



# Mima Marauders

*In Honor of Veteran's Day*

*And*

*Thanksgiving*

November Stages / 2 Bays – 6 Stages

**Saturday, November 11, 2023**

## **Ammo Count**

Pistol 60+/- rounds \* Rifle 61+/- rounds \* Shotgun 24+/- rounds

## **Bonus Turkey Shoot**

(1 shot)

1<sup>st</sup> place - 450 Fiocchi small pistol primers 2<sup>nd</sup> place - 300 Fiocchi small pistol primers 3<sup>rd</sup> place - 150 Fiocchi small pistol primers

**Setup:** Wednesday, November 8, 2023, at 1:00 PM

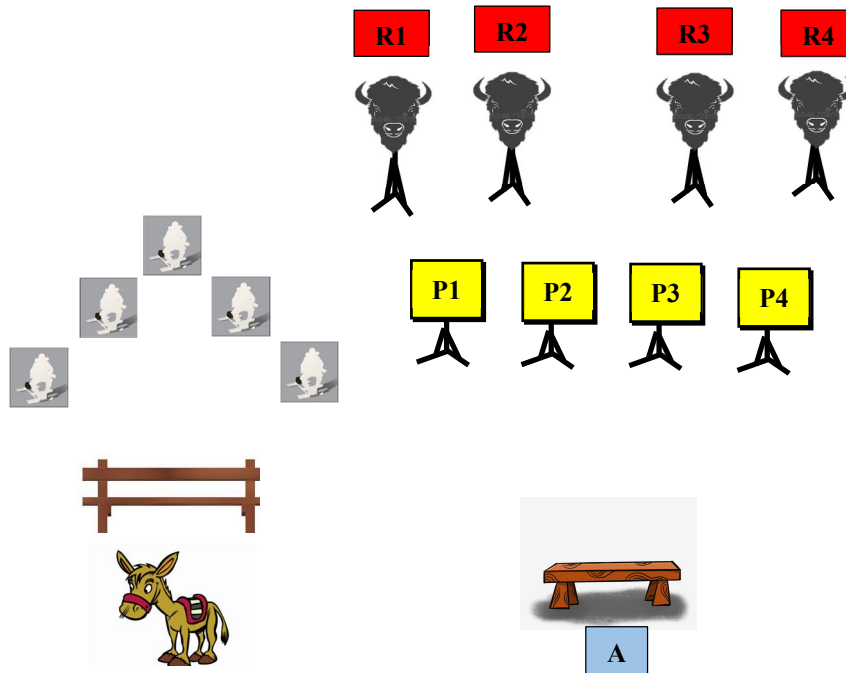
**Registration:** Saturday, November 11, 2023, at 9:00 AM **Safety**

**Meeting:** Saturday, November 11, 2023, at 9:30 AM **Main**

**Match:** Saturday, November 11, 2023, 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 as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Mule**. Rifle is loaded and staged on **Table A**; Shotgun is empty open and staged on the **Mule**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“Blessed are those who served”**

