



Mima Marauders

2021 Annual

The Quick and the Dead

Saturday, August 21st

6 Stages

Ammo Count

Pistol 59 +/- rounds

Rifle 59 +/- rounds

Shotgun 26 +/- rounds

Sunday, August 22nd

6 Stages

Ammo Count

Pistol 61 +/- rounds

Rifle 59 +/- rounds

Shotgun 25 +/- rounds



Schedule of Events

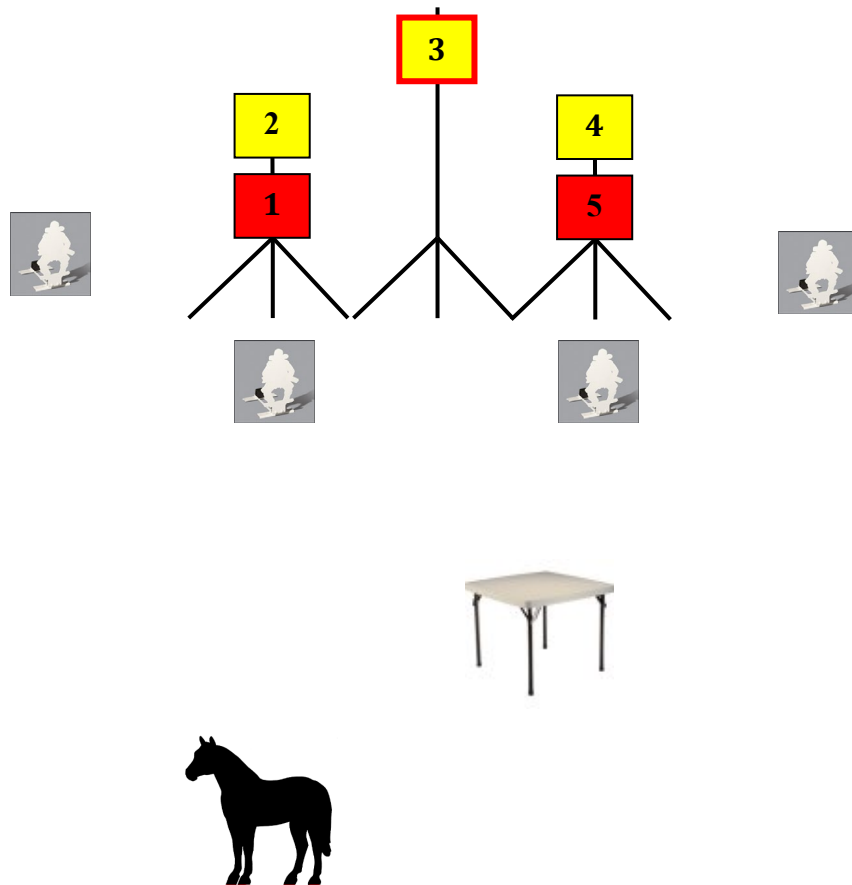
Saturday, August 21, 2021

8:30 AM to 9:30 AM	Registration
9:30 AM to 10:00 AM	Safety meeting / Posse assignments
10:00 AM to 2:30 PM	Main Match, stages 1 – 6
2:30 PM to 3:00 PM	Ice Cream social at range cowboy club house
3:00 PM to 5:00 PM	Side Matches Speed pistol, Shotgun, Rifle, and Long Range

Saturday, August 21, 2021

8:30 AM to 9:00 AM	Registration
9:00 AM to 1:30 PM	Main Match, stages 7 - 12
2:30 PM to 3:00 PM	Lunch – Main Evergreen Club House
3:00 PM	Side Match Awards Event Awards

STAGE 1



STAGE 1

You will need 9 Rifle, 9 Pistol and as many Shotgun shells as necessary. The shooter starts standing within Arm reach of the **Horse**. Rifle is loaded and staged on the **Horse**, Shotgun is open/empty and staged on the **Horse**. The shooter indicates ready by saying:

“I said are you still fast? Faster than you!”

Starting position: SASS Default / **Firing order:** Rifle, Shotgun, Pistol (must use both positions)

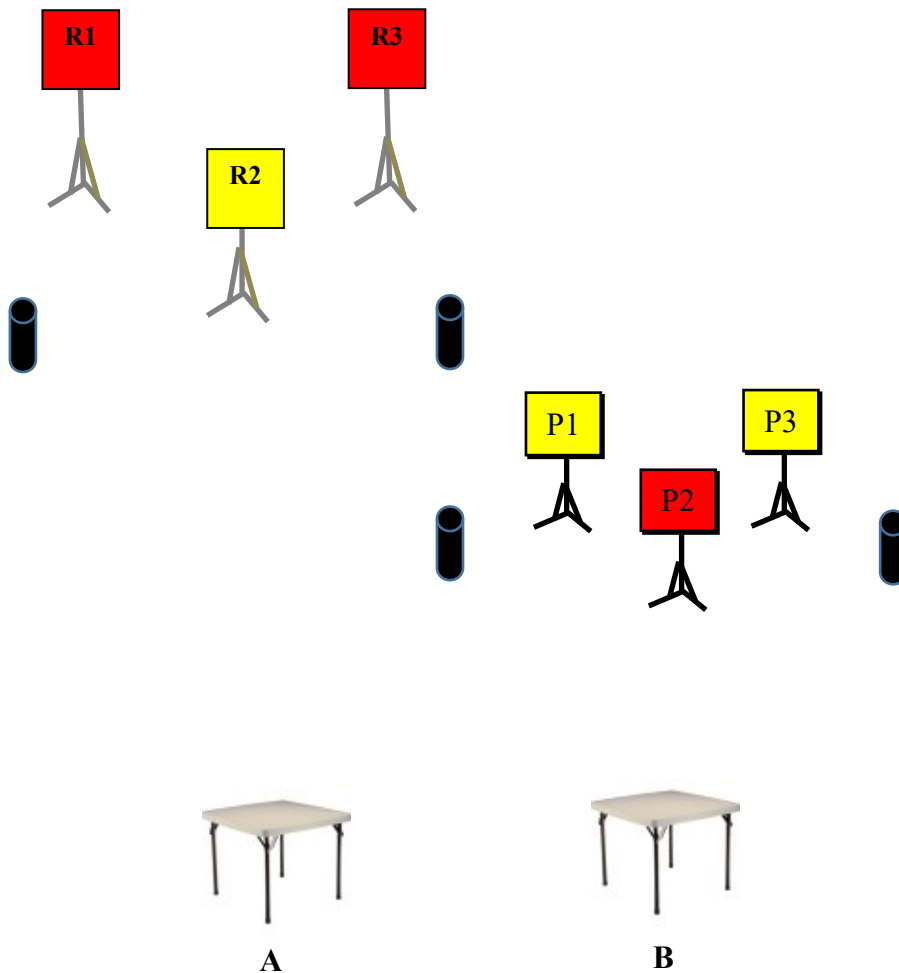
At the BEEP:

With **Rifle** double tap in order 1,2,4,5 then single tap 3 for a total of 9 rounds.

