

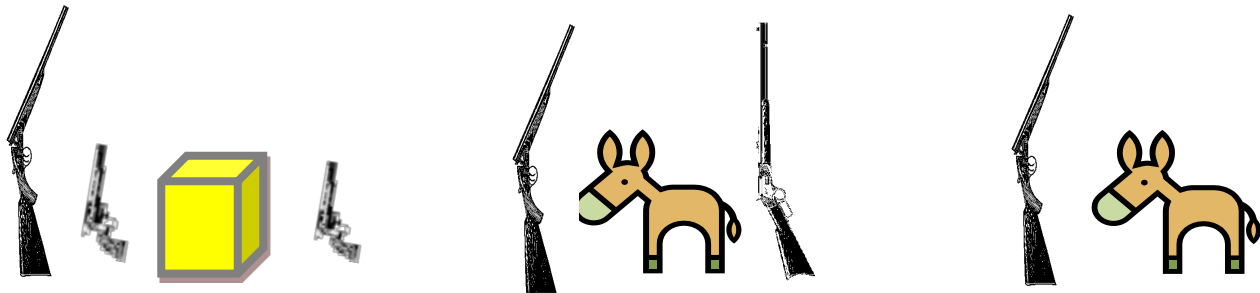
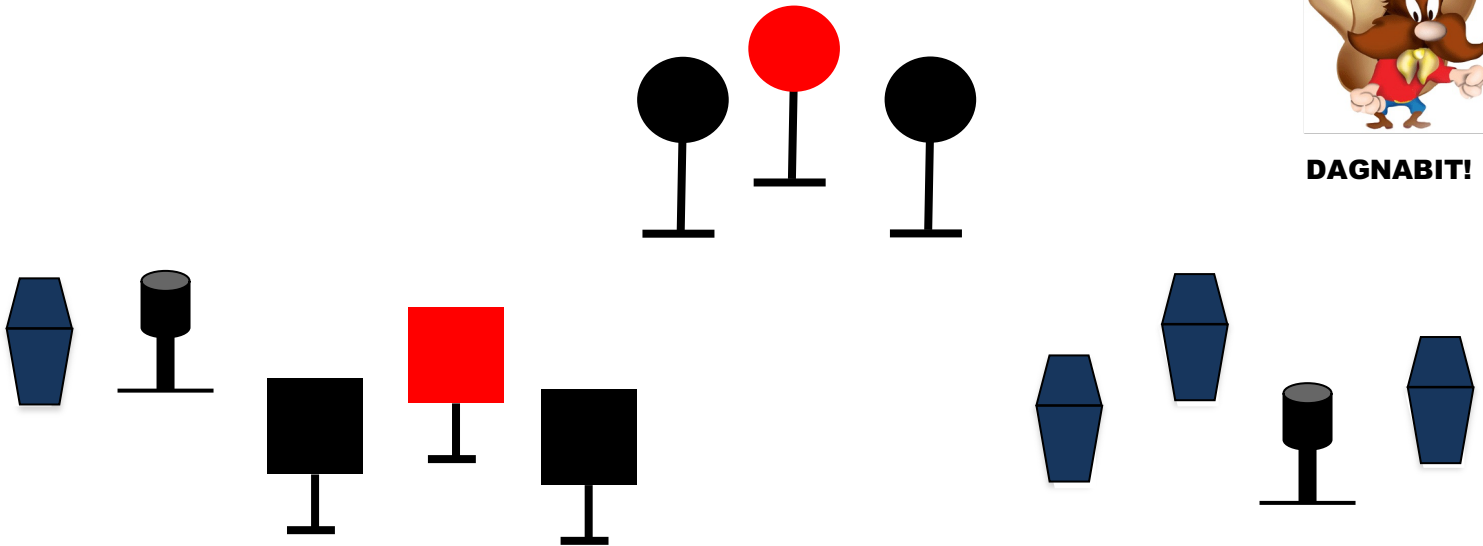
Prescott Action Shooters-Whiskey Row Gunslinger Stage Conventions

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. 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° 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, October 2023



DAGNABIT!



STAGING OF FIREARMS:

BOTH REVOLVERS LOADED & HOLSTERED, RIFLE LOADED & STAGED SAFELY ON THE CENTER HORSE SHOTGUN STAGED SAFELY ANYWHERE. GUNS MAY BE SHOT IN ANY ORDER; RIFLE MAY NOT BE LAST.