**Starting position:** Hands on pistols.

**Firing order:** Start with Shotgun then Rifle/Pistol in any order.

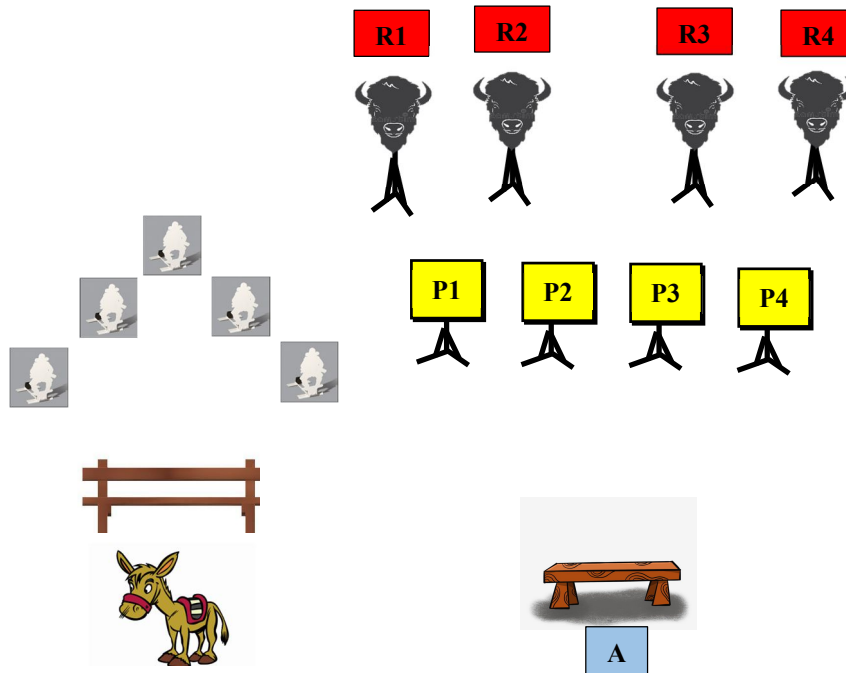
**At the BEEP:**

From the **Mule** with the **Shotgun** knock down the fallers in any order, make shotgun safe.

From **Table A** with the Rifle starting on R1 shoot a Lawerance Welk (1 on1, 2 on, 2, 3 on 3,4 on 4) for a total of 10 rounds.

From **Table A** with the **Pistols** starting on P1 shoot a Lawerance Welk (1 on1, 2 on, 2, 3 on 3, 4 on 4) for a total of 10 rounds.

# STAGE 2



## STAGE 2 – CLOSE RANGE

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Mule**. Rifle is loaded and staged on **Table A**; Shotgun is empty open and staged on the **Mule**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**Old Glory.**”

**Starting position:** Hands on Shotgun belt.

**Firing order:** Start with Rifle/Pistol in any order then Shotgun.

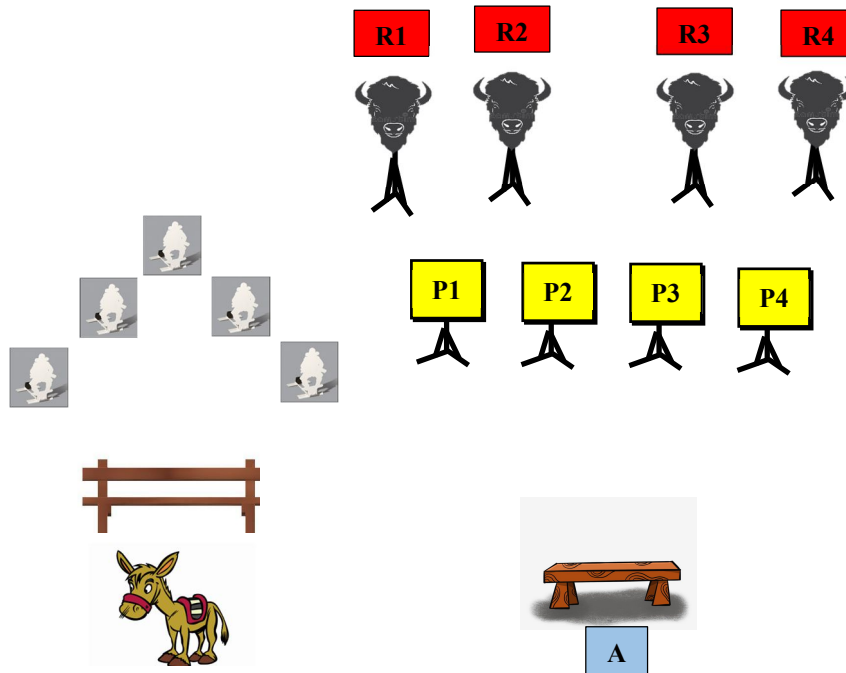
### At the BEEP:

From **Table A** with the Rifle starting on R4 shoot a backwards Lawerance Welk (4 on 4, 3 on 3, 2 on 2, 1 on 1) for a total of 10 rounds.

From **Table A** with the **Pistols** starting on P4 shoot a backwards Lawerance Welk (4 on 4, 3 on 3, 2 on 2, 1 on 1) for a total of 10 rounds.

From the **Mule** with the **Shotgun** knock down the fallers in order: center, outside/outside/middle/middle.

