

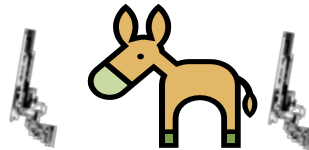
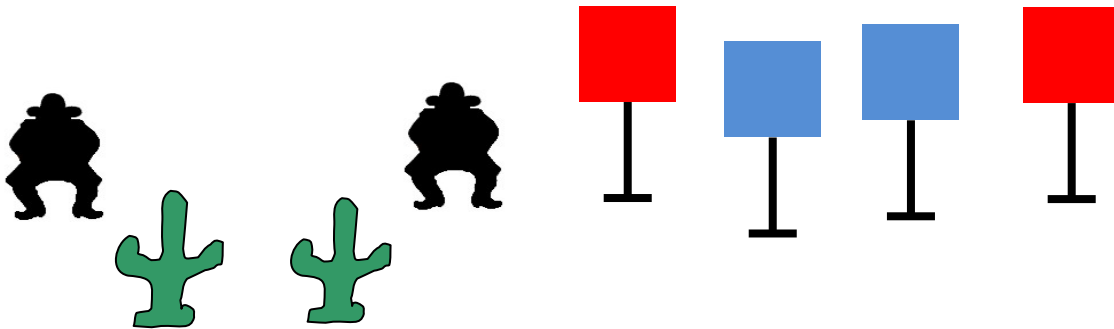
# Prescott Action Shooters-Whiskey Row Gunslinger Stage Conventions

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, the shooter will be done for the day. **Note:** This does NOT apply to shotgun rounds fired at a launched targets.

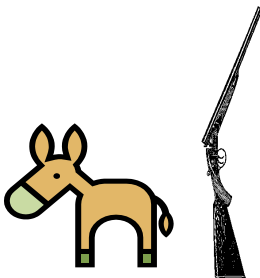
# STAGE 1: May 2025-The Good, The Bad, The Ugly



**DRAW!**



**POSITION 3**



**POSITION 1**



**POSITION 2**

## **STAGING OF FIREARMS:**

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

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

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

**“HEY BLONDIE!”**

**AT THE BUZZER WITH SHOTGUN ENGAGE THE FOUR SHOTGUN TARGETS, MAKE SHOTGUN SAFE AT POSITION 1 WITH MUZZLE POINTING TO A THE SIDE BERM OR TAKE IT TO POSITION 2, MAKE SAFE WITH MUZZLE POINTING TO A SIDE BERM. AT POSITION 2 WITH THE RIFLE STARTING ON EITHER END DOUBLE TAP SWEEP THE RED AND TWO BLUE SQUARES, THEN SINGLE TAP SWEEP THE OTHER RED SQUARE AND THE FOUR TARGETS IN THE OPPOSITE DIRECTION FOR 10 ROUNDS. MAKE RIFE SAFE AT POSITION 2 OR 3. FROM POSITION 3 REPEAT THE RIFLE INSTRUCTIONS WITH THE REVOLVERS.**

## **END OF STAGE**

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

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

**REVOLVERS (10)**

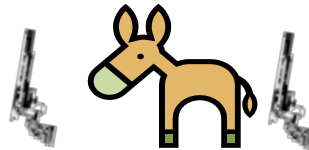
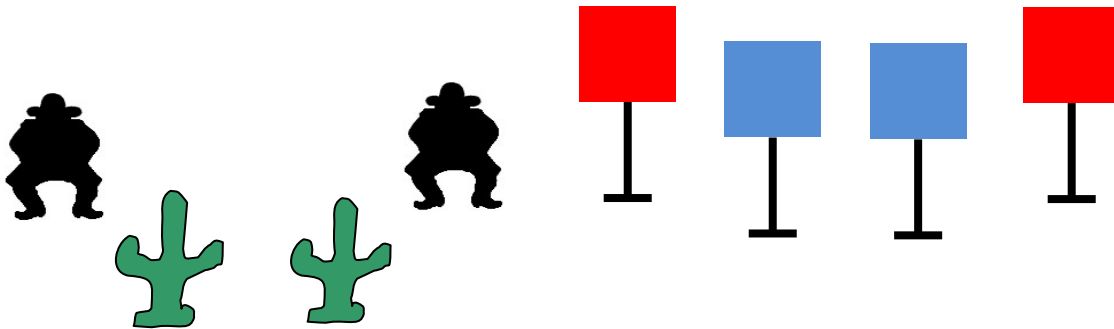
**RIFLE (10)**

