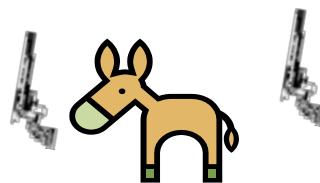
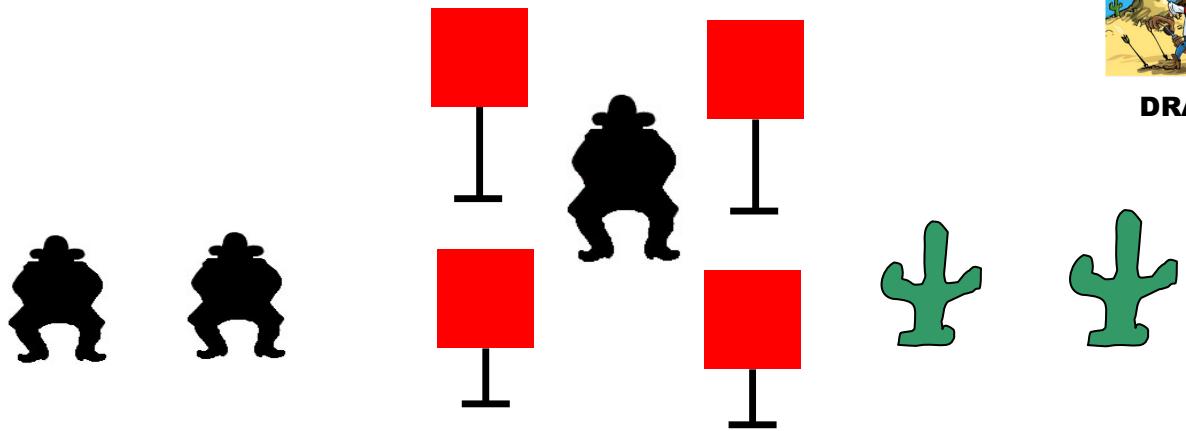


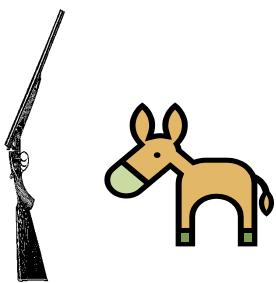
# Prescott Action Shooters-Whiskey Row Gunslinger Stage Conventions

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.

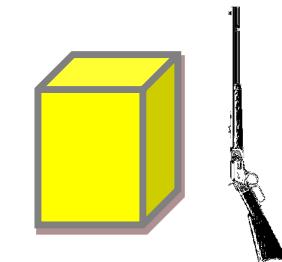
# STAGE 1: Januray 2026-Hang Em High 1968



**POSITION 3**



**POSITION 2**



**POSITION 1**

**STAGING OF FIREARMS:** SHOTGUN STAGED AT POSITION 2, RIFLE STAGED AT POSITION 1  
REVOLVERS LOADED & HOLSTERED.

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

**HOW TO SHOOT THE STAGE:**

SHOOTER STARTS AT POSITION 1 WITH HANDS ON RIFLE, (RIFLE FLAT ON PROP) SHOOTER  
INDICATES READY BY SAYING: **"YOU DON'T REMEMBER ME, DO YOU?"**

AT THE BUZZER WITH RIFLE ENGAGE THE RED SQUARES & COWBOY IN A DIAGONAL 2-1-2 SWEEP  
REPEAT SWEEP USING THE OTHER RED SQUARES. MAKE RIFLE SAFE AT POSITION 1 WITH MUZZLE  
POINTING TO THE RIGHT BERM.

WITH SHOTGUN ENGAGE THE TWO COWBOY KNOCKDOWNS. FROM ANYWHERE FROM POSITION  
2 UP TO POSITION 3 ENGAGE THE CACTI KNOCKDOWNS. MAKE SHOTGUN SAFE AT POSITION 3.  
FROM POSITION 3 WITH THE REVOLVERS REPEAT THE RIFLE INSTRUCTIONS.