NOTE: TWO SHOTGUN TARGETS MUST BE ENGAGED FROM EACH POSITION.

HOW TO SHOOT THE STAGE:

SHOOTER STARTS STANDING AT ANY POSITION AT THE READY. SHOOTER INDICATES READY BY SAYING: "GHOSTS?"

AT THE BEEP FROM THE LEFT HAYBALE SINGLE TAP ALTERNATE FOR FOUR ROUNDS ON THE TWO OUTSIDE TARGETS, THEN STARTING ON EITHER END PROGRESSIVE SWEEP THE THREE TARGETS FOR A TOTAL ROUND COUNT OF TEN ROUNDS. ENGAGE TWO SHOTGUN TARGETS. FROM THE CENTER POSITION WITH RIFLE ENGAGE THE RIFLE TARGETS AS PER THE REVOLVER INSTRUCTIONS, ENGAGE TWO SHOTGUN TARGETS. FROM THE RIGHT POSITION ENGAGE TWO SHOTGUN TARGETS.

END OF STAGE

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

GUN ORDER: ANY, RIFLE MAY NOT BE LAST!

REVOLVERS (10)

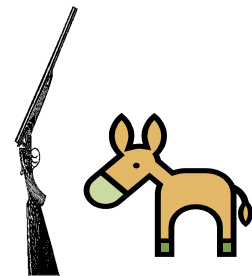
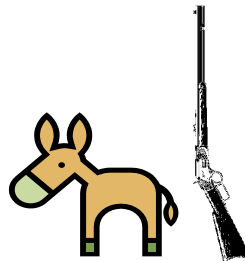
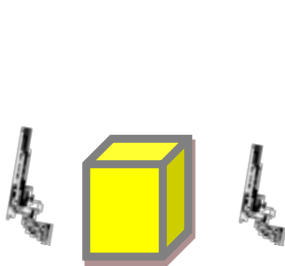
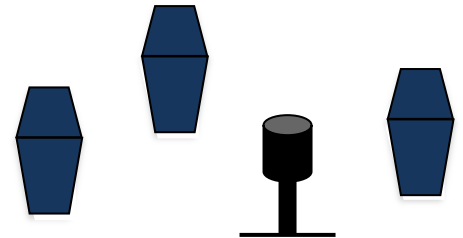
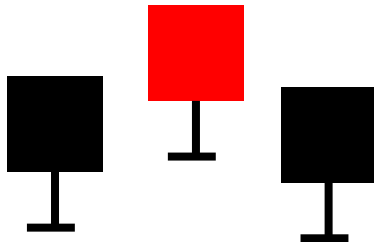
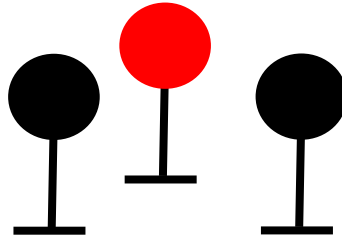
RIFLE (10)

SHOTGUN (6+)

Stage 2, October 2023



DAGNABIT!



STAGING OF FIREARMS:

**BOTH REVOLVERS LOADED & HOLSTERED, RIFLE LOADED & STAGED SAFELY ON THE CENTER HORSE
SHOTGUN STAGED SAFELY ANYWHERE. GUNS MAY BE SHOT IN ANY ORDER; RIFLE MAY NOT BE LAST.**

HOW TO SHOOT THE STAGE:

SHOOTER STARTS STANDING AT ANY POSITION WITH HANDS BEHIND YOUR BACK.

SHOOTER INDICATES READY BY SAYING: "GOBLINS?"

AT THE BEEP FROM THE LEFT HAYBALE STARTING ON EITHER END NEVADA SWEEP THE THREE TARGETS FOR FIVE ROUNDS, AND ENGAGE THE CENTER TARGET WITH FIVE ROUNDS, FOR A TOTAL OF TEN ROUNDS. FROM THE CENTER POSITION WITH RIFLE ENGAGE THE RIFLE TARGETS AS PER THE REVOLVER INSTRUCTIONS. FROM THE RIGHT POSITION ENGAGE THE FOUR SHOTGUN TARGETS.