**SHOTGUN (4+)**

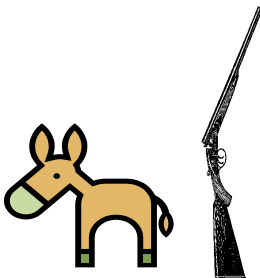
## STAGE 2: May 2025-The Good, The Bad, The Ugly



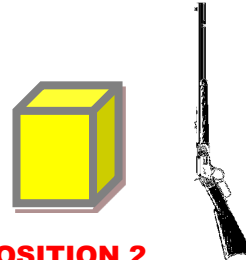
**DRAW!**



**POSITION 3**



**POSITION 1**



**POSITION 2**

### **STAGING OF FIREARMS:**

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

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

SHOOTER STARTS AT POSITION 1 OR 2 SHOOTERS CHOICE, WITH THUMBS HOOKED IN A BELT, SHOOTER INDICATES READY BY SAYING: **"HEY BLONDIE, DO YOU KNOW WHAT YOU ARE?"**

AT THE BUZZER WITH SHOTGUN ENGAGE THE FOUR SHOTGUN TARGETS, MAKE SHOTGUN SAFE AT POSITION 1 WITH MUZZLE POINTING TO THE SIDE BERM OR TAKE IT TO POSITION 2, MAKE SAFE WITH MUZZLE POINTING TO A SIDE BERM. AT POSITION 2 WITH THE RIFLE STARTING ON EITHER BLUE SQUARE DOUBLE TAP THE FOUR TARGETS, THEN SINGLE EACH OF THE BLUE SQUARES FOR 10 ROUNDS. MAKE RIFLE SAFE AT POSITION 2 OR 3. FROM POSITION 3 REPEAT THE RIFLE INSTRUCTIONS WITH THE REVOLVERS.

