

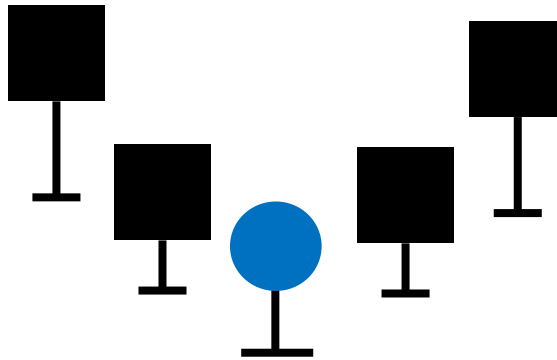
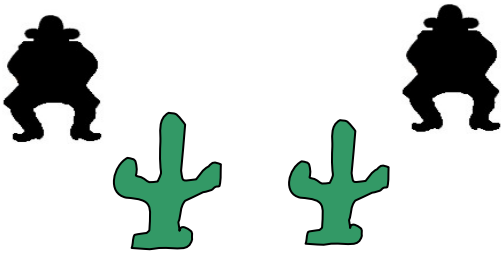
## Prescott Action Shooters-Whiskey Row Gunslinger Stage Conventions

1. All competitors are required to attend the safety briefing prior to the day's match.
2. All competitors are required to sign the waiver form prior to participating in the day's match.
3. Shotguns are staged open and empty unless specific stage instructions indicate otherwise.
4. Both revolvers are loaded with 5 rounds each and holstered, hammer down on an empty chamber unless stage instructions indicate otherwise.
5. Rifles are loaded with specified number of rounds for the stage, hammer down on empty chamber.
6. One foot must be behind the prop at the starting position, after the beep shooter may move to engage the targets, one foot is to remain behind the prop at the position for the gun string.
7. All long guns are to be carried from the loading table to the line and back to the unloading table at the conclusion of the stage with muzzles above the shoulders, barrels point slightly down range to avoid breaking the 170° cone.
8. All long guns to be staged flat on the prop prior to target engagement, they must be re-staged safely at the conclusion of the shooting string.
9. All guns must be checked at the unloading table prior to returning them to a gun cart, failure to do so will result in a stage DQ.
10. A round fired over the rear or side berms will result in a match Match Disqualification (DQ), shooter will be done for the day. **Note:** This does NOT apply any shotgun rounds fired at a targets on bay 12.

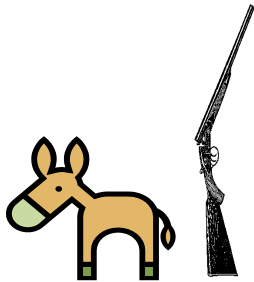
# STAGE 1: December 24-Blazing Saddles



**DRAW!**



**POSITION 3**



**POSITION 2**



**POSITION 1**

## **STAGING OF FIREARMS:**

RIFLE SHOTGUN IN HANDS AT POSITION 1 OR 2, SHOOTER'S CHOICE, REVOLVERS LOADED & HOLSTERED.

## **HOW TO SHOOT THE STAGE:**

SHOOTER STARTS AT POSITION 1 OR 2 WITH LONG GUN IN HANDS, SHOOTER INDICATES READY BY SAYING: **"THERE'S A NEW SHERIFF IN TOWN!"**

AT THE BUZZER WITH THE RIFLE, ENGAGE THE RP TARGETS AS FOLLOWS: STARTING ON THE TOP LEFT BLACK SQUARE SHOOT A 2-1-2 ENGAGEMENT OF THE TWO BLACK SQUARES AND THE BLUE CIRCLE ON THE LEFT, REPEAT THE SEQUENCE STARTING ON THE BLACK SQUARE ON THE RIGHT A TOTAL OF 10 ROUNDS. MAKE RIFLE SAFE WITH MUZZLE POINTING TO THE RIGHT BERM OR TAKE IT WITH YOU AND MAKE SAFE AT POSITION 2 WITH MUZZLE POINTING TO LEFT BERM. WITH SHOTGUN ENGAGE THE FOUR SHOTGUN TARGETS IN FRONT OF THAT POSITION IN ANY ORDER, MAKE SHOTGUN SAFE AT POSITION 2 WITH MUZZLE POINTING TO LEFT BERM. MOVE UP TO POSITION 3 AND WITH REVOLVERS REPEAT THE RIFLE INSTRUCTIONS ON THE 5 RP TARGETS.

