MIMA MARAUDERS

Cowboy Action Shooting

3 Bays – 6 Stages

Saturday, January 10, 2026

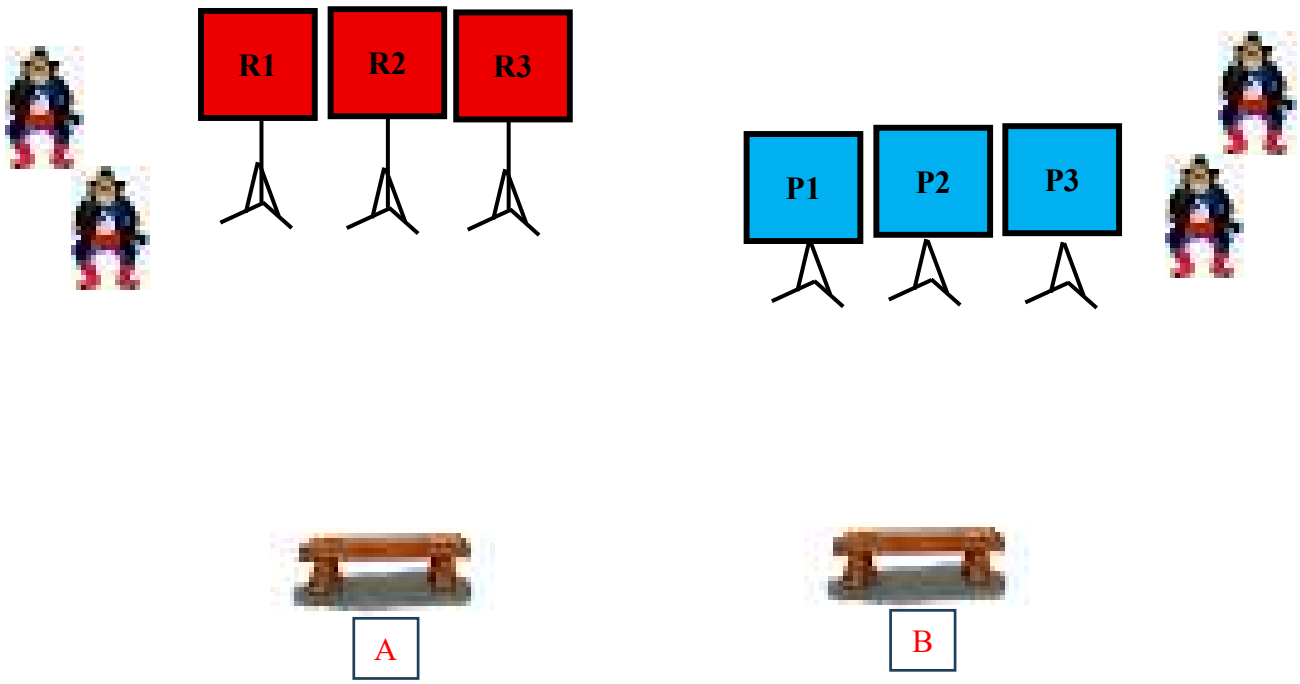
Match Fee: $15.00

Ammo Count
Rifle 60+/- rounds * Pistol 60+/- rounds * Shotgun 25+/- rounds

Setup: *Thursday, January 8th at 10:00 AM*
Registration: Saturday, January 10th at 9:00 AM
Safety Meeting: Saturday, January 10th at 9:30 AM
Main Match: Saturday, January 10th at 10:00 AM

Lunch and Awards after the main match.

CAS STAGE 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 Table of choice. Rifle is loaded and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'I hate rude behavior in a man. I won't tolerate it.'**

Starting position: SASS Default.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.
Rifle and Pistols must be shot from opposite tables.

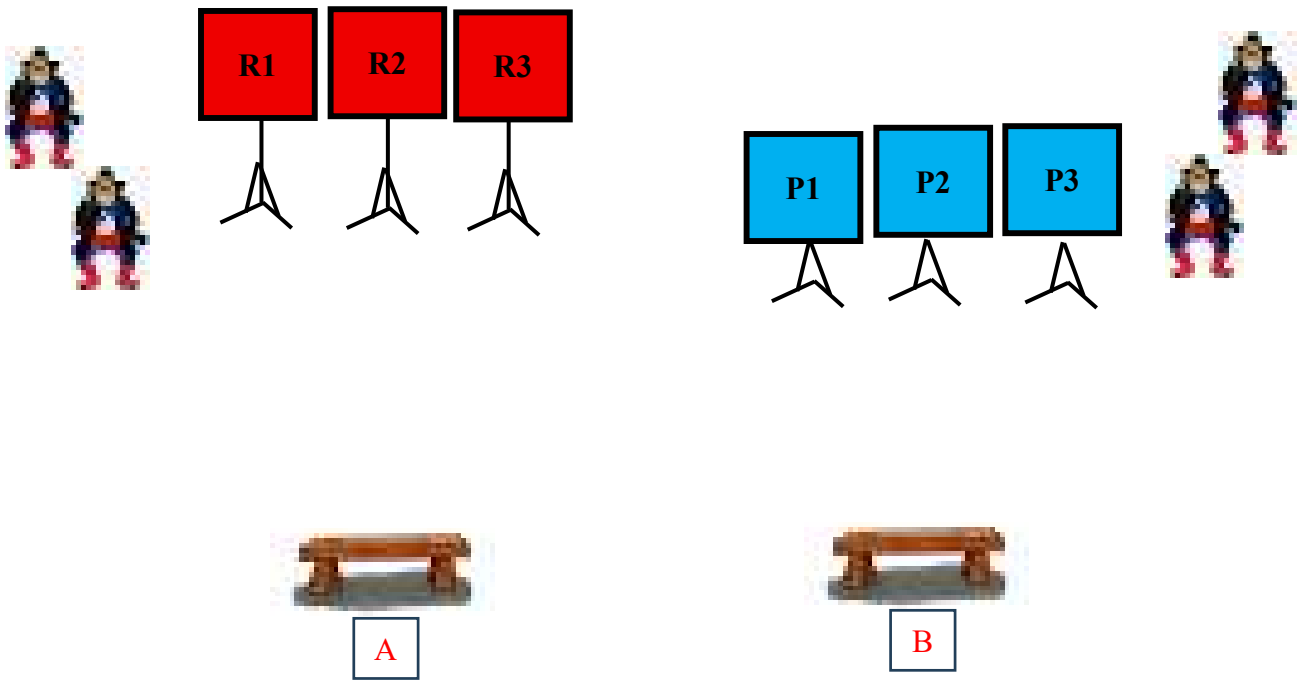
At the BEEP:
At Table A with the Rifle starting on "**R2**" single tap "**R2**" and double tap each outside target then repeat for a total of 10 rounds. Make the Rifle safe.

At Table B with the Pistols starting on "**P2**" single tap "**P2**" and double tap each outside target then repeat for a total of 10 rounds Make the Pistols safe.

With the Shotgun, knock down the 2 fallers from each table in any order. Make the Shotgun safe.

Stage design: Doc Kharon

CAS STAGE 2



Stage 2

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 and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'It ain't dying I'm talking about, it's living.'**

Starting position: SASS at the ready.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.
Rifle and Pistols must be shot from opposite tables.

At the BEEP:
At Table A with the Rifle engage one shotgun faller then single tap "**R1** and **R2**" double tap "**R3**" then repeat for a total of 10 rounds. Make the Rifle safe.

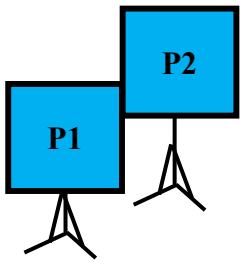
At Table B with the Pistols engage one shotgun faller then single tap "**P1** and **P2**" double tap "**R3**" then repeat for a total of 10 rounds. Make the Pistols safe.

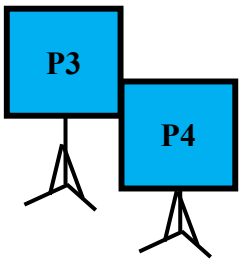
With the Shotgun, knock down any remaining fallers from their closest table in any order. Make the Shotgun safe.

Stage design: Doc Kharon

CAS STAGE 3









A



B

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 of choice. Rifle is loaded and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'The earth is mostly just a boneyard.'**

Starting position: Weapon of choice in hand at low port – waist high.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.
Rifle and Pistols must be shot from opposite tables.

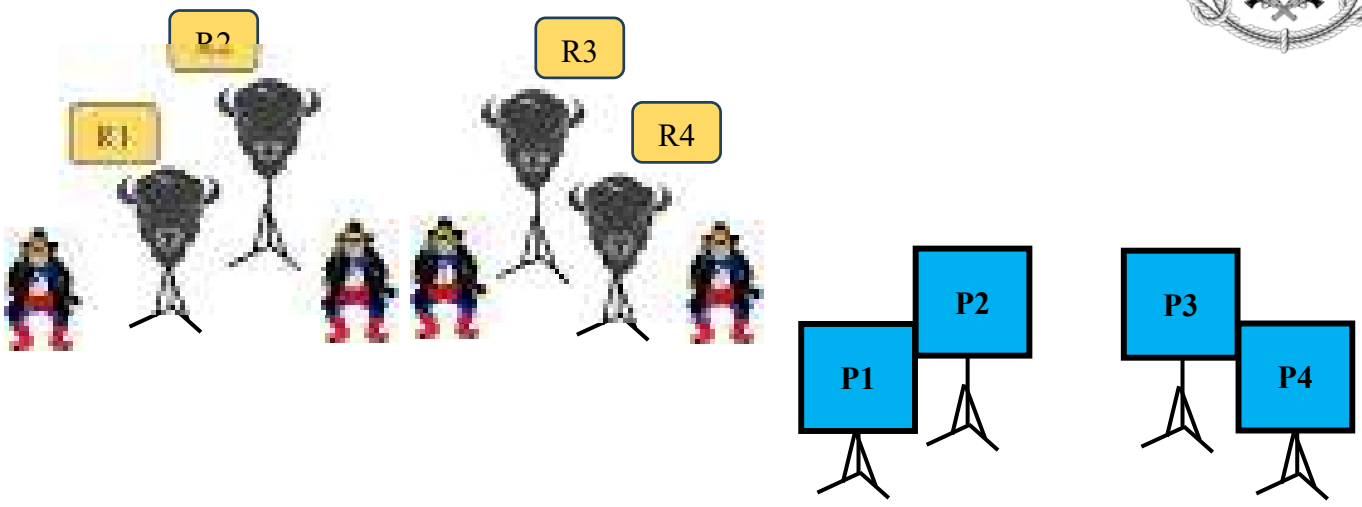
At the BEEP:
At Table A with the Rifle starting on "**R2**" in order single tap "**R2**, **R3**, **R4**" then double tap "**R1**. Repeat for a total of 10 rounds. Make the Rifle safe.

At Table B with the Pistols starting on "**P2**" in order single tap "**P2**, **P3**, **P4**" then double tap "**P1**. Repeat for a total of 10 rounds. Make the Pistols safe.

With the Shotgun, knock down the 4 fallers in any order. Make the Shotgun safe.

Stage design: Doc Kharon

CAS STAGE 4





A



B

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 of choice. Rifle is loaded and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'You ride with an outlaw, you die with an outlaw.'**

Starting position: Hands touching weapon of choice – not lifting.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.
Rifle and Pistols must be shot from opposite tables.

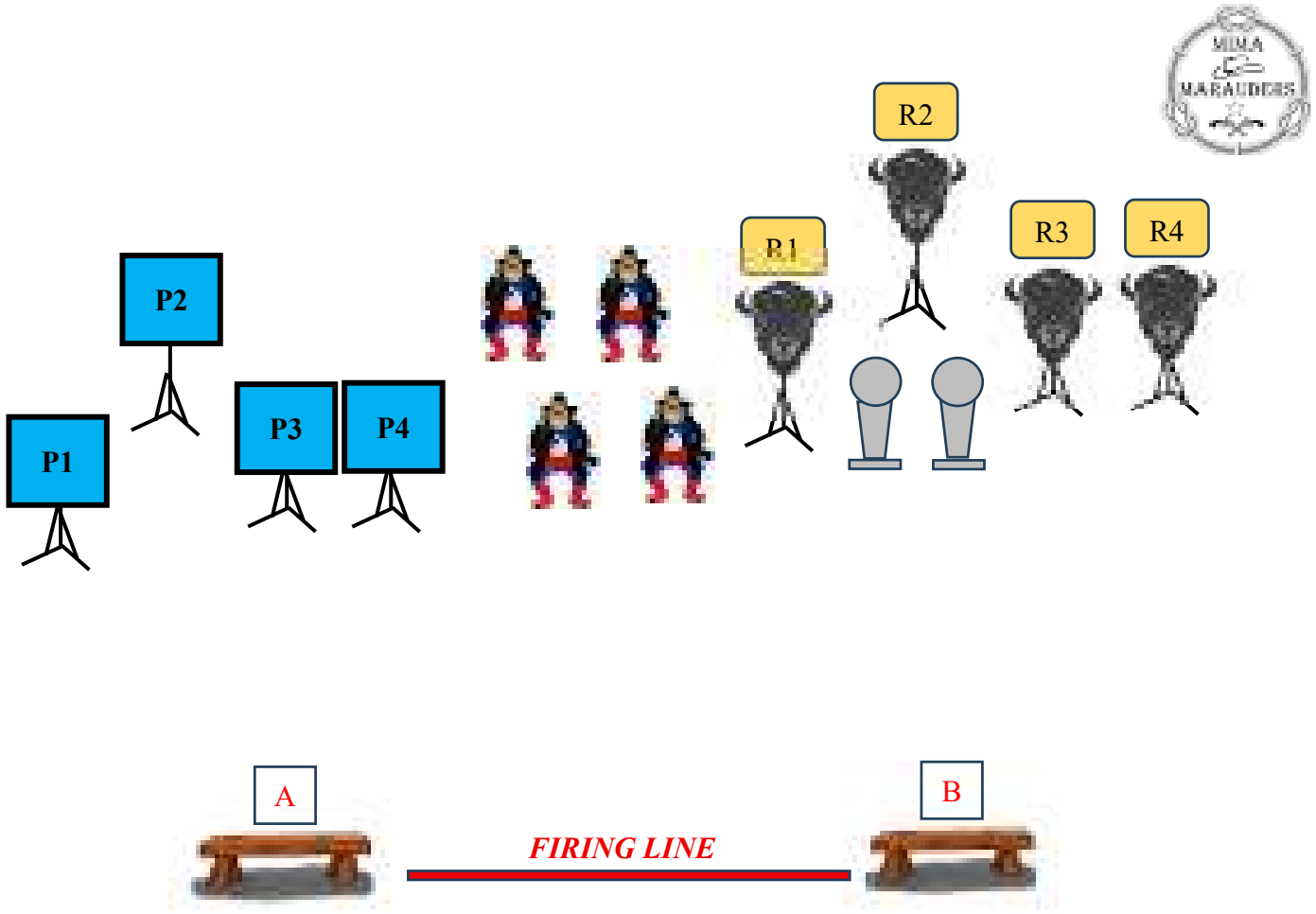
At the BEEP:
At Table A with the Rifle engage each shotgun faller then single tap "**R1** & **R4**" then double tap "**R2** & **R3**" for a total of 10 rounds. Make the Rifle safe.

At Table B with the Pistols single tap "**P1** & **P4**" then place 4 rounds on each "**P2** & **P3**" for a total of 10 rounds. Make the Pistols safe.

With the Shotgun, knock down the 4 fallers in any order. Make the Shotgun safe.

Stage design: Doc Kharon

CAS 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 the Table of choice. Rifle is loaded and staged safely; Shotgun is unloaded and staged safely; Pistols is loaded with 5 each and holstered.

The shooter indicates ready by saying: **'The best way to handle death is to ride away from it.'**

Starting position: SASS default.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.
Rifle and Pistols must be shot from opposite tables.

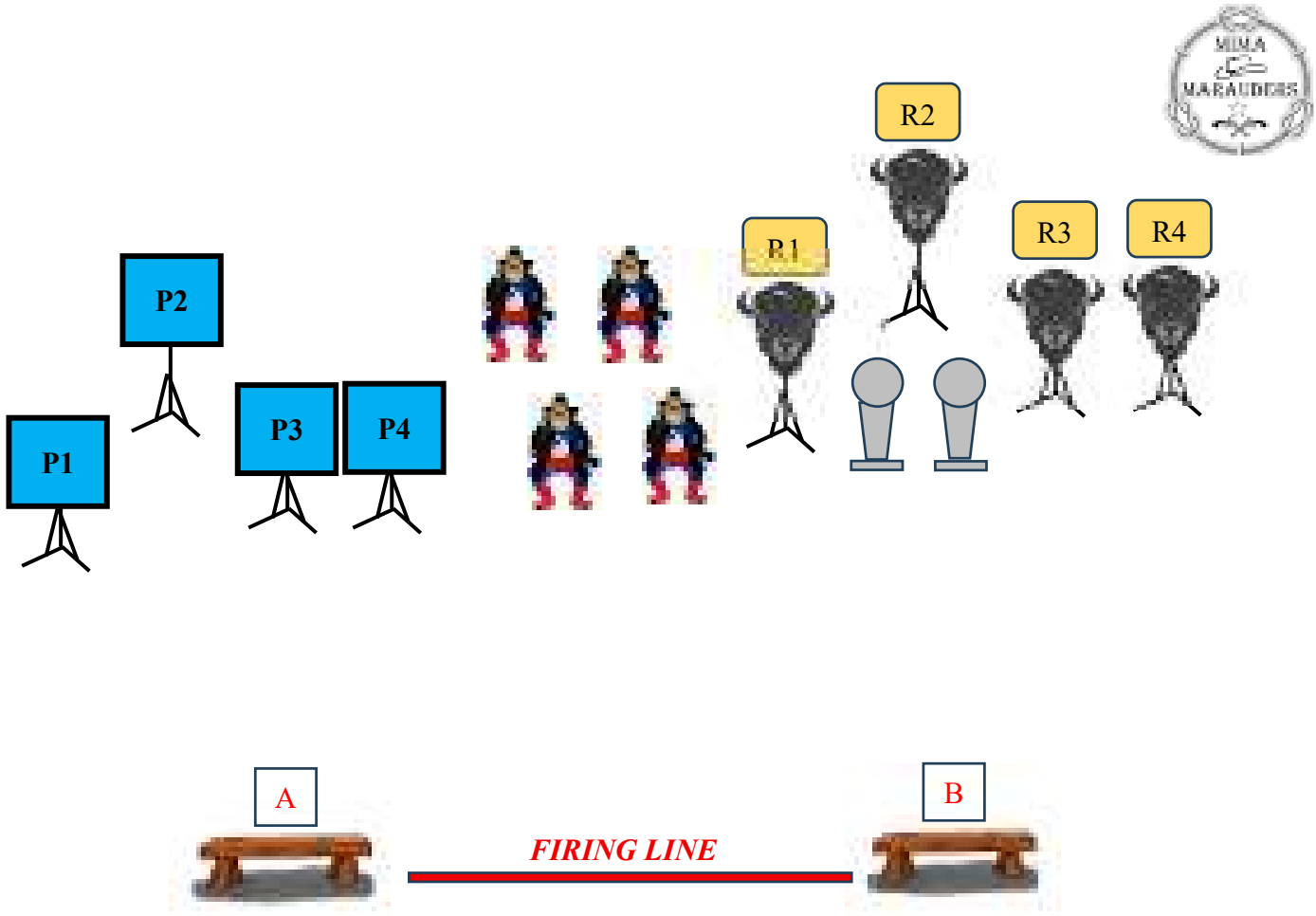
At the BEEP:
At Table A with the Pistols double tap "**R1**" and triple tap "**R3**" then double tap "**R2**" and triple tap "**R4**" for a total of 10 rounds. for a total of 10 rounds. Make the Pistols safe.

At Table B with the Rifle double tap "**R1**" and triple tap "**R3**" then double tap "**R2**" and triple tap "**R4**" for a total of 10 rounds. Make the Rifle safe.

With the Shotgun, anywhere between **Table A** and **B** and along the ***Firing Line*** knock down the 6 fallers in any order. Make the Shotgun safe.

Stage design: Doc Kharon

CAS STAGE 6



Stage 6

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

The shooter indicates ready by saying: **''Yesterday's gone on down the river.'**

Starting position: SASS at the ready.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.
Rifle and Pistols must be shot from opposite tables.

At the BEEP:
At Table A with the Pistols place 5 rounds on "**P2**" then starting on either end shoot a 1-2-2 sweep on "**P1**, **P3**, **P4**" for a total of 10 rounds. Make the Pistols safe.

At Table B with the Rifle place 5 rounds on "**R2**" then starting on either end shoot a 1-2-2 sweep on "**R1**, **R3**, **R4**" for a total of 10 rounds. Make the Rifle safe.

With the Shotgun, anywhere between **Table A** and **B** and along the ***Firing Line*** knock down the 6 fallers in any order. Make the Shotgun safe.

Stage design: Doc Kharon

MIMA MARAUDERS

Cowboy Action Shooting

3 Bays – 6 Stages

Saturday, February 14, 2026

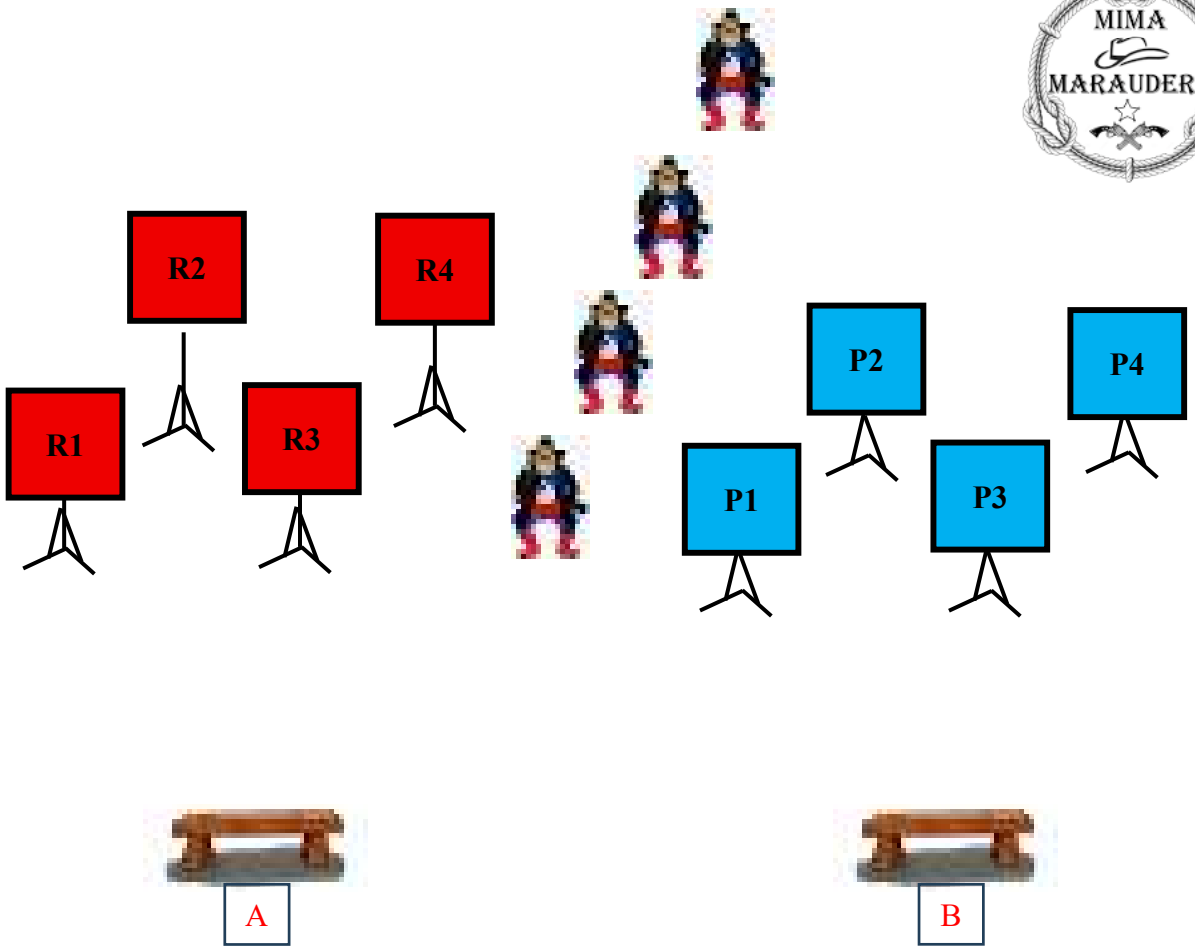
Match Fee: $15.00

Ammo Count
Rifle 60+/- rounds * Pistol 60+/- rounds * Shotgun 25+/- rounds

Setup: *Thursday, February 12th at 10:00 AM*
Registration: Saturday, February 14th at 9:00 AM
Safety Meeting: Saturday, February 14th at 9:30 AM
Main Match: Saturday, February 14th at 10:00 AM

Lunch and Awards after the main match.

CAS STAGE 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 Table A. Rifle is loaded and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'I don't ask permission.'**

Starting position: SASS Default.
Firing order: Rifle, Pistol, Shotgun, stage transition is engaged from Left / Right / Left.
Rifle and Pistols must be shot from opposite tables.

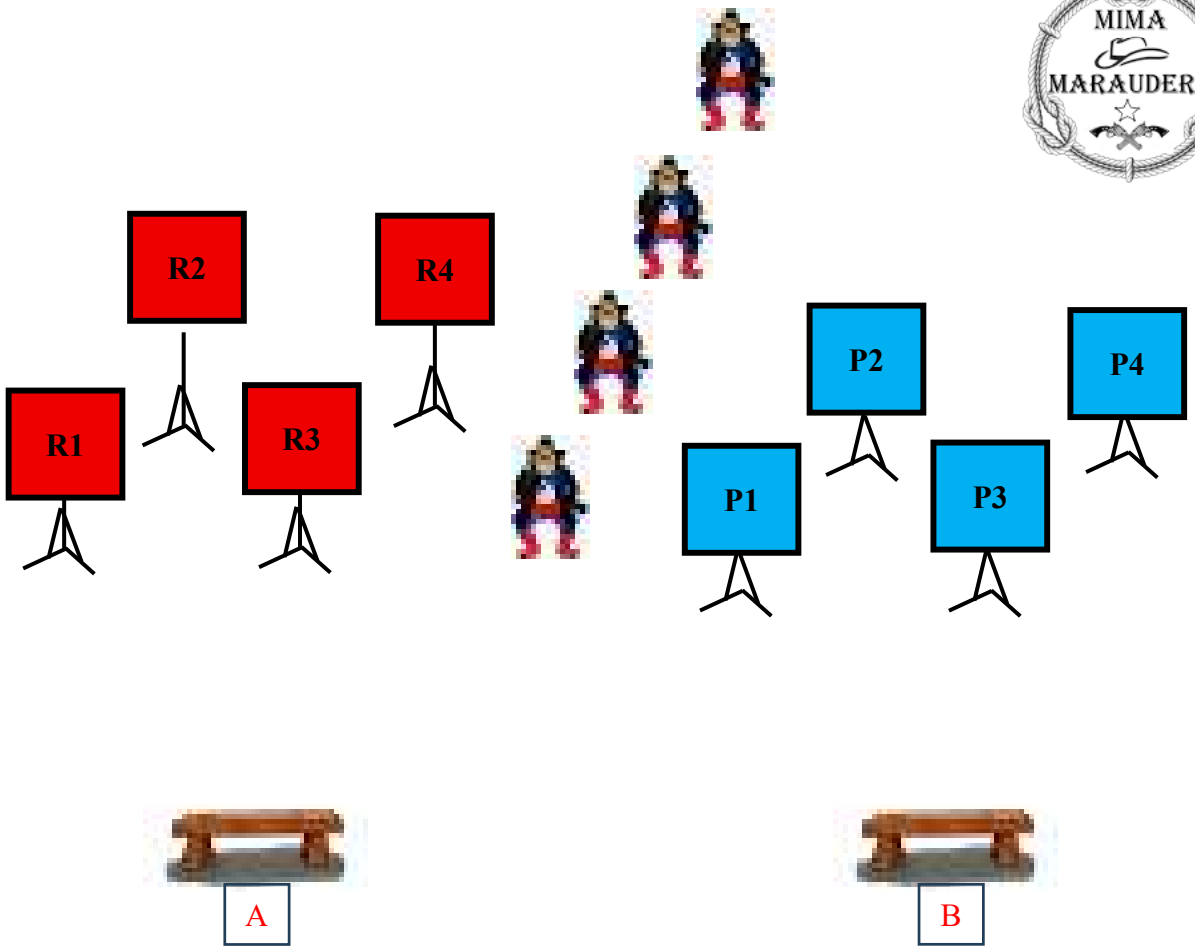
At the BEEP:
At Table A with the Rifle starting on "**R1**" engage the "**R**" targets in a single tap continuous Nevada Sweep for a total of 10 rounds. Make the Rifle safe.

At Table B with the Pistols starting on "**P1**" engage the "**P**" targets in a single tap continuous Nevada Sweep for a total of 10 rounds. Make the Pistols safe.

At Table A with the Shotgun, knock down the 4 fallers in any order (***both feet must be behind the table***). Make the Shotgun safe.

Stage design: Doc Kharon

CAS STAGE 2



Stage 2

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 and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'Don't make the same mistake twice.'**

Starting position: SASS Default.
Firing order: Rifle, Pistol, Shotgun, stage transition is engaged from Left / Right / Left.
Rifle and Pistols must be shot from opposite tables.

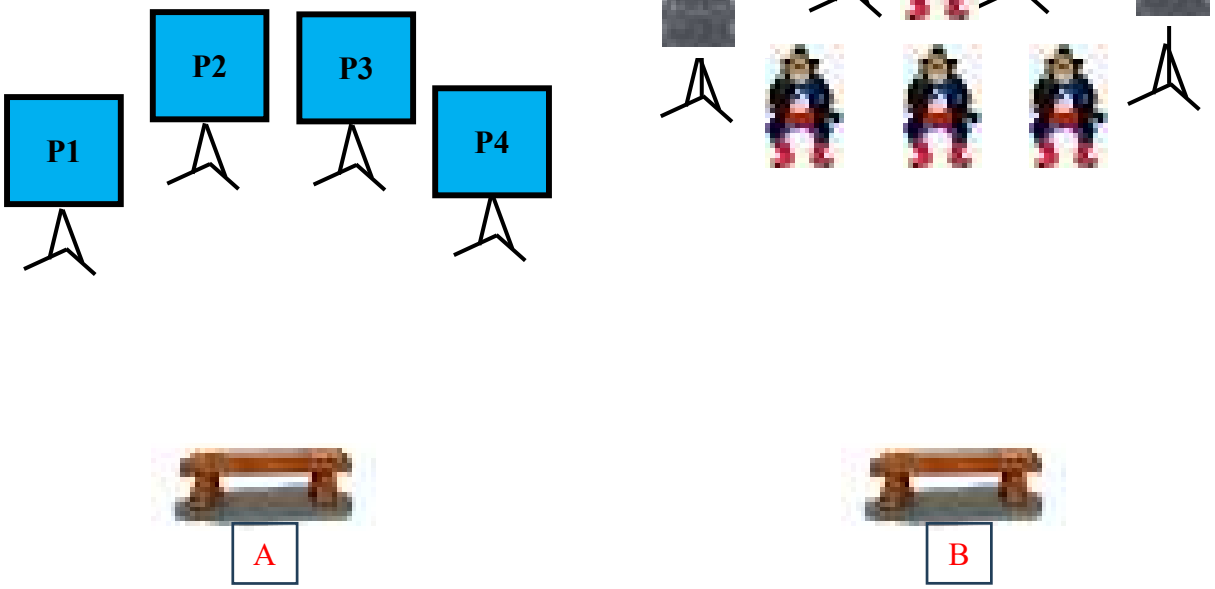
At the BEEP:
At Table A with the Rifle starting on "**R1**" engage the "**R**" targets in a continuous Nevada Sweep double tapping the outside targets for a total of 10 rounds. Make the Rifle safe.

At Table B with the Pistols starting on "**P1**" engage the "**P**" targets in a continuous Nevada Sweep double tapping the outside targets for a total of 10 rounds. Make the Pistols safe.

At Table A with the Shotgun, knock down the 4 fallers in any order (***both feet must be behind the table***). Make the Shotgun safe.

Stage design: Doc Kharon

CAS 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 Table of choice. Rifle is loaded and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'It is time to dance'**

Starting position: SASS Default.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.
Rifle and Pistols must be shot from opposite tables.
When firing any gun both feet must behind the table.

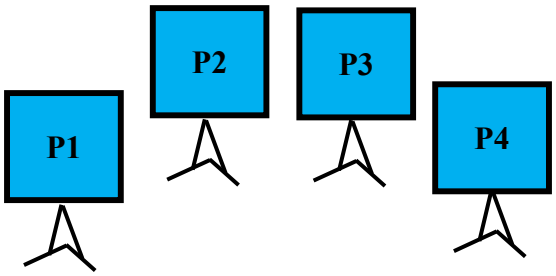
At the BEEP:
At Table A with the Pistols starting on "**P1**" engage the "**P**" targets with a Lawrence Welk Sweep for a total of 10 rounds. Make the Pistols safe. (***Lawrence Welk Sweep 1 on 1, 2 on 2, 3 on 3, 4 on 4***)

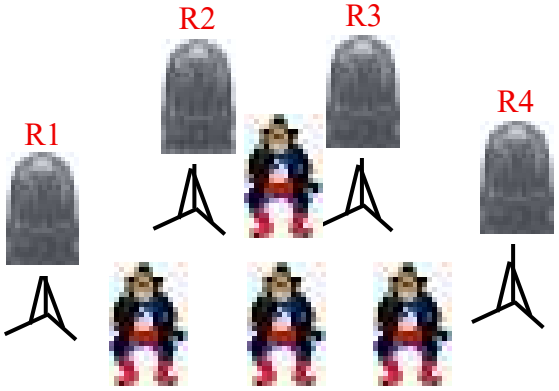
At Table B with the Rifle starting on "**R1**" engage the "**R**" targets with a Lawrence Welk Sweep for a total of 10 rounds. Make the Rifle safe. (***Lawrence Welk Sweep 1 on 1, 2 on 2, 3 on 3, 4 on 4***)

At Table B with the Shotgun, knock down the 4 fallers in any order. Make the Shotgun safe.

Stage design: Doc Kharon

CAS 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 of choice. Rifle is loaded and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'Remember life is a dance.'**

Starting position: SASS Default.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.
Rifle and Pistols must be shot from opposite tables.
When firing any gun both feet must behind the table.

At the BEEP:
At Table A with the Pistols starting on "**P1**" engage the "**P**" targets with a ***Reverse*** Lawrence Welk Sweep for a total of 10 rounds. Make the Pistols safe. (***Reverse Lawrence Welk Sweep 4 on 1, 3 on 2, 2 on 3, 1 on 4***)

At Table B with the Rifle starting on "**R1**" engage the "**R**" targets with a ***Reverse*** Lawrence Welk Sweep for a total of 10 rounds. Make the Rifle safe. (***Reverse Lawrence Welk Sweep 4 on 1, 3 on 2, 2 on 3, 1 on 4***)

At Table B with the Shotgun, knock down the 4 fallers in any order. Make the Shotgun safe.

Stage design: Doc Kharon

CAS 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 the Table of choice. Rifle is loaded and staged safely; Shotgun is unloaded and staged safely; Pistols is loaded with 5 each and holstered.

The shooter indicates ready by saying: **'Outlaws and saints both ride under the same sun'**

Starting position: SASS at the ready.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.
Rifle and Pistols must be shot from opposite tables.

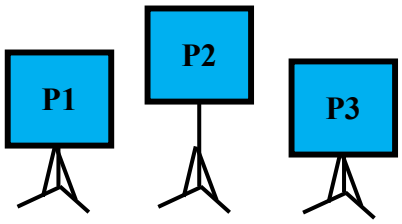
At the BEEP:
At Table A with the Pistols starting on either end engage the "**P**" targets in a 2-1-2 sweep then repeat exactly for a total of 10 rounds. Make the Pistols safe.

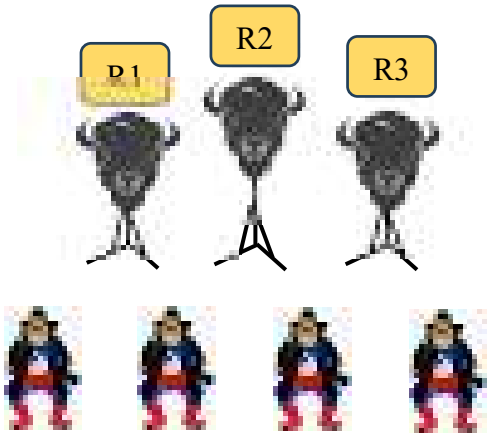
At Table B with the Rifle starting on either end engage the "**R**" targets in a 2-1-2 sweep then repeat exactly for a total of 10 rounds. Make the Rifle safe.

With the Shotgun, anywhere between **Table A** and **B** and along the ***Firing Line*** knock down the 4 fallers in any order. Make the Shotgun safe.

Stage design: Doc Kharon

CAS STAGE 6







Stage 6

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

The shooter indicates ready by saying: "**When in doubt, shoot first – ask later."**

Starting position: SASS at the ready.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.
Rifle and Pistols must be shot from opposite tables.

At the BEEP:
At Table A with the Pistols starting on either end engage the "**P**" targets in a 2-3-5 sweep for a total of 10 rounds. Make the Pistols safe.

At Table B with the Rifle starting on either end engage the "**R**" targets in a 2-3-5 sweep for a total of 10 rounds. Make the Rifle safe.

With the Shotgun, anywhere between **Table A** and **B** and along the ***Firing Line*** knock down the 4 fallers in any order. Make the Shotgun safe.