With **Shotgun** (from table), knock down shotgun fallers in the following order: center/center – outside/outside – make up must be made before moving to the next set.

With **Pistols**, same instructions as the Rifle for a total of 9 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 **Table of choice**. Rifle is loaded and staged on the **Table A**, Shotgun is open/empty and staged on **Table A**. The shooter indicates ready by saying:

“The gunfight is in the head, not the hands.”

Starting position: Hands on Shotgunbelt / **Firing order:** Rifle, Pistols, Shotgun (must use three positions)

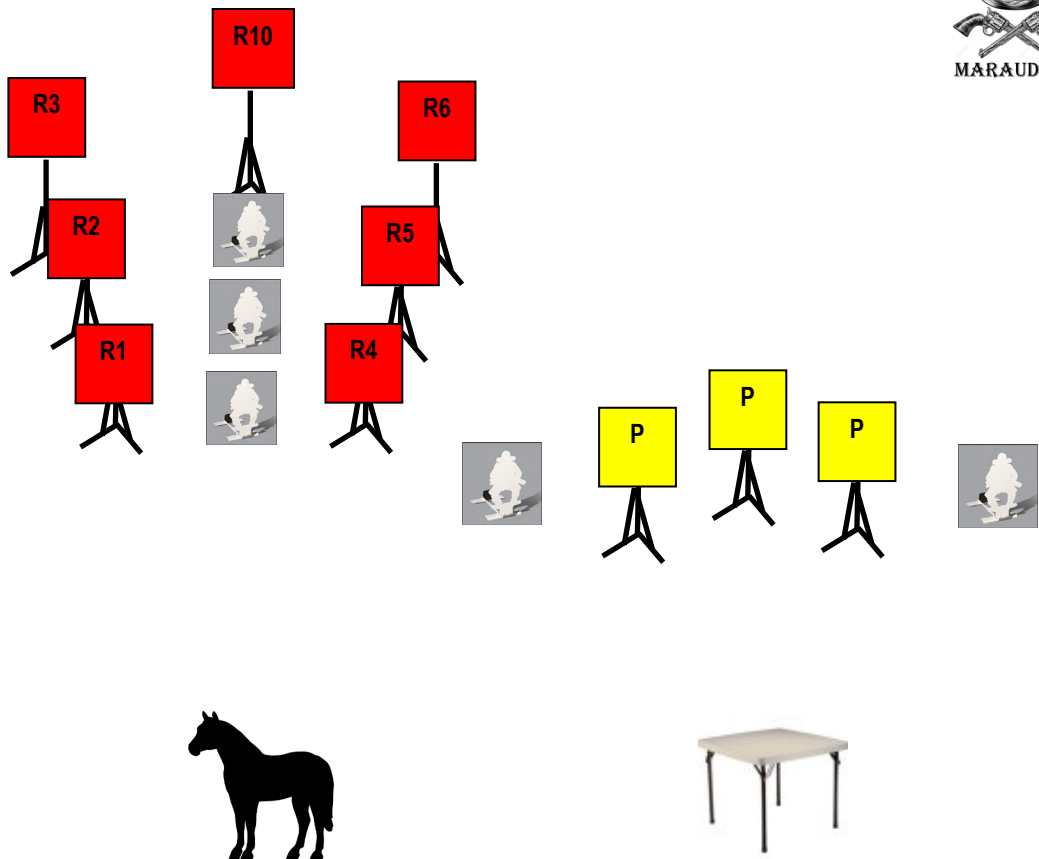
At the BEEP:

With **Rifle**, starting on target of choice single tap in a clockwise circle for a total of 10 rounds.

With **Pistols**, same as the Rifle instructions for a total of 10 rounds.

With **Shotgun**, knock down the pipes any order, two from each table.

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 **Position** of choice. Rifle is loaded and staged at the **Position** of choice; Shotgun is open/empty and staged at the **Position** of choice. The shooter indicates ready by saying:

“It takes a lot to scare me”

