



Mima Marauders

August Stages / 3 Bays – 6 Stages

Saturday, August 10, 2024

Ammo Count

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

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

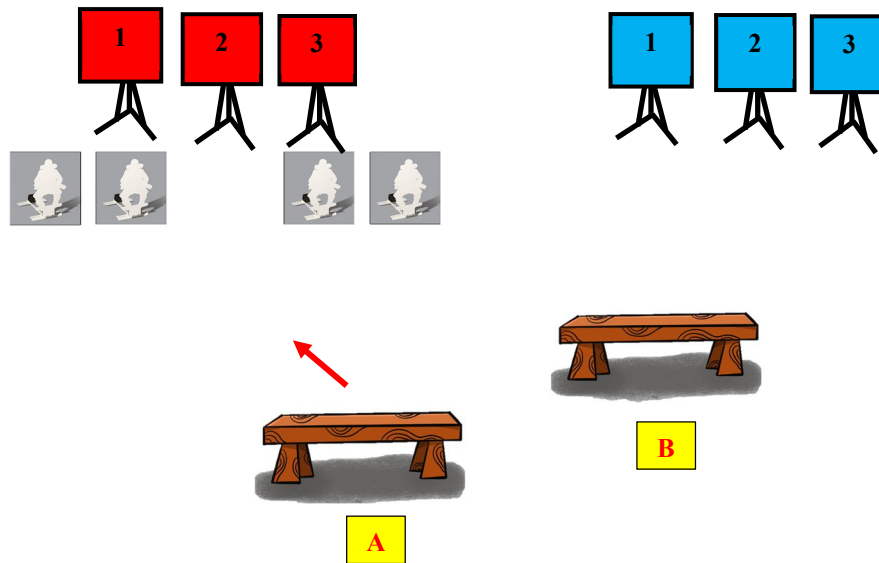
Registration: Saturday, August 10, 2024, at 9:00 AM

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

Main Match: Saturday, August 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 4+/- Shotgun shells. The shooter starts standing with both feet behind **Table A**. **Rifle** is loaded and staged on the **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: “**Well, It Really Doesn't Matter, Does It?**”

Pale Rider, 1985

Starting position: Hands on shotgun belt

Firing order: Any order – Pistols must be last

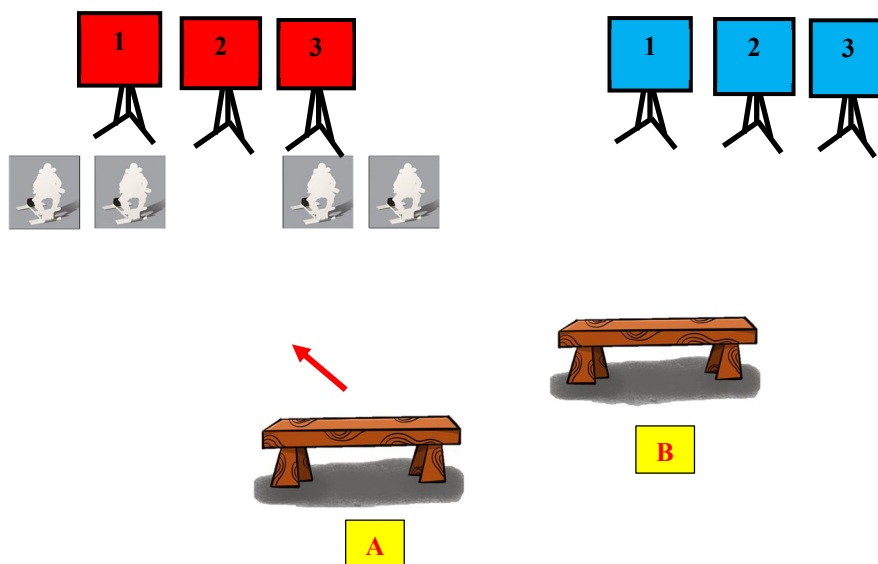
At the BEEP:

From **Table A** with **Rifle**, starting on either end shoot a 2-1-2 sweep then repeat starting on the opposite end for a total of 10 rounds. (*DIRTY IS OK*) (Rifle/Shot gun must be pointed into berm – or taken to Table B)

From **Table A** with **Shotgun**, knock down the fallers in any order. (Rifle/Shot gun must be pointed into berm – or taken to Table B)

From **Table B** with **Pistols**, starting on either end shoot a 2-1-2 sweep then repeat starting on the opposite end for a total of 10 rounds.

