



Mima Marauders

April Stages / 3 Bays – 6 Stages

Saturday, April 13, 2024

Ammo Count

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

Setup: Thursday, April 11, 2024, at 1:00 PM

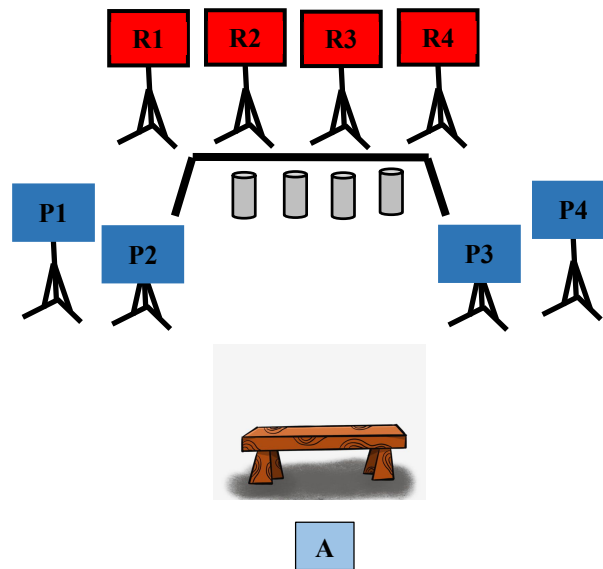
Registration: Saturday, April 13, 2024, at 9:00 AM

Safety Meeting: Saturday, April 13, 2024, at 9:30 AM

Main Match: Saturday, April 13, 2024, at 10:00 AM

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

STAGE 1



STAGE 1

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. 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**; **Pistols** are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**Get to fightin’ or get away.**”

Starting position: SASS Default

Firing order: Shooter’s choice.

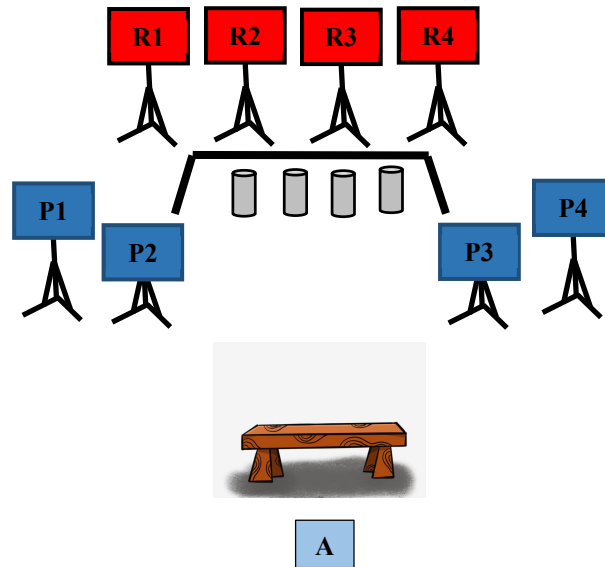
At the BEEP:

At **Table A** with the **Rifle**, starting on either end shoot a 2-3-2-3 sweep for a total of 10 rounds.

At **Table A** with the **Shotgun**, knock back each of the pipes once in any order.

At **Table A** with the **Pistols**, starting on either end shoot a 2-3-2-3 sweep for a total of 10 rounds.

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 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: “**How the hell did we get ourselves into this?**”

Starting position: Shotgun in hands – loaded with two at direction of time operator.

Firing order: Shotgun then shooter’s choice.

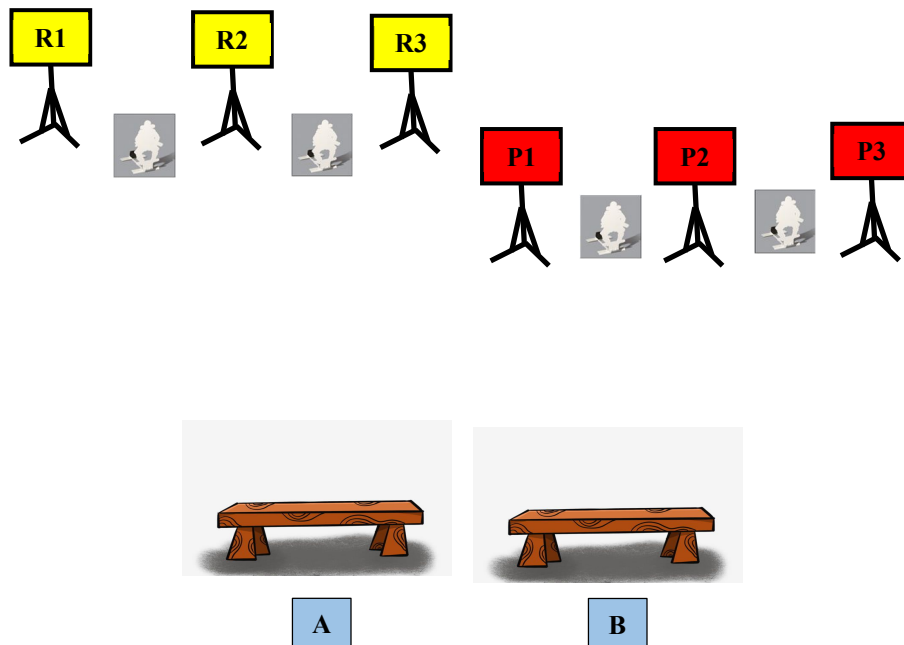
At the BEEP:

At **Table A** starting with the **Shotgun**, knock back the two center pipes, then each outside pipe, then the two center pipes each of the pipes once in any order.

