

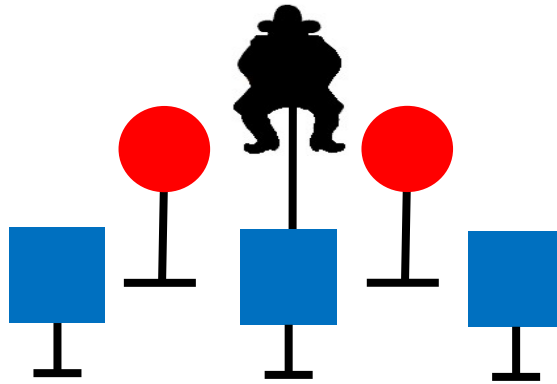
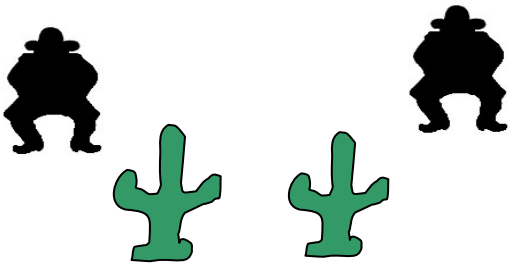
Prescott Action Shooters-Whiskey Row Gunslinger Stage Conventions

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 10 rounds for the stage, hammer down on an empty chamber unless the stage instructions indicate otherwise.
6. **Both feet** 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° safety cone.
8. All long guns to be staged flat on the prop prior to target engagement, they must be restaged safely at the conclusion of the shooting string.
9. All revolvers that are staged are to be staged on the prop flat, the whole revolver must be on the prop, unless specified by stage instructions, revolvers are to be returned to leather at the end of the revolver string.
10. 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.
11. A round fired over the rear or side berms will result in a match DQ, shooter will be done for the day. **Note:** This does NOT apply to shotgun rounds fired at a launched targets.

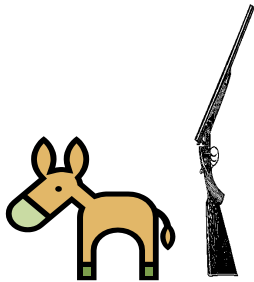
STAGE 1: October-Tombstone



DRAW!



POSITION 3



POSITION 2



POSITION 1

STAGING OF FIREARMS:

RIFLE LOADED IN HANDS AT POSITION 1, SHOTGUN STAGED SAFELY (POSITION 1 OR 2) REVOLVERS LOADED & HOLSTERED.

HOW TO SHOOT THE STAGE:

SHOOTER STARTS AT POSITION 1 WITH RIFLE IN HANDS, SHOOTER INDICATES READY BY SAYING: "WYATT, I'M ROLLING!"

AT THE BUZZER WITH THE RIFLE, ENGAGE THE RP TARGETS AS FOLLOWS, ENGAGE THE BLACK COWBOY WITH 3 SHOTS, RED CIRCLES TWO SHOTS EACH, BLUE SQUARES ONE SHOT EACH, FOR 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 TO POSITION 3 AND WITH REVOLVERS REPEAT THE RIFLE INSTRUCTIONS ON THE 6 RP TARGETS.

END OF STAGE

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

REVOLVERS (10)

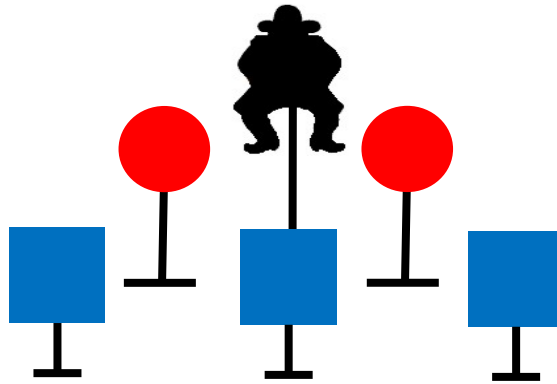
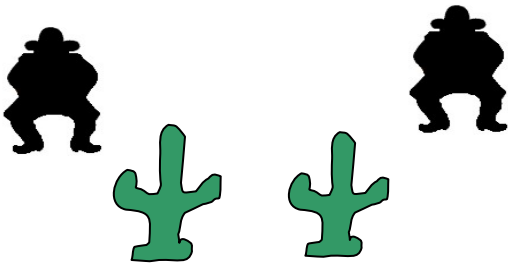
RIFLE (10)

