

# Mima Marauders

March Stages

One Day Shoot

3 Bays – 6 Stages

**Ammo Count**

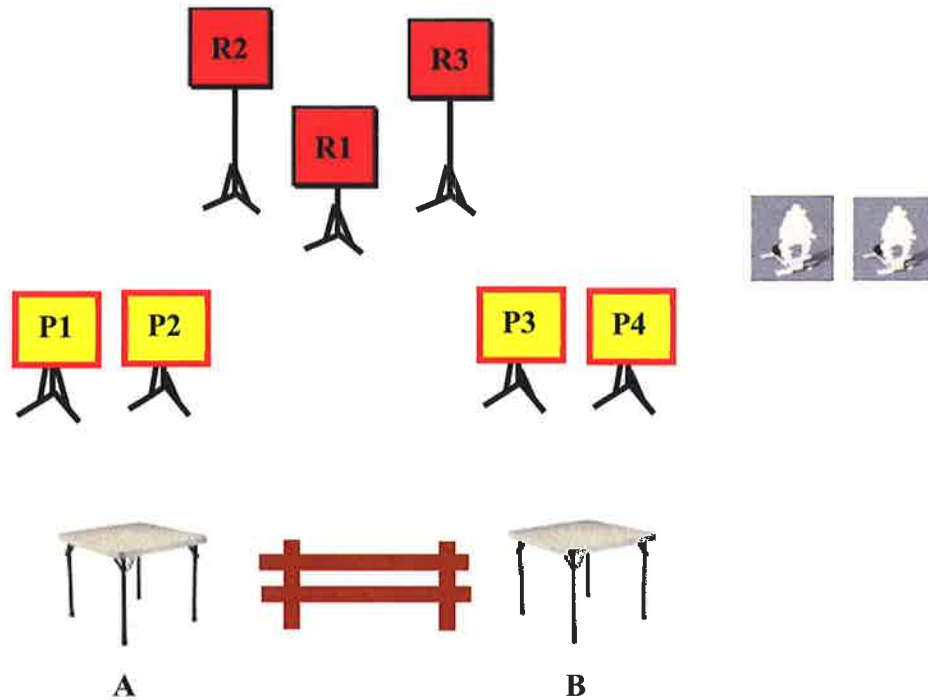
Pistol 60+/- rounds

Rifle 59+/- rounds

Shotgun 24+/- rounds



# STAGE 1



## STAGE 1

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing at **Table of choice**. Rifle loaded and staged on **Table of choice**; Shotgun is open/empty staged on **Table of choice**. The shooter indicates ready by saying:

**“That will be the day”**

**Starting position:** Rifle at low port / **Firing order:** Rifle, then Shotgun/Pistols in any order

### At the BEEP:

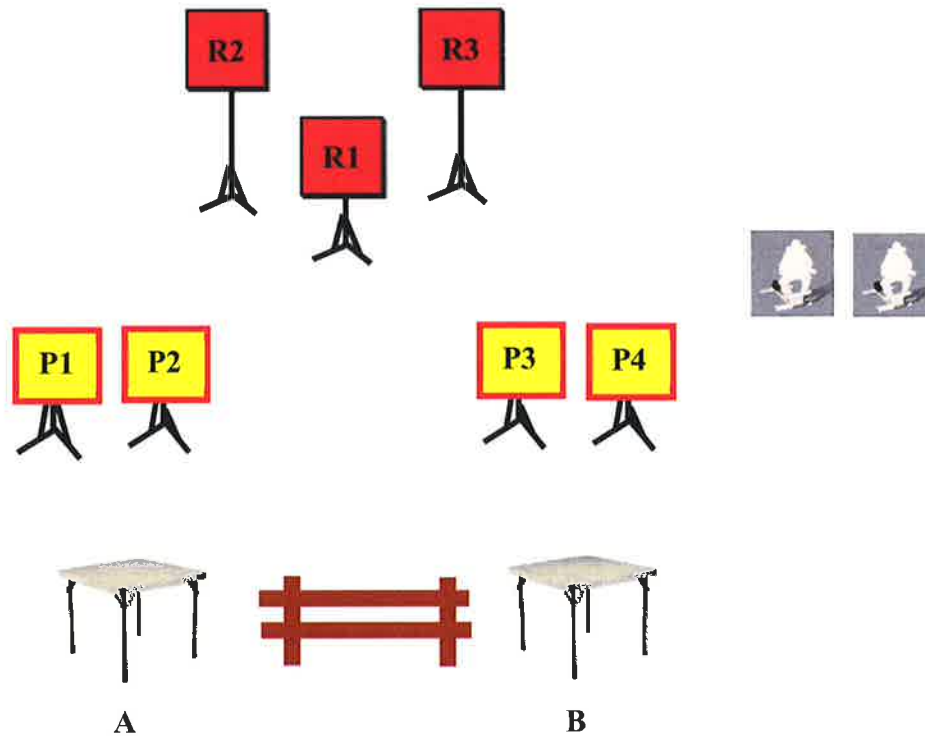
With **Rifle**, on Table of choice, starting on R1 shoot a single tap clockwise circle for a total of 10 rounds.