At **Table A** with the **Rifle**, triple tap the two center targets then double tap each outside target for a total of 10 rounds.

At **Table A** with the **Pistols**, triple tap the two center targets then double tap each outside target for a total of 10 rounds.

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 **Table** of choice. **Rifle** is loaded and staged on the **Table A**; **Shotgun** is empty open and staged on the **Table** of choice. Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**You’re no daisy! You’re no daisy at all.**”

Starting position: Hands on Shotgun belt.

Firing order: Shooter’s choice.

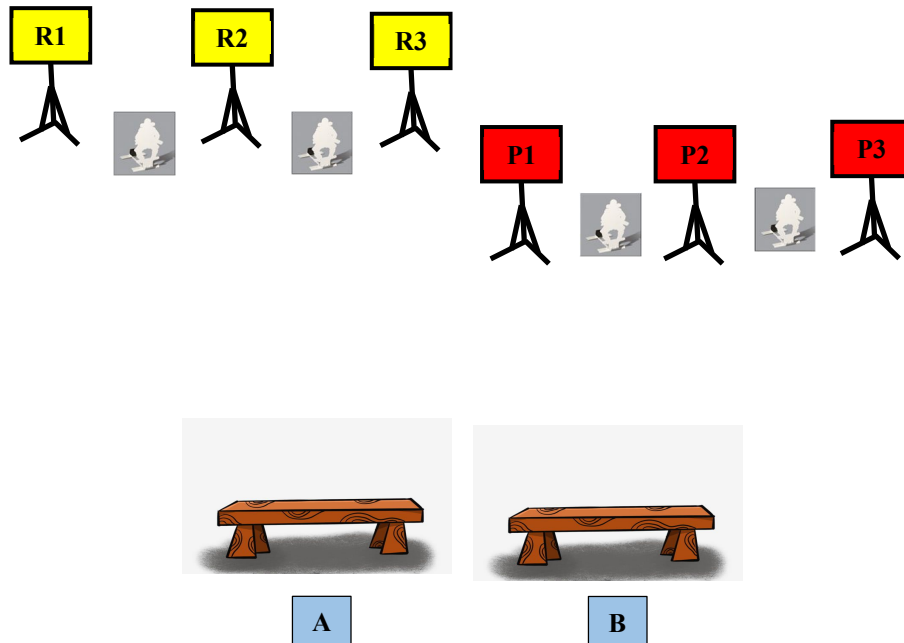
At the BEEP:

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

At **Table B** with the **Pistols**, starting on either end shoot a double tap continuous Nevada sweep for a total of 10 rounds.

At **Table A** and **Table B** with the **Shotgun** knock down two shotgun fallers in any order from each table.

STAGE 4



STAGE 3

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 on the **Table A**; **Shotgun** is empty open and staged on the **Table** of choice. Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“Poor soul, you were just too high-strung.”**

Starting position: Weapon of choice in hand or hands.

Firing order: Shooter’s choice.

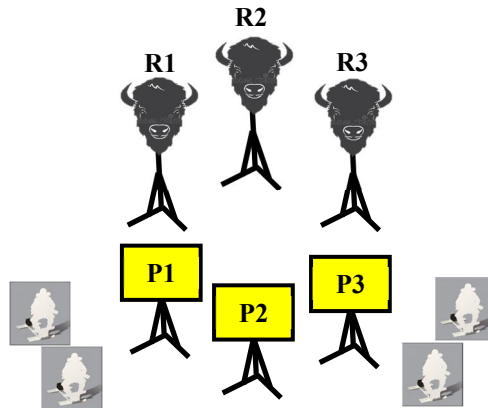
At the BEEP:

At **Table A** with the **Rifle**, starting on either end shoot a 2-6-2 sweep for a total of 10 rounds.

At **Table B** with the **Pistols**, starting on either end shoot a 2-6-2 sweep for a total of 10 rounds.

At **Table A** and **Table B** with the **Shotgun** knock down one shotgun faller from each table.

STAGE 5



A

STAGE 5

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 on the **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: “Wyatt Earp is my friend.”

Starting position: SASS Default.

Firing order: Shooter’s choice.

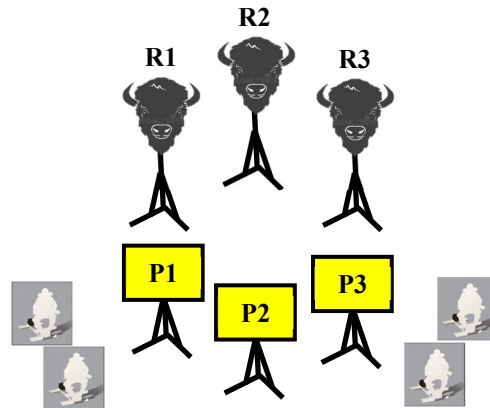
At the BEEP:

At **Table A** with the **Rifle**, starting on R2 single tap each Pistol and Rifle target in a clockwise motion then place 4 rounds on R2 for a total of 10 rounds.

At **Table A** with the **Pistols**, starting on P2 single tap each Pistol and Rifle target in a clockwise motion then place 4 rounds on P2 for a total of 10 rounds.

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

STAGE 6



A

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** of choice. **Rifle** is loaded and staged on the **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: "I'm your huckleberry."

Starting position: Hands on Shotgun belt.

Firing order: Shooter's choice.

At the BEEP:

At **Table A** with the **Rifle**, starting on either end shoot a 4-2-4 sweep for a total of 10 rounds.

At **Table A** with the **Pistols**, starting on either end shoot a 4-2-4 sweep for a total of 10 rounds.

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