STAGE 2



Stage 2 – Close Range

You will need 10 Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the **Table A**. **Rifle** is loaded and staged on the **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: "**We All Have It Coming, Kid.**"

Unforgiven, 1992

Starting position: SASS ready – not touching

Firing order: Rifle / Shotgun in any order – Pistols must be last

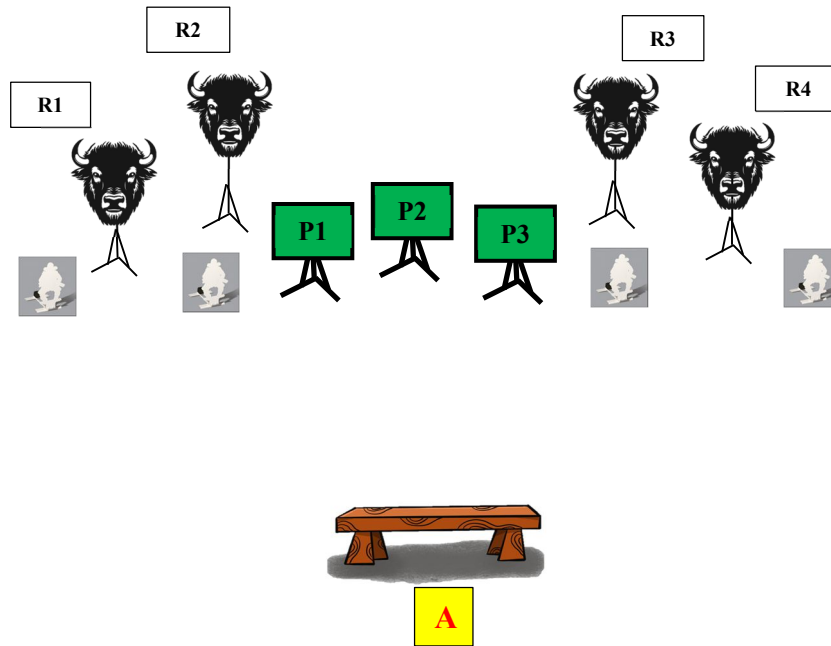
At the BEEP:

From **Table A** with **Rifle**, starting on either end alternate between the outside two targets for 5 rounds then single tap each target then double tap the center target for a total of 10 rounds. (Dirty is okay) (Rifle/Shotgun must be pointed into berm – or taken to Table B)

From **Table A** with **Shotgun**, knock down inside/inside – outside/outside (Rifle/Shotgun must be pointed into berm – or taken to Table B)

From **Table B** with **Pistols**, starting on either alternate between the outside two targets for 5 rounds then single tap each target then double tap the center target for a total of 10 rounds. (Dirty is okay)

STAGE 3



Stage 3 Mid-Range

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. Shooter starts standing with both feet behind **Table A**. **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: **“This ain’t Dodge City and you ain’t Bill Hickok”**
Quigley Down Under, 1990

