



Mima Marauders

February Stages / 2 Bays – 6 Stages

Saturday, February 10, 2024

Ammo Count

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

Setup: Thursday, February 8, 2024, at 1:00 PM

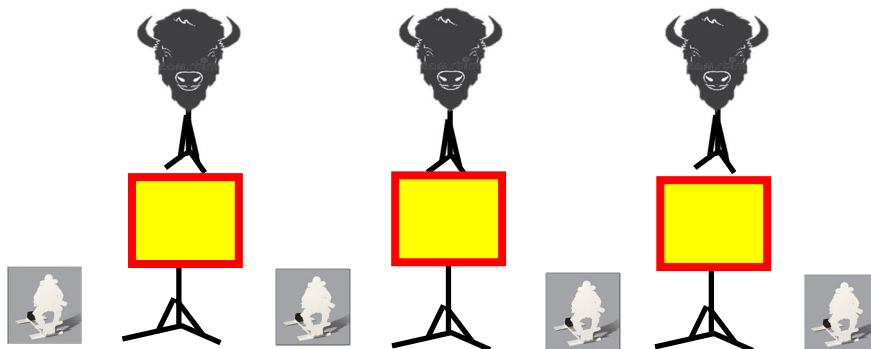
Registration: Saturday, February 10, 2024, at 9:00 AM

Safety Meeting: Saturday, February 10, 2024, at 9:30 AM

Main Match: Saturday, February 10, 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 as many Shotgun shells as necessary. The shooter starts standing with both feet behind the **Table**. Rifle is loaded and staged on **Table**; Shotgun is empty open and staged on the **Table**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: “We’re gonna give ’em war”

Starting position: SASS Default

Firing order: Shooter’s choice

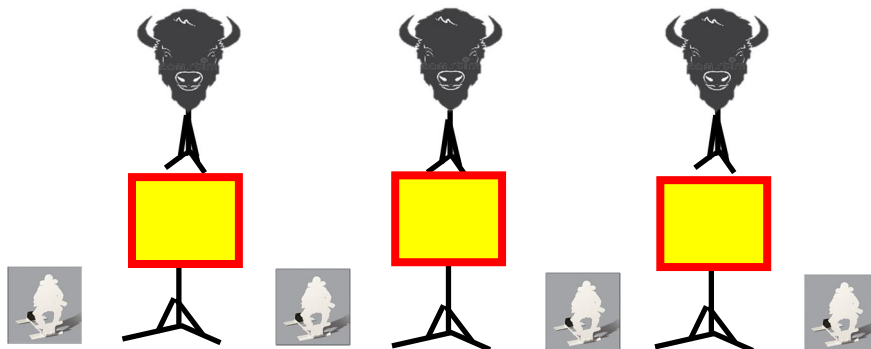
At the BEEP:

From the **Table** with the **Rifle** starting on either end shoot a double tap continuous Nevada sweep for a total of 10 rounds.

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

From **Table** with the **Pistol** starting on either end shoot a double tap continuous Nevada sweep for a total of 10 rounds.

STAGE 2



STAGE 2 – CLOSE RANGE

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

The shooter indicates ready by saying: “I’ll make you famous”

Starting position: Hands on Shotgun belt

Firing order: Shooter’s choice

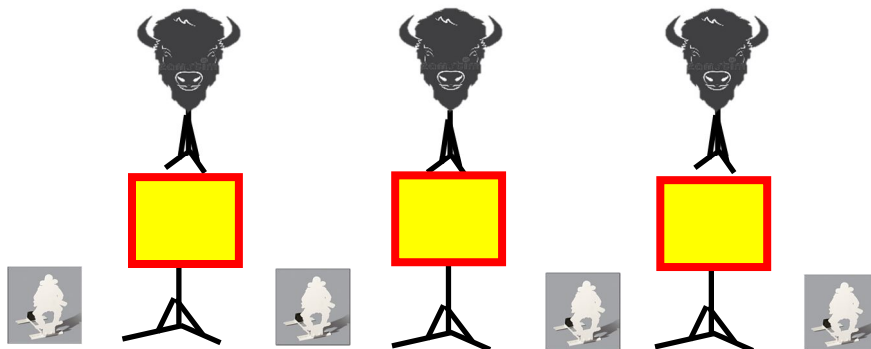
At the BEEP:

From the **Table** with the **Rifle** starting on the left shoot a 2-3-5 sweep for a total of 10 rounds.

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

From **Table** with the **Pistol** starting on the left shoot a 2-3-5 for a total of 10 rounds.

