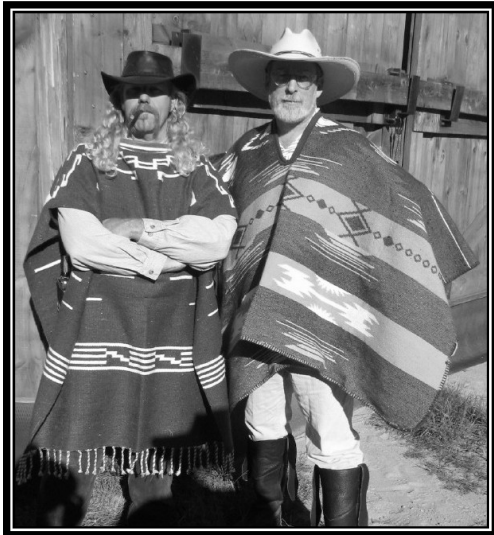


Cowboy Action Shooting[®]

Stages & Scenarios

23 Sept 2012



Sidekicks!

Who's your buddy?

Who's your pal?

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	"Gabby"	X	X	X	X	10	10	4+
2	"Festus"	X	X	X	X	10	10	4+
3	"Jingles"	X	X	X	X	10	10	2+
4	"Pat"	X	X	X	X	10	10	4+
5	"Tonto"	X	X	X	X	10	10	4+
6	"Driftwood"	X	X	X	X	10	10	2+
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

"Gabby" Hayes

by Wild Bill Blackerby

Scenario

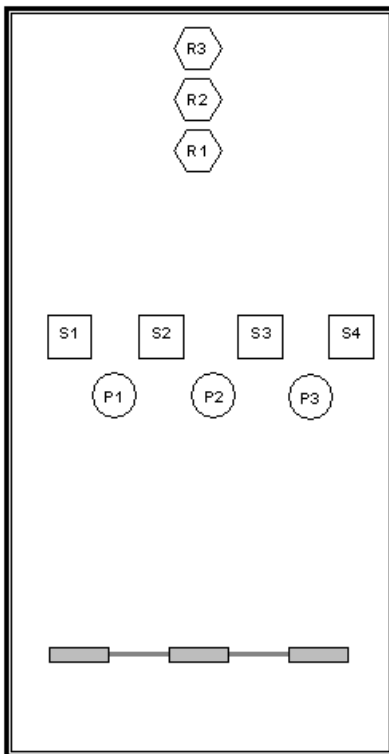
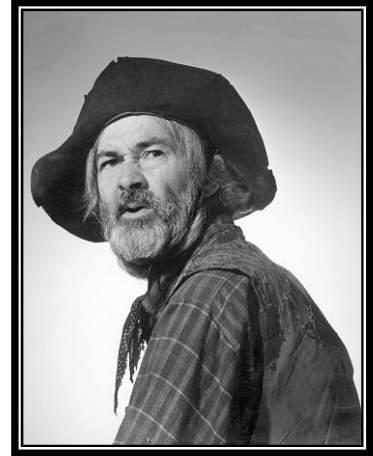
In this episode...

While our hero, Roy Rogers, is out on the trail tracking a gang of horse thieves, he finds himself riding into an ambush!

Outnumbered and outgunned, he quickly finds a position to try and hold off the villains, but his guns are too far away for him to grab. It looks very bad for Roy!

But fortune is once again on his side. It seems his trusty sidekick, Gabby, has stumbled onto the scene and distracted the villains with what seems like endless rounds of gunfire.

This gives Roy a chance to run to his guns and join in. Once again his bacon is saved by Gabby!



Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing behind fence with two safely holstered pistols, holding rifle in both hands

Shotgun safely staged on fence

Procedure

When ready, say: *"Save yer consarned butt Roy? Yer darn tootin'!"*

At the buzzer, engage rifle targets in an Idaho Sweep from either end twice. (1-3-1-2-3 or 3-1-3-2-1)

Make rifle safe and engage pistol targets in an Idaho Sweep from either end with each pistol.

Make pistols safe and engage shotgun targets in any order.

Stage 2

"Festus Haggren"

by Wild Bill Blackerby

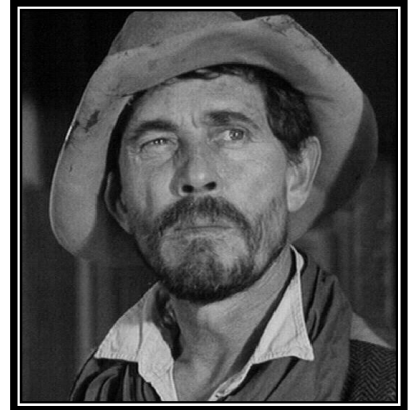
Scenario

In this episode...

