

# **Cowboy Action Shooting**®

## **Stages & Scenarios**

### **9 June 2013**



## **"A Fistful of Clint Stages"**

### **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	"Fistful of Dollars"	X	X	X	X	10	10	4+
2	"For a Few Dollars More"	X	X	X	X	10	9	4+
3	"The Good, the Bad, and the Ugly"	X	X	X	X	10	10	2+
4	"Dirty Harry"	X	X	X	X	10	10	4+
5	"The Gauntlet"	X	X	X	X	10	10	4+
6	"Every Which Way But Loose"	X	X	X	X	10	10	2+
Totals Required →						60	59	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

## "Fistful of Dollars"

### "Per un pugno di dollari"

by Wild Bill Blackerby



#### Scenario

A deadly stranger rides into a town torn by war between two factions. He's greeted by a group of unfriendly gunslingers who shoot at his mule, scaring it and forcing him to grab the sign outside the saloon to keep from being thrown.

Going inside for a drink he talks to the bartender who tells him of the ongoing feud between the Baxters and the Rojos. Smelling money to be made, he schemes to play the two sides off against each other, with him right in the middle.

He decides to start with the group outside the Baxters' ranch house - a little revenge for their insult. Walking up to them he demands they apologize to his mule for scaring it - something in his eyes makes the five men stop laughing. He flips back his serape to reveal his pistol and his intentions. The game has started...

#### Ammo

10 pistol, 10 rifle, 4+ shotgun

#### Starting Position

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

Rifle held in both hands at Cowboy Port Arms, loaded with ten rounds.

Shotgun safely staged on either end of fence.

#### Procedure

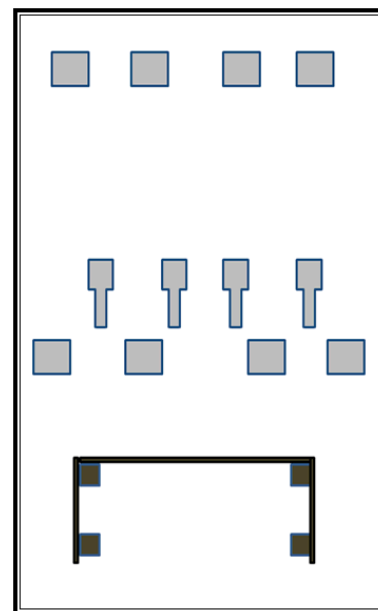
When ready, say **"I don't think it's nice, you laughin' at my mule"**

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

Engage shotgun targets in any order until down.



## Stage 2

# "For a Few Dollars More"

*"Per qualche dollaro in più"*  
by Wild Bill Blackerby



### Scenario

Two bounty hunters, Col. Douglas Mortimer & Monco, go from town to town collecting rewards until they find themselves after the same man, Indio.

At first, they go their own ways, but eventually form a partnership to try and find him and bring him down. But are they after him for the same reason?

They end up in El Paso, where it's believed that Indio is planning to rob the bank - thought to be impenetrable. After the gang robs the bank, the bounty hunters work their way inside, but after being discovered, they begin to shoot their way thru the gang. Finally, with the chime of a pocket watch, the Colonel faces down Indio...

### Ammo

10 pistol, 9 rifle, 4+ shotgun

### Starting Position

Standing behind table, two safely holstered pistols loaded with five rounds each, rifle loaded with nine rounds held at Relaxed Ready.

Shotgun safely staged on one end of table.

