



Mima Marauders

March Stages / 3 Bays – 6 Stages

Saturday, March 9, 2024

Ammo Count

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

Setup: Thursday, March 7, 2024, at 1:00 PM

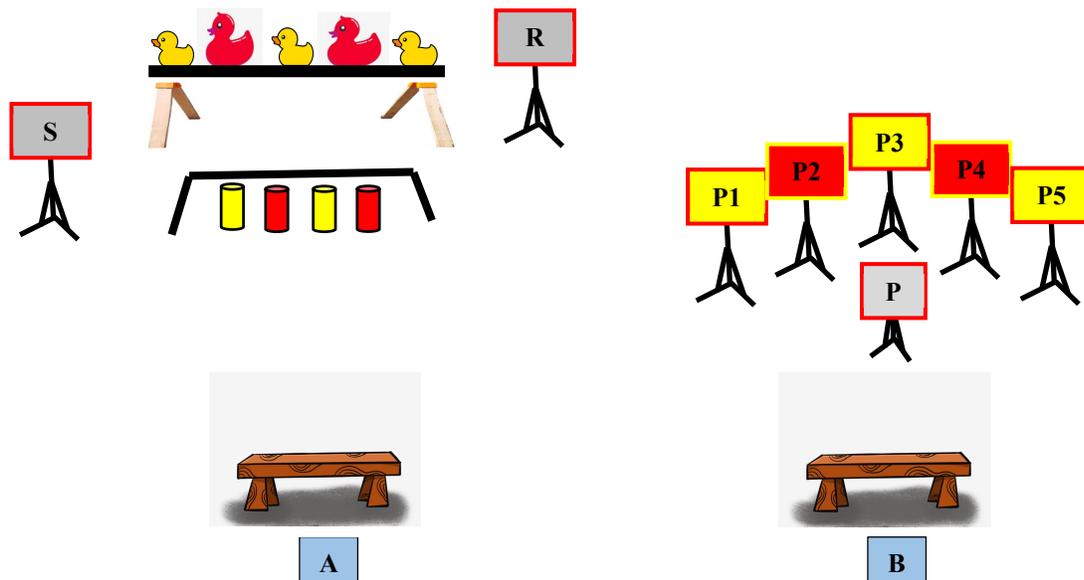
Registration: Saturday, March 9, 2024, at 9:00 AM

Safety Meeting: Saturday, March 9, 2024, at 9:30 AM

Main Match: Saturday, March 9, 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: “Yellow then Red.”

Starting position: Hands on Shotgun belt

Firing order: Shooter’s choice, must use both tables.

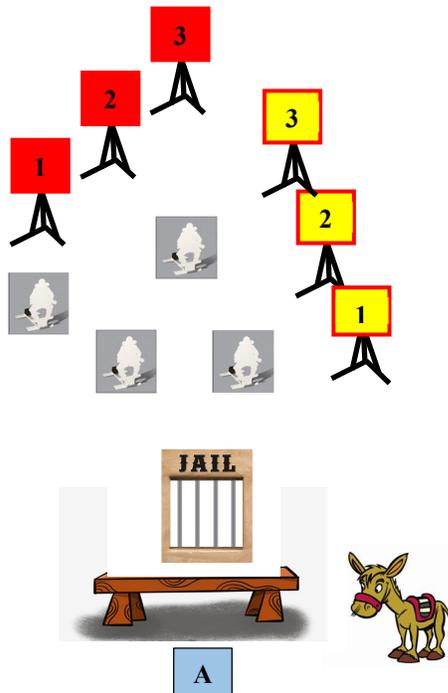
At the BEEP:

If starting with the **Rifle**, starting on **LEFT** single tap and knock back the **YELLOW** ducks, then starting on the **LEFT** single tap and knock back the **RED** ducks; then place five rounds on the “**R**” target for a total of 10 rounds.

If starting with the **Shotgun**, knock back the **YELLOW** pipes, then knock back the **RED** pipes. Then, if necessary, shoot the “**S**” target once for every duck that is left standing.

If starting with the **Pistols**, starting on **LEFT** single tap the **YELLOW** targets, then starting on the **LEFT** single tap the **RED** targets; then place five rounds on the “**P**” 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**. **Rifle** is loaded and staged on the **Horse**; **Shotgun** is empty open and staged on the **Horse**. Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“GET BACK - I’ll make your head like a canoe!”**

Starting position: Hands on Shotgun belt.

