

Mima Marauders

March Stages

2 Bays - 6 Stages

Saturday, March 11, 2023

Ammo Count

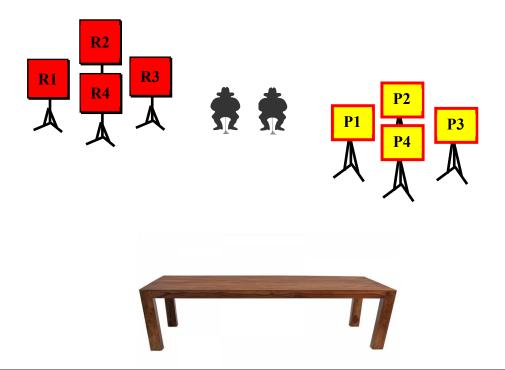
Pistol 60+/- rounds

Rifle 60+/- rounds

Shotgun 25+/- rounds







STAGE 1

You will need 10 Rifle, 10 Pistol, and 2+/- Shotgun shells. The shooter starts standing with both feet behind table. Rifle is loaded and staged safely on Table; Shotgun is empty open and staged safely on Table; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: "Let's Ride."

Starting position: Hands flat on table.

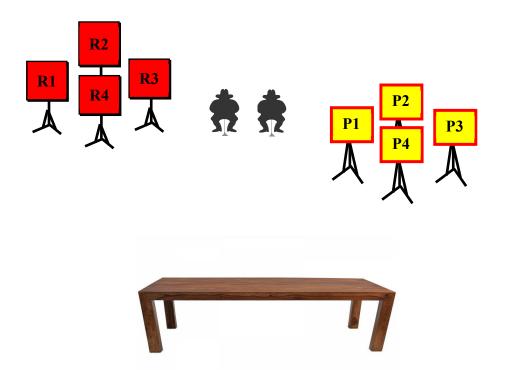
Firing order: Any order

At the BEEP: From Table with the Rifle, starting on "R1" clockwise double tap each target for a total of 10 rounds.

From Table with the Pistols, starting on "P1" clockwise double tap each target for a total of 10 rounds.

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





STAGE 2

You will need 10 Rifle, 10 Pistol, and 2+/- Shotgun shells. The shooter starts standing with both feet behind table. Rifle is loaded and staged safely on Table; Shotgun is empty open and staged safely on Table; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: "Let's Dance."

Starting position: Hands on shotgun belt.

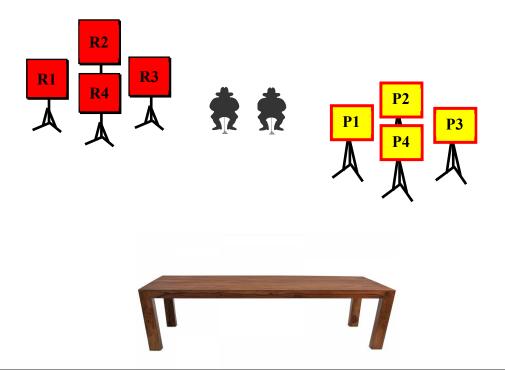
Firing order: Any order

At the BEEP: From Table with the Rifle, single tap in order R1, R2, R3, R1, R4, R3, R1, R2, R3, R4 for a total of 10 rounds.

From Table with the Pistols, single tap in order P1, P2, P3, P1, P4, P3, P1, P2, P3, P4 for a total of 10 rounds.

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





STAGE 3

You will need 10 Rifle, 10 Pistol, and 2+/- Shotgun shells. The shooter starts standing with both feet behind table. Rifle is loaded and staged safely on Table; Shotgun is empty open and staged safely on Table; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: "Let's Go Pilgram."

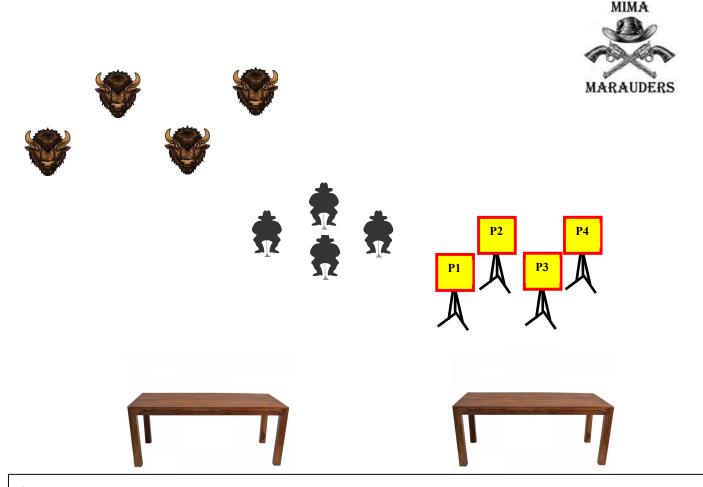
Starting position: SASS Default.

