



# Mima Marauders

December 11th Stages / 3 Bays – 6 Stages

Saturday, January 11, 2025 Stages

## **Ammo Count**

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

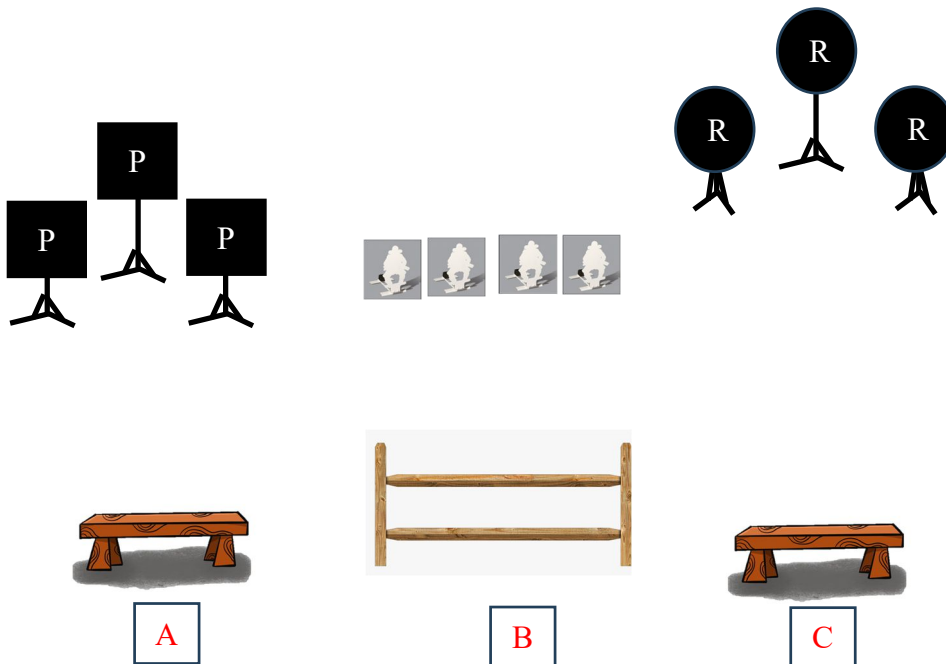
**Setup:** Thursday, January 9, 2025, at 1:00 PM

**Registration:** Saturday, January 11, 2025, at 9:00 AM

**Safety Meeting:** Saturday, January 11, 2025, at 9:30 AM

**Main Match:** Saturday, January 11, 2025, at 10:00 AM

# 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 **Table A or C**. **Rifle** is loaded and staged safely at any position; **Shotgun** is empty open and staged safely at any position; **Pistols** are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“Never waste lead?”**

**Starting position:** SASS Default

**Firing order:** Shooter’s Choice, stage may be engaged from either end Left to Right or Right to Left.

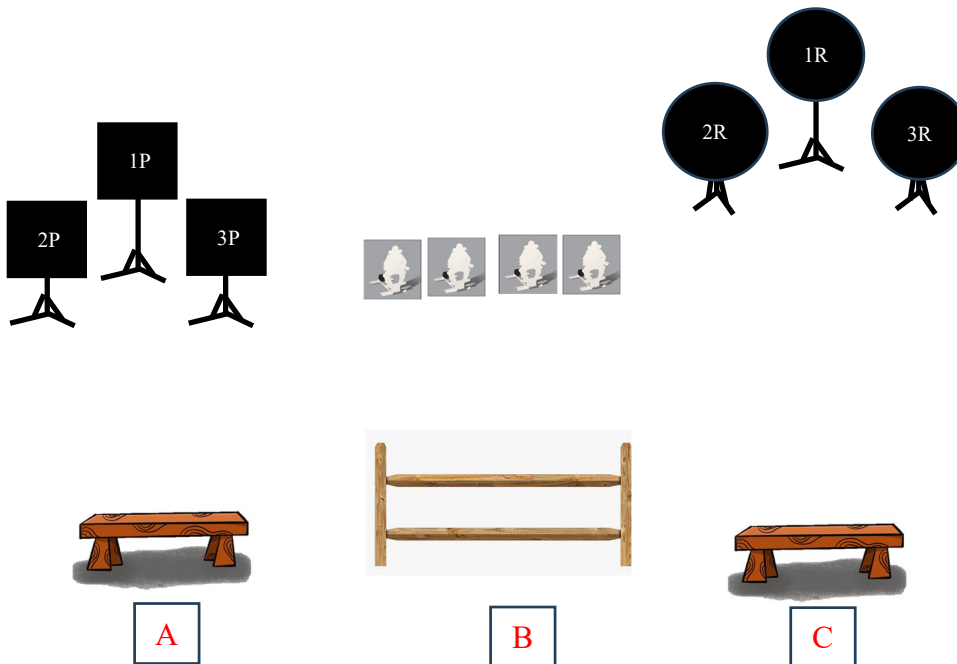
### At the BEEP:

From **Table A** with the **Pistols** engage the “**P**” targets in 3-4-3 sweep for a total of 10 round. Move to the opposite outside position **Table C** if this is 1<sup>st</sup> stage, if this is the 2<sup>nd</sup> stage move to **Table B**.

From **B the fence** (both feet between the posts) with the **Shotgun** knock down the fallers in any order. Make Shotgun safe.

From **Table C** with the **Rifle** engage the “**R**” targets in a 3-4-3 sweep for a total of 10 round. Make Rifle safe pointed into the berm. Move to the opposite outside position **Table A** if this is 1<sup>st</sup> stage, if this is the 2<sup>nd</sup> stage move to **Table B**.

# STAGE 2



## Stage 2

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Table A or C**. **Rifle** is loaded and staged safely at any position; **Shotgun** is empty open and staged safely at any position; **Pistols** are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“One for each of you.”**

**Starting position:** SASS at the ready

**Firing order:** Shooter’s Choice, stage may be engaged from either end Left to Right or Right to Left.

**At the BEEP:**

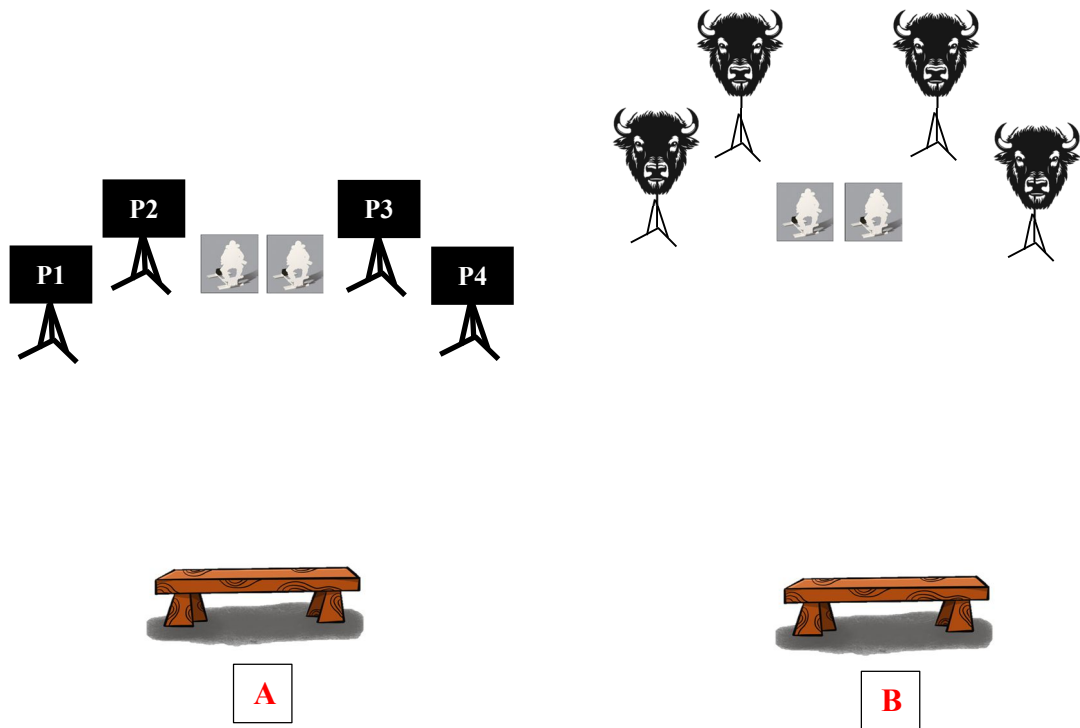
From **Table A** with the **Pistols** engage the **“P”** targets in an Anvil sweep for a total of 10 round.

