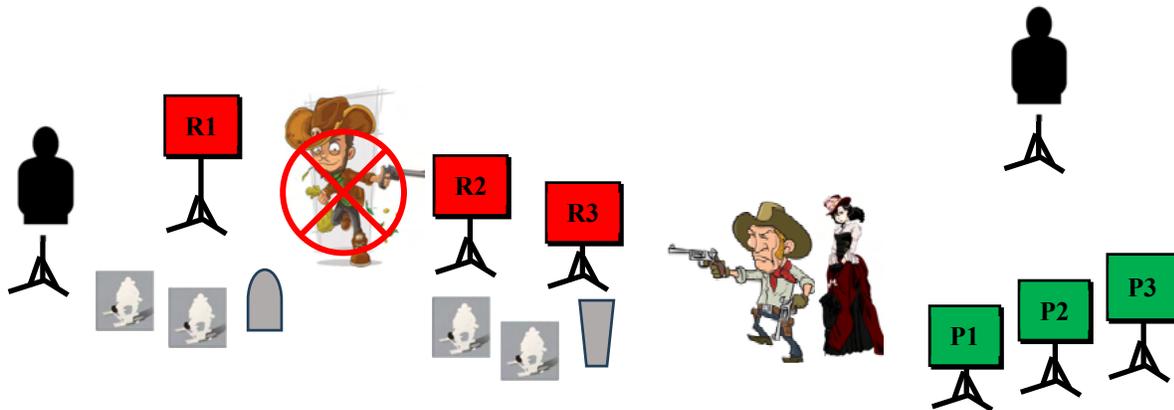
At the BEEP:

From the **Table A** with the **Rifle**, in any order place 3 rounds on all stationary **“R”** targets then use your last round on the **“Man with No Name”** to knock his pistol back (no miss 5 second bonus) for a total of 10 rounds.

From **Table B** with the **Pistol**, starting on **“P1”** shoot a 5-3-2 sweep for a total of 10 rounds.

From **Table A** with the **Shotgun** knock down the fallers in any order

STAGE 4 - BAY 2



STAGE 4

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind the **Table**. Rifle is loaded and staged on **Table A**; Shotgun is empty open and staged on the **Table of choice**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**Save Molly.**”

Starting position: SASS Default

Firing order: Shooter’s choice

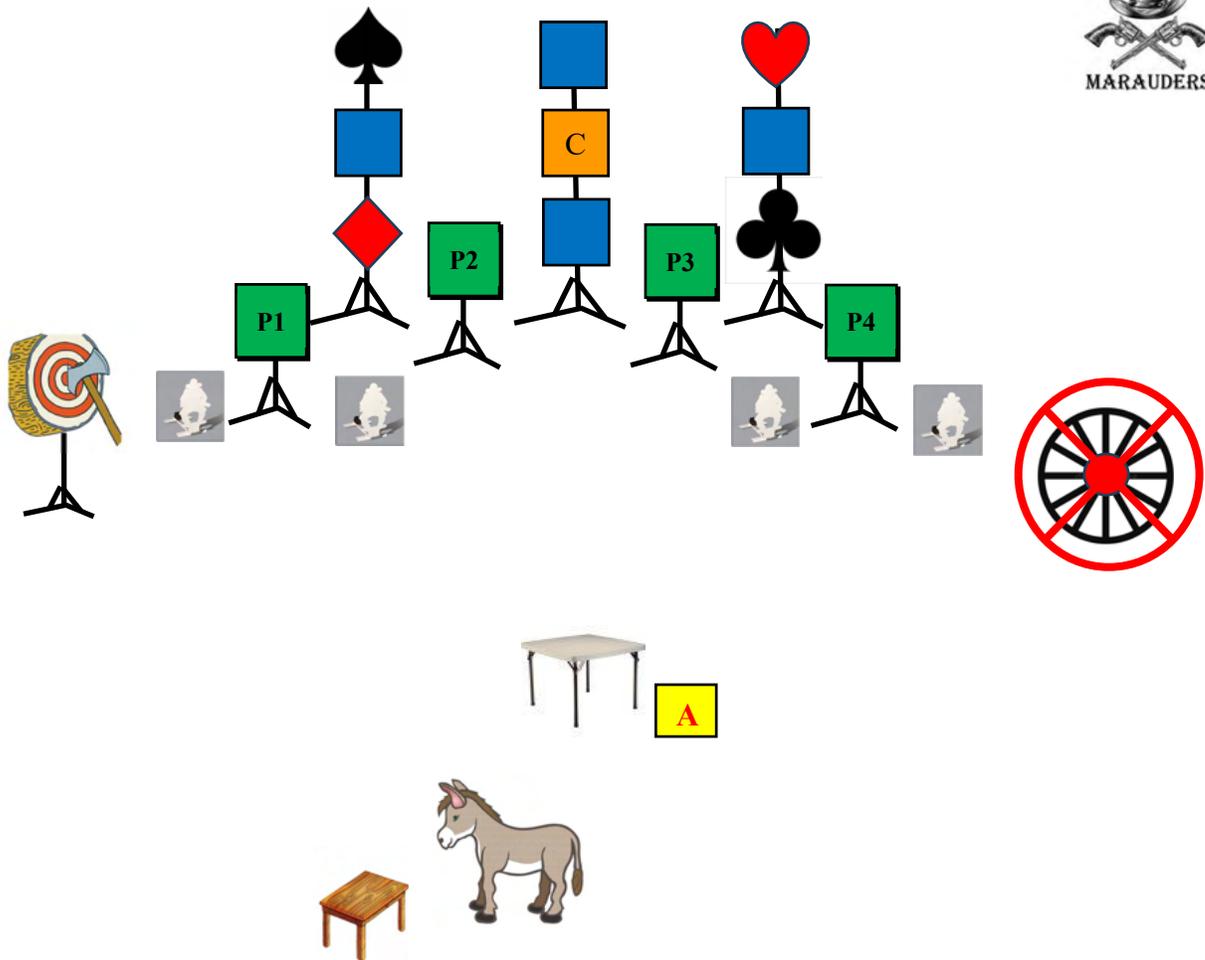
At the BEEP:

From the **Table A** with the **Rifle**, starting on “**R1**” shoot a 5-3-2 sweep for a total of 10 rounds.

From **Table B** with the **Pistol**, in any order place 3 rounds on all stationary “**P**” targets then use your last round on “Orville” to knock his pistol back to save “Molly” (no miss 5 second bonus) for a total of 10 rounds.

From **Table A** with the **Shotgun** knock down the fallers in any order.

STAGE 5 – BAY 3



STAGE 5

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing behind and within arm reach of the **Horse**, Rifle is loaded and staged on **Horse**; Shotgun is empty open and staged on the **Horse**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“Deal those cards.”**

Starting position: At SASS ready (Draw card from deck)

Firing order: Rifle, then shooters choice.

At the BEEP:

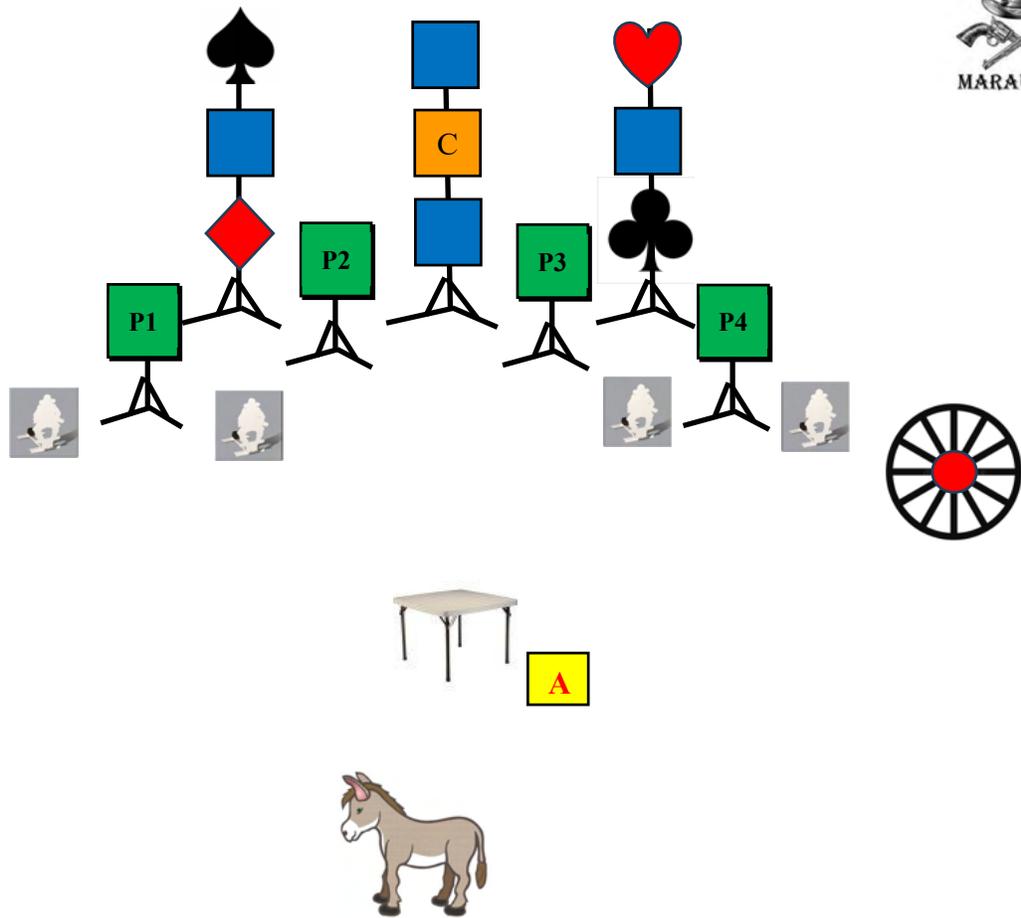
From the **Horse**, with **Rifle** (starting on the card suit dealt – Joker is wild) single tap each card target then single tap each outside blue target, then double tap the center orange target for a total of 10 rounds.