**END OF STAGE**

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

**REVOLVERS (10)**

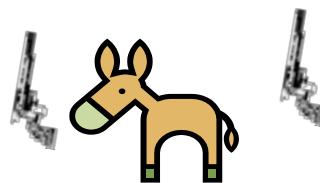
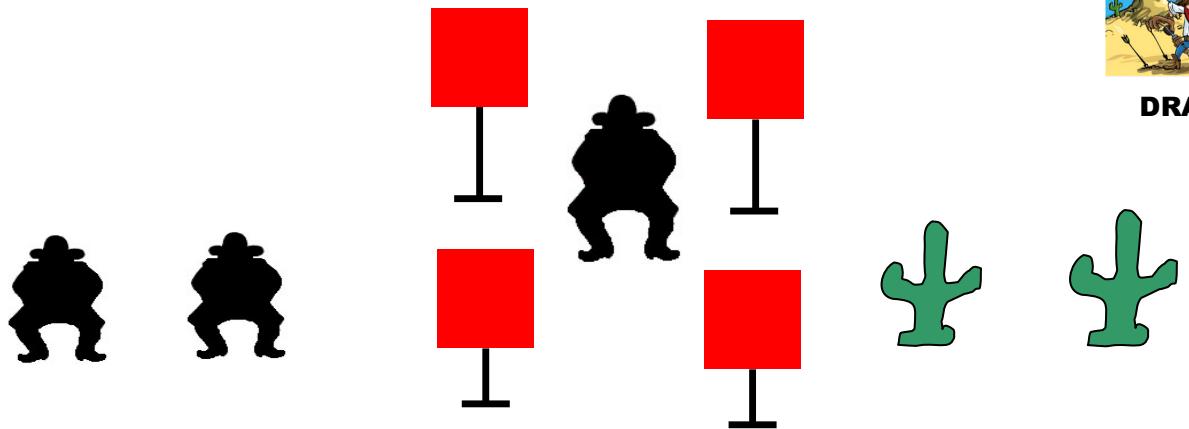
**RIFLE (10)**

**SHOTGUN (4+)**

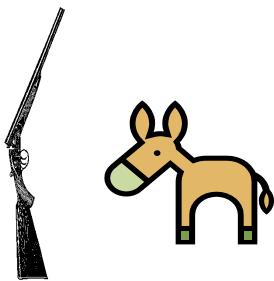
# STAGE 2: Januray 2026-Hang Em High 1968



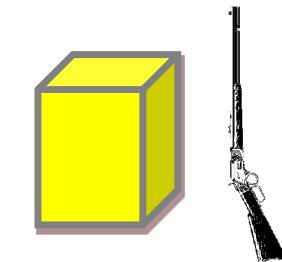
DRAW!



POSITION 3



POSITION 1



POSITION 2

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

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

**HOW TO SHOOT THE STAGE:**

SHOOTER STARTS AT POSITION 1 WITH SHOTGUN IN HANDS.

SHOOTER INDICATES READY BY SAYING: **“PICK UP THE BADGE MR. COOPER!”**

AT THE BUZZER WITH SHOTGUN ENGAGE THE TWO COWBOY KNOCKDOWNS IN FRONT OF THE POSITION, MOVE TO POSITION 2 AND ENGAGE THE TWO CACTI KNOCKDOWNS. MAKE SHOTGUN SAFE WITH MUZZLE POINTING TO RIGHT BERM.

WITH RIFLE SINGLE TAP THE COWBOY DOUBLE TAP THE RED SQUARES, THEN SINGLE TAP THE COWBOY. MAKE RIFLE SAFE AT POSITIONS 2 OR 3.

FROM POSITION 3 WITH THE REVOLVERS REPEAT THE RIFLE INSTRUCTIONS.