**END OF STAGE**

**NOTE: ONE FOOT MUST BE BEHIND THE PROP WHILE ENGAGING TARGETS**

**GUN ORDER: RIFLE OR SHOTGUN, REVOLVERS**

**REVOLVERS (10)**

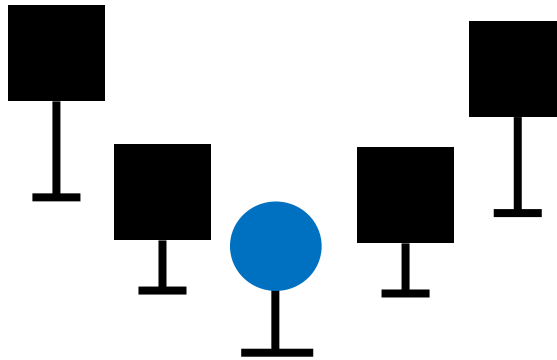
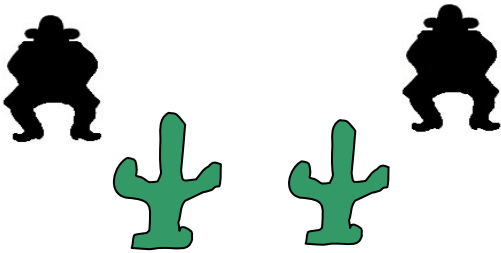
**RIFLE (10)**

**SHOTGUN (4+)**

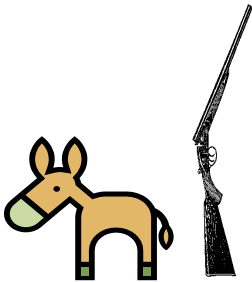
# STAGE 2: December 24-Blazing Saddles



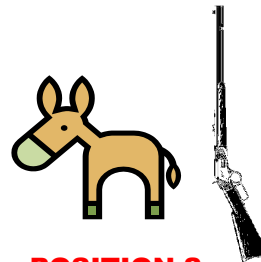
**DRAW!**



**POSITION 3**



**POSITION 1**



**POSITION 2**

## **STAGING OF FIREARMS:**

**SHOTGUN IN HANDS AT POSITION 1, RIFLE STAGED SAFELY ANYWHERE, REVOLVERS LOADED & HOLSTERED.**

## **HOW TO SHOOT THE STAGE:**

**SHOOTER STARTS AT POSITION 1 SHOTGUN IN HANDS, SHOOTER INDICATES READY BY SAYING: "HERE'S THE NEW SHERIFF OF ROCKRIDGE!"**

**AT THE BUZZER WITH SHOTGUN ENGAGE THE FOUR SHOTGUN TARGETS IN FRONT OF THAT POSITION IN ANY ORDER, MAKE SHOTGUN SAFE AT POSITION 1 OR 2 WITH MUZZLE POINTING TO A SIDE BERM. FROM POSITION 2 WITH THE RIFLE, ENGAGE THE RP TARGETS AS FOLLOWS, STARTING ON THE BLUE CIRCLE SHOOT A 1-2-2 ENGAGEMENT OF THE BLUE CIRCLE AND THE BLACK SQUARES ON THE LEFT. REPEAT THE SEQUENCE STARTING ON THE BLUE CIRCLE AND THE BLACK SQUARES ON THE RIGHT FOR A TOTAL OF 10 ROUNDS. (MAY START ON EITHER SEQUENCE). MAKE RIFLE SAFE WITH MUZZLE POINTING TO THE RIGHT BERM. MOVE UP TO POSITION 3 AND WITH REVOLVERS REPEAT THE RIFLE INSTRUCTIONS ON THE 5 RP TARGETS.**