Firing order: Any order

At the BEEP: From Table with the Rifle, double tap R1 and R3 then single tap R4 – Double tap R2 and R4 then single tap R1 for a total of 10 rounds.

From Table with the Pistols, double tap P1 and P3 then single tap P4 – Double tap P2 and P4 then single tap P1 for a total of 10 rounds.

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



STAGE 4

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

The shooter indicates ready by saying: "Buffalo barbeque."

Starting position: SASS Default

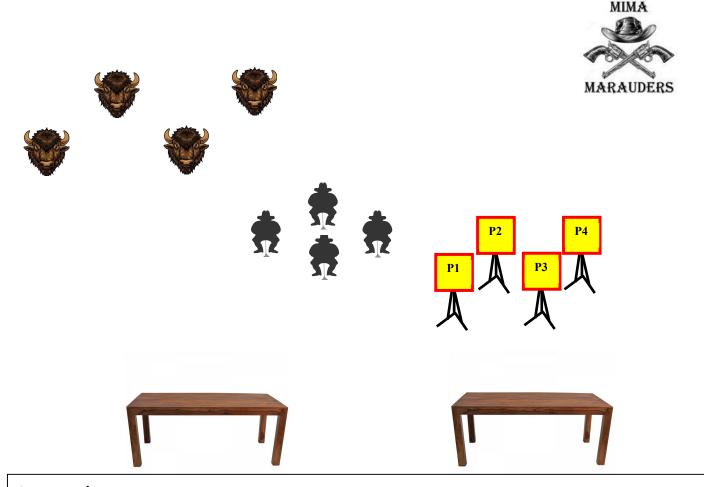
Firing order: Any order. Must use both positions.

At the BEEP: From Table with the Rifle, starting on either end shoot a 3-2-3-2 sweep for a total of 10 rounds.

From Table with the Pistols, starting on either end shoot a 3-2-3-2 sweep for a total of 10 rounds.

From Table with the Shotgun, knock down the Shotgun fallers in any order. Shotgun can be safely fired from anywhere along the firing line.

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STAGE 5

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

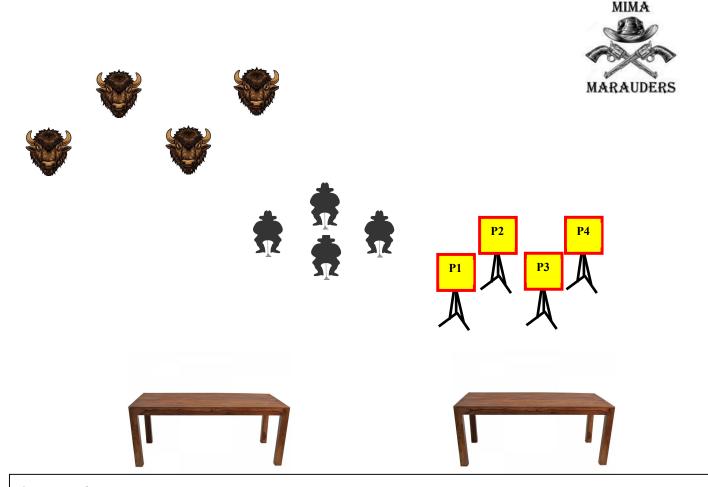
The shooter indicates ready by saying: "Happy trails."

Starting position: Hands touching shotgun belt **Firing order**: Any order. Must use both positions.

At the BEEP: From Table with the Rifle, starting on either end shoot a Lawrence Welk Sweep 1 on 1, 2 on 2, 3 on 3, 4 on 4 for a total of 10 rounds.

From Table with the Pistols, starting on either end shoot a Lawrence Welk Sweep 1 on 1, 2 on 2, 3 on 3, 4 on 4 for a total of 10 rounds.

From Table with the Shotgun, knock down the Shotgun fallers in any order. Shotgun can be safely fired from anywhere along the firing line.



STAGE 6

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

The shooter indicates ready by saying: "Get it done Boss."

Starting position: Hands touching hat.

Firing order: Any order. Must use both positions.

At the BEEP: From Table with the Rifle, starting on either end shoot a reverse Lawrence Welk Sweep 4 on 1, 3 on 2, 2 on 3, 1 on 4 for a total of 10 rounds.

From Table with the Pistols, starting on either end shoot a reverse Lawrence Welk Sweep 4 on 1, 3 on 2, 2 on 3, 1 on 4 for a total of 10 rounds.

From Table with the Shotgun, knock down the Shotgun fallers in any order. Shotgun can be safely fired from anywhere along the firing line.