### **END OF STAGE**

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

**REVOLVERS (10)**

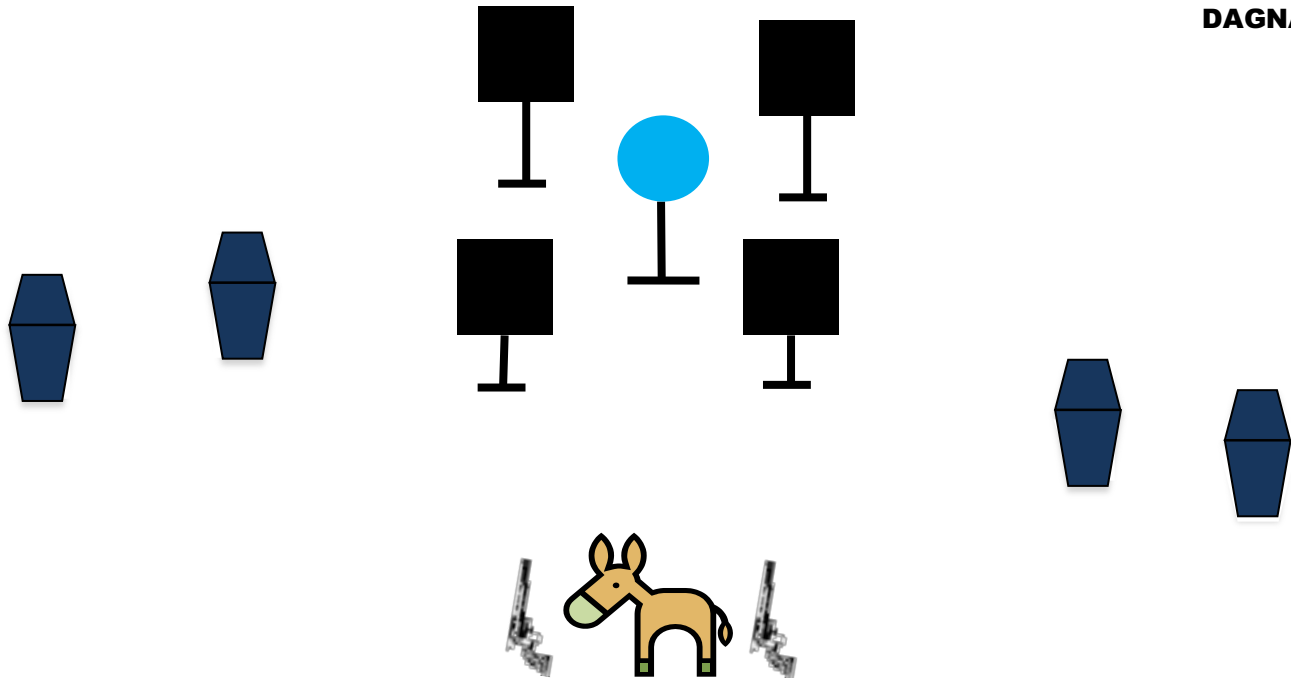
**RIFLE (10)**

**SHOTGUN (4+)**

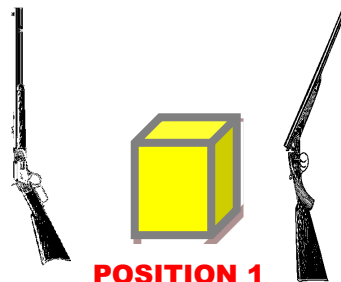
# Stage 3, May 2025- The Good, The Bad, The Ugly



**DAGNABIT!**



**POSITION 2**



**POSITION 1**

## **STAGING OF FIREARMS:**

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

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

**SHOOTER STARTS STANDING AT POSITION 1 WITH HANDS AT LOW SURRENDER.**

**SHOOTER INDICATES READY BY SAYING: *"EVERY GUN MAKES ITS OWN TUNE!"***

**AT THE BEEP FROM POSITION 1 WITH RIFLE SINGLE TAP THE BLUE CIRCLE, THEN DOUBLE TAP THE BLACK SQUARES AND THEN SINGLE TAP THE BLUE CIRCLE FOR 10 ROUNDS. WITH SHOTGUN FROM ANYWHERE ENGAGE THE FOUR SHOTGUN TARGETS TAKE SHOTGUN WITH YOU TO POSITION 2. WITH REVOLVERS ENGAGE THE TARGETS 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)**

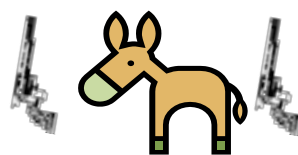
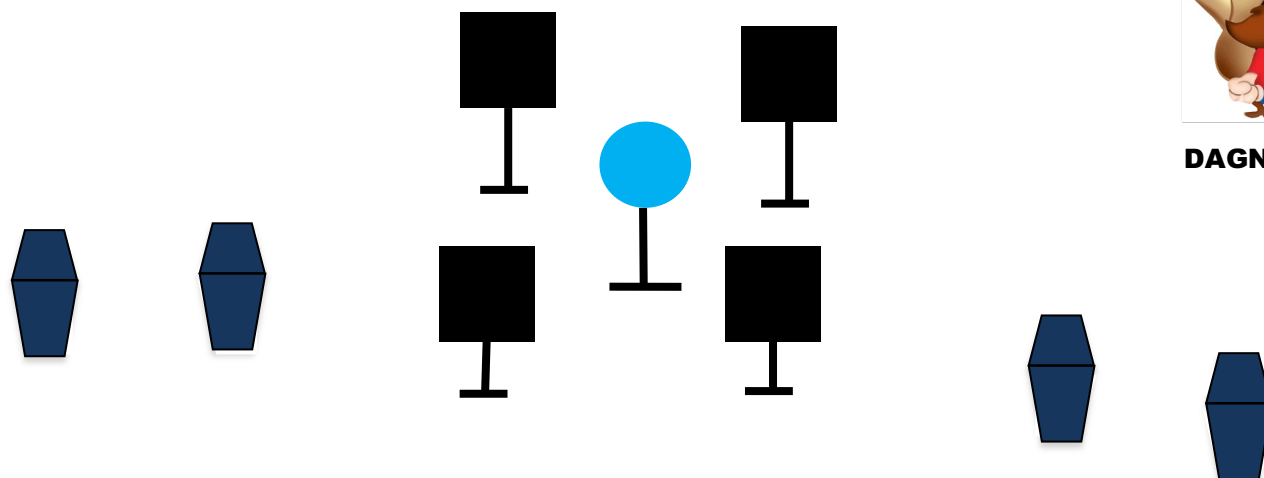
**RIFLE (10)**