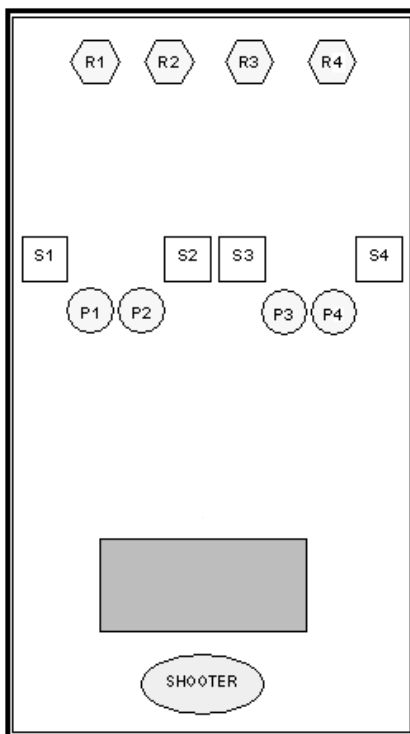
While our hero, Marshal Matt Dillon, is out on the trail tracking a gang of bank robbers, he finds himself riding into an ambush!

Outnumbered and outgunned, he quickly finds a position to try and hold off the villains, but his guns are too far away for him to grab. It looks very bad for Matt!

But fortune is once again on his side. It seems his trusty sidekick, Festus, has stumbled onto the scene and distracted the villains with what seems like endless rounds of gunfire.



This gives Matt a chance to run to his guns and join in. Once again his bacon is saved by Festus!



Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

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

Shotgun safely staged on table

Procedure

When ready, say *"Hold yer taters Math-HEW, I'm on 'em like thunder and lightnin'!"*

At the buzzer, engage rifle targets in a Missouri Hillbilly Sweep from 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 shotgun targets in any order.

Make shotgun safe and engage pistol targets in a Missouri Hillbilly Sweep.

Stage 3

"Jingles"

by Wild Bill Blackerby

Scenario

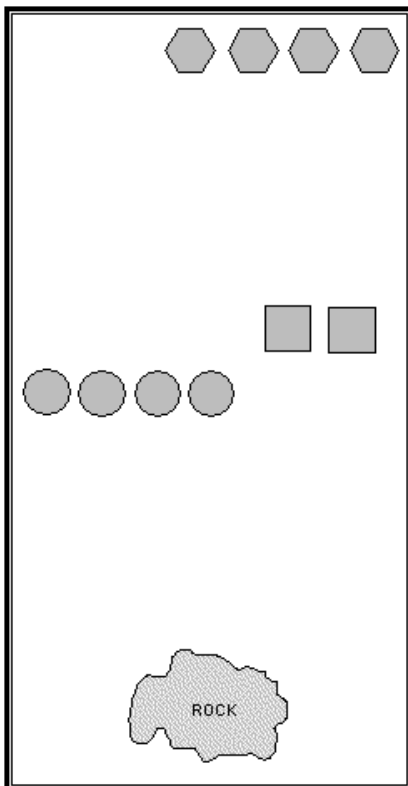
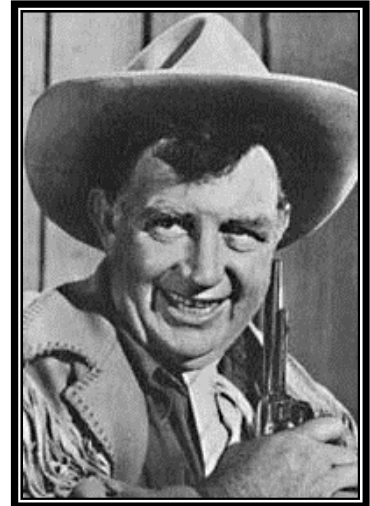
In this episode...

While our hero, Wild Bill Hickok, is out on the trail tracking a gang of cattle thieves, he finds himself riding into an ambush!

Outnumbered and outgunned, he quickly finds a position to try and hold off the villains, but his guns are too far away for him to grab. It looks very bad for Wild Bill!

But fortune is once again on his side. It seems his trusty sidekick, Jingles, has stumbled onto the scene and distracted the villains with what seems like endless rounds of gunfire.

