



# Mima Marauders

## Washington Senior Games

3 Bays – 6 Stages

Sunday, July 14, 2024

### **Ammo Count**

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

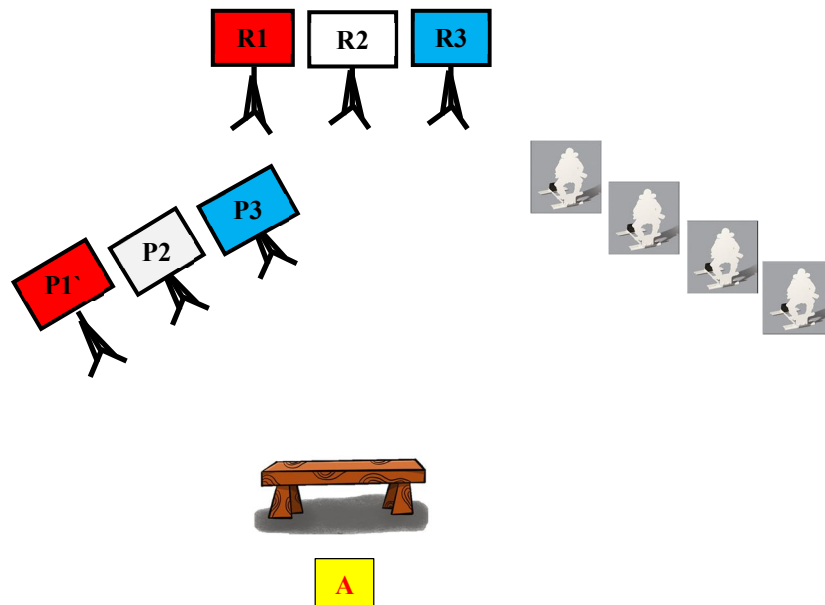
**Registration:** Sunday, July 14, 2024, at 9:00 AM

**Safety Meeting:** Sunday, July 14, 2024, at 9:30 AM

**Main Match:** Sunday, July 14, 2024, at 10:00 AM

**Awards/Lunch** to follow the conclusion of the main match.

# SENIOR GAMES - STAGE 1



## Stage 1 – Close Range

You will need 10 Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the **Table**. **Shotgun** is empty open and staged on the **Table**; **Rifle** is loaded and staged on the **Table**; **Pistols** are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**We’re burnin’ daylight.**”  
**John Wayne – *The Cowboys*, 1972**

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

**Firing order:** Any order – shooters choice

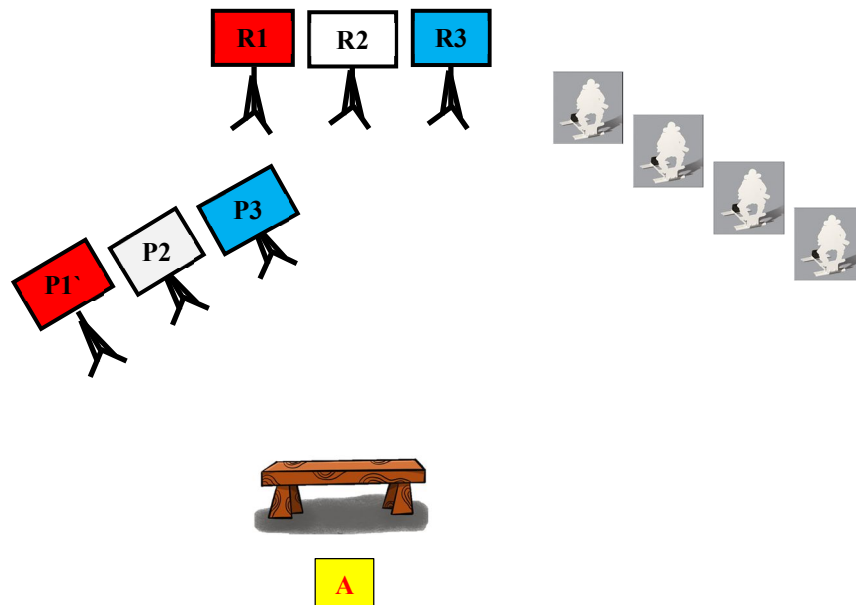
**At the BEEP:**

From **Table A** with **Pistols**, starting on the left shoot a 2-3-5 sweep for a total of 10 rounds.