**SHOTGUN (4+)**

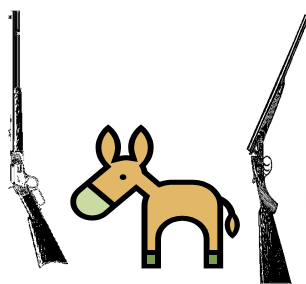
## Stage 4, May 2025- The Good, The Bad, The Ugly



**DAGNABIT!**



**POSITION 2**



**POSITION 1**

### **STAGING OF FIREARMS:**

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

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

**SHOOTER STARTS STANDING AT POSITION 1 WITH SHOTGUN IN ONE HAND AND THE OTHER HAND ON YOUR SHOTGUN AMMO.**

**SHOOTER INDICATES READY BY SAYING: *"WHEN YOU HAVE TO SHOOT, SHOOT, DON'T TALK!"***

**AT THE BEEP FROM POSITION 1 WITH SHOTGUN ENGAGE THE TWO SHOTGUN TARGETS ON THE RIGHT, MAKE SHOTGUN SAFE FOR FUTURE USE. WITH RIFLE ENGAGE THE TWO BLACK SQUARES, BLUE CIRCLE IN A 2-1-2 DIAGONAL SWEEP, REPEAT USING THE OTHER BACK SQUARES AND BLUE CIRCLE IN THE OPPOSITE DIAGONAL DIRECTION. MAKE RIFLE SAFE WITH MUZZLE POINTING TO THE LEFT BERM. WITH SHOTGUN FROM ANYWHERE PAST POSITION 1 UP TO POSITION 2 ENGAGE THE TWO SHOTGUN TARGETS ON THE LEFT. TAKE SHOTGUN WITH YOU TO POSITION 2. WITH REVOLVERS ENGAGE THE TARGETS AS PER THE RIFLE INSTRUCTIONS.**

