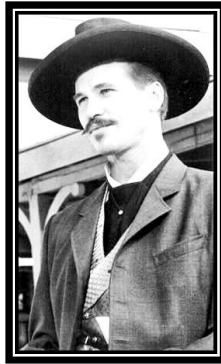
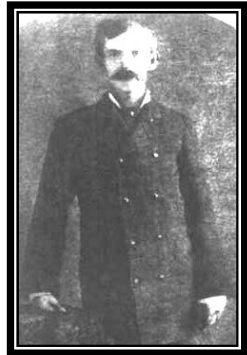
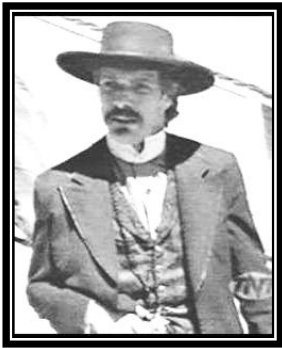


Cowboy Action Shooting®

Stages & Scenarios

26 August 2012



The Wit & Wisdom Of Doc Holliday

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	"Ed Bailey"	X	X	X	X	10	10	4+
2	"Wyatt Earp"	X	X	X	X	10	10	4+
3	"Mike Gordon"	X	X	X	X	10	10	2+
4	"Ike Clanton"	X	X	X	X	10	9	4+
5	"Frank McLaury"	X	X	X	X	10	10	4+
6	"Johnny Ringo"	X	X	X	X	10	9	2+
Totals Required →						60	58	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

"Ed Bailey"

by Wild Bill Blackerby

Scenario

In 1877 Doc is dealing cards in Fort Griffin, Texas, when a local bully named Ed Bailey sits down across from him.

He's unimpressed with Doc's reputation and begins to irritate him by picking up the discards and looking at them. Doc warns Bailey twice, but he ignores him and continues to look at the discards.

Finally Doc rakes in the pot and neither shows his hand nor says a word.

Bailey responds by pulling a pistol out from under the table.

Doc deals him out.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing at table, two pistols safely holstered.

Rifle safely staged on table.

Shotgun safely staged on table.

Procedure

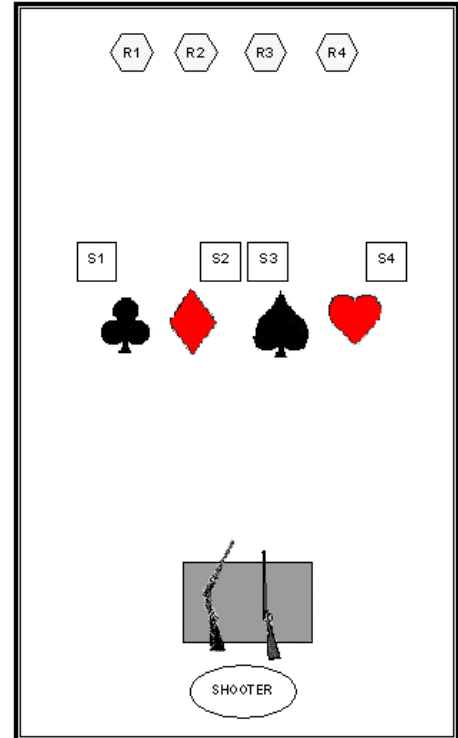
Turn over card, when ready, say "**Why Ed, does this mean we're not friends anymore?**"

At the buzzer, engage pistol targets with five rounds, starting and ending on the suit of the card you turned over. Repeat.

Make pistols safe and engage rifle targets in a Badger Sweep, starting at either end.

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

Engage shotgun targets in any order.



Stage 2

"Wyatt Earp"

by Wild Bill Blackerby

Scenario

It was in Fort Griffin that Doc first met Wyatt Earp.

Earp was looking for the killer Dave Rudabaugh and Doc had played cards with him earlier that week. Somehow a relationship developed that would change both of their lives.

On September 24, 1878, after following Wyatt to Dodge City, Doc is dealing Faro in the Long Branch when some rowdy cowboys arrive, out to kill Wyatt.

As an unsuspecting Wyatt enters the saloon he finds himself facing drawn guns, but Doc comes up from behind and gets the drop on them, saving Earp's life.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing behind table, two pistols safely holstered.

Rifle safely staged on end of table, behind line.

Shotgun safely staged on opposite end of table, behind line.

