

MIMA MARAUDERS

September 11, 2021

3 Bays – 6 Stages

Ammo Count

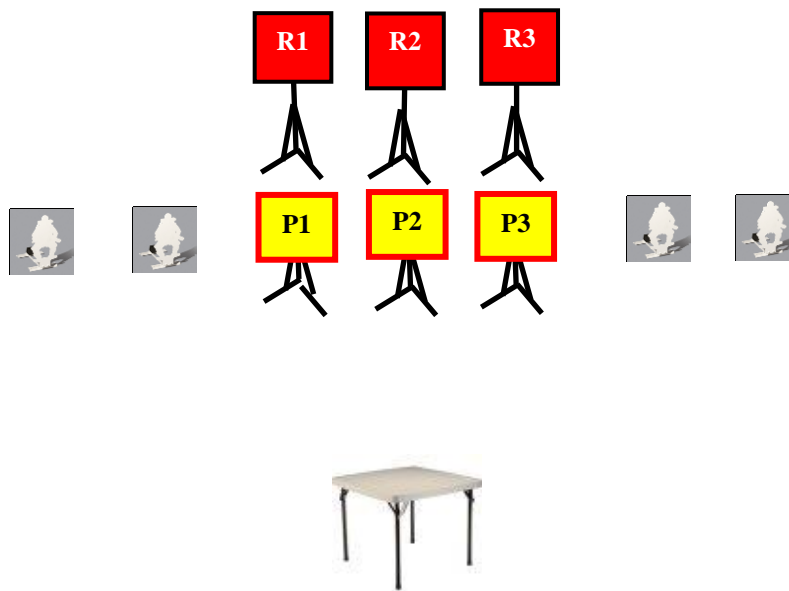
Pistol 60 +/- rounds

Rifle 60 +/- rounds

Shotgun 25 +/- rounds



STAGE 1



STAGE 1

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

The shooter indicates ready by saying:
“It’s a hell of a thing killing a man”

Starting position: Touching gun(s) of choice, not lifting / **Firing order:** Any order

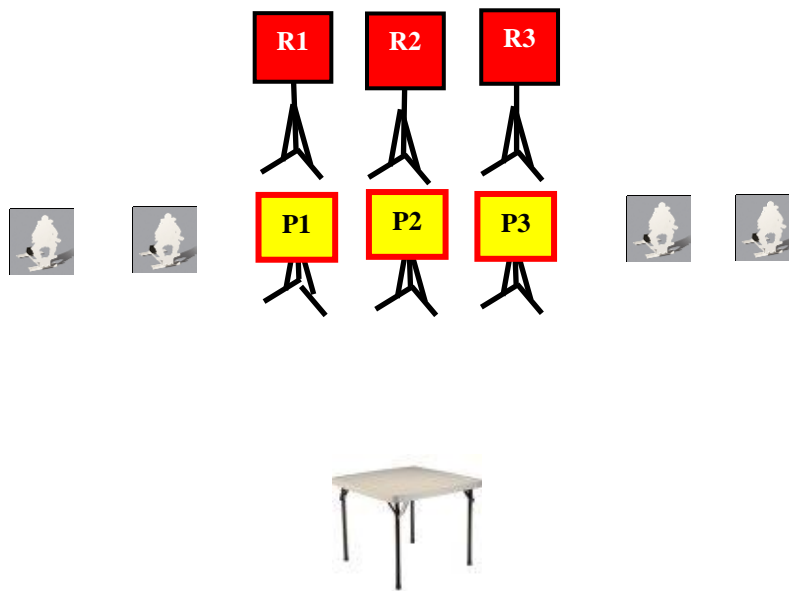
At the BEEP:

If starting with **Rifle**, single tap all fallers and stationary targets for a total of 10 rounds – this is a round count.

If starting with **Pistols**, place 5 rounds on **P1** and **P3** for a total of 10 rounds.

If starting with **Shotgun**, knock down any remaining fallers in any order.

STAGE 2



STAGE 2

You will need 10 Rifle, 10 Pistol holstered, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Table**. **Rifle** is loaded and staged on **Table**; **Shotgun** is open/empty in hands.

