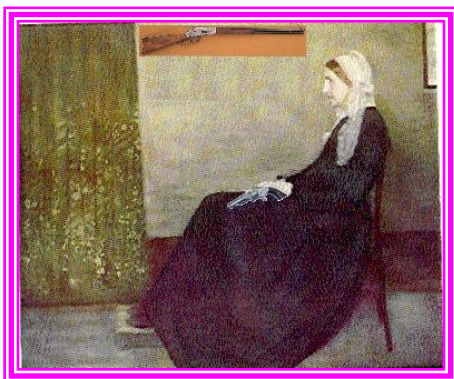


Cowboy Action Shooting®

Stages & Scenarios

10 May 2015



M-O-T-H-E-R

Put them all together...

The Ten CAS Commandments

1. Thou shalt not allow thy muzzle to point at any person! Thou shalt keep thy muzzle pointed downrange when drawing or holstering from a Cross-Draw holster. Thou shalt not sweep thy neighbor, nor thy neighbor's wife, nor thy neighbor's ass (nor any other portion of his anatomy!) Safety! First, Last, and Always.
2. Thou shalt abide by all SASS Safety Rules, and thou shalt have FUN!
3. Protect thine eyes and ears at all times. Eye protection is also mandatory for spectators.
4. Except when shooting, loading, or unloading, thou shalt keep thy pistols holstered.
5. Thou shalt not close the action of thy rifle until thou loadest it at the Load Station. Thou shalt open thy rifle's action immediately after completing the rifle portion of the stage. Thou shalt not close thy shotgun except while holding it in thy hands at the firing line.
6. Suffer not thy gun to fall upon the ground. A dropped gun is "Dead". Only the Range Officer may retrieve or pick up a dropped gun. NOTE: An empty long gun carefully staged against a barricade, wall, or other prop that subsequently slips and falls shall not result in any penalty.
7. There is no Rule #7.
8. Suffer not thine ammunition to fall upon the ground. Dropped ammo is "Dead". It may only be retrieved by the brass pickers, after the shooter has completed the stage. It's a good idea to carry extra ammo on your person in case of a dropped round.
9. Be not a slacker! Thou shalt keep the stage moving, and do thy part to help score, count misses, load, unload, and police the brass of thy brother and sister shooters.
10. Upon completion of the stage, thou shalt immediately gather thine arms and proceed to the unloading station. Someone else in the Posse will pick up your brass.

Today's Match

STAGES		GUNS				AMMO		
		1 st PISTOL	2 nd PISTOL	RIFLE	SHOTGUN	PISTOL	RIFLE	SHOTGUN
1	"M is for the Money that You Gave Me"	X	X	X	X	10	10	3+
2	"O is for the Outlaws that You've Killed"	X	X	X	X	10	9	4+
3	"T is for the Trouble You Saved Me from"	X	X	X	X	10	10	4+
4	"H is for the Henry that You Lent Me"	X	X	X	X	10	10	3+
5	"E is the Eight Ball You Sank Every Time"	X	X	X	X	10	10	4+
6	"R is for the Rifle You Taught Me to Shoot"	X	X	X	X	10	10	4+
Totals Required →						60	59	22+

Country Pond Fish & Game Club CAS Conventions

UNLESS OTHERWISE SPECIFIED IN THE STAGE DESCRIPTION:

The shooter will start each stage with two holstered revolvers loaded with five rounds each, hammers down on empty chambers. Revolvers shall be reholstered after the shooting string.

All staged guns shall be staged and restaged safely. That's it. How you stage 'em is up to you as long as they're safe. If it falls after you stage it, and it's not a prop failure, tough, that's a DQ. Be more careful next time.

Shotguns are always staged open and empty. However many rifle rounds the stage instructions call for, rifles are never staged with a round in the chamber.

If no starting position is given, the shooter may stand any way they damn well please. Our way probably ain't your way, but that doesn't make either way wrong. You can start crouched down, standing upright, slouched over, hands on guns, hand on ammo, finger up your nose... whatever.