Stage design: Doc Kharon

MIMA MARAUDERS

FAST & FURIOUS

3 Bays – 9 Stages

Saturday, March 14, 2026

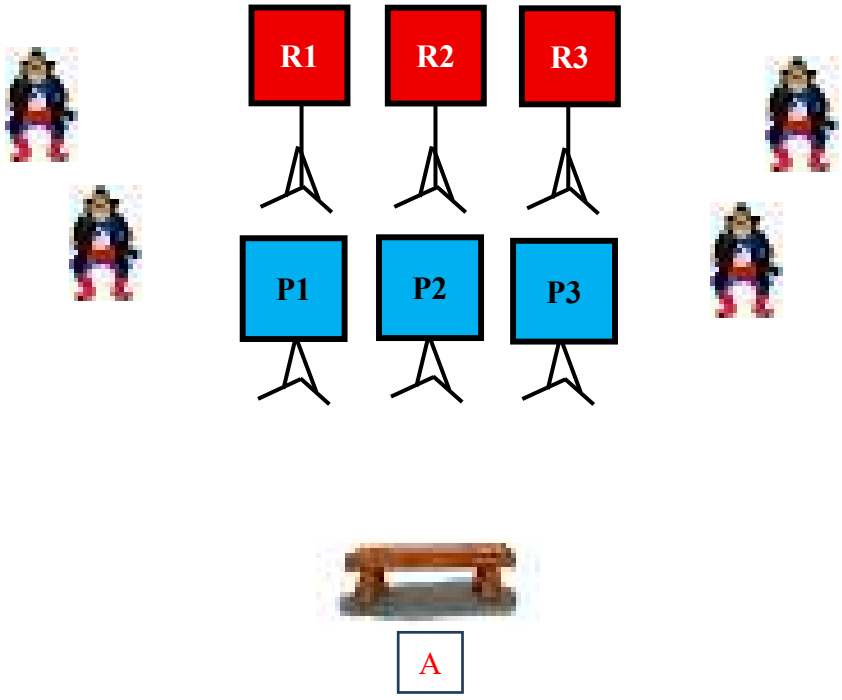
Match Fee: $15.00

Ammo Count
Rifle 90+/- rounds * Pistol 90+/- rounds * Shotgun 36+/- rounds

Setup: *Thursday, March 12th at 10:00 AM*
Registration: Saturday, March 14th at 9:00 AM
Safety Meeting: Saturday, March 14th at 9:30 AM
Main Match: Saturday, March 14th at 10:00 AM

Lunch and Awards after the main match.

FAST & FURIOUS STAGE 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 Table A. Rifle is loaded and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'I feel the need for speed.'**

Starting position: SASS at the ready – hovering not touching
Firing order: Shooter's choice.

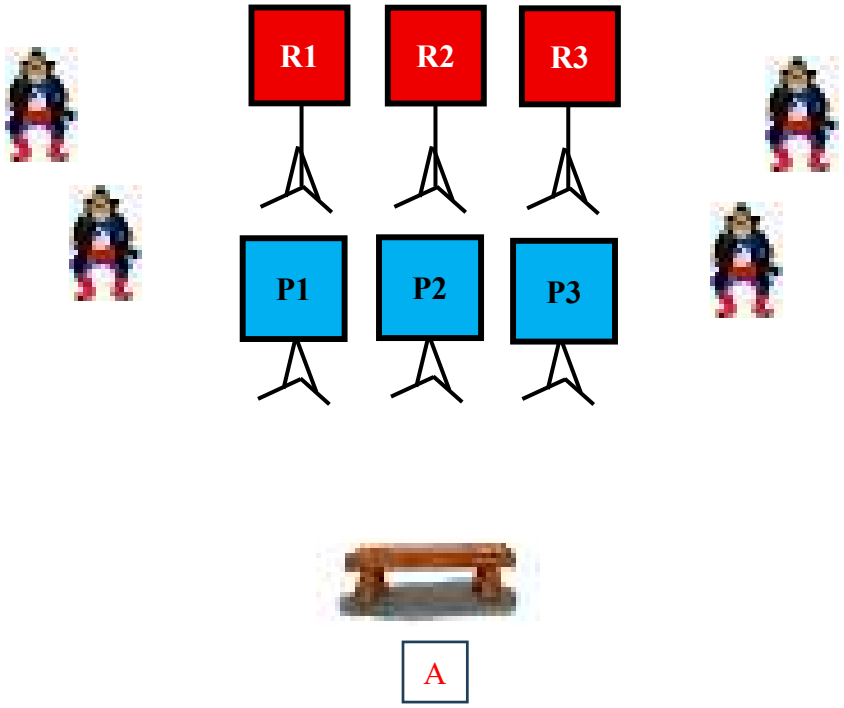
At the BEEP:
At Table A with the Rifle starting on either end place 3 rounds on each target (**NO QUAD TAPS**) for a total of 10 rounds. Make the Rifle safe. **(ROUND COUNT)**

At Table A with the Pistols same instruction as the Rifle for a total of 10 rounds. Make the Pistols safe.

At Table A with the Shotgun, knock down any 2 fallers in any order. Make the Shotgun safe.

Stage design: Doc Kharon

FAST & FURIOUS STAGE 2



Stage 2

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 and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'Rules of a gunfight – cheat to win.'**

Starting position: SASS at the ready – hovering not touching
Firing order: Shooter's choice.

At the BEEP:
At Table A with the Rifle starting on either end shoot a double tap Nevada sweep for a total of 10 rounds. Make the Rifle safe.

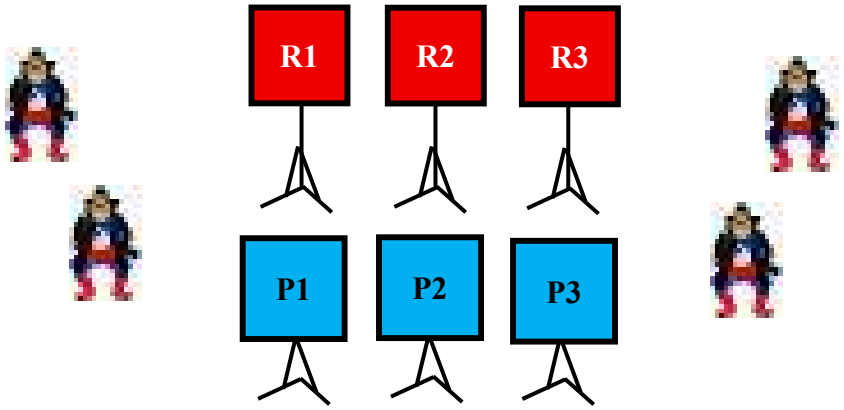
At Table A with the Pistols starting on either end shoot a double tap Nevada sweep for a total of 10 rounds. Make the Pistols safe.

At Table A with the Shotgun, knock down 1 faller on each side of the R/P targets in any order. Make the Shotgun safe.

Stage design: Doc Kharon

FAST & FURIOUS STAGE 3

“





A

Stage 3

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 and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **‘Don’t forget incoming fire has the right of way.’**

Starting position: SASS at the ready – hovering not touching
Firing order: Shooter’s choice.

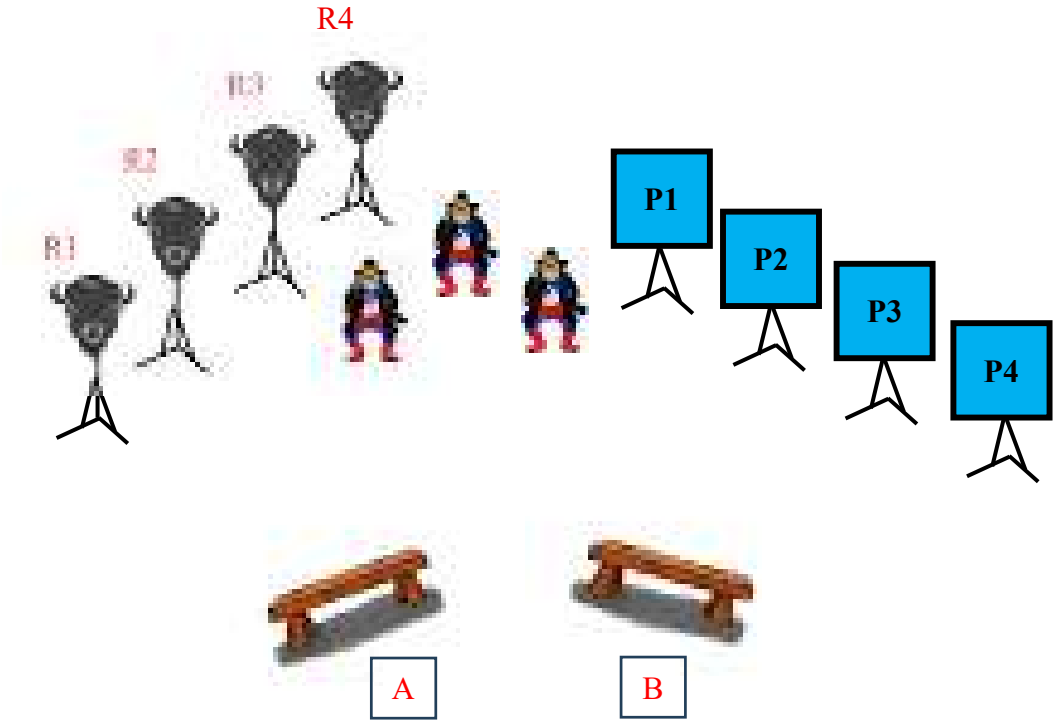
At the BEEP:
At Table A with the Rifle starting on “R2” triple tap “R2” and single tap “R1 & R3” then repeat for a total of 10 rounds. Make the Rifle safe.

At Table A with the Pistols starting on “P2” triple tap “P2” and single tap “P1 & P3” then repeat for a total of 10 rounds. Make the Pistols safe.

At Table A with the Shotgun, knock down 4 fallers in any order. Make the Shotgun safe.

Stage design: Doc Kharon

FAST & FURIOUS 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 of choice. Rifle is loaded and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'It is time to dance'**

Starting position: Hands on gun(s) of choice.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

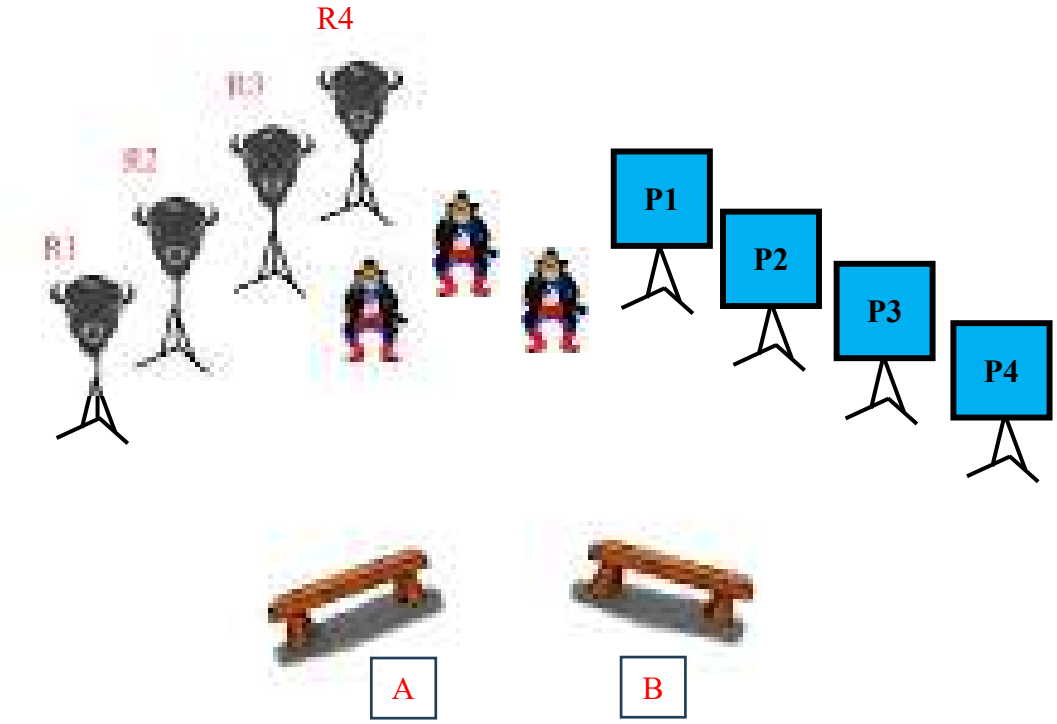
At the BEEP:
At Table A with the Rifle starting on "**R1**" shoot a Lawrence Welk Sweep for a total of 10 rounds.
Make the Rifle safe. (***Lawrence Welk Sweep 1 on 1, 2 on 2, 3 on 3, 4 on 4***)

At Table B with the Pistols starting on "**P1**" shoot a Lawrence Welk Sweep for a total of 10 rounds.
Make the Pistols safe. (***Lawrence Welk Sweep 1 on 1, 2 on 2, 3 on 3, 4 on 4***)

At Table A or B with the Shotgun, knock down the 2 fallers in any order. Make the Shotgun safe.

Stage design: Doc Kharon

FAST & FURIOUS STAGE 5



Stage 5

You will need 10 Rifle, 10 Pistol, **NO Shotgun**. The shooter starts standing with both feet behind Table of choice. Rifle is loaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'Take your time faster.'**

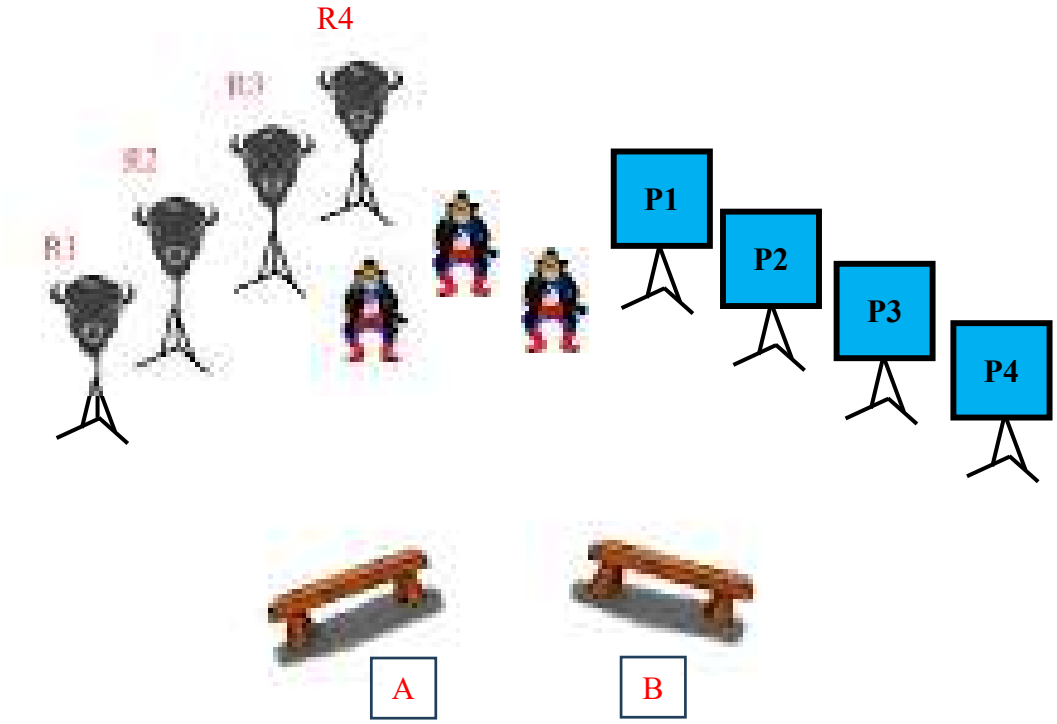
Starting position: Hands on gun(s) of choice.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

At the BEEP:
At Table A with the Rifle starting on "**R1**" starting on either end shoot a 1-2-2-5 sweep for a total of 10 rounds. Make the Rifle safe.

At Table B with the Pistols starting on "**P1**" starting on either end shoot a 1-2-2-5 sweep for a total of 10 rounds. Make the Pistols safe.

Stage design: Doc Kharon

FAST & FURIOUS STAGE 6



Stage 6

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 and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'One at a time in a gunfight.'**

Starting position: Hand on Shotgun.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

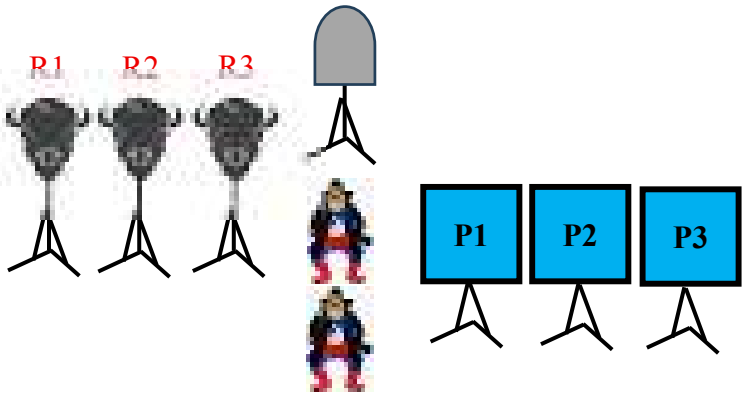
At the BEEP:
At Table A with the Rifle starting on either end shoot two 2-1-1-1 sweeps starting on the same end each time for a total of 10 rounds. Make the Rifle safe.

At Table B with the Pistols starting on either end shoot two 2-1-1-1 sweeps starting on the same end each time for a total of 10 rounds. Make the Pistols safe.

At Table A or B with the Shotgun, knock down the 3 fallers in any order. Make the Shotgun safe.

Stage design: Doc Kharon

FAST & FURIOUS STAGE 7





Stage 7

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 and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'There ain't any rules, let's fight.'**

Starting position: Gun of choice in hand – at low port (waist level).
Firing order: Shooter's Choice.

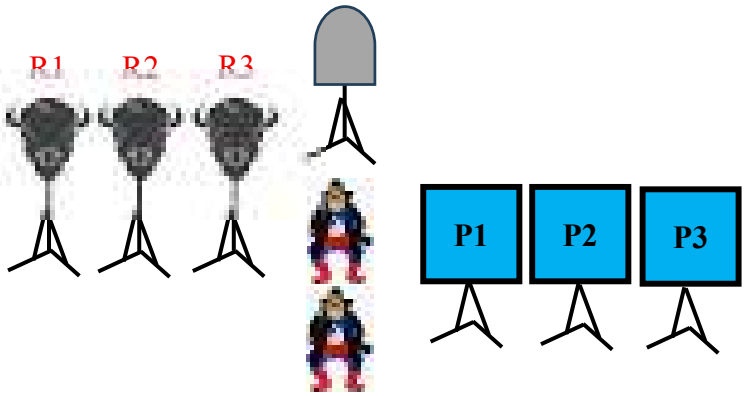
At the BEEP:
At Table A with the Rifle starting on either end shoot a single tap Nevada Sweep for 5 rounds then place 5 rounds on "R2" for a total of 10 rounds. Make the Rifle safe.

At Table A with the Pistols starting on either end shoot a single tap Nevada Sweep for 5 rounds then place 5 rounds on "P2" for a total of 10 rounds. Make the Pistols safe.

At Table A with the Shotgun, knock down the 2 fallers in any order. Make the Shotgun safe.

Stage design: Doc Kharon

FAST & FURIOUS STAGE 8





Stage 8

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 and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'Perhaps I may yet die with my boots on.'**

Starting position: Gun of choice in hand – at low port (waist level).
Firing order: Shooter's Choice.

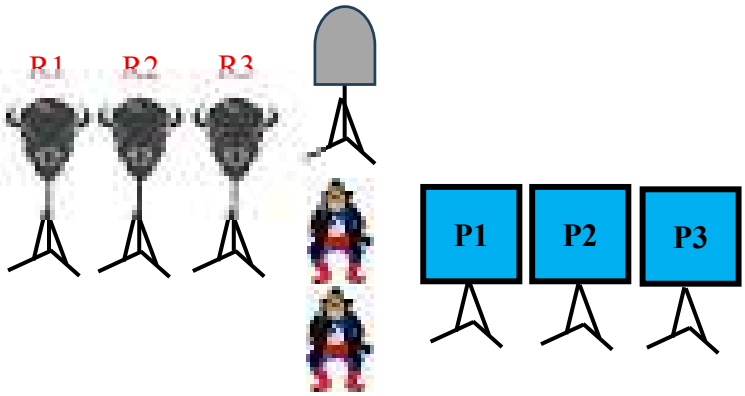
At the BEEP:
At Table A with the Rifle starting on "R1" place 2 on R1, 3 on R2, 2 on R3, and 3 on R2 for a total of 10 rounds. Make the Rifle safe.

At Table A with the Pistols starting on "P1" place 2 on P1, 3 on P2, 2 on P3, and 3 on P2 for a total of 10 rounds. Make the Pistols safe.

At Table A with the Shotgun, double tap the tombstone. Make the Shotgun safe.

Stage design: Doc Kharon

FAST & FURIOUS STAGE 9





Stage 9

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 and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'If you hear the shot you have won.'**

Starting position: Gun of choice in hand – at low port (waist level).
Firing order: Shooter's Choice.

At the BEEP:
At Table A with the Rifle starting on "R1" shoot a 5-3-2 sweep for a total of 10 rounds.
Make the Rifle safe.

At Table A with the Pistols starting on "P1" shoot a 5-3-2 sweep for a total of 10 rounds.
Make the Pistols safe.

At Table A with the Shotgun, knock down the 2 fallers and double tap the tombstone. Make the Shotgun safe.

Stage design: Doc Kharon

MIMA MARAUDERS

Cowboy Action Shooting

3 Bays – 6 Stages

Saturday, April 11, 2026

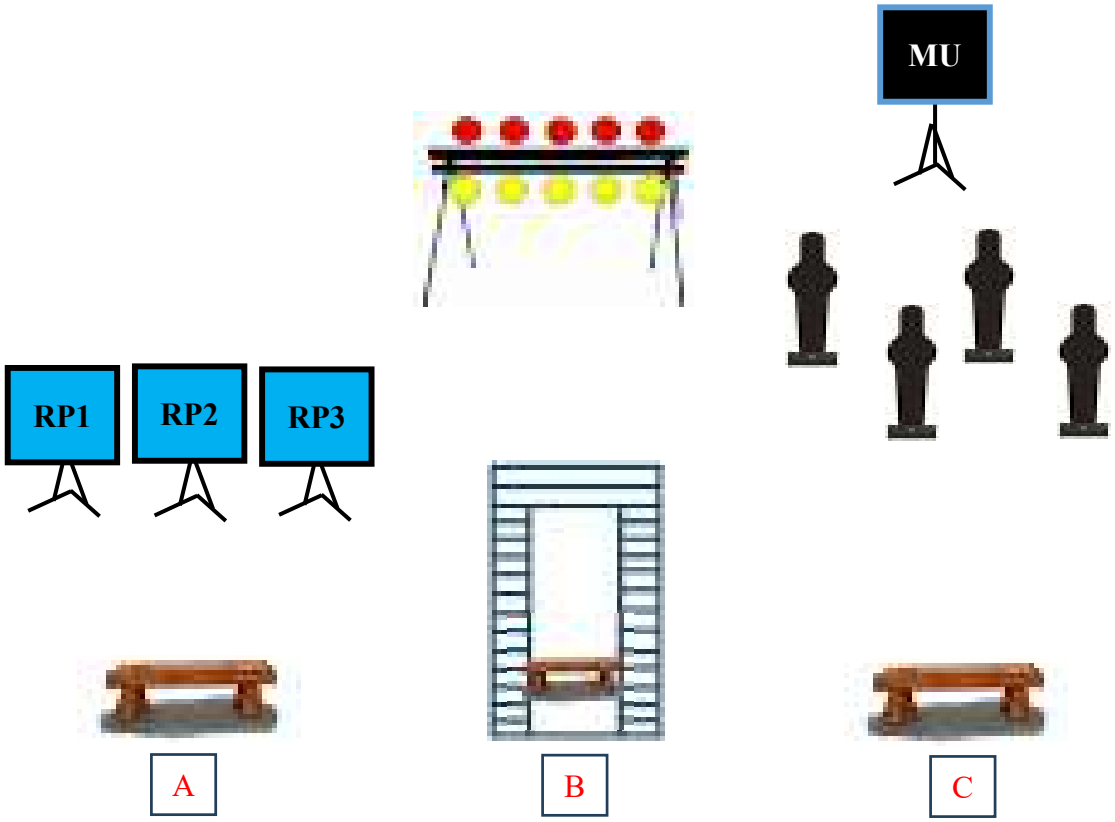
Match Fee: $15.00

Ammo Count
Rifle 60+/- rounds * Pistol 60+/- rounds * Shotgun 25+/- rounds
(round counts are minimums)

Setup: ***Thursday, April 9th at 10:00 AM***
Registration: Saturday, April 11th at 9:00 AM
Safety Meeting: Saturday, April 11th at 9:30 AM
Main Match: Saturday, April 11th at 10:00 AM

Lunch and Awards after the main match.

COWBOY ACTION BAY 4 - STAGE 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 Table of choice. Rifle is loaded and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'Sign me up'**

Starting position: SASS default.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

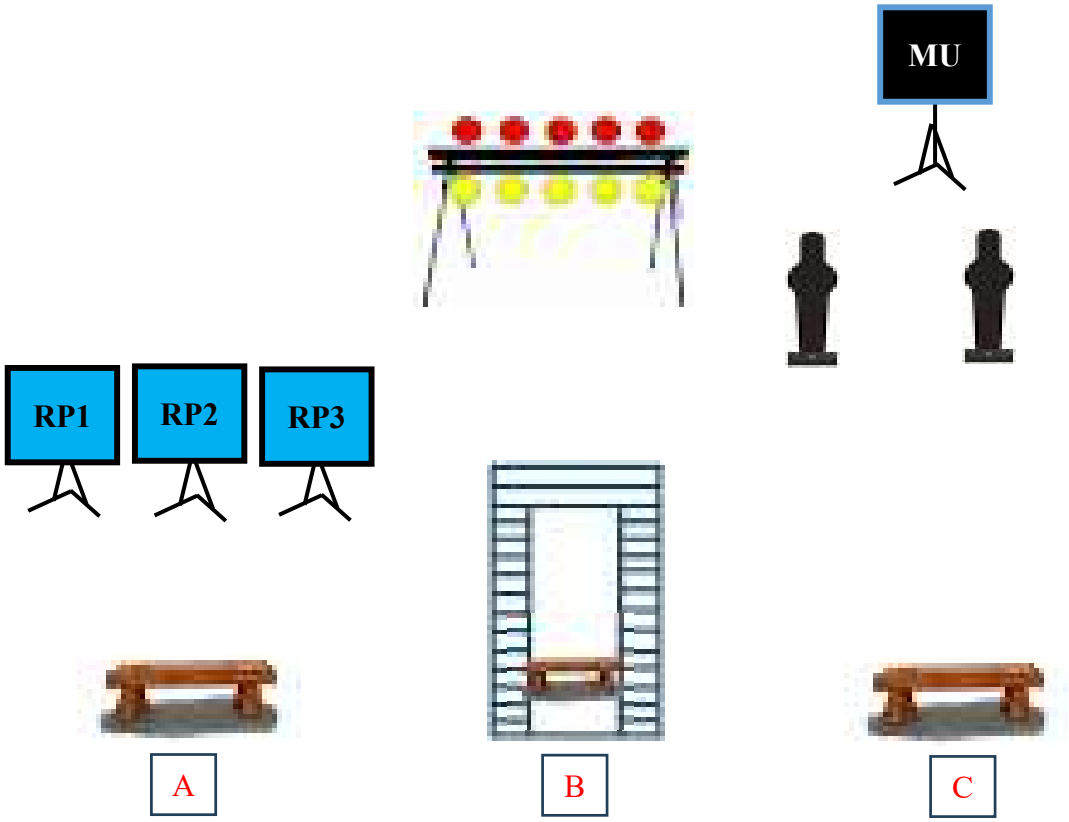
At the BEEP:
At Table A with the Pistol starting on either end shoot a 2-6-2 sweep for a total of 10 rounds. Make the Pistol safe.

At Table B with the Rifle knock down the 5 red plates then knock back the 5 yellow plates for of 10 rounds. Make the Rifle safe.

At Table C with the Shotgun, knock down the 4 fallers then (***IF NEEDED***) shoot the "**MU**" target 1 round for each faller or plate still standing. Make the Shotgun safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 4 - STAGE 2



Stage 2

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 and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **'You must not draw…until the buzzer sounds.'**

Starting position: SASS default.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

At the BEEP:

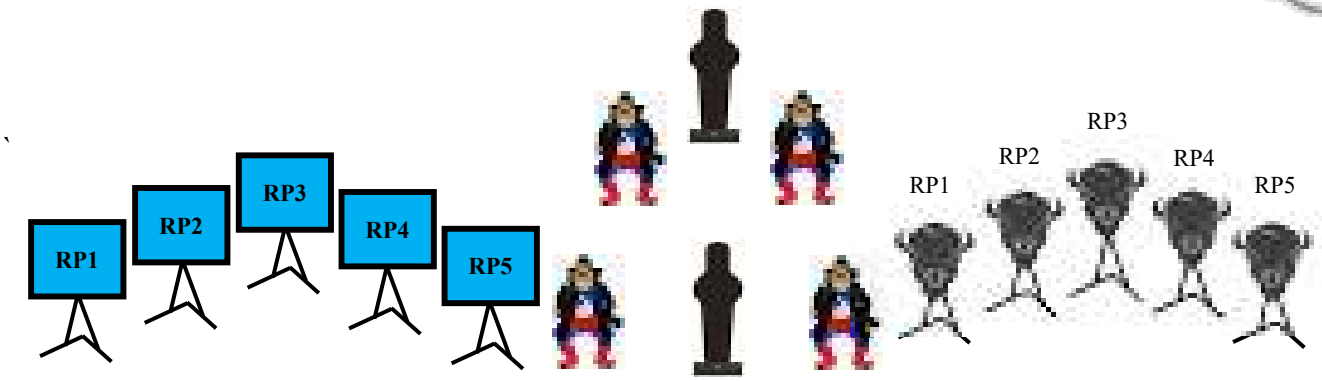
At Table A with the Pistol starting on either end shoot a Nevada sweep for a total of 5 rounds. Make the Pistol safe.

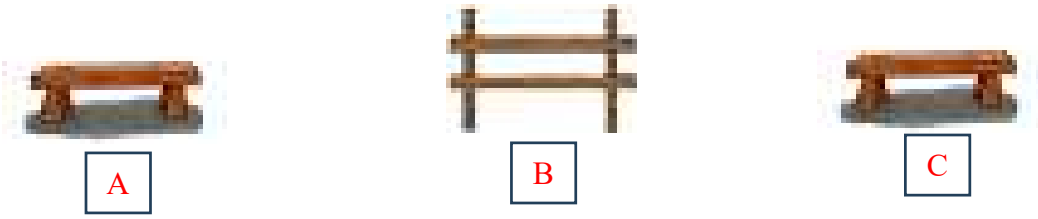
At Table B with the Pistol and Rifle, with Pistol knock down the 5 red plates **THEN** with the Rifle knock back the 5 yellow plates for 5 rounds then place 5 rounds on the "**MU**" target. Make the Pistol and Rifle safe.

At Table C with the Shotgun, knock down the 2 fallers then (***IF NEEDED***) shoot the "**MU**" target 1 round for each faller or plate still standing. Make the Shotgun safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 5 - 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 Table of choice. Rifle is loaded and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: "**He made me do it**."

Starting position: Touching (not lifting) weapon of choice.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.
(**Rifle and Pistol must be shot from opposite tables**)

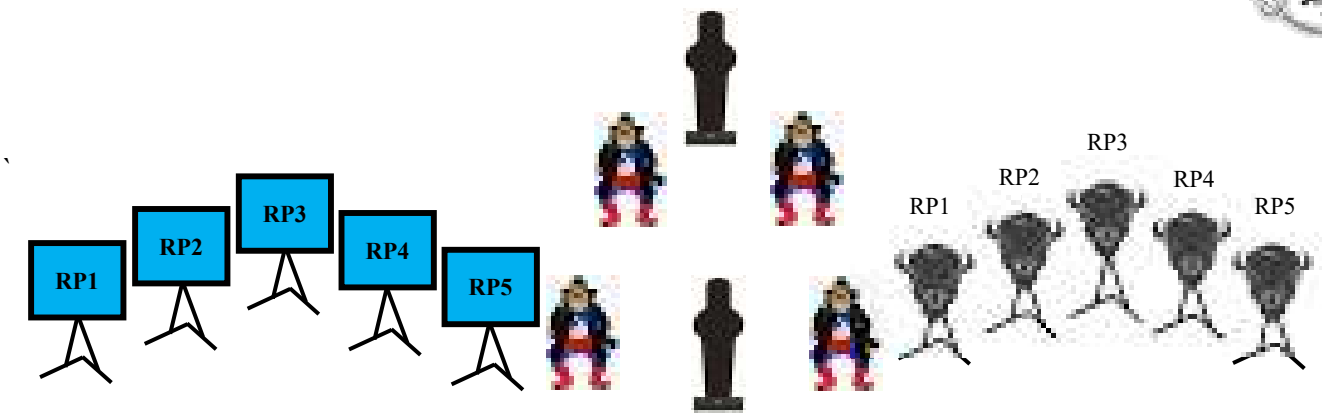
At the BEEP:
At Table A or C with the Rifle starting on either end shoot 1-1-6-1-1 sweep for a total of 10 rounds. Make the Rifle safe.

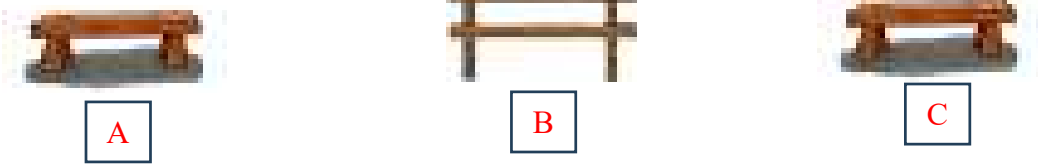
At Table B with the Shotgun, from ***BETWEEN*** the fence posts knock down the 6 fallers in any order. Make the Shotgun safe.

At Table A or C with the Pistol starting on either end shoot 1-1-6-1-1 sweep for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 5 - 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 of choice. Rifle is loaded and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: "**Whoever is left standing is the winner**."

Starting position: Grasping hands behind your back.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.
(**Rifle and Pistol must be shot from opposite tables**)

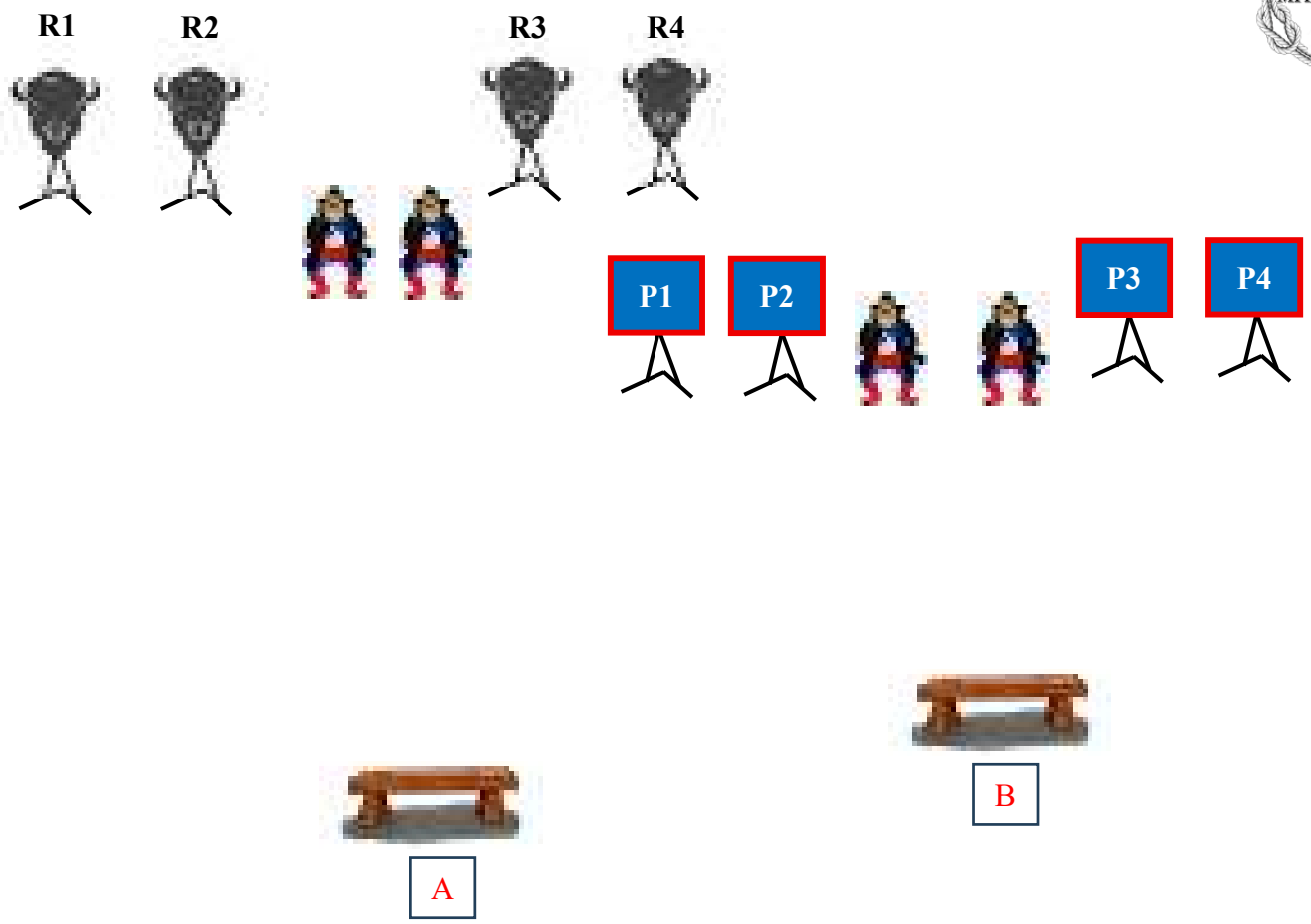
At the BEEP:
At Table A or C with the Pistols single tap "RP3" then double tap the two outside targets **THEN** repeat using the opposite-side targets for a total of 10 rounds. Make the Pistols safe.

At Table B with the Shotgun, from ***BETWEEN*** the fence posts knock down any **2 Cowboy fallers** in any order. Make the Shotgun safe.

At Table A or C with the Rifle single tap "RP3" then double tap the two outside targets **THEN** repeat using the opposite-side targets for a total of 10 rounds. Make the Rifle safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 6 - 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 and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: "**Taxation without representation.**"

Starting position: SASS at the ready.
Firing order: Stage transition must be engaged from Left to Right.