**END OF STAGE**

***NOTE: ONE FOOT MUST BE BEHIND THE PROP WHILE ENGAGING TARGETS***

**GUN ORDER: SHOTGUN, RIFLE REVOLVERS**

**REVOLVERS (10)**

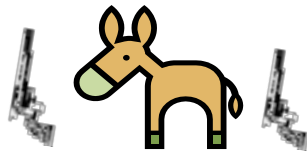
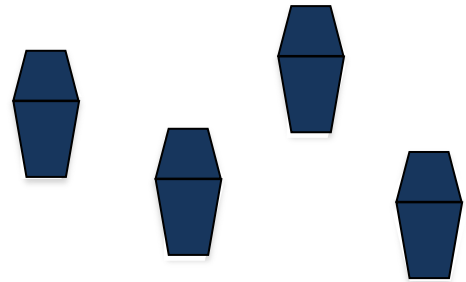
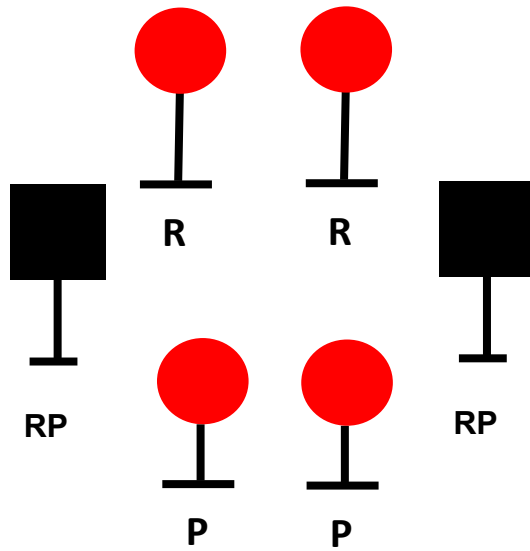
**RIFLE (10)**

**SHOTGUN (4+)**

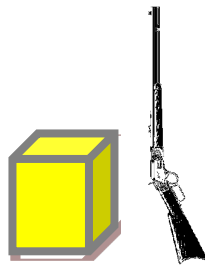
# Stage 3, December 2024- Blazing Saddles



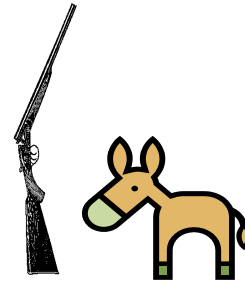
**DAGNABIT!**



**POSITION 3**



**POSITION 1**



**POSITION 2**

## **STAGING OF FIREARMS:**

**BOTH REVOLVERS LOADED & HOLSTERED, RIFLE LOADED AND STAGED ON THE HAY BALE, SHOTGUN STAGED SAFELY ANYWHERE.**

## **HOW TO SHOOT THE STAGE:**

**SHOOTER STARTS STANDING AT POSITION 1 AT THE READY. SHOOTER INDICATES READY BY SAYING:**

***"I BETTER GO CHECK OUT THIS MONGO CHARACTER!"***

**AT THE BEEP FROM POSITION 1 WITH THE RIFLE, DOUBLE TAP THE BACK RED CIRCLES THEN PLACE ONE ROUND ON EITHER BLACK SQUARE FOR FIVE ROUNDS, REPEAT THE SEQUENCE USING THE OTHER BLACK SQUARE. THE MAKE RIFLE SAFE AT POSITION 1 OR 2 WITH MUZZLE POINTING TO A SIDE BERM. FROM POSITION 2 WITH THE SHOTGUN ENGAGE THE FOUR COFFIN KNOCKDOWNS IN FRONT OF POSITION IN ANY ORDER, MAKE SHOTGUN SAFE AT POSITION 2 OR 3 SHOOTER'S CHOICE. FROM POSITION 3 WITH REVOLVERS ENGAGE THE TWO LOWER RED CIRCLES AND BOTH BLACK SQUARES AS PER THE RIFLE INSTRUCTIONS.**

