

Cowboy Action Shooting®

Stages & Scenarios

22 April 2012



Give a Hoot, Please Don't Shoot!

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. Spectators shall do the same.
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, for a dropped gun is "Dead". A loaded dropped gun is dead, and shall not rise again this day. 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", and may only be retrieved by the brass pickers, after the shooter has completed the stage. It's a wise person who carries extra ammo on their 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. A brother or sister shooter will pick up thy brass.

Today's Match

STAGES		GUNS				AMMO		
		1 st PISTOL	2 nd PISTOL	RIFLE	SHOTGUN	PISTOL	RIFLE	SHOTGUN
1	<i>"Go Green and Get Healthy"</i>	X	X	X	X	10	10	2+
2	<i>"Save Water, Drink Beer"</i>	X	X	X	X	10	10	4+
3	<i>"Save a Horse, Ride a Bike"</i>	X	X	X	X	10	10	4+
4	<i>"Save the Trees"</i>	X	X	X	X	10	10	2+
5	<i>"Give a Toot, Don't Pollute"</i>	X	X	X	X	10	10	4+
6	<i>"Respect Your Elders!"</i>	X	X	X	X	10	10	4+
Totals Required →						60	60	20+

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, water balloon, 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

"Go Green and Get Healthy"

by Wild Bill Blackerby

Scenario

You've gotten lonely living in that quiet cabin on the hill, so you hit town to buy yourself some supplies and maybe enjoy some companionship at the local 'social club'.

As you ride in you find a group of hombres gathered in front of the Dirty Bird Club and stop to see what's going on. Seems the Granola Gang has taken over the place and are closing it down since they feel it is polluting the minds of the good townsfolk.

Well that just doesn't sit right with you so in you go to face them down. Their leader Woodsy stops you and tells you that the place is closed for 'green cleaning'. Instead of green you see red and decide to do some cleaning out of your own.

Ammo

10 pistol, 10 rifle, 2+ shotgun

Starting Position

Standing behind table with two safely holstered pistols, shotgun held at Cowboy Port Arms.

Rifle safely staged on table.

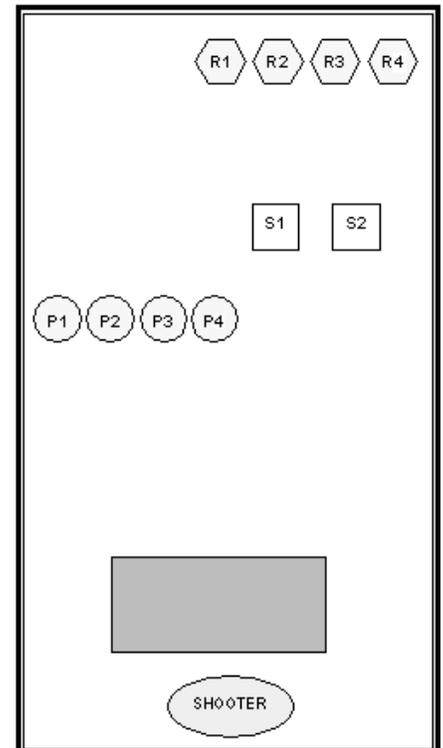
Procedure

When ready, say: *"A dirty mind is a terrible thing to lose!"*

At the buzzer, engage shotgun targets in any order.

Make shotgun safe and engage rifle targets in a Palindrome Sweep, starting at either end. (1-1-1-2-2-3-3-4-4-4 or 4-4-4-3-3-2-2-1-1-1)

Make rifle safe and engage pistols in a continuous Palindrome Sweep, starting at either end.



Stage 2

"Save Water, Drink Beer"

by Wild Bill Blackerby

Scenario

It's been a long, hot dusty week working the trial and up ahead you see the town of Sweetwater.

Like any good town, they have a Saloon so you and your pals tie up the horses out front and walk thru the swinging doors. Nothing will taste better than a nice cool beer but you stop when you see the sign over the bar - 'No booze, water only'.

You can't believe your eyes, what kind of namby-pamby town is this? And that's exactly what you exclaim out loud to the group sitting at a table playing cards.

The Granola Gang stands up slowly, looks over you and your pals and their leader states that beer pollutes the mind and will not be tolerated in their town. You state your objection, they pull their pistols and soon the saloon fills with smoke.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing back from center of table, two pistols safely holstered.

Rifle and shotgun each safely staged on end of table.