Cowboy Port Arms is defined as standing upright with the butt of the gun at or below the waist of the shooter, the muzzle - pointed downrange - at or above the shoulder, and the gun held with one hand on the wrist of the gunstock and one hand on the forearm area of the gun. A break-open shotgun will be considered held at Cowboy Port Arms with the action open, providing the above conditions would be met if the action were closed.

Relaxed Ready is defined as standing upright with the rifle or shotgun held in both hands, no higher than the navel, level and pointed downrange. A break-open shotgun will be considered held at Relaxed Ready with the action open, providing the above conditions would be met if the action were closed.

Low Ready with a rifle or shotgun is defined as standing upright with the butt of the gun mounted on the shoulder and the muzzle at or below the waist, pointed downrange.

Low Ready with a handgun is defined as standing upright with the pistol held in one or both hands and the muzzle at or below the waist, pointed downrange.

All knockdown targets must go down to count and all knockdown targets may be reengaged in any order until down, whether they're shotgun, rifle, pistol, slingshot, bow & arrow, waterballoon, or spitball targets.

SPOTTERS: keep in mind that the shooter always gets the benefit of any doubt. If you know the shot is a hit, count it as a hit. If you know the shot is a miss, count it as a miss. If you think the shot is a hit, count it as a hit. **If you think it's a miss, count it as a HIT.** Being 99% sure is not the same as knowing.

Stage 1

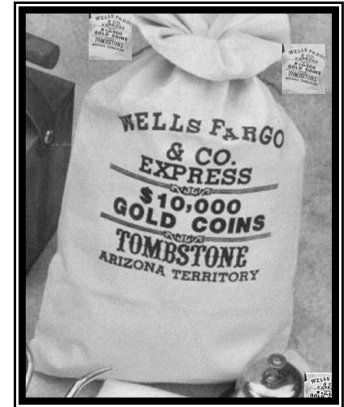
“M is for the Money that You Gave Me”

by Wild Bill

Scenario

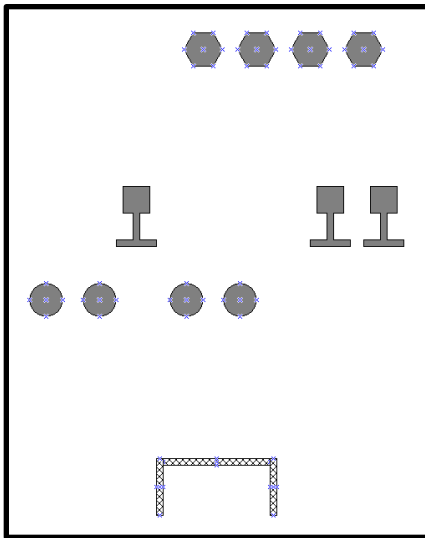
Ma sure is generous; of course she can afford to be since robbing banks is her livelihood. Sometimes her job is a wee bit dangerous but she has her lovin' kin to help out.

After robbing the bank in Bent Elbow a posse came after you and now they've got you pinned down behind some rocks. If you ever want Ma to see her rockin' chair again you're gonna have to shoot your way out.



Ammo

10 pistol, 10 rifle, 3+ shotgun



Starting Position

Standing behind fence with two safely holstered pistols

Rifle safely held at Relaxed Ready

Shotgun safely staged on fence, at least three shotshells on your person

Procedure

When ready, yell *“You’ll be rockin’ in no time Ma!”*

At the buzzer, Missouri Hillbilly Sweep rifle targets, starting at either end (1-1-2-3-4-4-3-2-1-1 or 4-4-3-2-1-1-2-3-4-4).

Make rifle safe and engage pistol targets in the same sequence, starting at either end.

Make pistols safe and engage shotgun targets in any order you please.

Stage 2

“O is for the Outlaws that You’ve Killed”

by Wild Bill

Scenario



Yep, your sweet little ol' gray haired mother is a Texas Ranger.