From **B the fence** (both feet between the posts) with the **Shotgun** knock down the fallers in any order. Make Shotgun safe.

From **Table C** with the **Rifle** engage the **“R”** targets in an Anvil sweep for a total of 10 round. (dirty sweep ok)

**NOTE:** Anvil Sweep (single tap in order); 1-2-1-3-1 for 5 rounds then repeat exactly.

# STAGE 3



## Stage 3 Mid-Range

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Table A or B**. **Rifle** is loaded and staged safely at any position; **Shotgun** is empty open and staged safely at any position; **Pistols** are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**So many bandits!**”

**Starting position:** Touching gun of choice.

**Firing order:** Shooter’s Choice, stage may be engaged from either end Left to Right or Right to Left.

**Note:** Rifle may NOT be last.

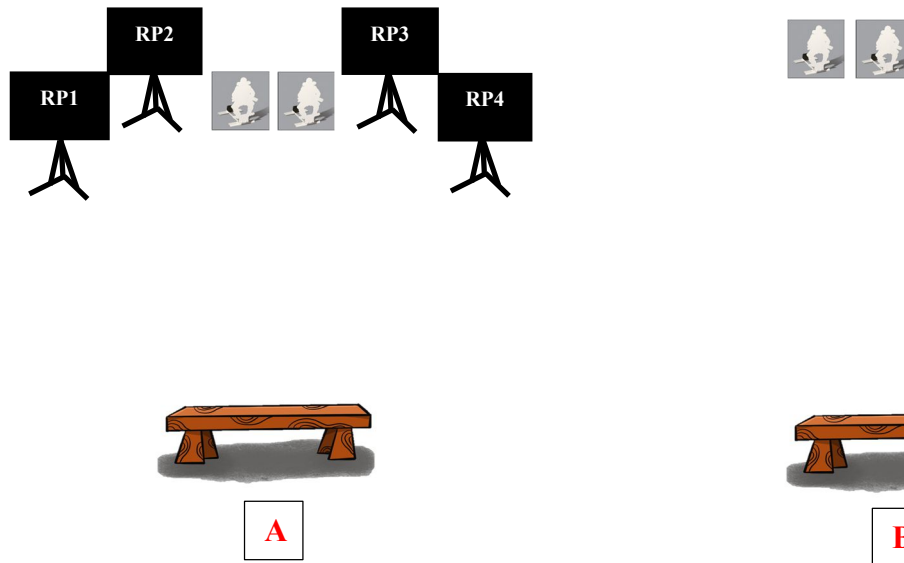
### At the BEEP:

At **Table A** with the **Pistols**, alternate between any pair of “**P**” targets for five rounds, starting on either target of the chosen pair then repeat instruction on the other pair for five rounds, for a total of 10 rounds.

At **Table B** with the **Rifle**, alternate between any pair of “**P**” targets for five rounds, starting on either target of the chosen pair then repeat instruction on the other pair for five rounds, for a total of 10 rounds.  
Make Rifle Safe.

At **Table A and C** with **Shotgun**, engage two fallers from each table until down.

# STAGE 4



## Stage 4 Mid-Range

You will need **9 Rifle**, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Table A or B**. **Rifle** is loaded and staged safely at any position; **Shotgun** is empty open and staged safely at any position; **Pistols** are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“Winchester 1873”**