SHOTGUN (4+)

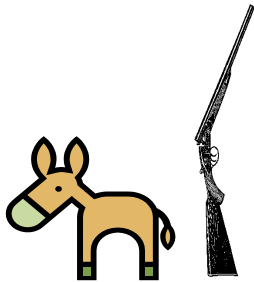
STAGE 2: October- Tombstone



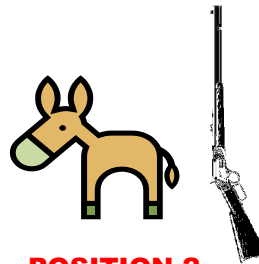
DRAW!



POSITION 3



POSITION 1



POSITION 2

STAGING OF FIREARMS:

SHOTGUN IN HANDS AT POSITION 1, RIFLE STAGED SAFELY (POSITION 1 OR 2) REVOLVERS LOADED & HOLSTERED.

HOW TO SHOOT THE STAGE:

SHOOTER STARTS AT POSITION 1 WITH SHOTGUN IN HANDS, SHOOTER INDICATES READY BY SAYING: "I'M YOUR HUCKLEBERRY!"

AT THE BUZZER 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 OR TAKE IT WITH YOU TO POSITION 2 AND MAKE SAFE WITH MUZZLE POINTING TO THE RIGHT BERM. WITH THE RIFLE, ENGAGE THE RP TARGETS AS FOLLOWS, ENGAGE THE BLACK COWBOY WITH 2 SHOTS, RED CIRCLES WITH ONE SHOT EACH, BLUE SQUARES WITH TWO SHOTS EACH, FOR A TOTAL OF 10 ROUNDS. MAKE RIFLE SAFE WITH MUZZLE POINTING TO THE RIGHT BERM. MOVE TO POSITION 3 AND WITH REVOLVERS REPEAT THE RIFLE INSTRUCTIONS ON THE 3 RP TARGETS.

END OF STAGE

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

REVOLVERS (10)

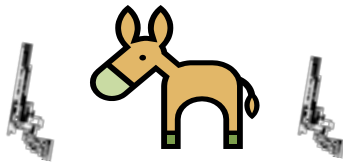
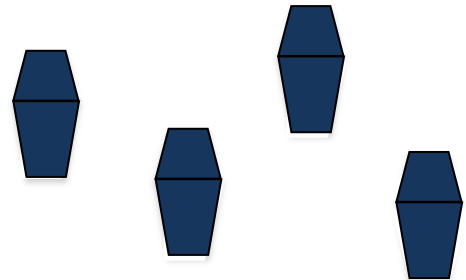
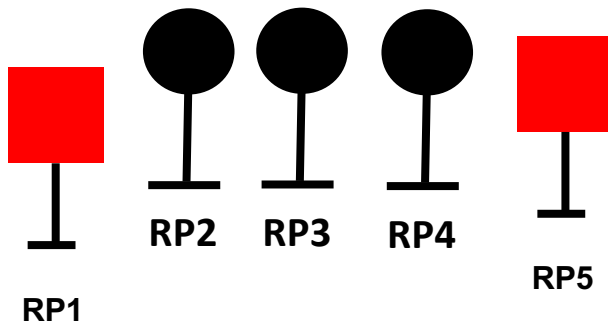
RIFLE (10)

SHOTGUN (4+)

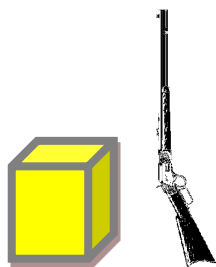
Stage 3, October- Tombstone



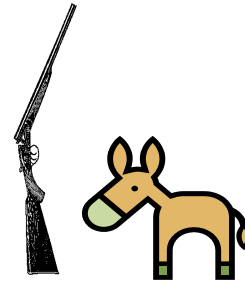
DAGNABIT!