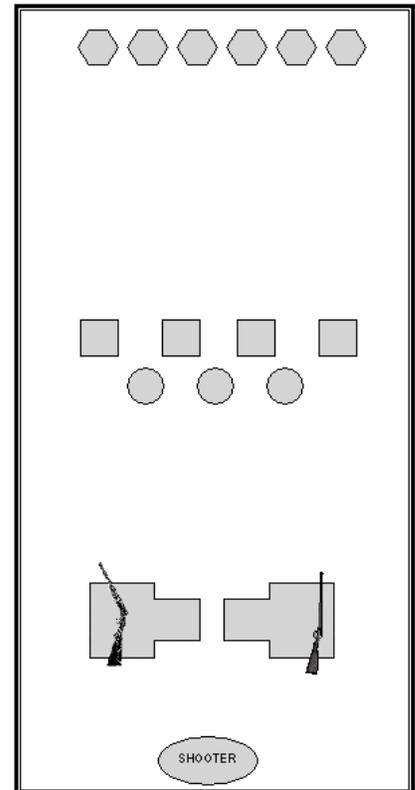
Procedure

When ready, say "*Shot of whiskey, shot of lead?*"

At the buzzer, engage pistol targets in a 1-2-1-3-1 order twice.

Make pistols safe and engage rifle targets in a Hermit Joe Sweep.
(1-2-1-3-1-4-1-5-1-6)

Make rifle safe, and engage shotgun targets in any order.



Stage 3

"Save a Horse, Ride a Bike"

by Wild Bill Blackerby

Scenario

Riding into town you come across a small crowd gathered around a stage in the middle of the square.

Seems Ol' Professor Wheels has come into town to sell the folk on the new fangled contraption sweeping the Granola Nation - calls it a bicycle.

Well you figure "to each their own" and start to ride on when he points your way a calls you a 'No good polluting scum sucking pig'. He says your horse is ruining the town leaving 'pooplution' everywhere and responsible folk only ride bikes. Besides, riding a horse is just cruel to dumb animals.

You stop to give him a good beating and the Granola Gang appear from behind the stage with guns drawn. Guess you'll be needin' to defend your horse and your life.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing beside the horse with two safely holstered pistols.

Rifle and shotgun safely staged on horse.

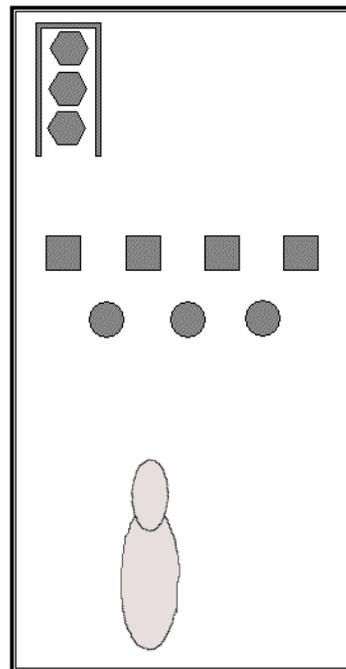
Procedure

When ready, yell "*Can't beat a horse, shoot you though!*"

At the buzzer, engage pistol targets in an Indiana Sweep twice.
(2-2-1-2-3)

Make pistols safe and engage rifle targets in an Indiana Sweep twice.

Make rifle safe and engage shotgun targets in any order.



Stage 4

"Save the Trees"

by Wild Bill Blackerby

Scenario

It's getting late in the year and Winter is coming, so you go out to the woods to get some firewood to keep your cabin warm.

As you start chopping away at a big oak, Tree Huggin' Stan appears out of nowhere with a shotgun and tells you to stop killing his friends.

Stan's a bit light in the sense department but that double barrel pointing at you makes you treat him with caution. Slowly you lower the ax, you brought your trusty rifle so keep him busy and grab it!

Ammo

10 pistol, 10 rifle, 2+ shotgun

Starting Position

Standing behind table with two safely holstered pistols, holding ax in both hands.

Rifle and shotgun safely staged on table.

