



# Mima Marauders

July Stages / 3 Bays – 6 Stages

Saturday, July 13, 2024

## **Ammo Count**

Pistol 61+/- rounds \* Rifle 60+/- rounds \* Shotgun 25+/- rounds

**Setup:** Thursday, July 11, 2024, at 10:00 AM

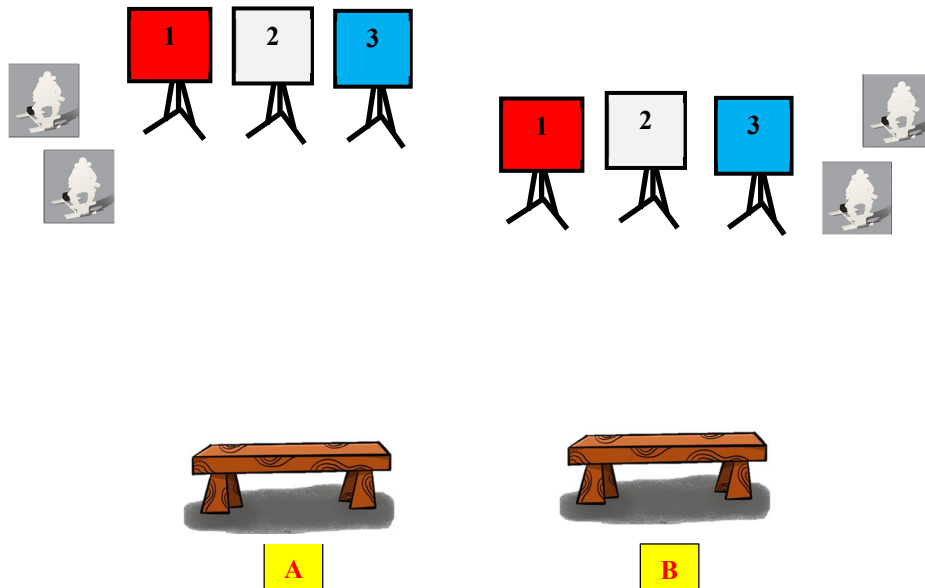
**Registration:** Saturday, July 13, 2024, at 9:00 AM

**Safety Meeting:** Saturday, July 13, 2024, at 9:30 AM

**Main Match:** Saturday, July 13, 2024, at 10:00 AM

**Awards/Lunch** to follow the conclusion of the main match.

# STAGE 1



## Stage 1 – Close Range

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

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

**Starting position:** Right hand saluting.

**Firing order:** Any order – shooters choice

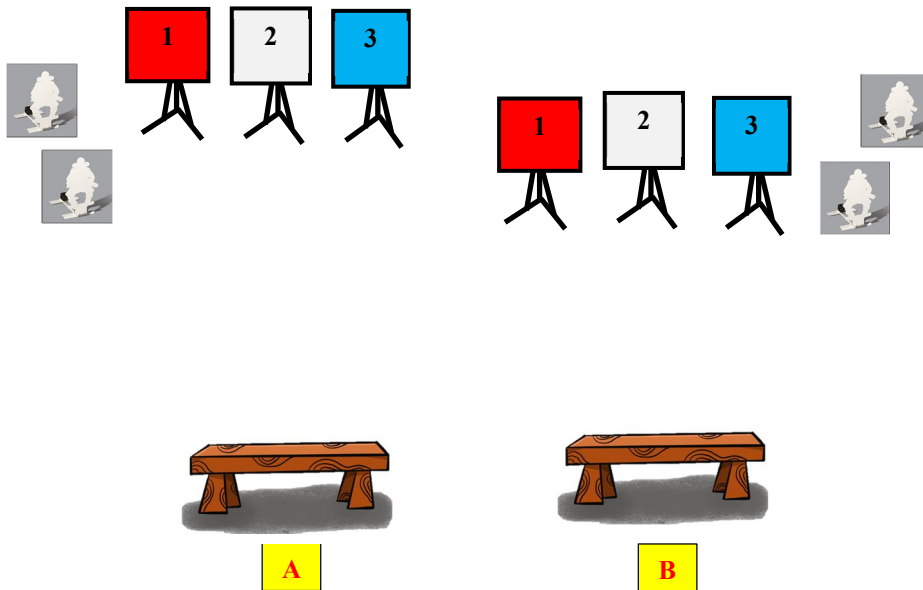
**At the BEEP:**

From **Table A** with **Rifle**, starting on either end shoot a 2-1-2 sweep then shoot a 1-3-1 sweep for a total of 10 rounds. (*DIRTY IS OK*)

From **Table A** with **Shotgun**, knock down 2 fallers from each table in any order.

