



# Mima Marauders

July Stages

3 Bays – 6 Stages

Saturday, July 8, 2023

**Ammo Count (main match)**

Pistol 60+/- rounds

Rifle 60+/- rounds

Shotgun 25+/- rounds

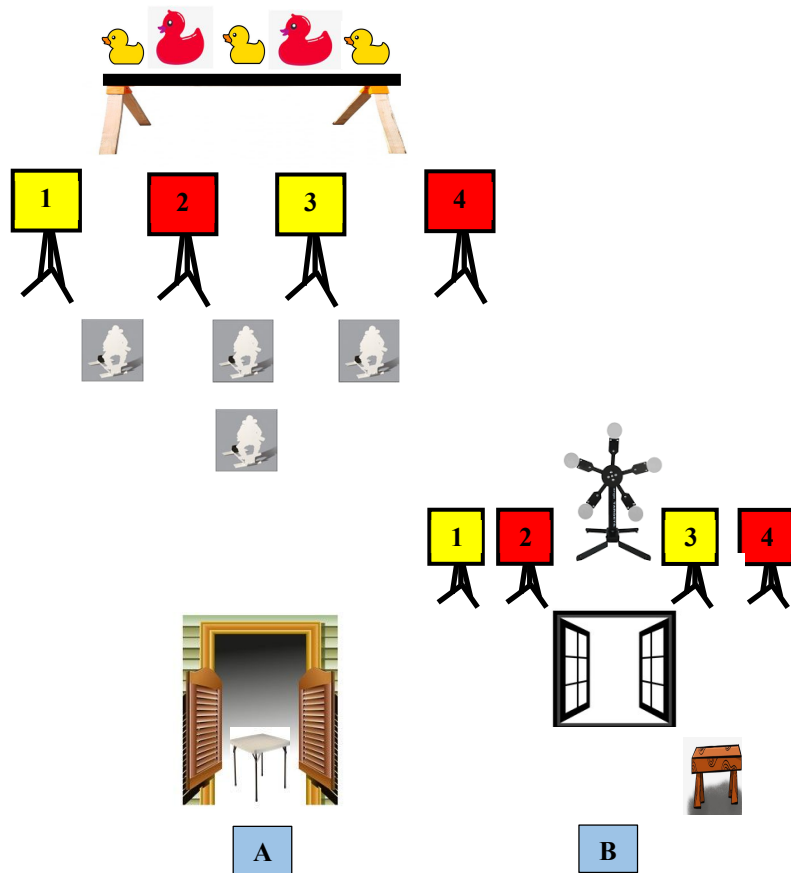
**Setup:** Thursday, July 6, 2023, at 1:00 PM

**Registration:** Saturday, July 8, 2023, at 9:00 AM

**Safety Meeting:** Saturday, July 8, 2023, at 9:30 AM

**Main Match:** Saturday, July 8, 2023, at 10:00 AM

# STAGE 1



## STAGE 1

You will need 10 Rifle, 10 Pistol, and 3+/- Shotgun shells. The shooter starts standing with both feet behind the **Table A**. **Shotgun** is empty open and staged on the **Table A**; **Rifle** is loaded and staged on **Table A**; **Pistols** are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**Your short on ears and long on mouth!**”