While out in the Badlands trailin' that low down dirty skunk, Kid Shelleen, she walks thru the brush overlooking a small valley. There, below her, camped out, is the no good Rotten Apple Dumpling Gang. Quietly she sets her firearms around the rim to fool them into thinkin' she's a large posse of Rangers.

Yelling out for them to surrender she knows she must be quick to keep them from getting away.

Ammo

10 pistol, 9 rifle, 4+ shotgun

Starting Position

Standing two steps back from center of table

Rifle safely staged at left end of table

Two pistols safely staged in center of table

Shotgun safely staged at right end of table, at least 4 shotshells on your person

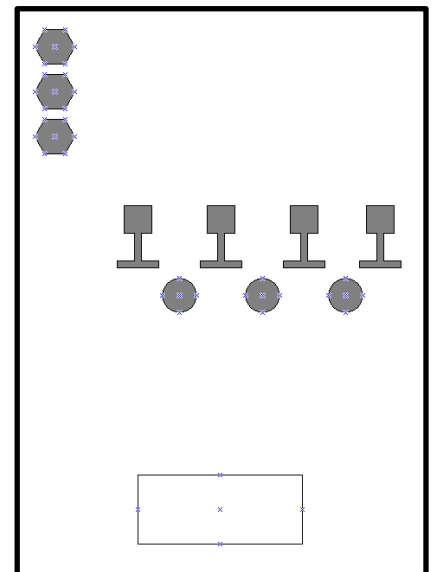
Procedure

When ready, shout *"Yer surrounded by Rangers. Give it up!"*

At the buzzer, engage rifle targets in a Progressive/Regressive Nevada Chimney Sweep, starting at either end.
(1-2-2-3-3-3-2-2-1 or 3-2-2-1-1-1-2-2-3)

Make rifle safe, move to pistols, and engage pistol targets in a 1-3-1 Sweep, starting at either end. (1-2-2-2-3 or 3-2-2-2-1)

Make pistols safe, move to shotgun, and engage targets until down.



Stage 3

“T is for the Trouble You Saved Me from”

by Wild Bill

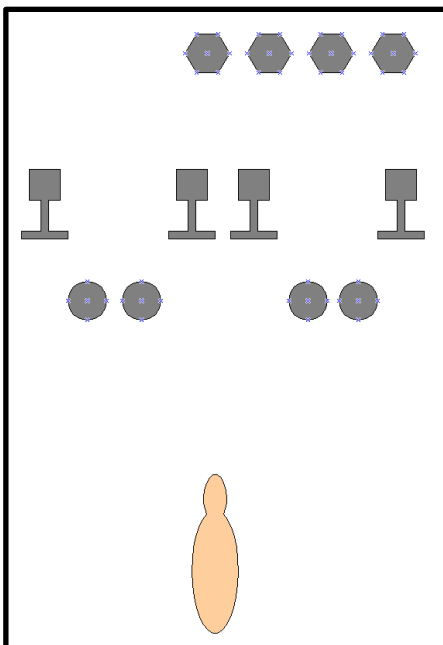
Scenario

The desert can be brutal on a horse with no name.

Good thing your Ma packed you well for the trip to East Yahoo. You've got a rifle for the buzzards, a shotgun for the snakes, and pistols for the vicious prairie dogs. Good thing she packed you plenty of ammo too because it seems they all want to eat your horse and attack you in unison. It's hard to decide which to kill first, but you'd better get them all because you'll be next.

Ammo

10 pistol, 10 rifle, 2+ shotgun



Starting Position

Standing behind horse with both hands on its butt, with two safely holstered pistols

Rifle safely staged on horse

Shotgun safely staged on horse; at least four rounds on your person.

Procedure

When ready, yell "Ya mangy curs! Come and get some!"

At the buzzer, with 10 pistol rounds, 10 rifle rounds, and at least 4 shotshells, engage all targets in any order.

All non-knockdown targets must be hit at least twice each.

Knockdown targets must be knocked down to count as a hit.