Firing order: Shooter’s choice.

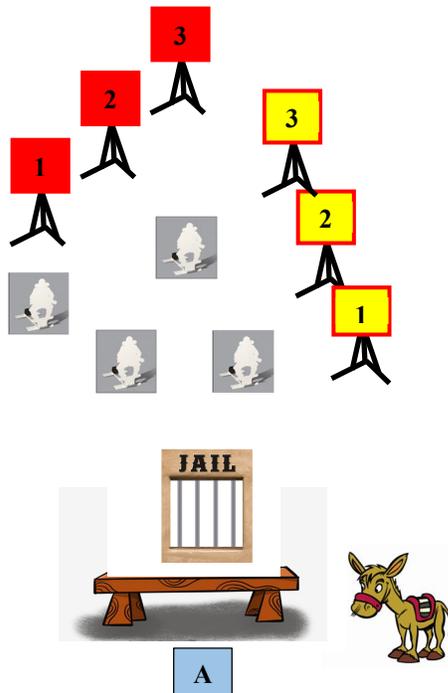
At the BEEP:

Through the **Jail window** with the **Rifle**, triple tap the center “R” target, then single tap the outside targets, repeat for a total of 10 rounds. **Rifle must** be restaged safely on the **Horse**.

Through the **Jail window** with the **Pistols**, triple tap the center “P” target, then single tap the outside targets, repeat for a total of 10 rounds.

Through the **Jail window** with the **Shotgun** knock down the shotgun fallers in any order. **Shotgun must** be restaged safely on the **Horse**.

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 the **Horse**; **Shotgun** is empty open and staged on the **Horse**. Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **"I said get BACK!"**

Starting position: Hands touching gun of choice.

Firing order: Shooter's choice.

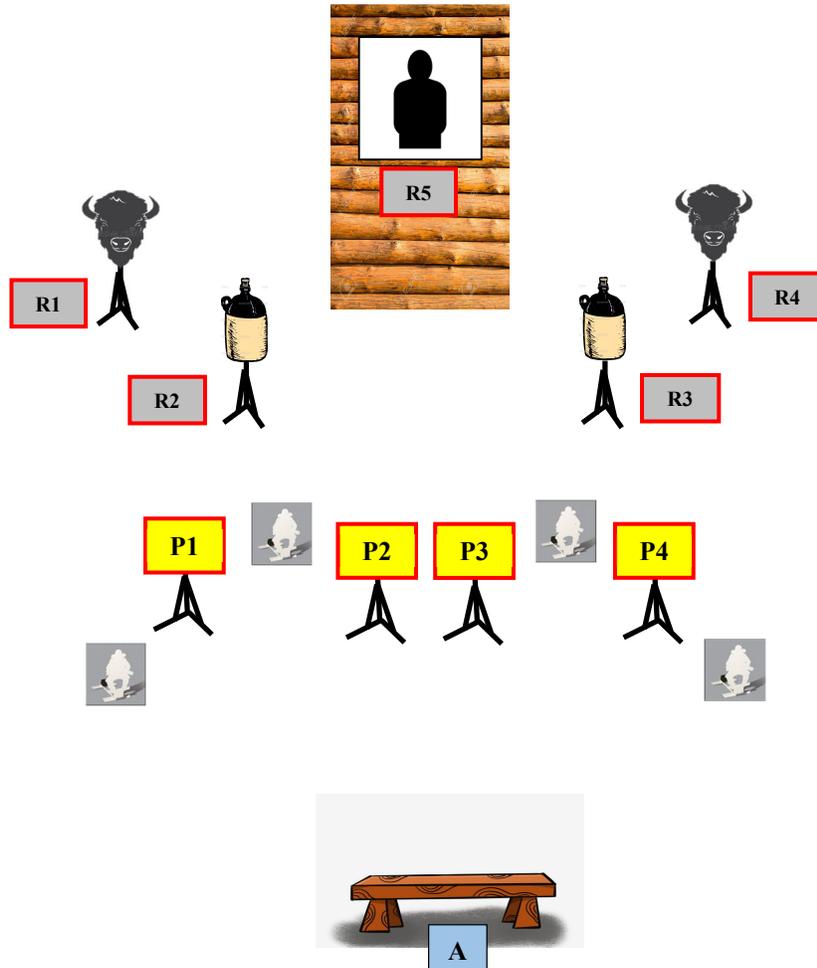
At the BEEP:

Through the **Jail window** with the **Rifle**, in any order knock back two shotgun fallers, then single tap each "R" targets, then place 5 rounds on the center target for a total of 10 rounds. **Rifle must** be restaged safely on the **Horse**.

