

# Cowboy Action Shooting®

## Stages & Scenarios

28 Oct 2012



## **"Vampires, Zombies and Werewolves Oh My!"**

### 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 <sup>st</sup> PISTOL	2 <sup>nd</sup> PISTOL	RIFLE	SHOTGUN	PISTOL	RIFLE	SHOTGUN
1	"Tombstone Sucks"	X	X	X	X	10	10	4+
2	"Shootout at the Zombie Corral"	X	X	X	X	10	10	4+
3	"A Hairy time at the Little Bighorn"	X	X	X	X	10	10	2+
4	"Blood Thirsty Savages!"	X	X	X	X	10	10	4+
5	"Brain Robbing in Northfield"	X	X	X	X	10	10	4+
6	"Manhunt Gone to the Dogs"	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

## "Tombstone Sucks"

by Wild Bill Blackerby

### Scenario

It's been a long, tough ride from Kansas, on your way to make your fortune in a new mining town. At last you come over the rise and see a small group of wooden buildings that form the town of Tombstone.

You ride by the small graveyard and into town, curious to find the streets are empty. It's late in the evening and you're tired, but you see the saloon is open, so you tie up your horse out front and walk in.

The bartender has his back to you and you've got one thing on your mind - a glass of whisky to wash down the trail. "A little dead in here ain't it?" He slowly turns around, then you notice, as your eyes adjust to the dim light, that the saloon is full of Vampires and the drinks are on you.

### Ammo

10 pistol, 10 rifle, 4+ shotgun

### Starting Position

Standing at doorway, two safely holstered pistols loaded with five rounds each.

Rifle loaded with ten rounds safely staged on table.

Shotgun safely staged on table, at least four shotshells on your person.

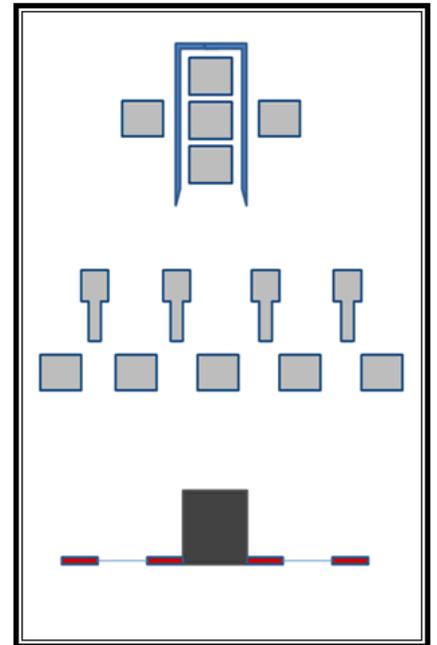
### Procedure

When ready, say **"I wasn't really dyin' for a drink!"**

At the buzzer, engage shotgun targets in any order.

Make shotgun safe, engage rifle targets in a double tap Cross Sweep (top-middle-bottom-left-right).

Move to either window and engage pistol targets in a double tap Sweep.





## Stage 2

# "Shootout at the Zombie Corral"

by Wild Bill Blackerby

### Scenario

You've just ridden into town after a long month out on the range and find the town was infected by the zombies. The good citizens have taken to isolating their infected in the old corral down by the tracks. You ride by, looking at the large group of zombies wandering around and around like the brain dead cattle you spent most of your life herding.

But it's a Saturday night and after a few drinks you and the boys head down to the corral to let off some steam and relax by using the zombies for target practice. Seems the whole town is down there so you need to pick a good spot on the fence and have at it - you have a gun, shoot 'em in the head. That's a sure way to kill 'em.

### Ammo

10 pistol, 10 rifle, 4+ shotgun

### Starting Position

Standing at fence, rifle loaded with 10 rounds held in both hands, two safely holstered pistols loaded with five rounds each.

Shotgun safely staged on fence, at least four shotshells on your person.