**Starting position:** Hands holding hat at waist level, put hat on head at the beep.

**Firing order:** Starting at Table A. (shotgun and rifle can be shot in any order)

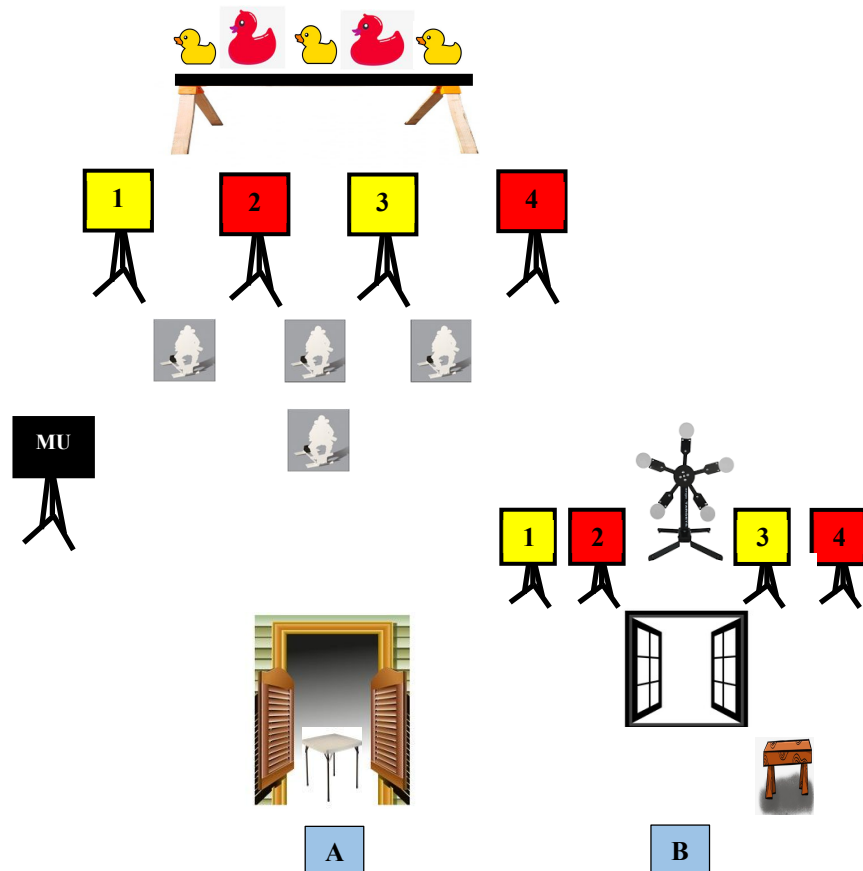
At the BEEP:

From **Table A** with the **Rifle**, shoot a drunken Lawrence Welk: 1 on 3, 2 on 1, 3 on 4, and 4 on 2 for a total of 10 rounds.

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

From **Table B** with the Pistols, through the window shoot a drunken Lawrence Welk: 1 on 3, 2 on 1, 3 on 4, and 4 on 2 for a total of 10 rounds.

# STAGE 2



## STAGE 2

You will need 10 Rifle, 10 Pistol, and 3+/- Shotgun shells. The shooter starts standing with both feet behind the **Table A**. **Shotgun** is empty open and staged on the **Table A**; **Rifle** is loaded and staged on **Table A**; **Pistols** are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“When you have to shoot, shoot. Don’t talk.”**

**Starting position:** Touching gun of choice, not lifting.

**Firing order:** Starting at Table A. (shotgun and rifle can be shot in any order)

At the BEEP:

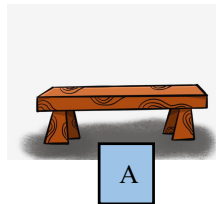
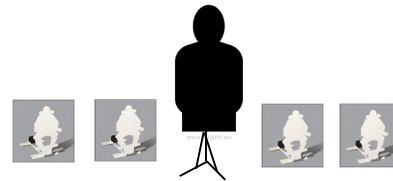
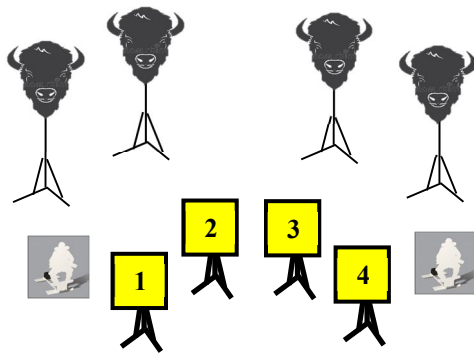
From **Table A** with the **Rifle**, knock back the “Duck” plates then place any remaining rounds on “R3” for a total of 10 rounds.

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

From **Table B** with the Pistols, through the window knock back the “Star” plates then place any remaining rounds on “P3” for a total of 10 rounds.

Return to **Table A** (if needed) to make up any remaining plate rack or star plates left standing. One shot per plate onto the black “MU” target

# STAGE 3



## Stage 3

You will need 10 Rifle, 10 Pistol, and 2+/- Shotgun shells. The shooter starts standing with both feet behind **Table A**. **Rifle** is loaded and staged on **Table A**; **Shotgun** is empty open and staged on **Table A**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“I tried being reasonable, I didn’t like it.”**

**Starting position:** Hands on Shotgun belt.

**Firing order:** Any order

### At the BEEP:

With the **Rifle** at **Table A**, starting on the right shoot a 3-2-2-3 sweep for a total of 10 rounds.