At the BEEP:

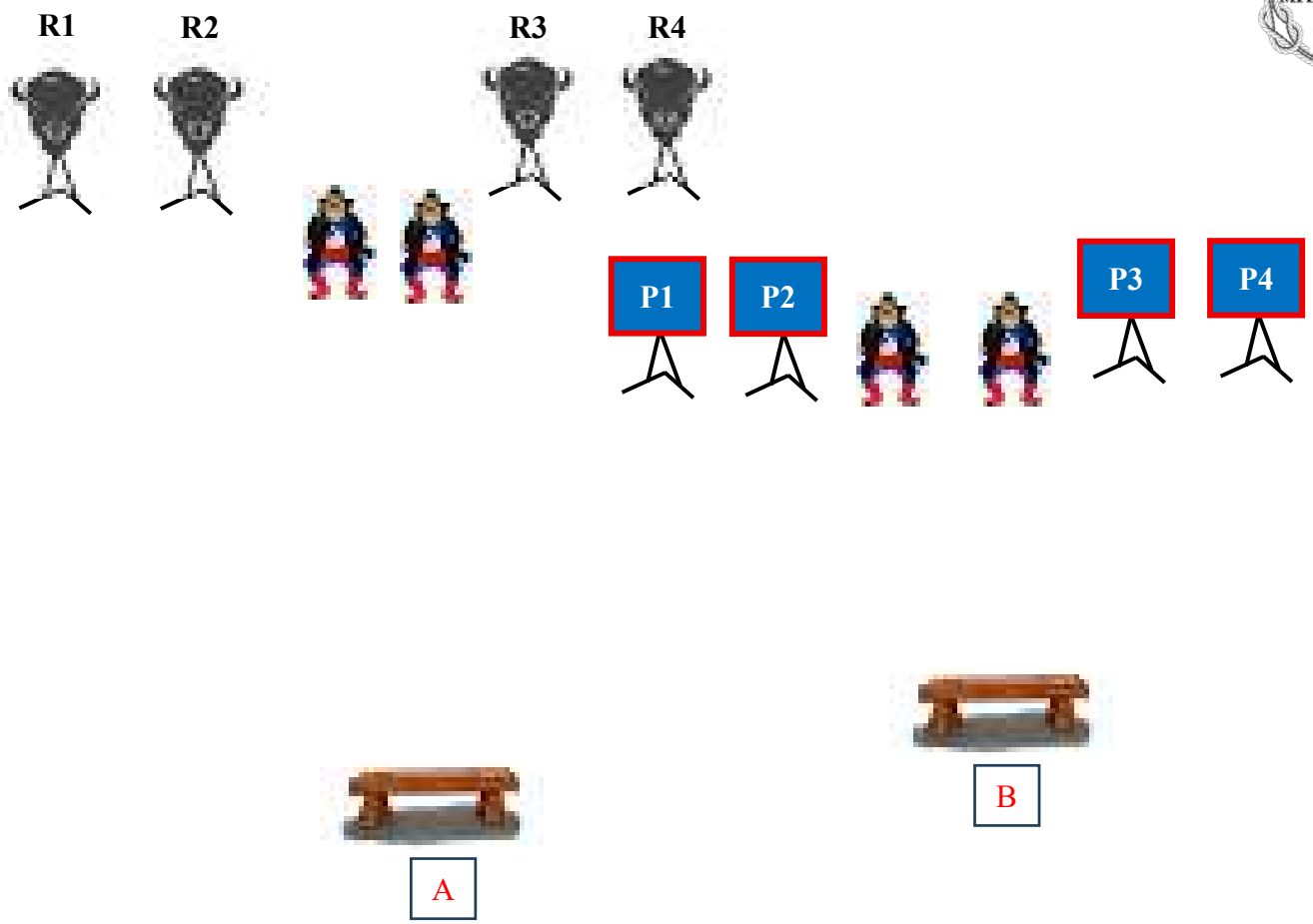
At Table A with the Rifle starting on either end shoot an IRS sweep for a total of 10 rounds. Make the Rifle safe ***POINTED INTO THE BERM***. Shooter will be called back if Rifle is not pointed into the left berm (left of R2).

At Table A and B with the Shotgun, knock down 2 fallers at each table. Make the Shotgun safe.

At Table B with the Pistols starting on either end shoot an IRS sweep for a total of 10 rounds. Make the Pistols safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 6 - STAGE 6



Stage 6

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 and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: "**Play the cards you are dealt."**

Starting position: SASS at the ready.
Firing order: Stage transition must be engaged from Left to Right.

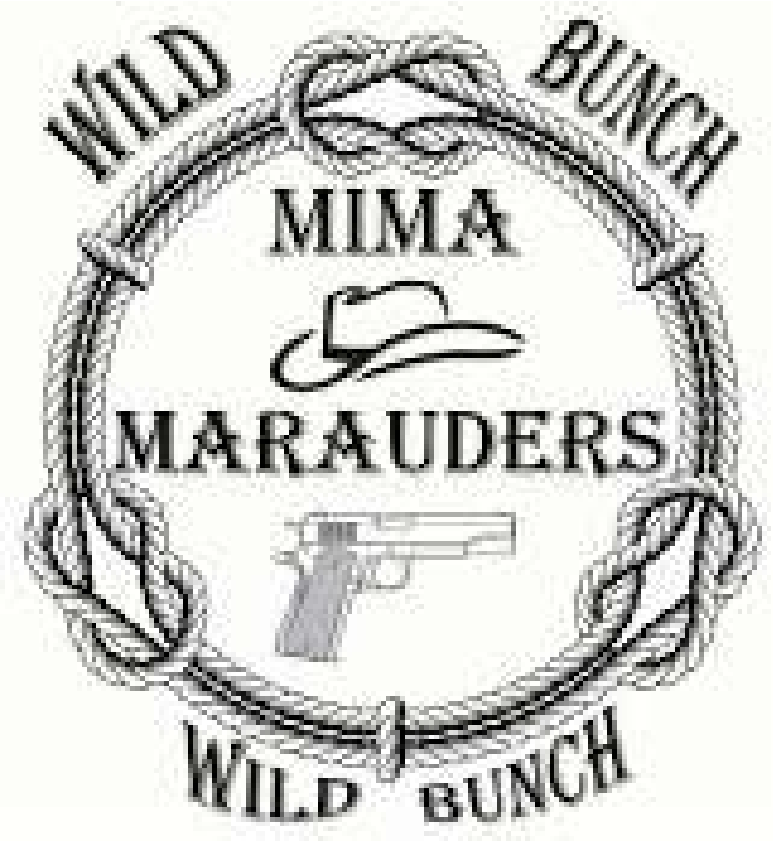
At the BEEP:

At Table A with the Rifle knock down a faller and double tap each ***adjacent*** target, **THEN** knock down a faller and double tap each ***adjacent*** target for a total of 10 rounds. Make the Rifle safe ***POINTED INTO THE BERM***. Shooter will be called back if Rifle is not pointed into the left berm (left of R2).

At Table A and B with the Shotgun, knock down any remaining fallers at each table prior to movement. Make the Shotgun safe.

At Table B with the Pistols knock down a faller and double tap each ***adjacent*** target, **THEN** knock down a faller and double tap each ***adjacent*** target for a total of 10 rounds. Make the Pistols safe.

Stage design: Doc Kharon



Wild Bunch Match

2 Bays – 6 Stages

Sunday, April 12, 2026

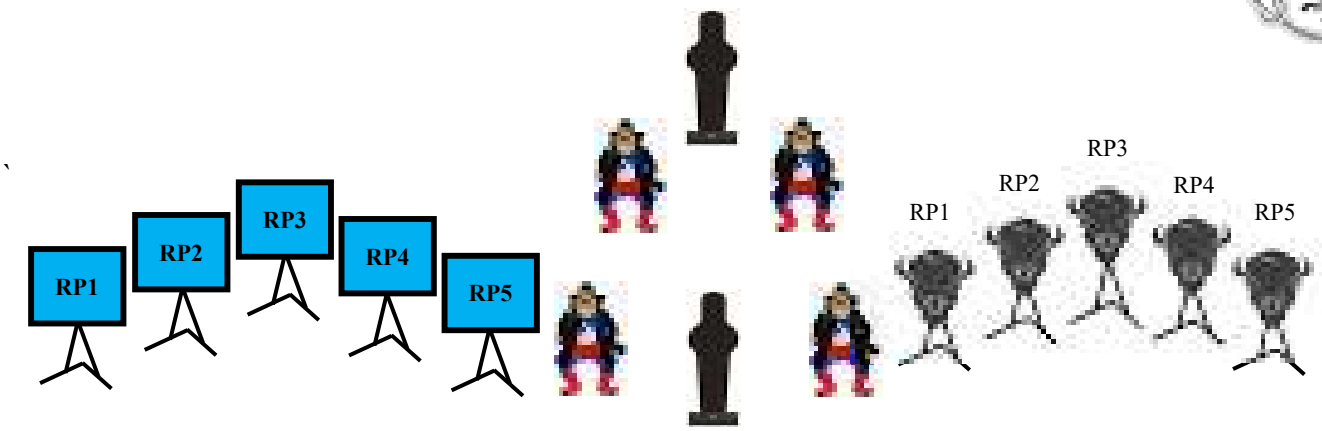
Match Fee: $15.00

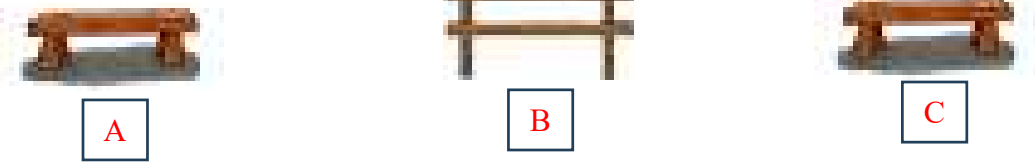
Ammo Count
Rifle 47+/- rounds * Pistol 131+/- rounds * Shotgun 26+/- rounds
(round counts are minimums)

Setup: NO SETUP
Registration: Sunday, April 12th at 9:00 AM
Safety Meeting: Sunday, April 12th at 9:30 AM
Main Match: Sunday, April 12th at 10:00 AM

Lunch and Awards after the main match.

WILD BUNCH BAY 5 - STAGE 1





Stage 1

You will need **10 Rifle**, **14 Pistol**, and **6 Shotgun** shells. The shooter starts standing with both feet behind the Table of choice. Rifle is loaded and staged safely; Shotgun is loaded and staged safely; Pistol is loaded and holstered.

The shooter indicates ready by saying: "**Real grit is earned**."

Starting position: SASS at the ready.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

At the BEEP:

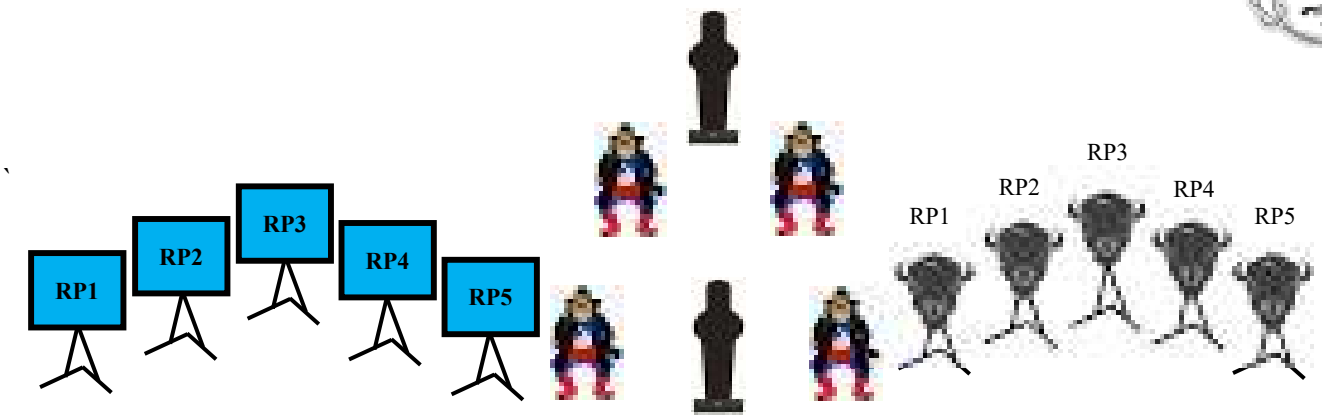
At Table A with the Pistol starting on either end shoot a 3-3-2-3-3 sweep for a total of 14 rounds. Make the Pistol safe.

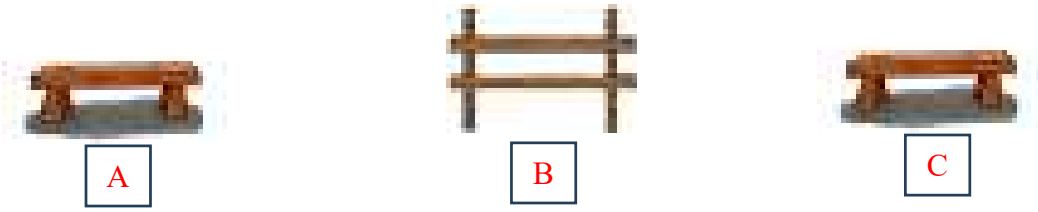
At Table B with the Shotgun, from ***BETWEEN*** the fence posts knock down the 6 fallers in any order. Make the Shotgun safe.

At Table C with the Rifle starting on either end shoot a double tap sweep for a total of 10 rounds. Make the Rifle safe.

Stage design: Doc Kharon

WILD BUNCH BAY 5 - STAGE 2





Stage 2

You will need **10 Rifle**, **28 Pistol**, and **4 Shotgun** shells. The shooter starts standing with both feet behind the Table of choice. Rifle is loaded and staged safely; Shotgun is loaded and staged safely; Pistol is loaded and holstered.

The shooter indicates ready by saying: "**Tough times don't last**."

Starting position: Shotgun in hands at waist level.
Firing order: ***Shotgun, Pistol, Rifle, Pistol***

At the BEEP:

At Table B with the Shotgun, from ***BETWEEN*** the fence posts knock down the **4 Cowboy fallers** in any order. Make the Shotgun safe.

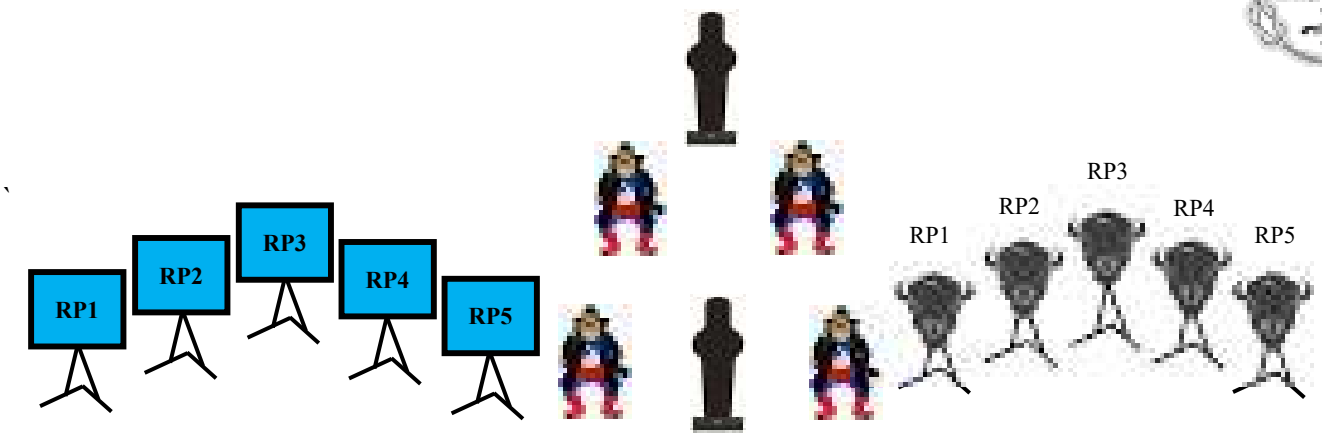
At Table A with the Pistol triple tap "**P1** and **P5**", then single tap "**P3**"; then triple tap "**P2** and **P4**" then single tap "**P3**" for a total of 14 rounds. Make the Rifle safe.

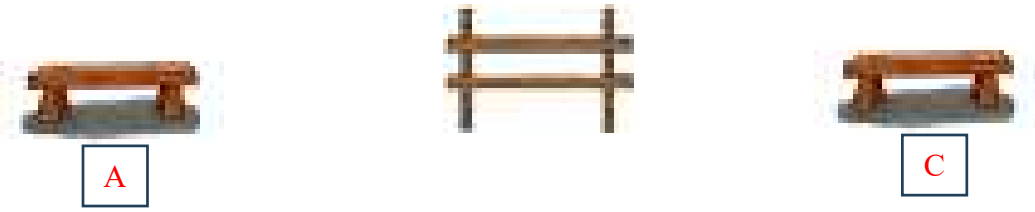
At Table C with the Rifle double tap in the following order "**R1**, **R5**, **R2**, **R4**, **R3**" for a total of 10 rounds. Make the Rifle safe.

At Table C with the Pistol same instructions as **Table A** for a total of 14 rounds. Make the Pistol safe.

Stage design: Doc Kharon

WILD BUNCH BAY 5 - STAGE 3





Stage 3

You will need **10 Rifle**, **28 Pistol**, and **4 Shotgun** shells. The shooter starts standing with both feet behind the Table of choice. Rifle is loaded and staged safely; Shotgun is loaded and staged safely; Pistol is loaded and holstered.

The shooter indicates ready by saying: "**Weakness isn't an option**."

Starting position: Hands flat on table.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

At the BEEP:

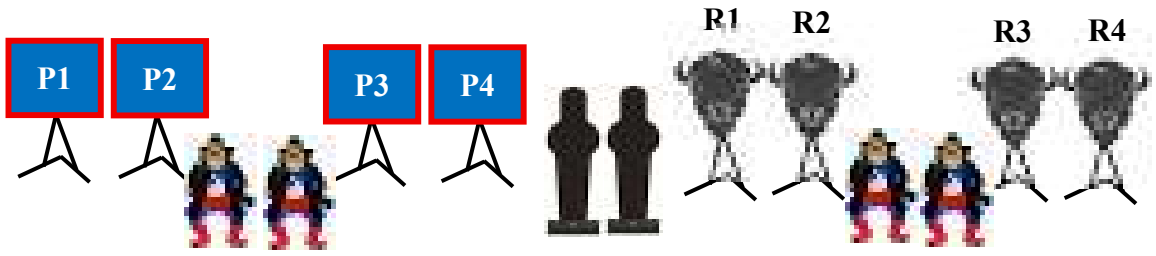
At Table A & C with the Pistol starting on either end shoot a Nevada sweep double taping "**P1**, **P3**, **P5**" each time for a total of 14 rounds at each table. Make the Pistol safe.

At Table A or C with the Rifle starting on either end **double tap the first target** then shoot a single tap Nevada sweep for a total of 10 rounds. Make the Rifle safe.

At Table of choice with the Shotgun, knock down any 4 fallers in any order. Make the Shotgun safe.

Stage design: Doc Kharon

WILD BUNCH BAY 6 - STAGE 4





Stage 4

You will need **10 Rifle**, **14 Pistol**, and **6 Shotgun** shells. The shooter starts standing with both feet behind the Table of choice. Rifle is loaded and staged safely; Shotgun is loaded and staged safely; Pistol is loaded and holstered.

The shooter indicates ready by saying: "**Left then Right**."

Starting position: SASS default.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

At the BEEP:

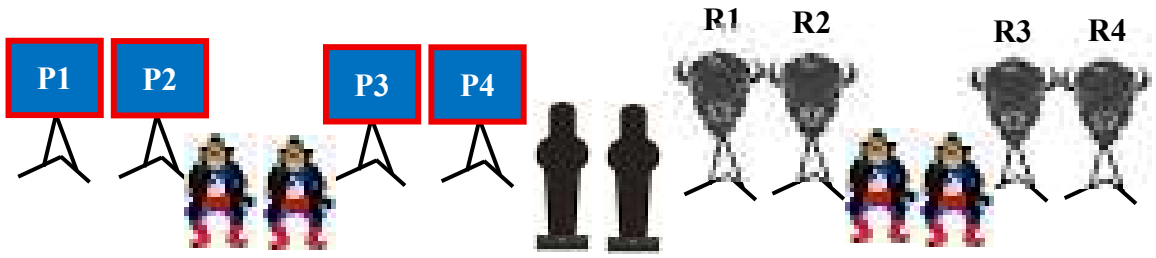
At Table A with the Pistol in order knock down the left Faller then **double** tap "**P2**" and **quad** tap "**P1**" repeat using the right-side targets. for a total of 14 rounds. Make the Pistol safe.

At Table B with the Rifle, knock down the Left Faller then double tap "**R2** & **R1**" repeat using the right-side targets for a total of 10 rounds.

Between Table A or B with the Shotgun knock down the center 2 fallers in any order. Make the Shotgun safe.

Stage design: Doc Kharon

WILD BUNCH BAY 6 - STAGE 5





Stage 5

You will need **0 or 7 Rifle**, **14 or 21 Pistol**, and **4 Shotgun** shells. The shooter starts standing with both feet behind the Table of choice. Rifle is loaded and staged safely; Shotgun is loaded and staged safely; Pistol is loaded and holstered. (***Shooter may elect to shoot entire stage with Pistol – no Rifle***)

The shooter indicates ready by saying: "**Did you bring a knife to a gunfight?**"

Starting position: SASS default.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

At the BEEP:

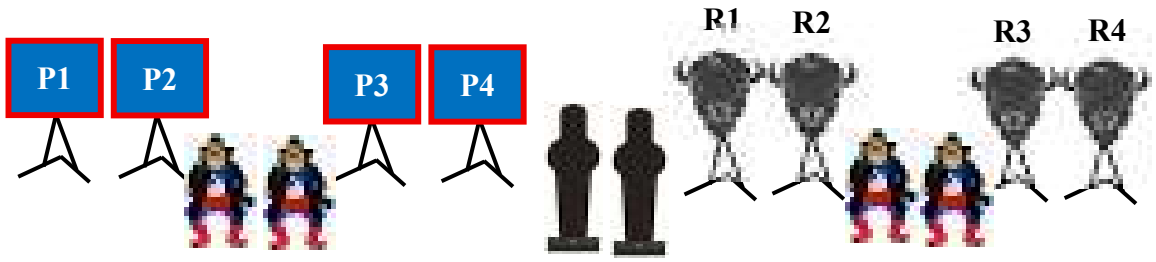
At Table A with the Pistol: shoot the "**P**" targets in the following sequence: **P1, P2-P2, P3-P3-P3, P4 / P4, P3-P3, P2-P2-P2, P1** for a total of 14 rounds. Make the Pistol safe. (1 on 1, 2 on 2, 3 on 3, 1 on 4 / 1 on 4, 2 on 3, 3 on 2, 1 on 1)

At Table B with the Pistol or Rifle, shoot the "**R**" targets in the following sequence: **R1, R2-R2, R3-R3-R3, R4** for a total of 7 rounds. Make the Rifle or Pistol safe. (1 on 1, 2 on 2, 3 on 3, 1 on 4)

At Table A or B with the Shotgun knock down any 4 fallers in any order. Make the Shotgun safe.

Stage design: Doc Kharon

WILD BUNCH BAY 6 - STAGE 6





Stage 6

You will need **NO Rifle**, **26 Pistol**, and **0 or 6 Shotgun** shells. The shooter starts standing with both feet behind the Table of choice. Shotgun is ***unloaded*** or loaded and staged safely; Pistol is loaded and holstered.

The shooter indicates ready by saying: "**Be relentless but be accurate.**"

Starting position: Pistol staged flat on table – hands at SASS default.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

At the BEEP:

At Table A to B with the Pistol: shoot all targets in the following sequence: **P1-P1, P2-P2-P2, Faller-Faller, P3-P3, P4-P4-P4, Faller- Faller, R1-R1, R2-R2-R2, Faller-Faller, R3-R3, R4-R4-R4** for a total of 26 rounds. Make the Pistol safe. (***2-3-1-1-2-3-1-1-2-3-1-1-2-3) (May start on either table***)

At Table A to B with the Shotgun knock down any remaining fallers still standing in any order. Make the Shotgun safe.

Stage design: Doc Kharon

MIMA MARAUDERS

Cowboy Action Shooting

3 Bays – 6 Stages

Saturday, May 9, 2026

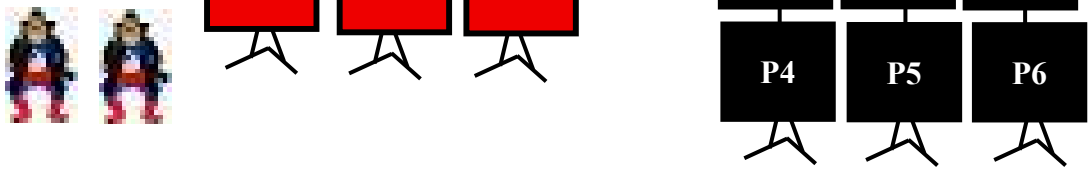
Match Fee: $15.00

Ammo Count
Rifle 60+/- rounds * Pistol 60 +/- rounds * Shotgun 25+/- rounds
(round counts are minimums)

Setup: *Thursday, May 7th at 10:00 AM*
Registration: Saturday, May 9th at 9:00 AM
Safety Meeting: Saturday, May 9th at 9:30 AM
Main Match: Saturday, May 9th at 10:00 AM

Lunch and Awards after the main match.

COWBOY ACTION BAY 4 - STAGE 1





A



B

Stage 1

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 and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: "**True grit never rusts.**"

Starting position: SASS default.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

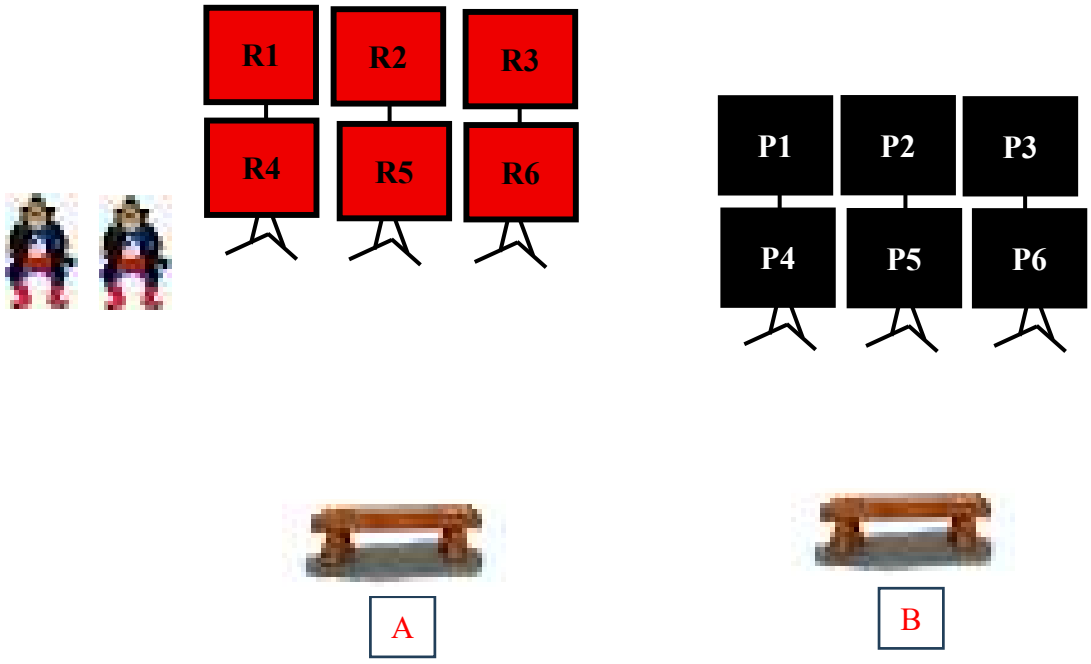
At the BEEP:
At Table A with the Rifle starting on either end of the upper row shoot a 1-3-1 sweep then repeat starting on the opposite end on the lower row for a total of 10 rounds. Make the Rifle safe.

At Table A with the Shotgun, knock down the 2 **KD's**. Make the Shotgun safe.

At Table B with the Pistols same instructions as the Rifle for a total of 10 rounds. Make the Rifle safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 4 - STAGE 2



Stage 2

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 and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: "**When in doubt, shoot first.**"

Starting position: SASS default.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

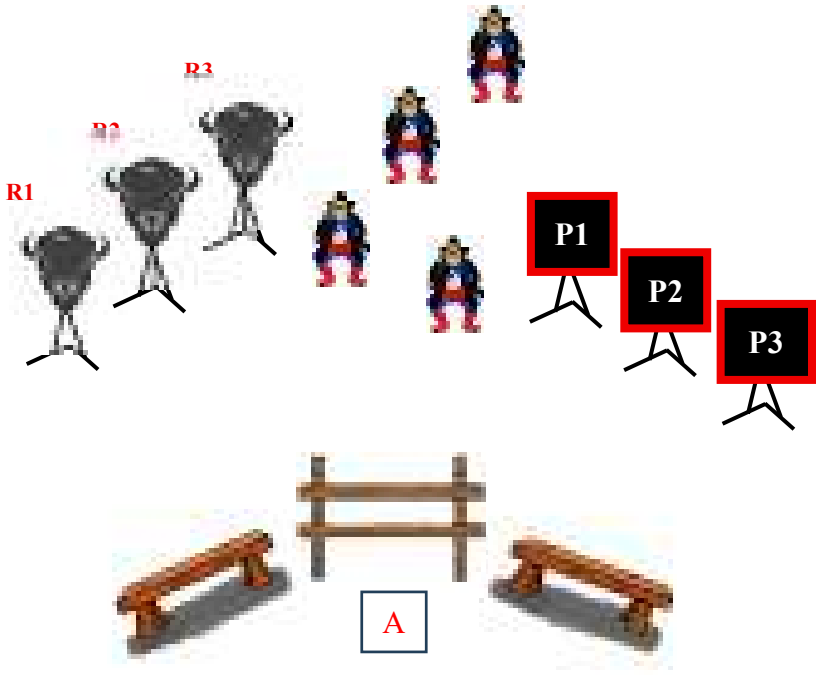
At the BEEP:
At Table A with the Rifle starting on the upper row shoot a 2-3-2 sweep **THEN** on the lower row shoot a 1-1-1 sweep for a total of 10 rounds. Make the Rifle safe.

At Table A with the Shotgun, knock down the 2 **KD's**. Make the Shotgun safe.

At Table B with the Pistols same instructions as the Rifle for a total of 10 rounds. Make the Rifle safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 5 - 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 the Table of choice. Rifle is loaded and staged safely; Shotgun is loaded and staged safely; Pistol is loaded and holstered.

The shooter indicates ready by saying: "**Strength is calm in the chaos**."

Starting position: SASS at the ready.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

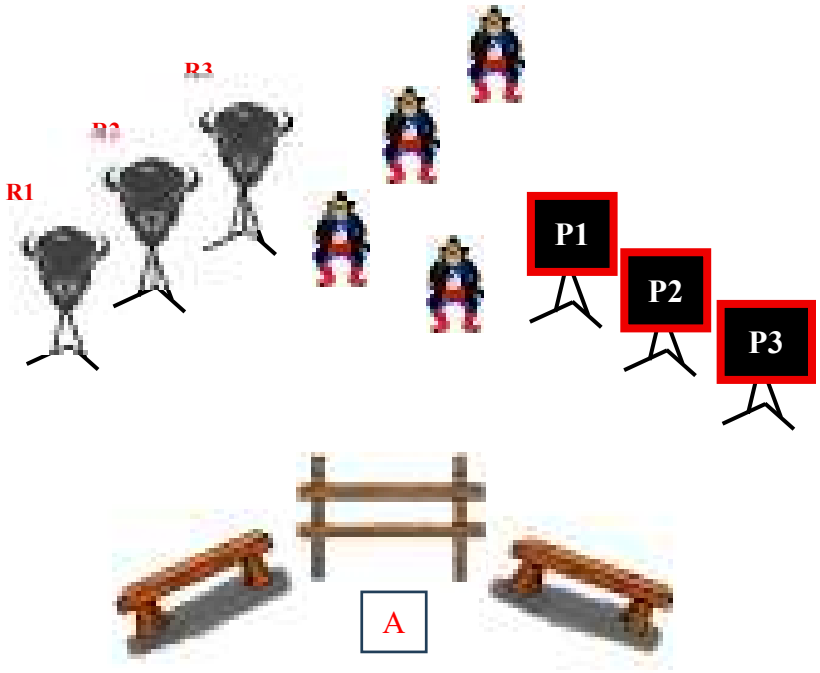
At the BEEP:
At Table A with the Rifle, starting on either end using the "R" targets shoot a single tap Nevada sweep for a total of 10 rounds. Make the Rifle safe.

At Table A with the Pistol starting on either end using the "P" targets shoot a single tap Nevada sweep for a total of 10 rounds. Make the Pistol safe.

At Table A with the Shotgun knock down the 4 KD's in any order. Make the Shotgun safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 5 - 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 the Table of choice. Rifle is loaded and staged safely; Shotgun is loaded and staged safely; Pistol is loaded and holstered.

The shooter indicates ready by saying: ""**It's not about the speed—it's about direction**."

Starting position: Gun of choice in hands.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.
If starting with Shotgun, under TO approval Shotgun may be loaded with 2 rounds on the line.

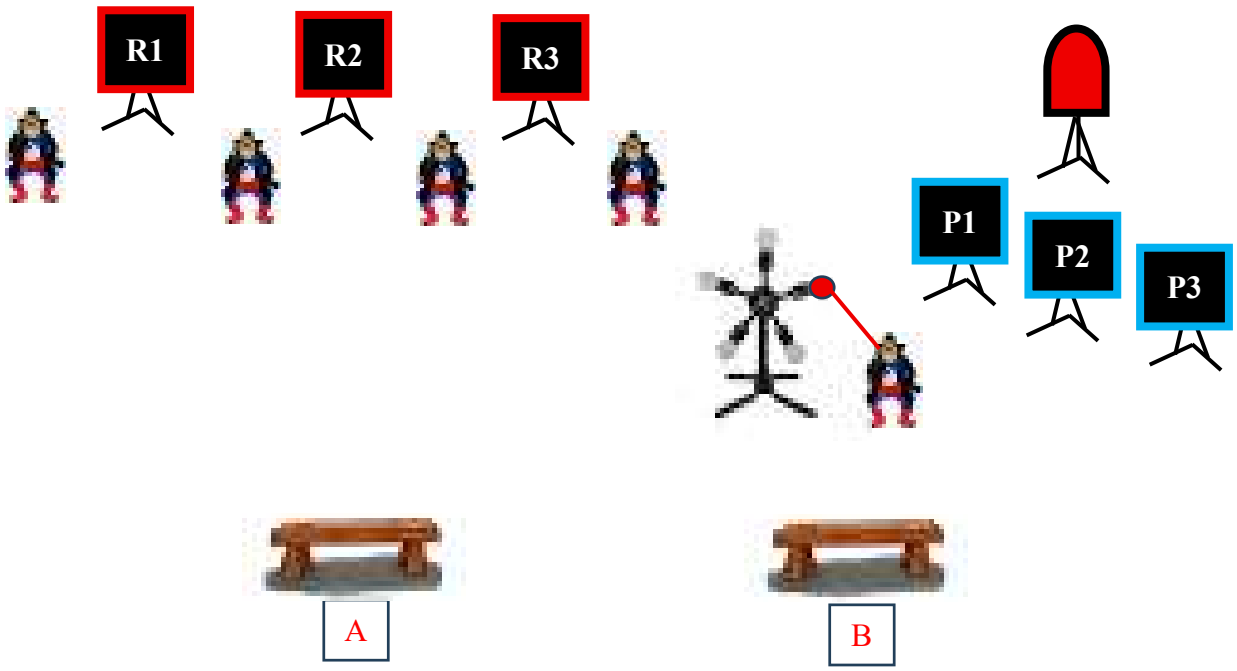
At the BEEP:
At Table A with the Shotgun knock down the 4 KD's in any order. Make the Shotgun safe.

At Table A with the Rifle, using the "R" targets place at least 2 rounds on each target for a total of 10 rounds. Make the Rifle safe.

At Table A with the Pistol using the "P" targets same instructions as the Rifle for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 6 – 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 the Table A. Rifle is loaded and staged safely; Shotgun is unloaded and staged safely; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: "Twinkle, twinkle little star"

Starting position: SASS default.
Firing order: Shooter's Choice stage transition may be engaged from Left to Right or Right to Left.

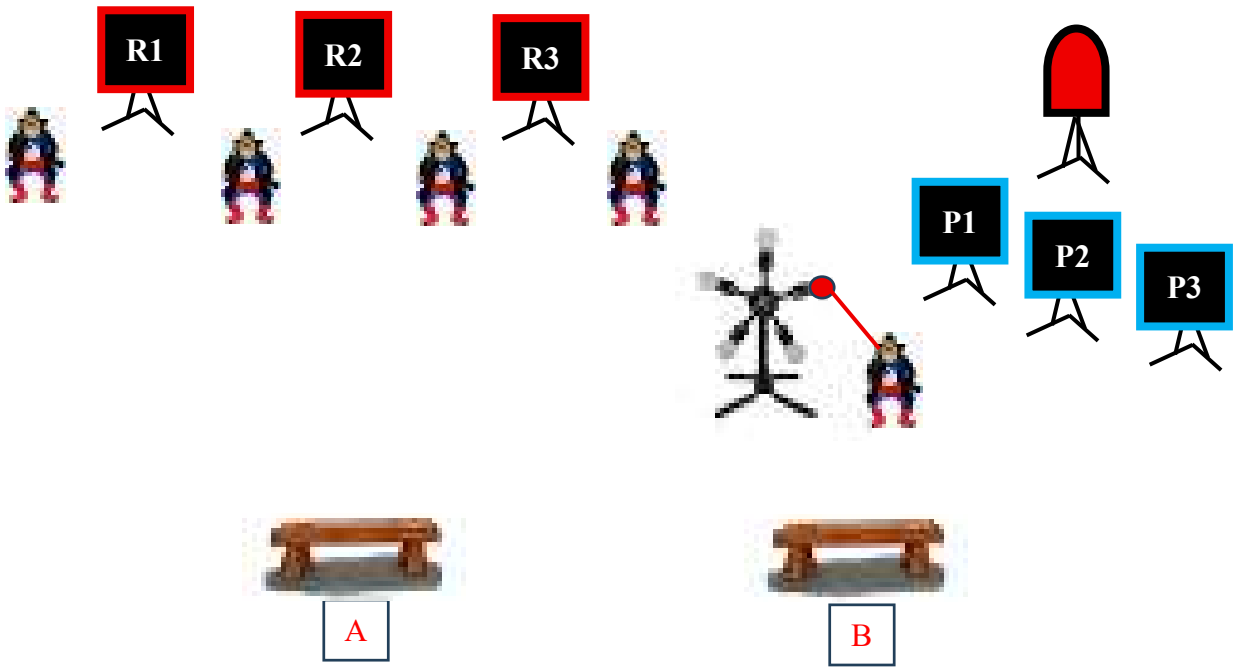
At the BEEP:
At Table A with the Rifle, starting on either end knock down an outside KD then double tap the two adjacent "R" targets then repeat from the opposite end for a total of 10 rounds. Make Rifle safe.

At Table A with the Shotgun knock down the 2 center KD's and any remaining KD's still standing. Make the Shotgun safe.

