

# Mima Marauders

November Monthly Match

3 Bays – 7 Stages

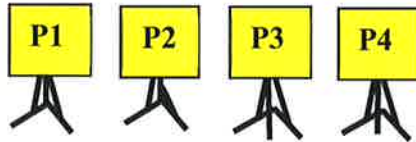
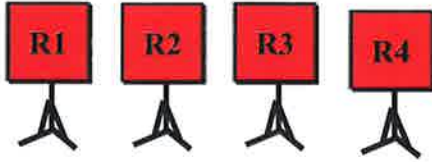
Ammo Count

71+ Rifle

70+ Pistol

26+ Shotgun

# STAGE 1



## STAGE 1

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing behind the **Table of choice**. Rifle is staged on **Table A**; Shotgun is open and staged on the **Table C**. The shooter indicates ready by saying:

**“Turkey is coming”**

Starting position: SASS Default

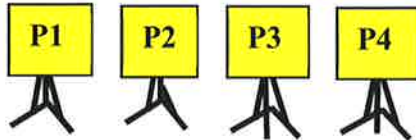
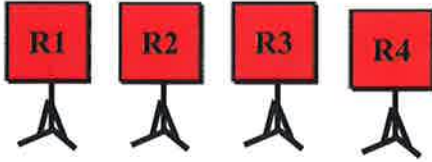
Firing order: Any order, Shooter must use three positions.

At the BEEP: With **Rifle**, shoot an IRS sweep left to right for a total of 10 rounds.

At the Table with **Pistols**, same as Rifle instructions for a total of 10 rounds.

With **Shotgun**, knock down Shotgun fallers in any order until down.

## STAGE 2



### STAGE 2

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing behind the **Table of choice**. Rifle is staged on **Table A**; Shotgun is open and staged on the **Table C**. The shooter indicates ready by saying:

**“Mashed Potato’s”**

Starting position: SASS Default

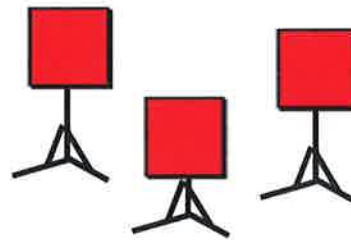
Firing order: Any order, Shooter must use three positions.

At the BEEP: With **Rifle**, shoot a 3 – 2 – 1 – 4 sweep starting on either end for a total of 10 rounds.

At the Table with **Pistols**, same as Rifle instructions for a total of 10 rounds.

With **Shotgun**, knock down Shotgun fallers in order inside/inside – middle/middle – outside/outside until down. Faller pairs must be down before engaging next pair.

# 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 either **Table A**. Rifle is staged on the **Table A**; Shotgun is open and staged on **Table A**. The shooter indicates ready by saying:

### “Pumpkin Pie”

Starting position: Both hands over our mouth

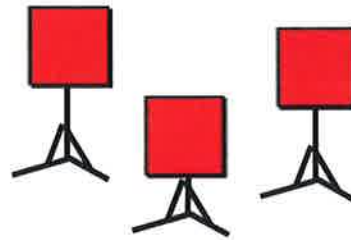
Firing order: Rifle, Pistol, Shotgun (Must use three positions)

At the BEEP: If at **Table A** with the **Rifle**, starting on the left end shoot 1- 1 - 3 sweep then repeat for a total of 10 rounds.

At **Table B** with **Pistols**, same as Rifle instructions for a total of 10 rounds.

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

# 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 either **Table A**. Rifle is staged on the **Table A**; Shotgun is open and staged on **Table A**. The shooter indicates ready by saying:

### “Pumpkin Pie”

Starting position: Hands on Shotgun belt.

Firing order: Any order – Rifle may be last

At the BEEP: If at **Table A** with the **Rifle**, knock down the two shotgun fallers then shoot the stationary targets in a 3-4-3 sweep from either end for a total of 10 rounds.

At **Table B** with **Pistols**, shoot a 3-4-3 sweep from either end for a total of 10 rounds.