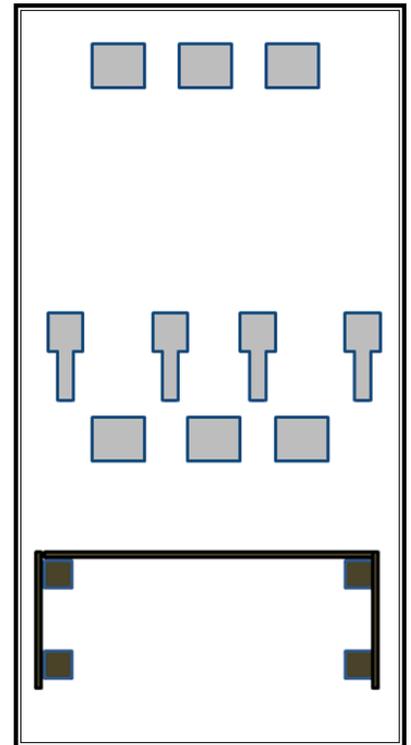
### Procedure

When ready, say "**Just like shootin' dead fish in a barrel!**"

At the buzzer, engage rifle targets in a Boo Berry Shuffle, starting from either end, and repeat.  
(1-1-2-3-3 or 3-3-2-1-1)

Make rifle safe and engage pistol targets in a Boo Berry Shuffle, starting from either end with each pistol.  
(not gunfighter friendly - Boo!)

Engage shotgun targets in any order.





## Stage 3

# "A Hairy time at the Little Bighorn"

by Wild Bill Blackerby

### Scenario

You've been out following the illustrious Lt Colonel George Armstrong Custer thru the hills of the Dakota Territory, chasing down bands of renegade Sioux. Late one night during a full moon, your troop stumbles upon a large Indian trail and comes across a village down by the Little Bighorn.

Custer decides to attack the village and off you go, but the size of the group of warriors is a lot bigger than thought. And, to top it off, they're changing into large hungry wolves with really big teeth. You could be really screwed...

### Ammo

10 pistol, 10 rifle, 2+ shotgun

### Starting Position

Standing at rock, two safely holstered pistols loaded with five rounds each.

Rifle, loaded with ten rounds, safely staged on rock.

Shotgun safely staged on rock, at least two shotshells on your person.

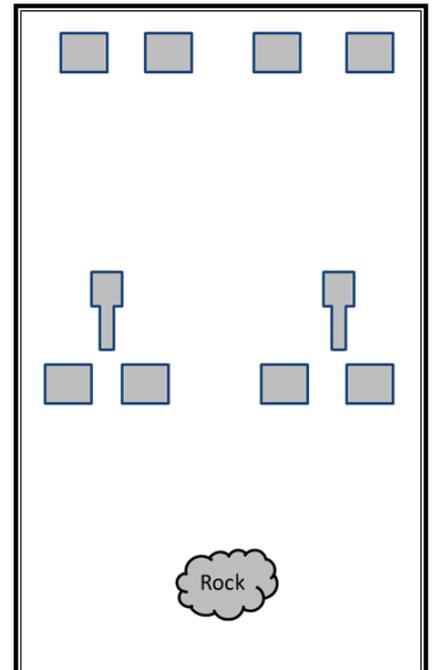
### Procedure

When ready, say "Are those Mangy Injuns or Dogs?"

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

Engage rifle targets in a Fruit Brute Sweep from either end.

Make rifle safe and engage shotgun targets in any order.





## Stage 4

# "Blood Thirsty Savages!"

by Wild Bill Blackerby

### Scenario

You find yourself in an old deserted mining shack near an old Indian Burial Ground. Your mind is foggy, you think you might have shot someone in a fight and ran, but can't remember.

Then you hear noise from outside. You stumble to your feet and go to the window. Outside in the dim light, you see figures moving about. Your heart starts to race thinkin' it's a posse coming to invite you to a necktie party.

But it's worse - it's not a posse, it's a bunch of vampire Injuns and they smell fresh meat and you're the main course. Lucky for you, there are plenty of guns and silver ammo lying about because they're between you and the road to freedom.

### Ammo

10 pistol, 10 rifle, 4+ shotgun

### Starting Position

Standing in doorway, two safely holstered pistols loaded with five rounds each, rifle held in both hands.

Shotgun safely staged on table, at least four shotshells on your person.