From **Table B** with **Pistols**, starting on either end shoot a 2-1-2 sweep then shoot a 1-3-1 sweep for a total of 10 rounds. (*DIRTY IS OK*)

# STAGE 2



## Stage 2

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

The shooter indicates ready by saying: "USA."

**Starting position:** SASS Default.

**Firing order:** Any order – shooters choice

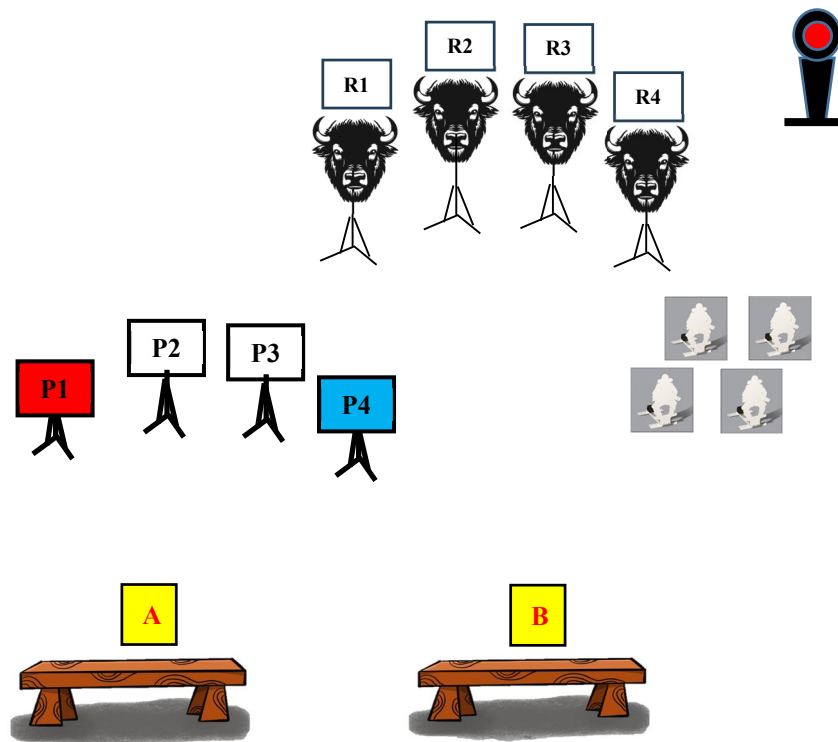
**At the BEEP:**

From **Table A** with **Rifle**, starting on either end shoot alternate between P1 & P3 for 5 rounds then place 5 rounds on P2 for a total of 10 rounds.

From **Table A or B** with **Shotgun**, knock down 2 fallers from either table.

From **Table B** with **Pistols**, starting on either end shoot alternate between P1 & P3 for 5 rounds then place 5 rounds on P2 for a total of 10 rounds.

# STAGE 3



## Stage 3 – Intermediate Range

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

The shooter indicates ready by saying: “**America the Beautiful.**”