From the **Table A**, with the **Shotgun**, knock down the center two fallers then the outside two fallers.

From the **Table A**, with the **Pistols**, starting on either end single tap the pistol targets and the orange center target in any order then alternate between **“P1”** and **“P4”** for 5 rounds for a total of 10 rounds.

Bonus Event – Axe x3

STAGE 6 - BAY 3



STAGE 6

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing behind and within arm reach of the **Mule**, Rifle is loaded and staged on **Mule**; Shotgun is empty open and staged on the **Mule**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**Clockwise.**”

Starting position: Hands on Shotgun belt.

Firing order: Rifle, then shooters choice.

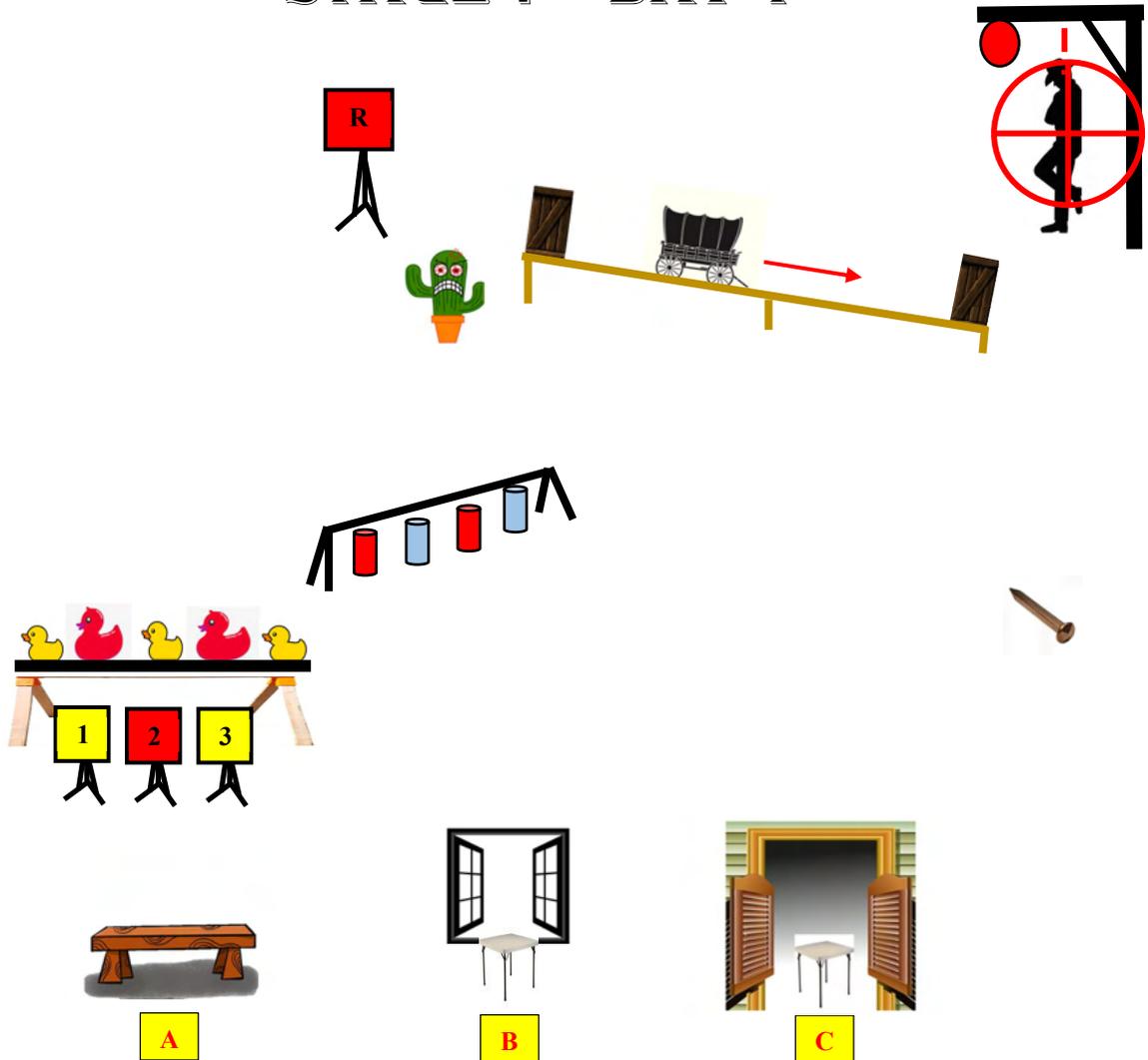
At the BEEP:

From the **Mule**, with the **Rifle** (starting on the heart) in a clockwise circle single tap each outside target, then double tap the center orange target for a total of 10 rounds.

From the **Table A**, with the **Shotgun**, knock down the fallers in any order.

From the **Table A**, with the **Pistols**, starting on “**P1**” place 1 on “**P1**”, 3 on “**P2**”, 1 on “**P3**”, 4 on “**P4**” then with the last round shoot the **RED** center target on the wagon wheel (for a 5 second no miss bonus) for a total of 10 rounds.

STAGE 7 - BAY 4



STAGE 7

You will need 10 Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the **Table C**. **Shotgun** is empty open and staged on the **Table B**; **Rifle** is loaded and staged on the **Table C**; **Pistols** are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**Is that Donald Duck?**”

Starting position: Hands holding a rubber duck in each hand.

Firing order: Rifle, Pistol, Shotgun

At the BEEP:

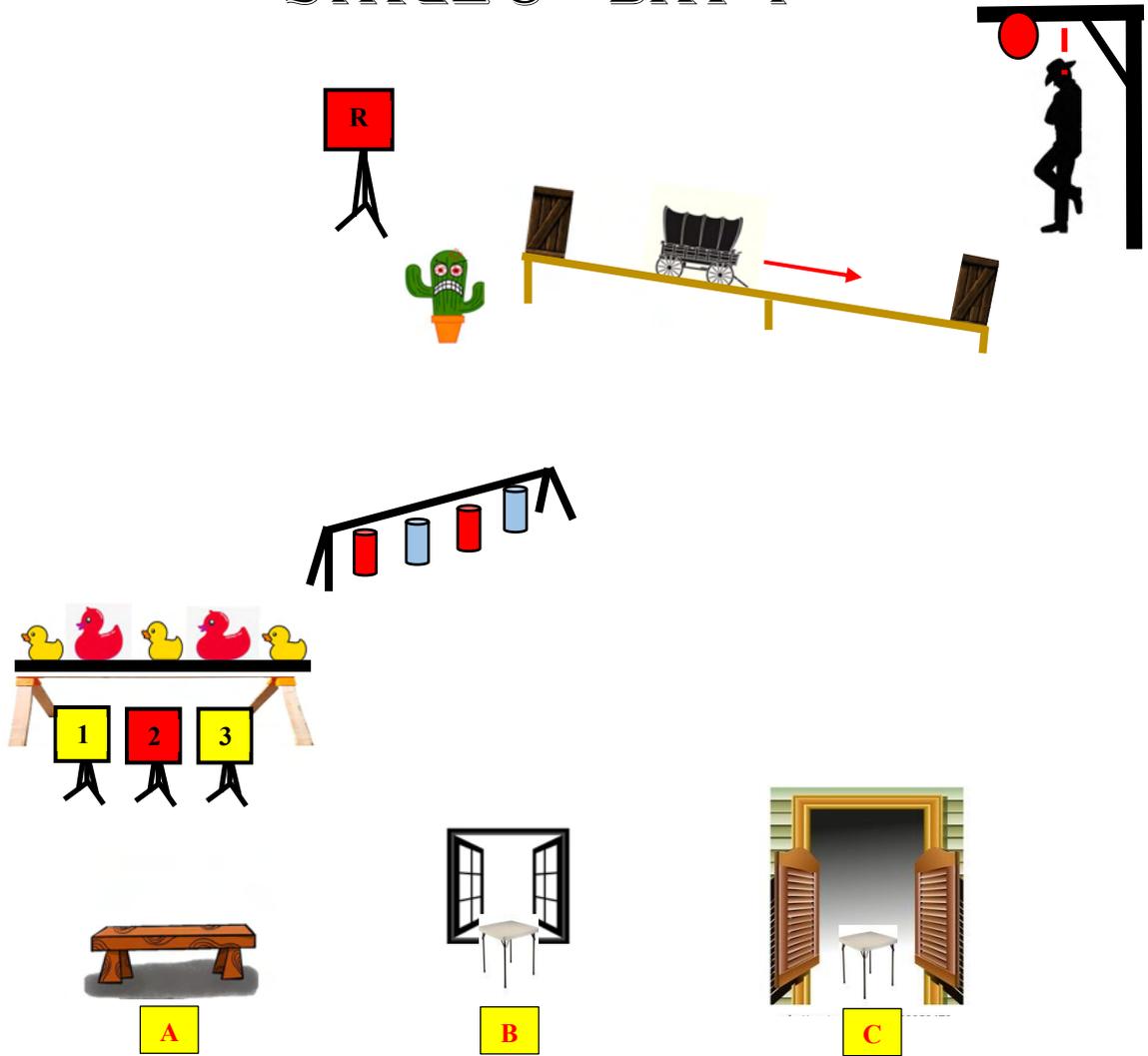
From the **Table C** shooting through the doorway with the **Rifle**, knock down the cactus then place as many rounds as possible into the moving stagecoach target, place any remaining rounds in the “**R**” target for a total of 10 rounds. (Stagecoach target hits count as a 1 second no miss bonus; misses on the “**R**” target count as misses.