**END OF STAGE**

***NOTE: ONE FOOT MUST BE BEHIND THE PROP WHILE ENGAGING TARGETS***

**GUN ORDER: RIFLE, SHOTGUN, REVOLVERS**

**REVOLVERS (10)**

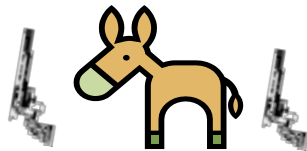
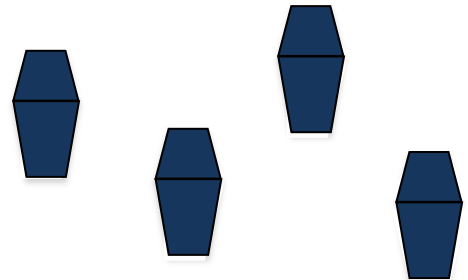
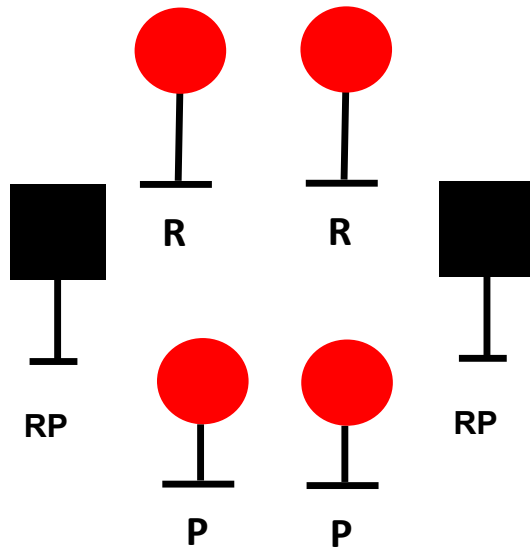
**RIFLE (10)**

**SHOTGUN (4+)**

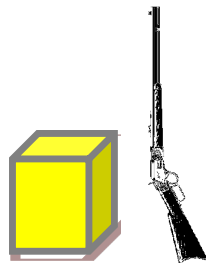
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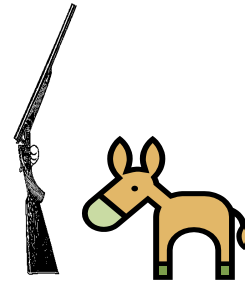
**DAGNABIT!**



**POSITION 3**



**POSITION 2**



**POSITION 1**

## **STAGING OF FIREARMS:**

**BOTH REVOLVERS LOADED & HOLSTERED, RIFLE LOADED AND STAGED ON THE HAY BALE, SHOTGUN STAGED SAFELY ANYWHERE.**

## **HOW TO SHOOT THE STAGE:**

**SHOOTER STARTS STANDING AT POSITION 1 WITH HANDS BEHIND YOUR BACK. SHOOTER INDICATES READY BY SAYING:**

***"IF YOU SHOOT HIM, YOU'LL JUST MAKE HIM MAD!"***

**FROM POSITION 1 WITH THE SHOTGUN ENGAGE THE FOUR COFFIN KNOCKDOWNS IN FRONT OF POSITION IN ANY ORDER, MAKE SHOTGUN SAFE AT POSITION 1 OR 2 SHOOTER'S CHOICE, WITH MUZZLE POINTING TO A SIDE BERM. FROM POSITION 2 WITH THE RIFLE, TRIPLE TAP A BLACK SQUARE AND THEN PLACE ONE ROUND ON EACH BACK RED CIRCLES FOR FIVE ROUNDS, REPEAT THE SEQUENCE USING THE OTHER BLACK SQUARE. THE MAKE RIFLE SAFE AT POSITION 2 OR 3 WITH MUZZLE POINTING TO A SIDE BERM. FROM POSITION 3 WITH REVOLVERS ENGAGE THE BLACK SQUARES AND LOWER RED CIRCLES AS PER THE RIFLE INSTRUCTIONS.**