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

**Firing order:** Any order – shooters choice.

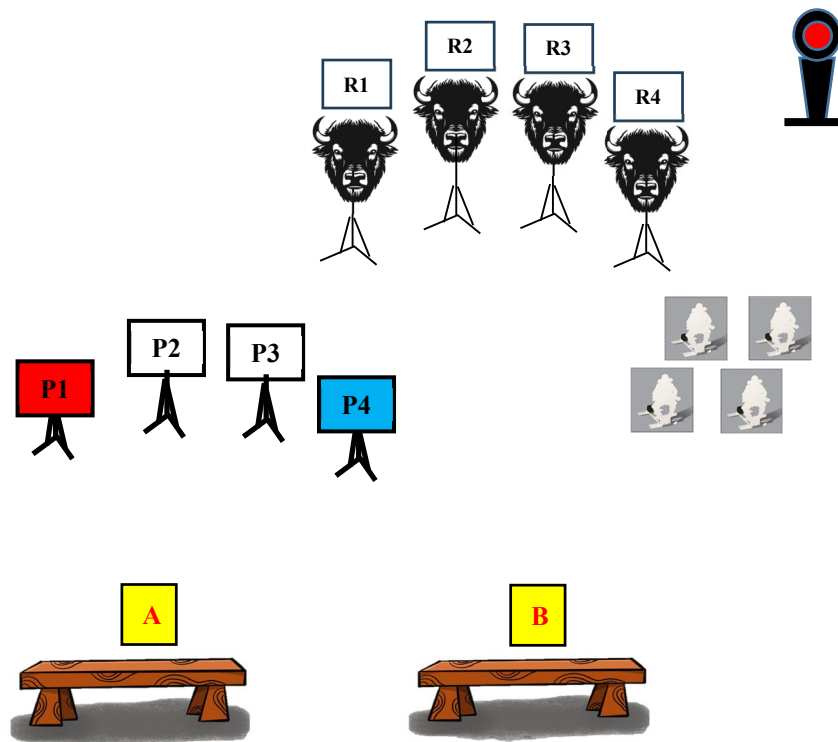
### At the BEEP:

**Table A** with **Pistols** single tap all “**P**” targets in any order then triple tap P2 and P3 in any order for a total of 10 rounds.

**Table B** with the **Rifle** single tap all “**R**” targets in any order then triple tap P2 and P3 in any order for a total of 10 rounds.

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

# STAGE 4



## Stage 4

You will need **10+1** Rifle, 10 Pistol, and 2 +/- Shotgun shells. The shooter starts standing with both feet behind **Table of choice**. **Rifle** is loaded and staged on **Table B**; **Shotgun** is empty open and staged on the **Table B**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**2<sup>nd</sup> Amendment.**”

**Starting position:** Weapon of choice in hands at low ready.

**Firing order:** Any order – shooters choice.

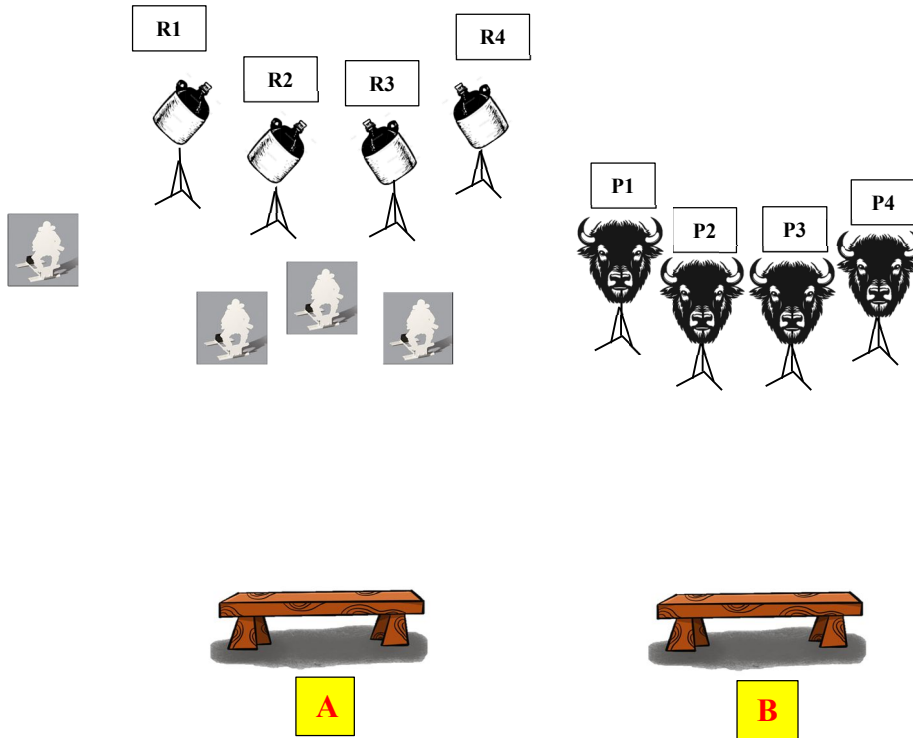
### At the BEEP:

**Table A** with **Pistols** starting on the left shoot a continuous Nevada sweep (double tap the outside targets) for a total of 10 rounds.