The shooter indicates ready by saying:
“Dying’ ain’t much of living, boy”

Starting position: Shotgun in hands / **Firing order:** Shotgun first, Rifle/pistol any order

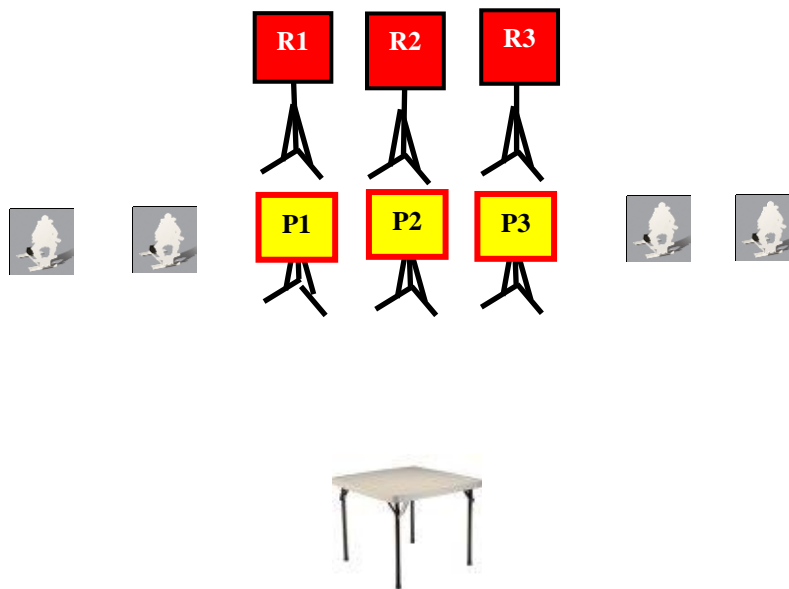
At the BEEP:

If starting with **Rifle**, single tap in order **P1, P2, P3**, then **R1, R2, R3**, then single tap the 4 corners **no double tap** for a total of 10 rounds.

If starting with **Pistol**, same instructions as the **Rifle** for a total of 10 rounds.

If starting with **Shotgun**, knock down the **Shotgun** fallers in any order.

STAGE 3



STAGE 3

You will need 10 Rifle, 10 Pistol holstered, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Table**. **Rifle** is loaded and staged on **Table**; **Shotgun** is open/empty in hands.

The shooter indicates ready by saying:
"Tell'em I'm coming"

Starting position: Gun of choice in hands / **Firing order:** Any order

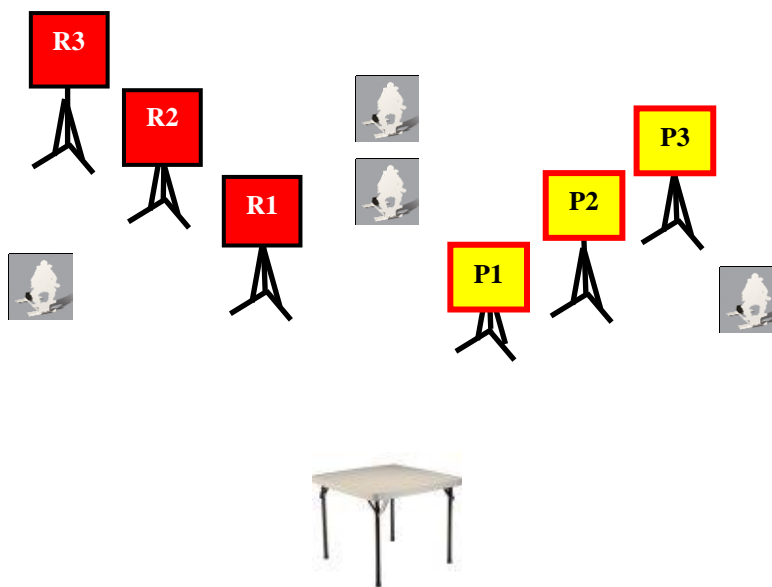
At the BEEP:

If starting with **Rifle**, double tap continuous Nevada sweep starting on **R2** target then either direction for a total of 10 rounds.

If starting with **Pistol**, same instructions as the **Rifle**, except starting on **P2** for a total of 10 rounds.

If starting with **Shotgun**, knock down the **Shotgun** 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**. **Rifle** is loaded and staged on **Table**; **Shotgun** is open/empty and staged on **Table**.