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 ONE AT THE READY. SHOOTER INDICATES READY BY SAYING:

"NOT ME, I'M IN MY PRIME!"

AT THE BEEP FROM POSITION 1 WITH THE RIFLE, STARTING ON RP1-RP5 IN A WHISKEY ROW SWEEP. MAKE RIFLE SAFE WITH MUZZLE POINTING TO LEFT BERM OR TAKE IT TO POSITION 2 AND MAKE SAFE WITH MUZZLE POINTING TO RIGHT 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 RP1-RP5 AS PER THE RIFLE INSTRUCTIONS.

WHISKEY ROW SWEEP: RP1-RP1, RP2-RP3-RP4, RP2-RP3-RP4, RP5-RP5 OR REVERSE, RP5-RP5, RP4-RP3-RP2, RP4-RP3-RP2, RP1-RP1.

END OF STAGE

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

GUN ORDER: RIFLE, SHOTGUN, REVOLVERS

REVOLVERS (10)

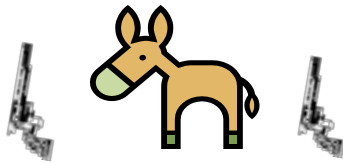
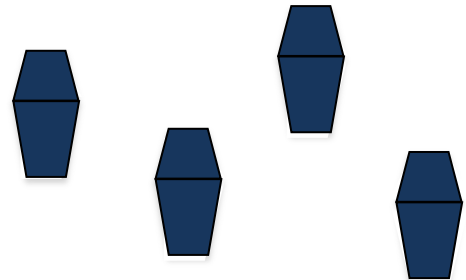
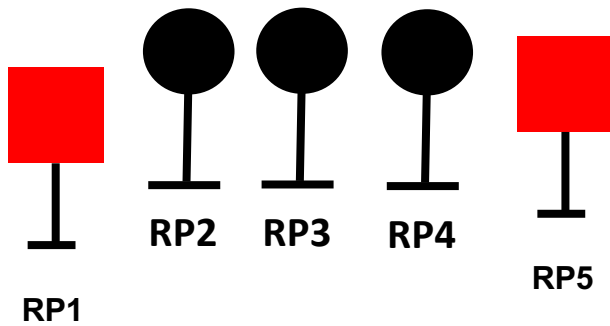
RIFLE (10)

SHOTGUN (4+)

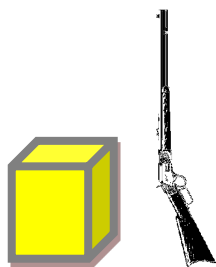
Stage 4, October- Tombstone



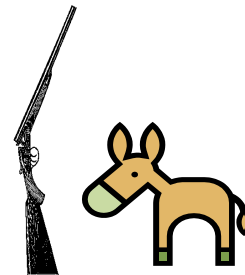
DAGNABIT!



POSITION 3



POSITION 2



POSITION 1

STAGING OF FIREARMS:

BOTH REVOLVERS LOADED & HOLSTERED, RIFLE LOADED STAGED AT POSITION 2, RIFLE STAGED AT POSITION 1. SHOOTER'S CHOICE AS TO START WITH RIFLE OR SHOTGUN.

HOW TO SHOOT THE STAGE:

SHOOTER STARTS STANDING AT POSITION 1 OR 2 WITH HANDS ON SHOTGUN OR RIFLE WHICH IS FLAT ON THE PROP, SHOOTER INDICATES READY BY SAYING:

"WELL, I GUESS YOU BETTER SWEAR ME IN!"

