

## Mima Marauders

February Stages

One Day Shoot

3 Bays – 6 Stages

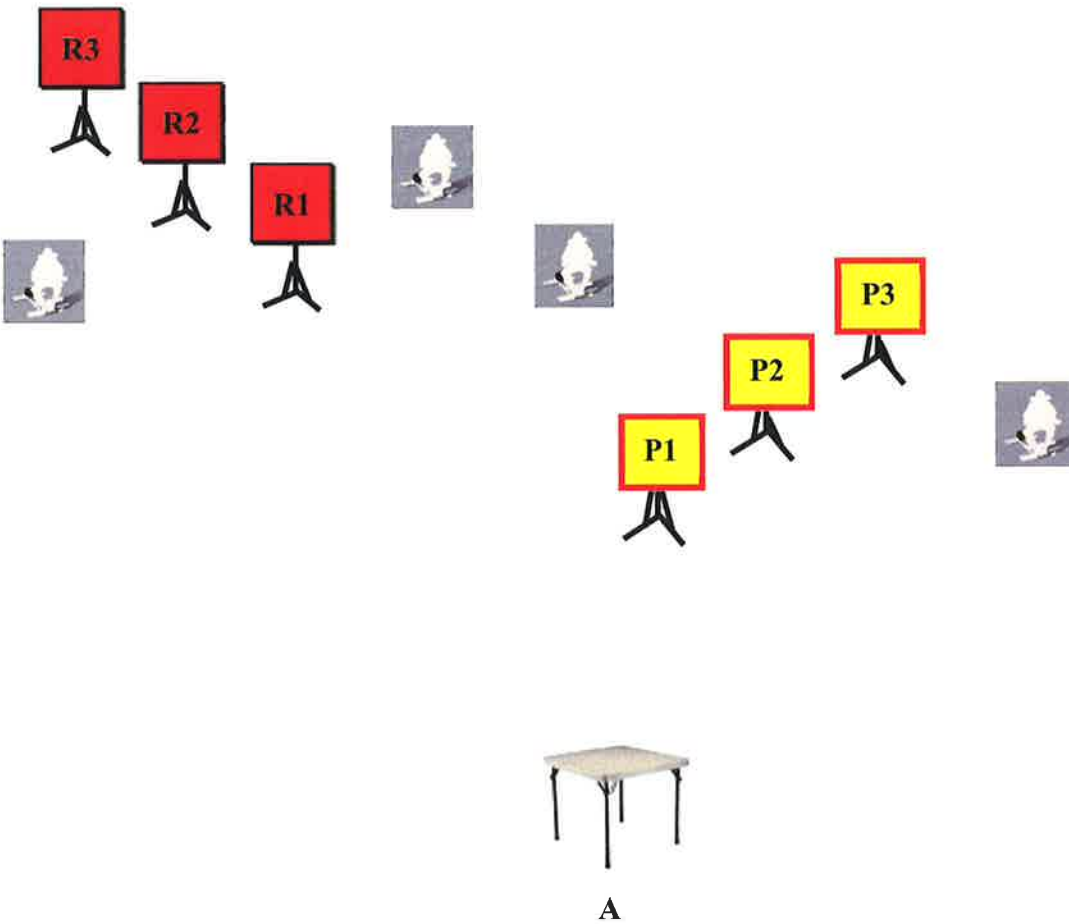
### Ammo Count

Pistol 60+/- rounds

Rifle 61+/- 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 the **Table**. Rifle loaded and staged on **Table**; Shotgun is open/empty staged on **Table**. The shooter indicates ready by saying:

**“I never liked strangers.”**  
from the movie *Red River*

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

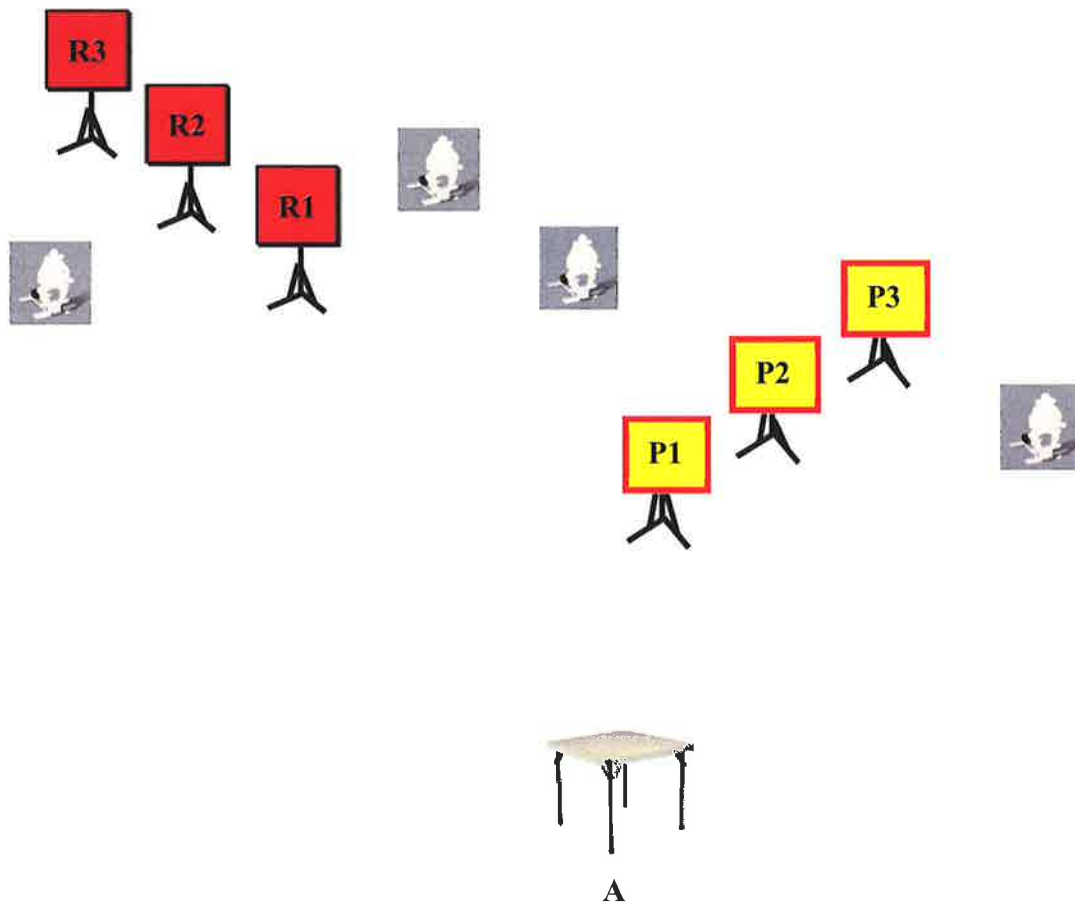
### At the BEEP:

If with **Rifle**, starting on either end shoot a 1-1-3 sweep then repeat exactly for a total of 10 rounds.

If with **Pistol**, starting on either end shoot a 1-1-3 sweep then repeat exactly for a total of 10 rounds.

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

## STAGE 2



### STAGE 2

You will need 10+2 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing at the **Table**. Rifle loaded and staged on **Table**; Shotgun is open/empty staged on **Table**. The shooter indicates ready by saying:

**“Take ‘em to Missouri, Matt.”**  
from the movie *Red River*

**Starting position:** Hands on Shotgun belt / **Firing order:** Any order

#### At the BEEP:

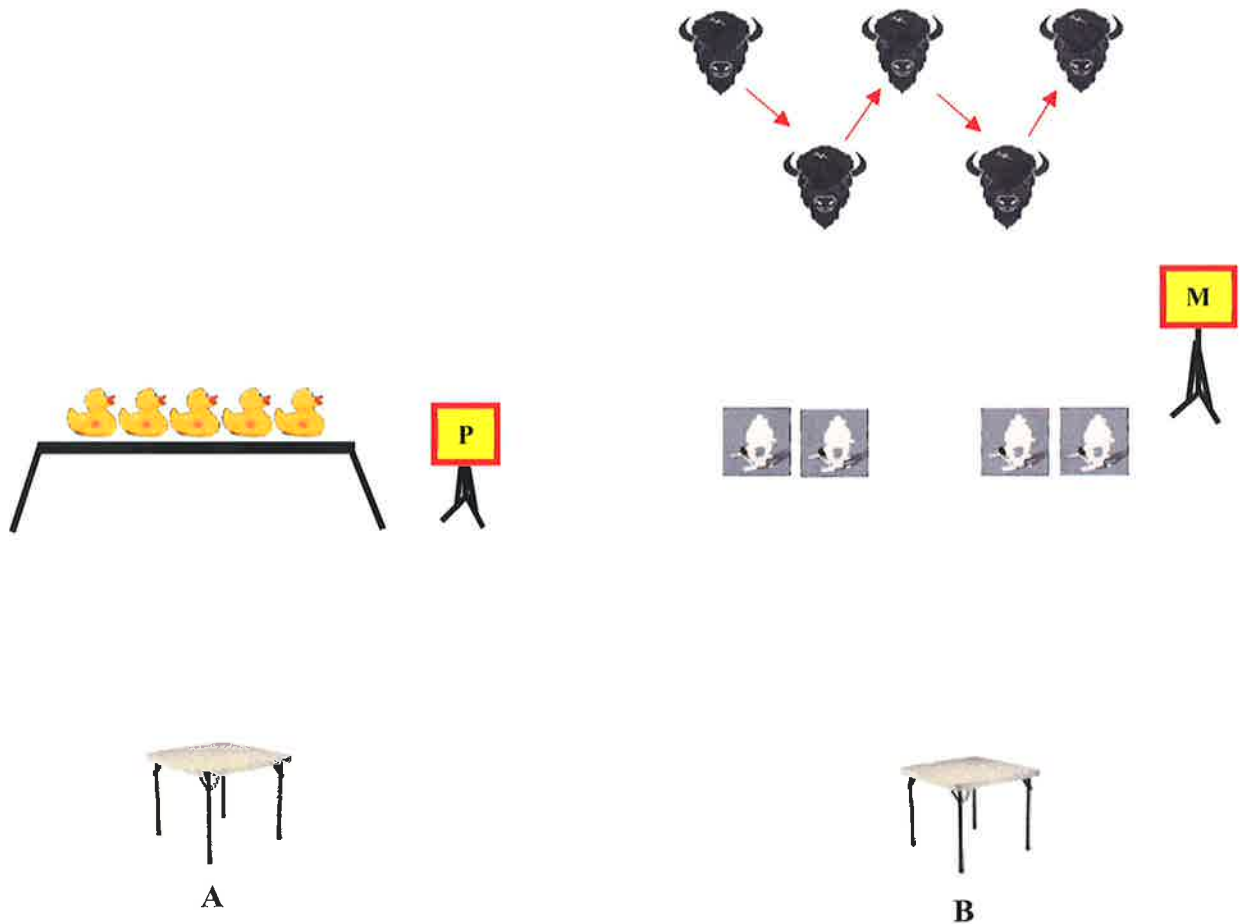
If starting with **Rifle**, triple tap each outside target, then place 4 rounds on the center target, then single tap each outside target for a 5 second bonus for each hit – misses count as misses for a total of 12 rounds.

**Note:** reload can be done anytime upon engaging with the Rifle.

With **Pistol**, triple tap each outside target then place 4 rounds on the center target for a total of 10 rounds.

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

# STAGE 3



## STAGE 3

You will need 10+1 Rifle, 10 Pistol, and as many Shotgun shells as necessary. The shooter starts standing with both feet behind **Table of choice**. Rifle is loaded staged on **Table of choice**; Shotgun open/empty staged on **Table choice**. Shooter must use both positions. The shooter indicates ready by saying:

**“I’ll buy the drinks when it’s over.”**  
from the movie *Red River*

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

### At the BEEP:

If from **Table A**, with **Pistols** knock down the Ducks then place any remaining rounds on the “P” target.