Stage 4

“H is for the Henry that You Lent Me”

by Wild Bill

Scenario



Times are changing, the prairie has been opened up for settling, and Ma sent you and her Henry rifle out to make your fortune.

You've been out huntin', and spottin' a lone buff away from the herd, you take aim with Ma's rifle and bring him down. Unfortunately, the shot also brings out a hungry party of Indians that were after the same buff. If you want to live to eat you'd better get to shootin'.

Ammo

10 pistol, 10 rifle, 3+ shotgun

Starting Position

Standing behind fence with two safely holstered pistols

Rifle safely held at Relaxed or Low Ready

Shotgun safely staged on fence, at least three shotshells on your person

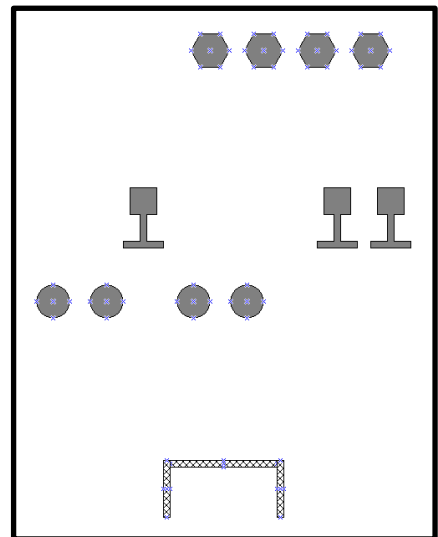
Procedure

When ready, shout *"Ain't enuff for all of us Injuns!"*

At the buzzer, San Juan Sweep the rifle targets, starting at either end.
(1-1-2-1-2-3-1-2-3-4 or 4-4-3-4-3-2-4-3-2-1)

Make rifle safe and engage pistol targets in the same sequence, starting at either end.

Make pistols safe and engage shotgun targets in any order you please.



Stage 5

“E is the Eight Ball You Sank Every Time”

by Wild Bill

Scenario

Oh, what a hustler your Ma was. In every pool hall from Toledo to Abilene she made a livin' taking sucker after sucker with her pool cue. Problem is in Dodge City the local riff raff don't like bein' beaten out of their drinkin' money by a woman.

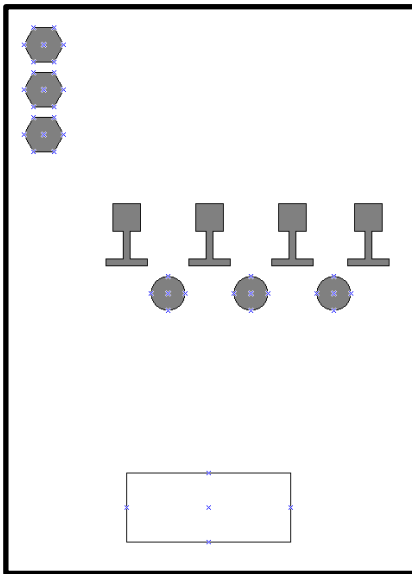
But then there's her bodyguard... you.

Lucky thing that her sweet kin is the deadliest killer since Doc Holliday and you're gonna get her and her golden cue outta Dodge alive.



Ammo

10 pistol, 10 rifle, 4+ shotgun



Starting Position

Standing over center of table with two safely holstered pistols, holding pool cue in both hands

Rifle safely staged on table

Shotgun safely staged on table, at least 4 shot shells on your person

Procedure

When ready, shout *"Well that's my cue to kill you!"*

At the buzzer, drop cue on table and engage pistol targets with at least three shots on each.

Make pistols safe and engage rifle targets with at least three shots on each.

Make rifle safe and engage shotgun targets until down.

Stage 6

“R is for the Rifle You Taught Me to Shoot”

by Wild Bill

Scenario



How lucky were you?

Your Ma was a trick shooter for Bill Cody's Wild West Show and taught you everything she knew. Now after a few drinks in the local watering hole the locals are betting you're no Little Sure Shot.