Starting position: Hands touching hats / **Firing order:** Any order

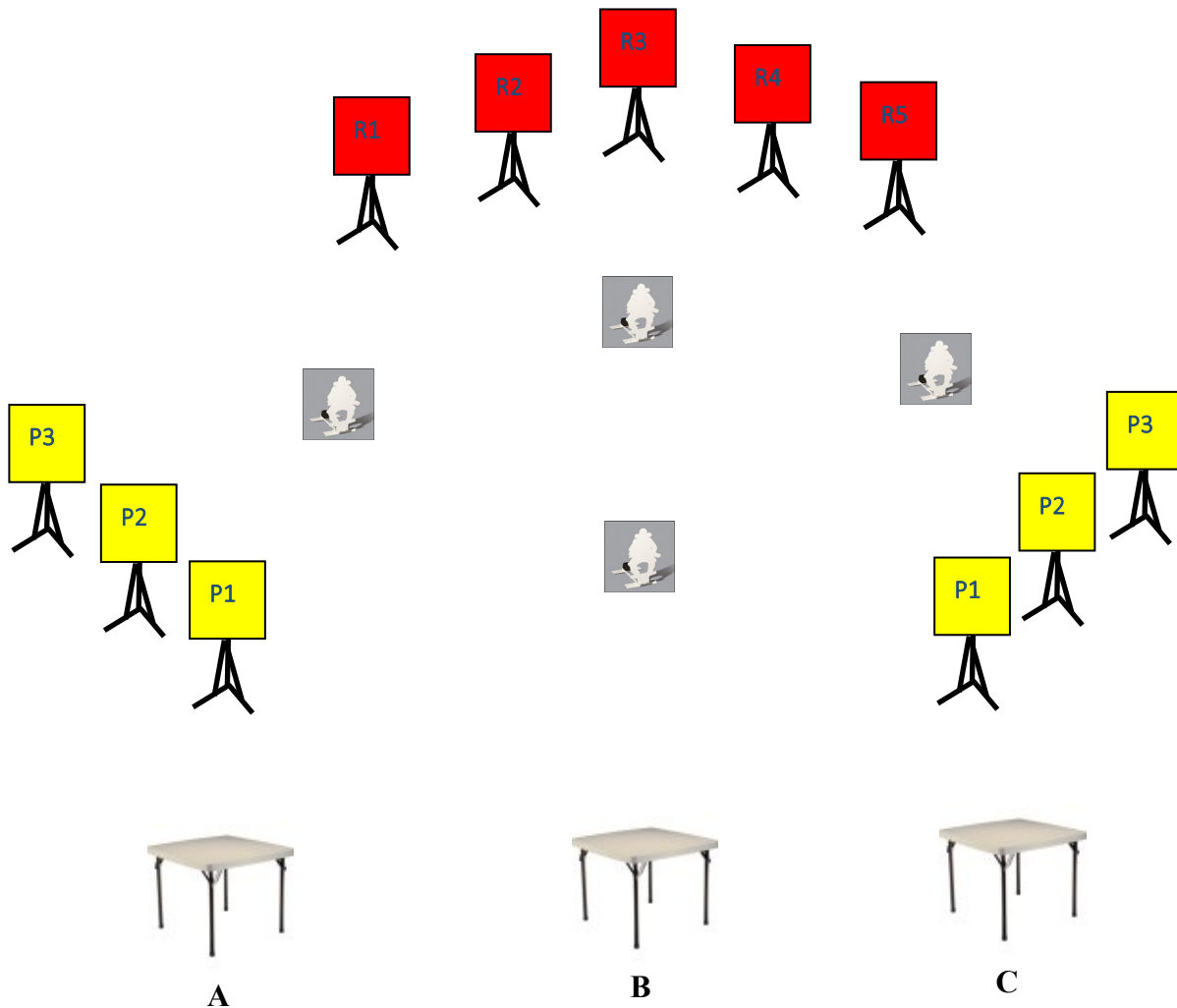
At the BEEP:

If starting with the Rifle shoot single tap R1 – R3, then single tap R4 – R6, then single tap-knock down the fallers, placing the last round on R10 for a total of 10 rounds. **Note:** shotgun fallers can be made up after the last Rifle round is fired.

With the **Pistol** starting on either end 1-3-1 sweep then repeat from the opposite end.

With the **Shotgun** knock down the fallers in any order.

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 **Table A**. Rifle is loaded and staged on the **Table B**; Shotgun is open/empty and staged on **Table B**. The shooter indicates ready by saying:

“When you shoot, shoot, don’t talk”

Starting position: Hands on Pistols / **Firing order:** Any order (Must use all three positions)

At the BEEP:

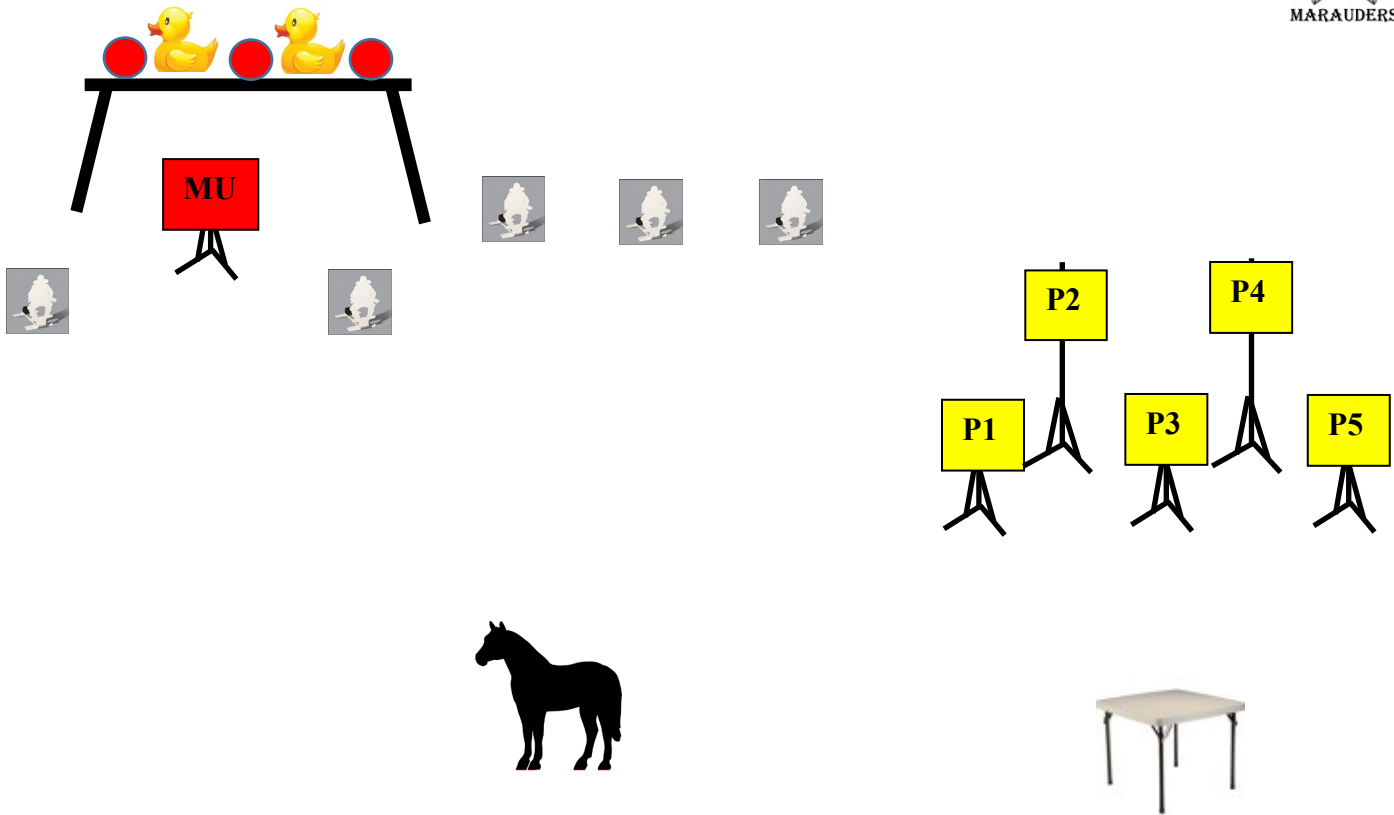
Table A with **Pistol**, shoot a 1, 1, 2, 3, 3 sweep for a total of 5 rounds.