END OF STAGE

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

GUN ORDER: ANY, RIFLE MAY NOT BE LAST!

REVOLVERS (10)

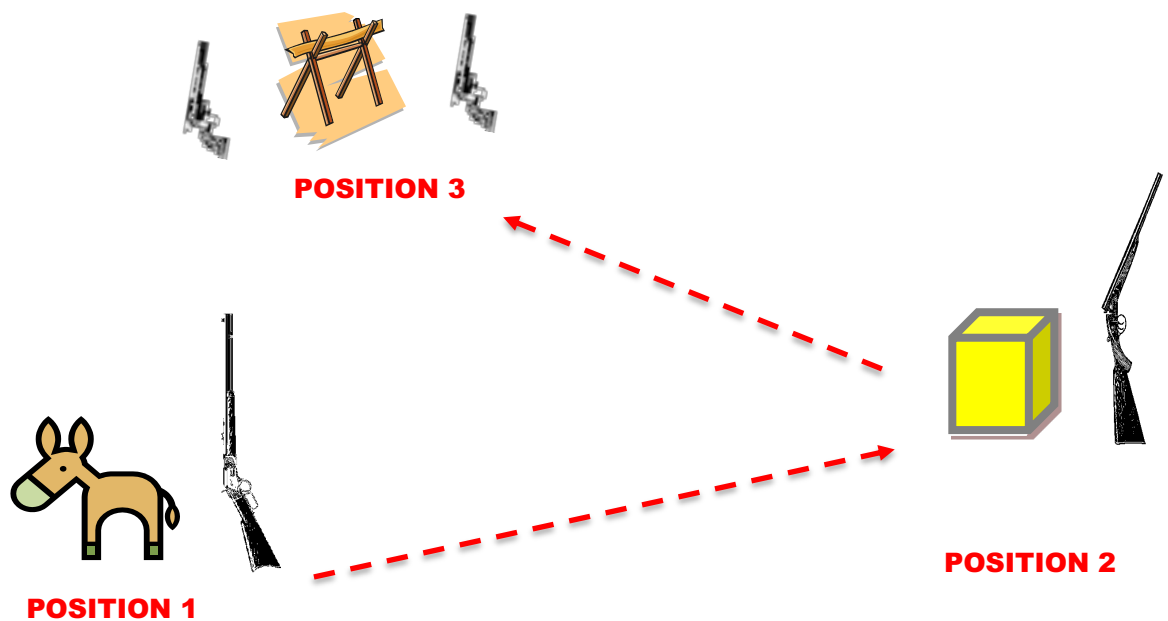
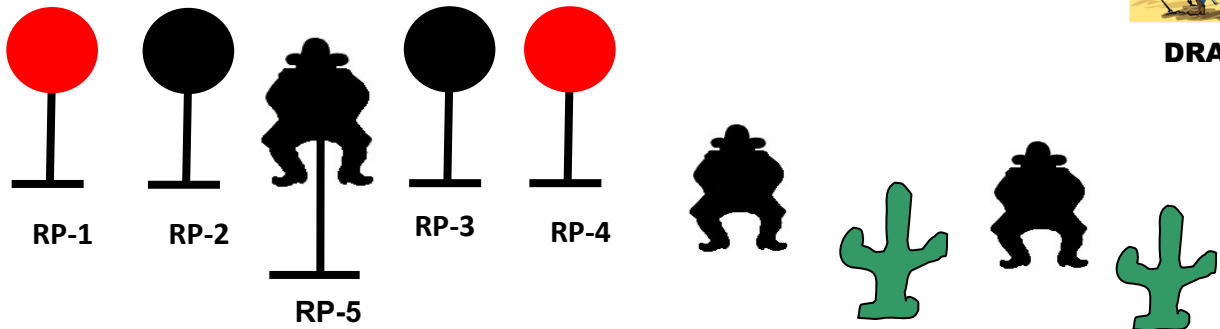
RIFLE (10)

SHOTGUN (4+)

STAGE 3: October 2023



DRAW!



STAGING OF FIREARMS:

RIFLE LOADED AND STAGED AT POSITION 1, SHOTGUN STAGED AT POSITION 2, REVOLVERS LOADED & HOLSTERED.