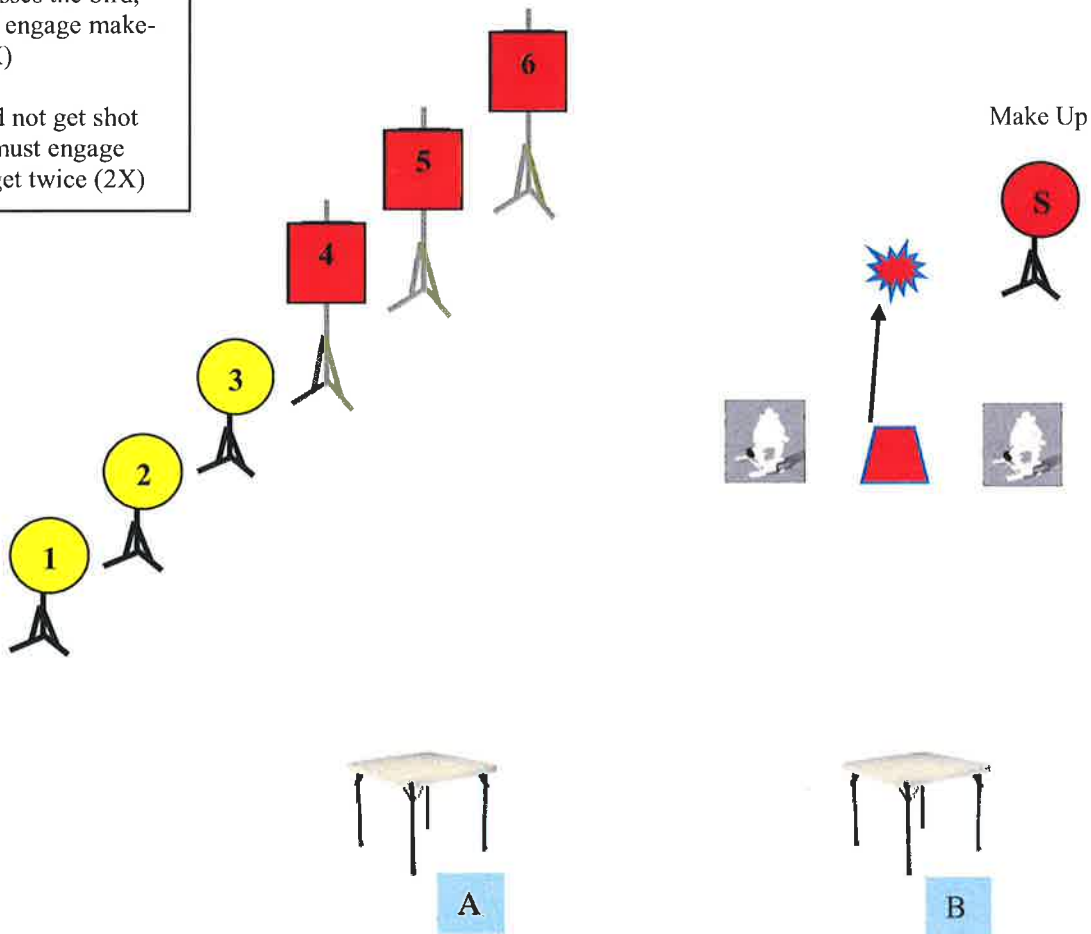
At **Table A** with the **Shotgun**, knock down any remaining fallers in any order until down.

# STAGE 5

Note

If shooter misses the bird, shooter must engage make-up target (1X)

If shooter did not get shot off on bird, must engage make-up target twice (2X)



## STAGE 5

You will need 10 Rifle, 10 Pistol, and as many Shotgun as necessary. The shooter starts standing with both feet behind **Table of Choice**. Rifle is staged on the **Table A**, Shotgun is open and staged on **Table B**. The shooter indicates ready by saying:

**“I want stuffing”**

Starting position: Hands touching weapon of choice.

Firing order: Any order, Rifle may be last (must use both positions)

At the BEEP: with **Pistol**, shoot a 2-1-2-5 sweep on targets 1-4 for a total of 10 rounds.

At **Table** with **Rifle**, shoot a 2-1-2-5 sweep on targets 3-6 for a total of 10 rounds.