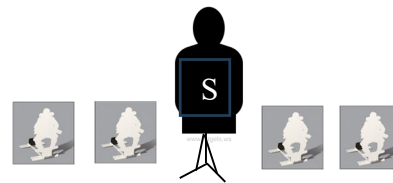
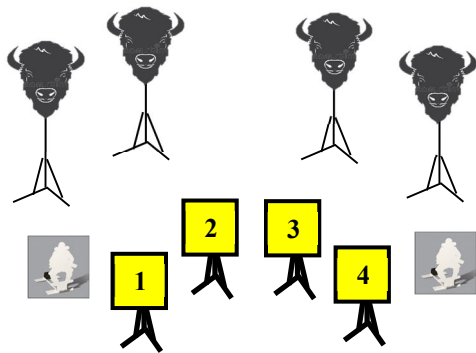
With the **Pistols** at **Table A**, starting on the right shoot a 3-2-2-3 sweep for a total of 10 rounds.

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

# STAGE 4



This stages in borrowed from the Oregon State Championship Match.



## Stage 4

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

The shooter indicates ready by saying: **“Well, right now I don’t feel too agreeable.”**

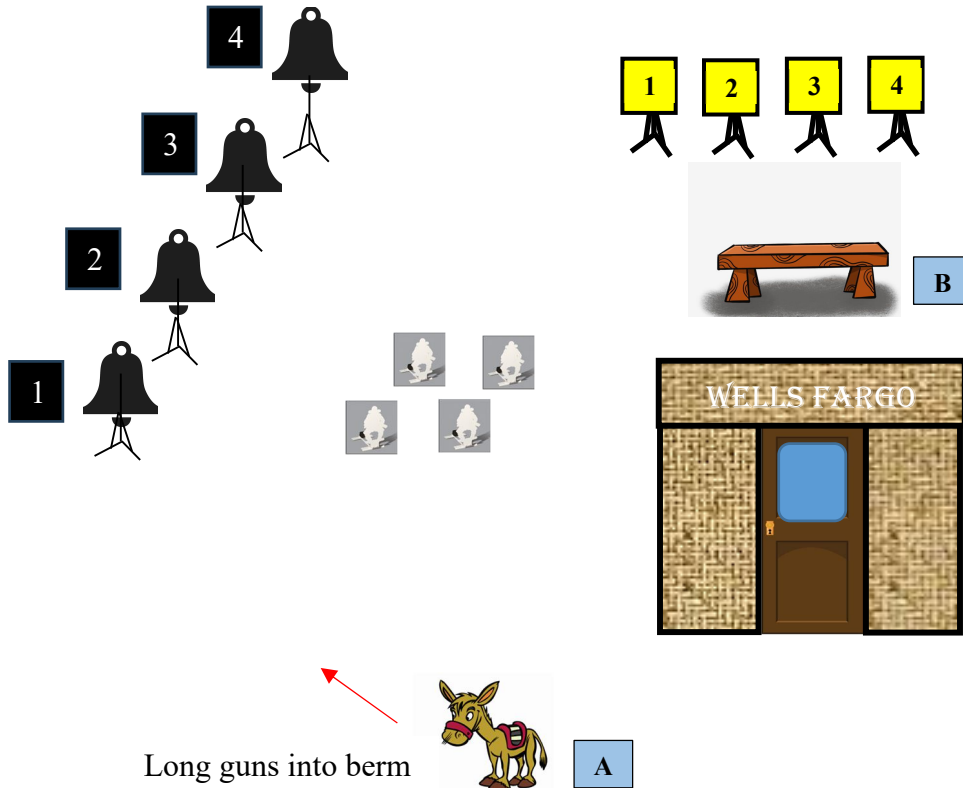
**Starting position:** Hands on shotgun belt.

**Firing order:** Any order

### At the BEEP:

With the **Shotgun**, in the following order knock down 1 shotgun faller, then with **Rifle** place 10 rounds on the “S” target, then with **Shotgun** knock down 1 shotgun faller, then with **Pistol** place 5 rounds on the “S” target, then with **Shotgun** knock down 1 shotgun faller, then with **Pistol** place 5 rounds on the “S” target, then with **Shotgun** knock down the last shotgun faller.