**END OF STAGE**

***NOTE: ONE FOOT MUST BE BEHIND THE PROP WHILE ENGAGING TARGETS***

**GUN ORDER: SHOTGUN, RIFLE, REVOLVERS**

**REVOLVERS (10)**

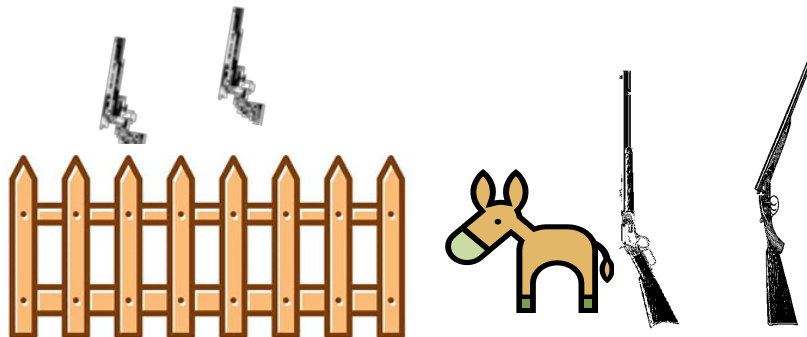
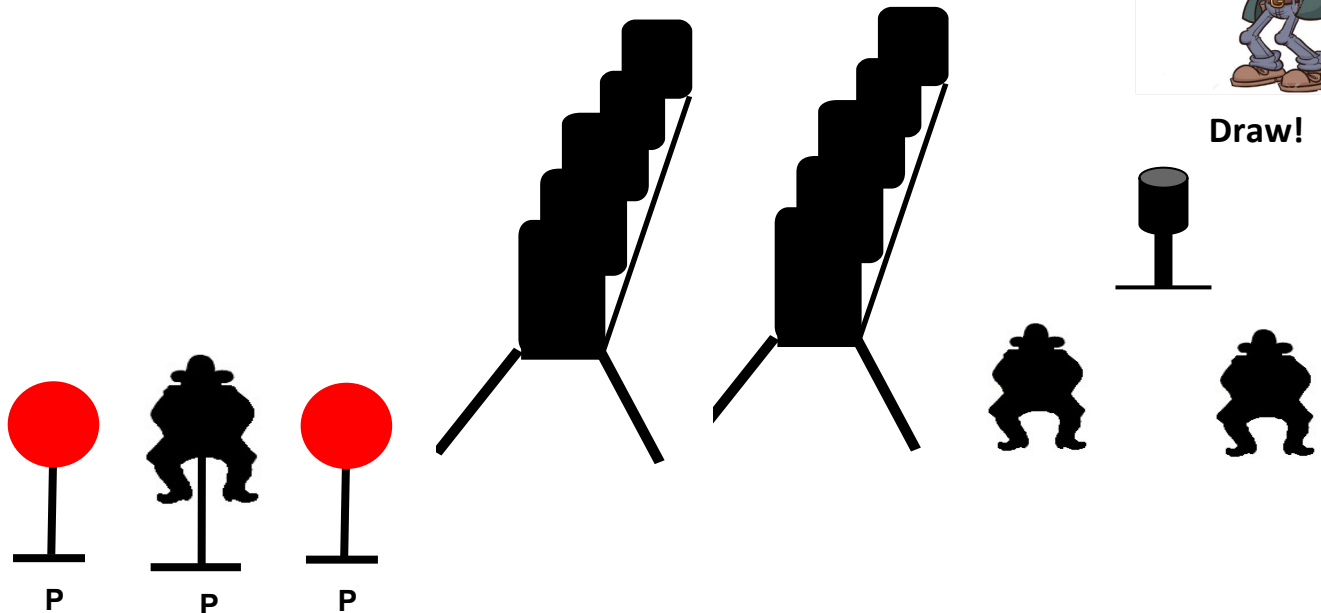
**RIFLE (10)**

**SHOTGUN (4+)**

# STAGE 5 December 2024-Blazing Saddles



Draw!