STAGE 3



STAGE 3 – CLOSE RANGE

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

The shooter indicates ready by saying: “**I like how you die, boy.**”

Starting position: Hand touching gun of choice

Firing order: Shooter’s choice

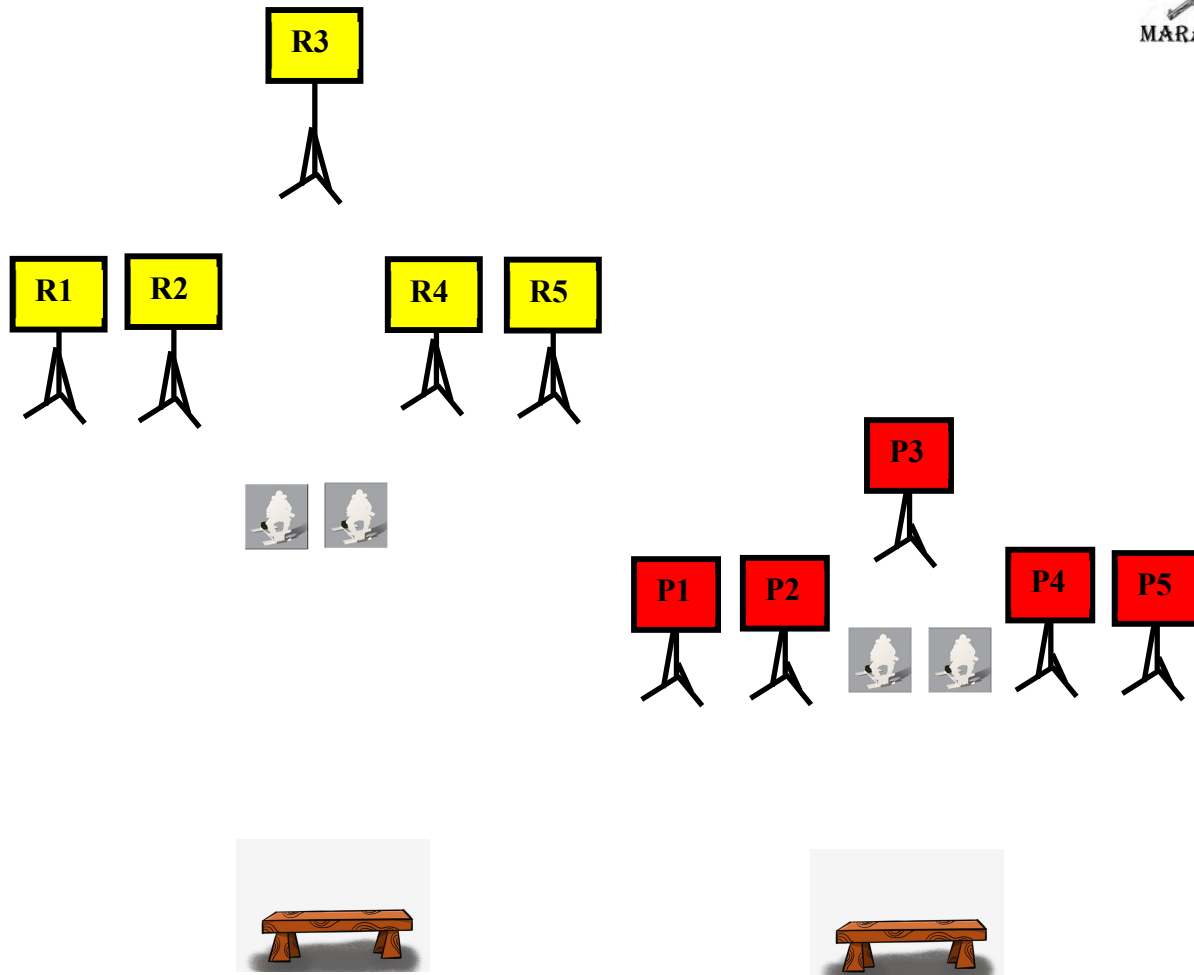
At the BEEP:

From the **Table** with the **Rifle** single tap the middle target then double tap each outside target then repeat for a total of 10 rounds.

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

From **Table** with the **Pistol** single tap the middle target then double tap each outside target then repeat for a total of 10 rounds.