The shooter indicates ready by saying:
"Saddle up"

Starting position: SASS default / **Firing order:** Any order

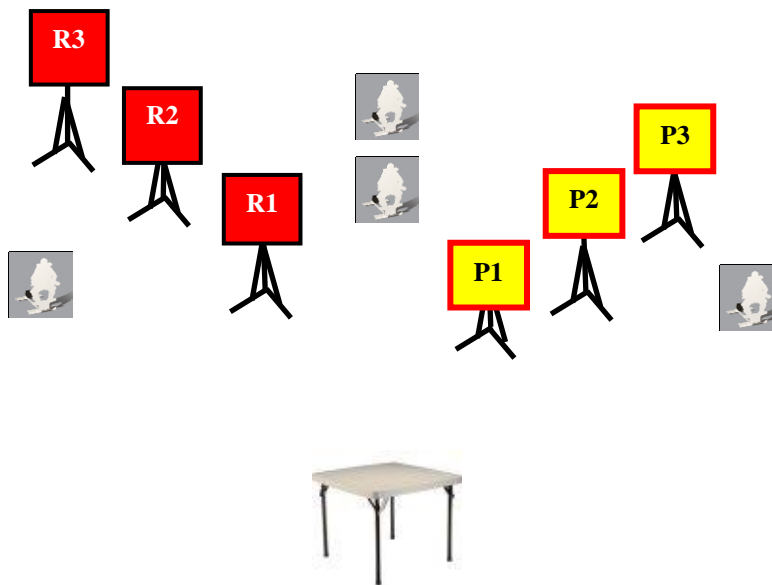
At the BEEP:

If starting with **Rifle**, starting on either end shoot a 2-2-1 sweep, then starting in the same end shoot a 1-2-2 for a total of 10 rounds.

If starting with **Pistol**, same as **Rifle** instructions for a total of 10 rounds.

If starting with **Shotgun**, knock down the **Shotgun** fallers in any order.

STAGE 5



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**. **Rifle** is loaded and staged on **Table**; **Shotgun** is open/empty and staged on **Table**; **Pistols** are loaded and staged on the **Table** (pistols maybe restaged on the table after use).

The shooter indicates ready by saying:
“**When you stop fighting, that’s death**”

Starting position: Hand-palms flat on the table / **Firing order:** Any order

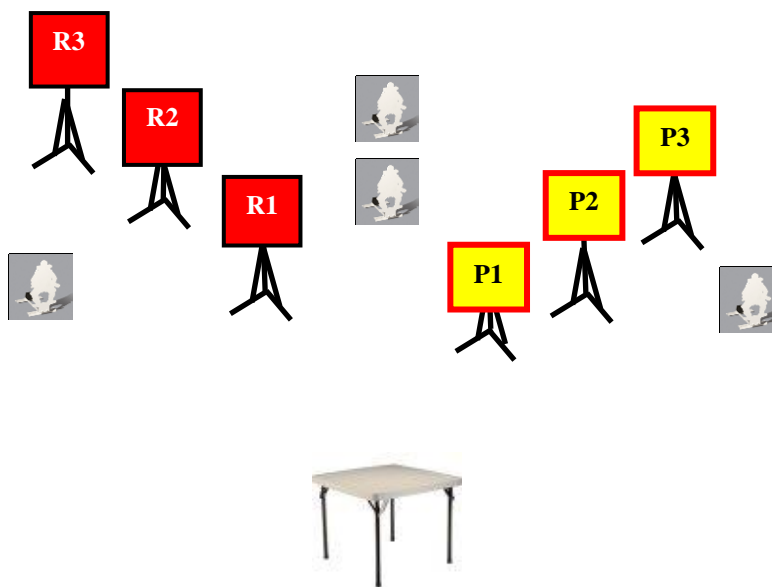
At the BEEP:

If starting with **Rifle**, single tap Nevada sweep from either end, then place 5 rounds on **R2** for a total of 10 rounds.

If starting with **Pistol**, same as **Rifle** instructions for a total of 10 rounds.

If starting with **Shotgun**, knock down the **Shotgun** fallers in any order.

STAGE 6



STAGE 6

You will need 10 Rifle, 10 Pistol holstered, and as many Shotgun as necessary. The shooter starts standing with both feet behind **Table**. **Rifle** is loaded and staged on **Table**; **Shotgun** is open/empty and staged on **Table**.

The shooter indicates ready by saying:
"It's been quite a party ain't it?"

Starting position: Any, but not touching guns / **Firing order:** Any order

At the BEEP:

If starting with **Rifle**, double tap each end then single tap the center target, **then** repeat exactly for a total of 10 rounds.

If starting with **Pistol**, same as **Rifle** instructions for a total of 10 rounds.

If starting with **Shotgun**, knock down the **Shotgun** fallers in any order.