

Cowboy Action Shooting®

Stages & Scenarios

24 Jun 2012



The Adventures of Sheriff Woody Pride



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	"One-Eyed Bank Robbers"	X	X	X	X	10	10	2+
2	"Stinky Pete is a Pain in the Ass"	X	X	X	X	10	10	4+
3	"Drinking Can Kill Ya"	X	X	X	X	10	10	4+
4	"Lotso Shooting to Do"	X	X	X	X	10	10	2+
5	"A Real Buzzkill!"	X	X	X	X	10	10	4+
6	"Squeakers and Snakes Suck!"	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

"One-Eyed Bank Robbers"

by Wild Bill Blackerby



Scenario

Just another nice day in town, that is until One-Eyed Bart and his boys rob the Bank.

You jump on Bull's-eye and ride off to track them down and get the good townsfolk's money back - it is your job after all. You follow their trail to a secluded area in the mountains and finally ahead you see the cabin.

You sneak up to the window, look in and see them all gathered around a table dividing their ill-gotten gains. Time to kick in the door and take them all by surprise!

Ammo

10 pistol, 10 rifle, 2+ shotgun

Starting Position

Standing in doorway with two safely holstered pistols, shotgun held at Cowboy Port Arms.

Rifle safely staged on table.

Procedure

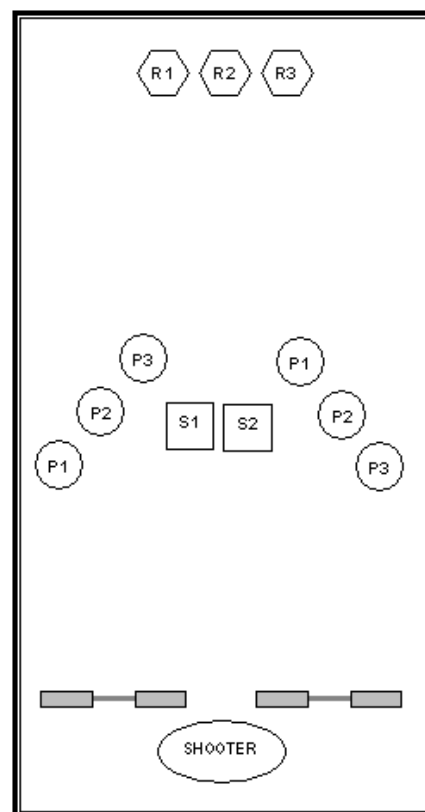
When ready, say: **"Reach for the sky!"**

At the buzzer, engage shotgun targets in any order.

Make shotgun safe and engage rifle targets in an Ohio Sweep, starting at either end (1-2-1-2-3 or 3-2-3-2-1) and repeat.

Make rifle safe and move to left window, engage set of pistol targets in an Ohio Sweep, starting at either end.

Move to right window and engage set of pistol targets in an Ohio Sweep, starting at either end.



Stage 2

"Stinky Pete is a Pain in the Ass"

by Wild Bill Blackerby



Scenario

Things have quieted down in the town of Roundup and as Sheriff that suits you just fine.

As you walk past Potato Head's Pool Parlor you hear a mess of yelling and swearing. Not wanting to have your peace and quiet ruined, you pop in. There, near one of the tables, is Stinky Pete the Prospector, threatening Weezy the entertainer with his pickaxe.

You remember how kind Pete was when he first got to town, but now he's just an embittered pain in the ass and it's time you send him on his way out of town.

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

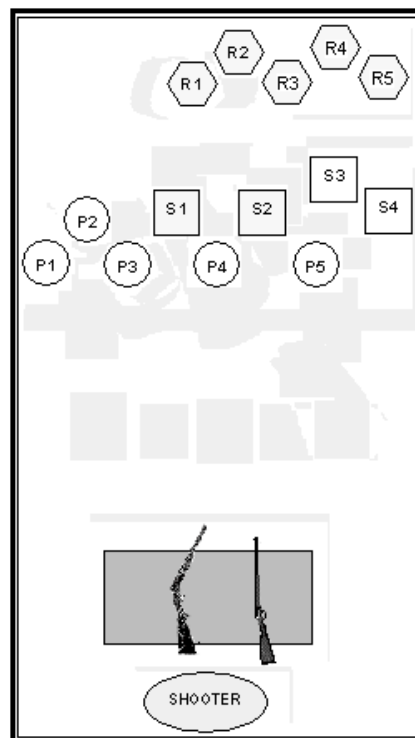
When ready, say *"This town ain't big enough for the two of us!"*

At the buzzer, engage pistol targets in an Oregon Trail Sweep, staring at either end.