AT THE BEEP WITH THE SHOTGUN, ENGAGE THE FOUR COFFIN KNOCKDOWNS IN FRONT OF POSITION IN ANY ORDER, MAKE SHOTGUN SAFE AT EITHER POSITION WITH MUZZLE POINTING AWAY FROM THE SHOOTER TO A SIDE BERM. FROM POSITION 2 WITH THE RIFLE, ENGAGE RP1-RP5 AS FOLLOWS: DOUBLE TAP THE BLACK CIRCLES THEN ALTERNATE ONE ROUND EACH ON THE RED SQUARES FOR A TOTAL OF 10 ROUNDS. MAKE RIFLE SAFE WITH MUZZLE POINTING AWAY FROM THE SHOOTER TO A SIDE BERM. FROM POSITION 3 WITH REVOLVERS ENGAGE RP1-RP5 AS PER THE RIFLE INSTRUCTIONS. NOTE: SHOOTER'S CHOICE AS TO WHERE THE 2ND LONG GUN IS STAGED AFTER FIRING, POSITION 1, 2.

END OF STAGE

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

GUN ORDER: RIFLE OR SHOTGUN, REVOLVERS

REVOLVERS (10)

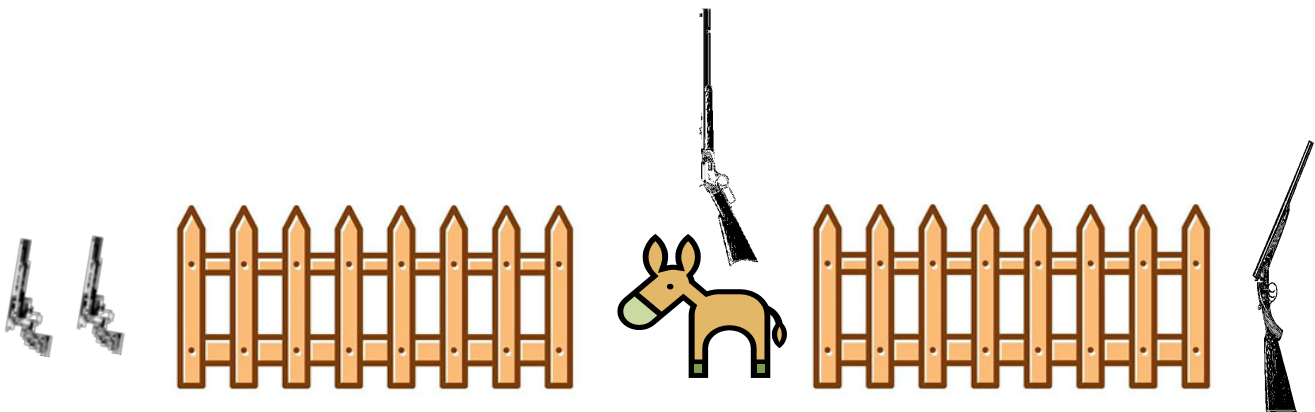
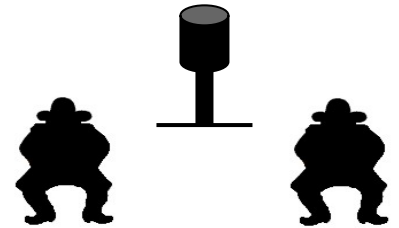
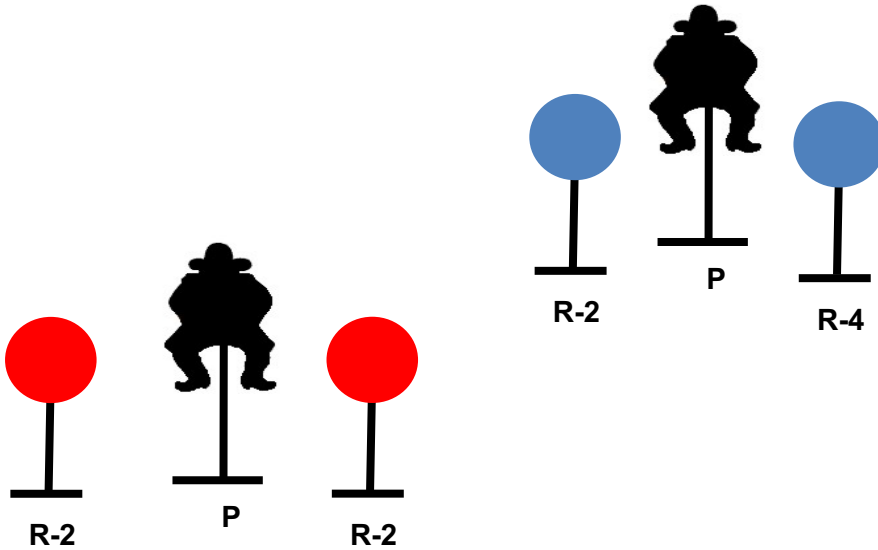
RIFLE (10)

