

Mima Marauders

April Stages

2 - One Day Shoots

3 Bays - 6 Stages

Saturday

Ammo Count

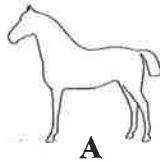
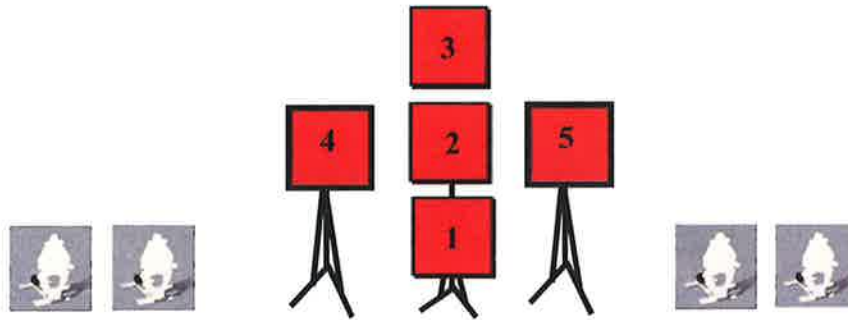
Pistol 60+/- rounds

Rifle 60+/- rounds

Shotgun 24+/- rounds



STAGE 1



STAGE 1

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing within arm's reach of the Horse at **Position A**. Rifle loaded and staged on **Horse**; Shotgun is open/empty staged on **Horse**. The shooter indicates ready by saying:

"Let's getter done"

Starting position: Rifle at low port / **Firing order:** Rifle, Shotgun, Pistols

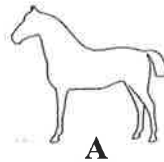
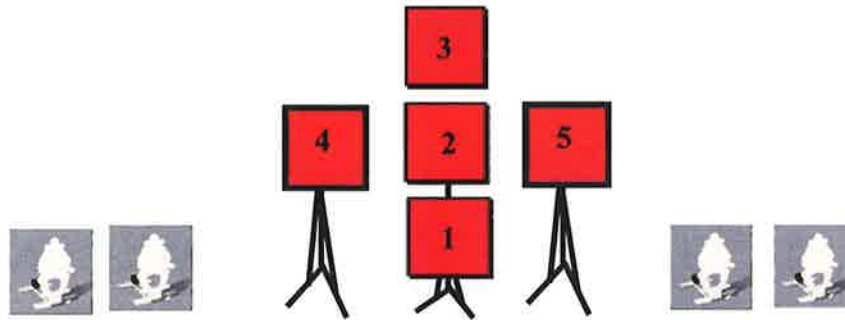
At the BEEP:

With **Rifle**, starting on either #1 or #3 shoot a vertical single tap Nevada sweep, then from on either #4 or #5 shoot a horizontal single tap Nevada sweep for a total of 10 rounds.

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

With **Pistol**, at Table, repeat the Rifle instructions for a total of 10 rounds.

STAGE 2



STAGE 2

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing within arm's reach of the Horse at **Position A**. Rifle loaded and staged on **Horse**; Shotgun is open/empty staged on **Horse**. The shooter indicates ready by saying:

"Here we go"

Starting position: Rifle at low port / **Firing order:** Rifle, Shotgun, Pistols

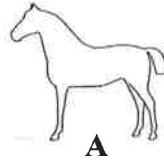
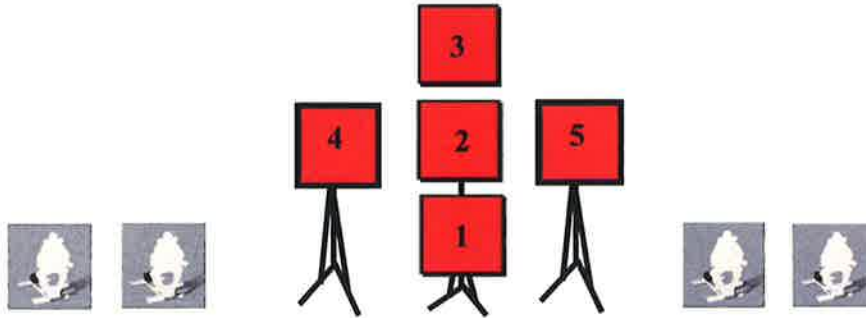
At the BEEP:

With **Rifle**, double tap in order 2 – 1 – 4 – 3 – 5 for a total of 10 rounds.

With **Shotgun**, at Horse, knock down the Shotgun fallers on the left in any order, move to the table and knock down the Shotgun fallers on the right in any order

With **Pistol**, at Table, repeat the Rifle instructions for a total of 10 rounds.

STAGE 3



STAGE 3

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing within arm's reach of the Horse at **Position A**. Rifle loaded and staged on **Horse**; Shotgun is open/empty staged on **Horse**. The shooter indicates ready by saying:

"One more time"

Starting position: SASS Default / **Firing order:** Rifle, Shotgun, Pistols

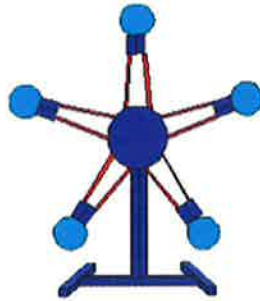
At the BEEP:

With **Rifle**, shoot in the following order one shot at each Shotgun faller then single tap each outside target, then double tap the center for a total of 10 rounds.

With **Shotgun**, at Horse, knock down the Shotgun fallers that remain standing.

With **Pistol**, at Table, triple tap targets #4 and #5, double tap #2, and single tap #1 and #3 in any order (round count) for a total of 10 rounds.