From **Table A** with the **Rifle** starting on the left shoot a 2-3-5 sweep for a total of 10 rounds.

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

# SENIOR GAMES - STAGE 2



## Stage 2

You will need 10 Rifle, 10 Pistol, and 4+/- Shotgun shells. The shooter starts standing with both feet behind the **Table**. **Shotgun** is empty open and staged on the **Table**; **Rifle** is loaded and staged on the **Table**; **Pistols** are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**Big mouth don’t make a big man.**”  
**John Wayne – *The Cowboys*, 1972**

**Starting position:** Weapon of choice in hands at the low ready.

**Firing order:** Any order – shooters choice

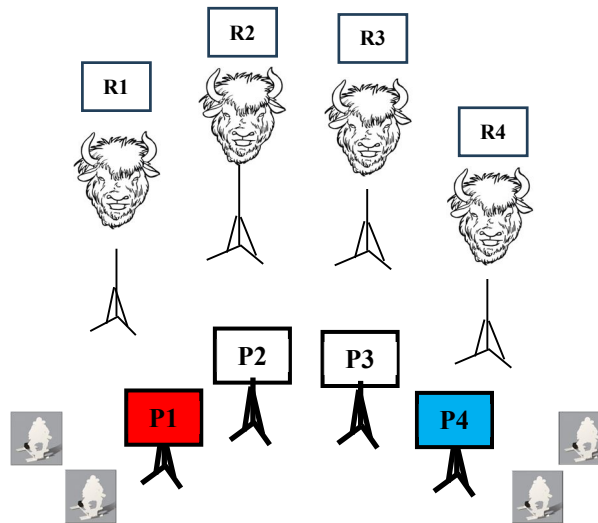
**At the BEEP:**

From **Table A** with **Pistols**, starting on the left shoot a 2-2-1 sweep, then from the left shoot a 1-2-2 sweep for a total of 10 rounds.

From **Table A** with the **Rifle**, starting on the left shoot a 2-2-1 sweep, then from the left shoot a 1-2-2 sweep for a total of 10 rounds.

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

# SENIOR GAMES - STAGE 3



## Stage 3 – Intermediate Range

You will need 10 Rifle, 10 Pistol, and 2 +/- Shotgun shells. The shooter starts standing with both feet behind the **Table**. **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: “**They didn’t dig him a decent grave.**”  
**John Wayne – The Cowboys, 1972**

**Starting position:** Hands touching, but not lifting gun of choice.

**Firing order:** Any order – shooters choice.

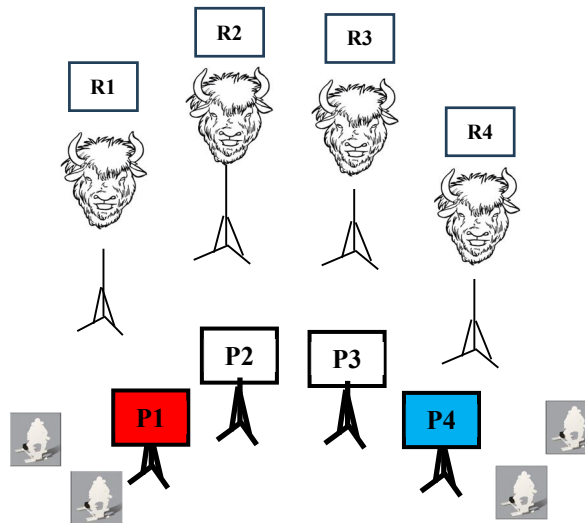
**At the BEEP:**

**Table A** with **Pistols** starting on either end shoot a Lawerence Welk Sweep for a total of 10 rounds.

**Table A** with the **Rifle** starting on either end shoot a Lawerence Welk Sweep for a total of 10 rounds.

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

# SENIOR GAMES - STAGE 4



## Stage 4 – Intermediate Range

You will need 10 Rifle, 10 Pistol, and 2 +/- Shotgun shells. The shooter starts standing with both feet behind the **Table**. **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: “Well, it’s not how you’re buried, it’s how you’re remembered.”  
John Wayne – *The Cowboys*, 1972