Through the **Jail window** with the **Pistols**, in any order knock back two shotgun fallers, then single tap each of the "P" targets, then place 5 rounds on the center target for a total of 10 rounds.

Through the **Jail window** with the **Shotgun (if needed)** knock down the shotgun fallers in any order. **Shotgun must** be restaged safely on the **Horse**.

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 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: “**Is that the man with no name?**”

Starting position: One hand pointing at shoulder level at the man with no name.

Firing order: Shooter’s choice of gun.

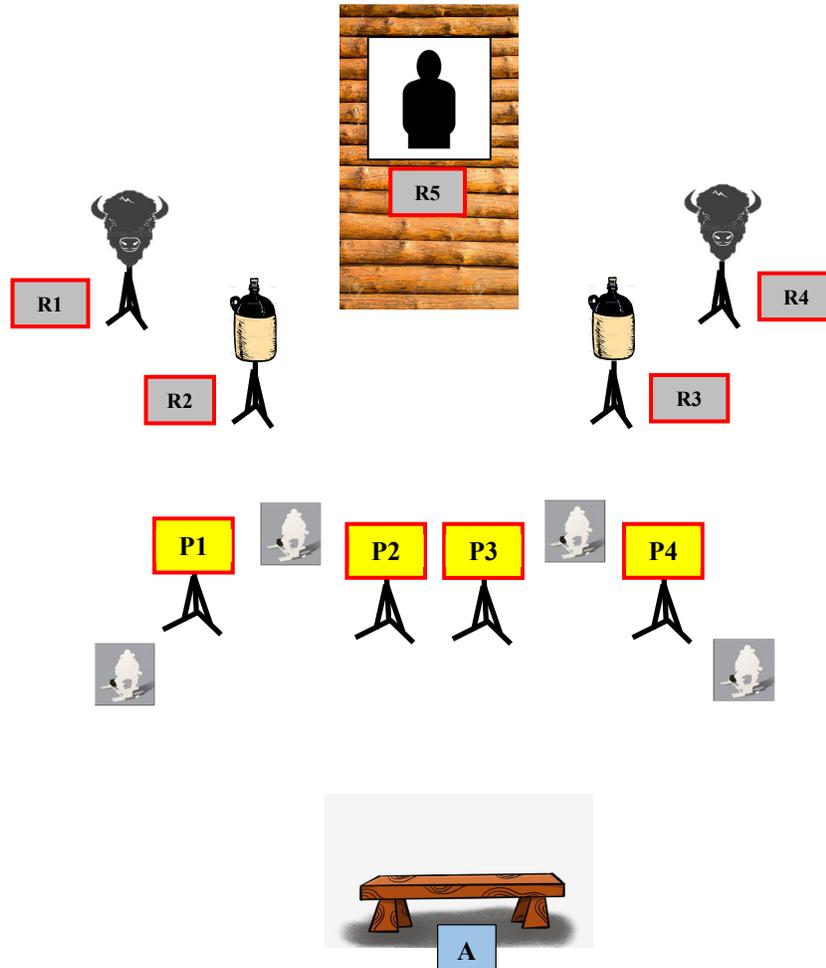
At the BEEP:

From **Table A** with the **Rifle**, single tap R1 then R4, triple tap R2 then R3, double tap R5 for a total of 10 rounds.

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

From **Table B** with the **Pistols**, starting on either end of the “P” targets shoot a 1-4-4-1 sweep 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 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: “**Who is that the man?**”

Starting position: Gun of choice in hand.

Firing order: Shooter’s choice of gun.

At the BEEP:

From the **Table** with the **Rifle**, single tap in order R1, R2, R3 and R4 then place six rounds on R5 for a total of 10 rounds.

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

From the **Table** with the **Pistols**, double tap P1 then P3, triple tap P2 then P4 for a total of 10 rounds.