### **END OF STAGE**

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

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

**REVOLVERS (10)**

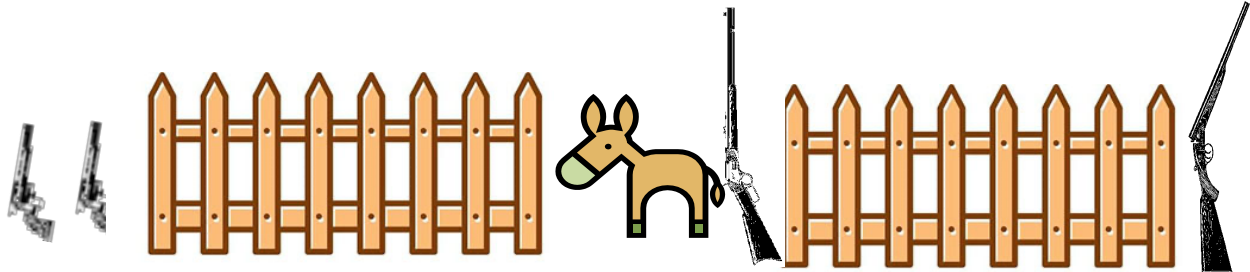
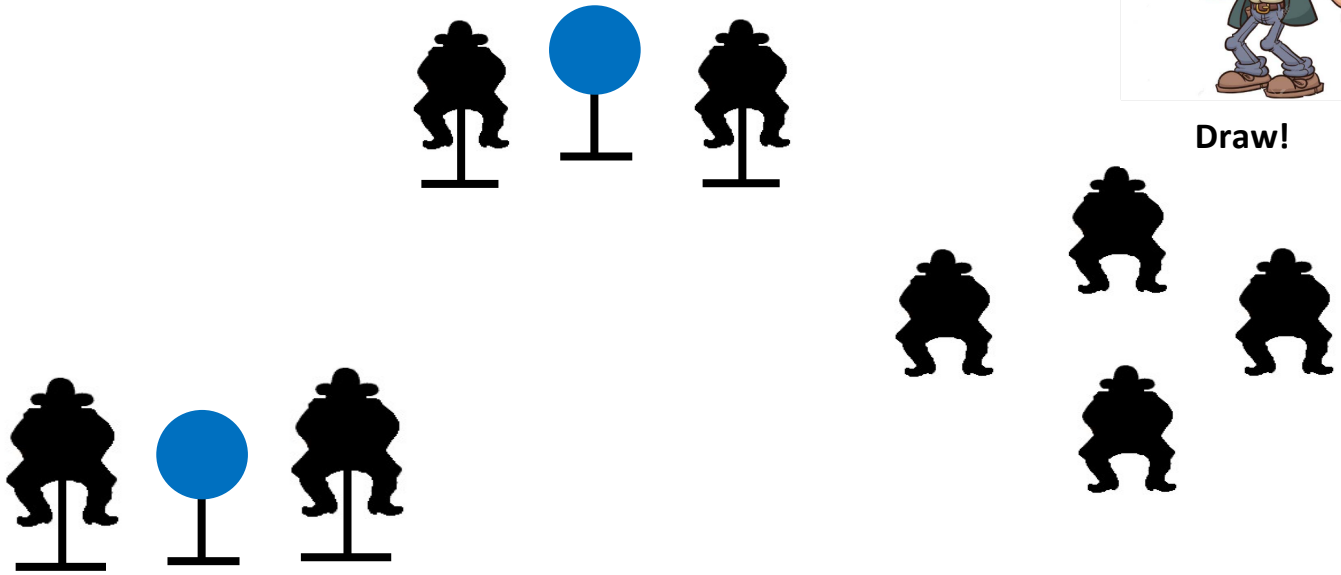
**RIFLE (10)**

**SHOTGUN (4+)**

# STAGE 5 May 2025-The Good, The Bad, The Ugly



Draw!



**STAGING OF FIREARMS:** RIFLE & SHOTGUN STAGED ON THE HORSE, REVOLVERS LOADED AND HOLSTERED. GUNS MAY BE SHOT IN ANY ORDER, RIFLE NOT LAST!

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

SHOOTER STARTS STANDING BEHIND THE HORSE OR THE FENCE, AT THE READY, SHOOTER INDICATES READY BY SAYING: **"THERE ARE TWO KINDS OF PEOPLE, THOSE WITH LOADED GUNS AND THOSE THAT DIG!"**

AT THE BEEP, WITH REVOLVERS ANYWHERE BEHIND THE LEFT FENCE, CLEAR OF THE HORSE, DOUBLE TAP NEVADA SWEEP THE THREE TARGETS STARTING ON EITHER END. FROM BEHIND THE HORSE WITH RIFLE ENGAGE THE THREE TARGETS AS PER THE REVOLVER INSTRUCTIONS. FROM ANYWHERE BEHIND THE RIGHT FENCE, CLEAR OF THE HORSE, WITH SHOTGUN ENGAGE THE FOUR TARGETS UNTIL DOWN.