At Table B with the Pistol, knock down the **RED** Cowboy KD then engage the spinning **Texas Star** knock back 5 plates (*starting on any plate but the **RED** one*), place any remaining rounds on the Tombstone target for a total of 10 rounds. Make Pistols safe. (*Misses on the Tombstone count as misses*)

Stage design: Doc Kharon

COWBOY ACTION BAY 6 – STAGE 6



Stage 6

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

The shooter indicates ready by saying: "One last dance for a 3-legged dog"

Starting position: Shotgun in Hands
Firing order: Shooter's Choice stage transition may be engaged from Left to Right or Right to Left.

At the BEEP:
At Table A with the Shotgun knock down any 2 KD's. Make the Shotgun safe.

At Table A with the Rifle, starting on either end shoot a Lawerence Welk sweep for a total of 10 rounds. Make Rifle safe. (*last 4 rounds will end on the center target*).

At Table B with the Pistol same instructions as the Rifle for a total of 10 rounds. Make Pistols safe.

Stage design: Doc Kharon

MIMA MARAUDERS





PNW WILD BUNCH CHAMPIONSHIP

3 days – 4 bays – 12 stages



Ammo Count
83 +/- Rifle
284 +/- Pistols
42 +/- Shotgun



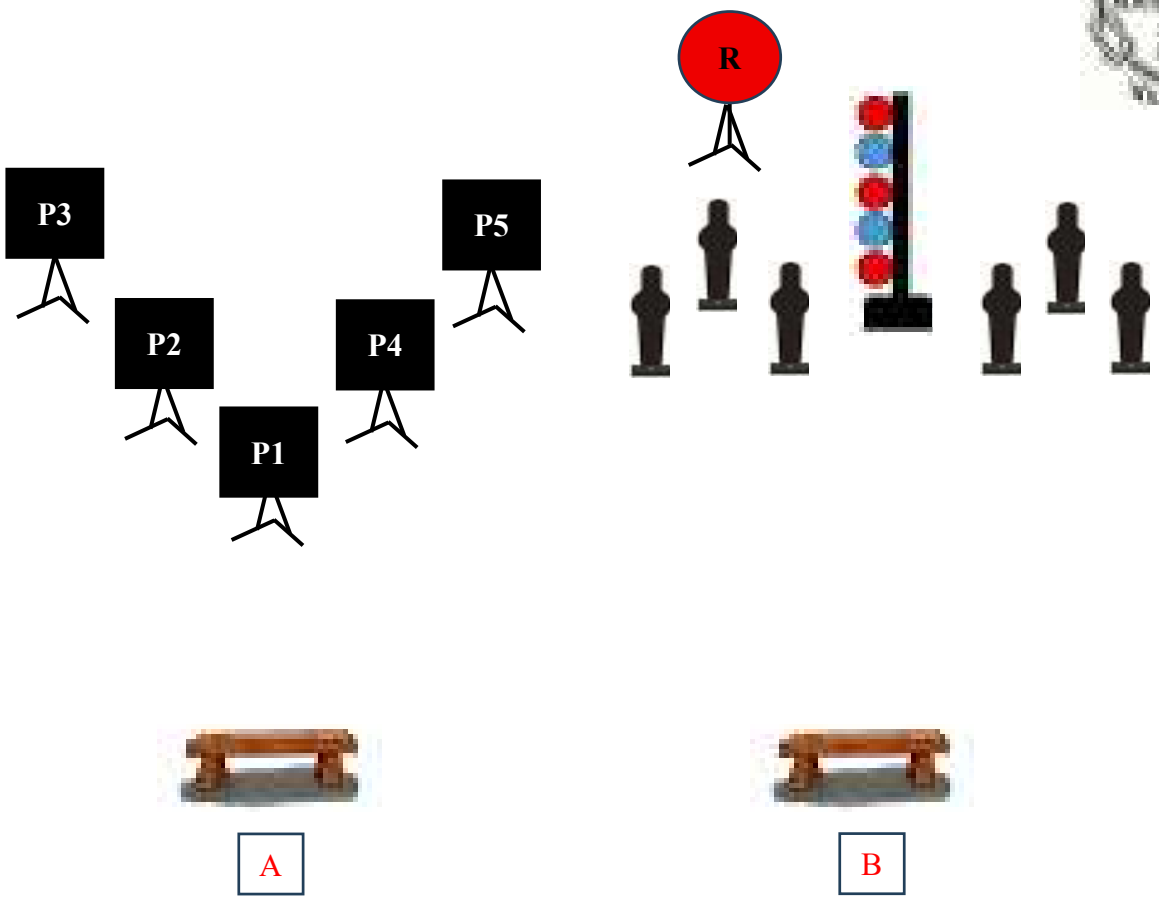
Location: Evergreen Sportsmen's Club
12736 Marksman Road, SW
Olympia, WA 98512

MIMA MARAUDERS
PACIFIC NORTHWEST WILD BUNCH CHAMPIONSHIP
SCHEDULE

Date / Time	*Event*	*Location*
Friday, May 29, 2026		
11:30 am – 12:30 pm	Early registration	Cowboy club office
12:30 pm – 1:00 pm	Shooter's meeting	Cowboy podium
1:00 pm -	Main match – 4 stages	Cowboy range
Saturday, May 30, 2026		
8:00 am – 1:00 pm	Main match – 4 stages	Cowboy range
1:00 pm to 5:00 pm	Make-up stages	Cowboy range
1:30 pm to 2:30 pm	Speed event	Cowboy range
5:00 - pm	Dinner	Evergreen main club house
Sunday, May 31, 2026		
8:00 am – 1:00 pm	Main match – 4 stages	Cowboy range
1:00 pm – 2:00 pm	Range tear down	Cowboy range
3:30 pm -	Lunch / Awards	Evergreen main club house

Times are subject to change

WILD BUNCH BAY 2 - STAGE 1



Stage 1

You will need **10 Rifle**, **14 Pistol**, and **6 Shotgun** shells. The shooter starts standing with both feet behind the Table of choice. Rifle is loaded and staged safely; Shotgun is loaded and staged safely; Pistol is loaded and holstered.

The shooter indicates ready by saying: "**WILD BUNCH**."

Starting position: SASS default.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

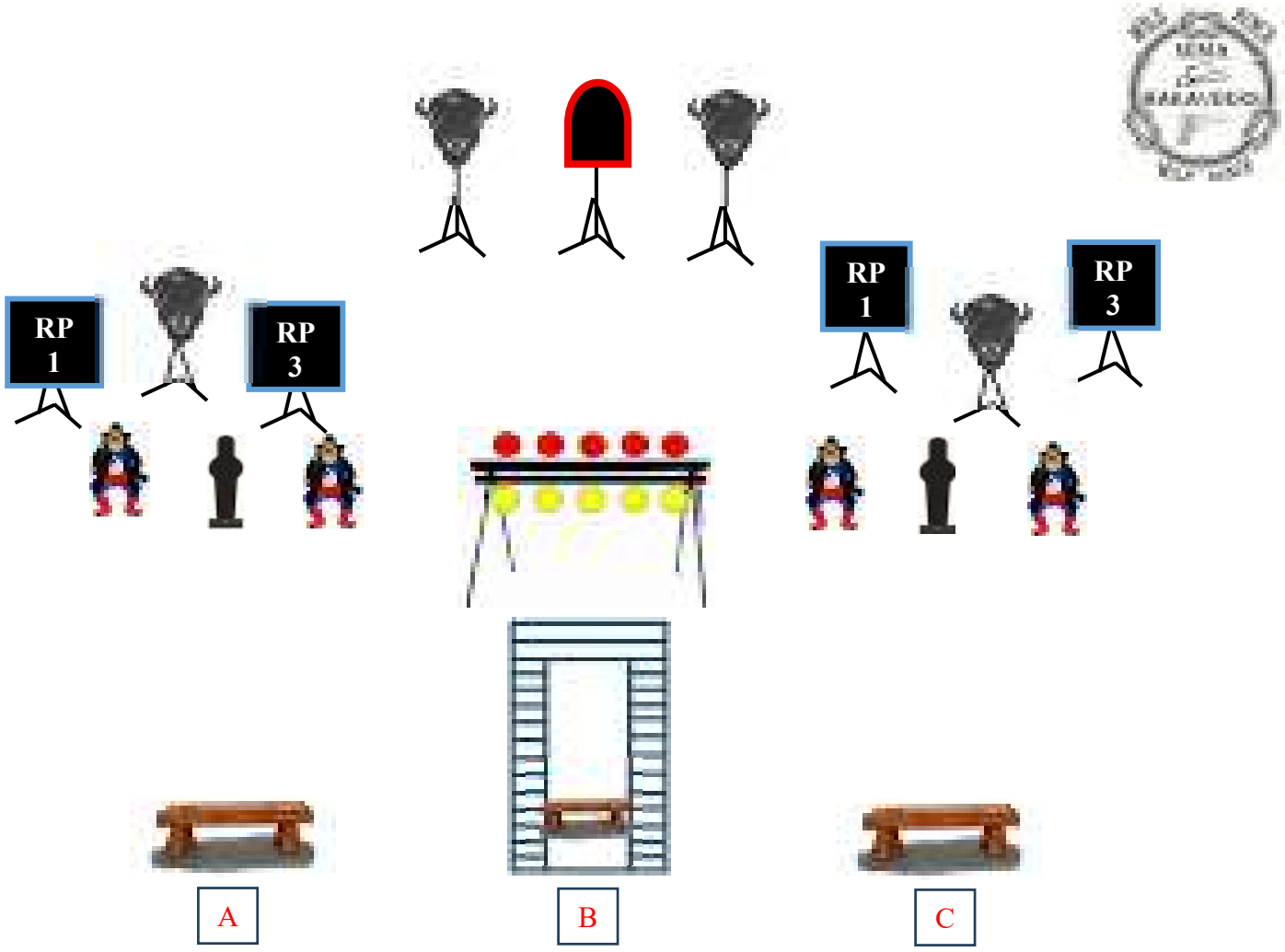
At the BEEP:
At Table A with the Pistol triple tap "P1" then single tap the remining "P" targets then repeat exactly for a total of 14 rounds. Make the Pistol safe.

At Table B with the Rifle knock back the tree paddles place any remaining rounds on the "R" target for a total of 10 rounds. Make the Rifle safe.

At Table B with the Shotgun knock down the 6 KD's. Make the Shotgun safe.

Stage design: Doc Kharon

WILD BUNCH BAY 4 - STAGE 2



Stage 2

You will need **7 Rifle**, **21 Pistol**, and **6 Shotgun**. The shooter starts standing with both feet behind the Table of choice. Rifle is loaded and staged safely; Shotgun is loaded and staged safely; Pistol is loaded and holstered.

The shooter indicates ready by saying: "**COLT 1911**."

Starting position: SASS default.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

At the BEEP:
At Table A or C with the Pistol starting on either end shoot a 2-3-2 sweep for a total of 7 rounds. Make the Pistol safe.

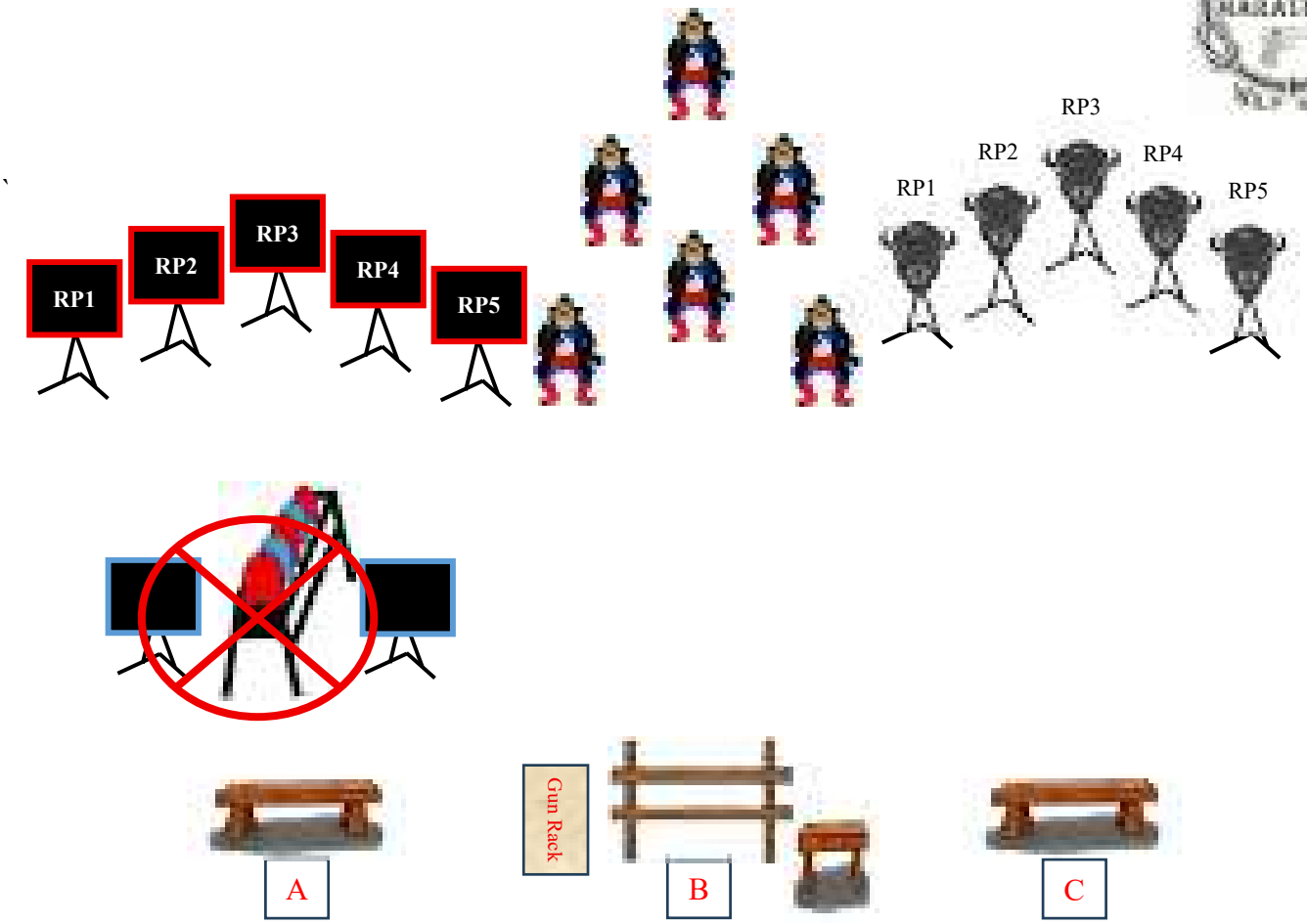
At Table B with the Pistol knock down the 5 RED plates then knock back the 5 YELLOW plates place any remaining rounds on the Tombstone for of 14 rounds. Make the Pistol safe.

At Table B with the Rifle, starting on either end shoot the "**R**" targets in 2-3-2 sweep for a total of 7 rounds. Make the Rifle safe.

At Table B with the Shotgun, knock down the 6 **KD's** in any order for a total of 6 rounds. Make the Shotgun safe.

Stage design: Doc Kharon

WILD BUNCH BAY 5 - STAGE 3



Stage 3

You will need **7** or **0 Rifle**, **14** or **21 Pistol**, and **6 Shotgun** shells. The shooter starts standing with both feet behind the Table of choice. Rifle is loaded and staged safely; Shotgun is loaded and staged safely; Pistol is loaded and holstered.

The shooter indicates ready by saying: "**45 ACP**."

Starting position: One hand on weapon of choice.
Firing order: Shooter's Choice stage transition may be engaged from either end Left to Right or Right to Left.

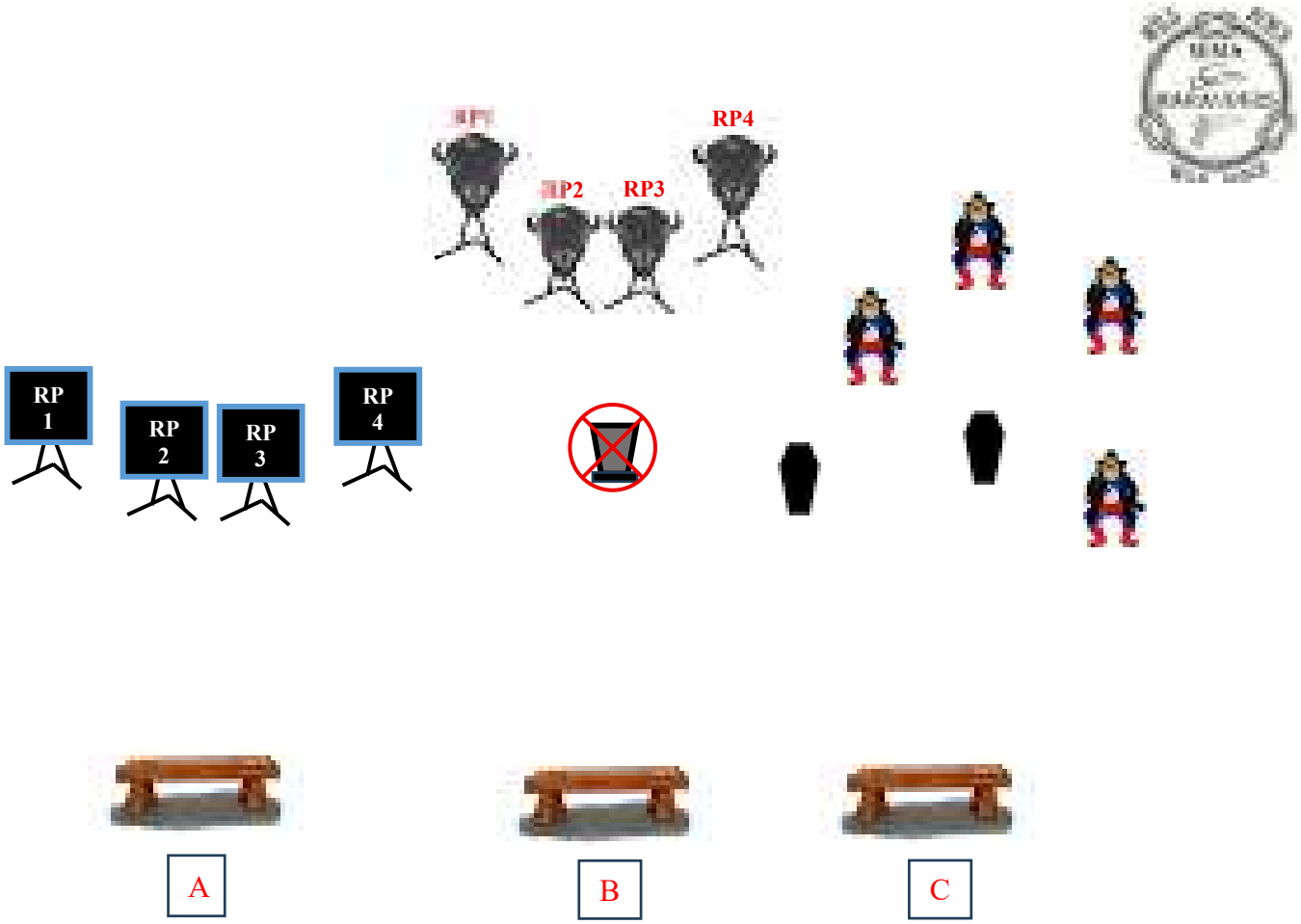
At the BEEP:
At Table A with the Pistol starting on either end shoot 3-1-1-1-1 sweep then repeat starting on the opposite end for a total of 14 rounds. Make the Pistol safe for position transition.

At Table B with the Shotgun, from between the fence posts knock down the 6 Shotgun fallers in any order. Make the Shotgun safe.

At Table C with the Pistol or Rifle, *shooter choice of weapon* - starting on either end shoot 3-1-1-1-1 sweep for a total of 7 rounds. Make Pistol/Rifle safe.

Stage design: Doc Kharon

WILD BUNCH BAY 6 - STAGE 4



Stage 4

You will need **6 Rifle**, **14 Pistol**, and **6 Shotgun** shells. The shooter starts standing with both feet behind the Table of choice. Rifle is loaded and staged safely; Shotgun is loaded and staged safely; Pistol is loaded and holstered.

The shooter indicates ready by saying: "**Let's ride."**

Starting position: SASS Default.
Firing order: Shooter choice, stage transition may be engaged from Left to Right or Right to Left.

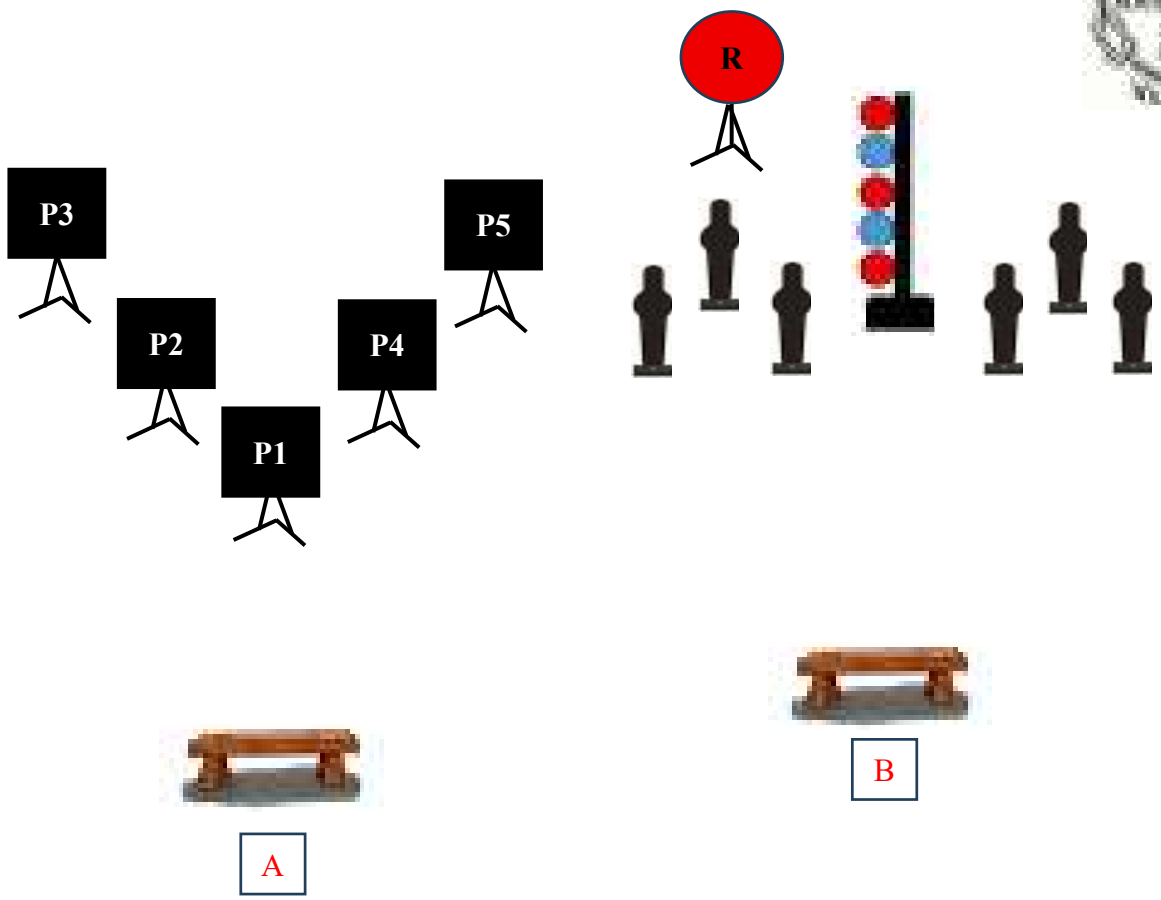
At the BEEP:
At Table A with the Pistol starting on either end engage the "**RP**" targets in the following sequence "RP1-RP1, RP2, RP3, RP4-RP4, RP3, RP2, RP1-RP1, RP2, RP3, RP4-RP4" for a total of 14 rounds. Make the Pistol safe.

At Table B with the Rifle starting on either end engage the "**RP**" targets in the following sequence "RP1-RP1, RP2, RP3, RP4-RP4" for a total of 6 rounds. Make the Rifle safe.

At Table C with the Shotgun, knock down the 6 **KD's** in any order. Make the Shotgun safe.

Stage design: Doc Kharon

WILD BUNCH BAY 2 - STAGE 5



Stage 5

You will need ***0 or 5 Rifle***, **20 or 25 Pistol**, and ***NO Shotgun*** shells. The shooter starts standing with both feet behind the Table of choice. Pistol is loaded and holstered.

The shooter indicates ready by saying: "**WILD BUNCH**."

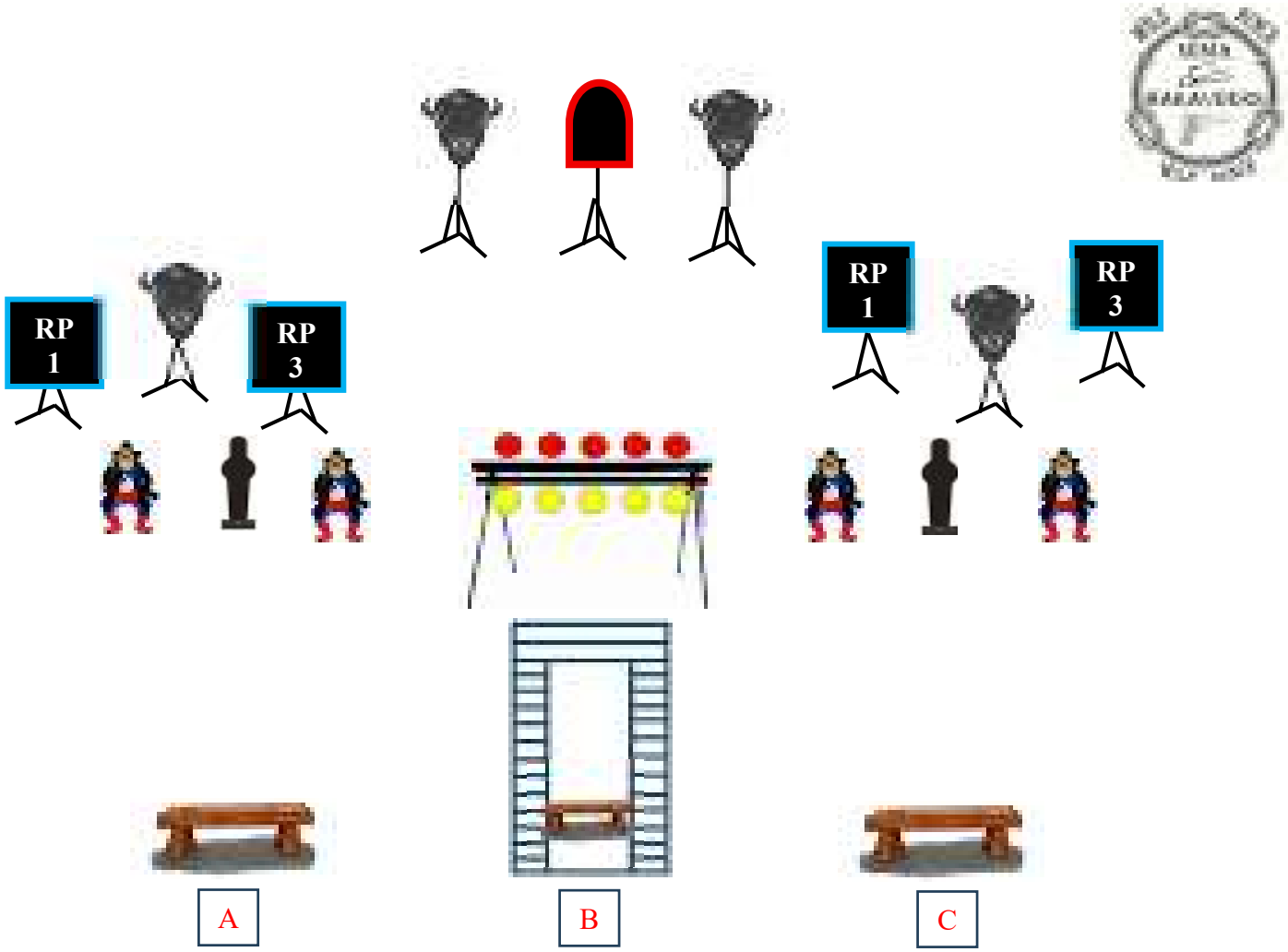
Starting position: SASS default.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

At the BEEP:
At Table A with the Pistol double tap all "P" targets then quad tap "P1" for a total of 14 Rounds. Make the Pistol safe for transition.

At Table B with the Pistol and/or Rifle knock back the 5 tree paddles and knock down the 6 KD's in any order for a total of 11 rounds. Make the Pistol safe. (*11 rounds to clear all targets at Table B – shooters choice how to clear*).

Stage design: Doc Kharon

WILD BUNCH BAY 4 - STAGE 6



Stage 6

You will need **10 Rifle**, **28 Pistol**, and **NO Shotgun** shells. The shooter starts standing with both feet behind the Table of choice. Rifle is loaded and staged safely; Pistol is loaded and holstered.

The shooter indicates ready by saying: "**Winchester 1873**."

Starting position: SASS default.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.
If Pistol is restaged on Table A or Table C it must be pointed into the berm – shooter will be called back.

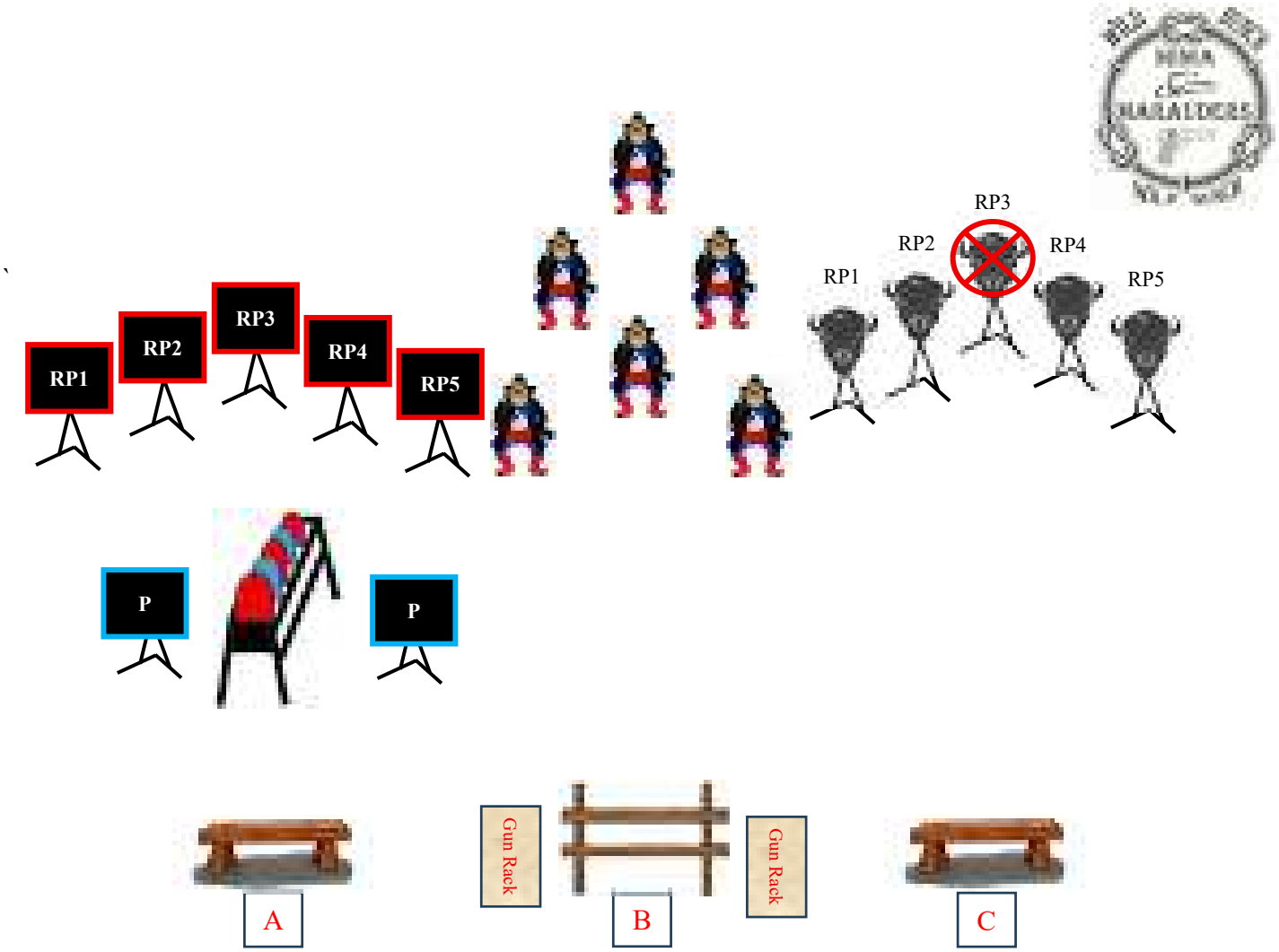
At the BEEP:
At Table A with the Pistol alternate between **KD's** and "RP" targets for 6 rounds then engage the "RP" targets in a 2-3-3 sweep starting on either end for a total of 14 rounds. Make the Pistol safe.

At Table B with the Rifle, starting on either end on a **YELLOW** paddle knock back/down the paddles alternating from **YELLOW to RED** for a total of 10 rounds. Make the Rifle safe.

At Table C with the Pistol alternate between **KD's** and "RP" targets 6 rounds then engage the "RP" targets in a 2-3-3 sweep for a total of 14 rounds. Make the Pistol safe.

Stage design: Doc Kharon

WILD BUNCH BAY 5 - STAGE 7



Stage 7

You will need **10 Rifle, 21 Pistol**, and **6 Shotgun** shells. The shooter starts standing with both feet behind the Table of choice. Rifle is loaded and staged safely; Shotgun is loaded and staged safely; Pistol is loaded and holstered.

The shooter indicates ready by saying: "**Time to Swing.**"

Starting position: Hands (palms) flat on table.
Firing order: Shooter's Choice but ***Shotgun must be last***, stage transition may be engaged from either end Left to Right or Right to Left.

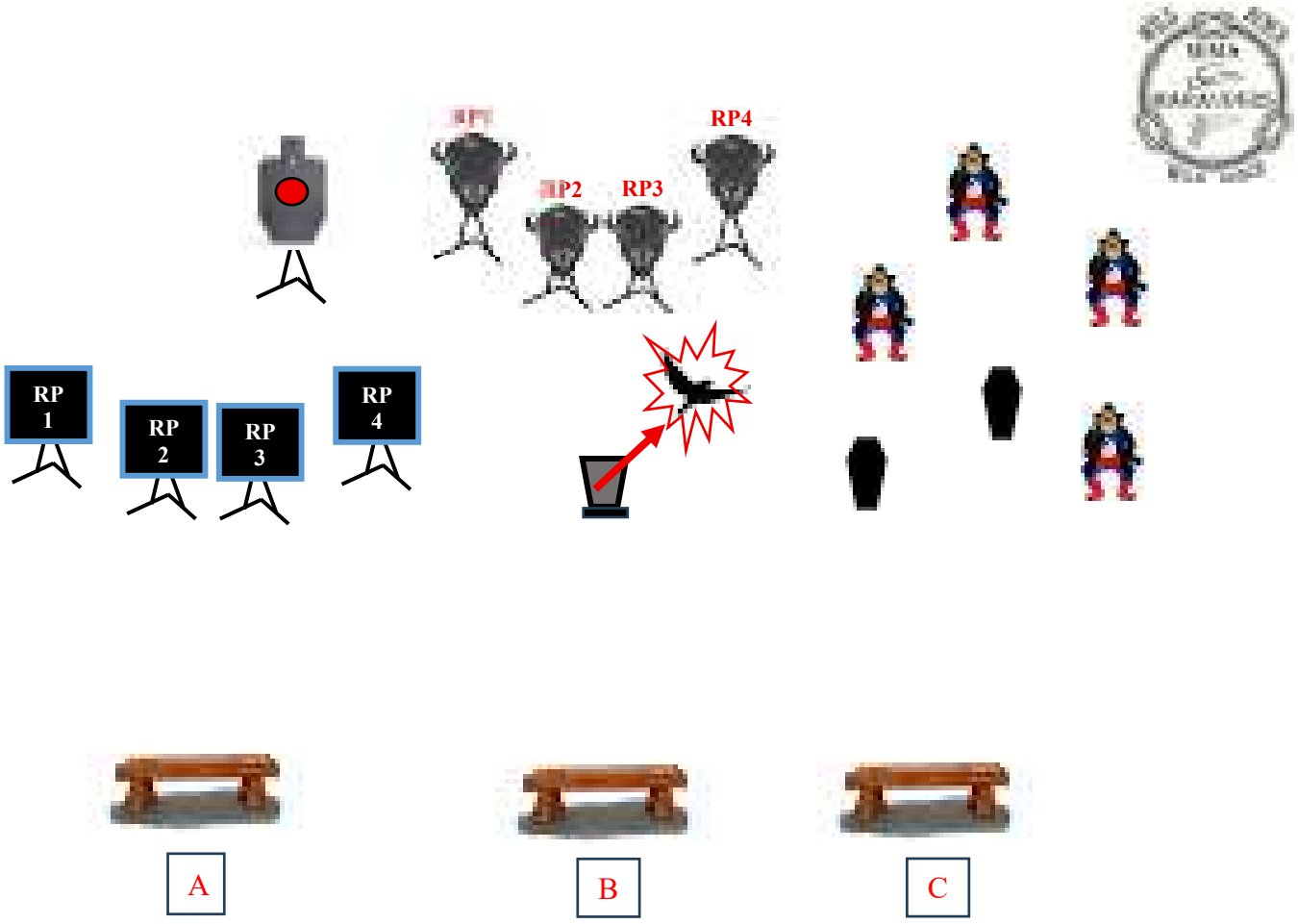
At the BEEP:
At Table A with the Pistol, with 7 rounds knock back the plates on the **Ladder Rack**, place any remaining rounds on either of the "P" targets **THEN** starting on either end shoot the "RP" targets in a 2-3-2 sweep from each end for a total of 21 rounds. Make the Pistol safe.

At Table B with the Shotgun, from between the fence posts in any order knock down any 6 **KD'S.** Make the Shotgun safe.

At Table C with the Rifle, starting on either end shoot the "RP" targets in a 2-3 sweep from each end for a total of 10 rounds. Make Rifle safe.

Stage design: Doc Kharon

WILD BUNCH BAY 6 - STAGE 8



Stage 8

You will need **7 Rifle**, **21 Pistol**, and **6 Shotgun** shells. The shooter starts standing with both feet behind the Table of choice. Rifle is loaded and staged safely; Shotgun is loaded and staged safely; Pistol is loaded and holstered.

The shooter indicates ready by saying: "**Let's ride."**

Starting position: SASS Default.
Firing order: Shooter choice, stage transition may be engaged from Left to Right or Right to Left.