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**. Rifle is loaded and staged on the **Table**; Shotgun open/empty staged on the **Table**. The shooter indicates ready by saying:

“Cowboys need nothin’ more than a hat, horse, and the will to shoot”.

Starting position: At the ready / **Firing order:** any order

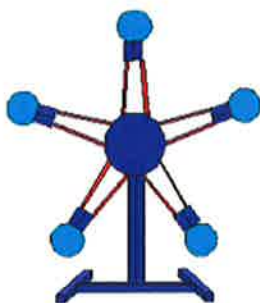
At the BEEP:

If with **Rifle**, clear the star then place any remaining rounds on the “R” target (for a 2 second bonus for each round) for 10 rounds. (misses on the “R” target count as misses)

If with **Pistols**, shoot targets in order 1 – 3 – 3 – 4 – 4 – 4 – 2 – 2 – 2 – 2 for a total of 10 rounds.

If with **Shotgun**, then knock down the fallers in any order. Then engage the “R” target for each remaining star plate.

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**. Rifle is loaded and staged on the **Table**; Shotgun open/empty staged on the **Table**. The shooter indicates ready by saying:

“No dirt naps today”.

Starting position: Rifle at low port / **Firing order:** Rifle then Shotgun/Pistols in any order

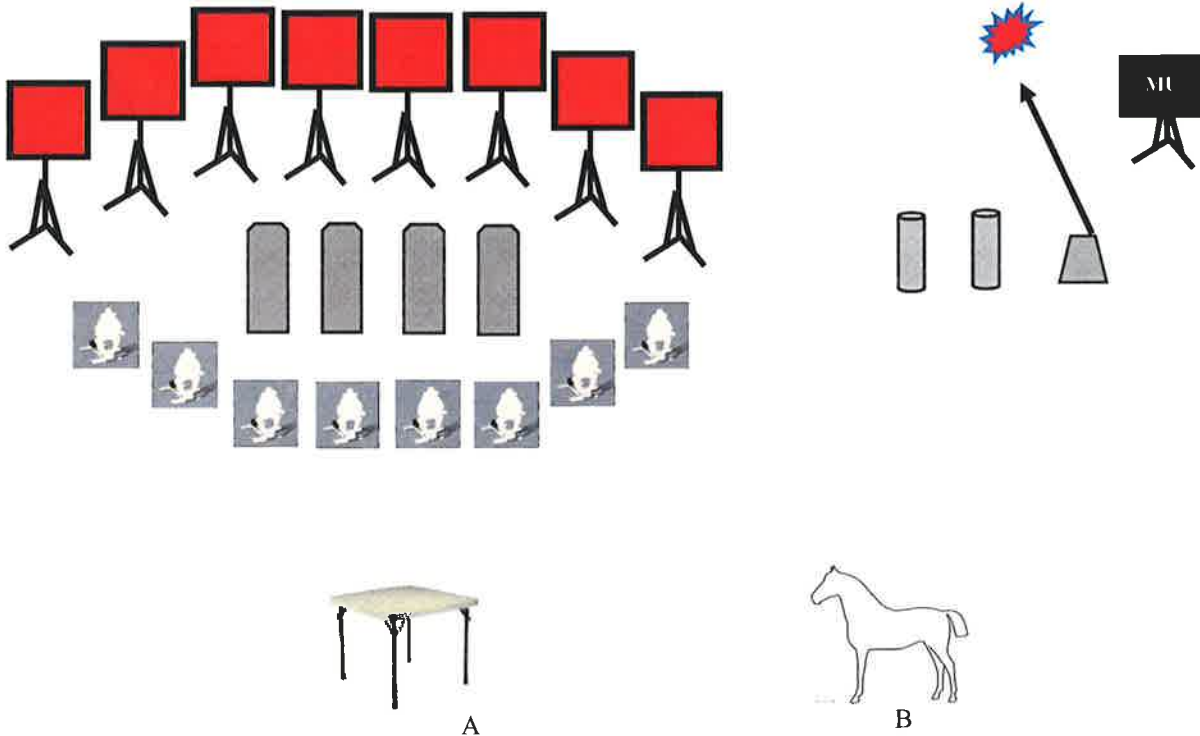
At the BEEP:

With **Rifle**, starting on the Star alternate between the Star and the “R” target for a total of 10 rounds.

If with **Pistols**, shoot 1 on P1, 4 on P2, 2 on P3, 3 on P4 sweep for a total of 10 rounds.

If with **Shotgun**, then knock down the fallers in any order. Then engage the “R” target for each remaining star plate.

STAGE 6



STAGE 6

You will need 10 Rifle, 10 Pistol, and as many Shotgun as necessary. The shooter starts standing with both feet behind the **Table**. Rifle is loaded and staged on the **Table**; Shotgun is open/empty and staged on the **Horse**. The shooter indicates ready by saying:

“You better run!”

Starting position: Hands touching shotgun belt / **Firing order:** any order / shoot must use at least two positions.

At the BEEP:

From the **Table**, with **Rifle and Pistols**, engage the fallers and stationary targets in any order using both Rifle and Pistol for a total of 20 rounds.

From the **Horse**, with **Shotgun**, knock down any remaining Rifle/Pistol fallers from the **Horse** or **Table**, then engage the two pipes and the activator and birdie. **Note:** The shooter engages the activator and birdie with a minimum of two rounds. If the shooter fails to engage the birdie the shooter must engage make-up target (1X). The birdie is a 5 second no miss bonus. If the shooter engages the birdie and misses no make up is required.