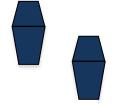
Prescott Action Shooters-Whiskey Row Gunslinger Stage Conventions

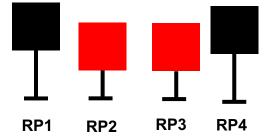
- 1. All competitors are required to attend the safety briefing prior to the day's match.
- 2. All competitors are required to sign the waiver form prior to participating in the day's match.
- 3. Shotguns are staged open and empty unless specific stage instructions indicate otherwise.
- 4. Both revolvers 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.
- 10A 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.

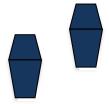
Stage 1, March 2024





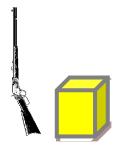
DAGNABIT!







POSITION 3



POSITION 1



POSITION 2

STAGING OF FIREARMS:

BOTH REVOLVERS LOADED & HOLSTERED, RIFLE LOADED & STAGED SAFELY 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: "I WANT YOU TO MEET ENGLISH BOB!"

AT THE BEEP FROM THE HAYBALE WITH THE RIFLE, STARTING ON THE LEFT, SINGLE TAP SWEEP THE FOUR TARGETS (RP1-RP4) THEN DOUBLE TAP SWEEP RP3, RP2, & RP1 FOR A TOTAL OF TEN ROUNDS. MAKE RIFLE SAFE WITH MUZZLE POINTING TO LEFT BERM. FROM POSITION 2 WITH THE SHOTGUN ENGAGE THE TWO COFFIN KNOCKDOWNS IN FRONT OF POSITION 2 MOVE UP TO POSITION 3 AND ENGAGE THE TWO COFFIN LID KNOCKDOWNS ON THE LEFT OF THE RP TARGETS MAKE SHOTGUN SAFE. AT POSITION 3 WITH REVOLVERS ENGAGE RP1-RP4 AS PER THE RIFLE INSTRUCTIONS.

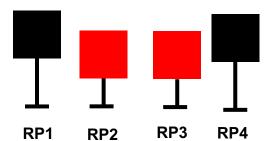
END OF STAGE

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

GUN ORDER: RIFLE, SHOTGUN, REVOLVER

Stage 2, March 2024





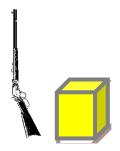


DAGNABIT!





POSITION 3





POSITION 2

STAGING OF | POSITION 1

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

HOW TO SHOOT THE STAGE:

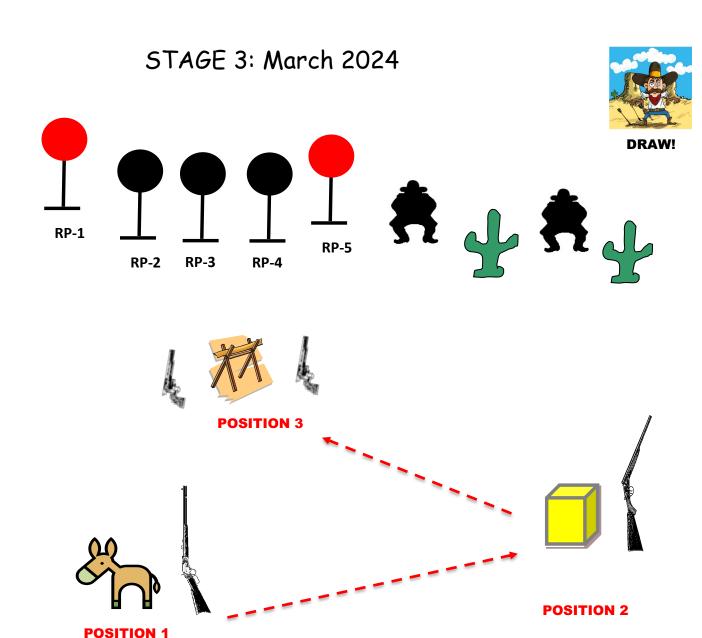
SHOOTER STARTS STANDING AT POSITION ONE AT THE READY. SHOOTER INDICATES READY BY SAYING: "THE DUCK OF DEATH?"

