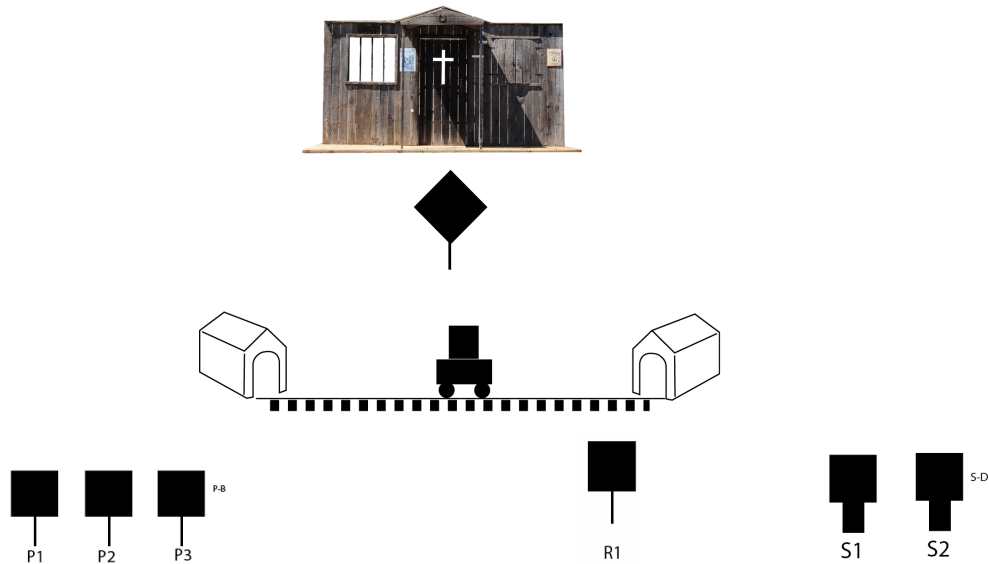


Bay 8 - Lazy Arrow Mining - Scenario A



STAGING: 10 pistol, 10 rifle, 2 plus shotgun, Three shooting positions: Position 1 is table to the left of the Lazy Arrow Mining building, Position 2 is center table inside Mine Building doorway, and Position 3 is inside and to the right, behind barrel-table.

START: At Position 1, with pistol or pistols staged on table, rifle staged safely at Position 2, and shotgun staged open and empty on table at Position 3.

SHOOTER INDICATES READY BY SAYING: "I don't have a train ticket!"

AT THE BEEP: With the pistols, single tap P2 then triple-tap sweep the three pistol targets from right to left or left to right. With pistols holstered, move to Position 2 and pick up rifle and engage the R1 Mine Car trip target to start the Mine Car, and then engage the Mine Car target. Once the Mine Car passes the RR Crossing sign, place any remaining rounds on the diamond dump target. With rifle made safe, move to Position 3 and engage the two shotgun targets any order until you think they are down. Each hit on the Mine Car is a 2 second bonus. Misses on the mine car don't count.

NOTE:

The PRVC Mine Car is housed in a steel building and released when the trip target is hit. It takes about seven seconds to travel 35' to another steel building on the left. The average shooter can engage it seven or eight times before it enters the second building. (The square target is on the Mine Car.)