**Starting position:** Gun or Guns of choice in hands.

**Firing order:** Shooter’s Choice, stage may be engaged from either end Left to Right or Right to Left.

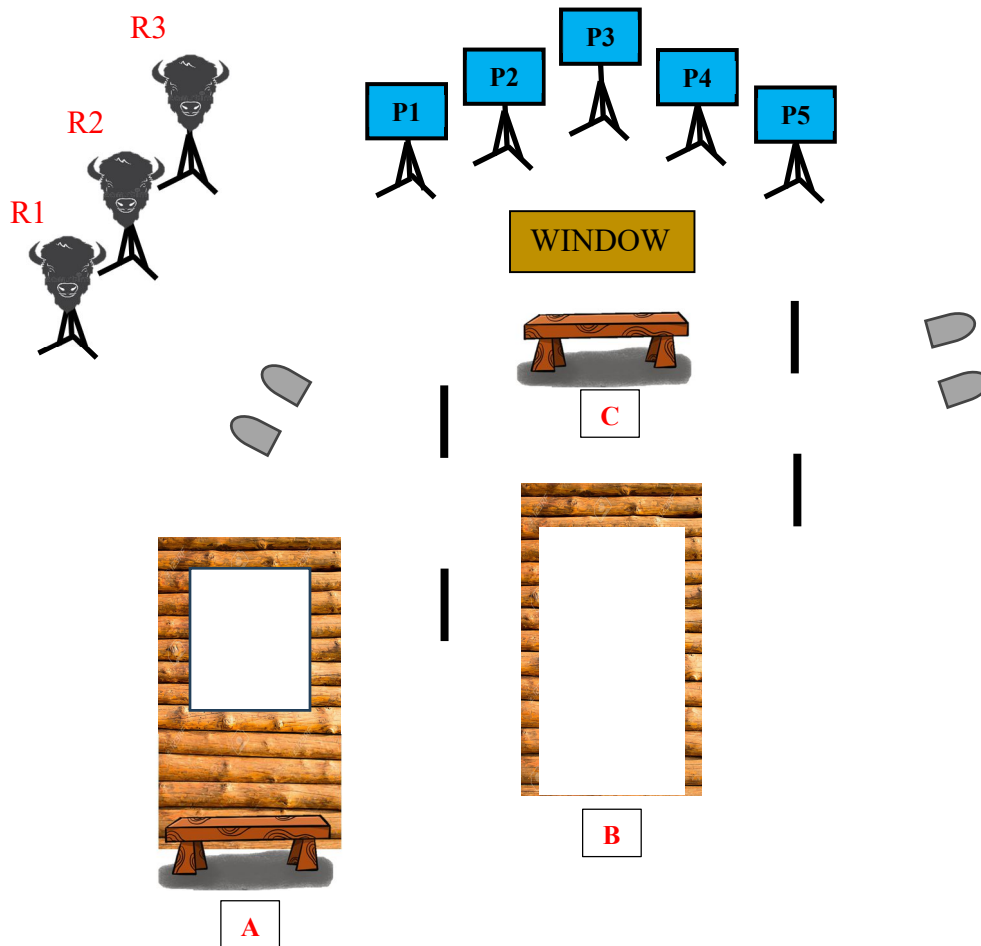
### At the BEEP:

At **Table A** with **Rifle** and **Pistols**, as necessary engage RP1-RP4 with a 1-8-7-3 Salute, RP targets may be engaged in any order for a total of 10 rounds.

At **Table A and C** with **Shotgun**, engage two fallers from each table until down.

**NOTE:** At **Table A** the shooter may start with either the Rifle or the Revolver(s) in hand(s). The Rifle and **Pistols** may be used in any order. RP targets may be engaged in any order. This is a round count sequence RP1= 1 rnd, RP2 = 8 rnd, RP3 = 7 rnd, RP4 = 3 rnd.

# STAGE 5



## Stage 5 – Long Range

You will need **9 Rifle**, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Table A**. Rifle is loaded and staged on **Table A**; Shotgun is empty open and staged safely on **Table A**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: “Wyatt Earp is my friend.”