# STAGE 3



## STAGE 3 – CLOSE RANGE

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Mule**. Rifle is loaded and staged on **Table A**; Shotgun is empty open and staged on the **Mule**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**Freedom**”

**Starting position:** Hands on Shotgun belt.

**Firing order:** Any Order

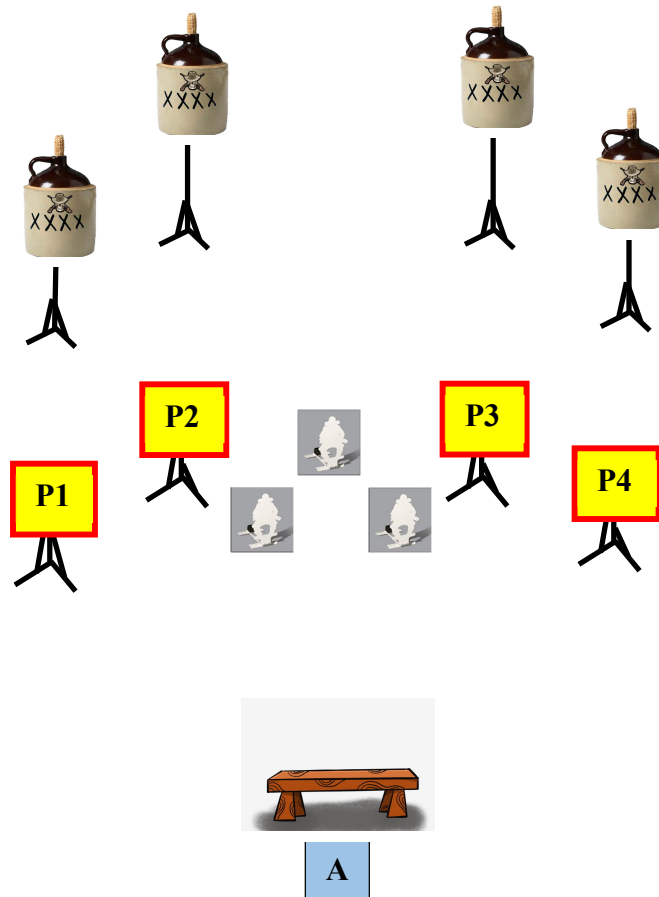
### At the BEEP:

From **Table A** with the Rifle using Pistol/Rifle targets alternate R1, P1, R2, P2, R1 then R4, P4, R3, P3, R4 for a total of 10 rounds.

From **Table A** with the **Pistols** using Pistol/Rifle targets alternate P1, R1, P2, R2, P1 then P4, R4, P3, R3, P4 for a total of 10 rounds.

From the **Mule** with the **Shotgun** knock down the fallers in order: center, outside/outside/middle/middle.

# STAGE 4



## STAGE 4 – MID RANGE

You will need 10 Rifle, 10 Pistol, and 3 +/- Shotgun shells. The shooter starts standing with both feet behind **Table A**. **Rifle** is loaded and staged safely on **Table A**; **Shotgun** is empty open and staged safely on **Table A**; **Pistols** are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“I am Thankful.”**

**Starting position:** Hands on your Pistols

**Firing order:** Any order

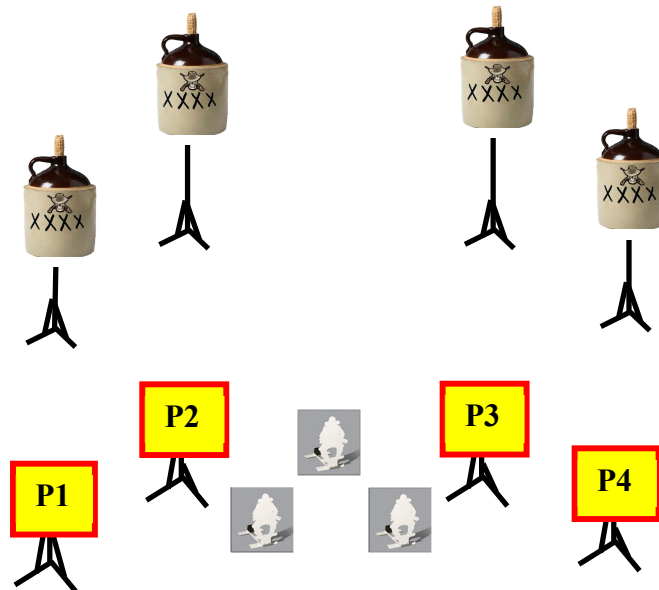
### At the BEEP:

From **Table A** with the **Rifle**, starting on R1 shoot a single tap continuous Nevada sweep for 7 rounds then triple tap R4 for a total of 10 rounds.