Table B with **Rifle**, shoot a 1, 1, 2, 3, 3 then 5, 5, 4, 3, 3 sweep for a total of 10 rounds.

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

Table C with **Pistol**, shoot a 1, 1, 2, 3, 3 sweep for a total of 5 rounds.

STAGE 5



STAGE 5

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing at portion of choice. Rifle is loaded and staged on the **Horse**, Shotgun is open/empty and staged on the **Horse**. The shooter indicates ready by saying:

“You left a boy out there to do a man’s job!”

Starting position: SASS Default / **Firing order:** any order (must use both positions)

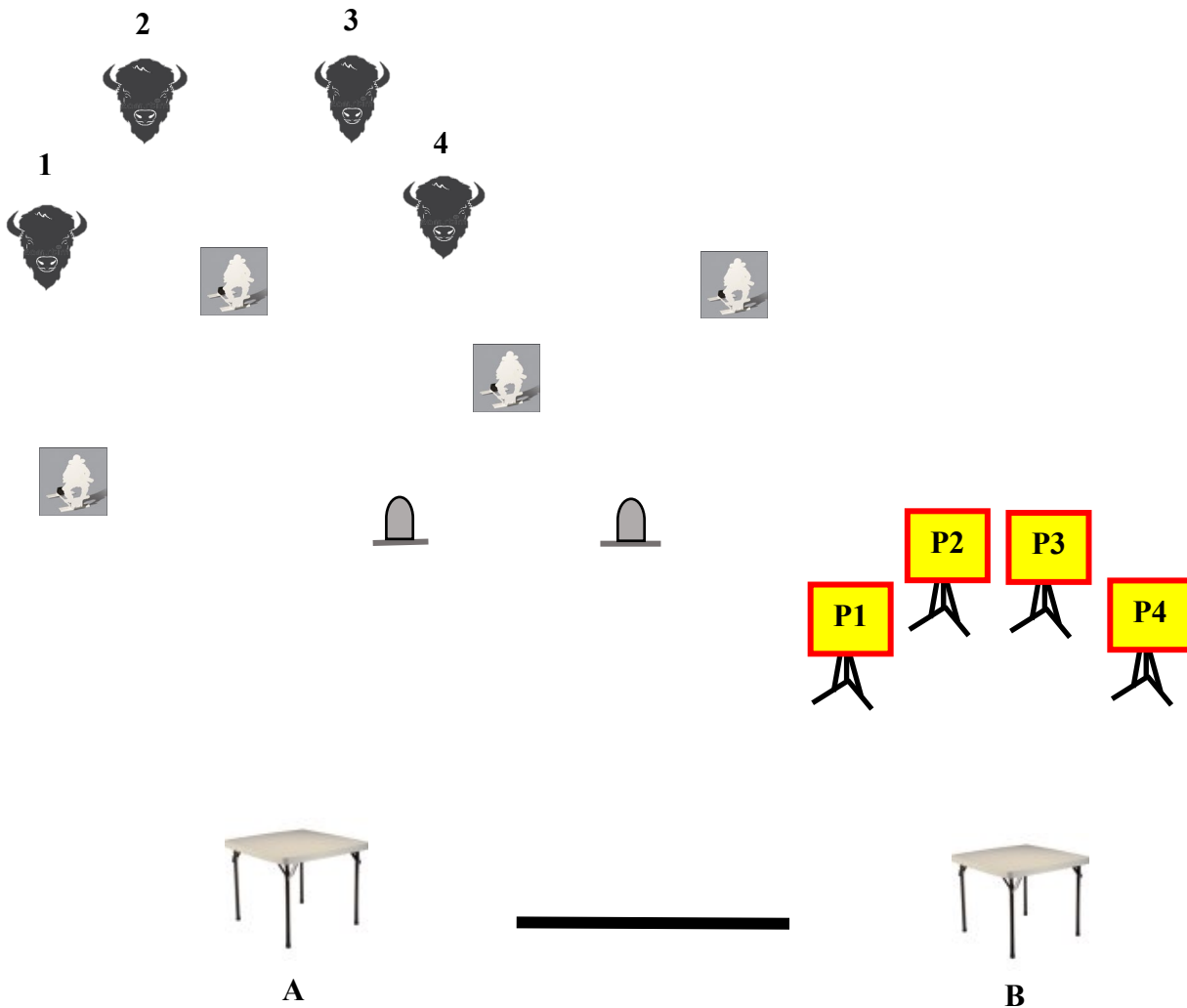
At the BEEP:

With **Rifle**, clear the plate rack then the Shotgun fallers for a total of 10 rounds.

With **Shotgun**, knock down any remaining Shotgun fallers in any order, then shoot the **Make Up** target one time for each plate rack plate left standing.

At the Table with **Pistols**, starting on either end single tap each target in order, then repeat starting from the other end (1,2,3,4,5 / 5,4,3,2,1) 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 of Choice**. Rifle is loaded and staged at **Table A**; Shotgun in open and empty staged at **Table of choice**. Shooter must use both positions. The shooter indicates ready by saying:

“What the hell are you doing here?”