**STAGING OF FIREARMS:** RIFLE & SHOTGUN STAGED ON THE HORSE, REVOLVERS LOADED AND HOLSTERED.

## HOW TO SHOOT THE STAGE:

SHOOTER STARTS STANDING TO THE LEFT OF THE HAYBALE BEHIND THE FENCE, AT TEXAS SURRENDER [HAND(S) ON REVOLVER(S)] SHOOTER INDICATES READY BY SAYING: **"GIVE THE GOVERNOR A HURUMPP!"** AT THE BEEP, WITH REVOLVERS ENGAGE THE RED CIRCLES AND THE COWBOY IN A CONTINUOUS NEVADA SWEEP STARTING ON EITHER CIRCLE AND DOUBLE TAPPING THE COWBOY. WITH RIFLE FROM BEHIND THE HORSE ENGAGE THE TWO TOMBSTONE RACKS WITH 10 ROUNDS. WITH THE SHOTGUN ENGAGE THE TWO COWBOY KNOCKDOWNS, **NOTE:** IF ANY TOMBSTONES REMAIN STANDING FROM THE TWO RACKS YOU MAY MAKE THEM UP BY ENGAGING THE BELL WITH THE CORRESPONDING NUMBER OF ROUNDS. ANY TOMBSTONES NOT MAKE UP BY ENGAGING THE BELL WILL BE SCORED AS MISSES.

END OF STAGE

**NOTE: ONE FOOT MUST BE BEHIND THE PROP WHILE ENGAGING TARGETS**

**GUN ORDER: REVOLVERS, RIFLE, SHOTGUN**

**REVOLVERS (10)**

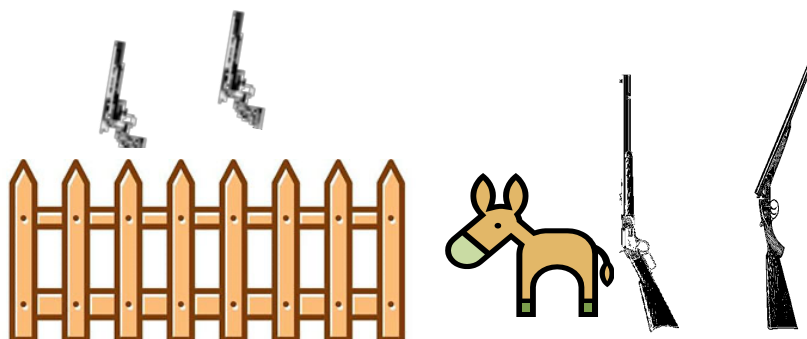
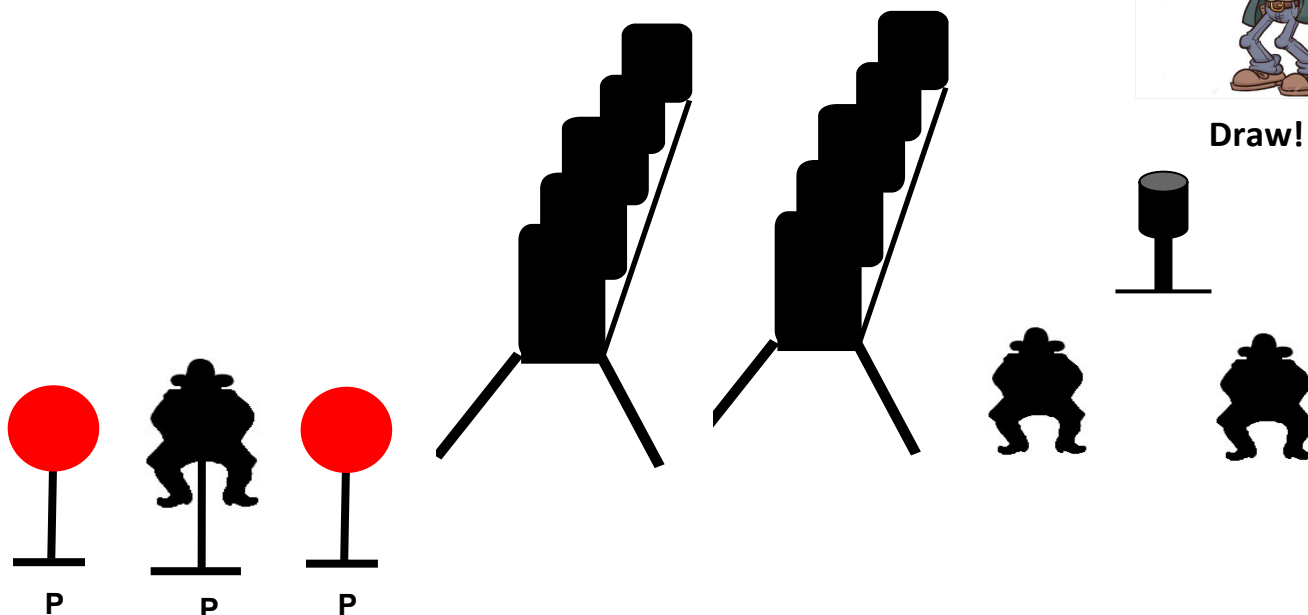
**RIFLE (10)**

