



# Mima Marauders

May Stages / 3 Bays – 6 Stages

Saturday, May 11, 2024

## **Ammo Count**

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

**Setup:** Thursday, May 9, 2024, at 1:00 PM

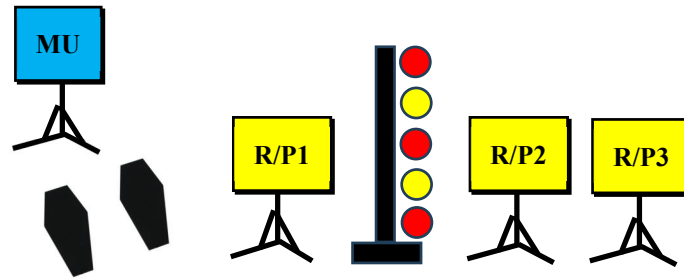
**Registration:** Saturday, May 11, 2024, at 9:00 AM

**Safety Meeting:** Saturday, May 11, 2024, at 9:30 AM

**Main Match:** Saturday, May 11, 2024, at 10:00 AM

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

# STAGE 1- BAY 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 **window**. Rifle is loaded and staged on **Table**; Shotgun is empty open and staged on the **Table**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**Let’s see a hangin’!**”

**Starting position:** Hands behind your back.

**Firing order:** Shooter’s choice

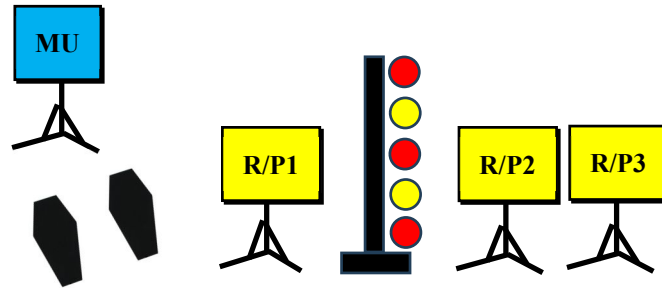
### At the BEEP:

From the **Window** with the **Rifle**, knock back the tree paddles then place any remaining rounds on “R/P2” target for a total of 10 rounds.

From **Window** with the **Pistol**, from the left using the R/P targets shoot a 2-1-2 sweep then repeat from the right for a total of 10 rounds.

From **Window** with the Shotgun knock down the fallers in any order, then shoot **MU** target for each tree paddle that remains standing.

# STAGE 2 - BAY 1



## STAGE 2

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

The shooter indicates ready by saying: **“Hang’em High.”**

**Starting position:** Hands behind your back.

**Firing order:** Shooter’s choice

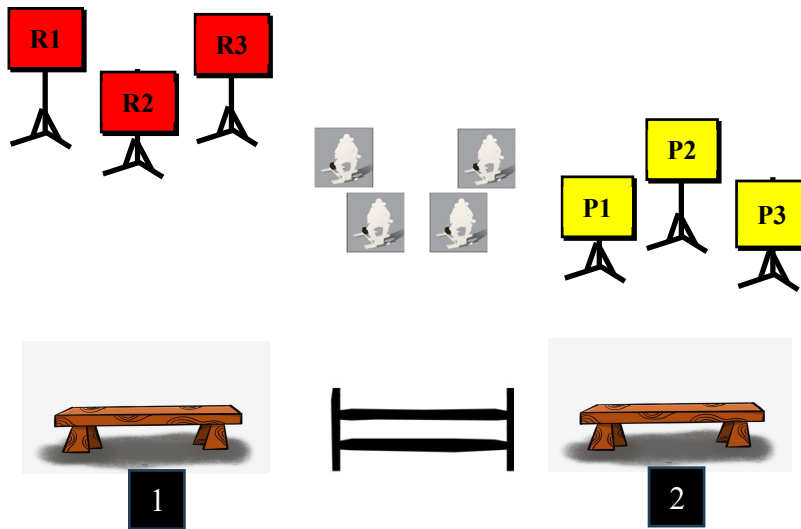
### At the BEEP:

From the **Window** with the **Rifle**, knock back the tree paddles in the following order all red paddles then all yellow paddles then alternate between R/P 1 and R/P 3 targets with the remaining 5 rounds for a total of 10 rounds.

From **Window** with the **Pistol**, in order double tap R/P 1, single tap R/P 3, R/P 2. R/P 3 then repeat for a total of 10 rounds.

From **Window** with the **Shotgun** knock down the fallers in any order, then shoot **MU** target for each tree paddle that remains standing.

