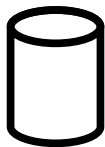
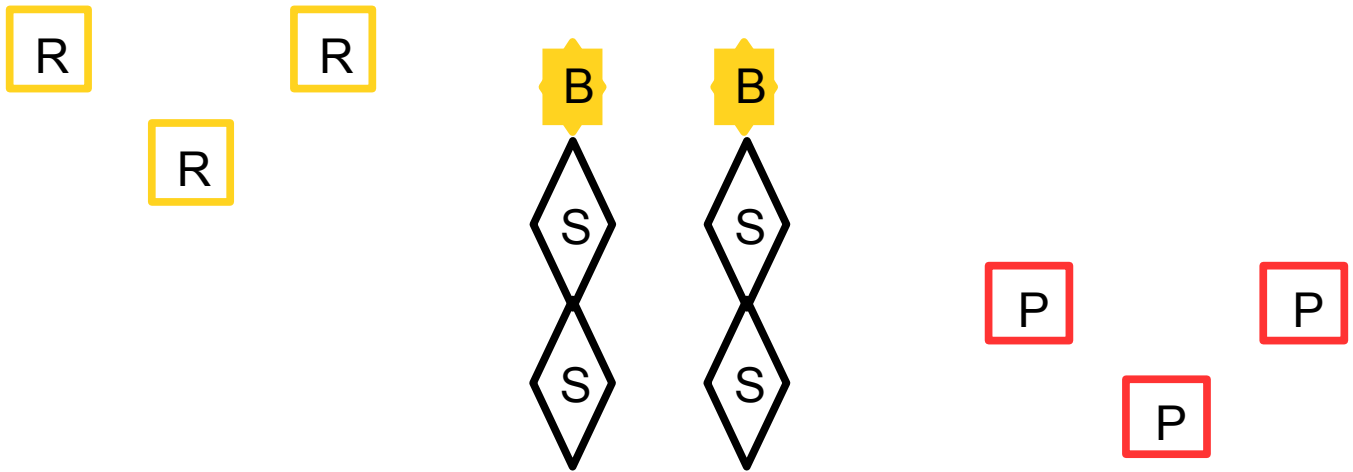
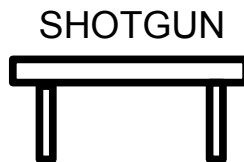


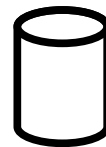
STAGE 2*



(R)



(S)



(P - P)

GUNS & AMMO:

RIFLE: - 10 ROUNDS: HAMMER DOWN ON EMPTY CHAMBER.

SHOTGUN – 2+ ROUNDS: OPEN AND EMPTY STAGED ON TABLE.

PISTOLS – 5 ROUNDS EACH: HAMMERS DOWN ON EMPTY CHAMBERS,
HOLSTERED.

SHOOTING SEQUENCE: R – S – P – P

STARTING POSITION: SHOOTER STARTS BEHIND LEFT BARREL WITH RIFLE AT PORT ARMS.

ATB: TRIPLE TAP COWBOY, THEN DOUBLE TAP LEFT SQUARE. TRIPLE TAP COWBOY AGAIN, THEN DOUBLE TAP RIGHT SQUARE. MOVE TO AND MAKE RIFLE SAFE ON TABLE. ENGAGE SHOTGUN POPPERS UNTIL DOWN. **KNOCKING DOWN TANDEM POPPERS WITH ONE SHOT IS WORTH A 5 SECOND BONUS EACH TIME.** MAKE SHOTGUN SAFE ON TABLE AND MOVE TO RIGHT BARREL. TRIPLE TAP COWBOY, THEN DOUBLE TAP LEFT SQUARE WITH FIRST PISTOL. WITH SECOND PISTOL, TRIPLE TAP COWBOY THEN DOUBLE TAP RIGHT SQUARE.