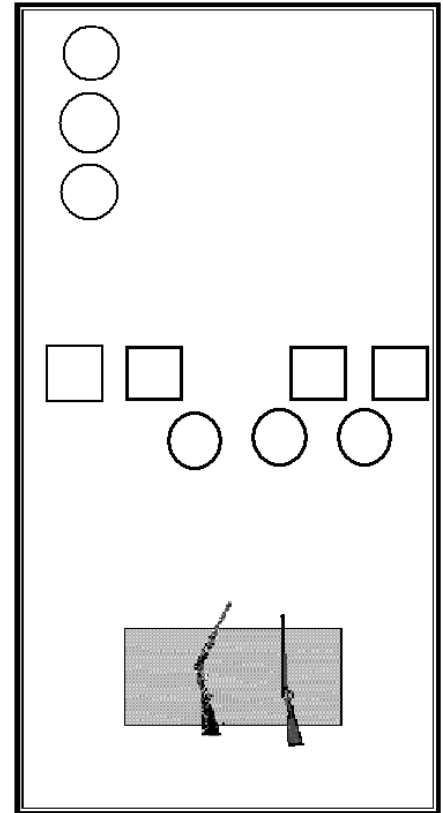
Procedure

When ready, say **"Wyatt Earp? I've heard that name before. Don't know where, but it wasn't good."**

At the buzzer, engage pistol targets in a Fort White Sweep.
(2-1-2-3-2) Repeat.

Move to rifle and engage rifle targets in a Fort White Sweep twice.

Move to shotgun and engage shotgun targets.



Stage 3

"Mike Gordon"

by Wild Bill Blackerby

Scenario

In the summer of 1879 Doc ended up in Las Vegas, New Mexico and tries to go back to dentistry.

This didn't work out so Doc attempts to establish his own saloon.

One night Doc gets into an argument with a local gunman named Mike Gordon. The two take it out into the street where Doc politely invites Gordon to start shooting whenever he feels like it.

Gordon takes Doc up on it and the fight begins.

It doesn't end well for Gordon.

Ammo

10 pistol, 10 rifle, 2 shotgun

Starting Position

Standing by the horse, two pistols safely holstered.

Rifle safely staged on horse.

Shotgun safely staged on horse.

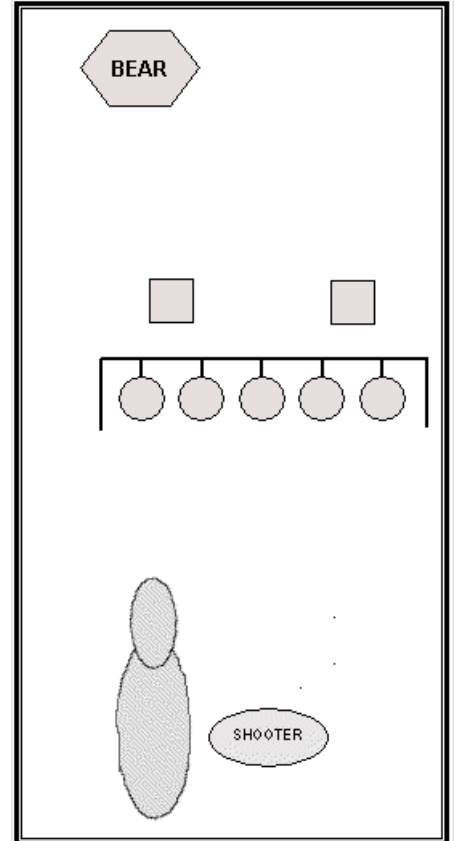
Procedure

When ready, say **"It appears my hypocrisy knows no bounds."**

At the buzzer engage pistol targets in Doc's Sweep, starting at either end. (1-4-2-5-3 or 5-2-4-1-3). Repeat.

Move to rifle and dump them all on the Bear.

Make rifle safe and engage the shotgun targets.



Stage 4

"Ike Clanton"

by Wild Bill Blackerby

Scenario

The summer of 1880 found Doc arriving in Tombstone, Arizona where he re-joined not only his friend Wyatt, but Earp's brothers as well. He quickly set himself up in the posh Oriental saloon dealing Faro or playing poker.

It was one night in October when a drunken Ike Clanton crossed paths with Doc, making threats.

This did not sit well with Doc and an armed confrontation seemed likely until acting city Marshal, Virgil Earp, broke them up.

The peace would not last long.

Ammo

10 pistol, 9 rifle, 4+ shotgun

Starting Position

Standing at table, two pistols safely holstered.

Rifle safely staged on table.

Shotgun safely staged on table.