**Table B** with the **Rifle** starting on the left shoot a continuous Nevada sweep (double tap the outside targets), **THEN** reload 1 round and shoot the center **RED** target on the lollipop (5 second - no miss bonus) for a total of 10 rounds.

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

# STAGE 5



## Stage 5 – Long Range

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

The shooter indicates ready by saying: **“FREEDOM!!!!.”**

**Starting position:** Hands waving flags

**Firing order:** Any order – shooters choice

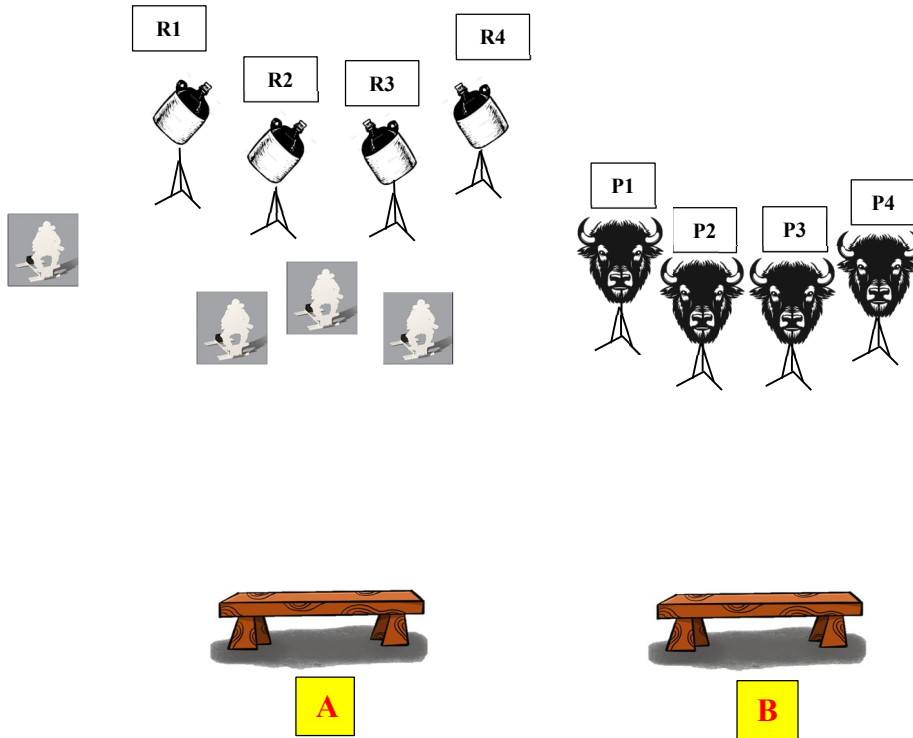
**At the BEEP:**

At **Table A** with **Rifle**, alternate between R1 and R3 for 5 rounds then alternate between R2 and R4 for 5 rounds for total of 10 rounds.

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

At **Table B** with **Pistols**, alternate between P1 and P3 for 5 rounds then alternate between P2 and P4 for 5 rounds for total of 10 rounds.

# STAGE 6



## Stage 6

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

The shooter indicates ready by saying: **“FREEDOM!!!!.”**

**Starting position:** Hands waving flags

**Firing order:** Any order – shooters choice

### At the BEEP:

At **Table A** with **Rifle**, starting on either end shoot a 2-2-1 then from the opposite end shoot a 2-2-1 for total of 10 rounds.

At **Table A** with **Shotgun**, knock down 3 fallers in any order.

At **Table B** with **Pistols**, starting on either end shoot a 2-2-1 then from the opposite end shoot a 2-2-1 for total of 10 rounds.