Starting position: Hands over your eyes / **Firing order:** Any choice (must use at least two positions)

At the BEEP:

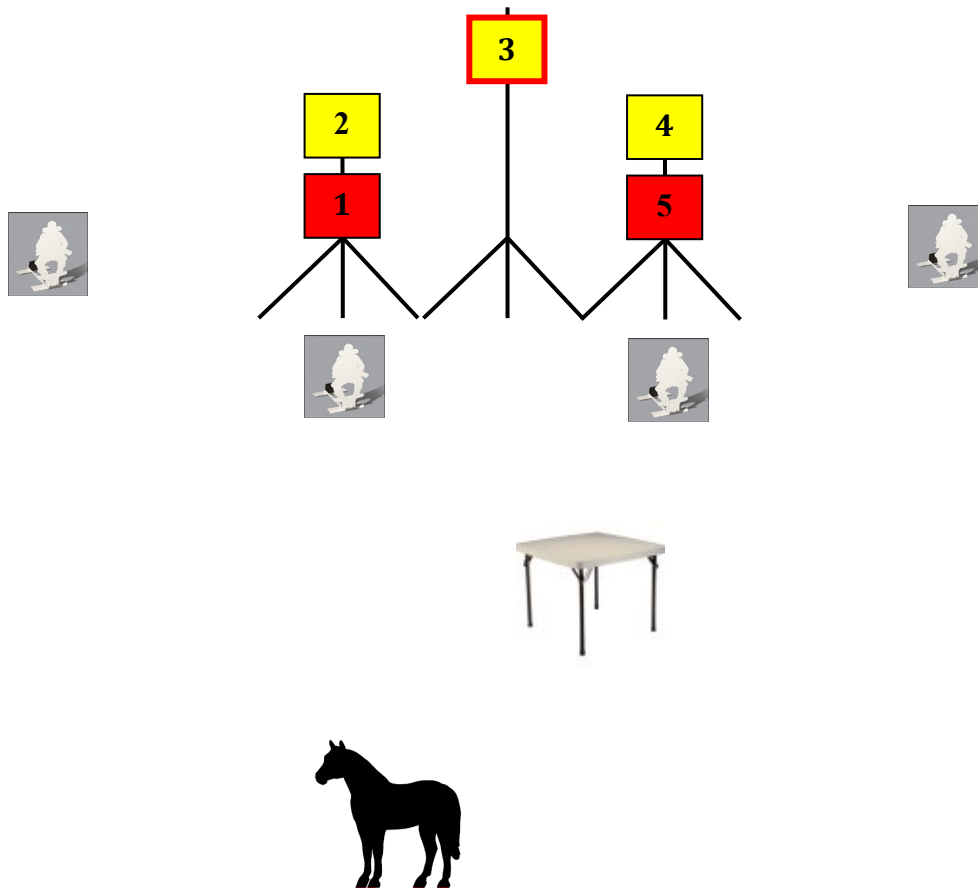
With **Rifle** shoot a Back Wood Hillbilly sweep 1,1,2,3,4,4,3,2,1,1 for a total of 10 rounds.

With the **Shotgun** engage the shotgun fallers in any order.

(**Note:** shotgun maybe shot at either position or anywhere in between positions A and B – maintaining firing line)

With **Pistols** same instruction as Rifle, for a total of 10 rounds.

STAGE 7



STAGE 7

You will need 10 Rifle, 10 Pistol and as many Shotgun shells as necessary. The shooter starts standing within Arm reach of the **Horse**. Rifle is loaded and staged on the **Horse**, Shotgun is open/empty and staged on the **Horse**. The shooter indicates ready by saying:

“Looks like I was right”

Starting position: SASS Default / **Firing order:** Rifle, Shotgun, Pistol (must use both positions)

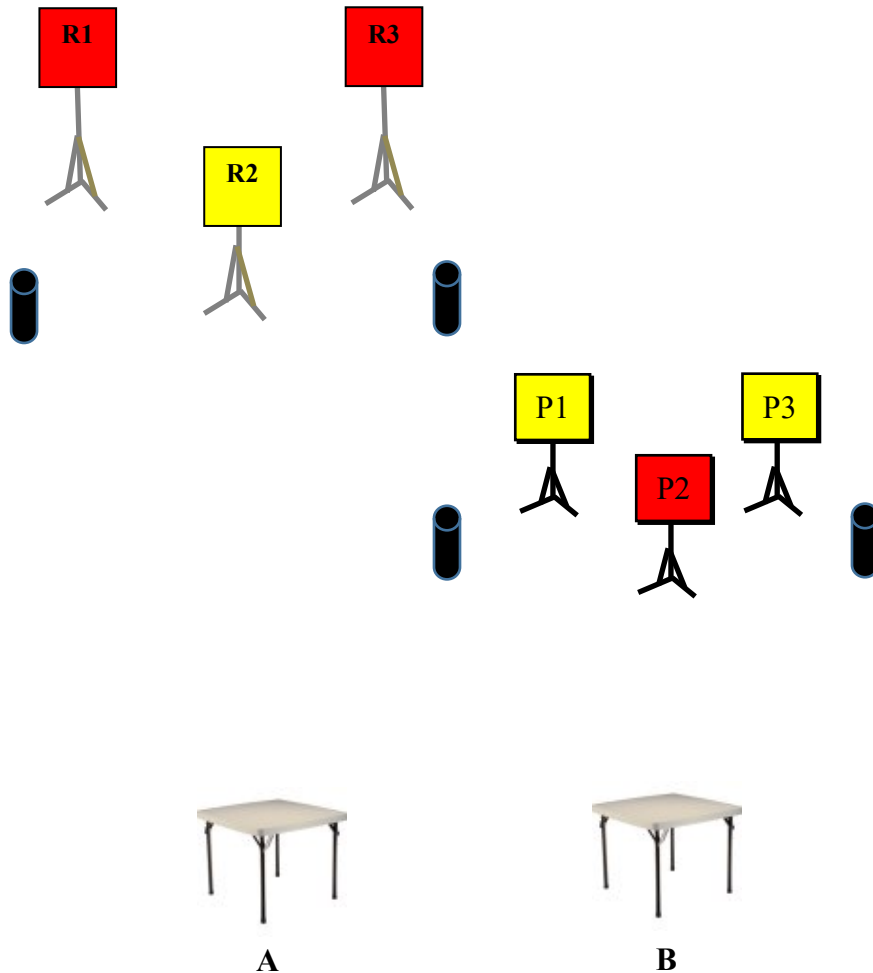
At the BEEP:

With **Rifle** shoot 1, 1, 3, 5, 5, 2, 2, 3, 4, 4 for a total of 10 rounds.