# STAGE 3 - BAY 2



## STAGE 3

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind the **Table**. Rifle is loaded and staged on **Table 1**; Shotgun is empty open and staged on the **Table of choice**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“I feel lucky.”**

**Starting position:** SASS Default

**Firing order:** Shooter’s choice

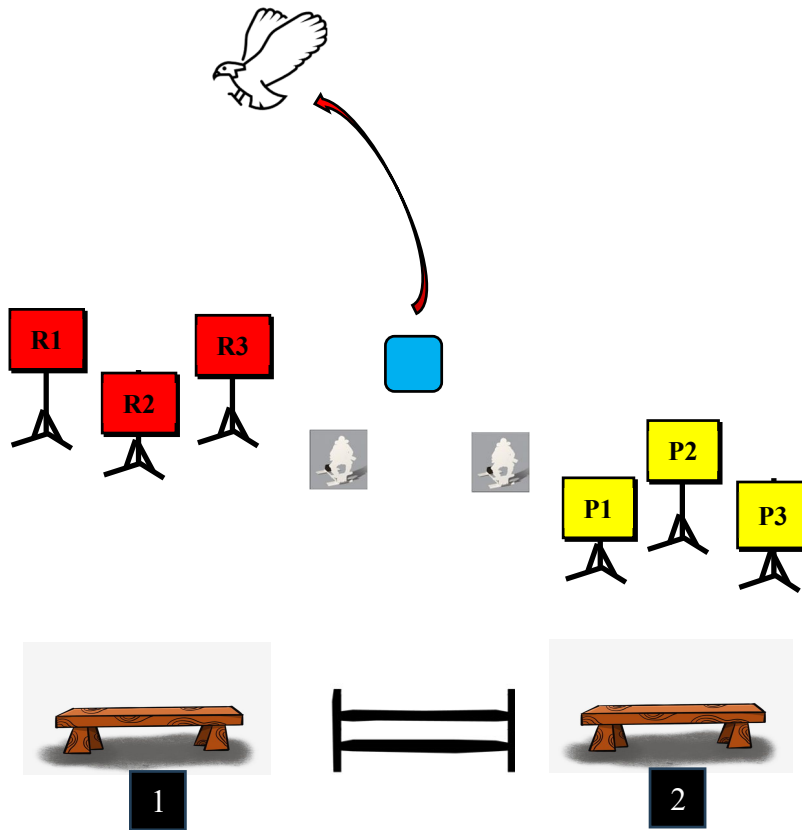
### At the BEEP:

From the **Table 1** with the **Rifle**, starting on “R2” shooting a counterclockwise motion place 2 on R2, 3 on R3, and 5 on R1 for a total of 10 rounds.

From **Table 2** with the **Pistol**, starting on “P2” shooting a counterclockwise motion place 2 on P2, 3 on P1, and 5 on P3 for a total of 10 rounds.

From behind the **Fence** with the **Shotgun** knock down the fallers in any order

# STAGE 4 - BAY 2



## STAGE 3

You will need 10 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind the **Table**. Rifle is loaded and staged on **Table 1**; Shotgun is empty open and staged on the **Table of choice**; Pistols are loaded with 5 each and holstered.

The shooter indicates ready by saying: **“Do you feel lucky?”**

**Starting position:** Hands on Pistols

**Firing order:** Shooter’s choice

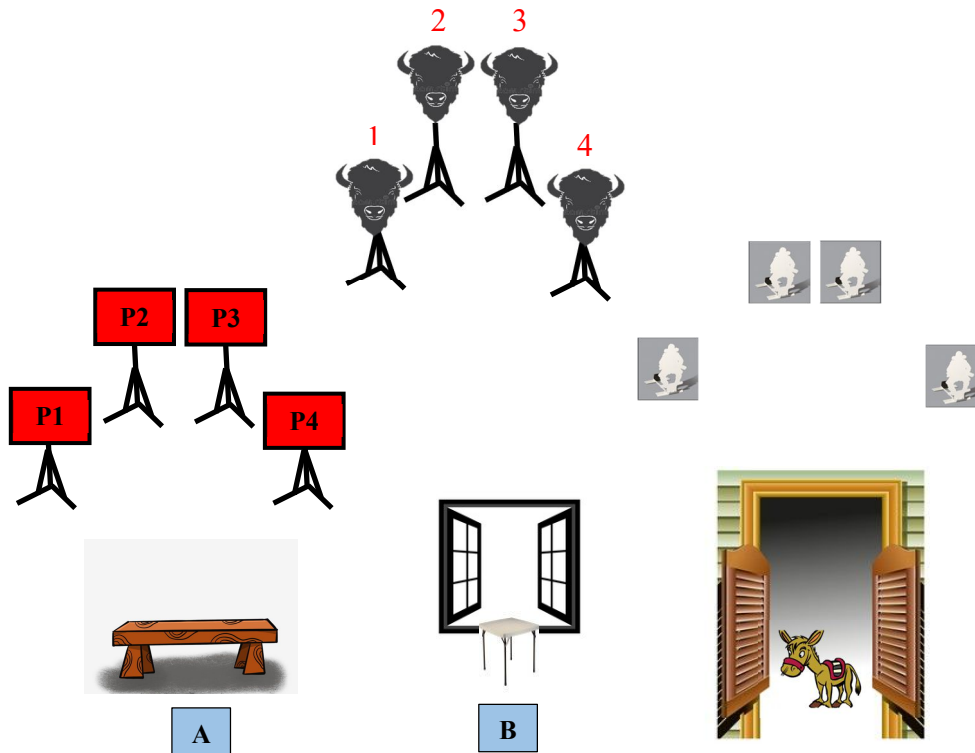
**At the BEEP:**

From the **Table 1** with the **Rifle**, starting on “R1” in order single tap R1, R2, R3, R1, R3 then double tap R1, R3 and single tap R2 for a total of 10 rounds.

