

# Mima Marauders

April Stages

2 - One Day Shoots

3 Bays - 6 Stages

Sunday

**Ammo Count**

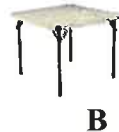
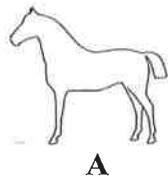
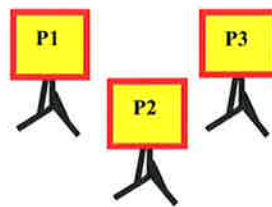
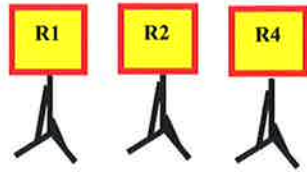
Pistol 50+/- rounds

Rifle 50+/- rounds

Shotgun 20+/- rounds



# STAGE 1



## STAGE 1

You will need 10 Rifle and 10 Pistol. The shooter starts standing within arm's reach of the **Horse** at **Position A** or with both feet behind the **Table** at **Position B**. Rifle loaded and staged at shooter choice. The shooter indicates ready by saying:

**"I'm your daisy"**

**Starting position:** Hands touching gun of choice (not lifting) / **Firing order:** Any order

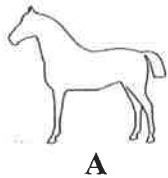
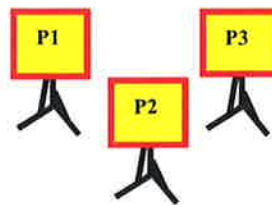
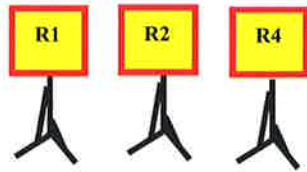
### At the BEEP:

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

If with **Pistol**, repeat the Rifle instructions for a total of 10 rounds.

**Note:** Shooter must use both positions. When at Position A shooter must be within arms reach of Horse; when at Position B both feet must be behind the table.

# STAGE 2



## STAGE 2

You will need 10 Rifle and 10 Pistol. The shooter starts standing within arm's reach of the **Horse** at **Position A** or with both feet behind the **Table** at **Position B**. Rifle loaded and staged at shooter choice. The shooter indicates ready by saying:

**"I'm your daisy"**

**Starting position:** Hands on hat / **Firing order:** Any order

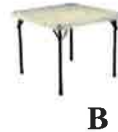
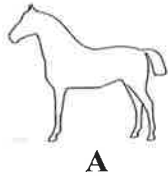
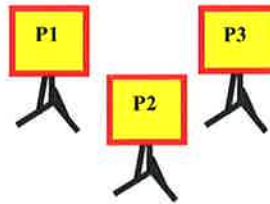
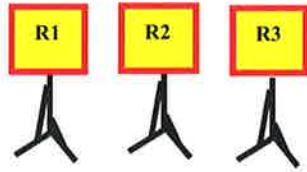
### At the BEEP:

If with **Rifle**, starting on either end shoot a 1-4-5 sweep for a total of 10 rounds.

If with **Pistol**, repeat the Rifle instructions for a total of 10 rounds.

**Note:** Shooter must use both positions. When at Position A shooter must be within arm's reach of Horse; when at Position B both feet must be behind the table.

# STAGE 3



## STAGE 3

You will need 10 Rifle and 10 Pistol. The shooter starts standing within arm's reach of the **Horse** at **Position A** or with both feet behind the **Table** at **Position B**. Rifle loaded and staged at shooter choice. The shooter indicates ready by saying:

**"Have I seen this before"**

**Starting position:** At the ready / **Firing order:** Any order

**At the BEEP:**

If with **Rifle**, shoot targets in order 2 – 2 – 1 – 3 – 1 – 3 – 2 – 2 – 2 – 2 for a total of 10 rounds.

If with **Pistol**, repeat the Rifle instructions for a total of 10 rounds.

**Note:** Shooter must use both positions. When at Position A shooter must be within arm's reach of Horse; when at Position B both feet must be behind the table.

# STAGE 4



## STAGE 4

You will need 10 Rifle and 10 Pistol. The shooter starts standing with both feet behind Table. Rifle is loaded and staged on the Table. The shooter indicates ready by saying:

**“No dirt naps today”.**

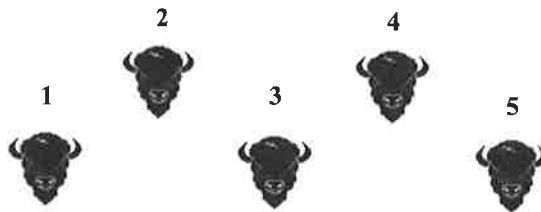
**Starting position:** At the ready / **Firing order:** in any order

### **At the BEEP:**

If with Rifle, alternate between the two rear Buffalo #2 and #4 for a total of 10 rounds.

If with Pistols, shoot a single tap continuous Nevada sweep using Buffalo #1, #3, #5 for a total of 10 rounds.