### Procedure

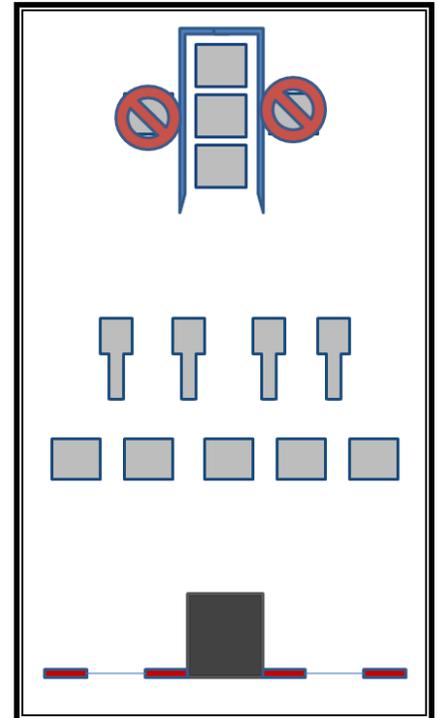
When ready, say **"Who said the only good injun is a dead one!"**

At the buzzer, engage rifle targets in a Count Chocula Sweep from either end and repeat.  
(1-1-2-2-3 or 3-3-2-2-1)

Make rifle safe, move to window and engage pistol targets in a Count Chocula Sweep from the end.

Move to opposite window and engage pistol targets in a Count Chocula Sweep from the end.

Move back to doorway and engage shotgun targets in any order.





## Stage 5

# "Brain Robbing in Northfield"

by Wild Bill Blackerby

### Scenario

You are leader of a gang that has robbed trains and banks across three states. Your gang thought it would be an easy day robbing the bank in a small town that seemed quiet as the dead. You ride quietly into town and go inside to find the vault unguarded. Excited, you blow it open and help yourself.

As you come out of the bank, loaded down with bags of cash, you discover why no one seemed to be around - the citizens are zombies and they're hungry for your brains. It's one thing to get shot at, another to worry about getting eaten. You make your way to the stable, where you decide to make your stand by the corral.

### Ammo

10 pistol, 10 rifle, 4+ shotgun

### Starting Position

Standing at the fence holding bags in both hands, two pistols loaded with five rounds each safely holstered.

Rifle, loaded with ten rounds, safely staged on fence.

Shotgun safely staged on fence.

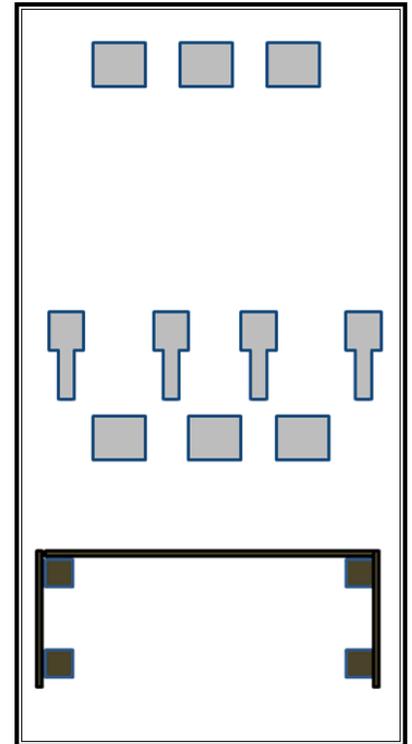
### Procedure

When ready, say **"Come and get some, deadheads!"**

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

Engage rifle targets in a Deadhead Sweep.

Make rifle safe and engage shotgun targets in a Driftwood Sweep (outside then inside).





## Stage 6

# "Manhunt Gone to the Dogs"

by Wild Bill Blackerby

### Scenario

As a Texas Ranger, you've seen a lot of tough types and you've tracked them all to bring them to justice. Your Rangers have been dispatched to Round Rock in order to capture the notorious Sam Bark. You've staked out a nice ambush spot in a pasture just north of town for when the gang arrives, hunkered down behind a rock.

As the sun begins to set you hear voices but are surprised there was no sound of horses - could the gang be planning on marching into town to rob the bank? You rise up and move towards the voices, rifle at the ready. Just ahead in the full moonlight you see a large group and move in to take them. You just were never prepared when you walk into the clearing to find a gang of outlaw werewolves waiting for you.

### Ammo

10 pistol, 10 rifle, 2+ shotgun

### Starting Position

Standing behind rock, two safely holstered pistols loaded with five rounds each, holding rifle in both hands. Shotgun safely staged on rock, at least two shotshells on your person.

### Procedure

When ready, say **"Now there's something you don't see every day."**

At the beep, engage the rifle targets in an Ahroooo Sweep, starting from either end. (1-1-4-4-2-2-3-3-1-4 or 4-4-1-1-3-3-2-2-4-1)

Make rifle safe and engage shotgun targets in any order.

Make shotgun safe and engage pistol targets in an Ahroooo Sweep.