# STAGE 5



## STAGE 5

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

The shooter indicates ready by saying: “**It’s a hell of thing, killin’ a man.**”

**Starting position:** Hands at the ready, not touch gun of choice.

**Firing order:** Rifle / Shotgun in any order then Pistols

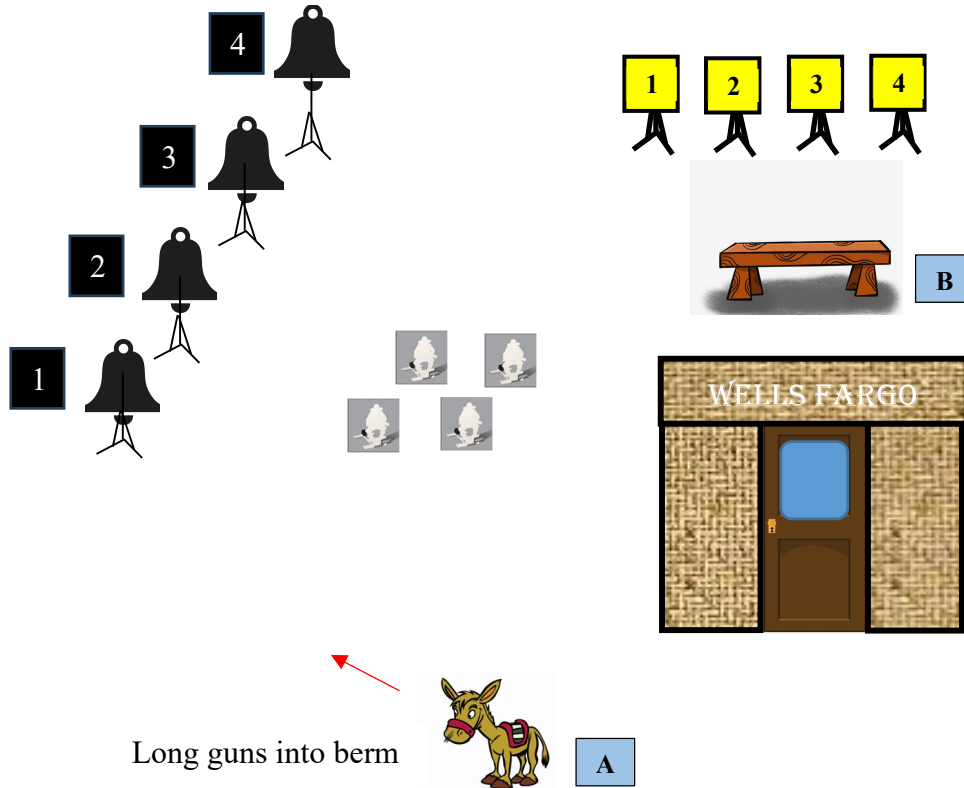
### At the BEEP:

With **Rifle** from the **Horse**, place 4 on 2, 3 on 4, 2 on 1, and 1 on 3 for a total of 10 rounds. Make **Rifle** safe on **Horse**.

With the **Shotgun** from the **Horse**, knock down the shotgun fallers in any order. Make Shotgun safe on **Horse**. Move through the Bank door to **Table B**.

At **Table B**, with the **Pistols**, place 4 on 2, 3 on 4, 2 on 1, and 1 on 3 for a total of 10 rounds.

# STAGE 6



## STAGE 6

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

The shooter indicates ready by saying: “**There's nothin' like a nice piece of hickory.**”

**Starting position:** Gun of choice in hand.

**Firing order:** Rifle / Shotgun in any order then Pistols

### At the BEEP:

With **Rifle** from the **Horse**, starting on the left “R1” shoot a 5, 1, 1, 3 sweep for a total of 10 rounds. Make **Rifle** safe on **Horse**.

With the **Shotgun** from the **Horse**, knock down the shotgun fallers in any order. Make Shotgun safe on **Horse**. Move through the Bank door to **Table B**.

At **Table B**, with the **Pistols**, starting on the left “P1” shoot a 5, 1, 1, 3 sweep for a total of 10 rounds.