From **Table A** with **Pistols**, knock down the five ducks in any order: place, any remaining rounds on “**P2**” for a total of 10 rounds.

From **Table B** shooting through the window with the **Shotgun**, knock back the hanging pipes in any order, then reshoot any pipe once for each duck target that remains standing – must shoot at least 4 rounds.

BONUS EVENT - Nail

STAGE 8 - BAY 4



STAGE 8

You will need 10+1 Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the **Table C**. **Shotgun** is empty open and staged on the **Table B**; **Rifle** is loaded and staged on the **Mule**; **Pistols** are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**Hang ‘em high.**”

Starting position: SASS Default.

Firing order: Rifle, Pistols, Shotgun,

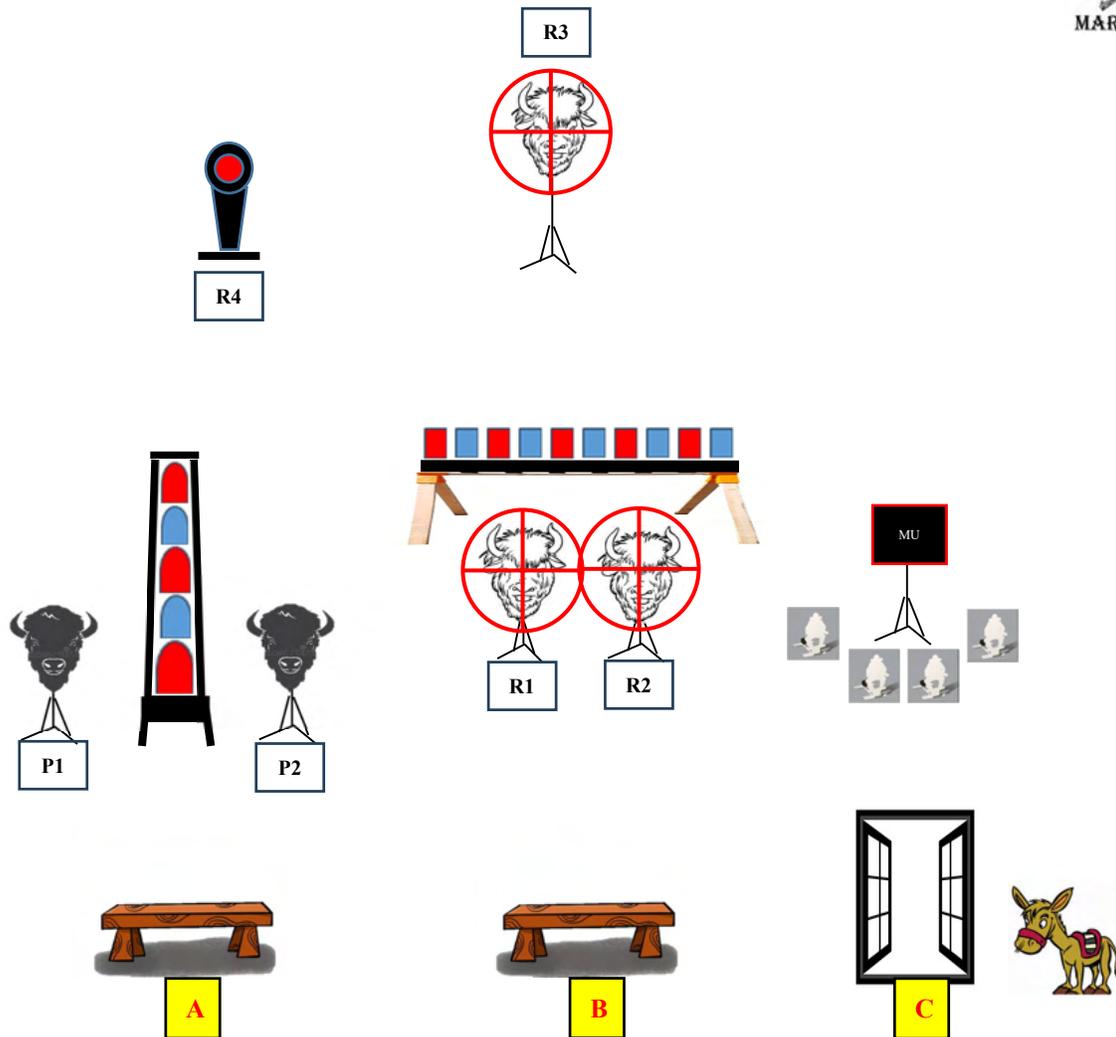
At the BEEP:

From the **Table C** shooting through the doorway with the **Rifle**, knock down the hanging cowboy for a 5 second no miss bonus then knock down the cactus releasing the stagecoach, then single tap the “**R**” target, then engage the stagecoach, place any remaining rounds on the “**R**” target for a total of 11 rounds. (Stagecoach target hits count as a 1 second no miss bonus; misses on the “**R**” target count as misses). (*Rifle reload can be done at any time upon engaging the Rifle*).

From **Table A** with **Pistols**, in any order knock down the two **RED** ducks then single tap each “**P**” target in any order; then place five rounds on “**P2**” for a total of 10 rounds.

From **Table B** shooting through the window with the **Shotgun**, knock back the hanging pipes in any order, then reshoot any pipe once for each duck target that remains standing – must shoot at least 4 rounds.

STAGE 9 – BAY 5



Stage 9

You will need **10+1** Rifle, 10 Pistol, and as many Shotgun shells as needed. The shooter starts standing with both feet behind **Table of choice**. Rifle is loaded and staged on **Table B**; Shotgun is empty open and staged on the **Mule**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“Buffalo.”**

Starting position: Hands touching, but not lifting gun of choice.

Firing order: Any order, must use all three positions.

At the BEEP:

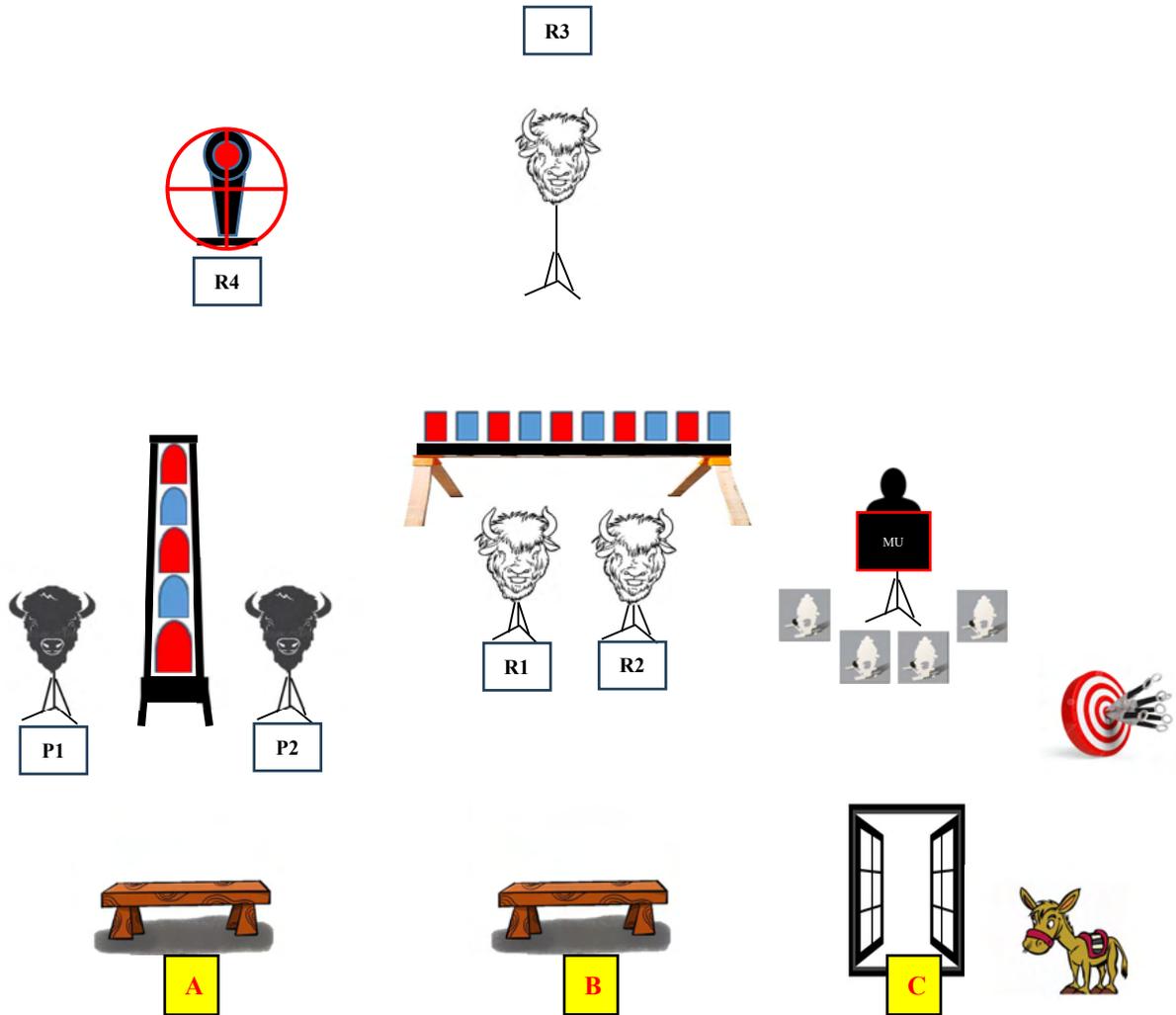
Table A with **Pistols** knock back the 5 plates on the ladder rack, place any remaining rounds on either **“P1 or P2”** for a total of 10 rounds.

Table B with the **Rifle** starting on either end single tap sweep the 10 plates on the plate rack, then shoot the **RED** target on **“R4”** (for a 5 second no miss bonus) for a total of 11 rounds. (*Rifle reload can be done at any time upon engaging the Rifle*).

With the **Shotgun** knock down the fallers in any order; then single tap the **“MU”** target with one round for each for each of the plates that remaining standing on the ladder and plate racks.

BONUS EVENT - Plate

STAGE 10 – BAY 5



Stage 10

You will need **10+3** Rifle, 10 Pistol, and as many Shotgun shells as needed. The shooter starts standing with both feet behind **Table of choice**. **Rifle** is loaded and staged on **Table B**; **Shotgun** is empty open and staged on the **Mule**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**Great White Buffalo.**”

Starting position: Hands/palms flat on table.

Firing order: Any order, must use all three positions.

At the BEEP:

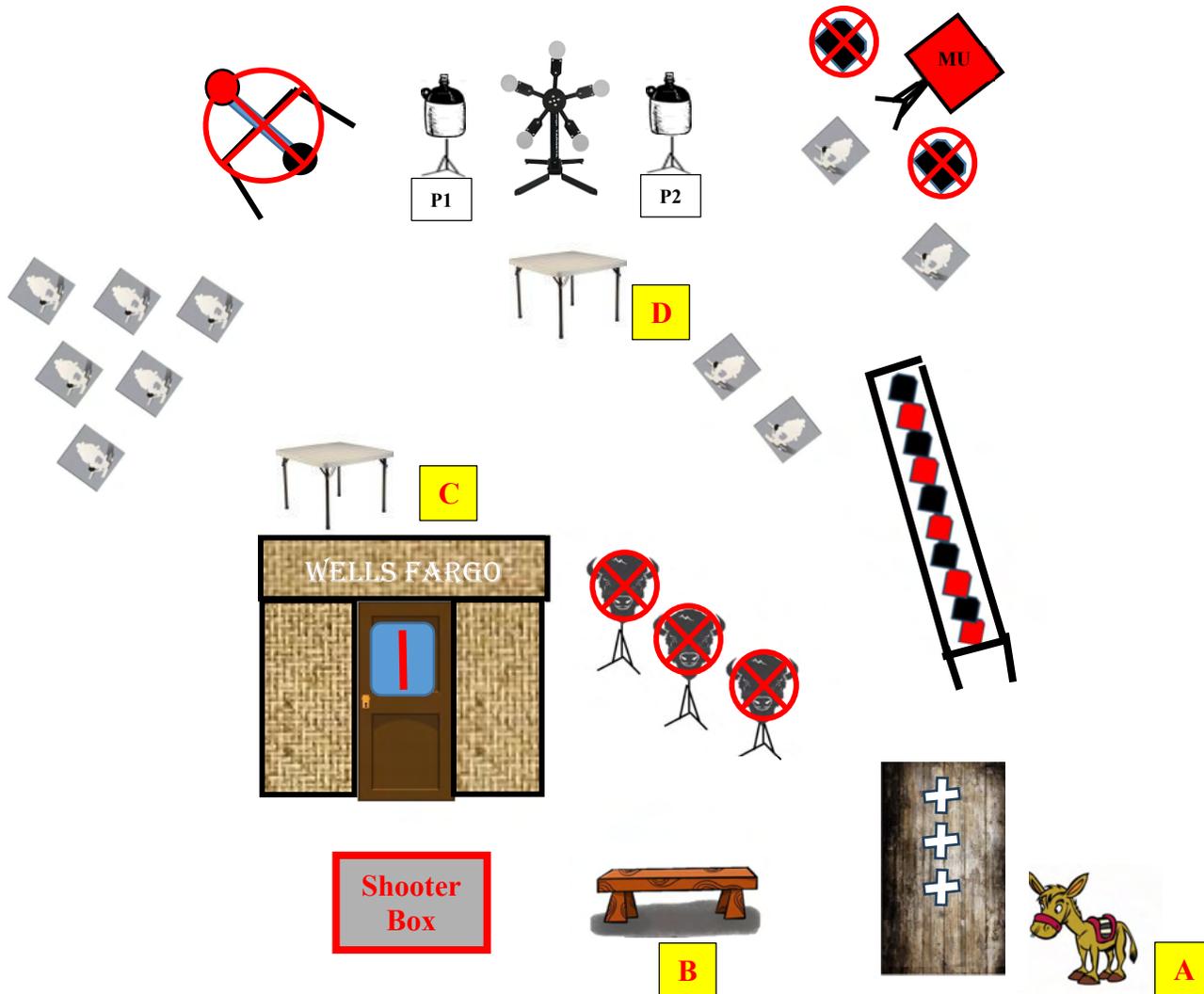
Table A with **Pistols** knock back the 5 plates on the ladder rack then double tap “**P1**” and triple tap “**P2**” for a total of 10 rounds.

Table B with the **Rifle** on the plate rack knock back the 5 **RED** plates then the 5 **BLUE** plates; then reload 3 rounds and shoot “**R1**, **R2**, and **R3**” in any order (*must hit all 3 buffalo for a 5 second bonus – misses count as misses*) for a total of 13 rounds. (*Rifle reload can be done at any time upon engaging the Rifle*).

With the **Shotgun**, through the window, knock down the fallers in any order; then single tap the “**MU**” target with one round for each for each remaining plates on the plate and ladder racks.

BONUS EVENT – Knife x3

STAGE 11 - BAY 6



STAGE 11

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing next to the **Mule**. **Rifle** is loaded and staged on the **Mule**; **Shotgun** is empty open and staged on the **Table B**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“You’re a daisy if you do.”**

Starting position: Hands touch the wall, one hand on each side of the windows, looking through a window.

Firing order: Rifle / Shotgun / Pistols. *Shotgun shells can be staged randomly in table baskets prior to coming to the firing line.*

At the BEEP:

With the **Rifle** from **Table A** through the Josey Wales wall openings knock down the 10 plates on the ladder rack for a total of 10 rounds. Make Rifle safe on Mule, pointed into the berm.

With the **Shotgun** from **Table B**, move to the shooters box with both feet in the box, shoot the **RED** bar in the bank door window to open the door, take the **Shotgun** and move safely through the door to **Table C**.

At **Table C** with the **Shotgun**, knock down the 6 fallers in any order then turn around and knock down the two fallers, make Shotgun safe and take to **Table D**.

At **Table D** with **Pistols**, knock back all the Texas Star paddles starting on either the 10 or 2 o’clock paddle, then place any remaining rounds on either “**P**” target for a total of 10 rounds.

At **Table D**, with **Shotgun**, knock down the two fallers, then (*if needed*) use the “**MU**” target placing one round for each plate that remains standing on the Texas Star and the ladder rack.

BONUS EVENT - Ladder