This gives Wild Bill a chance to run to his guns and join in. Once again his bacon is saved by Jingles!



Ammo

10 pistol, 10 rifle, 2+ shotgun

Starting Position

Standing behind rock, hands on pistols

Rifle and shotgun safely staged on rock

Procedure

When ready, yell: *"Wait for me Wild Bill!"*

At the buzzer, engage rifle targets in a Firelands Sweep from either end. (1-4-2-3-1-4-2-3-1-4 or 4-1-3-2-4-1-3-2-4-1)

Make rifle safe and engage shotgun targets in any order.

Make shotgun safe and engage pistol targets in a Firelands Sweep from either end.

Stage 4

"Pat Buttrum"

by Wild Bill Blackerby

Scenario

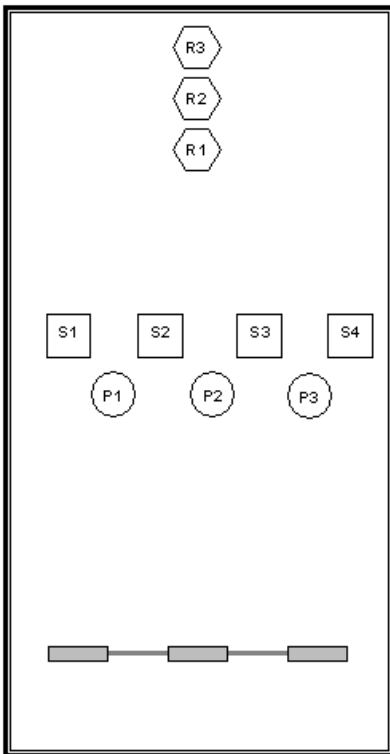
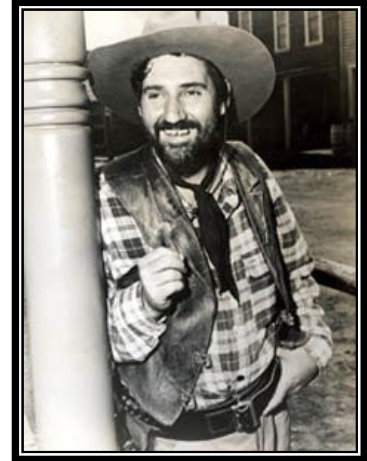
In this episode...

While our hero, Gene Autry, is out on the trail tracking a gang of off key singers, he finds himself riding into an ambush!

Outnumbered and outgunned, he quickly finds a position to try and hold off the villains, but his guns are too far away for him to grab. It looks very bad for Gene!

But fortune is once again on his side. It seems his trusty sidekick, Pat, has stumbled onto the scene and distracted the villains with what seems like endless rounds of gunfire.

This gives Gene a chance to run to his guns and join in. Once again his bacon is saved by Pat!



Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing behind fence with two safely holstered pistols, holding shotgun in both hands

Rifle safely staged on fence

Procedure

When ready, say: *"Gallop in' gadzooks, I'm smarter than I thought I was Gene!"*

At the buzzer, engage shotgun targets in any order.

Make shotgun safe and engage rifle targets in an Indiana Sweep twice. (2-2-1-2-3)

Make rifle safe and engage pistol targets in an Indiana Sweep with each pistol.

Stage 5

"Tonto"

by Wild Bill Blackerby

Scenario

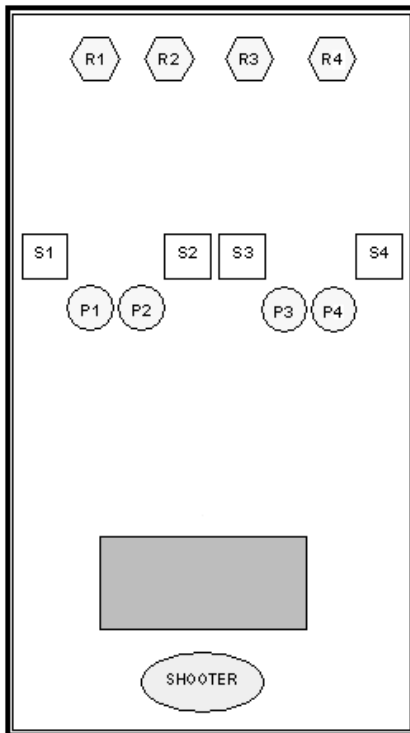
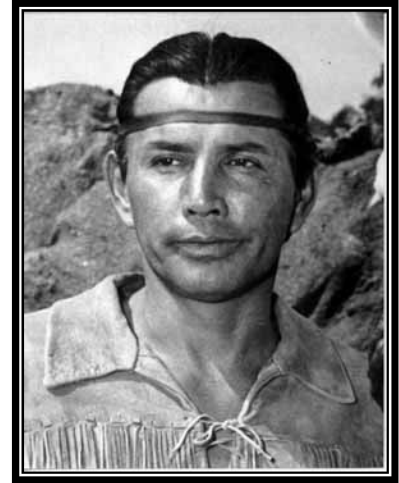
In this episode...