# STAGE 5



## **STAGE 5**

You will need 10 Rifle and 10 Pistol. The shooter starts standing with both feet behind Table. Rifle is loaded and staged on the Table; Shotgun open/empty staged on the Table. The shooter indicates ready by saying:

**“The Seventh can handle anything it meets”.**

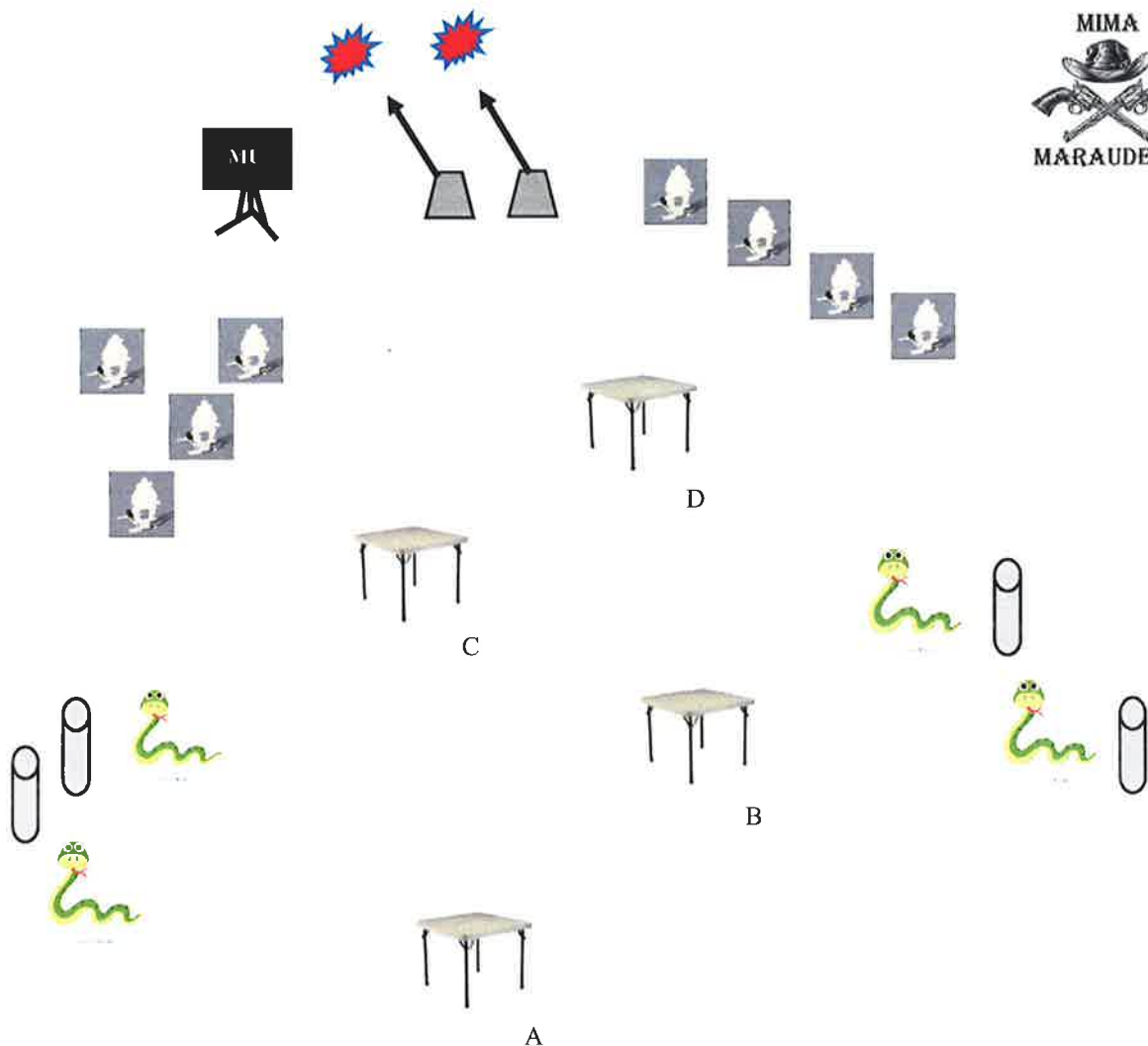
**Starting position:** At the ready / **Firing order:** in any order

### **At the BEEP:**

If with Rifle, starting on either end double tap sweep for a total of 10 rounds.

If with Pistols, starting on either end double tap sweep for a total of 10 rounds.

# STAGE 6



## STAGE 6

You will need as many Shotgun as necessary (20 +/-). The shooter starts with both feet behind the **Table A**. Shotgun is open/empty in the shooter's hands. Shooter must use all 4 positions; shooter will be allowed to stage extra shotgun shells on table(s) of choice. The shooter indicates ready by saying:

**“Let's get busy”**

**Starting position:** Shotgun in shooter's hands at low port (Shooter may load up to **two** rounds into the shotgun under the time keepers approval)

### At the BEEP:

From **Table A**, with **Shotgun**, knock down the snakes and pipes in any order then proceed to **Table B** and repeat, at **Table C** knock down the faller in any order. At **Table D**, knock down the fallers **THEN** engage the shotgun flyers and the birdies. **Note:** The shooter engages the activators and birdies with a minimum of four rounds. If the shooter fails to engage the birdie the shooter must engage make-up target (1X). The birdies are a 5 second no miss bonus each. If the shooter engages the birdie and misses no makeup is required.