STAGE 4



STAGE 4 – FAR RANGE

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 on **Table** of choice: **Shotgun** is empty open and staged safely on **Table** of choice: **Pistols** are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**I reckon so.**”

Starting position: Hands on Pistols

Firing order: Shooter’s choice (must use both tables)

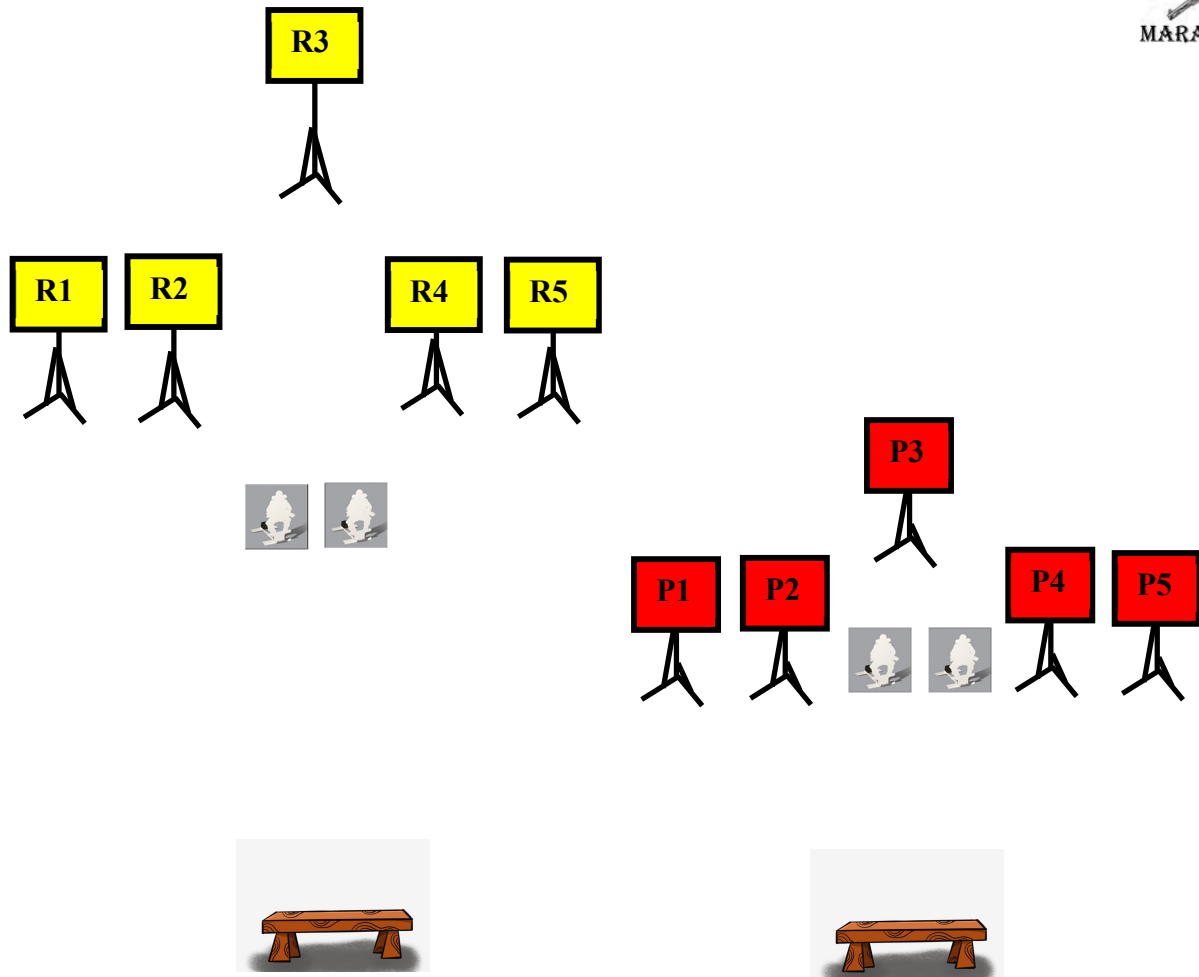
At the BEEP:

From **Table** with the **Rifle**, single tap on R3 then double tap R1 then R2, single tap R3 then double tap R5 then R4 for a total of 10 rounds.

From **Table** with the **Pistols**, single tap on P3 then double tap P1 then P2, single tap P3 then double tap P5 then P4 for a total of 10 rounds.

From **Table** with the **Shotgun**, knock down two fallers at each table.