While our hero, The Lone Ranger, is out on the trail tracking a gang of stagecoach robbers, he finds himself riding into an ambush!

Outnumbered and outgunned, he quickly finds a position to try and hold off the villains, but his guns are too far away for him to grab. It looks very bad for The Lone Ranger!

But fortune is once again on his side. It seems his trusty sidekick, Tonto has stumbled onto the scene and distracted the villains with what seems like endless rounds of gunfire.

This gives The Lone Ranger a chance to run to his guns and join in. Once again his bacon is saved by Tonto!



Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing behind table with two safely holstered pistols

Rifle safely staged on end of table

Shotgun safely staged on opposite end of table

Procedure

When ready, say *"You not worry, Kemo Sabe. Me keeping count!"*

At the buzzer, engage pistol targets in a Palindrome Sweep from either end. (1-1-1-2-2-3-3-4-4-4 or 4-4-4-3-3-2-2-1-1-1)

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

Make rifle safe and engage shotgun targets in any order.

Stage 6

"Driftwood Johnson"

by Wild Bill Blackerby

Scenario

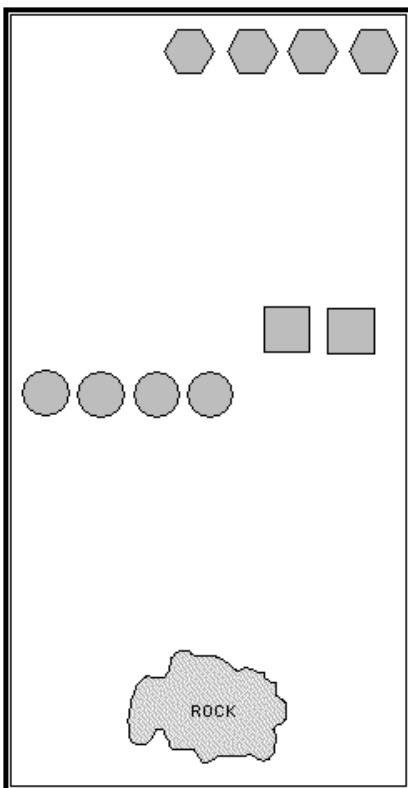
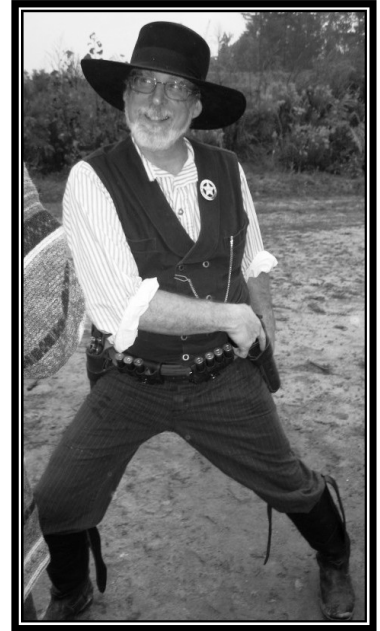
In this episode...

While our hero, Wild Bill, is out on the trail tracking a gang of banjo rustlers, he finds himself riding into an ambush!

Outnumbered and outgunned, he quickly finds a position to try and hold off the villains, but his guns are too far away for him to grab. It looks very bad for Wild Bill!

But fortune is once again on his side. It seems his trusty sidekick, Driftwood, has stumbled onto the scene and distracted the villains with what seems like endless rounds of gunfire.

This gives Wild Bill a chance to run to his guns and join in. Once again his bacon is saved by Driftwood!



Ammo

10 pistol, 10 rifle, 2+ shotgun

Starting Position

Standing behind rock, hands on hat

Rifle and shotgun safely staged on rock

Procedure

When ready, say: *"Hey, watch this!"*

At the buzzer, engage targets in a Driftwood Sweep shooting at all of the targets with all your guns in any order.