With **Shotgun** (from table), knock down the fallers in any order.

With **Pistols**, same instructions as the Rifle for a total of 10 rounds.

STAGE 8



STAGE 8

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 open/empty and staged on **Table A**. The shooter indicates ready by saying:

“I am givin’ ya a way out – take it!”

Starting position: Hands on Shotgun belt / **Firing order:** Rifle, Pistols, Shotgun (must use three positions)

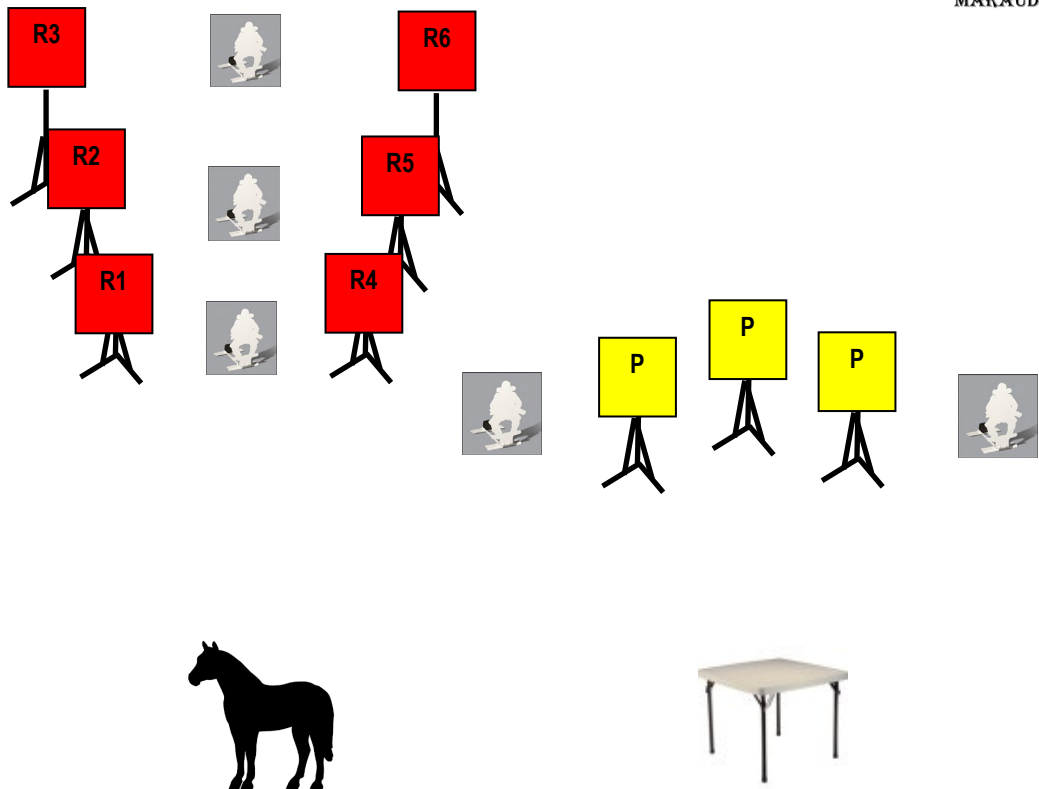
At the BEEP:

With **Rifle**, starting on R2 target shoot 2, 1, 2, 3, 2, then shoot 1, 3, 1, 3, 1 for a total of 10 rounds.

With **Pistols**, same as the Rifle instructions for a total of 10 rounds.

With **Shotgun**, knock down the pipes any order, two from each table.

STAGE 9



STAGE 9

You will need **9 Rifle**, **9 Pistol**, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Position** of choice. Rifle is loaded and staged at the **Position** of choice; Shotgun is open/empty and staged at the **Position** of choice. The shooter indicates ready by saying:

“As soon as the rain ends I'm going to make an example out of you”

Starting position: Hands touching hats / **Firing order:** Any order (must use two positions)