**END OF STAGE**

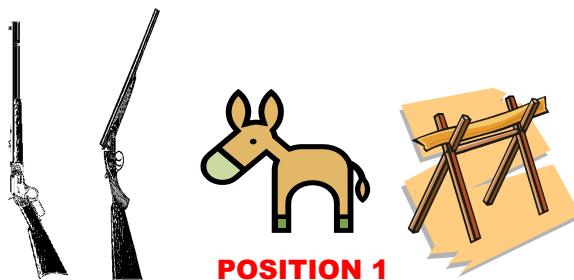
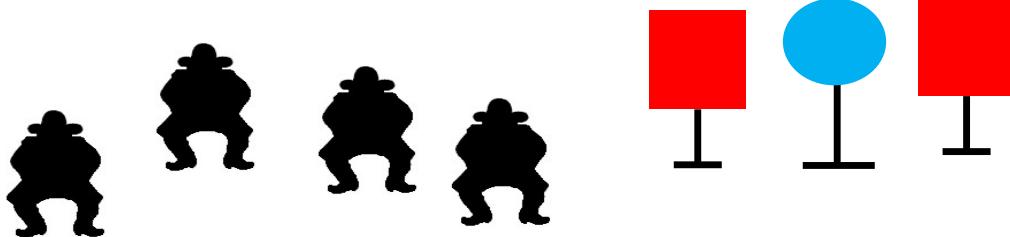
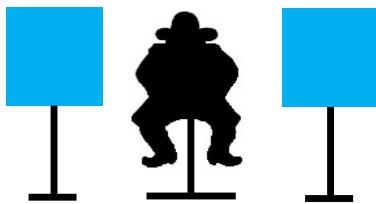
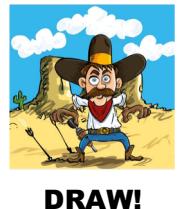
**NOTE: ONE FOOT MUST BE BEHIND THE PROP WHILE ENGAGING TARGETS**

**REVOLVERS (10)**

**RIFLE (10)**

**SHOTGUN (4+)**

# STAGE 3: Januray 2026-Hang Em High (1968)



## STAGING OF FIREARMS:

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

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

## HOW TO SHOOT THE STAGE:

SHOOTER STARTS AT POSITION 1 WITH YOUR THUMBS HOOKED IN A BELT, SHOOTER INDICATES READY BY SAYING: **“HERE, IF THAT HANG’IN ROPE DIDN’T KILL YA, MAYBE MY COFFEE WILL!”** AT THE BUZZER WITH RIFLE, ENGAGE THE BLUE SQUARES AND THE COWBOY IN A 1-3-1 SWEEP STARTING ON EITHER END, REPEAT INSTRUCTIONS. MAKE RIFLE SAFE WITH MUZZLE POINTING TO RIGHT BERM. WITH SHOTGUN ENGAGE THE COWBOY KNOCKDOWNS, MAKE SHOTGUN SAFE AT POSITION 2.

FROM POSITION 2 WITH THE REVOLVERS REPEAT THE RIFLE INSTRUCTIONS ON THE RED SQUARES AND BLUE CIRCLE.

## END OF STAGE

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

**REVOLVERS (10)**

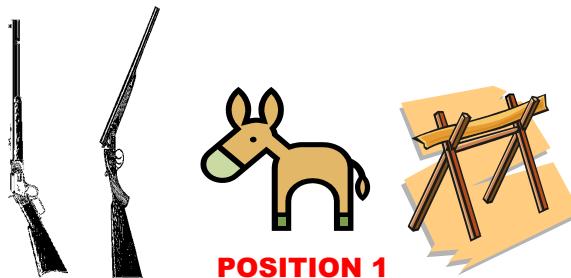
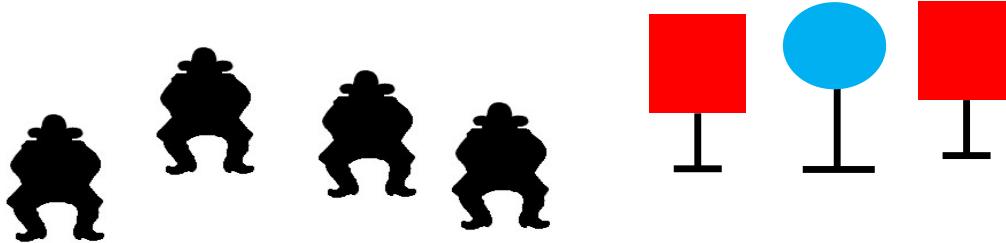
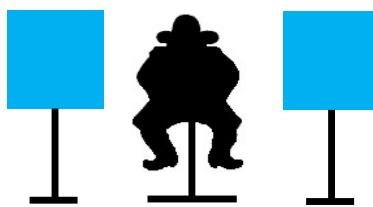
**RIFLE (10)**

**SHOTGUN (4+)**

# STAGE 4: Januray 2026-Hang Em High (1968)



DRAW!



## STAGING OF FIREARMS:

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

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

**HOW TO SHOOT THE STAGE:**

SHOOTER STARTS AT POSITION 1 WITH ONE HAND ON YOUR SHOTGUN THE OTHER ON YOUR SHOTGUN AMMO.