AT THE BEEP FROM THE HAYBALE WITH THE RIFLE, STARTING ON EITHER END, ENGAGE THE FOUR TARGETS (RP1-RP4) IN A 2-3-3-2 IN ANY ORDER (ROUND COUNT) FOR A TOTAL OF TEN ROUNDS. MAKE RIFLE SAFE WITH MUZZLE POINTING TO LEFT BERM. FROM POSITION 2 WITH THE SHOTGUN ENGAGE THE TWO COFFIN KNOCKDOWNS IN FRONT OF POSITION 2 MOVE UP TO POSITION 3 AND ENGAGE THE TWO COFFIN LID KNOCKDOWNS ON THE LEFT OF THE RP TARGETS, MAKE SHOTGUN SAFE. AT POSITION 3 WITH REVOLVERS ENGAGE RP1-RP4 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+)



STAGING OF FIREARMS:

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

HOW TO SHOOT THE STAGE:

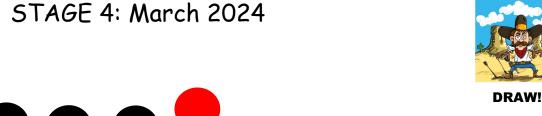
SHOOTER STARTS AT POSITION 1 WITH HANDS ON HAT, SHOOTER INDICATES READY BY SAYING "YOU'LL BE WILLIAM MUNNY OUT OF MISSOURI!"

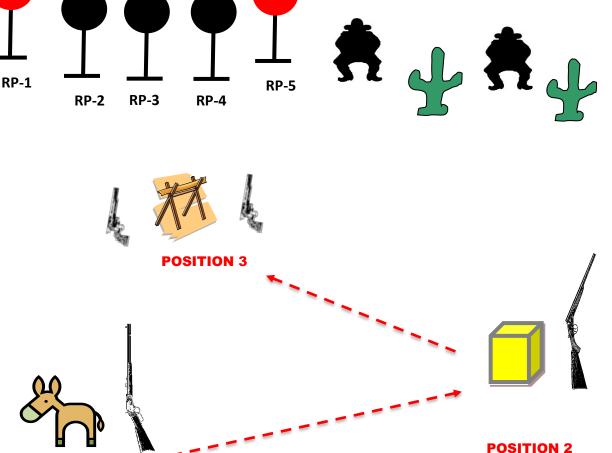
AT THE BUZZER WITH RIFLE, ENGAGE RP2-RP4 IN A 2-1-2 SWEEP AND SINGLE TAP SWEEP THE TARGETS FROM EITHER END FOR 5 ROUNDS. (SHOOTER MAY START EITHER SEQUENCE FIRST) MAKE RIFLE SAFE WITH MUZZLE POINTING TO THE LEFT BERM, HEAD TO POSITION 2. WITH SHOTGUN ENGAGE THE FOUR SHOTGUN TARGETS IN FRONT OF THAT POSITION 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+)





STAGING OF FIREARMS:

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

HOW TO SHOOT THE STAGE:

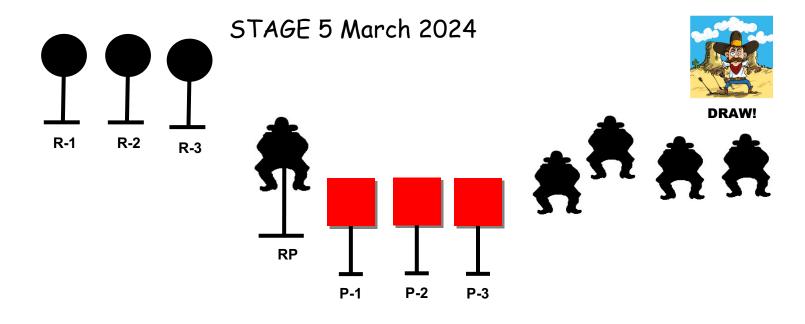
POSITION 1

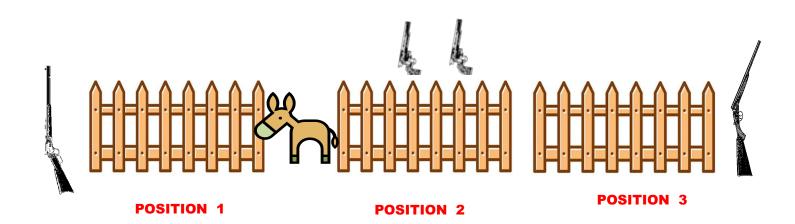
SHOOTER STARTS AT POSITION 1 WITH HANDS ON HAT, SHOOTER INDICATES READY BY SAYING "THAT'S RIGHT AT ONE TIME I KILLED EVERYTHING THAT WALKED OR CRAWLED!"

AT THE BUZZER WITH RIFLE, ENGAGE RP1-RP5 IN A DOUBLE TAP NEVADA SWEEP STARTING ON EITHER END. 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





STAGING OF FIREARMS: SHOTGUN STAGED SAFELY ANYWHERE, RIFLE STAGED AT POSITION 1, REVOLVERS LOADED AND HOLSTERED. GUNS MAY BE SHOT IN ANY ORDER; RIFLE MAY NOT BE LAST! HOW TO SHOOT THE STAGE:

START STANDING AT ANY POSITION WITH THUMBS HOOKED IN A BELT, SHOOTER INDICATES READY BY SAYING: "YOU JUST SHOT AN UNARMED MAN!