At the BEEP:
At Table A with the Pistol starting on either end engage the "**RP**" targets with a double tap Nevada Sweep THEN single tap the "RP" targets and triple tap the silhouette for a total of 21 rounds. Make the Pistol safe.

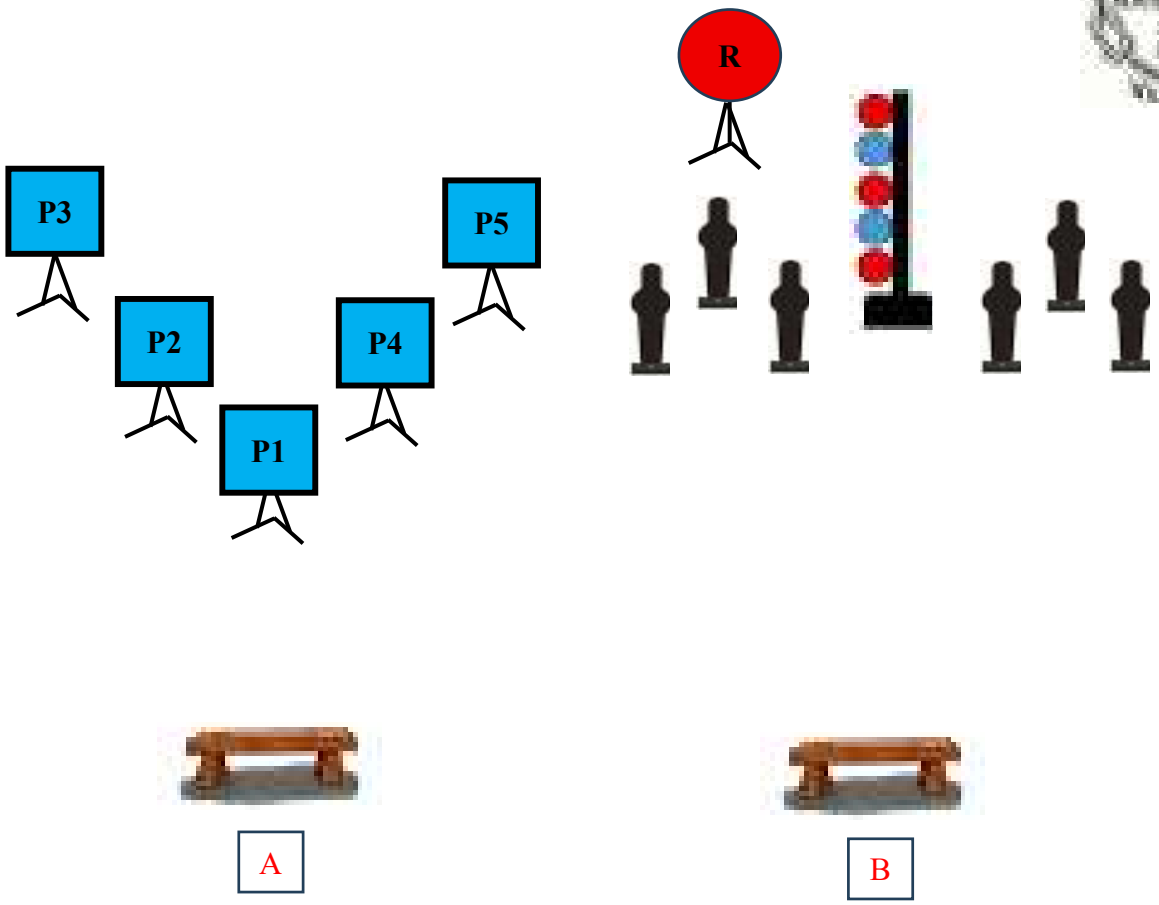
At Table B with the Rifle starting on either end engage the "**RP**" targets with a 7 round Nevada Sweep for a total of 7 rounds. Make the Rifle safe.

At Table B with Shotgun engage the **KD** to release the Birdie engage the Birdie for a 5 second no miss bonus. Make Shotgun safe. If shooter fails to engage the bird with the second shot – place second shot on the silhouette.

At Table C with Shotgun, knock down the 4 Cowboy **KD's** in any order. Make the Shotgun safe.

Stage design: Doc Kharon

WILD BUNCH BAY 2 - STAGE 9



Stage 9

You will need **10+1 Rifle**, **21 Pistol**, and **NO Shotgun** shells. The shooter starts standing with both feet behind the Table of choice. Rifle is loaded and staged safely; Pistol is ***unloaded*** and holstered.

The shooter indicates ready by saying: "**WILD BUNCH**."

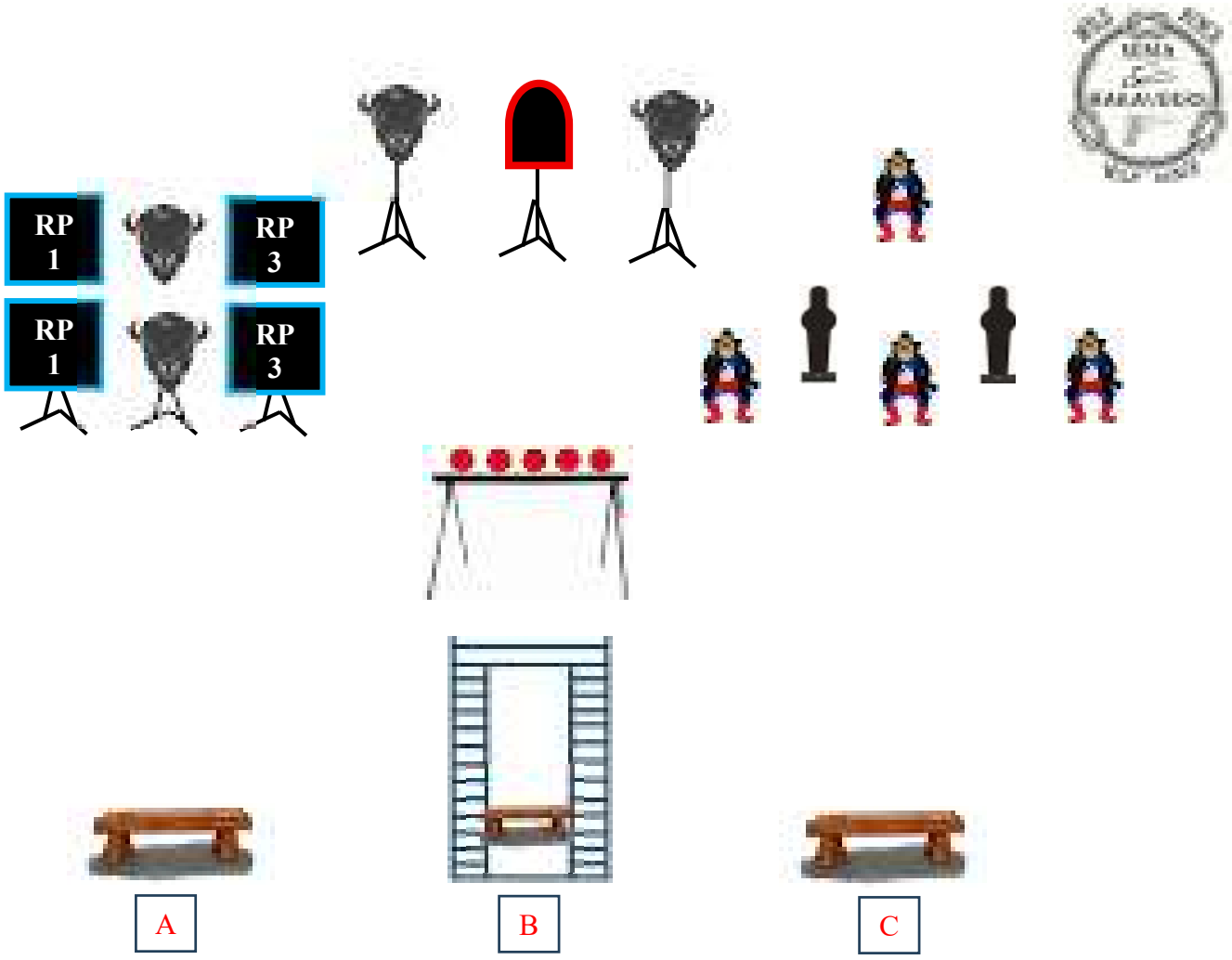
Starting position: Hands flat on table - unloaded Pistol and one magazine staged flat on the table.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

At the BEEP:
At Table A with the Pistol single tap "P1" then triple tap the two side targets then repeat using the opposite side targets THEN single tap "P1" and triple tap "P2 & P4" for a total of 21 rounds. Make the Pistol safe.

At Table B with the Rifle, knock down the 6 **KD's** in any order and knock back the 5 **Tree** paddles. Make Rifle safe. Rifle reload may be staged and can be loaded any time upon Rifle engagement.

Stage design: Doc Kharon

Wild Bunch Bay 4 - Stage 10



Stage 10

You will need **10 Rifle**, **21 Pistol**, and **6 Shotgun** shells. The shooter starts standing with both feet behind the Table of choice. Rifle is loaded and staged safely; Shotgun is loaded and staged safely; Pistol is loaded and holstered.

The shooter indicates ready by saying: "**Winchester 1873**."

Starting position: SASS default.
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

At the BEEP:
At Table A with the Rifle, shoot the upper array of targets in a 1-5-1 sweep and shoot the lower array of targets in a single tap sweep for a total of 10 rounds. Make the Rifle safe.

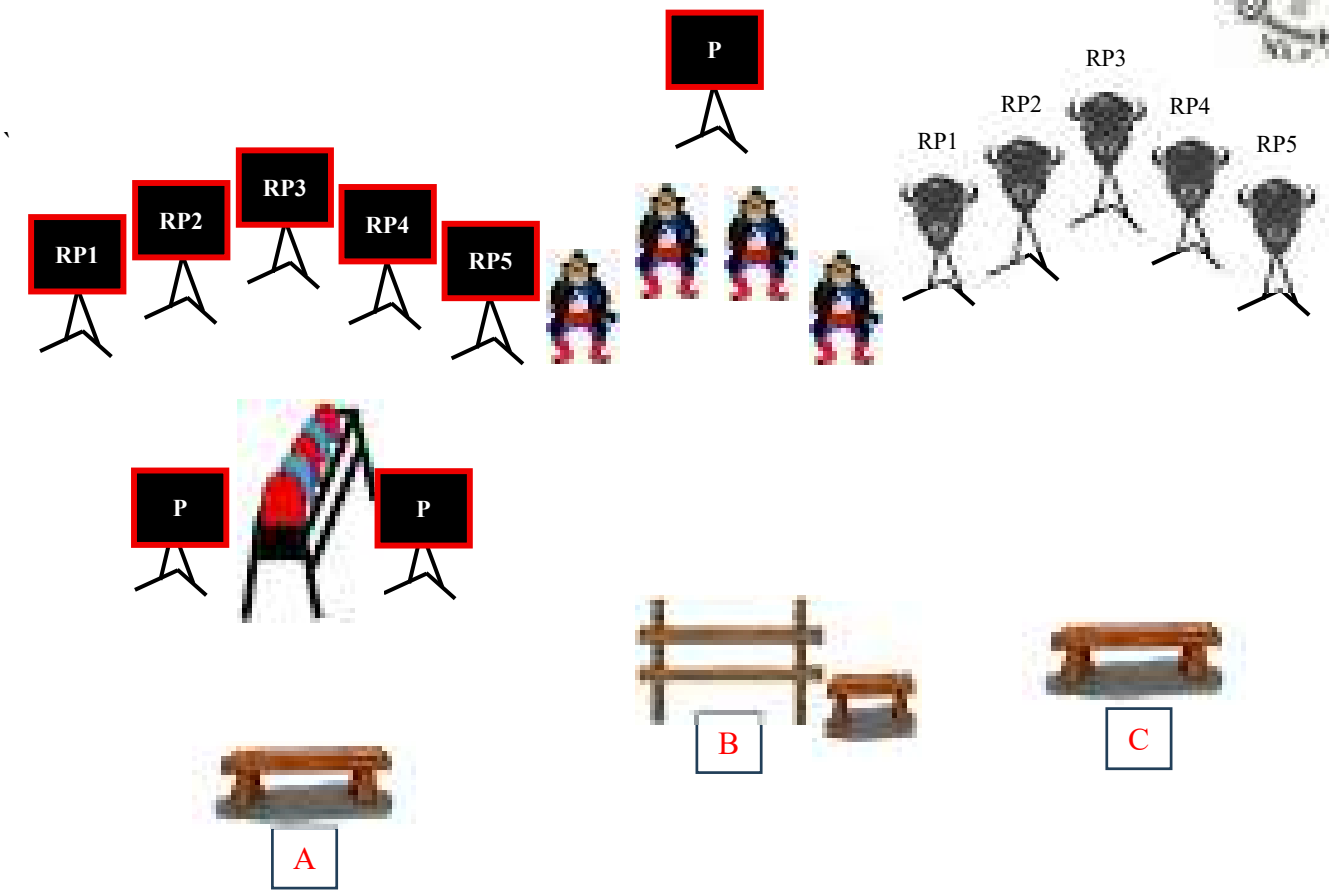
At Table A with the Pistol, shoot the top array of targets in a 1-5-1 sweep and shoot the bottom array of targets in a 1-5-1 sweep for a total of 14 rounds. Make the Rifle safe.

At Table B with the Pistol single tap "**R1**" then knock back the 5 plates on the **Plate Rack** then single tap "**R3**" for a total of 7 rounds. Make the Pistol safe

At Table C with the Shotgun knock down the 6 **KD's**. Make the Shotgun safe.

Stage design: Doc Kharon

WILD BUNCH BAY 5 - STAGE 11



Stage 11

You will need **NO Rifle**, **35 Pistol**, and **NO Shotgun** shells. The shooter starts standing with both feet behind the Table of choice. Pistol is loaded and holstered.

The shooter indicates ready by saying: "**Knock'em down."**

Starting position: Pistol in hands – not charged
Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

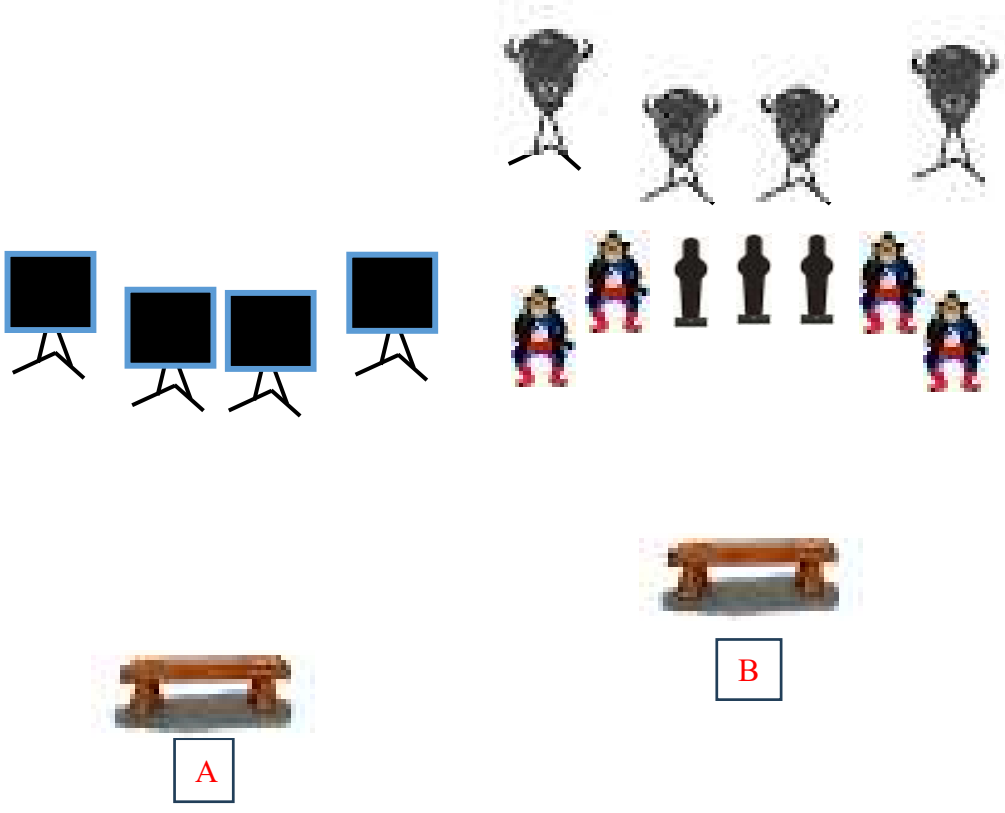
At the BEEP:
At Table A with the Pistol, starting on a "P" target alternate between the "P" target and the **Ladder Rack** place any remaining rounds on the other "P" target for a 2 second bonus – *misses on the "P" targets and any standing plates count as misses* **THEN** using the "**RP**" shoot a 1-1-3-1-1 for a total of 21 rounds. Make the Pistol safe.

At Table B with the Pistol, from behind the fence knock down the 4 **KD's** in any order and triple tap the "P" target for a total of 7 rounds. Make the Pistol safe.

At Table C with the Pistol, using the "**RP**" shoot a 1-1-3-1-1 for a total of 7 rounds. Make the Pistol safe

Stage design: Doc Kharon

Wild Bunch Bay 6 - Stage 12



Stage 12

You will need **NO Rifle**, **35 Pistol**, and **NO Shotgun** shells. The shooter starts standing with both feet behind Table A. Pistol is loaded and holstered.

The shooter indicates ready by saying: "**34 is my favorite number.**"

Starting position: SASS Default.
Firing order: Shooter choice, stage transition may be engaged from Left to Right or Right to Left.

At the BEEP:
At Table A with the Pistol sweep the "**RP**" targets with a 3-4-3-4 sweep for a total of 14 rounds. Make the Pistol safe.

At Table B with the Pistol sweep the "**RP**" targets with a 3-4-3-4 sweep for a total for 14 rounds. Make the Pistol safe.

At Table B with the Pistol knock down the 7 KD's in any order. Make Pistol safe.

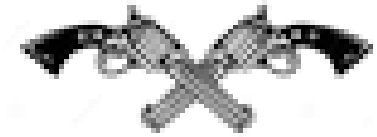
Stage design: Doc Kharon

MIMA MARAUDERS

Marauders Carnival Mayhem
MIMA
MARAUDERS
20 26

MARAUDERS CARNIVAL MAYHEM

3 days – 4 bays – 12 stages



Ammo Count

121 +/- Rifle

120 +/- Pistols

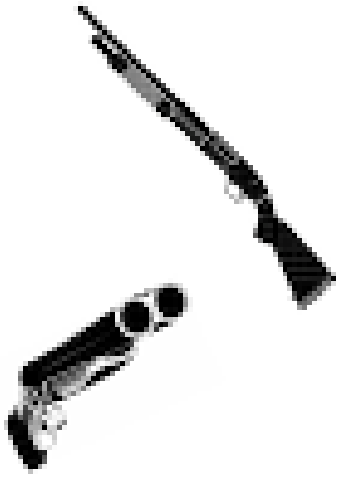
65 +/- Shotgun



Speed Steel

30 – Rifle

30 – Pistol



Location: Evergreen Sportsmen's Club
12736 Marksman Road, SW
Olympia, WA 98512

MIMA MARAUDERS

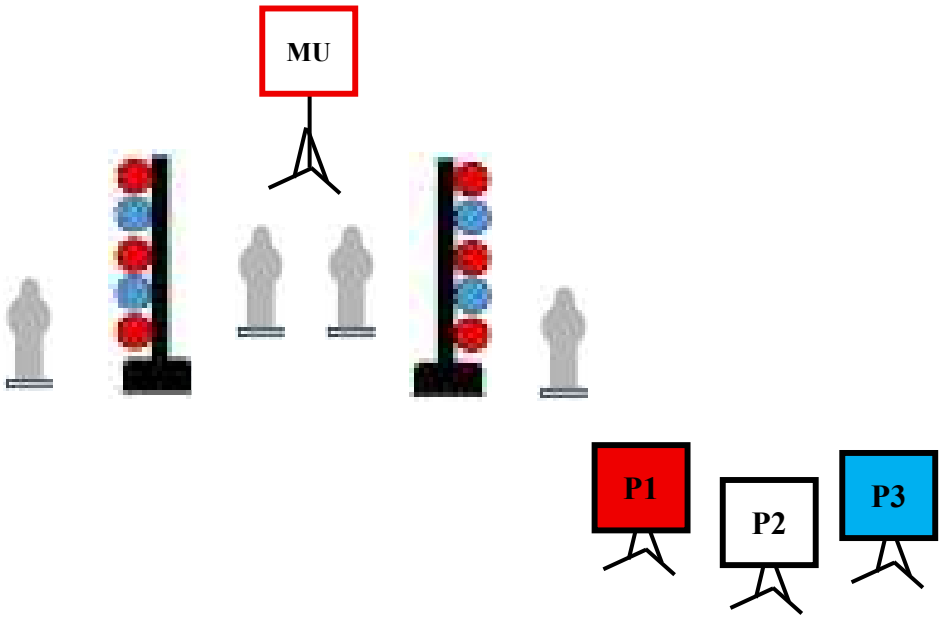
MARAUDERS CARNIVAL MAYHEM

SCHEDULE

Date / Time	*Event*	*Location*
Friday, June 12, 2026		
12:30 pm – 1:30 pm	Early registration	Cowboy club office
1:30 pm – 2:00 pm	Shooter's meeting	Cowboy podium
2:00 pm -	Main match – 4 stages	Cowboy range
Saturday, June 13, 2026		
9:00 am – 1:00 pm	Main match – 4 stages	Cowboy range
1:00 pm – 5:00 pm	Make-up Stages	Cowboy range
1:30 pm – 2:30 pm	Speed events	Cowboy range
3:00 pm – 4:00 pm	Cowboy clays	Evergreen shotgun range
5:00 - pm	Dinner	Evergreen main club house
Sunday, June 14, 2026		
9:00 am – 1:00 pm	Main match – 4 stages	Cowboy range
1:00 pm – 2:00 pm	Range tear down	Cowboy range
2:30 pm -	Lunch / Awards	Evergreen main club house

Times are subject to change

COWBOY ACTION BAY 2 - STAGE 1



Ammo: 10 Rifle / 10 Pistol / Shotgun as many as necessary
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

Start Position: Hands - 10 fingertips touching the tabletop.
Ready Line: "Remember there is a Million Ways to Die at the fair."

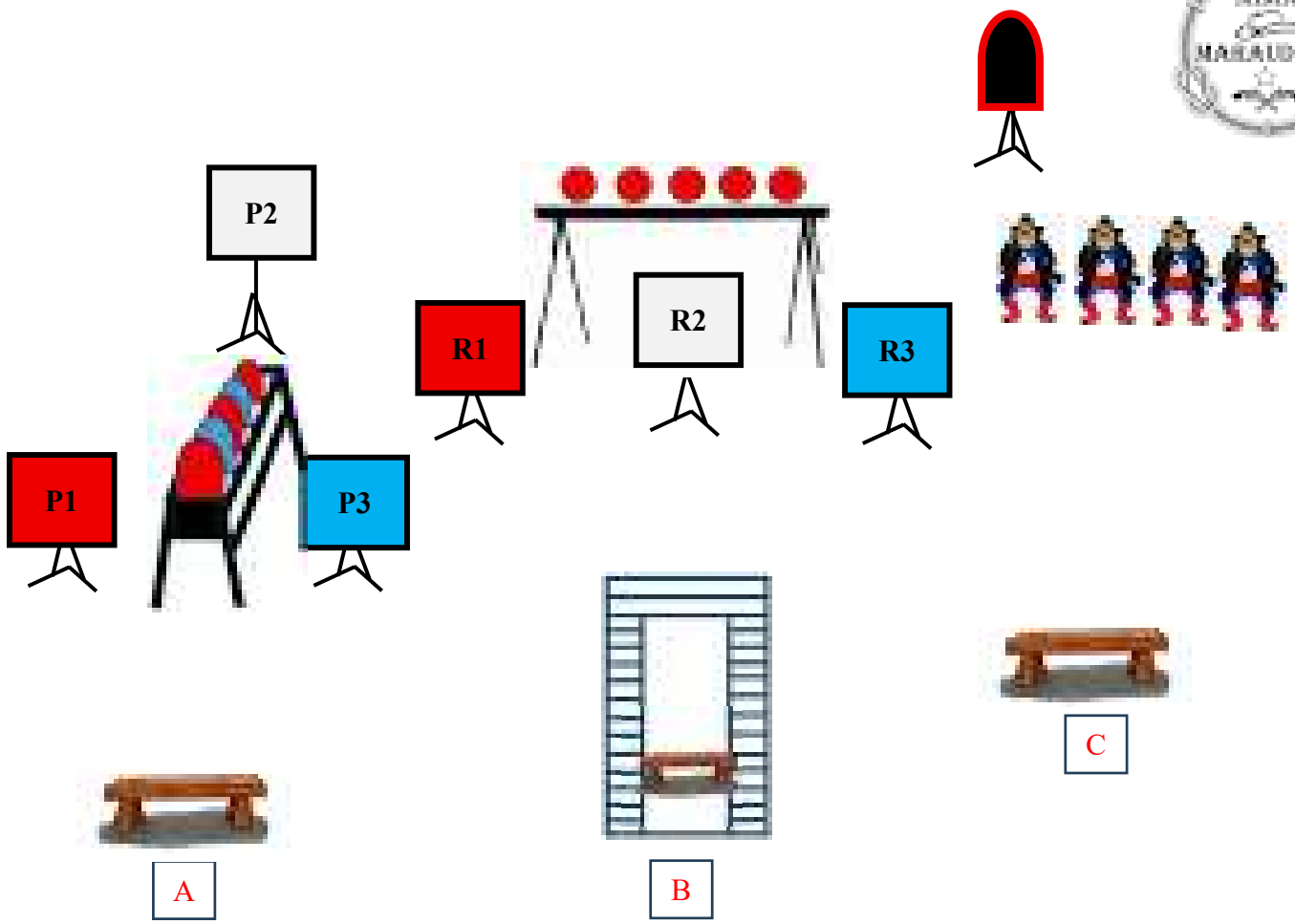
At the BEEP:
At Table A with the Rifle, in any order knock back the plates on both Tree Racks for a total of 10 rounds. Make the Rifle safe.

At Table A with the Shotgun, knock down the 4 **KD's** in any order. **THEN** if needed shoot the "MU" target once for each tree plate still standing. Make the Shotgun safe.

At Table B with the Pistol starting on either end shoot a 1-3-1 **THEN** repeat from the same end for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 4 - STAGE 2



Ammo: 10 Rifle / 10 Pistol / Shotgun as many as necessary
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition must be engaged from either end Left to Right.

Start Position: SASS default
Ready Line: "You're a good sheep farmer!"

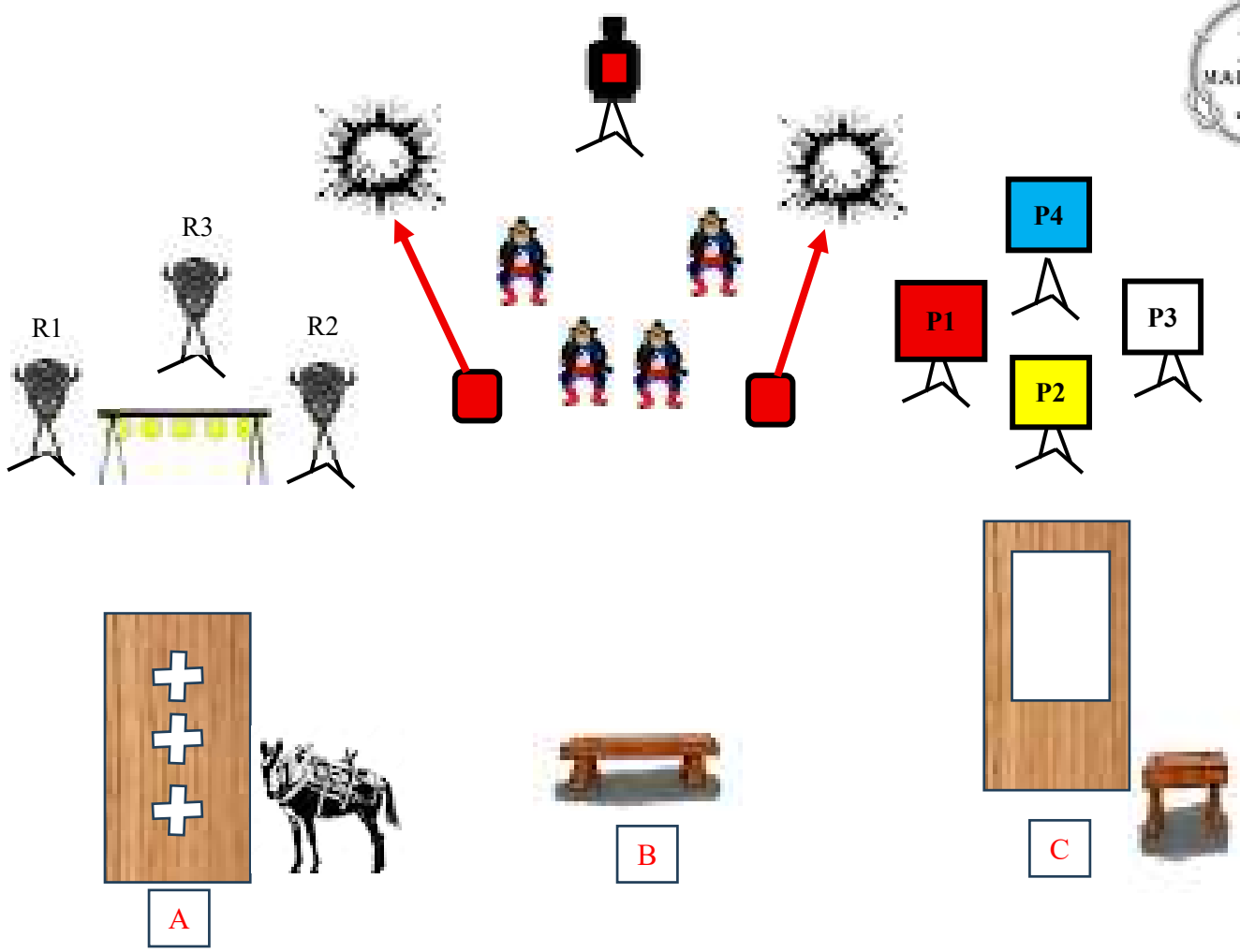
At the BEEP:
At Table A with the Pistol knock back the plates on the Ladder Rack, place any remaining rounds on "P2" for a total of 10 rounds. Make the Pistol safe. "

At Table B with the Rifle knock back the plates on the Plate Rack, place any remaining rounds on "R2" for a total of 10 rounds. Make the Rifle safe.

At Table B with the Shotgun, knock down the 4 **KD's** in any order. **THEN** if needed shoot the "Tombstone" target once for each plate still standing. Make the Shotgun safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 6 - STAGE 3



Ammo: 10 Rifle / 10 Pistol / Shotgun as many as necessary
Guns Staged: Rifle and Shotgun staged safely at Table A; Pistols holstered

Firing order: Stage transition must be engaged from Left to Right.

Start Position: SASS default
Ready Line: "Get those flying buzzards."

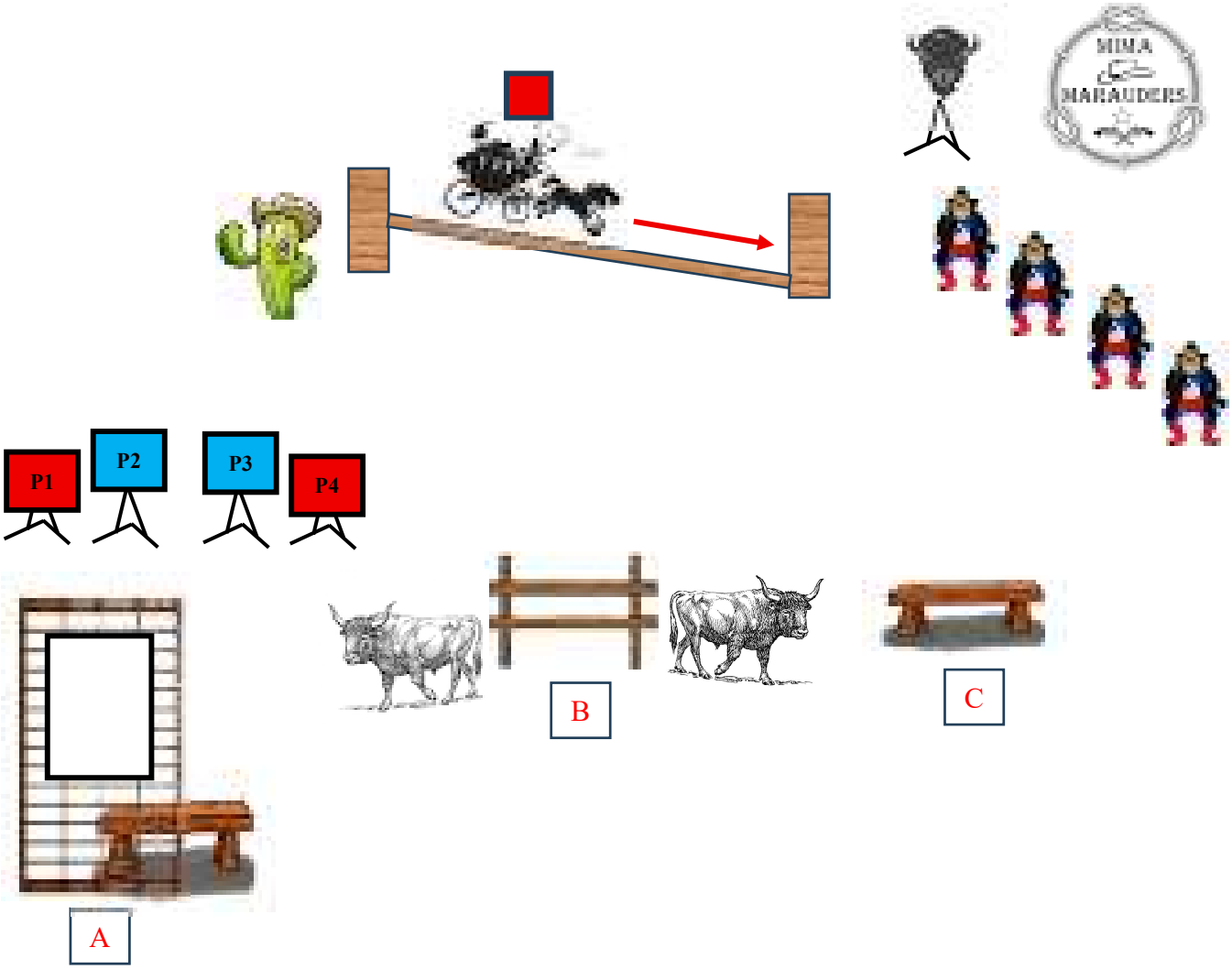
At the BEEP:
At Table A with the Rifle, (*shooting through the Jose Wells wall*), starting on either end single tap sweep "R1", 5 plates on the Plate Rack, and single tap "R2" then triple tap "R3" for a total of 10 rounds. Make the Rifle safe.

At Table B with the Shotgun, in any order knock down the 4 Cowboy KD's, engage both Birdie KD's and flying Birdies for a 5 second no miss bonus each. After the Shotgun sequence If shooter failed to engage flying Birdie, they must place one shot for each Birdie on the silhouette. Make the Shotgun safe. *IF NEEDED - place one round on the silhouette for each untouched Rifle plate.*

At Table C with the Pistol, (*shooting through the window*), starting on either end single tap "P1", 5 rounds on "P2", single tap "P3" then triple tap "P4" for a total of 10 rounds. Make Pistols safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 5 - STAGE 4



Ammo: 10 Rifle / 10 Pistol / Shotgun as many as necessary
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition must be engaged from Left to Right.

Start Position: Hands resting the bottom windowsill.
Ready Line: "Life's a carnival enjoy the ride."

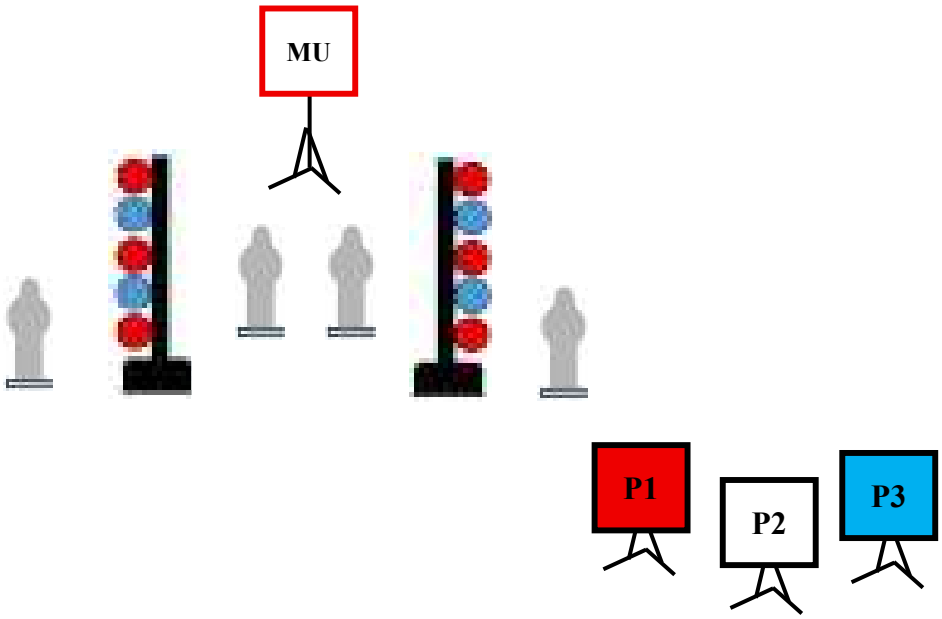
At the BEEP:
At Table A with the Pistol through the window engage the left "P" targets in a 2-3 sweep then step around the window to Table A and repeat on the right "P" targets for a total of 10 rounds. Make the Pistol safe.

At Table B with the Rifle, shoot the **Cactus KD** to release the Stagecoach. Once clear of the barn wall shoot the moving target above the Stagecoach before it escapes into the bottom barn, any remaining rounds are placed on the Buffalo taget for a total of 10 rounds. Make Rifle safe.
Each round on the Stagecoach target is a 1 second no miss bonus. (Props are NOT expendable and will result in a 10 second penalty).

At Table C with the Shotgun, knock down the 4 **KD's** in any order. Make the Shotgun safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 2 - STAGE 5



Ammo: 10 Rifle / 10 Pistol / Shotgun as many as necessary
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

Start Position: Hands touching your hat.
Ready Line: "Can prairie dogs read my mind?"