STAGE 5



STAGE 5 – FAR RANGE

You will need **10+1** Rifle, **10+1** 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 on **Table** of choice: **Shotgun** is empty open and staged safely on **Table** of choice: **Pistols** are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**I feel too agreeable.**”

Starting position: SASS Default

Firing order: Shooter’s choice (must use both tables)

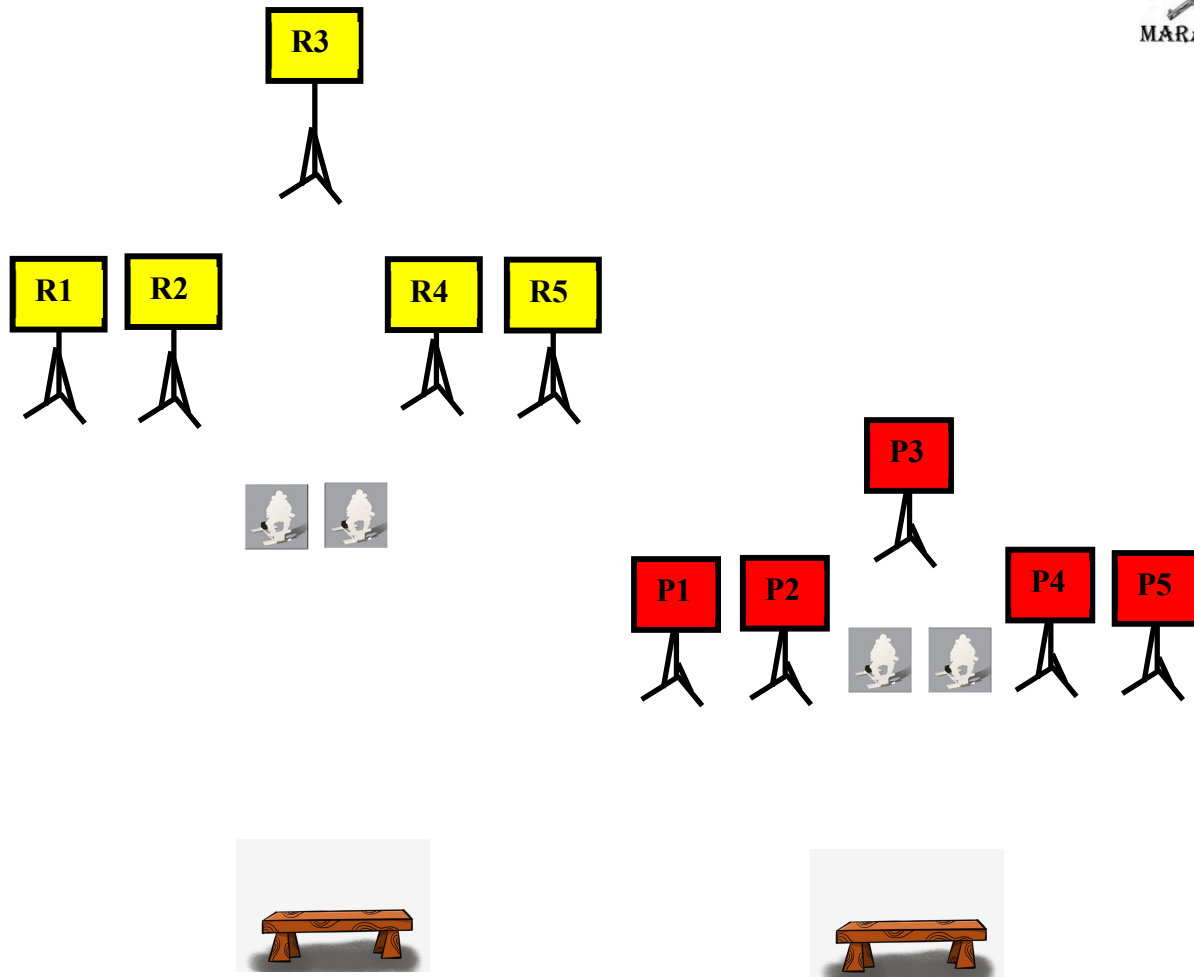
At the BEEP:

From **Table** with the **Rifle**, load one additional round then triple tap R3, then double tap all other Rifle targets for a total of 11 rounds.

From **Table** with the **Pistols**, load one additional round then triple tap P3, then double tap all other Pistol targets for a total of 11 rounds.

From **either Table** with the **Shotgun**, knock down any two fallers.

STAGE 6



STAGE 6 – FAR RANGE

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 on **Table** of choice: **Shotgun** is empty open and staged safely on **Table** of choice: **Pistols** are loaded with 5 each and holstered.

The shooter indicates ready by saying: “I reckon so.”

Starting position: Hands on Pistols

Firing order: Shooter’s choice (must use both tables)

At the BEEP:

From **Table** with the **Rifle**, single tap all Rifle targets then place 5 rounds on R3 for a total of 10 rounds.

From **Table** with the **Pistols**, single tap all Pistol targets then place 5 rounds on P3 for a total of 10 rounds.

From **Table** with the **Shotgun**, knock down two fallers at each table.