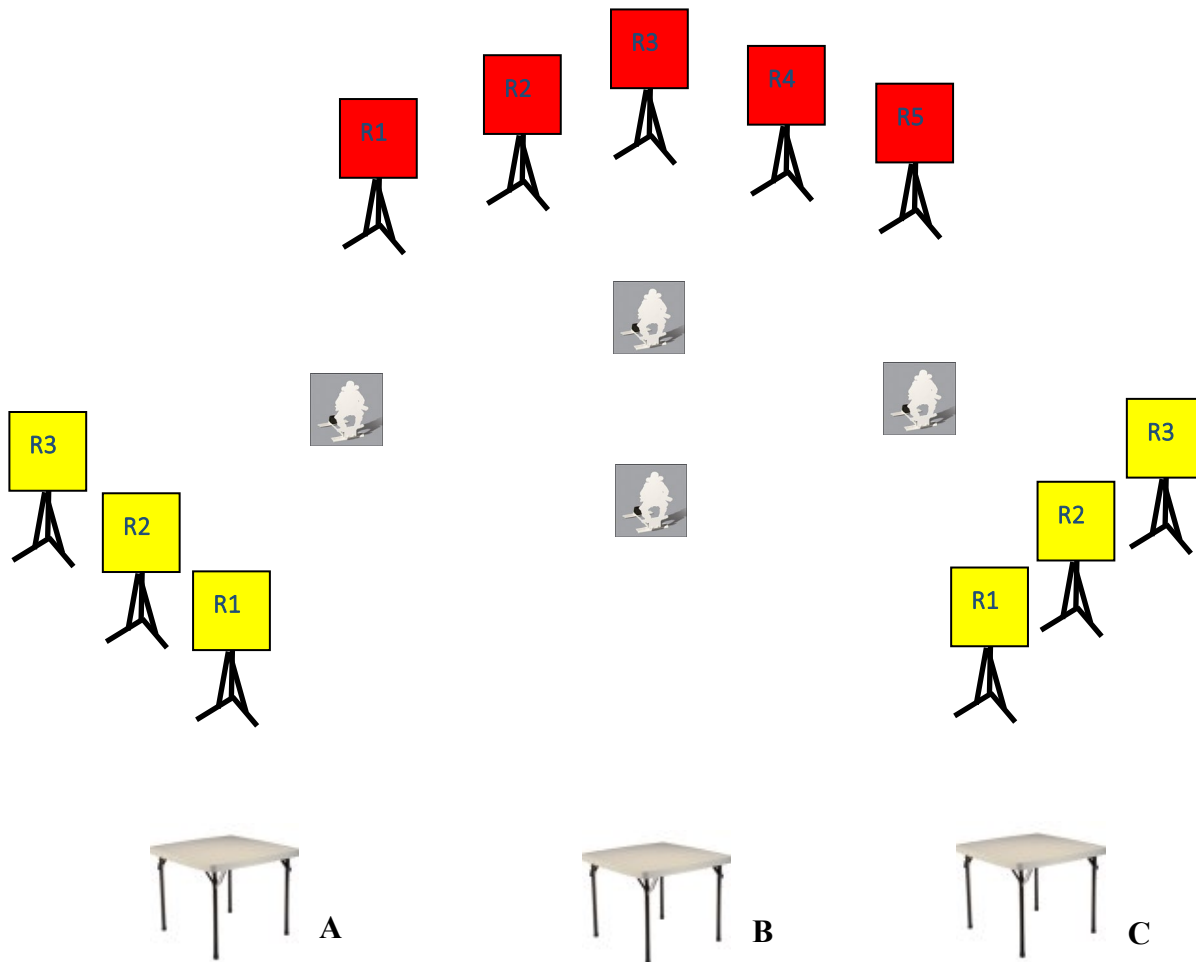
At the BEEP:

If starting with the Rifle single tap left, center, right (R1-faller-R4, R2-faller-R5, R3-faller-R6) for a total of **9 rounds**. **Note:** shotgun fallers can be made up after the last Rifle round is fired.

With the **Pistol** starting on either end triple tap each target for a total of **9 rounds**.

With the **Shotgun** knock down the fallers in any order.

STAGE 10



STAGE 10

You will need 10 Rifle, 10 +2 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Table A**. Rifle is loaded and staged on the **Table B**; Shotgun is open/empty and staged on **Table B**. The shooter indicates ready by saying:

“When you shoot, shoot, don’t talk”

Starting position: Hands on Pistol / **Firing order:** Any order (Must use all three positions)

At the BEEP:

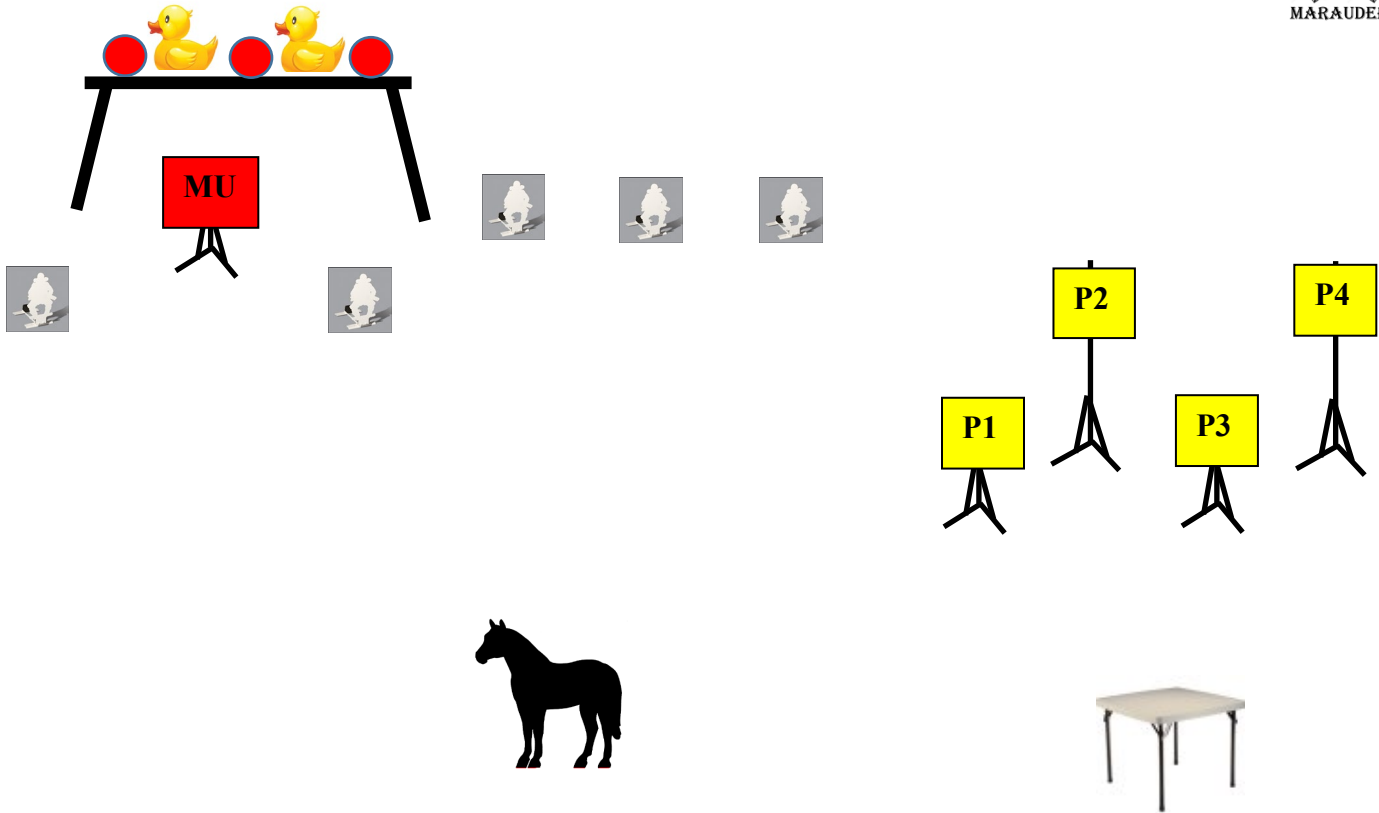
Table A with **Pistol**, upon engaging pistol load 1 round for a total of 6 in pistol then shoot a 1, 2, 2, 3, 3, 3 for a total of 6 rounds. Reload must come from shooters belt.