HOW TO SHOOT THE STAGE:

SHOOTER STARTS AT POSITION 1 WITH HANDS ON HAT, SHOOTER INDICATES READY BY SAYING "PUMPKINS!"

AT THE BUZZER WITH RIFLE, FROM EITHER END ENGAGE THE TARGETS AS FOLLOWS: RP1, RP5-RP5, RP2, RP5-RP5, RP3, RP5-RP5, RP4 FOR A TOTAL OF 10 ROUNDS. MAKE RIFLE SAFE WITH MUZZLE POINTING TO THE LEFT BERM, HEAD TO POSITION 2. 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 RIGHT BERM. MOVE 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, SHOTGUN, REVOLVERS**

REVOLVERS (10)

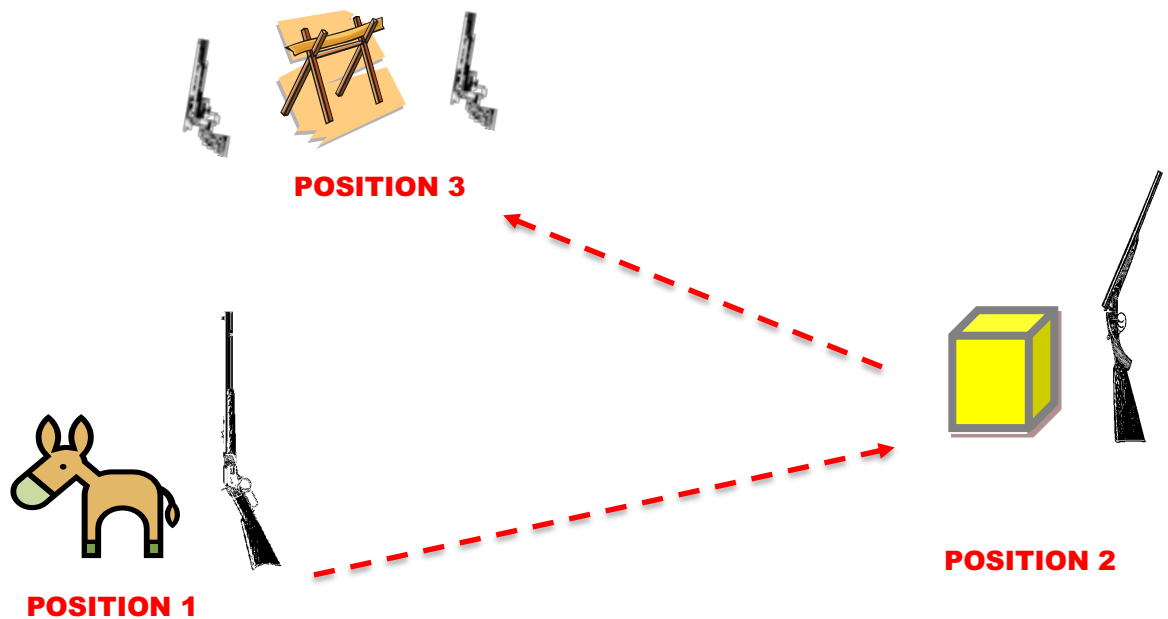
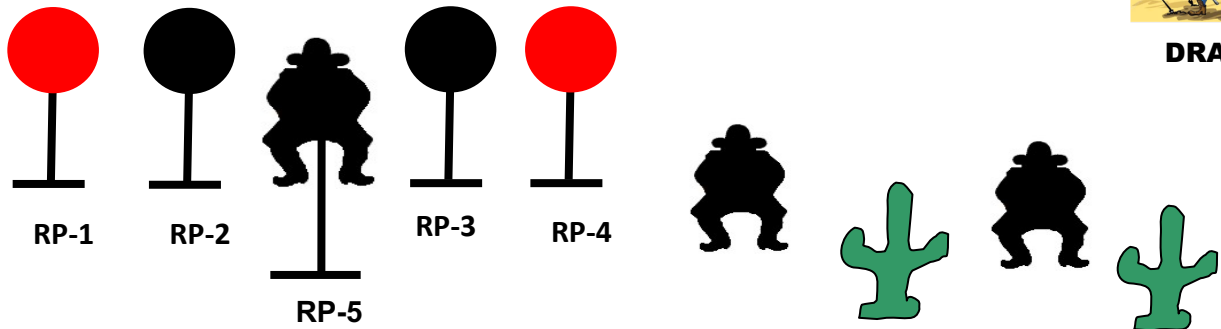
RIFLE (10)

SHOTGUN (4+)

STAGE 4: October 2023



DRAW!