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

Make pistols safe and engage rifle targets in an Oregon Trail Sweep.

Make rifle safe and engage shotgun targets in any order.



Stage 3

"Drinking Can Kill Ya"

by Wild Bill Blackerby



Scenario

As you're out riding Bull's-eye along the prairie you come over a hill to find the ground littered with dead soldiers.

You rush down and find Sarge is alive, but just barely. He tells to that they had stopped to refill their water supply at a place just a few miles along the trail, before he joins his Bucket O Soldiers in death.

You ride on to where they had come from to find Evil Dr. Porkchop and his crew standing at the pond's edge dumping barrels with skulls and crossbones on them. Now you understand what killed Sarge and his men and you're going to avenge them all!

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

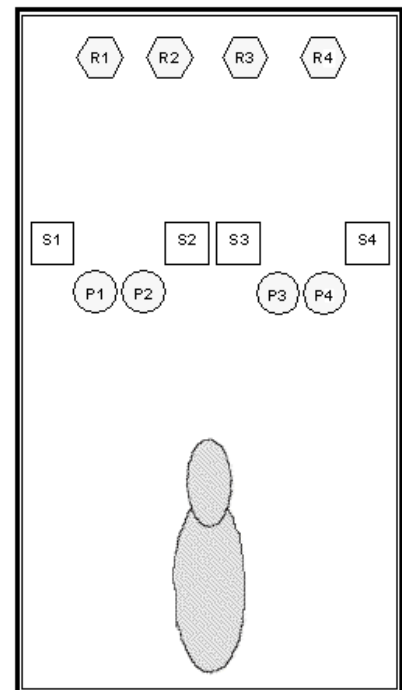
When ready, yell "*Somebody's poisoned the waterhole!*"

At the buzzer, engage pistol targets in a Progressive Sweep, starting from either end.

(1-2-2-3-3-3-4-4-4-4 or opposite)

Make pistols safe and engage rifle targets in a Progressive Sweep, starting from either end.

Make rifle safe and engage shotgun targets in any order.



Stage 4

"Lotso Shooting to Do"

by Wild Bill Blackerby



Scenario

You and Bull's-eye have been sent to the town of Sunnyside to help the locals get rid of the corrupt town leader, Lotso.

He runs the local watering hole with his partner Big Baby and a gang of misfits, allowing wild yahoos to drink until they start tearing up the town every Saturday night.

As you pull into town you notice the place really is a big dump and head straight to the Caterpillar Cantina. There you find Lotso waiting for you. No doubt this is going to be a nasty showdown to see who's the top of the pile.

Ammo

10 pistol, 10 rifle, 2+ shotgun

Starting Position

Standing in doorway with two safely holstered pistols, hands on both pistols.

Rifle and shotgun safely staged on table.

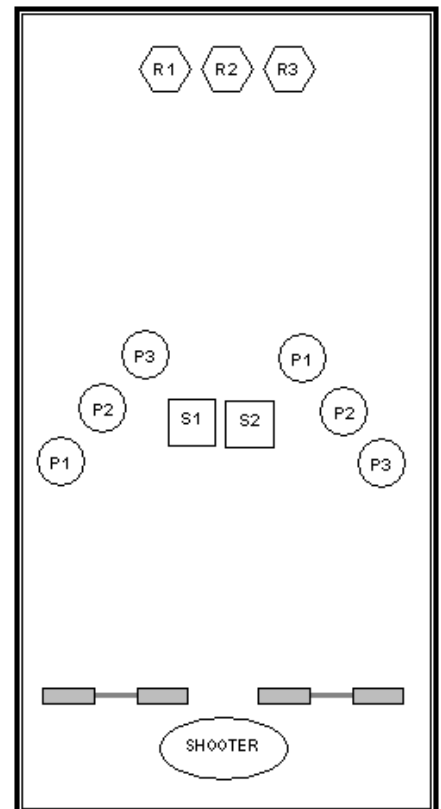
Procedure

When ready, say **"Draw!"**

At the buzzer, engage each set of pistol targets in a Brat Sweep (1-3-2-3-1).