**Starting position:** SASS at the ready.

**Firing order:** start at **Table A**. In order Rifle, Shotgun, Pistol

### At the BEEP:

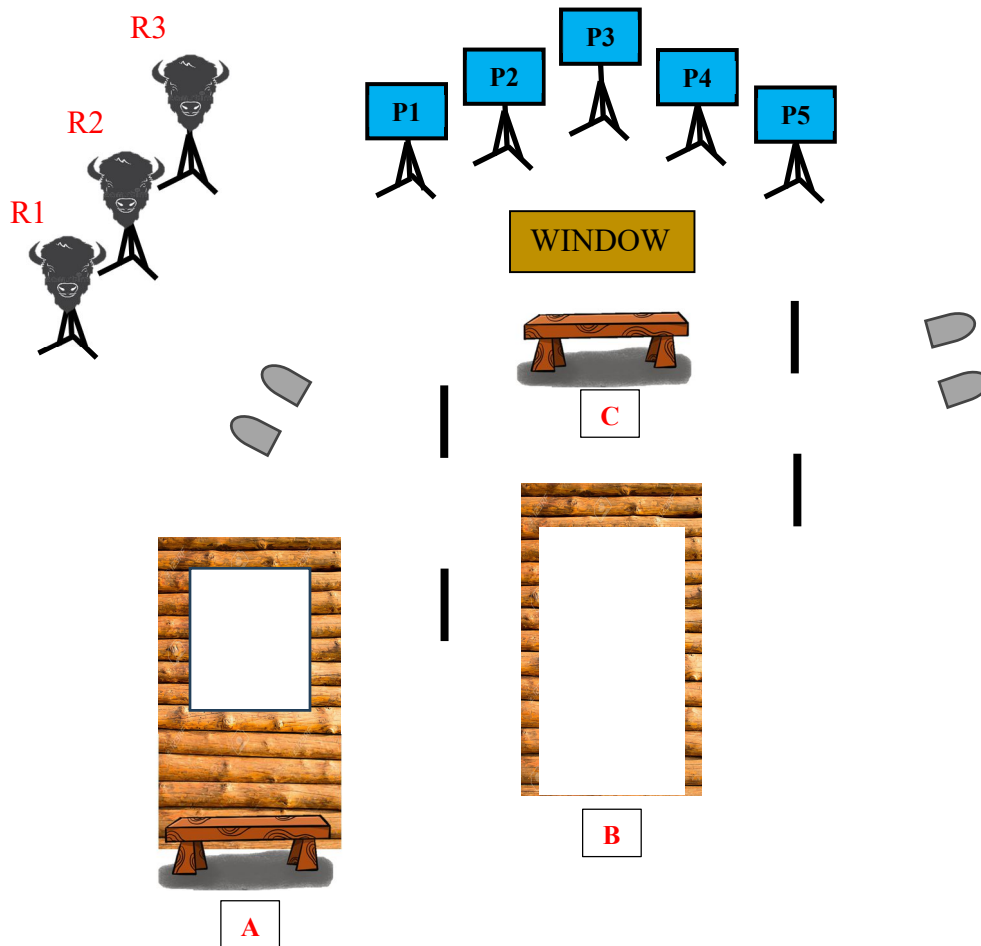
From **Table A** with **Rifle**, (window) with **Rifle** engage the “R” targets with 3 rounds each for a total of 9 rounds. Make **Rifle** safe pointed into the berm, move through doorway.

From **Table B** with **Shotgun**, (move through the doorway) engage the two fallers on each side in any order. Firing zone is between the fence opening on each side moving down range to **Table C**, make **Shotgun** safe before movement then make **Shotgun** safe at **Table C**.

From **Table C** with **Pistols**, (window) engage the “P” targets with 2 rounds each starting on either end for a total of 10 rounds.



# STAGE 6



## Stage 6

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

The shooter indicates ready by saying: “**I am Wyatt Earp.**”

**Starting position:** SASS at the ready.

**Firing order:** start at **Table A**. In order Rifle, Shotgun, Pistol

### At the BEEP:

From **Table A** with **Rifle**, (window) with **Rifle** engage the “**R**” targets array in a 1-3-1 sweep starting on either end then repeat starting from the opposite end for a total of 10 rounds. Make **Rifle** safe pointed into the berm, move through doorway.

From **Table B** with **Shotgun**, (move through the doorway) engage the two fallers on each side in any order. Firing zone is between the fence opening on each side moving down range to **Table C**, make **Shotgun** safe before movement then make **Shotgun** safe at **Table C**.

From **Table C** with **Pistols**, (window) with **Pistol** engage the “**P**” targets array in a 1-3-1 sweep starting on either end then repeat starting from the opposite end for a total of 10 rounds.