SHOOTER INDICATES READY BY SAYING: "THEN I'LL GET YOU THERE DEAD, BOY!"

AT THE BUZZER WITH SHOTGUN ENGAGE THE COWBOY KNOCKDOWNS, MAKE SHOTGUN SAFE AT POSITION 1 WITH MUZZLE POINTING TO THE RIGHT-SIDE BERM. WITH RIFLE ENGAGE THE THREE BLUE TARGETS WITH 3 ROUNDS EACH, PLACE THE 10<sup>TH</sup> ROUND ON THE COWBOY. TAKE RIFLE TO POSITION 2 AND MAKE SAFE.

FROM POSITION 2 PLACE 3 ROUNDS ON THE RED SQUARES AND BLUE CIRCLE THEN THE 10<sup>TH</sup> ROUND ON THE BLUE CIRCLE.

**END OF STAGE**

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

**REVOLVERS (10)**

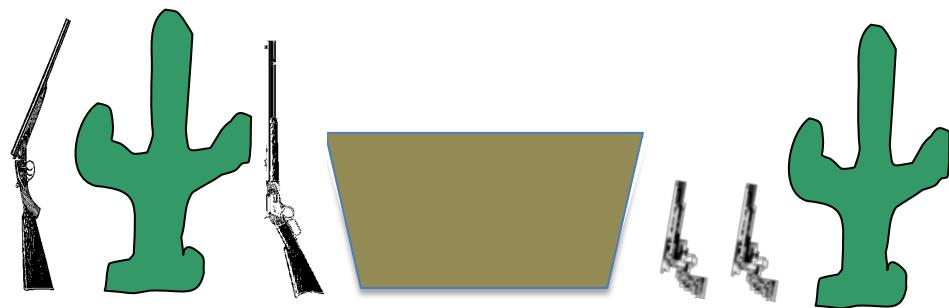
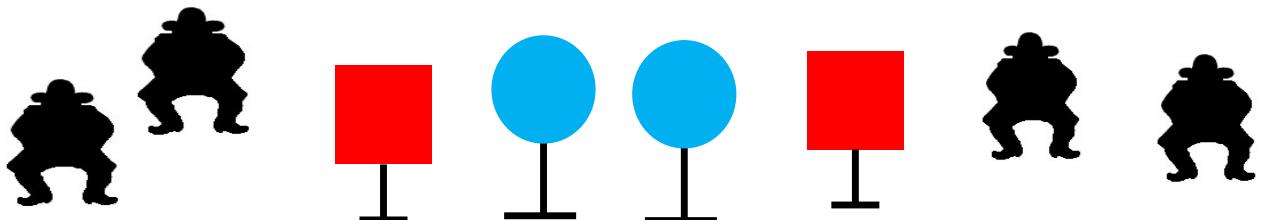
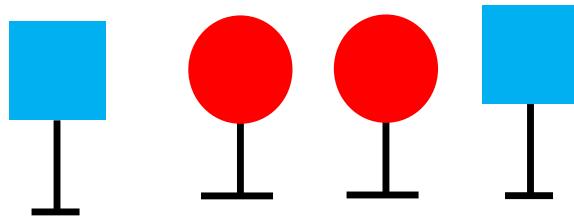
**RIFLE (10)**

**SHOTGUN (4+)**

# STAGE 5: Januray 2026-Hang Em High (1968)



DAGNABIT!



## STAGING OF FIREARMS:

LOADED RIFLE & SHOTGUN STAGED AT THE WATER TROUGH, REVOLVERS LOADED & HOLSTERED.

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

## HOW TO SHOOT THE STAGE:

SHOOTER STARTS AT ANY POSITION WITH YOUR HANDS BEHIND YOUR BACK, SHOOTER INDICATES READY BY SAYING: **“ARE WE GOING TO HANG HIM OR BEAT HIM TO DEATH?”**

AT THE BUZZER WITH RIFLE, ENGAGE THE BLUE SQUARES AND THE RED CIRCLES IN A 2-3-3-2 SWEEP STARTING ON EITHER END, WITH REVOLVERS REPEAT THE RIFLE INSTRUCTIONS ON THE RED SQUARES AND BLUE CIRCLES.