AT THE BEEP, FROM POSITION 1, WITH RIFLE SHOOT A REGRESSIVE SWEEP ON THE COWBOY AND THE LEFT 3 BLACK CIRCLES STARTING ON THE COWBOY.

FROM POSITION 2 WITH REVOLVERS SHOOT A REGRESSIVE SWEEP ON THE COWBOY AND THE 3 RED SQUARES ON THE RIGHT, STARTING ON THE COWBOY. FROM POSITION 3, WITH SHOTGUN ENGAGE THE FOUR SHOTGUN TARGETS UNTIL DOWN.

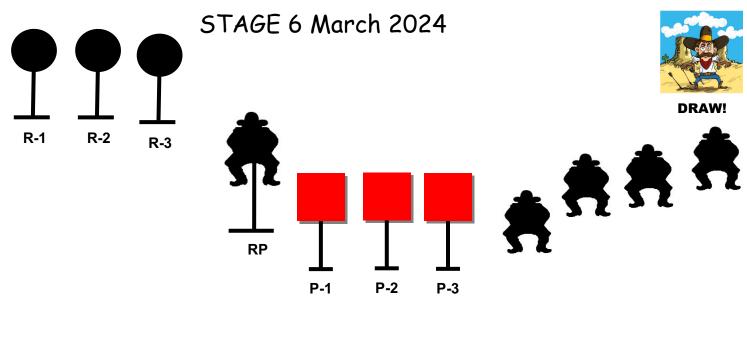
END OF STAGE

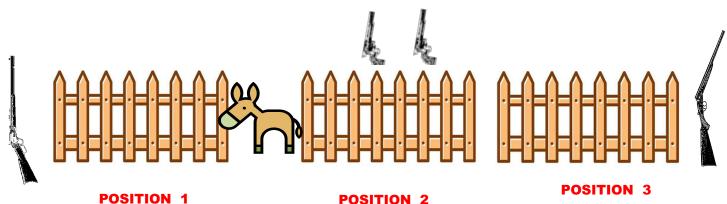
NOTE: ONE FOOT MUST BE BEHIND THE PROP WHILE ENGAGING TARGETS
GUN ORDER: ANY, RIFLE MAY NOT BE LAST.

REVOLVERS (10)

RIFLE (10)

SHOTGUN (4+)





STAGING OF FIREARMS: SHOTGUN STAGED SAFELY ANYWHERE, RIFLE STAGED AT POSITION 1, REVOLVERS LOADED AND HOLSTERED. GUNS MAY BE SHOT IN ANY ORDER; RIFLE MAY NOT BE LAST! HOW TO SHOOT THE STAGE:

START STANDING AT ANY POSITION WITH HANDS AT LOW SURRENDER, SHOOTER INDICATES READY BY SAYING: "WELL IF HE'S GOING TO DECORATE HIS SALOON WITH MY FRIEND, HE SHOULD HAVE ARMED HIMSELF!

AT THE BEEP, FROM POSITION 1, WITH RIFLE PLACE 2 ROUNDS ON EACH CIRCLE AND 4 ROUNDS ON THE COWBOY IN ANY ORDER FOR A TOTAL OF 10 ROUNDS.

FROM POSITION 2 WITH REVOLVERS ENGAGE THE RP TARGET AND RED CIRCLES AS PER THE RIFLE INSTRUCTIONS. FROM POSITION 3, WITH SHOTGUN, ENGAGE THE FOUR SHOTGUN TARGETS UNTIL DOWN.

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+)

Target and Prop Requirements WRG, March 2024

Stages 1 & 2

Rifle & Revolver Targets: Stands:

Four 20" Squares 4

<u>Props:</u> <u>Shotgun Targets:</u>

2 Gun Horses, Hay Bale 4 Coffin Knockdowns

Stages 3 & 4

Rifle & Revolver Targets: Stands:

Five 20" Circles 5

Props: Shotgun Targets:

Hay Bale, Gun Horse, Sawhorse 2 Cowboys, 2 Cacti

Stages 5 & 6

Rifle & Revolver Targets: Stands:

3 Circles 20", Three 20" Squares 6

<u>Props:</u> <u>Shotgun Targets:</u>

Fence 4 Cowboys

Totals

Shotgun Targets:

6 Cowboys, 2 Cacti, 4 Coffin Lids

Props: 5 Gun Horses, 2 Sawhorses, 2 Hay Bales