**SHOTGUN (4+)**

# STAGE 6 December 2024-Blazing Saddles



Draw!



**STAGING OF FIREARMS:** RIFLE & SHOTGUN STAGED ON THE HORSE, REVOLVERS LOADED AND HOLSTERED.

## **HOW TO SHOOT THE STAGE:**

SHOOTER STARTS STANDING BEHIND THE HORSE, WITH HANDS ON HAT, SHOOTER INDICATES READY BY SAYING: **"ALL RIGHT BOYS ON THE COUNT OF 3!"**

AT THE BEEP, WITH THE SHOTGUN ENGAGE THE TWO COWBOY KNOCKDOWNS. WITH RIFLE FROM BEHIND THE HORSE ENGAGE THE TWO TOMBSTONE RACKS WITH 10 ROUNDS. FROM BEHIND THE FENCE CLEAR OF THE HORSE WITH REVOLVERS ENGAGE A RED CIRCLE AND THE COWBOY IN A 2-3 SWEEP STARTING ON EITHER CIRCLE REPEAT THE SEQUENCE USING THE OTHER RED CIRCLE. **NOTE:** IF ANY TOMBSTONES REMAIN STANDING FROM THE TWO RACKS YOU MAY MAKE THEM UP BY ENGAGING THE BELL WITH THE CORRESPONDING NUMBER OF ROUNDS. ANY TOMBSTONES NOT MAKE UP BY ENGAGING THE BELL WILL BE SCORED AS MISSES.

## END OF STAGE

**NOTE: ONE FOOT MUST BE BEHIND THE PROP WHILE ENGAGING TARGETS**  
**GUN ORDER: SHOTGUN, RIFLE, REVOLVERS**

**REVOLVERS (10)**

**RIFLE (10)**

**SHOTGUN (4+)**

# *Target and Prop Requirements*

## *WRG, December 2024*

### **Stages 1 & 2**

Rifle & Revolver Targets:  
Four 20” Squares, One 20” Circle

Stands:  
5

Props:  
Two Gun Horses Saw Horse

Shotgun Targets:  
2 Cacti Knockdowns  
2 Cowboy Knockdowns

### **Stages 3 & 4**

Rifle & Revolver Targets:  
Four 20 Circles, Two 20” Squares

Stands:  
6

Props:  
Hay Bale, 2 Gun Horses  
(one short horse)

Shotgun Targets:  
Four Coffin Lid Knockdowns

### **Stages 5 & 6**

Rifle & Revolver Targets:  
Two 20” Circles, One Cowboys  
Two Tombstone Racks

Stands:  
4

Props:  
One Section of Fence,  
Gun Horse

Shotgun Targets:  
2 Cowboys, Bell

### **Totals**

**Shotgun Targets:**  
4 Cowboys, 2 Cacti, 4 Coffin Lids, Bell

**Props:** 5 Gun Horses, 1 Hay Bale, 1 Saw Horse,  
1 Sections of Fence