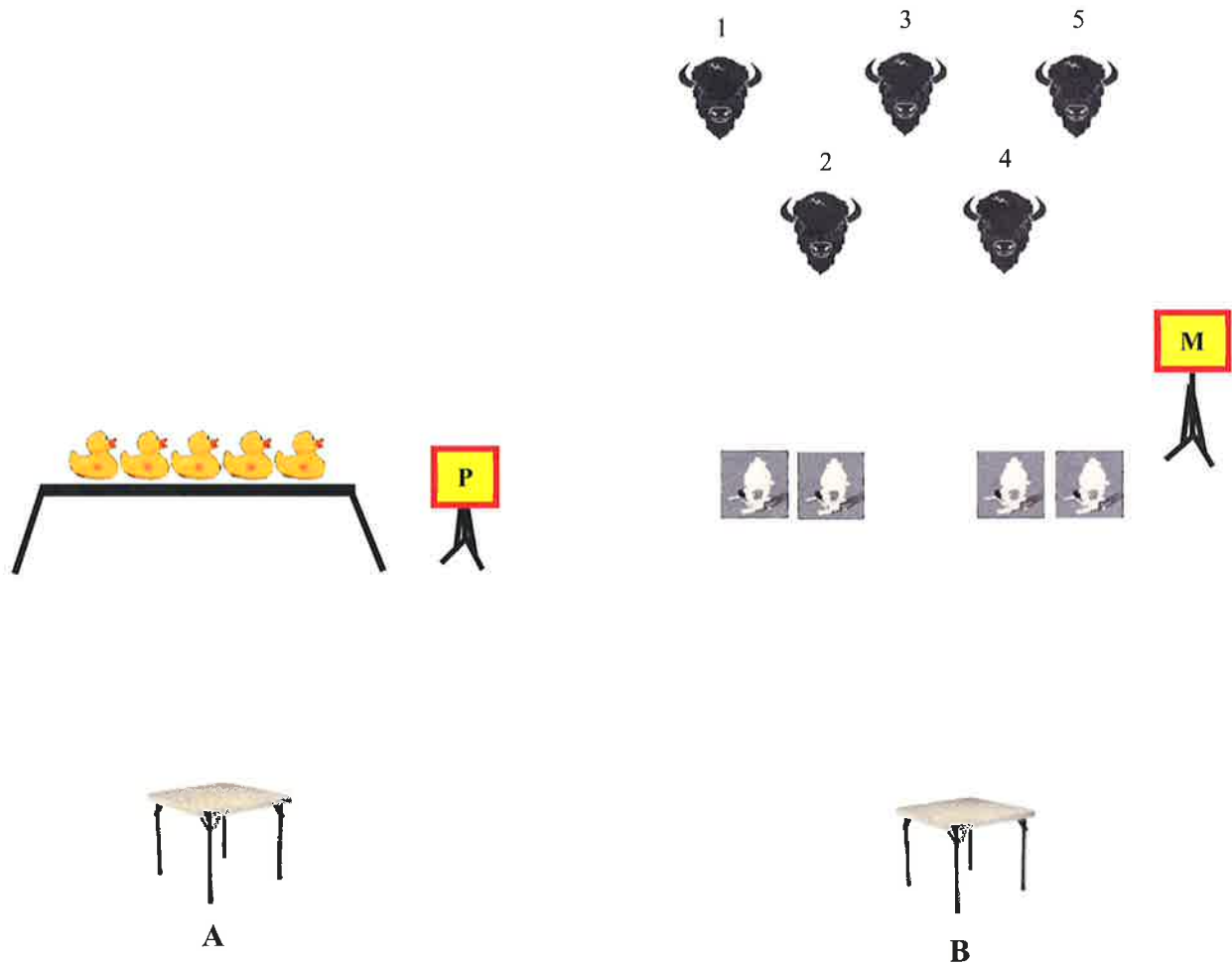
**Note:** Any ducks that remain standing count as misses.

If from **Table B**, with **Rifle** starting on the left end with first 5 rounds shoot a “W” then repeat pattern exactly, with the last round engage the center buffalo for a total of 11 rounds.

**Note:** reload can be done anytime upon engaging with the Rifle.

If from **Table B**, with the **Shotgun** knock down the shotgun fallers, in any order.

# 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 of choice**. Rifle is loaded staged on **Table of choice**; Shotgun is open/empty staged on **Table of choice**. Shooter must use both positions. The shooter indicates ready by saying:

**“I’ll buy the drinks when it’s over.”**  
from the movie *Red River*

**Starting position:** Hands on shotgun belt - **Firing order:** Any order

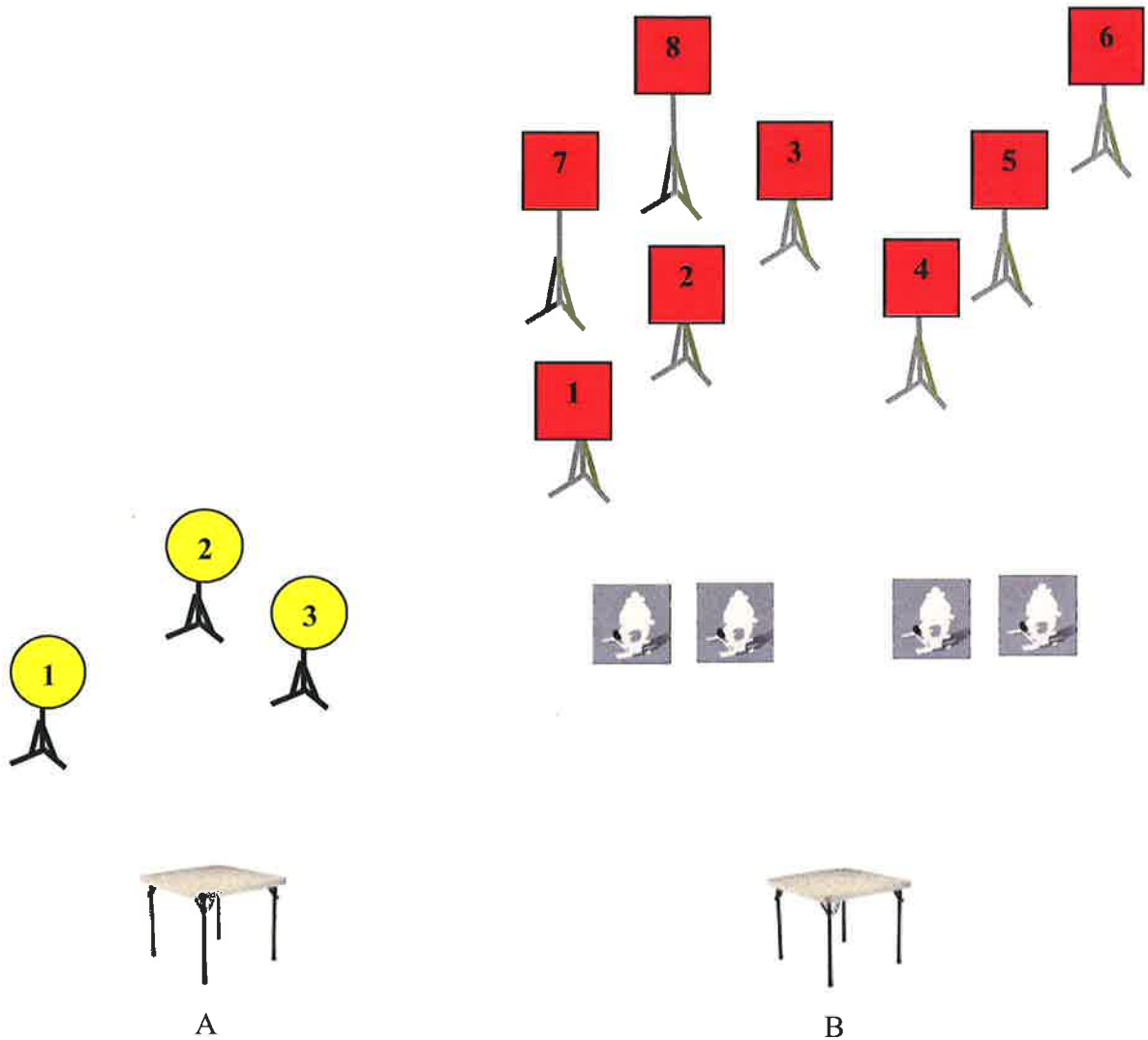
### At the BEEP:

If from **Table A**, with **Pistols** knock down the Ducks then place 5 rounds on the “P” target for a total of 10 rounds.

If from **Table B**, with **Rifle** shoot a 1. 1. 5. 5. 2. 2. 4. 4. 3. 3 for a total of 10 rounds.

If from **Table B**, with the **Shotgun** knock down the shotgun fallers, in any order. Then engage the “M” target 1X for each duck that remains standing.

# STAGE 5



## STAGE 5

You will need 8 Rifle, 10 Pistol, and as many Shotgun as necessary. The shooter starts standing with both feet behind **Table of choice**. Rifle is staged on the **Table of choice**; Shotgun is open/empty and staged on **Table of choice**. Shooter must use both positions. The shooter indicates ready by saying:

**“Going to the mountains is going home.”**  
from the movie *The Mountain Man*

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

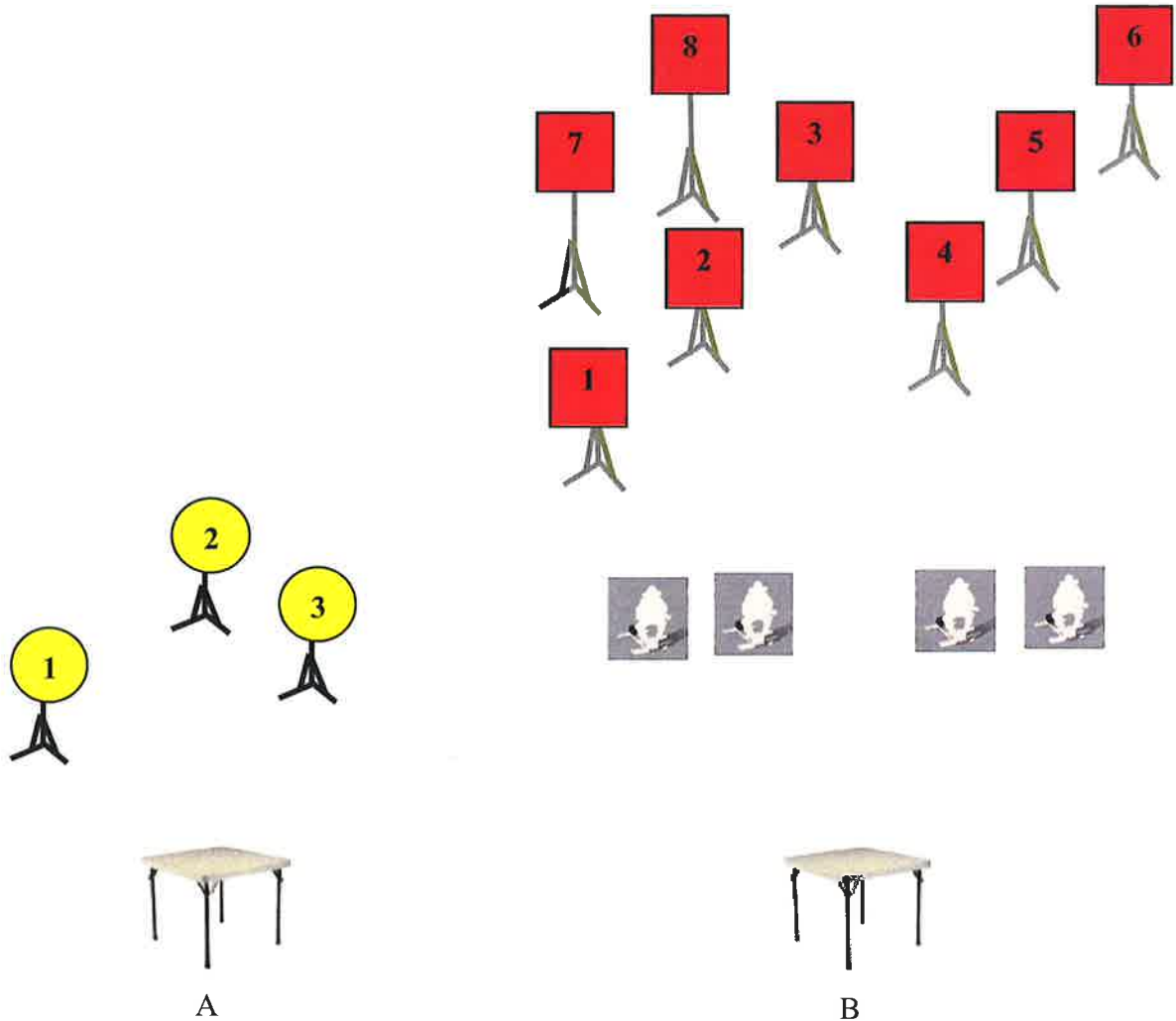
### At the BEEP:

If from **Table A** with Pistol, engage P1-P3 with a 2-1-2 sweep from either end. Then repeat the pattern, in the opposite direction P3-P1 for a total of 10 rounds.

If from **Table B** with Rifle, engage in order R1-R8 at least once each for a total of 8 rounds.

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

# STAGE 6



## STAGE 6

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

**“The mountains are calling and I must go.”**  
from the movie *The Mountain Man*

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

### At the BEEP:

If from **Table A** with **Pistols**, triple tap P2 then single tap P1 and P3 then repeat exactly for a total of 10 rounds.

If from **Table B** with **Rifle**, single tap in order 7, 8, 6, 5, 4, 3, 2, 1, 1, 1 for a total of 10 rounds.

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