From **Table A** with the **Pistols**, starting on P1 shoot a single tap continuous Nevada sweep for 7 rounds then triple tap P4 for a total of 10 rounds.

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

# STAGE 5



A

## STAGE 5 – MID RANGE

You will need 10 Rifle, 10 Pistol, and 3 +/- Shotgun shells. The shooter starts standing with both feet behind **Table A**. Rifle is loaded and staged safely on **Table A**; Shotgun is empty open and staged safely on **Table A**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**Bring me turkey**”

**Starting position:** Hands touching hat.

**Firing order:** Any order

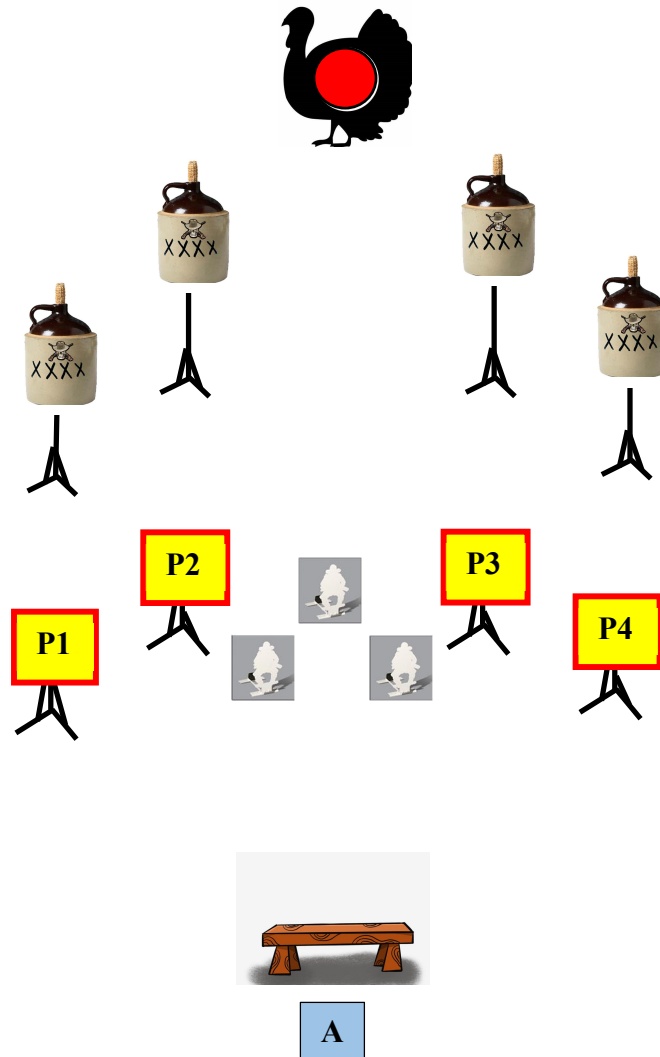
### At the BEEP:

From **Table A** with the **Rifle**, place at least 2 rounds on each target no triple taps for a total of 10 rounds.

From **Table A** with the **Pistols**, place at least 2 rounds on each target no triple taps for a total of 10 rounds.

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

# STAGE 6



## STAGE 6 – MID RANGE

You will need **10+1** Rifle, 10 Pistol, and 3 +/- Shotgun shells. The shooter starts standing with both feet behind **Table A**. **Rifle** is loaded and staged safely on **Table A**; **Shotgun** is empty open and staged safely on **Table A**; **Pistols** are loaded with 5 and staged on **Table A**.

The shooter indicates ready by saying: “**Bring me turkey.**”

**Starting position:** Hands flat on table – entire hand

**Firing order:** Pistol #1, Shotgun, Pistol #2, Rifle

### At the BEEP:

From **Table A** with **Pistol #1**, from the left shoot a 2-1-2, then with **Shotgun** knockdown the fallers in any order, then with Pistol #2 from the right shoot a 2-1-2. (pistol maybe restaged on the table).

From **Table A** with the **Rifle**, from the left shoot a 2-1-2 then from the right shoot a 2-1-2 for a total of 10 rounds. (stage clock stops)

From **Table A** with the **Rifle** at the beep reload 1 round and shoot the Turkey’s **RED** target. (**Rifle** is empty, action closed, reload is staged flat on the table – Hands touching hat. (if Pistols were restaged on table they must now be reupholstered). Time is separate from the stage time.