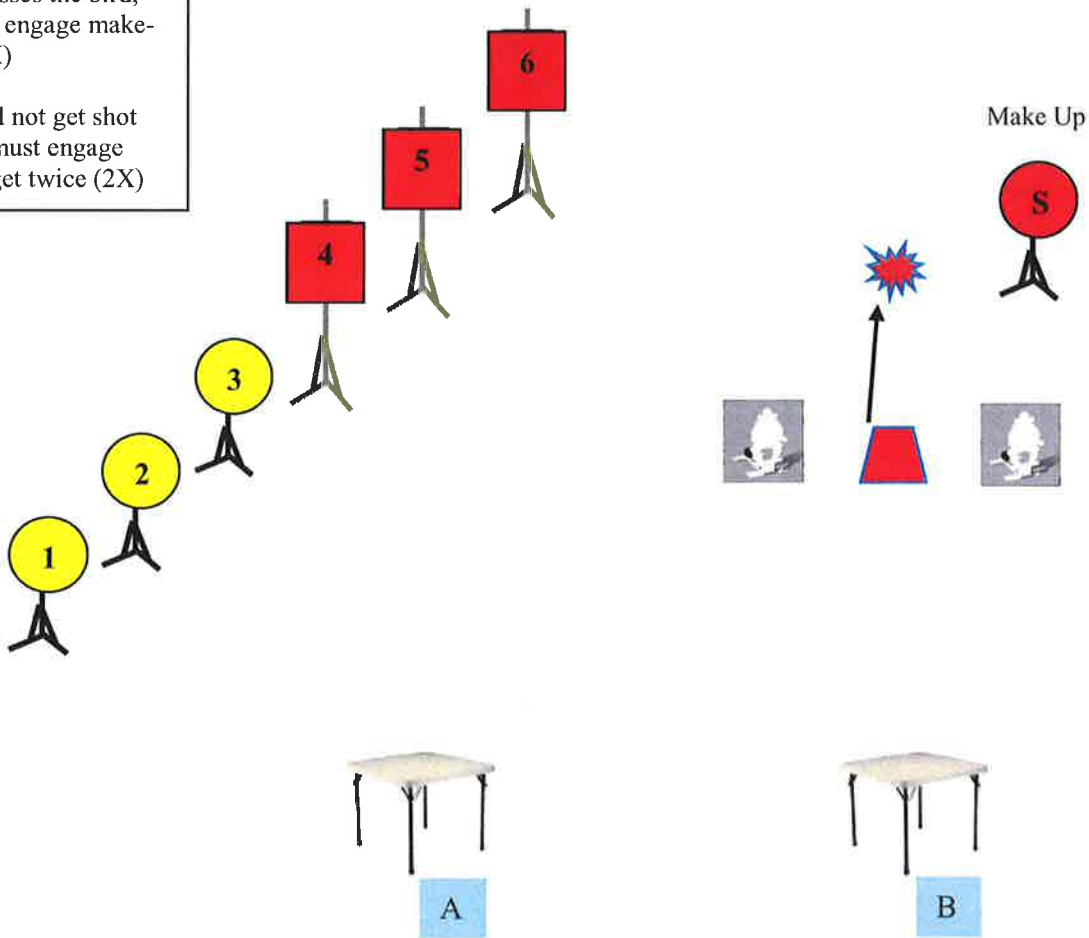
At **Horse** with **Shotgun**, knock down the fallers, the activator and the bird (min. of 4 rounds)

# STAGE 6

Note

If shooter misses the bird,  
shooter must engage make-  
up target (1X)

If shooter did not get shot  
off on bird, must engage  
make-up target twice (2X)



## STAGE 6

You will need 10 Rifle, 10 Pistol, plus 1 Rifle or Pistol reload (shooters choice) and as many Shotgun as necessary. Reload must be staged on the shooters belt. The shooter starts standing with both feet behind **Table of Choice**. Rifle is staged on the **Table A**, Shotgun is open and staged on **Table B**. The shooter indicates ready by saying:

**“I need a nap”**

Starting position: Hands touching hat.

Firing order: Any order, Rifle may be last (must use both positions)

At the BEEP: if from **Table A** with **Pistol and Rifle**, shoot a progressive sweep on targets 1-6 starting on either end for a total of 21 rounds. The one reload may be reloaded at any time after the beep in either the pistol or rifle.

At **Horse** with **Shotgun**, knock down the fallers, the activator and the bird (min. of 4 rounds)

# STAGE 7



## STAGE 7

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing behind the Table. Rifle is staged on Table; Shotgun is open and staged on the Table. The shooter indicates ready by saying:

**“Dump It”**

Starting position: SASS Default

Firing order: Any order.

At the BEEP: With Rifle, place all 10 rounds on the stationary target for a total of 10 rounds.

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

With Shotgun, shoot the stationary target 2 times, no golden bb, target must be hit.