Starting position: Hands at SASS ready – not touching

Firing order: Rifle then shooters choice

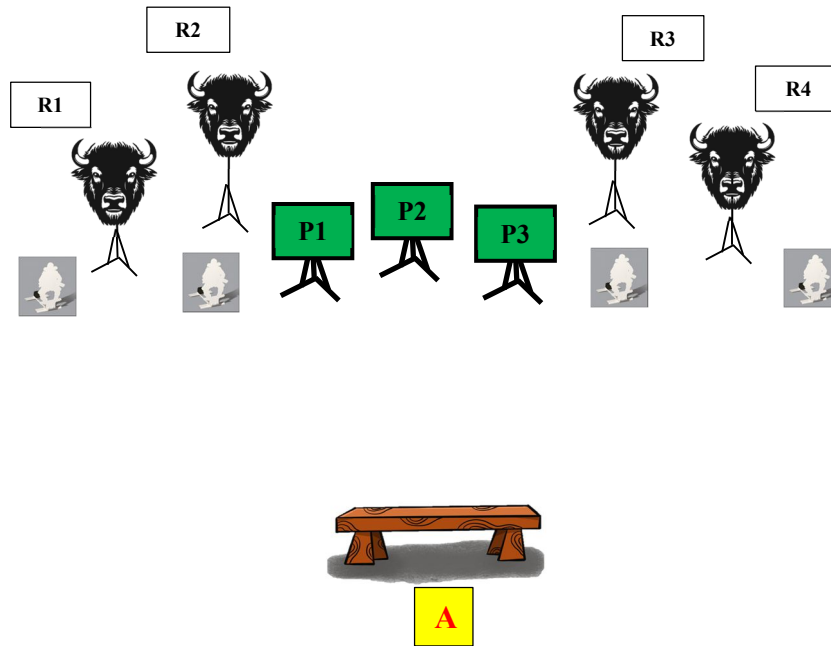
At the BEEP:

At **Table A** with **Rifle**, starting on the left end knock down the outside shotgun faller then single tap R 1, triple tap R 2 then repeat on the right side using R4 and R3 for total of 10 rounds.

At **Table A** with **Pistols**, starting on the left end knock down the outside shotgun faller then single tap P 1, triple tap P 2 then repeat on the right using P3 and P2 side for total of 10 rounds.

At **Table A** with **Shotgun**, if needed knock down any remaining fallers.

STAGE 4



Stage 4 Mid-Range

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. Shooter starts standing with both feet behind **Table A**. **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: **"God created all men. Sam Colt made them equal."**
Quigley Down Under, 1990

Starting position: Rifle at low port – belt level

Firing order: Rifle then shooters choice

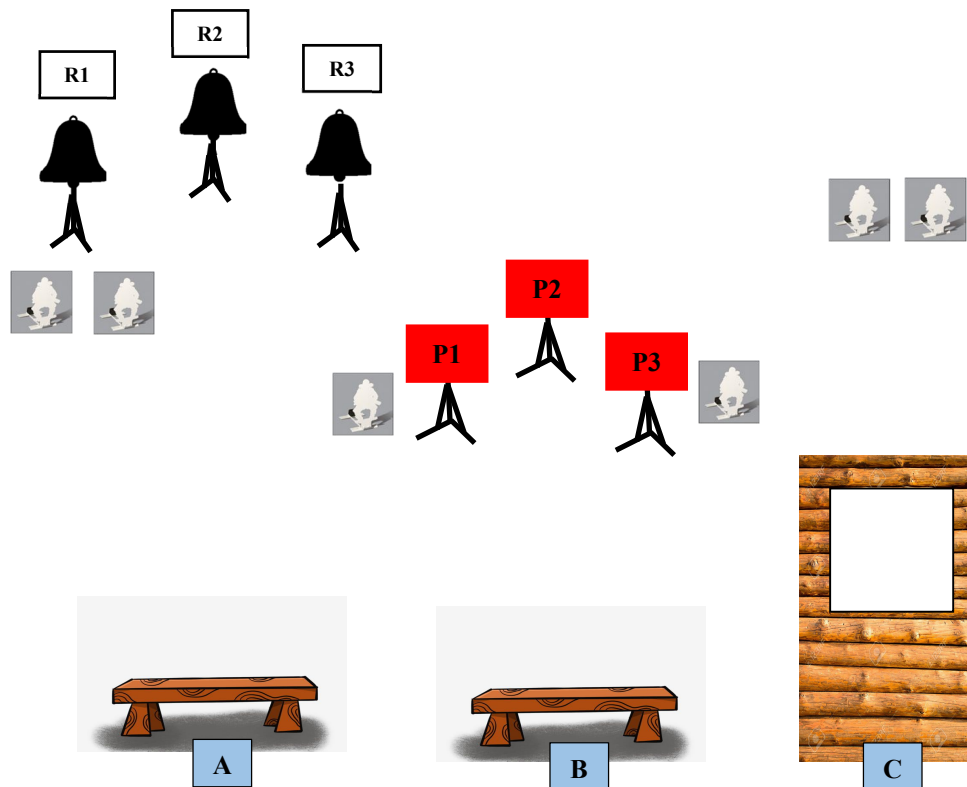
At the BEEP:

At **Table A** with **Rifle**, knock down all Shotgun fallers then single tap each Buffalo then double tap P2 for total of 10 rounds.