Make pistols safe and engage rifle targets in a Brat Sweep twice.

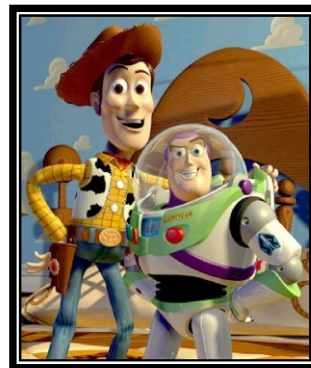
Make rifle safe and engage shotguns targets in any order.



Stage 5

"A Real Buzzkill!"

by Wild Bill Blackerby



Scenario

When Buzz Lightyear first rode into town you weren't quite sure what to make of him. At first he seemed to be bringing a whole new world with him, challenging everything you'd built up for Roundup and its citizens. Nope, you didn't like him and besides being arrogant he dressed funny.

Then, while facing down the nasty Sid the Kid, he came to your aid and you've been friends ever since. But now you're standing over his dying body after seeing him shot down by his archenemy Zurg, and all you can see are his evil red eyes glowing at you and his neon teeth smiling.

Buzz will not have died in vain.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing behind the table with two safely holstered pistols, holding Buzz with both hands.

Rifle and shotgun safely staged on table.

Procedure

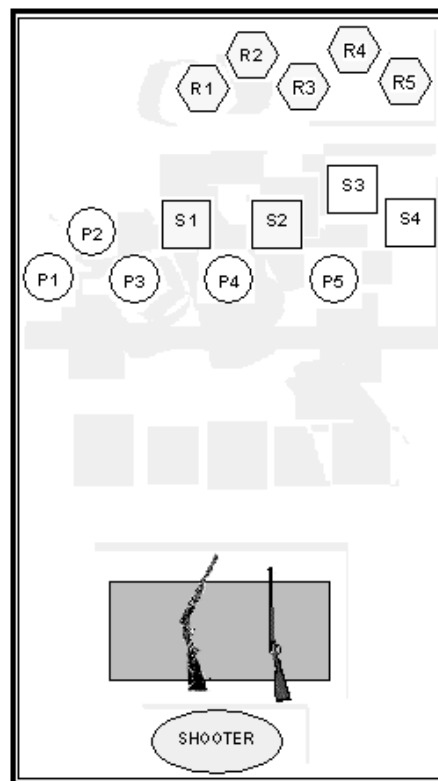
When ready, say *"You're my favorite Deputy!"*

At the buzzer, engage shotgun targets in any order.

Make shotgun safe and engage rifle targets in a Desperado Sweep from either end.

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

Make rifle safe and engage pistol targets in a Desperado Sweep from either end.



Stage 6

"Squeakers and Snakes Suck!"

by Wild Bill Blackerby



Scenario

Riding Bull's-eye out thru the hills in search of the notorious Mutant Toy Gang, you decide to stop and take a nap. Off go the boots and you pull your hat down low, lying there thinking of those nights with Bo Peep and wishing you were back in town, instead of out here in the middle of nowhere.

Just then Bull's-eye wakes you from your daydream; you're surrounded by hundreds of those Little Green Men! Suddenly they start that infernal squeaking noise that drives men mad. You've got to get away quick, so you grab your boots, but it seems another critter has come calling as well.

It's time to grab the double and scatter them all to Hell.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

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

Rifle & Shotgun safely staged on horse.

Procedure

When ready, sing: *"There's a snake in my boot!"*

At the buzzer, engage shotguns targets in any order.

Make shotgun safe and engage rifle targets in a Firelands Sweep, starting at either end.

(1-4-2-3-1-4-2-3-1-4 or opposite)

Make rifle safe and engage pistol targets in a Firelands Sweep, starting at either end.