STAGING OF FIREARMS:

RIFLE LOADED AND STAGED AT POSITION 1, SHOTGUN STAGED AT POSITION 2, REVOLVERS LOADED & HOLSTERED.

HOW TO SHOOT THE STAGE:

SHOOTER STARTS AT POSITION 1 WITH HANDS ON HAT, SHOOTER INDICATES READY BY SAYING "PUMPKINS!"

AT THE BUZZER WITH RIFLE, FROM EITHER END ENGAGE THE TARGETS IN TWO FIVE ROUND NEVADA SWEEPS STARTING ON RP5. **EXAMPLE: RP5, RP2, RP1, RP2, RP5. SHOOTER MAY START ON EITHER SET OF 3 TARGETS (RIGHT OR LEFT) FOR A TOTAL OF 10 ROUNDS. MAKE RIFLE SAFE WITH MUZZLE POINTING TO THE LEFT BERM, HEAD TO POSITION 2. 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 RIGHT BERM. MOVE 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, SHOTGUN, REVOLVERS

REVOLVERS (10)

RIFLE (10)

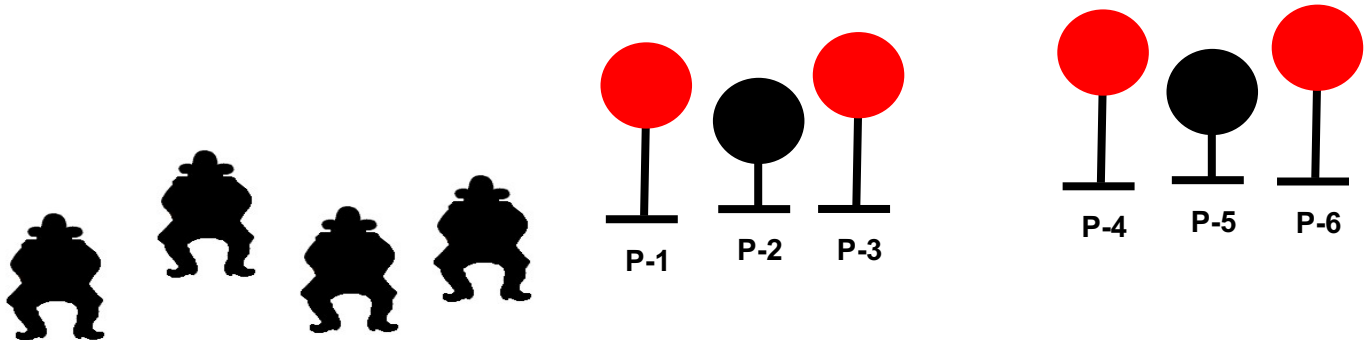
SHOTGUN (4+)

STAGE 5

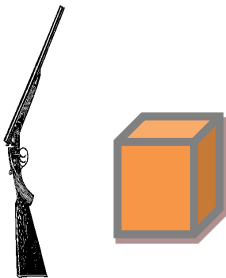
October 2023



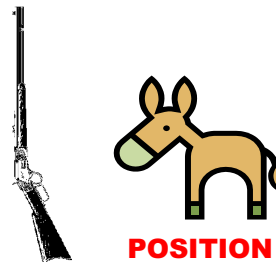
DRAW!



POSITION 3



POSITION 1



POSITION 2

STAGING OF FIREARMS: SHOTGUN IN HANDS, RIFLE STAGED AT POSITION 1 OR 2, REVOLVERS LOADED AND HOLSTERED.