At **Table A** with **Pistols**, place at least 3 rounds on each P target for total of 10 rounds.

At **Table A** with **Shotgun**, if needed knock down any remaining fallers.

STAGE 5



STAGE 5 – LONG 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**. **Rifle** is loaded and staged on **Table A**; **Shotgun** is empty open and staged on **Table A**. Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: "**No man knocks me out of my own house.**"
Quigley Down Under, 1990

Starting position: At SASS ready but not touching

Firing order: Starting at Table A

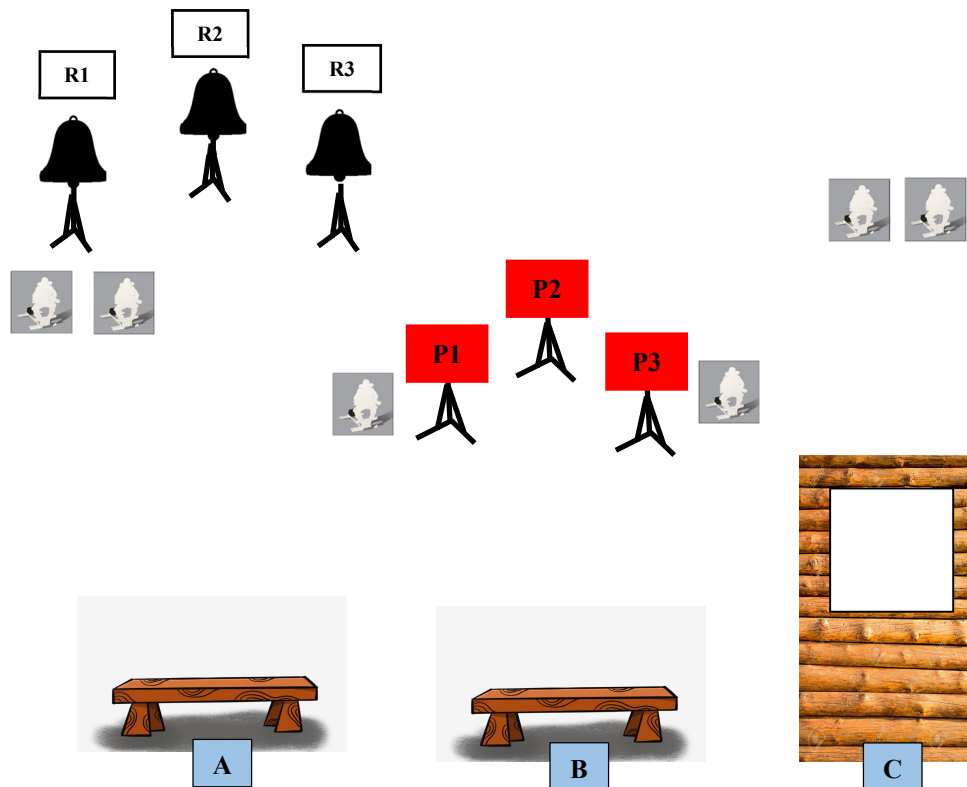
At the BEEP:

From **Table A** with the **Rifle**, starting on either end single tap each R target the double tap R2 then repeat for a total of 10 rounds.

From **Table A, B, and C** – **through the window** with the **Shotgun**, knock down the fallers in any order.

From **Table B** with the **Pistols**, starting on either end single tap each P target the double tap P2 then repeat for a total of 10 rounds.

STAGE 6



STAGE 6 – LONG 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**. **Rifle** is loaded and staged on **Table A**; **Shotgun** is empty open and staged on **Table A**. Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: "I reckon we are going in circles."

Quigley Down Under, 1990

Starting position: At SASS default

Firing order: Starting at Table A

At the BEEP:

From **Table A** with the **Rifle**, starting on the left double tap sweep then place 4 rounds on R1 for a total of 10 rounds.

From **Table A and C** – **through the window** with the **Shotgun**, knock down the fallers in any order.

From **Table B** starting on the left double tap sweep then place 4 rounds on P1 for a total of 10 rounds.