**Starting position:** Shotgun in Hands.

**Firing order:** Shotgun then any order – shooters choice.

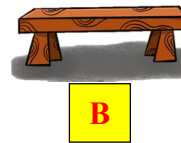
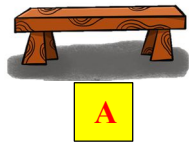
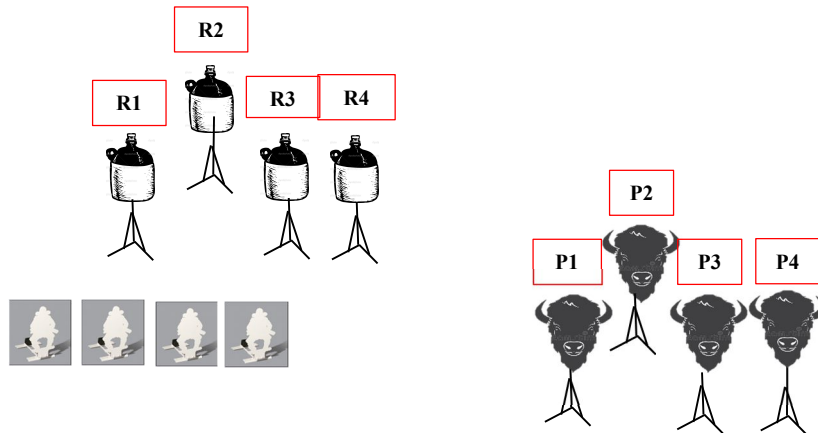
**At the BEEP:**

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

**Table A** with **Pistols**, shoot a 2-3-3-2 sweep for a total of 10 rounds.

**Table A** with **Rifle**, shoot a 2-3-3-2 sweep for a total of 10 rounds.

# SENIOR GAMES - STAGE 5



## Senior Games - Stage 5 – Long Range

You will need 10 Rifle, 10 Pistol, and 4 +/- Shotgun shells. 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: “Come with grit teeth, 'cuz, that's when school really begins.”

*John Wayne, The Cowboys, 1972*

**Starting position:** Hands on shotgun belt

**Firing order:** Any order – shooters choice

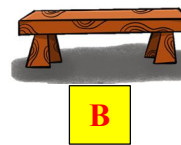
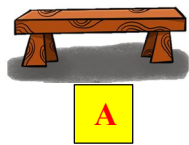
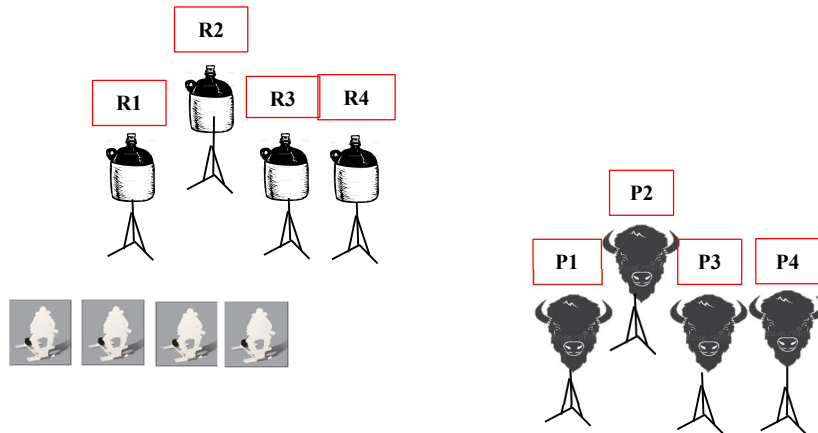
**At the BEEP:**

At **Table A** with Rifle, in order single tap **R1**, **R3**, **R4** then double tap **R2**, then repeat exactly for total of 10 rounds.

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

At **Table B** with the Pistols, in order single tap **P1**, **P3**, **P4** then double tap **P2**, then repeat exactly for total of 10 rounds.

# SENIOR GAMES - STAGE 6



## Senior Games - Stage 6

You will need 10 Rifle, 10 Pistol, and 4 +/- Shotgun shells. 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: "I'd of hung ya."

*John Waynes, The Cowboys, 1972*

**Starting position:** SASS at the ready

**Firing order:** Any order – shooters choice

**At the BEEP:**

At **Table A** with **Rifle**, in order single tap **R1**, **R2**, **R3** then double tap **R4**, then repeat exactly for total of 10 rounds.

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

At **Table B** with the **Pistols**, in order single tap **P1**, **P2**, **P3** then double tap **P4**, then repeat exactly for total of 10 rounds.