SHOTGUN (4+)

STAGE 5 October- Tombstone



Draw!



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

HOW TO SHOOT THE STAGE:

SHOOTER STARTS STANDING TO THE RIGHT OF THE HORSE BEHIND THE FENCE, WITH SHOTGUN IN HANDS; SHOOTER INDICATES READY BY SAYING: **“SAY WHEN!”**

AT THE BEEP, WITH THE SHOTGUN ENGAGE THE BELL THEN THE COWBOY KNOCKDOWN THEN THE BELL & THE OTHER COWBOY KNOCKDOWN IN THAT ORDER. MAKE SHOTGUN SAFE ON THE HORSE IN THE CENTER OF THE FENCE. WITH RIFLE FROM BEHIND THE HORSE ENGAGE THE BLUE CIRCLES AND COWBOY IN A DOUBLE TAP NEVADA SWEEP STARTING ON EITHER END. MAKE RIFLE SAFE ON THE HORSE. MOVE TO THE LEFT SIDE OF THE FENCE, CLEAR OF THE HORSE AND ENGAGE THE TWO RED CIRCLES AND THE COWBOY 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)

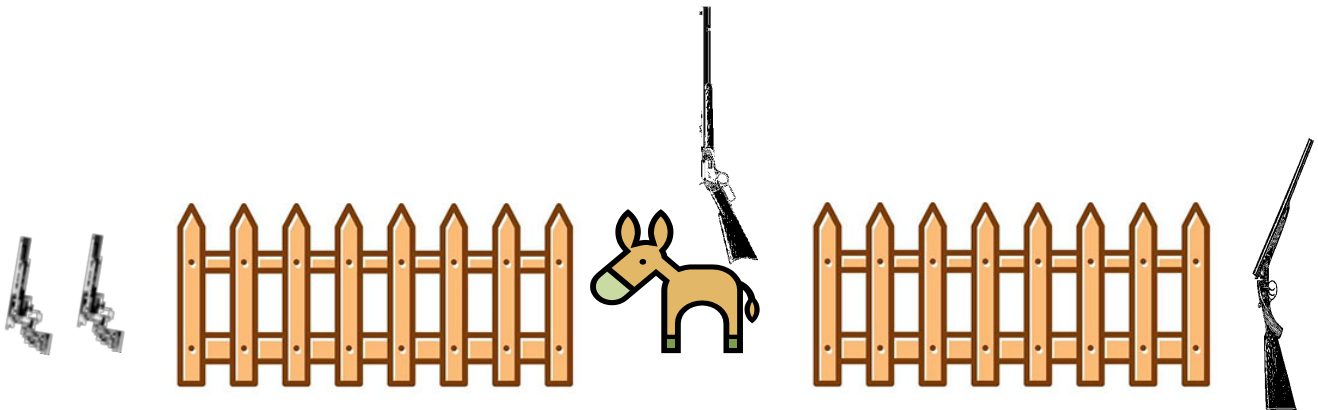
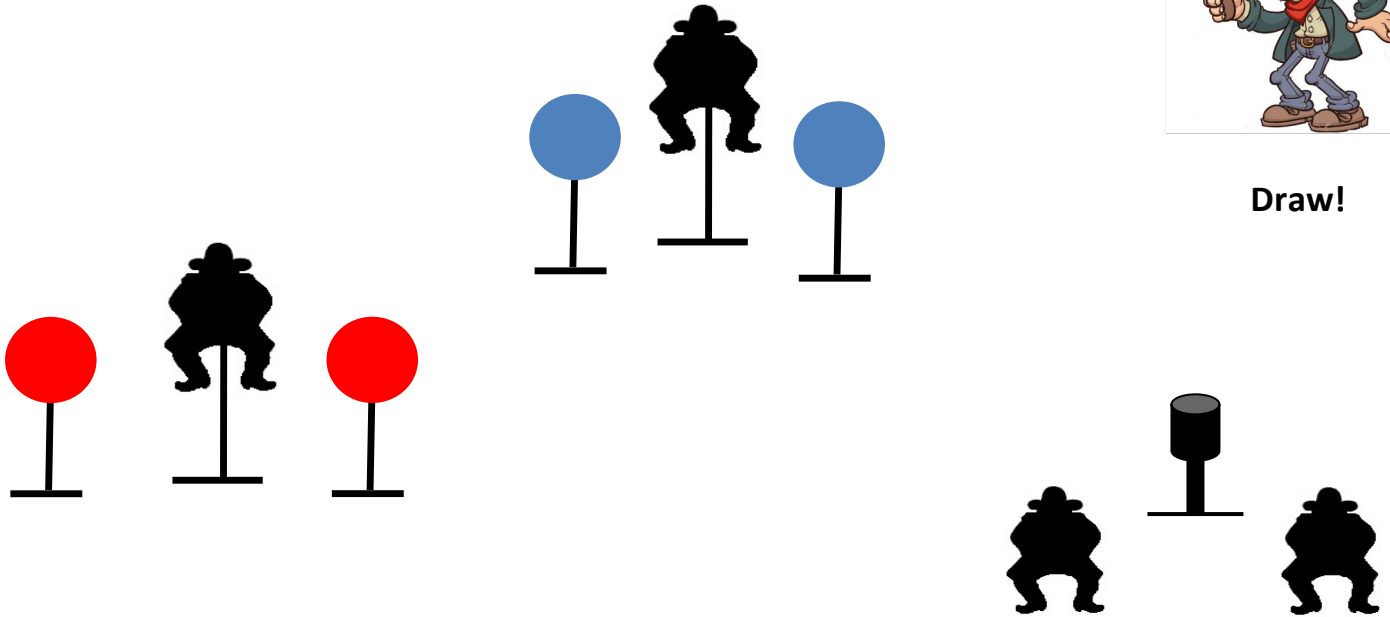
RIFLE (10)