Procedure

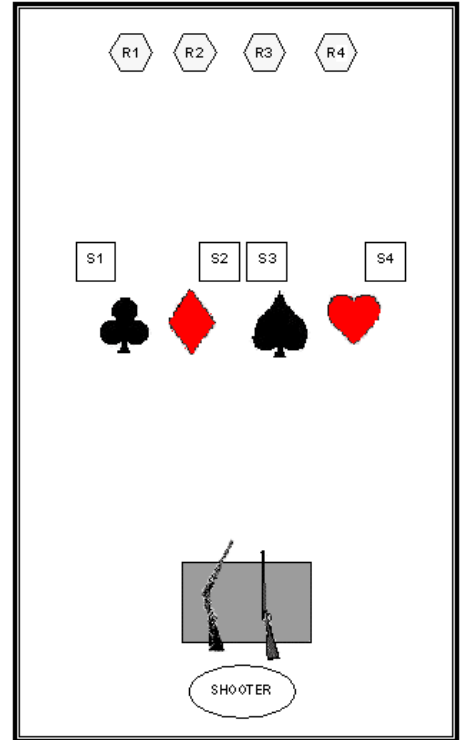
Turn over card, when ready say "Why Ike, whatever do you mean? Maybe poker's just not your game. I know! Let's have a spelling contest!"

At the buzzer, engage the rifle targets in a Bad Jack Abernathy Sweep from either direction.

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

Engage shotgun targets in any order.

Engage pistol targets - double tap the targets the color of the card you turned over. Triple tap the remaining targets in any order.



Stage 5

"Frank McLaury"

by Wild Bill Blackerby

Scenario

October 26th found Doc and the three Earp brothers walking into immortality down in the alley by the OK Corral.

Doc carried Virgil's scattergun under his coat and whistled as the four walked down the street to meet the cowboys and disarm them.

Once they reached the cowboys Doc kept an eye on Tom McLaury as Virgil told them to disarm.

The air was tense until the sound of cocking hammers lit the fuse for the most famous 30 second gun fight in history. (Some think it was Doc cocking the scatter gun)

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing at table, two pistols safely holstered, shotgun held in both hands.

Rifle safely staged on table.

Procedure

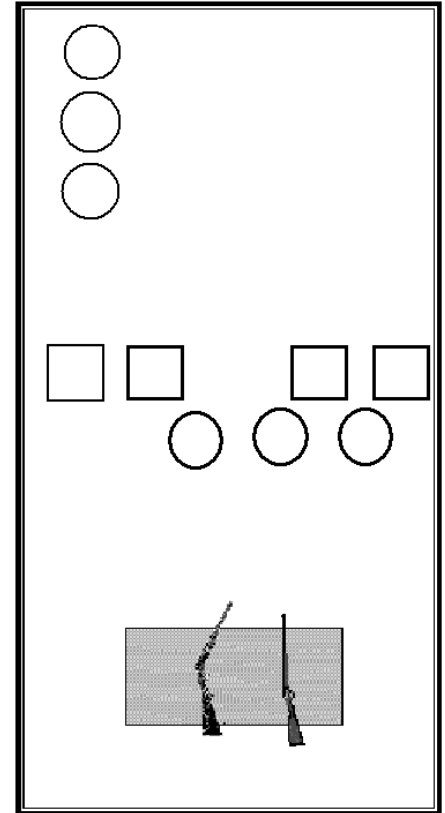
When ready, say **"My mama always told me never put off till tomorrow, people you can kill today."**

At the buzzer, engage shotgun targets in any order.

Engage rifle targets in an Arkansas Shuffle starting at either end.

(1-1-2-3-3 or 3-3-2-1-1) Repeat.

Make rifle safe and engage pistol targets in an Arkansas Shuffle with each pistol starting at either end.



Stage 6

"Johnny Ringo"

by Wild Bill Blackerby

Scenario

After the shootout in January of 1882 a supposedly famous confrontation took place between Wyatt, Doc, & Johnny Ringo. A lot of words, no action but Doc was certainly game. Doc and Ringo are both arrested for carrying weapons on the street.

In May Doc went to Denver (and other parts in the Northwest) but rumors were he secretly returned to Arizona in July. No one knows for sure exactly how Ringo died but it could be imagined that Doc met him in the Oak grove outside Tombstone in a final "Game of Blood".

On July 13, 1882 a teamster discovered a body intertwined among the branches of an Oak tree east of the Dragoon Mountains. A bullet had entered the head in the right temple and exited through the top of the head.

It was Johnny Ringo.

Ammo

10 pistol, 9 rifle, 2+ Shotgun

Starting Position

Standing near horse, two pistols safely holstered.

Rifle safely staged on horse.

Shotgun safely staged on horse.

Procedure

When ready, say "Why Johnny Ringo, you look like someone just walked over your grave."

At the buzzer, engage the bear target nine times.

Make rifle safe and engage the shotgun targets.

Make shotgun safe and engage the pistol targets in a Jackrabbit Sweep. (1-3-5-4-2) with each pistol.