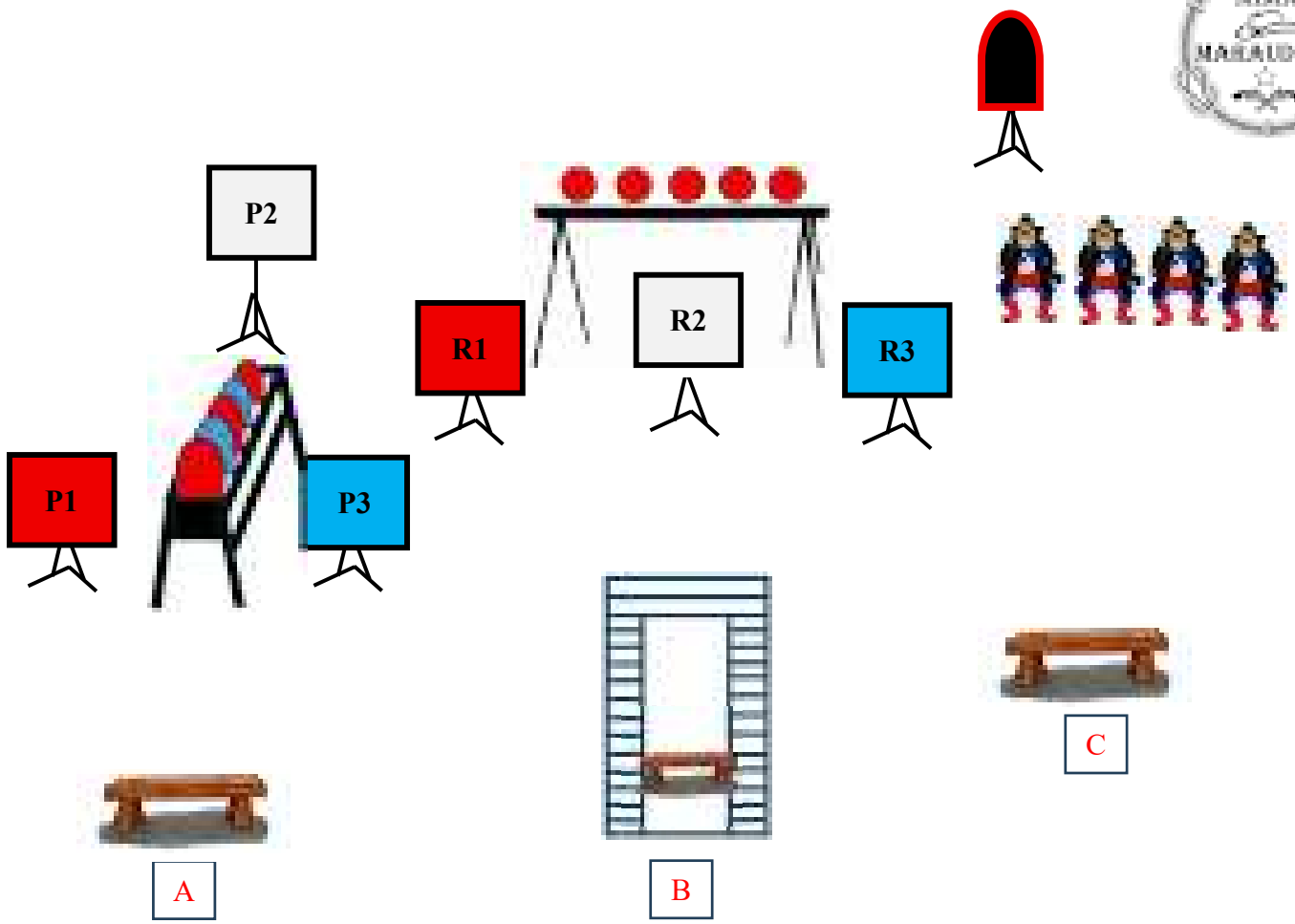
At the BEEP:
At Table A with the Rifle alternate between both Tree Racks knocking back the 10 plates for a total of 10 rounds. Make the Rifle safe.

At Table A with the Shotgun, knock down the 4 **KD's** in any order. If needed shoot the "MU" target once for each tree plates still standing. Make the Shotgun safe.

At Table B with the Pistol triple tap the center target then single tap the outside targets; next place 5 rounds on the center target for a total of 10 rounds. Make the Pistol safe. "

Stage design: Doc Kharon

COWBOY ACTION BAY 4 - STAGE 6



Ammo: 10 Rifle / 10 Pistol / Shotgun as many as necessary
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

Start Position: Hands (palms) flat on table - Pistols placed flat on table.
Ready Line: "What are you laughing at?"

At the BEEP:
At Table A with the Pistol single tap "P1" then knock back plates on the Ladder Rack then single tap "P3" then triple tap "P2" for a total of 10 rounds. Make the Pistol safe.

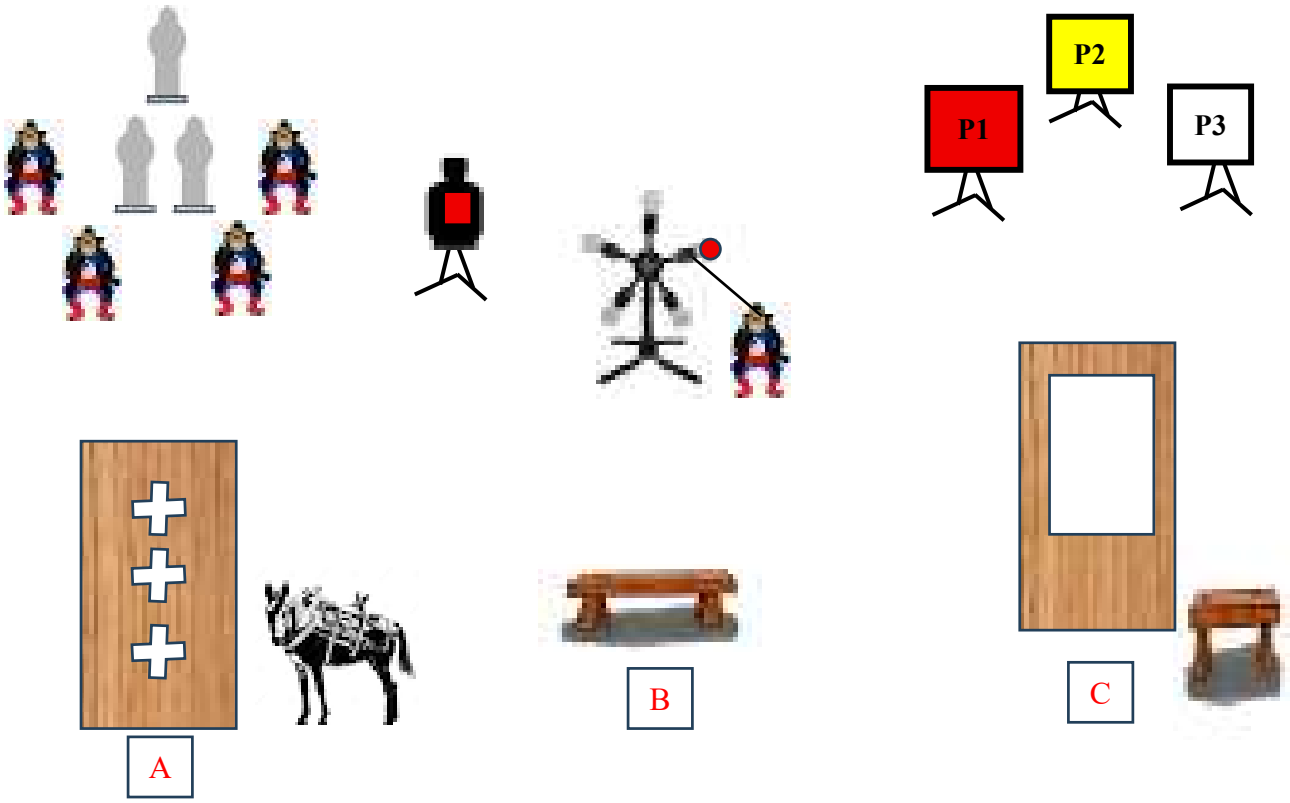
At Table B with the Rifle single tap "R1" then knock back plates on the Ladder Rack then single tap "R3" then triple tap "R2" for a total of 10 rounds. Make the Rifle safe.

At Table B with the Shotgun, knock down the 4 **KD's** in any order. **THEN** if needed shoot the "Tombstone" target once for each plate still standing. Make the Shotgun safe.

(Note: misses on the stationary targets count as misses)

Stage design: Doc Kharon

COWBOY ACTION BAY 6 - STAGE 7



Ammo: 10 Rifle / 10 Pistol / Shotgun as many as necessary
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Stage transition must be engaged from Left to Right.

Start Position: SASS default
Ready Line: "Cowboys fallers only."

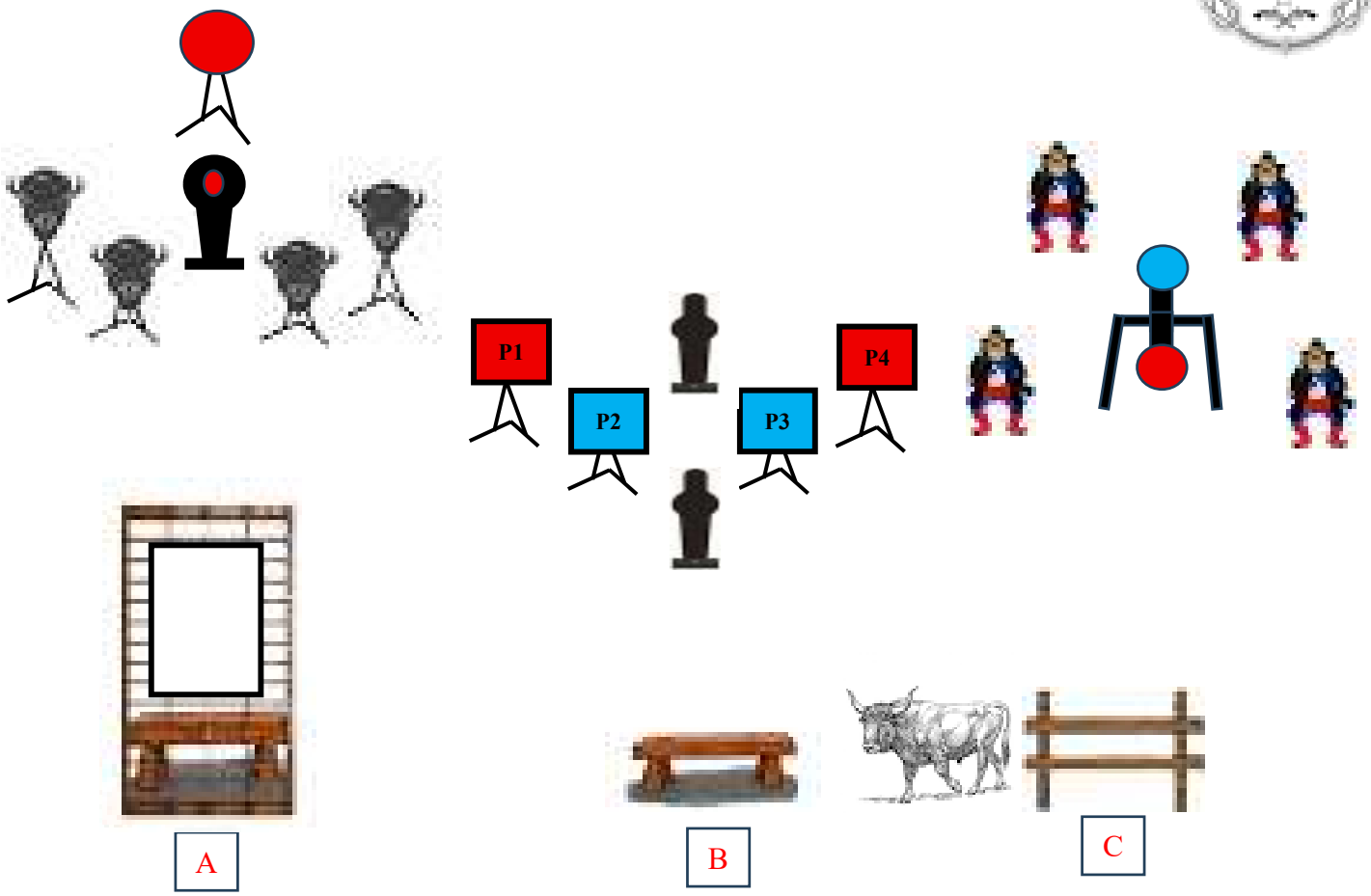
At the BEEP:
At Table A with the Shotgun, (*shooting through the Jose Wells wall*), in any order knock down the 7 KD's. Make the Shotgun safe.

At Table B with the Rifle, knock back the red Cowboy KD to engage the spinning Texas Star then knock back the 5 star plates in any order (the red plate cannot be the first plate shot), place any remaining rounds on the silhouette for a total of 10 rounds. Make the Rifle safe.

At Table C with the Pistol, (*shooting through the window*), plate 5 rounds on the center target then double tap "P1" and triple tap "P3" for a total of 10 rounds. Make Pistols safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 5 - STAGE 8



Ammo: 10 Rifle / 10 Pistol / Shotgun as many as necessary
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

Start Position: Hands touching hat.
Ready Line: "The prairie dogs are watching."

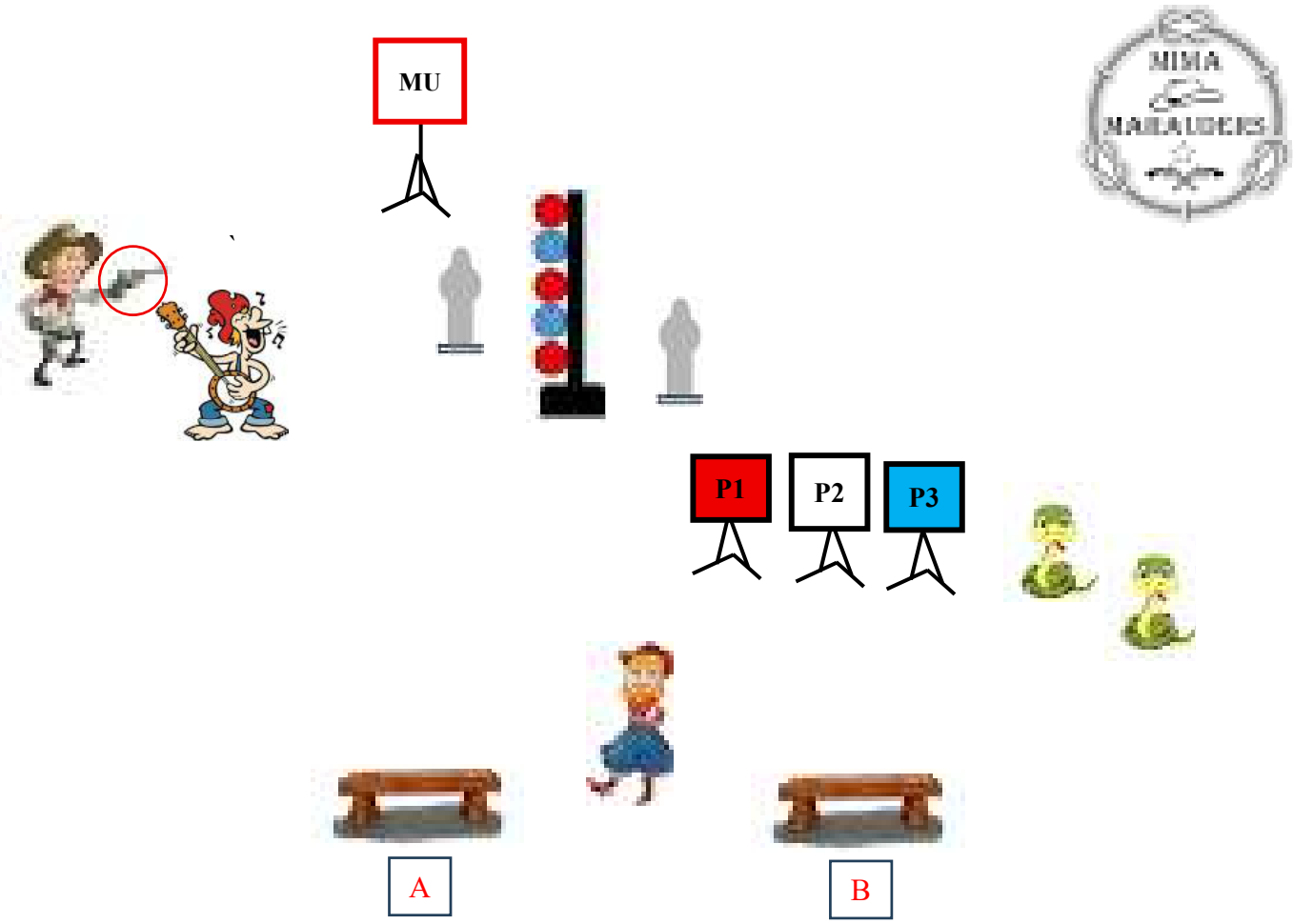
At the BEEP:
At Table A with the Rifle through the window start with the center front Lollipop, single tap knocking back the center red KD for a 5 second bonus then single tap the red circle target then shoot the Buffalo targets in a 1-3-3-1 sweep for a total of 10 rounds. Make the Rifle safe.

At Table B with the Pistol, knock back the two KD's then starting on either side engage the "P" targets in a 1-3-3-1 sweep for a total of 10 rounds. Make Pistol safe. ***THEN*** if needed knock down any KD's still standing.

At Table C with the Shotgun, in any order knock down the 4 KD's and shoot the red and blue swinging KD's twice. Make the Shotgun safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 2 - STAGE 9



Ammo: 10 Rifle / 10 Pistol / Shotgun as many as necessary
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

Start Position: SASS at the ready.
Ready Line: "Where did you learn to shoot?"

At the BEEP:
At Table A with the Rifle (Orvile is singing for Molly - Man with No Name is not happy) knock back the pistol in Man with No Name's hand for a 5 second no miss bonus then knock back the 5 plates on the Tree Rack place remaining rounds on the "MU" target for a total of 10 rounds. Make the Rifle safe.

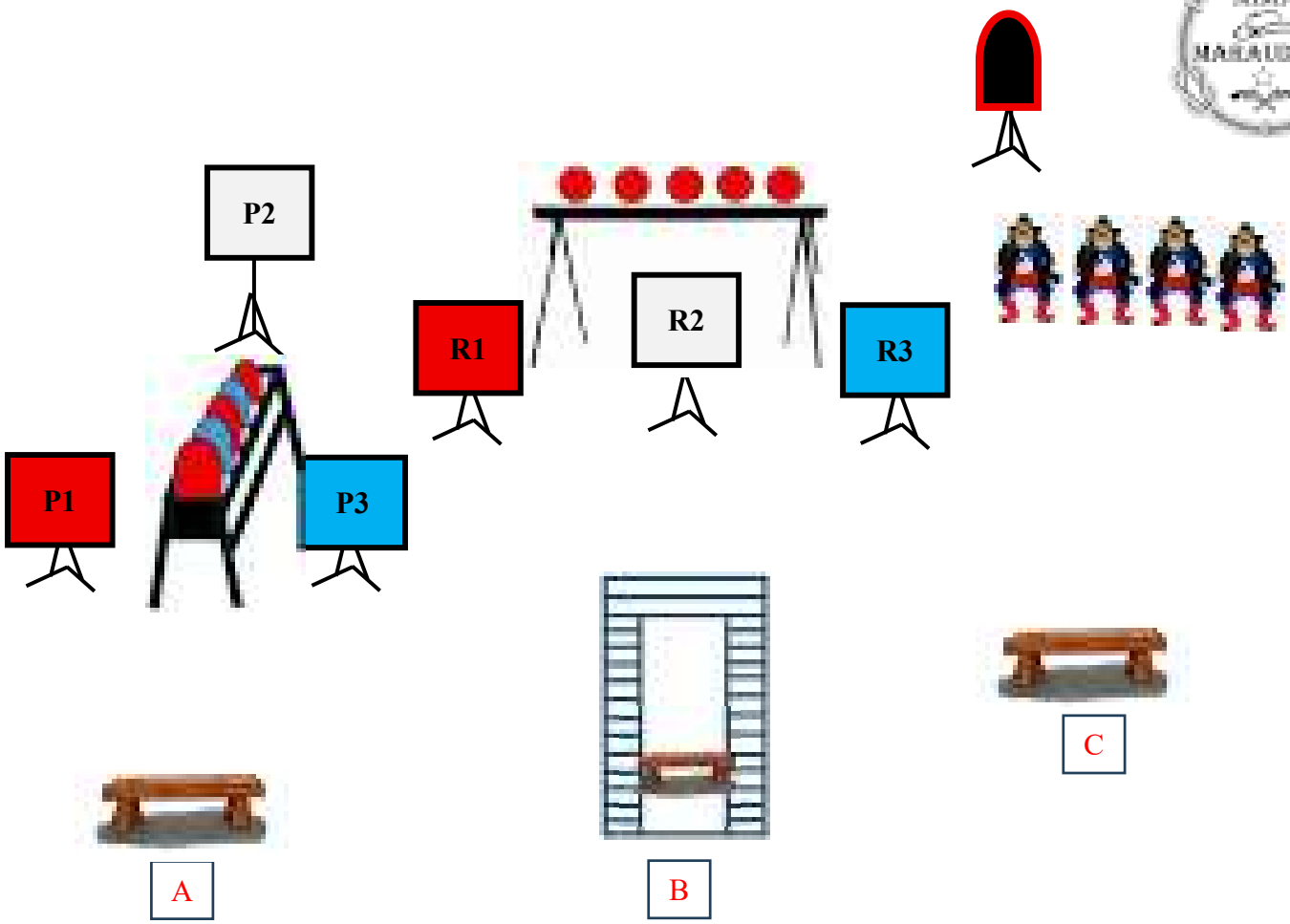
At Table A with the Shotgun, knock down the 2 KDs. Make the Shotgun safe.

At Table B with the Shotgun, knock down the 2 Snake KDs. Make the Shotgun safe

At Table B with the Pistol starting on either end shoot a 2-3-5 sweep for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 4 - STAGE 10



Ammo: 10 Rifle / 10 Pistol / Shotgun as many as necessary
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

Start Position: SASS default
Ready Line: "What are you laughing at?"

At the BEEP:
At Table A with the Pistol knock back the front plate on the Ladder Rack then triple tap the "P" targets in any order for a total of 10 rounds. Make the Pistol safe.

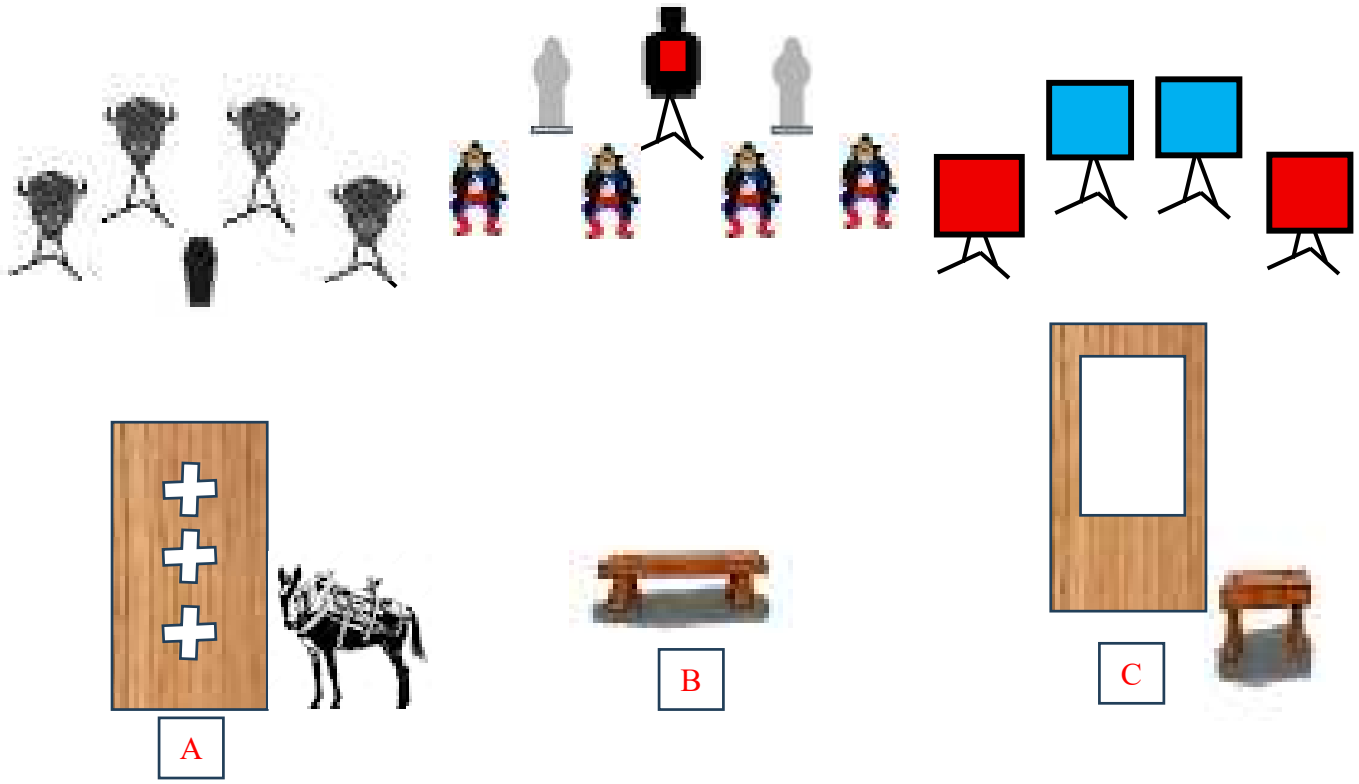
At Table B with the Rifle knock back the center plate on the Plate Rack then triple tap the "R" targets in any order for a total of 10 rounds. Make the Rifle safe.

At Table B with the Shotgun, knock down the 4 **KD's** in any order. **THEN** if needed shoot the "Tombstone" target once for each plate still standing. Make the Shotgun safe.

Note: there is only one plate standing on each rack - lay the others down.

Stage design: Doc Kharon

COWBOY ACTION BAY 5 – STAGE11



Ammo: 10+1 Rifle / 10 Pistol / Shotgun as many as necessary
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Stage transition must be engaged from Left to Right.

Start Position: SASS default
Ready Line: "One last dance."

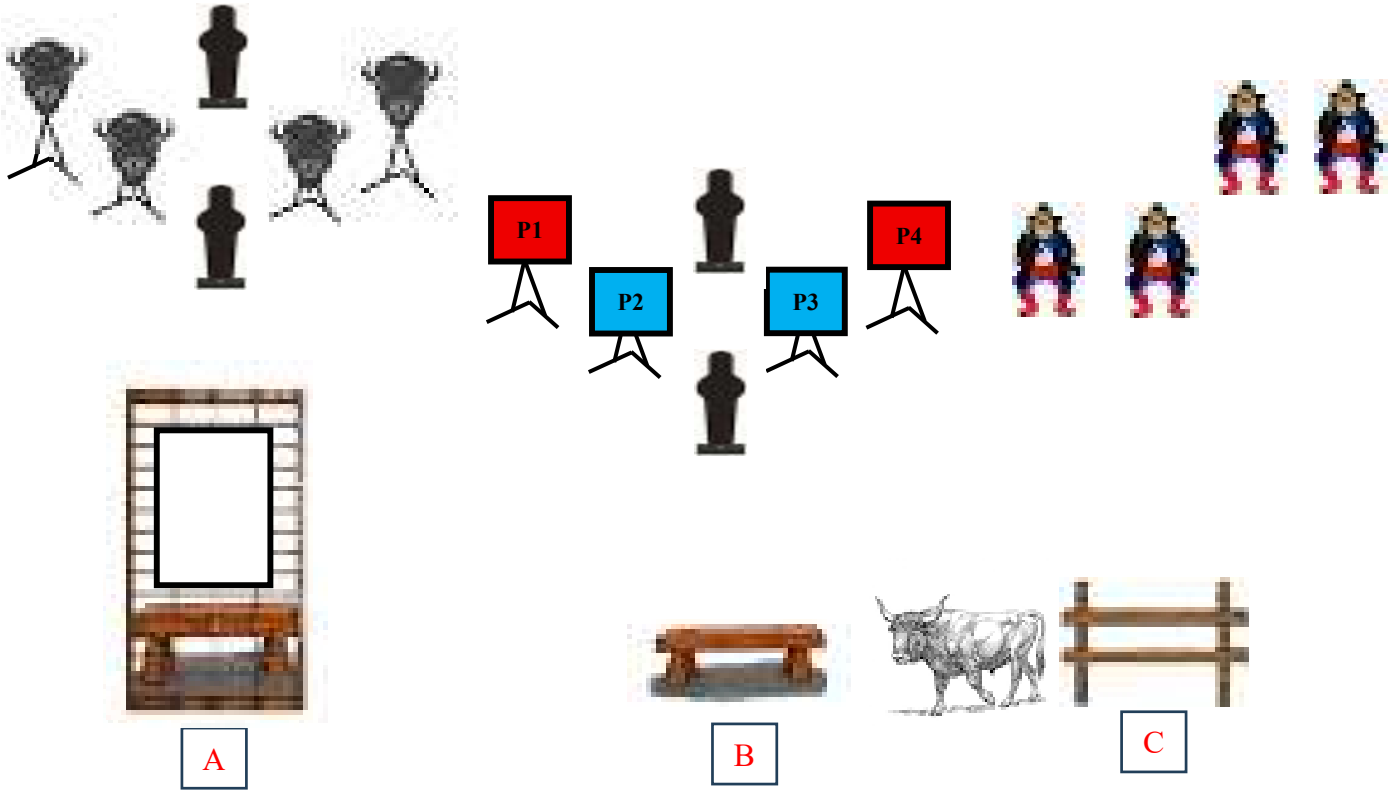
At the BEEP:
At Table A with the Rifle, (*shooting through the Jose Wells wall*), starting on either end shoot a Lawrence Welk sweep then reload 1 round and knock back the Coffin KD for a total of 11 rounds. Make the Rifle safe.

At Table B with the Shotgun, knock down the 6 KD's then double tap the silhouette. **THEN** if needed shoot the "silhouette" target once if the Rifle KD is still standing. Make the Shotgun safe.

At Table C with the Pistol, (*shooting through the window*), starting on either end shoot a Lawrence Welk sweep for a total of 10 rounds. Make Pistols safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 6 - STAGE 12



Ammo: 10 Rifle / 10 Pistol / Shotgun as many as necessary
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

Start Position: Hands touching hat.
Ready Line: "**All the licorice I want.**"

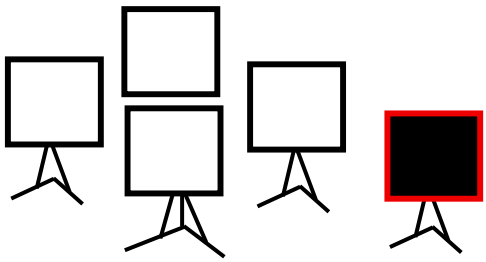
At the BEEP:
At Table A with the Rifle, through the window starting on either end shoot a 2-3-1-4 sweep for a total of 10 rounds. Make the Rifle safe. With the Shotgun knock down the two KD's in any order. Make Shotgun safe.

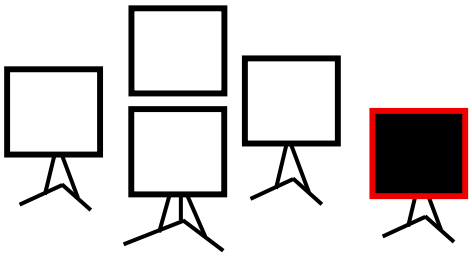
At Table B with the Pistol, starting on either end shoot a 2-3-1-4 sweep for a total of 10 rounds. Make Pistol safe. With the Shotgun knock down the two KD's in any order. Make Shotgun safe.

At Table C with the Shotgun, in any order knock down the 4 **KD's**. Make the Shotgun safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 1 – SPEED STEEL







A



B

Speed Steel Stage

You will need per round **10 Rifle and 10 Pistol.** The shooter starts standing with both feet behind Table of choice. Rifle is loaded and staged safely: Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: "**I feel the need for speed."**

Starting position: SASS default.

At the BEEP:
At Table A with the Rifle starting on any white target single tap all white targets with a total of 2 rounds on each target (no double tap) for 9 rounds – 10th round ends on the black target for a total of 10 rounds. Make the Rifle safe.

At Table B with the Pistol starting on any white target single tap all white targets with a total of 2 rounds on each target (no double tap) for 9 rounds – 10th round ends on the black target for a total of 10 rounds. Make the Pistol safe.

Note: each round is scored by the shooters total time plus 5 second miss, 10 second procedural penalties. Shooter total score is based on the combined time of shooters best 2 out of 3 rounds.

Stage design: Doc Kharon

Mima Marauders

Marauders Carnival Mayhem

Time Card

Stage	Raw	Miss	Penalty	Bonus	Time
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
				Total Time	
ALIAS					

MIMA MARAUDERS

Cowboy Action Shooting

3 Bays – 6 Stages

Saturday, July 11, 2026

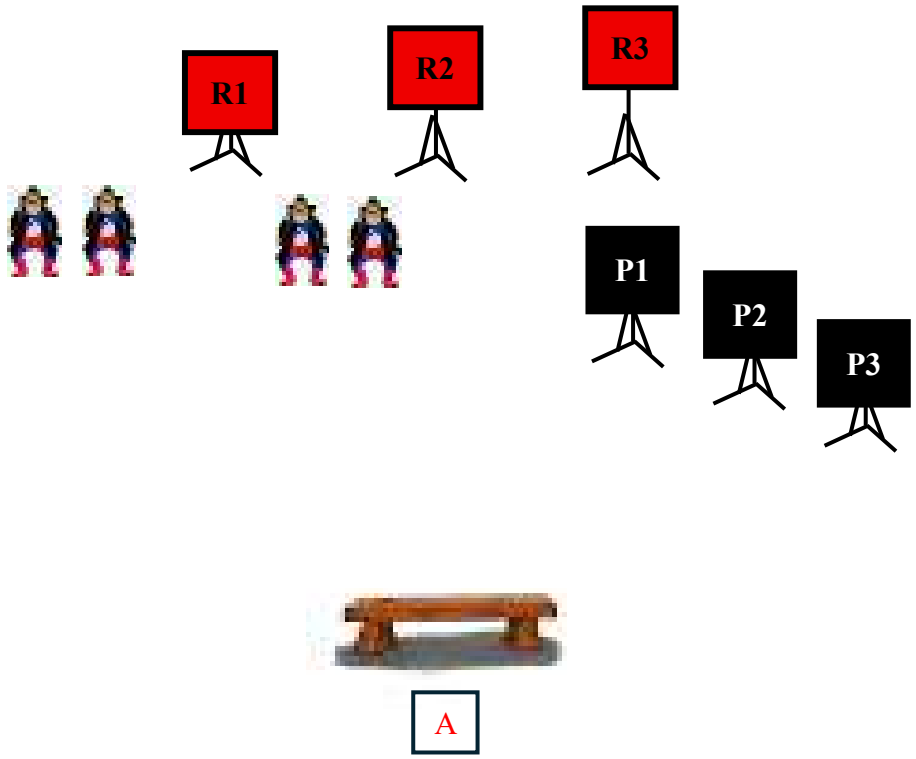
Match Fee: $15.00

Ammo Count
Rifle 62+/- rounds * Pistol 62 +/- rounds * Shotgun 25+/- rounds
(round counts are minimums)

Setup: *Thursday, July 9th at 10:00 AM*
Registration: Saturday, July 11th at 9:00 AM
Safety Meeting: Saturday, July 11th at 9:30 AM
Main Match: Saturday, July 11th at 10:00 AM

Lunch and Awards after the main match.

COWBOY ACTION BAY 4 - STAGE 1



Ammo: 10 Rifle / 10 Pistol / 4+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice

Start Position: SASS at the ready.
Ready Line: "Independence now and forever!"

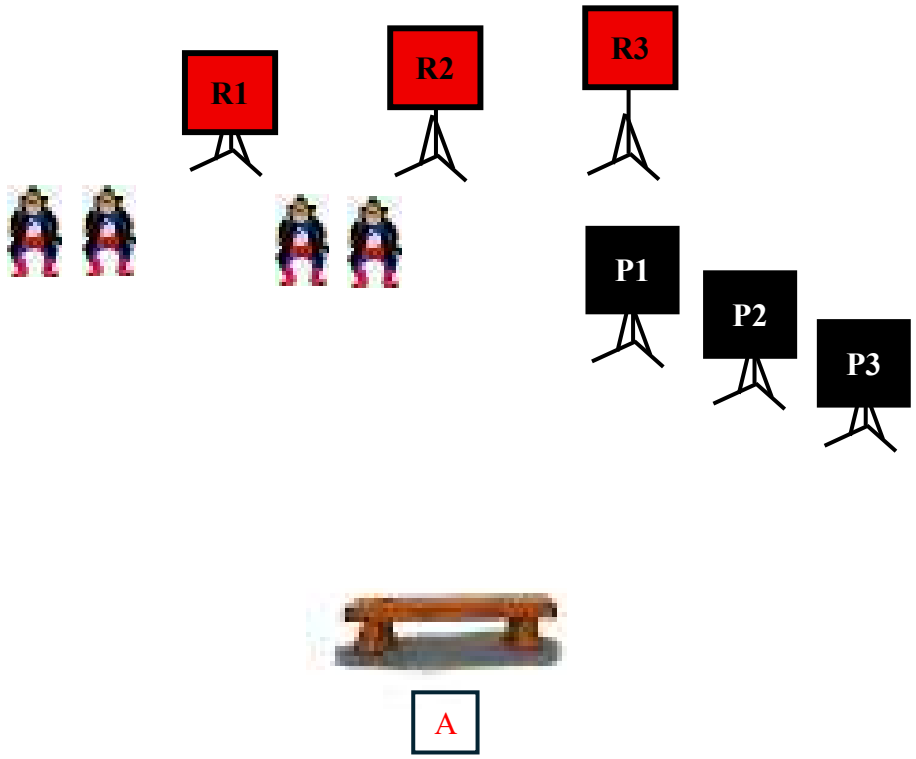
At the BEEP:
At Table A with the Rifle, using the "R" targets starting on either end shoot a single tap Nevada sweep ***double tapping the center target*** each time for a total of 10 rounds. Make the Rifle safe.

At Table A with the Shotgun, knock down the 4 **KD's** in any order. Make the Shotgun safe.