SHOTGUN (4+)

STAGE 6 October-Tombstone



Draw!



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

HOW TO SHOOT THE STAGE:

SHOOTER STARTS STANDING ANYWHERE BEHIND THE FENCE, WITH GUN(S) OF CHOICE HAND(S);

SHOOTER INDICATES READY BY SAYING: **"WHY JOHNNY, YOU LOOK LIKE YOU HAVE JUST SEEN A GHOST!"**

AT THE BEEP, FROM ANYWHERE ALONG THE FENCE WITH RIFLE ENGAGE THE TWO BLUE CIRCLES AND THE COWBOY WITH 3 ROUNDS EACH, PLACE THE 10TH ROUND ON THE COWBOY. FROM ANYWHERE ALONG THE FENCE WITH REVOLVERS ENGAGE THE TWO RED CIRCLES AND COWBOY AS PER THE RIFLE INSTRUCTIONS. FROM ANYWHERE ALONG THE FENCE WITH SHOTGUN, ENGAGE THE COWBOY KNOCKDOWN THEN THE BELL, THEN THE OTHER COWBOY KNOCKDOWN AND BELL IN THAT ORDER.

END OF STAGE

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

GUN ORDER: ANY, RIFLE NOT LAST!

REVOLVERS (10)

RIFLE (10)

SHOTGUN (4+)