Table B with **Rifle**, shoot a 1, 2, 2, 3, 3, 3, 3, 4, 4, 5 sweep for a total of 10 rounds.

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

Table C with **Pistol**, upon engaging pistol load 1 round for a total of 6 in pistol then shoot a 1, 2, 2, 3, 3, 3 for a total of 6 rounds. Reload must come from shooters belt.

STAGE 11



STAGE 11

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing at position of choice. Rifle is loaded and staged on the **Horse**, Shotgun is open/empty and staged on the **Horse**. The shooter indicates ready by saying:

“You must be the fastest gun in the west. That or the biggest liar!”

Starting position: SASS Default / **Firing order:** any order (must use both positions)

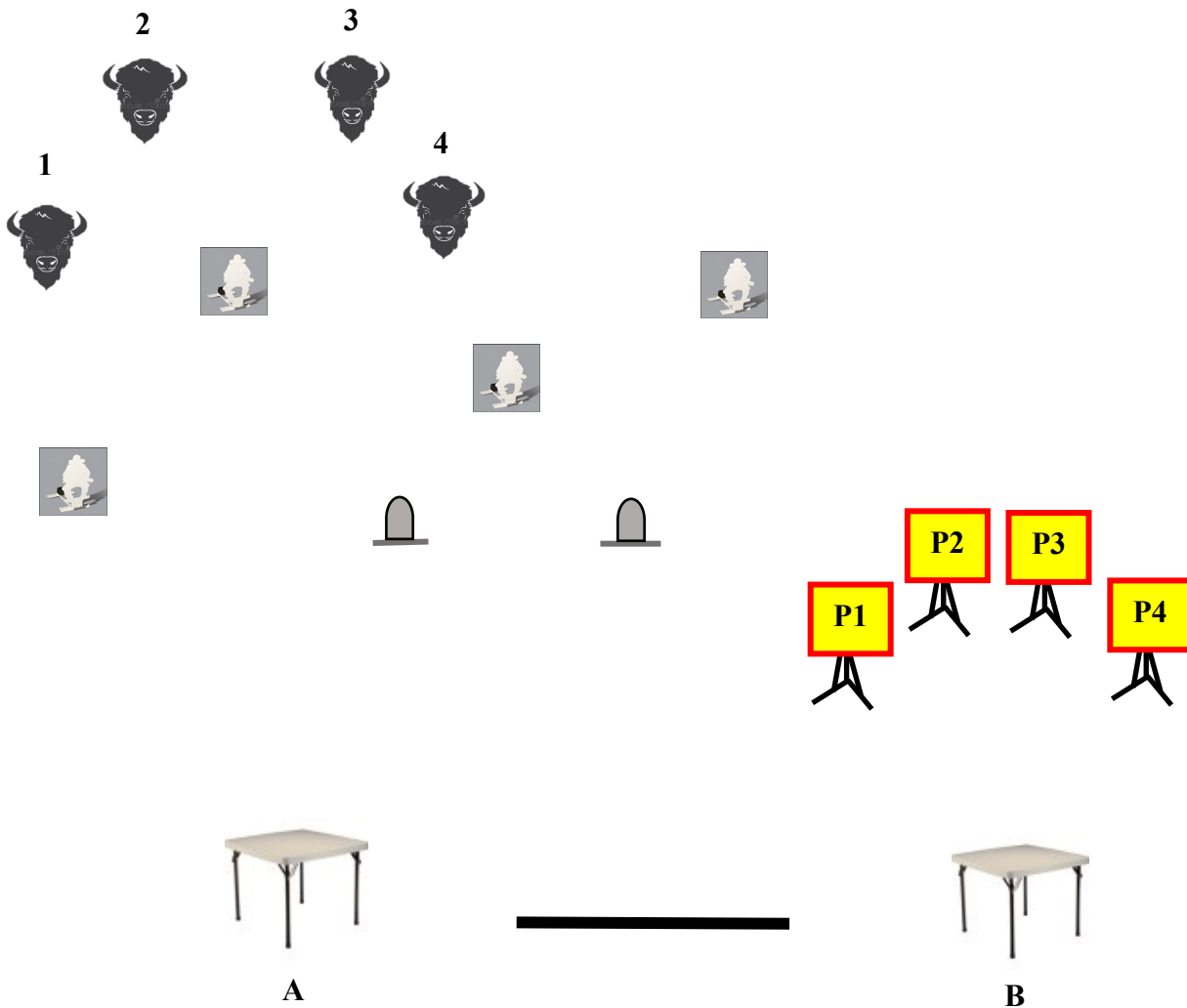
At the BEEP:

With **Rifle**, starting on the plate rack single tap alternate between the plate rack and the Shotgun fallers for a total of 10 rounds.

With **Shotgun**, knock down any remaining Shotgun fallers in any order, then shoot the **Make Up** target one time for each plate rack plate left standing.

At the Table with **Pistols**, starting on the left end place 3 on P1, 1 on P2, 1 on P3, 3 on P4, 1 on P3, 1 on P2, for a total of 10 rounds.

STAGE 12



STAGE 12

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 at **Table A**; Shotgun in open and empty staged at **Table of choice**. Shooter must use both positions. The shooter indicates ready by saying:

“Is it possible? Is it possible to improve on...perfection?”

Starting position: Gun of choice in hands at low port / **Firing order:** Any choice (must use at least two positions)

At the BEEP:

With **Rifle** shoot a Badger sweep 1, 2, 3, 4, 1, 2, 3, 1, 2, 1 for a total of 10 rounds.

With the **Shotgun** engage the shotgun fallers in any order.

(**Note:** shotgun maybe shot at either position or anywhere in between the positions – maintaining firing line)

With **Pistols** same instruction as Rifle, for a total of 10 rounds.