At Table A with the Pistol, using the "P" targets starting on either end shoot a single tap Nevada sweep ***double tapping the center target*** each time for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 4 - STAGE 2



Ammo: 10 Rifle / 10 Pistol / 4+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice

Start Position: SASS at the ready.
Ready Line: "Let freedom ring"

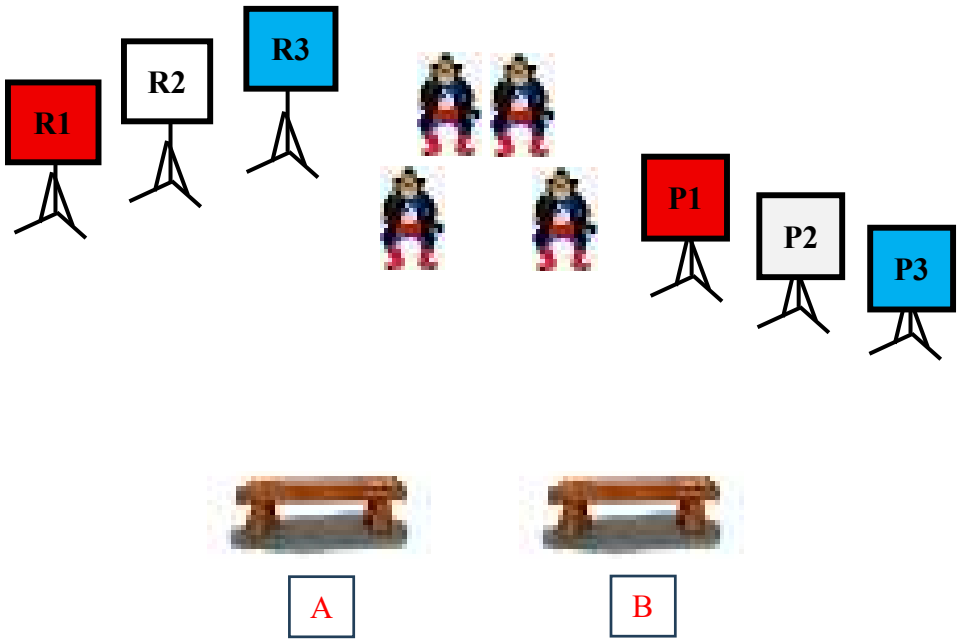
At the BEEP:
At Table A with the Rifle, using the "R" targets starting on either end shoot a 2-3-5 sweep for a total of 10 rounds. Make the Rifle safe.

At Table A with the Shotgun, knock down the 4 **KD's** in any order. Make the Shotgun safe.

At Table A with the Pistol, using the "P" targets starting on either end shoot a 2-3-5 sweep for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 5 - STAGE 3



Ammo: 10 Rifle / 10 Pistol / 2+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

Start Position: SASS at the ready.
Ready Line: "Red, white, and blue forever."

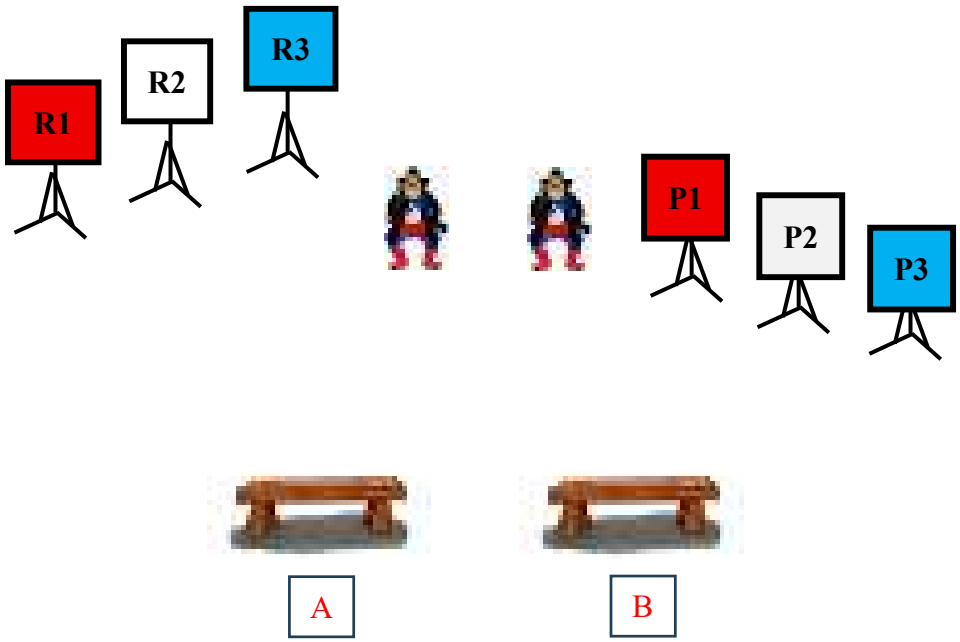
At the BEEP:
At Table A with the Rifle, using the "R" targets starting on either end shoot a 2-3-2-3 sweep for a total of 10 rounds. Make the Rifle safe. *Last 3 rounds should end on the middle target.*

At Table A and/or Table B with the Shotgun, knock down the 4 **KD's** in any order. Make the Shotgun safe.

At Table B with the Pistol, using the "P" targets starting on either end shoot a 2-3-2-3 sweep for a total of 10 rounds. Make the Pistol safe. *Last 3 rounds should end on the middle target.*

Stage design: Doc Kharon

COWBOY ACTION BAY 5 - STAGE 4



Ammo: 10+2 Rifle / 10+2 Pistol / 2+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

Start Position: SASS at the ready.
Ready Line: "Give me liberty or give me death!"

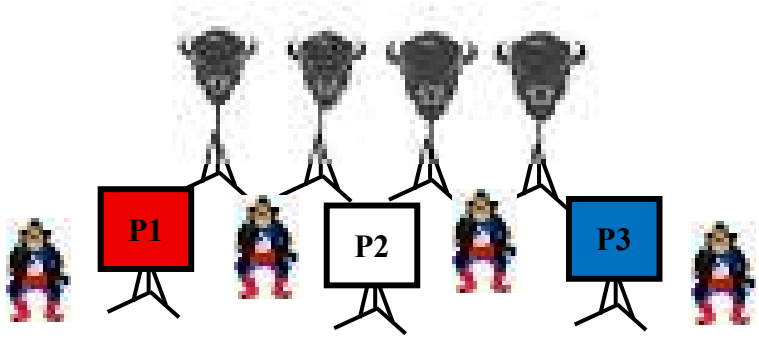
At the BEEP:
At Table A with the Rifle, using the "R" targets place 5 rounds on each outside target then double tap the center target for a total of 12 rounds. Make the Rifle safe. *Rifle reloads from shooter's leather, any time upon engaging with the Rifle.*

At Table A and/or Table B with the Shotgun, knock down the 2 **KD's** in any order. Make the Shotgun safe.

At Table B with the Pistol, using the "P" place 5 rounds on each outside target then double tap the center target for a total of 12 rounds. Make the Pistol safe. *Pistol reloads from shooter's leather, any time upon engaging with the Pistols.*

Stage design: Doc Kharon

COWBOY ACTION BAY 6 - STAGE 5





A

Ammo: 9 Rifle / 10 Pistol / 4+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice

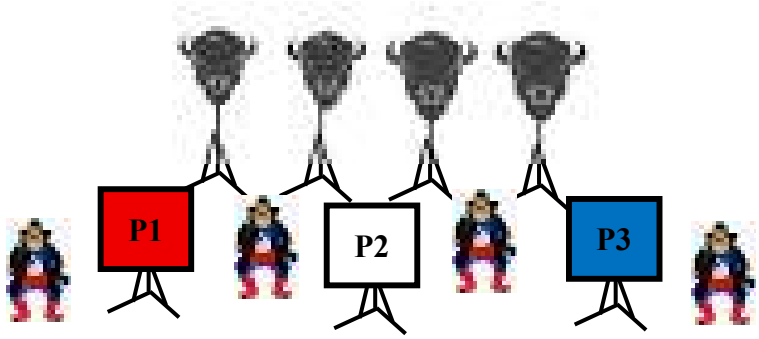
Start Position: Gun of choice in hands.
Ready Line: "**1873 Won the West."**

At the BEEP:
At Table A with the Shotgun, knock down the 4 **KD's** in any order. Make the Shotgun safe.

At Table A with the Rifle and Pistol using the Buffalo target array shoot a 1-8-7-3 sweep for a total of 10 rounds. Make the Rifle safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 6 - STAGE 6





A

Ammo: 10 Rifle / 10 Pistol / 4+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shotgun then Shooter's Choice

Start Position: Shotgun in hands at low ready – lock & loaded on the line with 2 rounds – TO approval
Ready Line: "**I'm not afraid of death. I just don't want to be there when it happens.**"

At the BEEP:
At Table A with the Shotgun, knock down the 4 **KD's** in any order. Make the Shotgun safe.

At Table A with the Rifle shoot a single tap Nevada sweep double tapping the outside targets for a total of 10 rounds. Make the Rifle safe.

At Table A with the Pistol shoot a single tap Nevada sweep for 5 rounds **THEN** place 5 rounds on any target for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon





MIMA MARAUDERS

hosting

Washington State Senior Games
Cowboy Action Shooting

Sunday, July 12, 2026

Match pre-registration:
https://washingtonstateseniorgames.com/

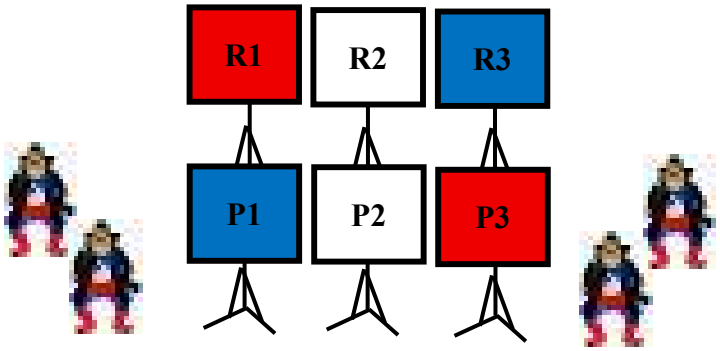
3 Bays – 6 Stages

Ammo Count
Rifle 60+/- rounds * Pistol 60+/- rounds * Shotgun 25+/- rounds

Check-in: Sunday, July 12th at 9:00 AM
Safety Meeting: Sunday, July 12th at 9:30 AM
Main Match: Sunday, July 12th at 10:00 AM

Lunch and Awards follow the main match.

COWBOY ACTION BAY 4 - STAGE 1





A

Ammo: 10 Rifle / 10 Pistol / 2+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

Start Position: SASS at the ready.
Ready Line: "Today is the day Pilgram"

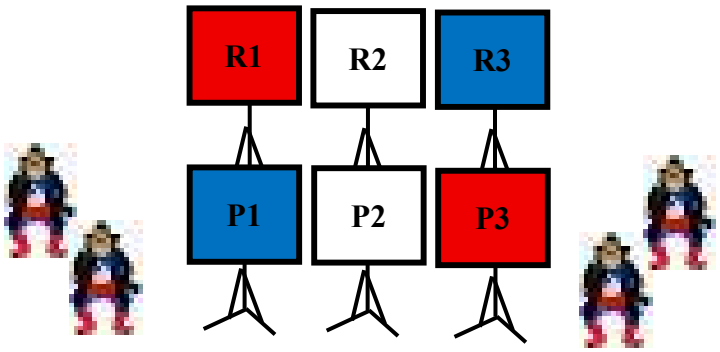
At the BEEP:
At Table A with the Rifle, using the "R" targets shoot a 1-3-1 sweep then place 5 rounds on the center target for a total of 10 rounds. Make the Rifle safe.

At Table A with the Shotgun, knock down the 4 **KD's** in any order. Make the Shotgun safe.

At Table A with the Pistol, using the "P" targets shoot a 1-3-1 sweep then place 5 rounds on the center target for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 4 - STAGE 2





A

Ammo: 10 Rifle / 10 Pistol / 2+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

Start Position: SASS at the ready.
Ready Line: "A fair trial with a first-class hanging"

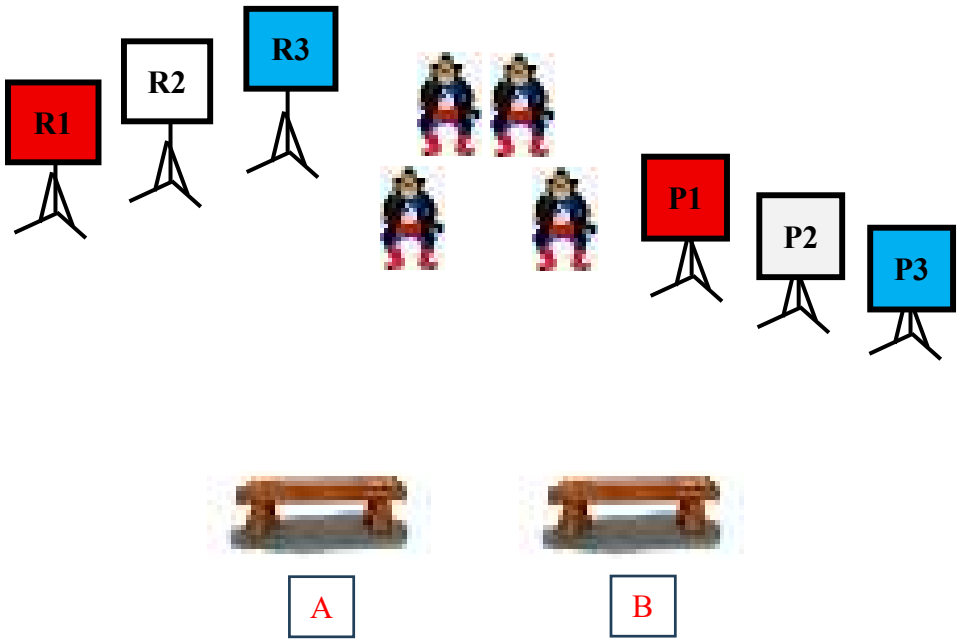
At the BEEP:
At Table A with the Rifle, using the "R" targets shoot a 1-3-1 sweep in the following order "R1, **P2**, R3" then repeat using "P1, R2, P3" for a total of 10 rounds. Make the Rifle safe.

At Table A with the Shotgun, knock down any two **KD's** in any order. Make the Shotgun safe.

At Table A with the Pistol, using the "P" targets shoot a 1-3-1 sweep in the following order "P1, **R2**, P3" then repeat using "P1, **R2**, P3" for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 5 - STAGE 3



Ammo: 10 Rifle / 10 Pistol / 2+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

Start Position: SASS at the ready.
Ready Line: "**I have a rendezvous with destiny.**"

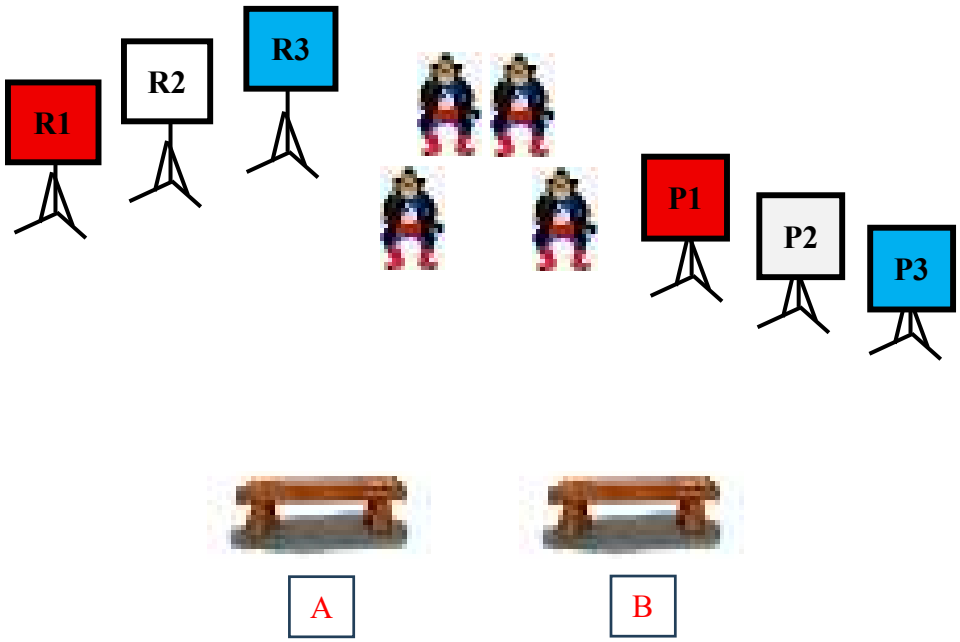
At the BEEP:
At Table A with the Rifle, starting on any one KD then using the "R" targets shoot a Lawrence Welk sweep for a total of 10 rounds. Make the Rifle safe. (*KD, 2 on 2, 3 on 3, 4 on 4*)

At Table B with the Pistol, starting on a KD then using the "P" targets shoot a Lawrence Welk sweep for a total of 10 rounds. Make the Pistol safe. (*KD, 2 on 2 , 3 on 3, 4 on 4*)

At Table A or Table B with the Shotgun, knock down the 2 KD's and if needed knock down any remaining KD's. Make the Shotgun safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 5 - STAGE 4



Ammo: 10 Rifle / 10 Pistol / 2+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

Start Position: SASS at the ready.
Ready Line: "**My mistake, we don't need no stinking coffins.**"

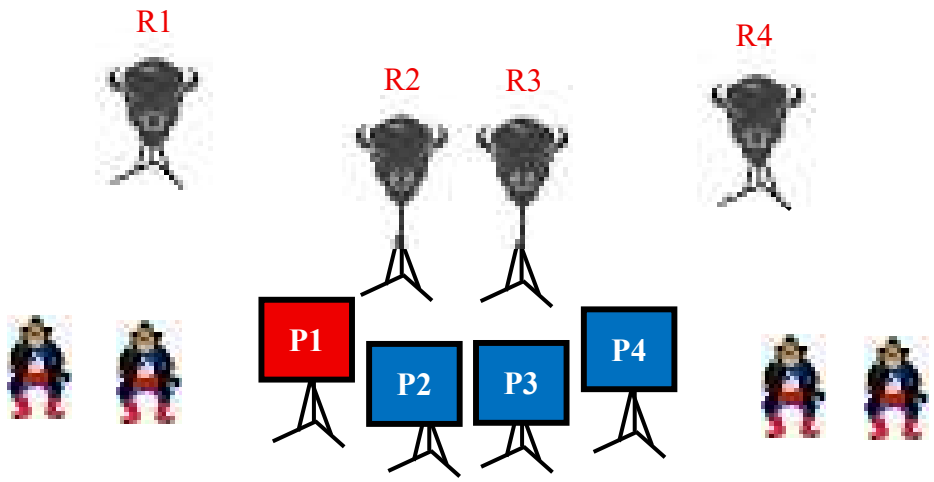
At the BEEP:
At Table A with the Rifle, double tap the center target then double tap each outside targets then quad tap the center target for a total of 10 rounds. Make the Rifle safe.

At Table A and/or Table B with the Shotgun, knock down the 4 KD's in any order. Make the Shotgun safe.

At Table B with the Pistol, double tap the center target then double tap each outside targets then quad tap the center target for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 6 - STAGE 5





A

Ammo: 10 Rifle / 10 Pistol / 4+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice

Start Position: SASS at the ready.
Ready Line: "Let freedom ring."

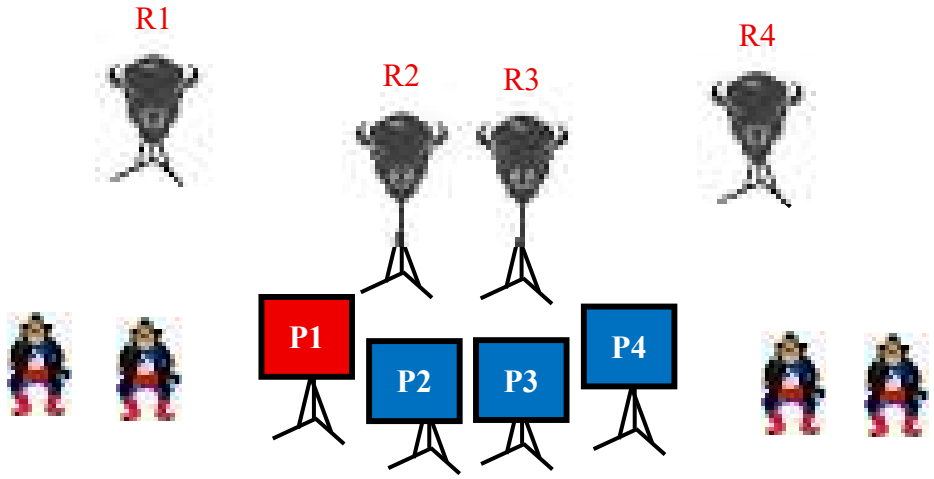
At the BEEP:
At Table A with the Rifle, starting on either end shoot a double tap sweep then single tap each outside target (No Triple Taps) for a total of 10 rounds. Make the Rifle safe.

At Table A with the Pistol, starting on either end shoot a double tap sweep then single tap each outside target (No Triple Taps) for a total of 10 rounds. Make the Pistol safe.

At Table A with the Shotgun, knock down the 4 **KD's** in any order. Make the Shotgun safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 6 - STAGE 6





A

Ammo: 10 Rifle / 10 Pistol / 4+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice

Start Position: SASS at the ready.
Ready Line: "Let freedom ring."

At the BEEP:
At Table A with the Rifle, starting on "R1" shoot a Switch Back Sweep: **R1-R2-R2-R1-R3-R3-R1-R4-R4-R1** for a total of 10 rounds. Make the Rifle safe.

At Table A with the Pistol, starting on "P1" shoot a Switch Back Sweep: **P1-P2-P2-P1-P3-P3-P1-P4-P4-P1** for a total of 10 rounds. Make the Pistol safe.

At Table A with the Shotgun, knock down the 4 **KD's** in any order. Make the Shotgun safe.

Stage design: Doc Kharon

Mima Mauraders

Cowboy Action Shooting

3 Days – 6 Stages

Saturday, August 8, 2026

Match Fee: $15.00

Ammo Count

Rifle 60+/- rounds * Pistol 60 +/- rounds * Shotgun 25+/- rounds

(round counts are minimums)

Setup: Thursday, August 6 at 10:00 AM

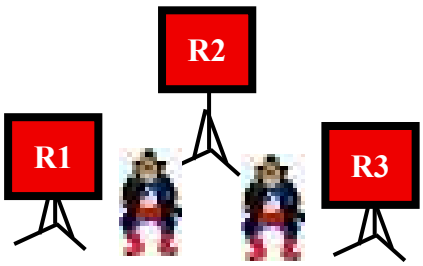
Registration: Saturday, August 8th at 9:00 AM

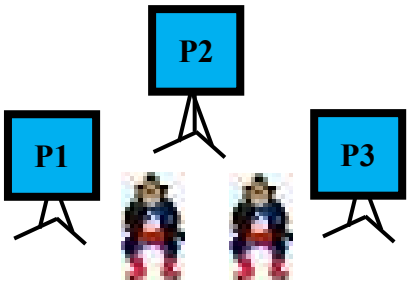
Safety Meeting: Saturday, July 11th at 9:30 AM

Main Match: Saturday, July 11th at 10:00 AM

Lunch and Awards follow the main match.

COWBOY ACTION BAY 4 - STAGE 1







A



B

Ammo: 10 Rifle / 10 Pistol / 4+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice

Start Position: Holding in both hands and looking at Gold Nugget (rock).
Ready Line: "Nevada has fool's gold"

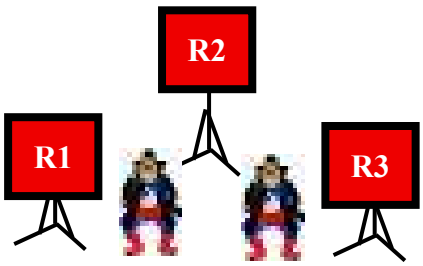
At the BEEP:
At Table A with the Rifle, engage R1-R3 with a five round Nevada Sweep, in either direction starting on R2, repeat the instruction with the next five rounds, for a total of 10 rounds. Make the Rifle safe.

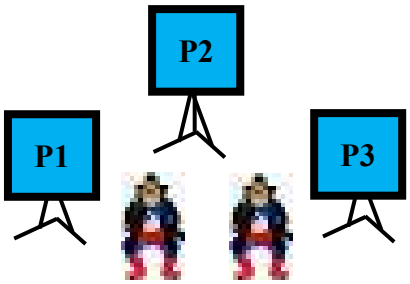
At Table A with the Shotgun, knock down the 2 **KD's** in any order. Make the Shotgun safe.
At Table B with the Shotgun, knock down the 2 **KD's** in any order. Make the Shotgun safe

At Table B with the Pistol, engage P1-P3 with a five round Nevada Sweep, in either direction starting on P2, repeat the instruction with the next five rounds, for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 4 - STAGE 2







A



B

Ammo: 10 Rifle / 10 Pistol / 4+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice

Start Position: Holding saddle bags in both hands – At beep attempt to hang saddle bags on fence rail.
Ready Line: "Dam Marauders"

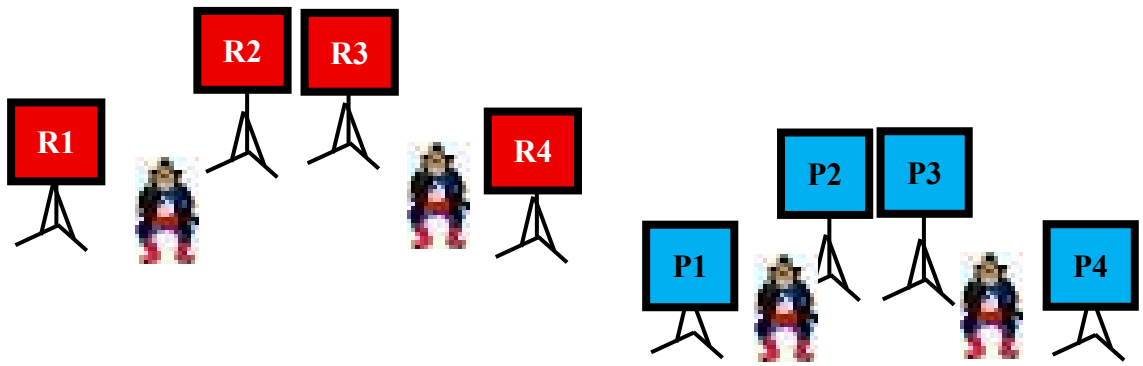
At the BEEP:
At Table A with the Rifle, starting on either end shoot a Marauder Sweep for a total of 10 rounds. Make the Rifle safe. *(Marauder Sweep: in order R2-R2-R1-R3-R2-R2-R1-R3-R2-R2 No double tap on R1 or R3)*

At Table A with the Shotgun, knock down the 2 **KD's** in any order. Make the Shotgun safe.
At Table B with the Shotgun, knock down the 2 **KD's** in any order. Make the Shotgun safe

At Table B with the Pistol, starting on either end shoot a Marauder Sweep for a total of 10 rounds. Make the Pistol safe. *(Marauder Sweep: R2-R2-R1-R3-R2-R2-R1-R3-R2-R2 No double tap on R1 or R3)*

Stage design: Doc Kharon

COWBOY ACTION BAY 5 - STAGE 3





A



B

Ammo: 10 Rifle / 10 Pistol / 2+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

Start Position: SASS at the ready.
Ready Line: "Today is not your day"

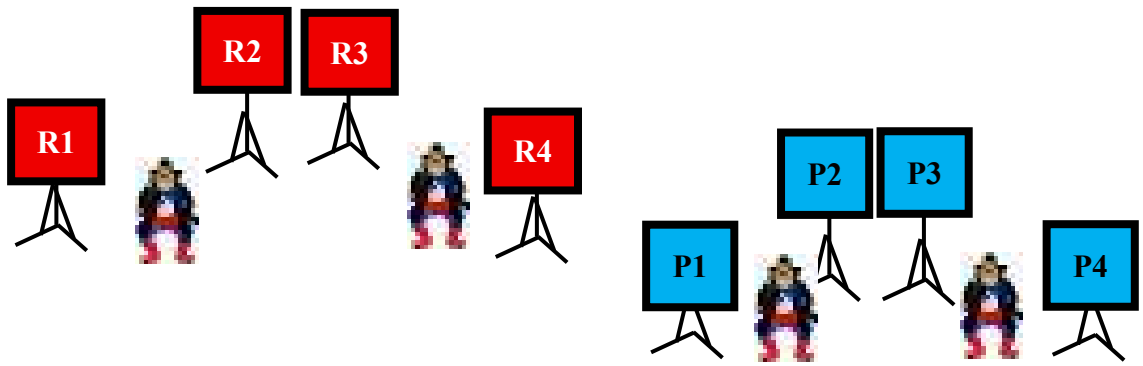
At the BEEP:
At Table A with the Rifle, with Rifle alternate between any pair of "R" targets for five rounds, starting on either target of the chosen pair then repeat instruction on the other pair for five rounds, for a total of 10 rounds. Make the Rifle safe.

At Table A or B with the Shotgun, knock down any 2 **KD's** in any order. Make the Shotgun safe.

At Table B with the Pistol, with Pistols alternate between any pair of "P" targets for five rounds, starting on either target of the chosen pair then repeat instruction on the other pair for five rounds, for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 5 - STAGE 4





A



B

Ammo: 10 Rifle / 10 Pistol / Shotgun as many as necessary.
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice, stage transition may be engaged from either end Left to Right or Right to Left.

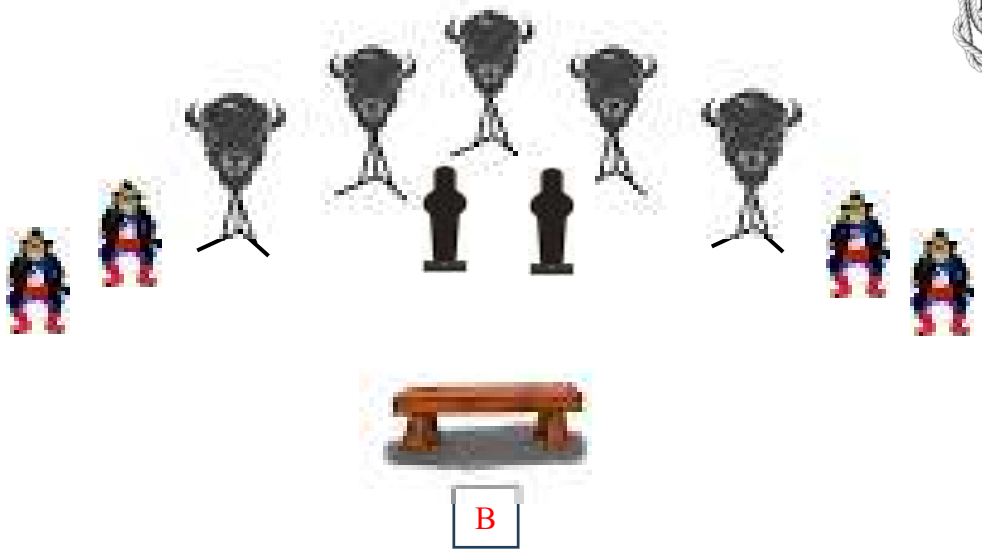
Start Position: SASS at the ready.
Ready Line: "Today is not your day"

At the BEEP:
At Table A with the Rifle, engage "R1-R4" on either side with a Rock'n Cowboy 2-1-2 sweep for 5 rds. THEN repeat using the other side targets for the next 5 rds for a total of 10 rounds. Make the Rifle safe. (example: R1-KD-R2 / R3-KD-R4) If needed Shotgun can be used prior to transition to clean up any standing KD's.

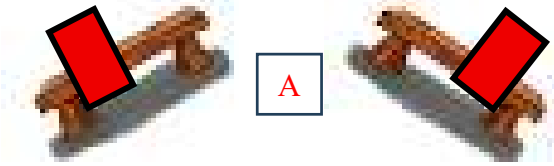
At Table B with the Pistol, engage "P1-P4" on either side with a Rock'n Cowboy 2-1-2 sweep for 5 rds. THEN repeat using the other side targets for the next 5 rds for a total of 10 rounds. Make the Pistol safe. (example: P1-KD-P2 / P3-KD-P4) If needed Shotgun can be used prior to transition to clean up any standing KD's.

Stage design: Doc Kharon

COWBOY ACTION BAY 5 - STAGE 5



B



A

Ammo: 10 Rifle / 10 Pistol / 6+ Shotgun
Guns Staged: Rifle and Shotgun staged safely at Table A; Pistols holstered

Firing order: Starting a Table A with Rifle, then shooters choice.

Start Position: Rifle in hands at low port (waist level)
Ready Line: "Is this Yellowstone? Look at the fuzzy cows."

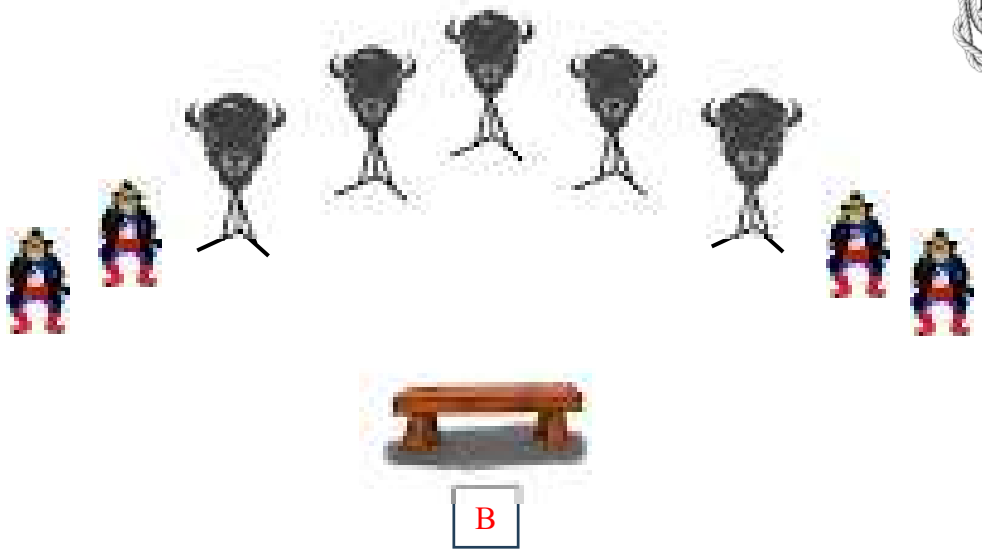
At the BEEP:
At Table A with the Rifle, engage the "RP" targets with two single tap sweeps starting on either end, in the same direction (no double-taps) for a total of 10 rounds. Make Rifle safe in tray pointed into the berm.

At Table A to B with the Shotgun, knock down the 6 KD's. Make Shotgun safe. (If at Table A make Shotgun safe in tray pointed into the berm or take to Table B).

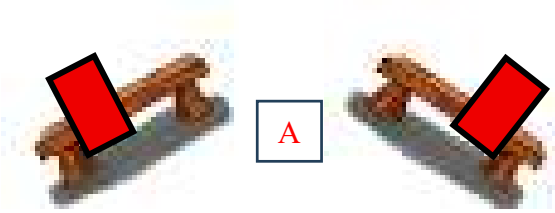
At Table B with the Pistol, engage the "RP" targets with two single tap sweeps starting on either end, in the same direction (no double-taps) for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 5 - STAGE 6



B



A

Ammo: 10 Rifle / 10 Pistol / 4+ Shotgun
Guns Staged: Rifle and Shotgun staged safely at Table A; Pistols holstered

Firing order: Starting a Table A with Rifle, then shooters choice.

Start Position: Hands hold whiskey bottle – set bottle on table at the beep.
Ready Line: "Let's go pet a fuzzy cow."

At the BEEP:
At Table A with the Rifle, starting on either end engage the "R/P' targets with a Whiskey Row Sweep: Double tap an end target, then Single tap the three middle targets, then Double tap the opposite end target, then Single tap three middle targets for a total of 10 rounds. Make Rifle safe in tray pointed into the berm.

At Table B with the Shotgun, knock down the 4 KD's in any order. Make Shotgun safe.

At Table B with the Pistol, starting on either end engage the "R/P' targets with a Whiskey Row Sweep: Double tap an end target, then Single tap the three middle targets, then Double tap the opposite end target, then Single tap three middle targets for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

Mima Mauraders

Cowboy Action Shooting

FAST & FURIOUS 4

3 Bays – 9 Stages

Saturday, September 12, 2026

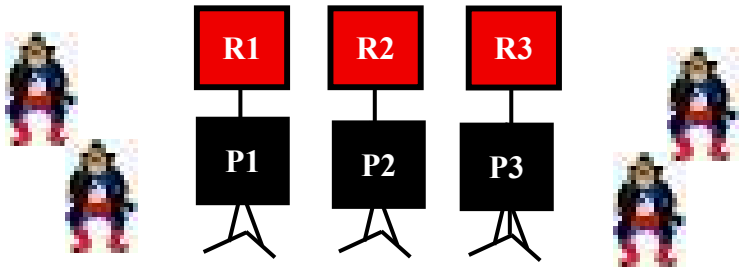
Match Fee: $15.00

Ammo Count
Rifle 90+/- rounds * Pistol 90+/- rounds * Shotgun 25+/- rounds

Setup: *Thursday, September 10 at 10:00 AM*
Registration: Saturday, September 12th at 8:00 AM
Safety Meeting: Saturday, September 12th at 8:30 AM
Main Match: Saturday, September 12th at 9:00 AM

Lunch and Awards after the main match.

FAST & FURIOUS 4 - STAGE 1





A

Ammo: 10 Rifle / 10 Pistol / NO Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice

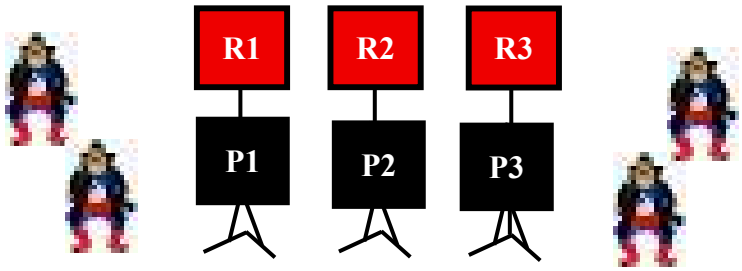
Start Position: SASS at the ready.
Ready Line: "Fast and Furious

At the BEEP:
At Table A with the Rifle, using the "R" targets starting on either end shoot a double tap Nevada sweep for a total of 10 rounds. Make the Rifle safe.

