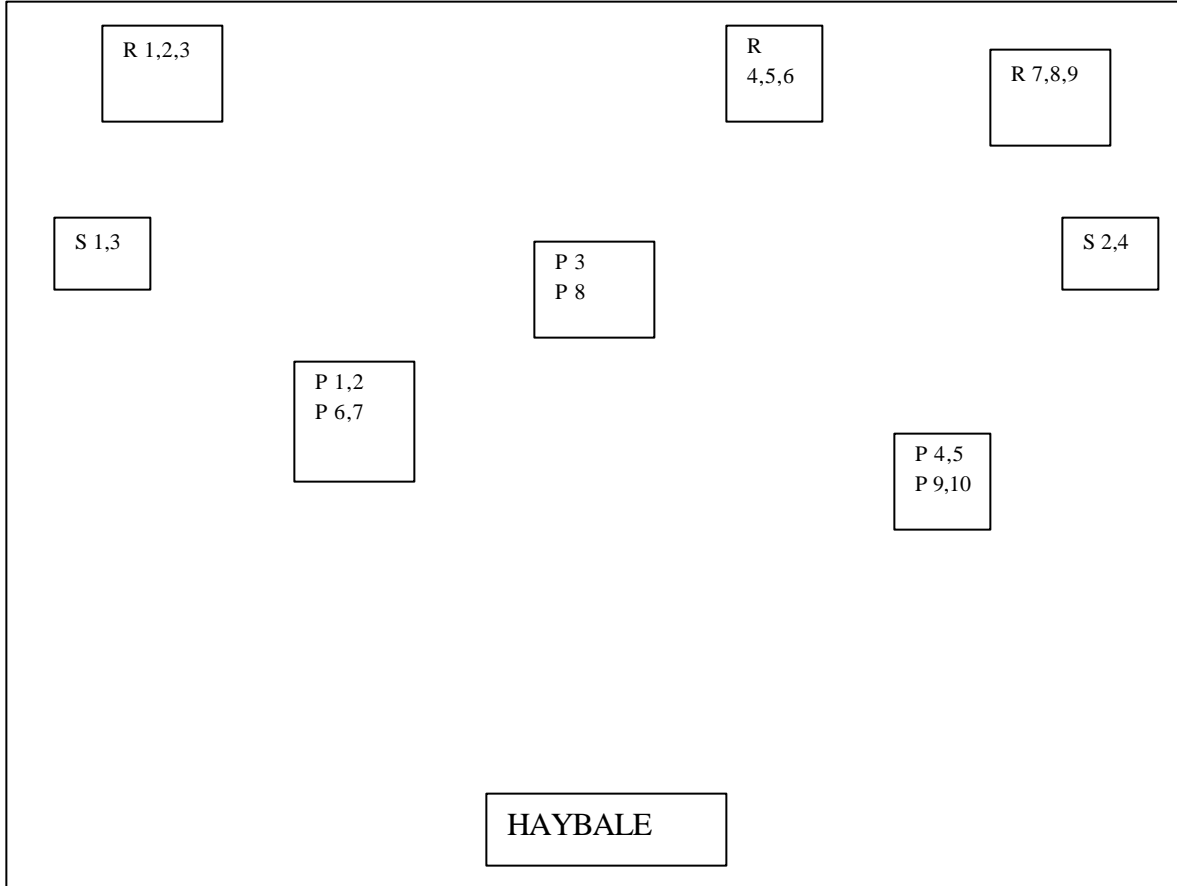


Saving a Miner – Stage 2



While sitting in the Marshals office, you hear a posse ride out of town, screaming about some miner that killed the Mayor. Since you got the Mayor locked up, you know that the miner is innocent. You take off after the posse to stop them from hanging the miner.

2 pistols loaded with 5 rounds each, hammers on empty chambers, holstered.

Rifle loaded with 9 rounds, hammer on the empty chamber, staged on the haybale.

Shotgun staged on the haybale, 4 rounds to be loaded from your person.

Shooter starts with arms relaxed at sides. When ready call out “**He’s innocent!**” At the buzzer, draw your first pistol and shoot the left target twice, center once, and right twice. Holster. Repeat with 2nd pistol. Retrieve your rifle and triple tap the rifle targets from left to right. Place the open and empty rifle back on the haybale and pick up the shotgun. Shoot the swingers twice from left to right.