With a pile of money on the line you're going to have to do some fancy shooting to pay for the big bar tab you ran up makin' all those new friends.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing next to horse with two safely holstered pistols

Rifle safely held at Low or Relaxed Ready

Shotgun safely staged on horse; at least four rounds on your person.

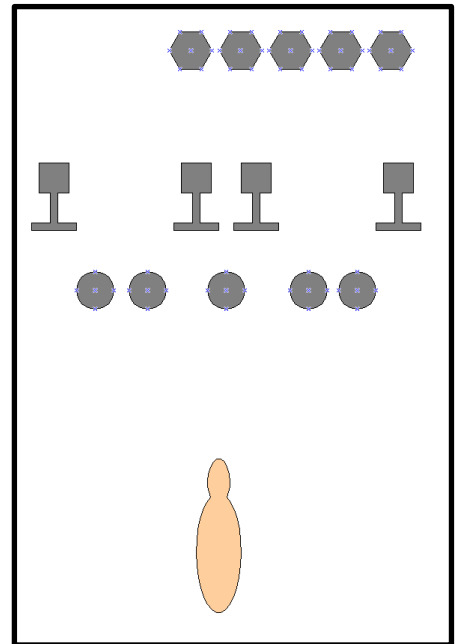
Procedure

When ready, yell "**This is your fault Ma!**"

At the buzzer, engage rifle targets twice in the following order: 1-5-2-4-3.

Make rifle safe on horse and engage pistol targets the same way.

Make pistols safe and engage shotgun targets in any order.



STAGE	TARGETS	PROPS
1, 4	8 plates, 8 stands, 3 knockdowns	rock
2, 5	6 plates, 3 stands, chimney stand, 4 knockdowns	table, pool cue
3, 6	10 plates, 10 stands, 4 knockdowns	horse, hay bale
TOTALS	24 plates, 21 stands, chimney stand, 11 knockdowns	hay bale, horse, pool cue, rock, table

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| <input type="checkbox"/> "Paid" stamp | <input type="checkbox"/> Rifle Scabbard |
| <input type="checkbox"/> Balloons & Holder | <input type="checkbox"/> Rubber Bands |
| <input type="checkbox"/> Barber cloth | <input type="checkbox"/> Safety Meeting Notes |
| <input type="checkbox"/> Calculator | <input type="checkbox"/> SASS Rule Book |
| <input type="checkbox"/> Certificates | <input type="checkbox"/> Schoolbooks |
| <input type="checkbox"/> Clip Boards | <input type="checkbox"/> Score Cards |
| <input type="checkbox"/> Cup | <input type="checkbox"/> Signup Sheet |
| <input type="checkbox"/> Dice | <input type="checkbox"/> Spare Ear Protectors |
| <input type="checkbox"/> Dinner Plate | <input type="checkbox"/> Spare Shooting Glasses |
| <input type="checkbox"/> First Aid Kit | <input type="checkbox"/> Spray Paint |
| <input type="checkbox"/> Glass | <input type="checkbox"/> Stage Setup Diagrams |
| <input type="checkbox"/> Hammer | <input type="checkbox"/> Stages/Scenarios Package |
| <input type="checkbox"/> Indemnity Forms | <input type="checkbox"/> Stapler & Staples |
| <input type="checkbox"/> Laptop | <input type="checkbox"/> Target nuts & washers |
| <input type="checkbox"/> Loading Table Instructions | <input type="checkbox"/> Timers & Extra Batteries |
| <input type="checkbox"/> Moneybags | <input type="checkbox"/> Wrenches |
| <input type="checkbox"/> Pencils | |
| <input type="checkbox"/> Pens | |
| <input type="checkbox"/> Playing Card Holder & Cards | |
| <input type="checkbox"/> Poker Chips & Can | |
| <input type="checkbox"/> Prop Holster & Gunbelt | |
| <input type="checkbox"/> Rake | |
| <input type="checkbox"/> Ramrod | |
| <input type="checkbox"/> Range Officer Manuals | |