HOW TO SHOOT THE STAGE:

START STANDING AT POSITION 1 WITH SHOTGUN IN HANDS, SHOOTER INDICATES READY BY SAYING: **IS THIS A CORN MAZE?**

AT THE BEEP, FROM POSITION 1, WITH SHOTGUN ENGAGE THE 4 SHOTGUN TARGETS IN ANY ORDER. FROM POSITION 2, WITH RIFLE, ENGAGE P1-P2-P3 IN A 2-1-2 SWEEP STARTING ON P1, AND ENGAGE P4-P5-P6 IN A 2-1-2 SWEEP STARTING ON P6. **NOTE:** SHOOTER MY START ON EITHER P1 OR P6. MAKE RIFLE SAFE WITH MUZZLE POINTING TO THE RIGHT BERM.

FROM POSITION 3 WITH REVOLVERS ENGAGE THE RIFLE/PISTOL TARGETS WITH THE SAME INSTRUCTIONS AS THE RIFLE.

END OF STAGE

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

REVOLVERS (10)

RIFLE (10)

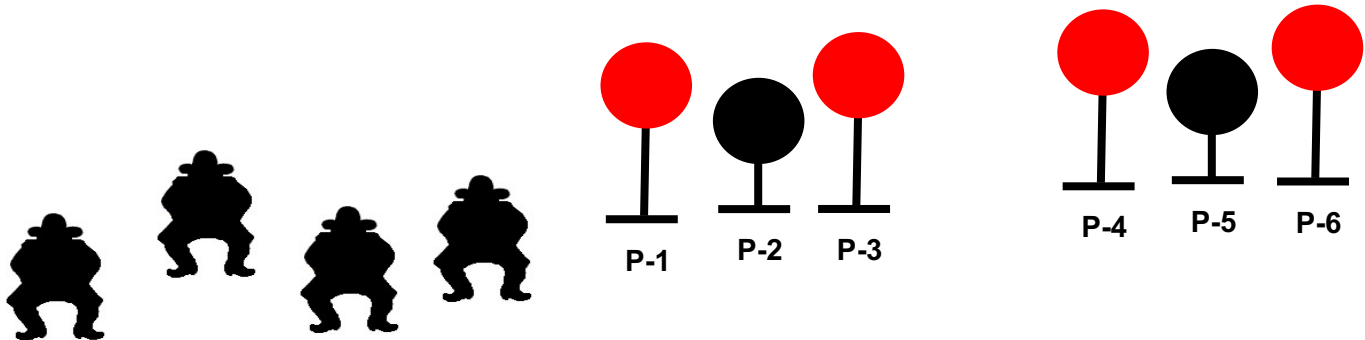
SHOTGUN (4+)

STAGE 6

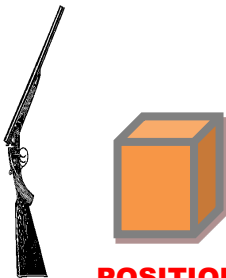
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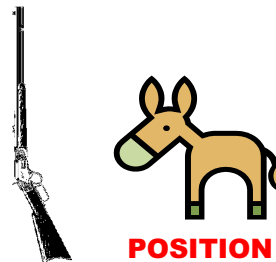
DRAW!



POSITION 3



POSITION 1



POSITION 2

STAGING OF FIREARMS: SHOTGUN STAGED ON THE HAY BALE, RIFLE STAGED AT POSITION 1 OR 2, REVOLVERS LOADED AND HOLSTERED.

HOW TO SHOOT THE STAGE:

START STANDING AT POSITION 1 WITH HANDS ON HAT, SHOOTER INDICATES READY BY SAYING: **TRICK OR TREAT?**

AT THE BEEP, FROM POSITION 1, WITH SHOTGUN ENGAGE THE 4 SHOTGUN TARGETS IN ANY ORDER. FROM POSITION 2, WITH RIFLE, ENGAGE P1-P2-P3 IN A FIVE ROUND NEVADA SWEEP STARTING ON P2, AND ENGAGE P4-P5-P6 IN A FIVE ROUND NEVADA SWEEP STARTING ON P5. **NOTE:** SHOOTER MY START ON EITHER P2 OR P2. MAKE RIFLE SAFE WITH MUZZLE POINTING TO THE RIGHT BERM. FROM POSITION 3 WITH REVOLVERS ENGAGE THE RIFLE/PISTOL TARGETS WITH THE SAME INSTRUCTIONS AS THE RIFLE.

END OF STAGE

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

REVOLVERS (10)

RIFLE (10)

SHOTGUN (4+)