From **Table 2** with the **Pistol**, starting on “P1” in order single tap P1, P2, P3, P1, P3 then double tap P1, P3 and single tap P2 for a total of 10 rounds.

From behind the **Fence** with the **Shotgun** knock down the fallers in any order, then shoot the flying birdie for a no miss 5 second bonus each, failure to engage the flying birdie shooter must then shoot the “**MU**” stationary target.

# STAGE 5 - BAY 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 the **Table A**. **Rifle** is loaded and staged on the **Table B**; **Shotgun** is empty open and staged on the **Mule**; **Pistols** are loaded with 5 each and holstered.

The shooter indicates ready by saying: “**Never give up.**”

**Starting position:** Hands holding your hat, place hat on head at beep.

**Firing order:** Shooter’s Choice

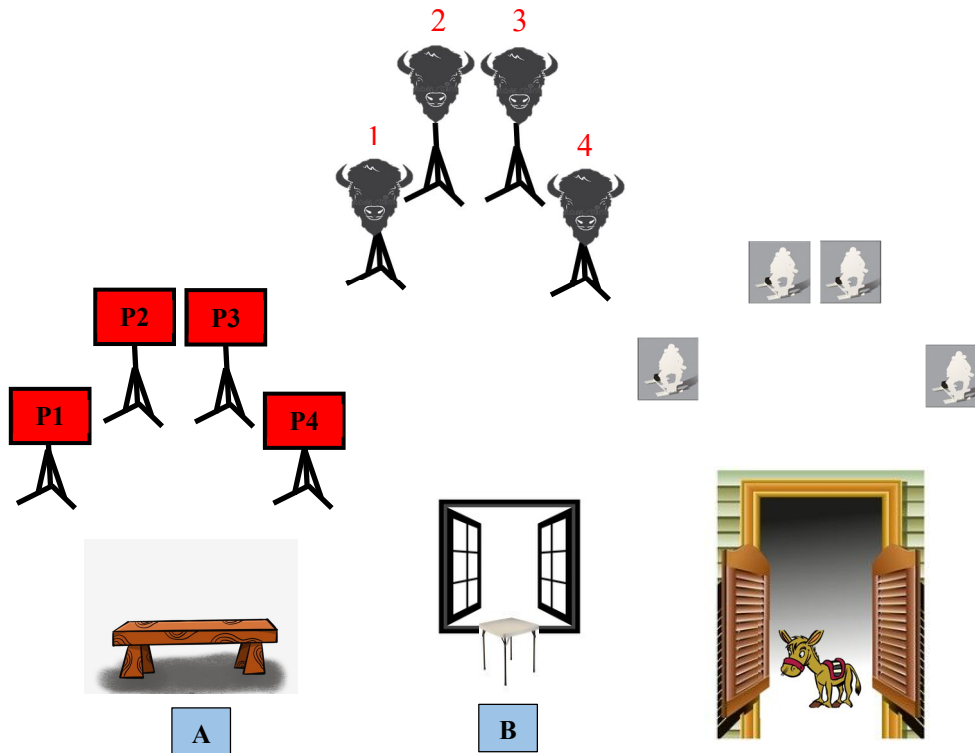
**At the BEEP:**

From **Table A** with **Pistols**, starting on P1 shoot a single tap Badger Sweep 1-2-3-4, 1-2-3, 1-2, 1 for a total of 10 rounds.

From **Table B** shooting through the window with the **Rifle**, starting on R1 shoot a single tap Badger Sweep 1-2-3-4, 1-2-3, 1-2, 1 for a total of 10 rounds.

From the **Mule**, knock down the fallers in any order.

# STAGE 6 - BAY 5



## STAGE 6

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

The shooter indicates ready by saying: “**Never give up.**”

**Starting position:** Hands holding your hat, place hat on head at beep.

**Firing order:** Shooter’s Choice

**At the BEEP:**

From **Table A** with **Pistols**, starting on P1 shoot a 2-1-1-2 sweep then from P1 single tap R1-R4-R2-R3 sweep for a total of 10 rounds.

From **Table B** starting on R1 shoot a 2-1-1-2 sweep then from R1 single tap P1-P4-P2-P3 sweep for a total of 10 rounds.

From the **Mule**, knock down the fallers in any order.