## **END OF STAGE**

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

**GUN ORDER: ANY, RIFLE NOT LAST**

**REVOLVERS (10)**

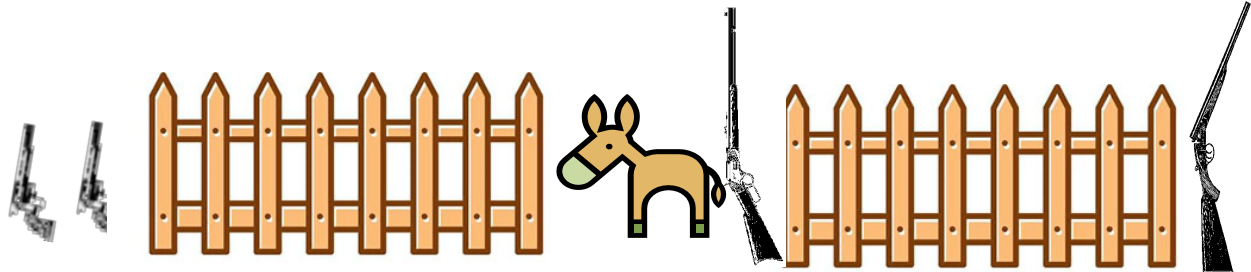
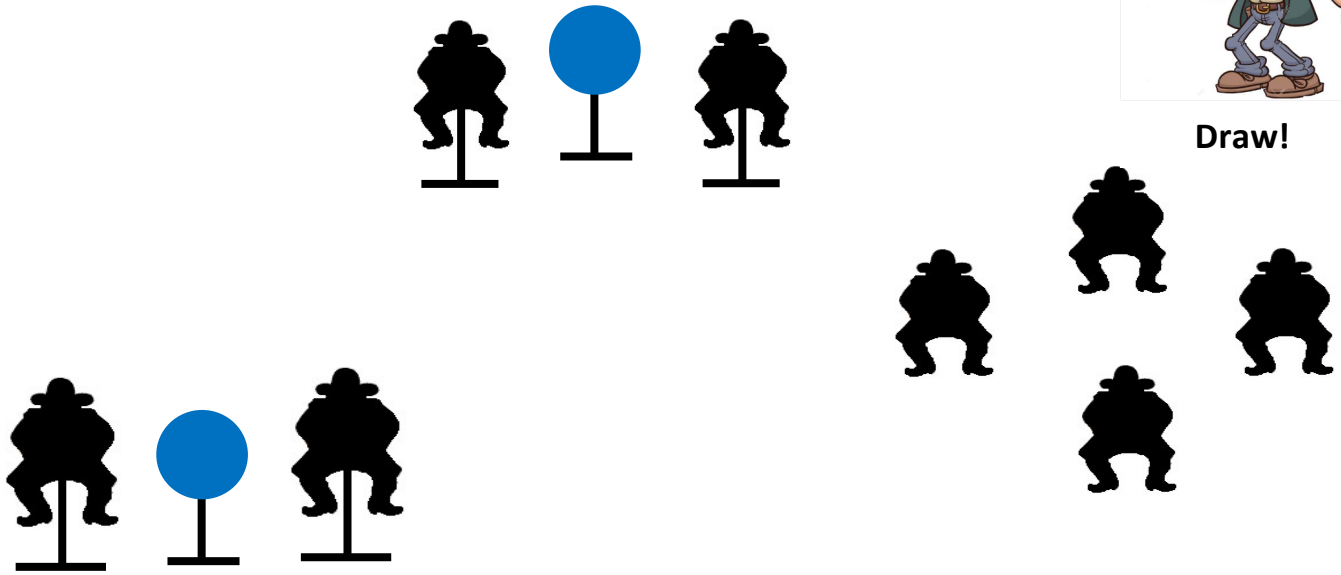
**RIFLE (10)**

**SHOTGUN (2+)**

# STAGE 6 May 2025-The Good, The Bad, The Ugly



Draw!



**STAGING OF FIREARMS:** RIFLE & SHOTGUN STAGED ON THE HORSE, REVOLVERS LOADED AND HOLSTERED. GUNS MAY BE SHOT IN ANY ORDER, RIFLE NOT LAST!

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

SHOOTER STARTS STANDING BEHIND THE HORSE OR THE FENCE, AT THE READY, SHOOTER INDICATES READY BY SAYING: **"IF YOU MISS YOU BETTER MISS VERY WELL!"**

AT THE BEEP, WITH REVOLVERS ANYWHERE BEHIND THE LEFT FENCE, CLEAR OF THE HORSE, PLACE AT LEAST THREE ROUNDS ON EACH TARGET, NO TRIPLE TAPS. FROM BEHIND THE HORSE WITH RIFLE ENGAGE THE THREE TARGETS AS PER THE REVOLVER INSTRUCTIONS. FROM ANYWHERE BEHIND THE RIGHT FENCE, CLEAR OF THE HORSE, WITH SHOTGUN ENGAGE THE FOUR TARGETS UNTIL DOWN.

**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 (2+)**