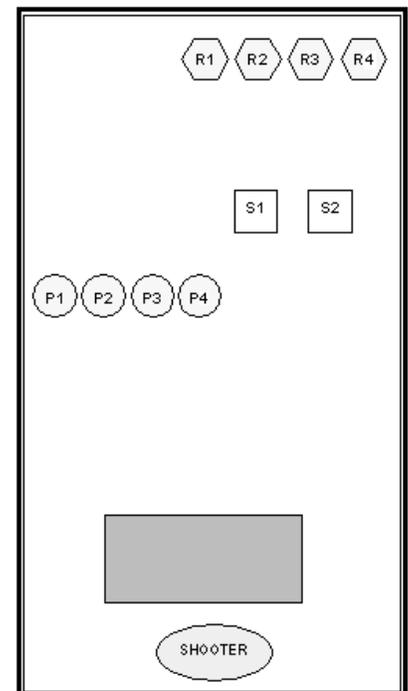
Procedure

When ready, say *"Is that a spotted owl in that tree?"*

At the buzzer, engage rifle targets in a Hillbilly Sweep.
(1-1-2-3-4-4-3-2-1-1)

Make rifle safe and engage pistols targets in a Hillbilly Sweep.

Make pistols safe and engage shotguns targets in any order.



Stage 5

"Give a Toot, Don't Pollute!"

by Wild Bill Blackerby

Scenario

The railroad has finally come to this part of your woods. With it comes jobs and easy access to goods from back east. As Sheriff you take a ride down to where the tracks are getting put down to check things out.

As you come over the ridge you find the Granola Gang has taken over the camp. They've locked up the workers in one of the train cars, piled the ties in front of the engine and poured kerosene over the pile to light it up.

Kicking your horse into gear you ride over to Woodsy as he pulls out a match to light it up. He claims the smoke from this train is a black death cloud that needs to be extinguished.

Yeah, lighting a pile of kerosene soaked ties to stop it makes a lot of sense. You figure maybe making a bunch of black smoke with your shotgun will be better so you tell him to drop and roll.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing 2 paces behind the table with two safely holstered pistols.

Rifle and shotgun safely staged on table.

Procedure

When ready, say "*Choke on this smoke!*"

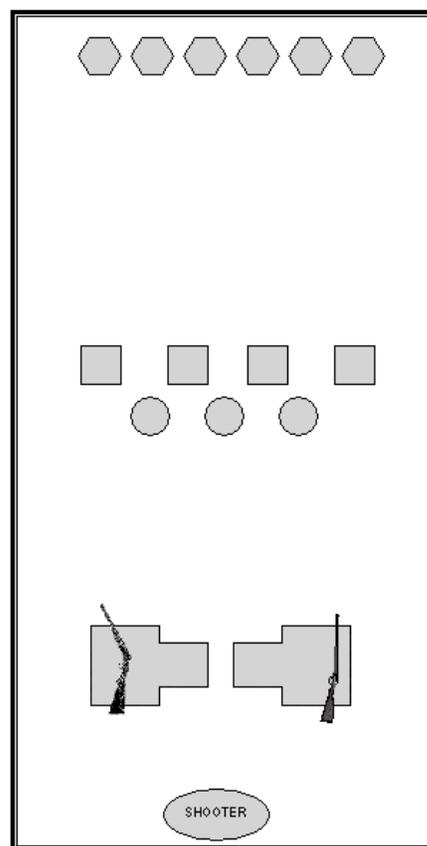
At the buzzer, engage shotgun targets in any order.

Make shotgun safe and engage rifle targets in an Oregon Sweep from either end.

(1-1-1-2-3-4-5-6-6-6 or 6-6-6-5-4-3-2-1-1-1)

Make rifle safe and engage pistol targets in a 3-1-1 Sweep from the left, then again from the right.

(1-1-1-2-3 then 3-3-3-2-1)



Stage 6

"Respect Your Elders! (and Oaks, Pines, & Hickory's too)"

by Wild Bill Blackerby

Scenario

You're just passing some time riding thru the biggest stretch of woods you've ever seem. Tall, thick trees everywhere and you're thinking of the lumber mill you could build and make a fortune.

Stopping your horse you pull out the long gun and decide to take in a bit of target practice on the big tree about 30 yards in front of you. You get a few shots off and that click you hear isn't a twig but a hammer being cocked.

Tree-Huggin' Stan & Woodsy look pretty pissed off and the rest of the *Granola Gang* have you covered.

Guess they're going to save a tree or two by being your new target of opportunity.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing beside horse with two safely holstered pistols, both hands holding rifle.

Shotgun safely staged on horse.

Procedure

When ready, sing: "*Give a hoot? You're a Kook!*"

At the buzzer, engage rifle targets in an Idaho Shuffle twice starting at either end.

(1-3-1-2-3 or 3-1-3-2-1)

Make rifle safe and engage shotguns targets in any order.

Make shotgun safe and engage pistol targets in an Idaho Shuffle from either end.