At Table A with the Pistol, using the "P" targets starting on either end shoot a double tap Nevada sweep for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

FAST & FURIOUS 4 - STAGE 2





A

Ammo: 10 Rifle / 10 Pistol / 2+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice

Start Position: SASS at the ready.
Ready Line: "Fast and Furious

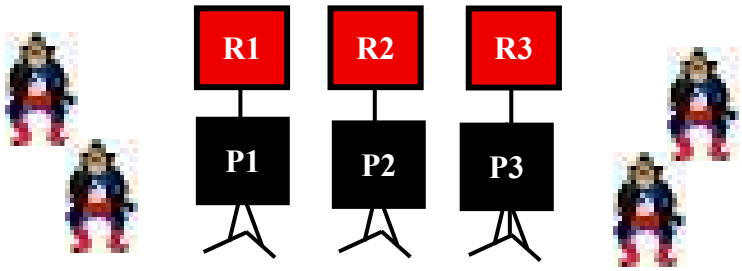
At the BEEP:
At Table A with the Rifle, using the "R" targets starting on either end shoot a 2-1-2 sweep and repeat for a total of 10 rounds. Make the Rifle safe.

At Table A with the Shotgun, knock down any 2 KD's in any order. Make Shotgun safe.

At Table A with the Pistol, using the "P" targets starting on either end shoot a 2-1-2 sweep and repeat for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

FAST & FURIOUS 4 - STAGE 3





A

Ammo: 10 Rifle / 10 Pistol / 2+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice

Start Position: SASS at the ready.
Ready Line: "Fast and Furious

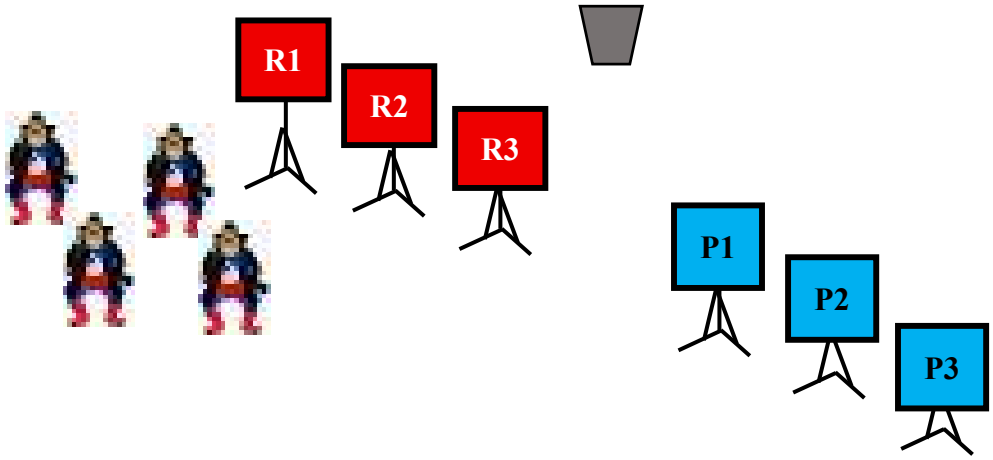
At the BEEP:
At Table A with the Rifle, using the "R" targets starting on either end shoot a 2-3-5 sweep for a total of 10 rounds. Make the Rifle safe.

At Table A with the Shotgun, knock down any 4 KD's in any order. Make Shotgun safe.

At Table A with the Pistol, using the "P" targets starting on either end shoot a 2-3-5 sweep for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

FAST & FURIOUS 4 - STAGE 4





A

Ammo: 10 Rifle / 10 Pistol / NO Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice

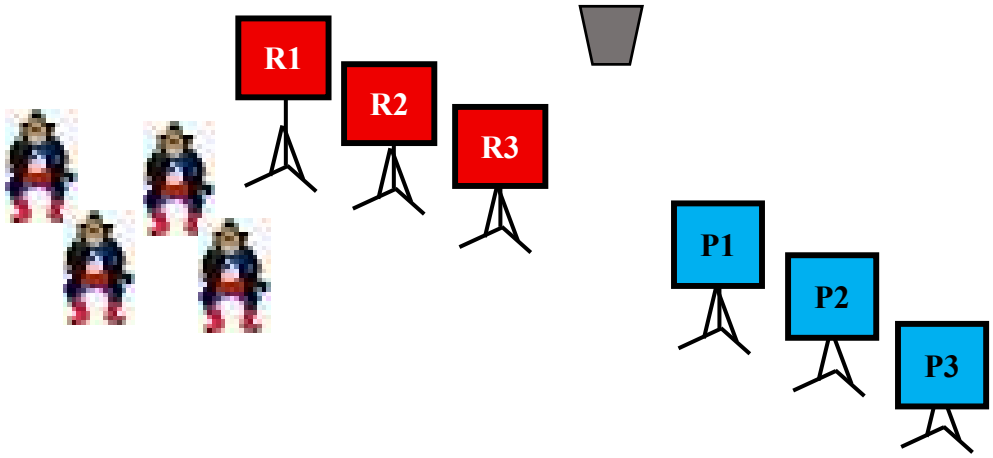
Start Position: SASS at the ready.
Ready Line: "Fast and Furious

At the BEEP:
At Table A with the Rifle, using the "R" targets starting on either end shoot a 3-4-3 sweep for a total of 10 rounds. Make the Rifle safe.

At Table A with the Pistol, using the "P" targets starting on either end shoot a 3-4-3 sweep for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

FAST & FURIOUS 4 - STAGE 5





A

Ammo: 10 Rifle / 10 Pistol / 2+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shotgun then Shooter's Choice

Start Position: Shotgun in hands, **loaded with up two rounds – loaded on the firing line with T/O approval**
Ready Line: "Fast and Furious

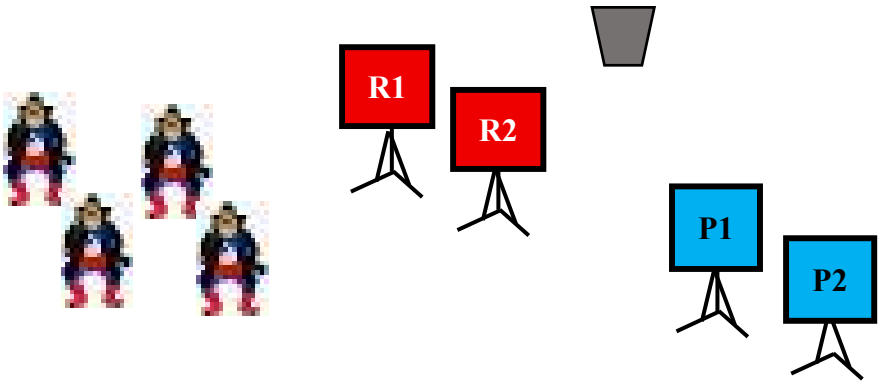
At the BEEP:
At Table A with the Shotgun, engage the Birdie activator then shoot the Birdie for a 5 second no miss bonus. If shooter misses the activator on the first shot, restart the shooter. No make up. KD's not in play.

At Table A with the Rifle, using the "R" targets starting on either end shoot a 3-3-4 sweep for a total of 10 rounds. Make the Rifle safe.

At Table A with the Pistol, using the "P" targets starting on either end shoot a 3-3-4 sweep for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

FAST & FURIOUS 4 - STAGE 6





A

Ammo: 10 Rifle / 10 Pistol / 2+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice

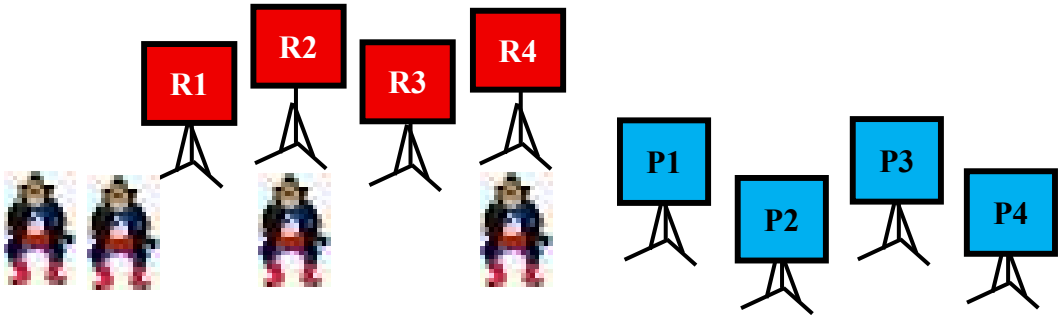
Start Position: SASS at the ready.
Ready Line: "Fast and Furious

At the BEEP:
At Table A with the Rifle & Pistol, using the "R&P" targets starting on either end shoot a 5-4-4-7 sweep for a total of 10 rounds. Make the Rifle/Pistol safe.

At Table A with the Shotgun, knock down the 4 KD's in any order. Make the Shotgun safe.
Birdie not in play.

Stage design: Doc Kharon

FAST & FURIOUS 4 - STAGE 7





A B

Ammo: 10 Rifle / 10 Pistol / NO Shotgun
Guns Staged: Rifle staged safely; Pistols holstered

Firing order: Shooter's Choice

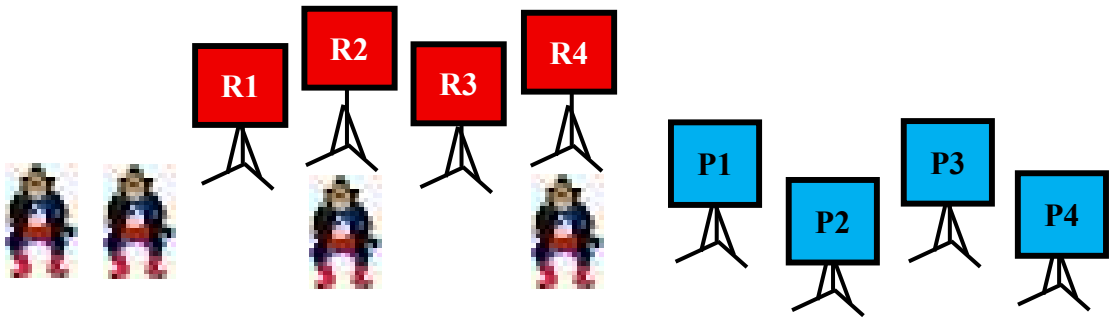
Start Position: SASS at the ready
Ready Line: "Fast and Furious

At the BEEP:
At Table A with the Rifle, using the "R" targets starting on either end shoot a 1-4-1-4 sweep for a total of 10 rounds. Make the Rifle safe.

At Table A with the Pistol, using the "P" targets starting on either end shoot a 1-4-1-4 sweep for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

FAST & FURIOUS 4 - STAGE 8





Ammo: 10 Rifle / 10 Pistol / 4+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shotgun then Shooter's Choice

Start Position: Shotgun in hands held at waist level.
Ready Line: "Fast and Furious

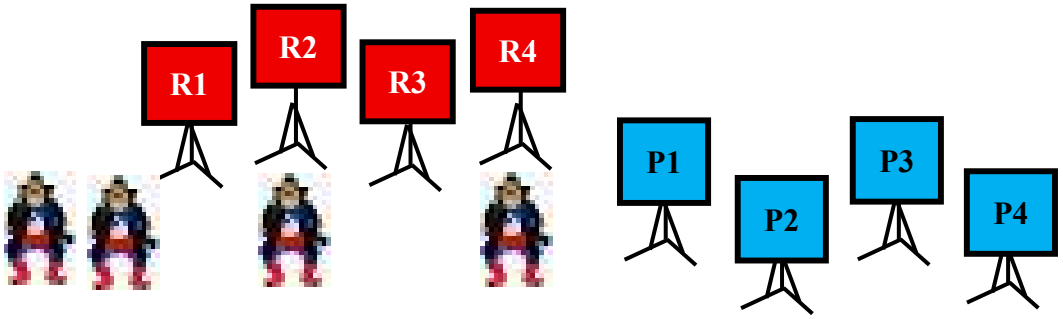
At the BEEP:
At Table A with the Shotgun, knock down the 4 KD's in any order. Make Shotgun safe.

At Table A with the Rifle, using the "R" targets starting on either end shoot a 4-1-1-4 sweep for a total of 10 rounds. Make the Rifle safe.

At Table B with the Pistol, using the "P" targets starting on either end shoot a 4-1-1-4 sweep for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

FAST & FURIOUS 4 - STAGE 9





A B

Ammo: 10 Rifle / 10 Pistol / NO Shotgun
Guns Staged: Rifle staged safely; Pistols holstered

Firing order: Shooter's Choice

Start Position: Gun(s) of choice in hands at low port.
Ready Line: "Fast and Furious

At the BEEP:
At Table A with the Rifle, using the "R" targets starting any target place 5 rounds on one target then repeat on any other target for a total of 10 rounds. Make the Rifle safe.

At Table A with the Pistol, using the "P" targets starting any target place 5 rounds on one target then repeat on any other target for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon



MIMA MARAUDERS

3 Bays - 6 Stages

Saturday, October 10, 2026

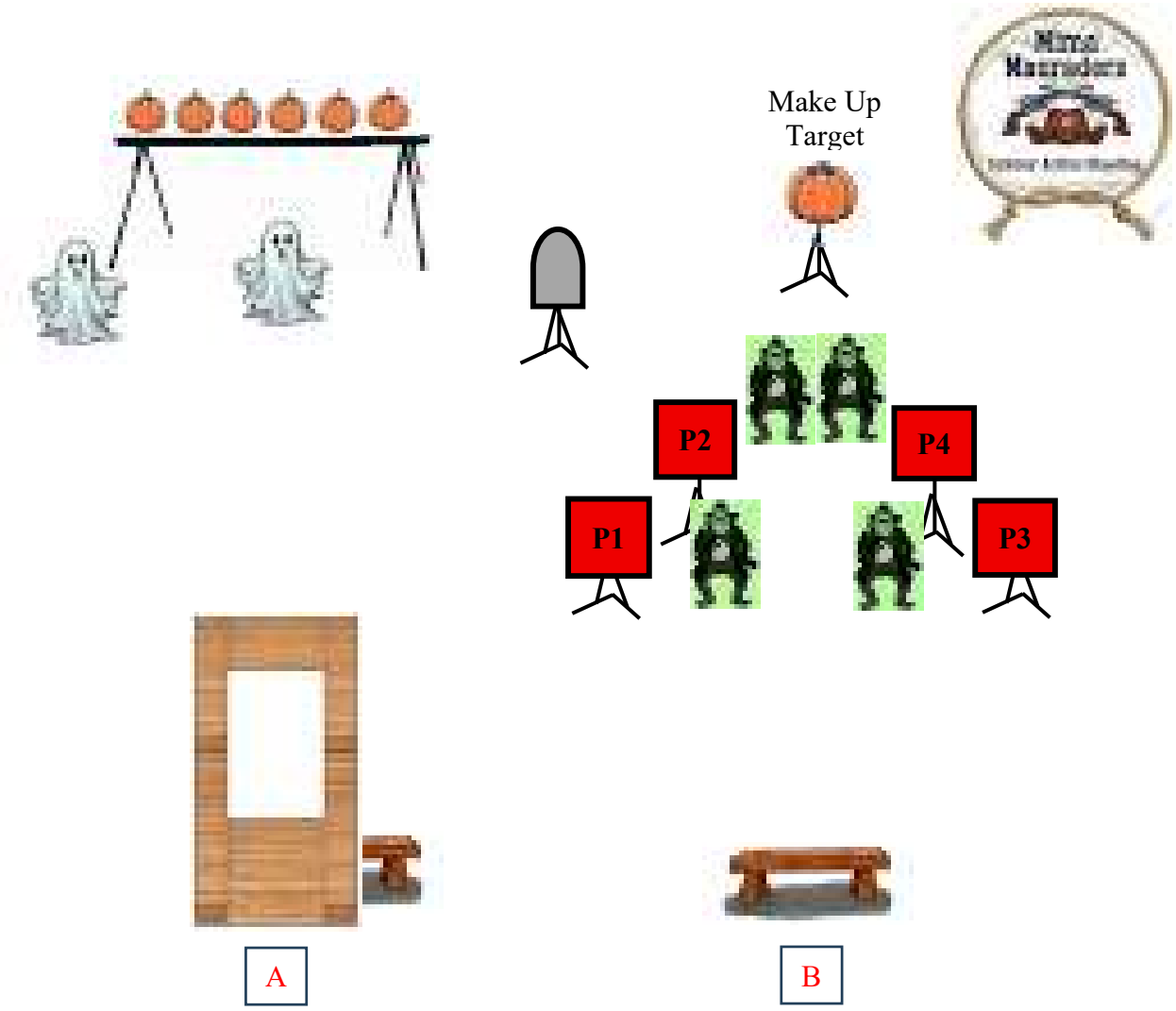
Match Fee: $15.00

Ammo Count
Rifle 60+/- rounds * Pistol 60+/- rounds * Shotgun 30+/- rounds

Setup: *NO SET UP THIS MONTH*
Registration: Saturday, October 10th at 9:00 AM
Safety Meeting: Saturday, October 10th at 9:30 AM
Main Match: Saturday, October 10TH at 10:00 AM
Awards and Lunch to follow the main match

COME IF YOU DARE !!!

COWBOY ACTION BAY 4 - STAGE 1



Ammo: 10 Rifle / 10 Pistol / 4+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's Choice

Start Position: Shooter facing the score keeper, holding Skull in both hands. At the beep place Skull on table.
Ready Line: "Never trust the living" – Beetlejuice

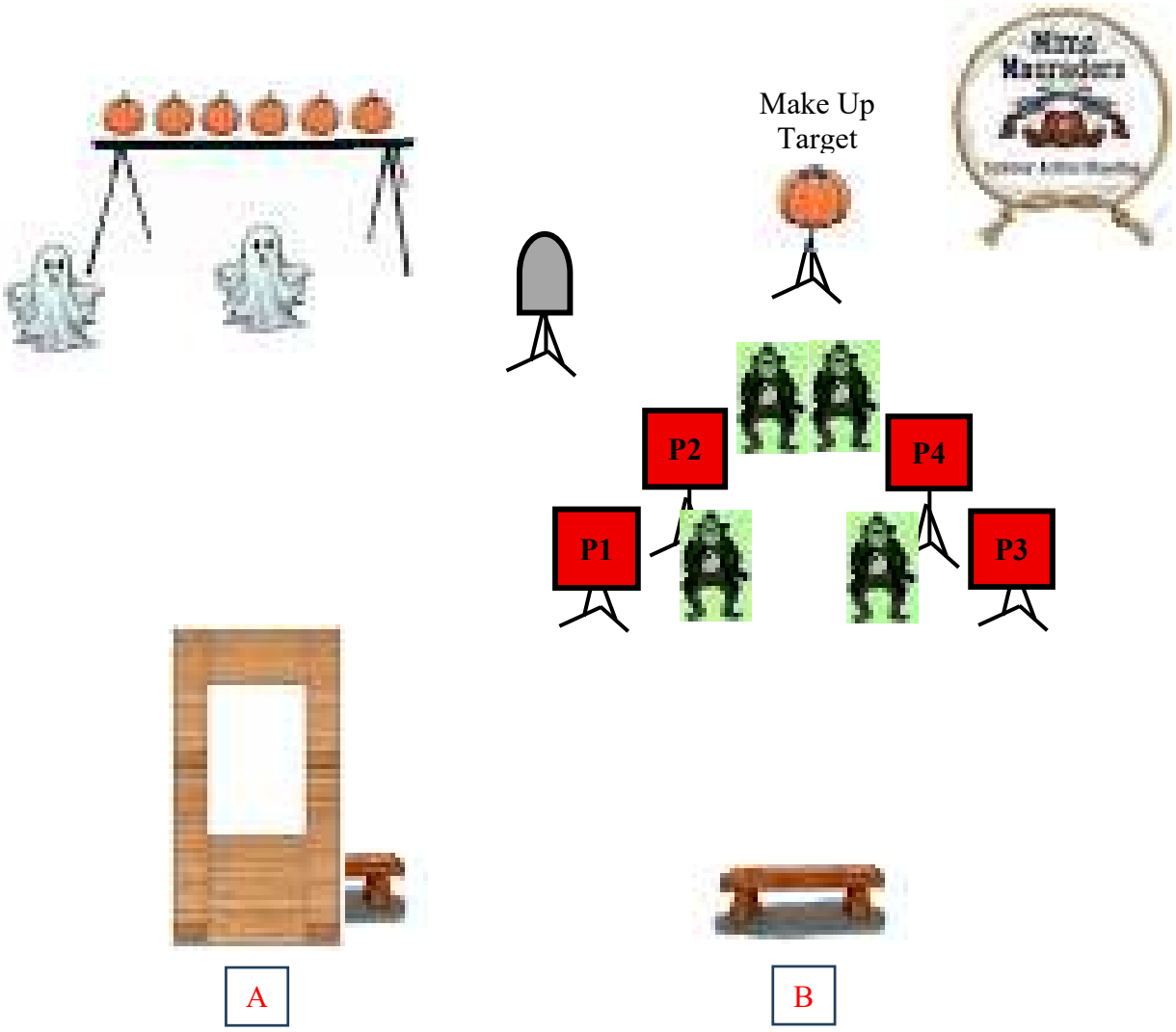
At the BEEP:
At Table A with the Rifle, in any order knock down the 2 Ghost KD's, double tap the headstone and knock down the 6 pumpkins on the plate rack for a total of 10 rounds. Make the Rifle safe.

At Table B with the Shotgun, in any order knock down the 4-zombie cowboy KD's. **THEN IF NEEDED, s**hoot the large pumpkin target once for each Ghost KD and/or plate rack pumpkin still standing.

At Table B with the Pistol, starting on "**P2**" going either direction shoot a single tap continuous Nevada sweep total of 10 rounds. Make the Pistol safe. Hint: last round will be on "P4"

Stage design: Doc Kharon

COWBOY ACTION BAY 4 - STAGE 2



Ammo: 10 Rifle / 10 Pistol / 4+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's choice.

Start Position: Holding Spider in one hand.
Ready Line: "Be afraid, be very afraid." – Ronnie, The Fly

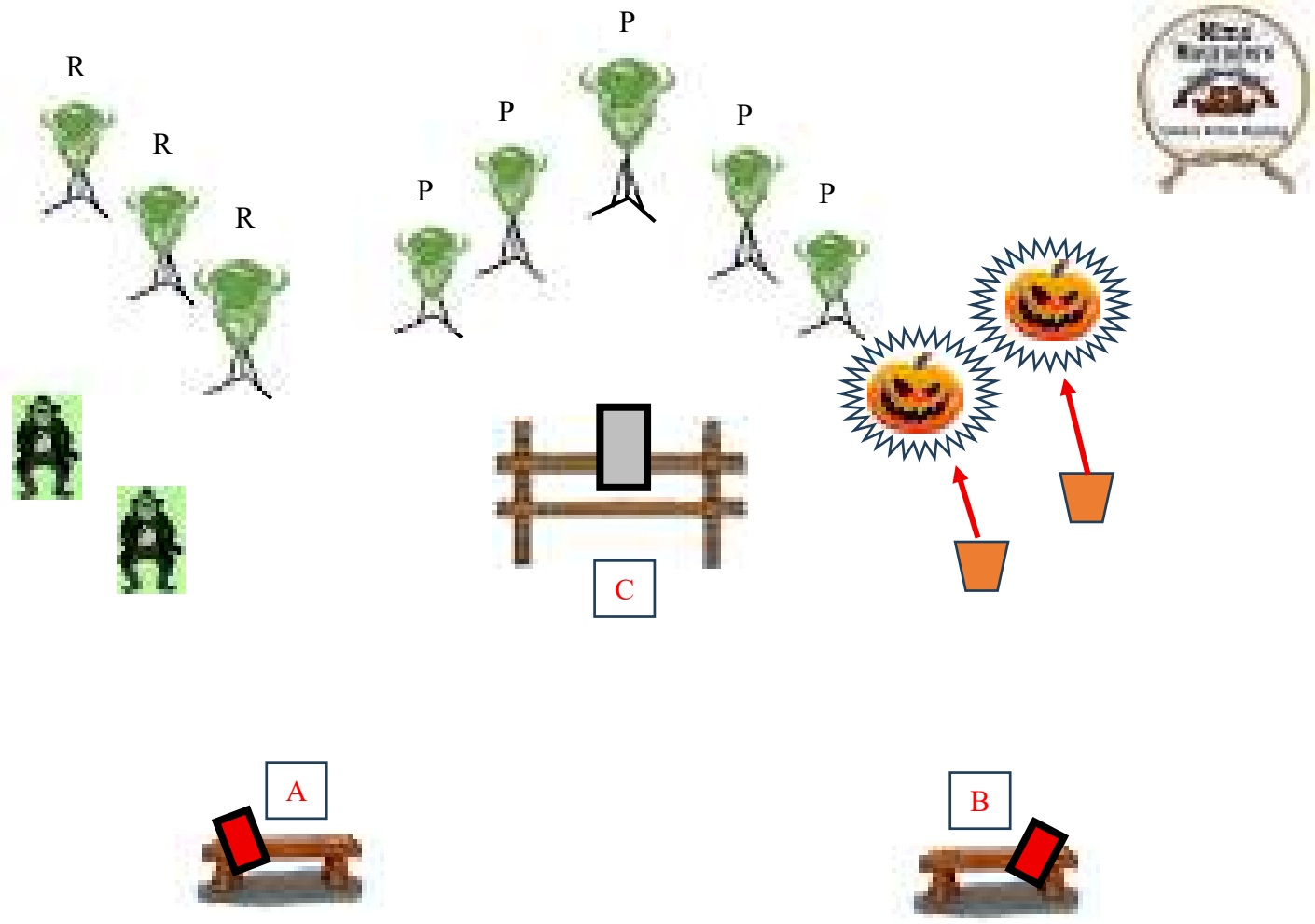
At the BEEP:
At Table A with the Rifle, starting on either end in the following order single tap 2 pumpkins, then double tap tombstone, single tap 2 pumpkins, double tap tombstone, single tap 2 pumpkins for a total of 10 rounds. Make the Rifle safe.

At Table B with the Shotgun, in order knock down the rear 2-zombie cowboy KD's then the front 2. **THEN IF NEEDED**, shoot the large pumpkin target once for each Ghost KD and/or pumpkin still standing on the plate rack.

At Table B with the Pistol, starting on either end shoot a 2-3-2-3 sweep for a total of 10 rounds. Make the Pistol safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 4 - STAGE 3



Ammo: 10 Rifle / 10 Pistol /6+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's choice, Pistol must be last.

Start Position: Holding a Tequilla in both hands.
Ready Line: "Maybe some evil spirits will calm my nerves."

At the BEEP:
At Table A with the Rifle, starting on either end shoot the R/P zombie Buffalo in a 1-1-3 sweep then repeat starting on the same end for a total of 10 rounds. Make the Rifle safe in the partner into the berm.

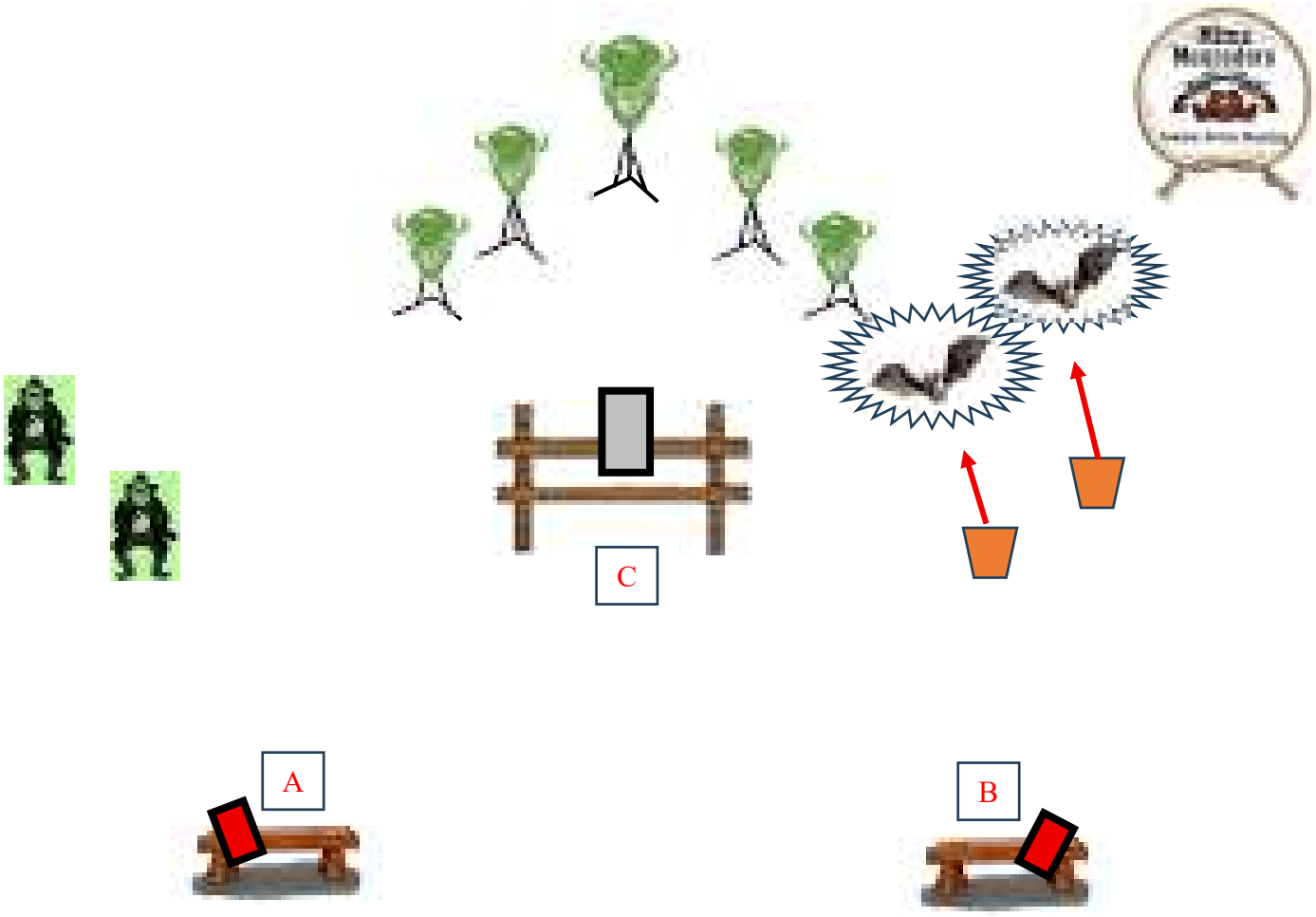
At Table A with the Shotgun, knock down 2-zombie Cowboy KD's. Make Shotgun safe in the partner into the berm or take to Table B or C. Must have at least one foot behind each table when shooting.

At Table B with the Shotgun, knock back 2 – pumpkin activators to release the flying angry Pumpkins, each Pumpkin is a 5 second no miss bonus. Make Shotgun safe in the partner into the berm or take to Table A or C. Must have at least one foot behind each table when shooting.

At Table C with the Pistol starting on either end shoot the R/P zombie Buffalo in a 1-1-3 sweep then repeat starting on the opposite end for a total of 10 rounds. Must be within arm's reach of the fence. Make the Pistol safe.

Stage design: Doc Kharon

COWBOY ACTION BAY 4 - STAGE 4



Ammo: 10 Rifle / 10 Pistol /6+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's choice, Pistol must be last.

Start Position: Holding a Bat in each hand.
Ready Line: "Oh NO Bats."

At the BEEP:
At Table A or B with the Rifle, starting on either end shoot the R/P zombie Buffalo in a 1-2-4-2-1 sweep for a total of 10 rounds. Make the Rifle safe in the partner into the berm.

At Table A with the Shotgun, knock down 2-zombie Cowboy KD's. Make Shotgun safe in the partner into the berm or take to Table B or C.

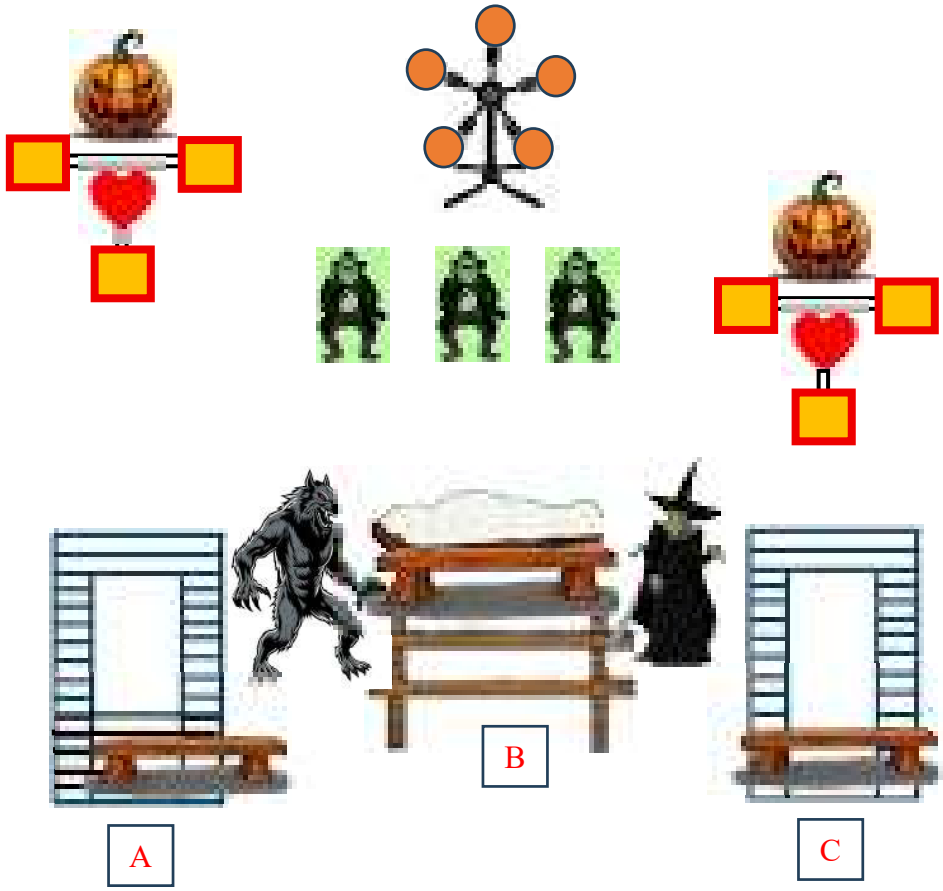
At Table B with the Shotgun, knock back 2 – pumpkin activators to release the Bats, each Bat is a 5 second no miss bonus. Make Shotgun safe in the partner into the berm or take to Table A or C.

At Table C with the Pistol starting on either end shoot the R/P zombie Buffalo in a 1-2-4-2-1 sweep for a total of 10 rounds. Make the Pistol safe.

Must have at least one foot behind each table when shooting.

Stage design: Doc Kharon

COWBOY ACTION BAY 6 - STAGE 5



Ammo: 10 Rifle / 10 Pistol /5+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's choice.

Start Position: Holding a snake in each hand.
Ready Line: "It's all just a bunch of hocus pocus." – Max, Hocus Pocus

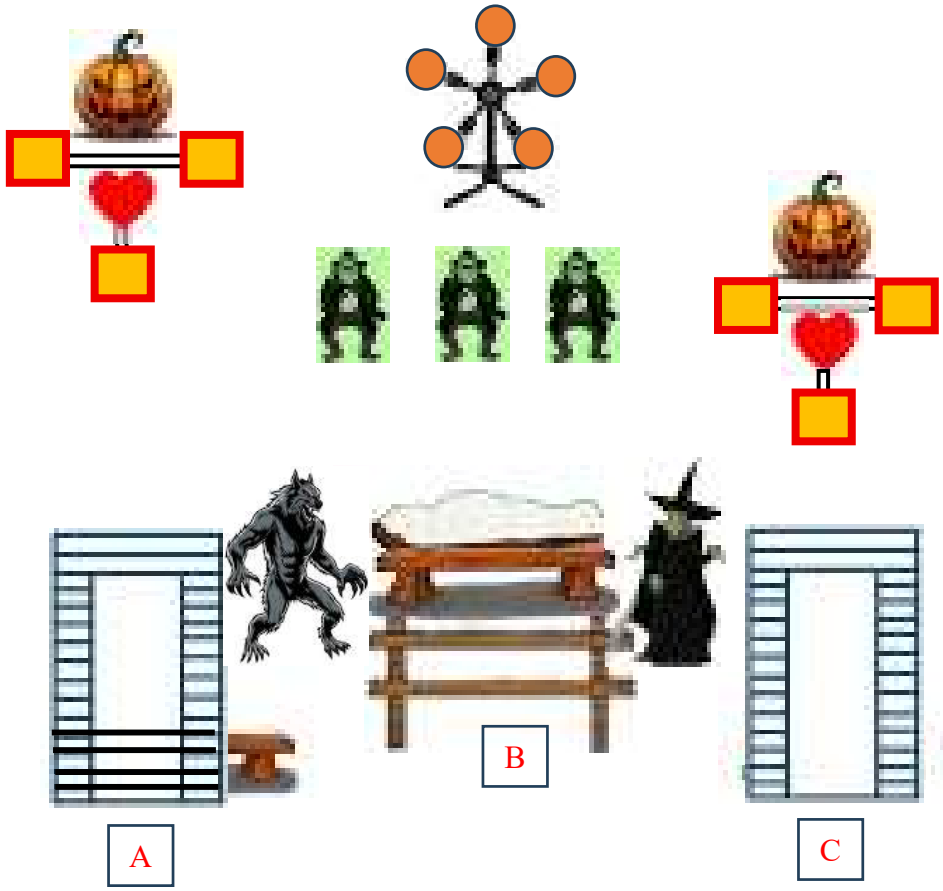
At the BEEP:
At Table A with the Rifle, shooting through the window using the Pumpkin Skeleton targets triple tap the outside targets in any order then single tap the heart for a total of 10 rounds. Make the Rifle safe

At Table B with the Shotgun, knock off the pumpkin paddles in any order. Make the Shotgun safe.

At Table C with the Pistol, shooting through the doorway using the Pumpkin Skeleton targets triple tap the outside targets in any order then single tap the heart for a total of 10 rounds. Make the Pistol safe

Stage design: Doc Kharon

COWBOY ACTION BAY 6 - STAGE 6



Ammo: 10 Rifle / 10 Pistol /8+ Shotgun
Guns Staged: Rifle and Shotgun staged safely; Pistols holstered

Firing order: Shooter's choice.

Start Position: Holding the skull of death in both hands.
Ready Line: "They will curse the day they came to Mima"

At the BEEP:
At Table A with the Rifle, shooting through the window using the Pumpkin Skeleton targets single tap the outside targets in a clockwise circle for 6 rounds then place 4 rounds on the heart target for a total of 10 rounds. Make the Rifle safe

At Table B with the Shotgun, knock off the pumpkin paddles in any order and knock down the 3 zombie KD's in any order. Make the Shotgun safe.

At Table C with the Pistol, shooting through the window using the skeleton targets single tap the outside targets in a clockwise circle for 6 rounds then place 4 rounds on the heart target for a total of 10 rounds. Make the Pistol safe

Stage design: Doc Kharon