With **Pistol**, at Table of choice, shoot a 2-3 sweep, then repeat at the other table for a total of 10 rounds.  
(gunfighters may convert to duelist on this stage)

With **Shotgun**, at Table of choice, knock down the Shotgun fallers in any order, then repeat at the other table.

**NOTE:** Shooter must use both positions, both feet must be behind the table when shooting.

# STAGE 2



## STAGE 2

You will need **9** Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing at of **Table of choice**. Rifle loaded and staged on **Table of choice**; Shotgun is open/empty staged on **Table of choice**. The shooter indicates ready by saying:

**“Dying ain’t much of a living, boy”**

**Starting position:** hands on shotgun belt / **Firing order:** Any order

### At the BEEP:

With **Rifle**, at Table of choice, triple tap each target in any order for a total of 9 rounds.

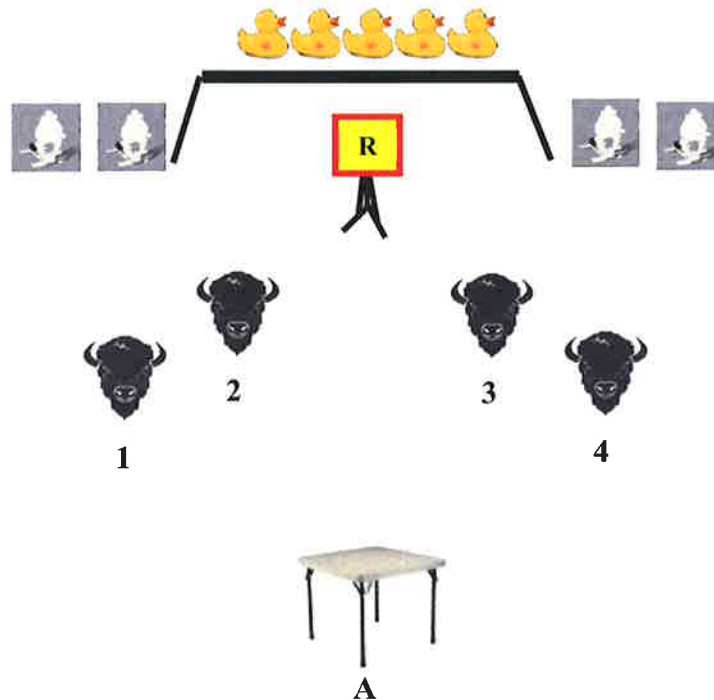
With **Pistol**, at Table of choice, alternate between two “P” targets for 5 rounds, then from the other table dump 5 on any “P” target for a total of 10 rounds.

(Gunfighters may convert to duelist on this stage)

If with **Shotgun**, at Table of choice, knock down the Shotgun fallers in any order, then repeat at the other table.

**NOTE:** Shooter must use both positions, both feet must be behind the table when shooting.

# 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 **Table**; Shotgun open/empty staged on the **Table**. The shooter indicates ready by saying:

**“We’ll give you a fair trial, followed by a first class hanging!”**

**Starting position:** SASS Default - **Firing order:** Any order

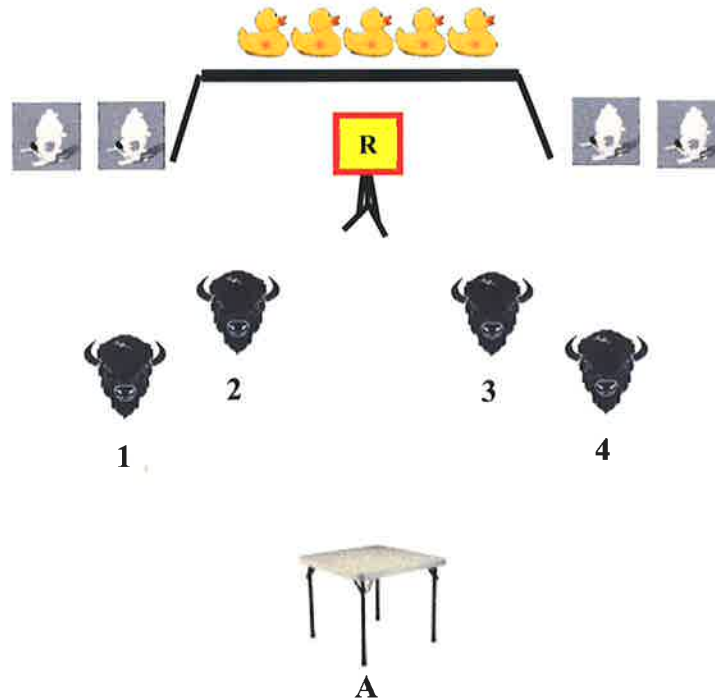
### At the BEEP:

With **Pistols**, starting on either end shoot 1-4-4-1 sweep for a total of 10 rounds.

With **Rifle**, single tap the “R”, then engage two shotgun fallers, then engage the Ducks, then engage two more shotgun fallers for a total of 10 rounds.