WITH SHOTGUN, ENGAGE TWO COWBOY KNOCKDOWNS FROM LEFT THE LEFT CACTUS AND TWO COWBOY KNOCKDOWN FROM RIGHT OF THE RIGHT CACTUS.

NOTE: SHOTGUN ROUNDS MUST CLEAR LEFT AND RIGHT OF THE CACTUS.

## END OF STAGE

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

**REVOLVERS (10)**

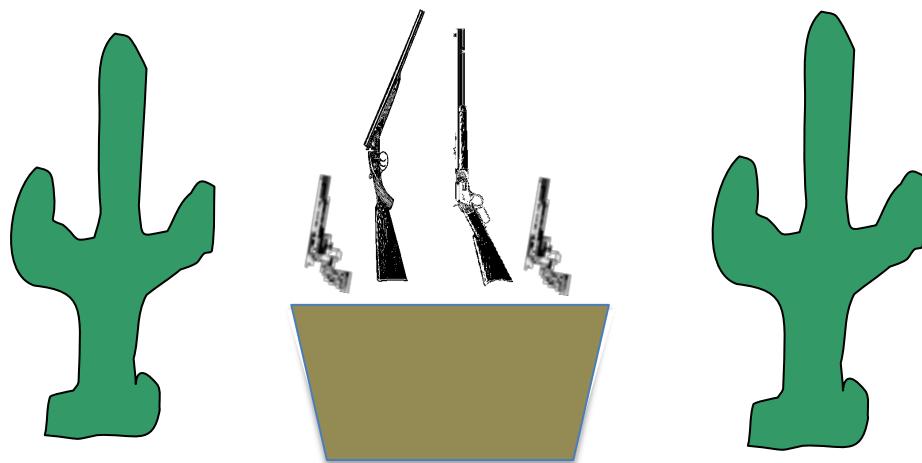
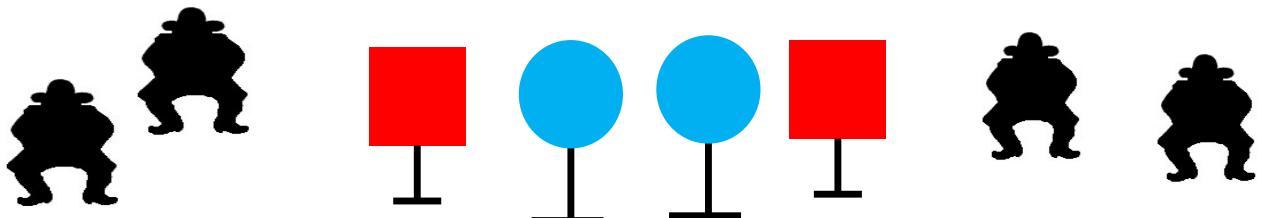
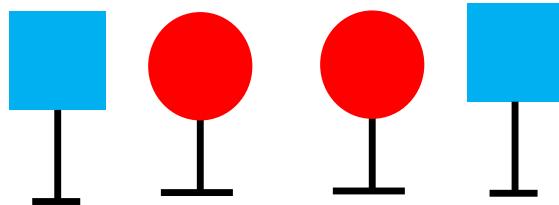
**RIFLE (10)**

**SHOTGUN (4+)**

# STAGE 6: Januray 2026-Hang Em High (1968)



**DAGNABIT!**



## STAGING OF FIREARMS:

LOADED RIFLE & SHOTGUN STAGED AT THE WATER TROUGH, REVOLVERS LOADED & HOLSTERED.

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

## HOW TO SHOOT THE STAGE:

SHOOTER STARTS AT ANY POSITION GUN(S) OF CHOICE IN HAND(S).

SHOOTER INDICATES READY BY SAYING: "**LETS RIDE GENTLEMEN!**"

AT THE BUZZER WITH RIFLE, DOUBLE TAP THE BLUE SQUARES THEN TRIPLE TAP THE RED CIRCLES.

WITH REVOLVERS, REPEAT THE RIFLE INSTRUCTIONS ON THE LOWER RED SQUARES AND BLUE CIRCLES.

WITH SHOTGUN, ENGAGE FOUR COWBOY KNOCKDOWNS FROM ANYWHERE BETWEEN THE TWO CACTI AND THE WATER TROUGH.

## END OF STAGE

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

**REVOLVERS (10)**

**RIFLE (10)**

**SHOTGUN (4+)**