With **Shotgun**, knock down any shotgun fallers still standing, then engage the “R” target 1X for each duck that is still standing.

# 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 **Table**; Shotgun open/empty staged on the **Table**. The shooter indicates ready by saying:

**“It ain’t dying I’m talking about, it’s living”**

**Starting position:** SASS Default - **Firing order:** Any order

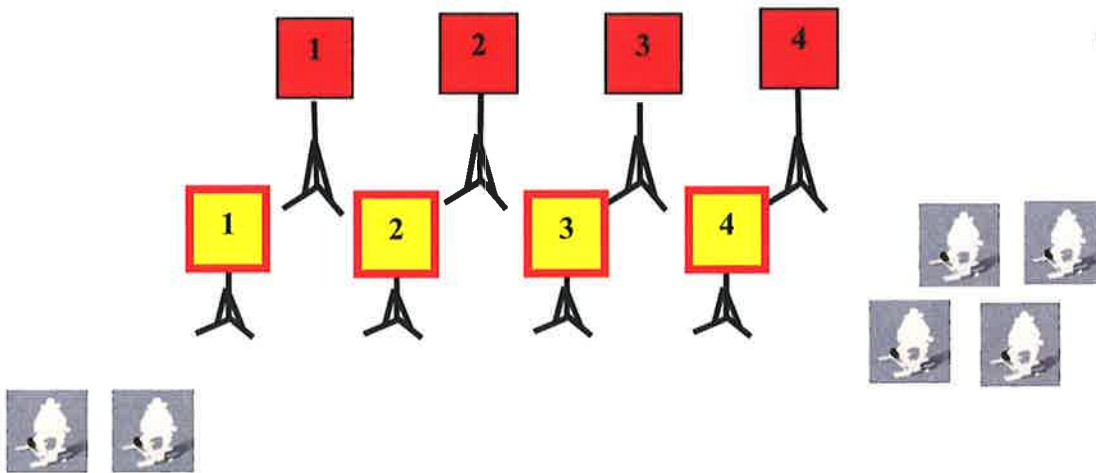
### At the BEEP:

With **Pistols**, starting on either end shoot a progressive IRS sweep for a total of 10 rounds.

With **Rifle**, starting on the “R” target alternate between the “R target and the ducks of a total of 10 rounds.

With **Shotgun** knock down the shotgun fallers in any order, then engage the “R” target 1X for each duck that is still standing.

# STAGE 5



A

## STAGE 5

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

**“Don’t say it’s a fine morning or I’ll shoot ya!”**

**Starting position:** Touching gun of choice / **Firing order:** Any order

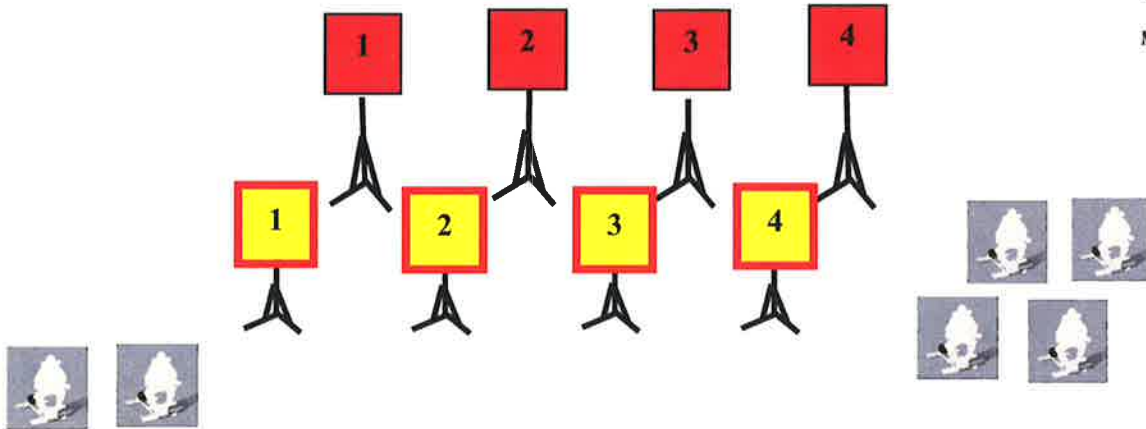
### At the BEEP:

With **Pistols**, starting on either end shoot a 2-1-1-1 sweep then repeat from the other end for a total of 10 rounds.

With **Rifle**, starting on either end shoot a 2-1-1-1 sweep then repeat from the other end for a total of 10 rounds. (YES - dirty sweep is required)

With **Shotgun**, knock down the fallers in any order.

# STAGE 6



A

## STAGE 6

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

**“Don’t say it’s a fine morning or I shoot ya!”**

**Starting position:** Hands at the ready / **Firing order:** Any order

### At the BEEP:

With **Pistols**, shoot a Badger Sweep 1-2-3-4-1-2-3-1-2-1 for a total of 10 rounds.

With **Rifle**, shoot a reverse Badger Sweep 4-3-2-1-4-3-2-4-3-4 for a total of 10 rounds.

With **Shotgun**, knock down the fallers in any order.