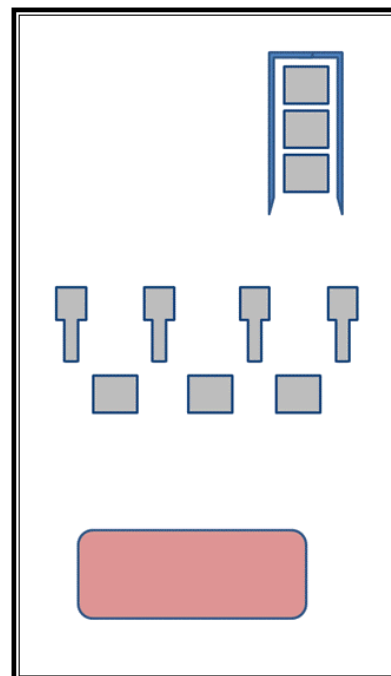
### Procedure

When ready, say "**When the chimes end, then we start.**"

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

Make rifle safe and engage each pistol targets in a John Wayne Sweep.  
(1-2-3-3-2-1-1-2-3-3)

Engage shotgun targets in any order until down.

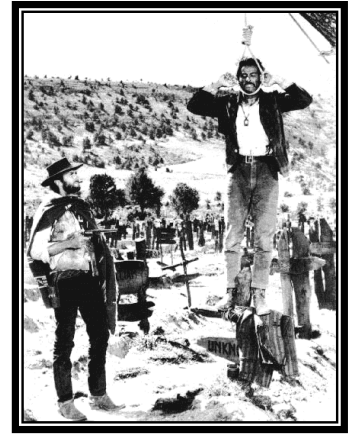


# Stage 3

## "The Good, the Bad, and the Ugly"

### "Buono, il brutto, il cattivo, II"

by Wild Bill Blackerby



### Scenario

Blondie (The Good) is a professional gunslinger who is out trying to earn a few dollars. Angel Eyes (The Bad) is a hit man who always commits to a task and sees it through, as long as he is paid to do so. Tuco (The Ugly) is a wanted outlaw trying to take care of his own hide.

A series of events lead Tuco and Blondie in search of a stash of stolen Army gold in a cemetery. Angel Eyes (who was also searching for it) discovers that they know where the gold is. He sends Tuco off to prison and joins with Blondie, but while in a town being bombed by the Union forces, things fall apart. Blondie meets up with Tuco and the two shoot their way thru Angel Eyes' gang, but he escapes.

The three finally meet in the cemetery with the location of the gold written on a rock sitting between them. Now The Good, The Bad and The Ugly must all battle it out to get their hands on \$200,000 worth of gold.

### Ammo

10 pistol, 10 rifle, 2+ shotgun

### Starting Position

Standing at horse holding shovel, two safely holstered pistols loaded with five rounds each.

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

Shotgun safely staged on other side of horse.

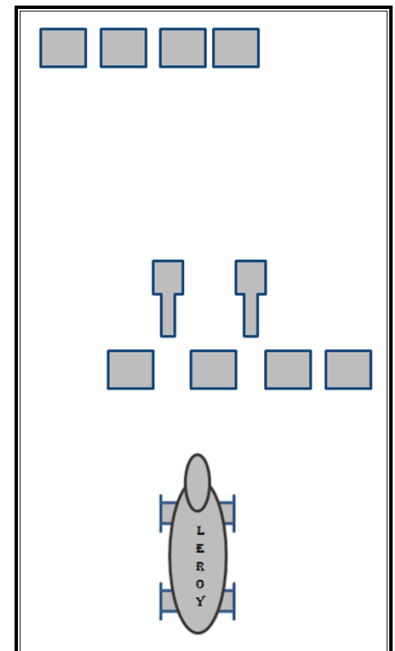
### Procedure

When ready, say "You see, in this world there are two kinds of people, my friend: those with loaded guns and those who dig. You dig."

At the buzzer, drop shovel and engage pistol targets in a Badger Sweep.  
(1-2-3-4-1-2-3-1-2-1)

Engage rifle targets in a Badger Sweep.

Make rifle safe and engage shotgun targets in any order until down.



# Stage 4

## "Dirty Harry"

### "Heraldo Sucio"

by Wild Bill Blackerby



### Scenario

In the year 1871, Dodge City faces the terror of a maniac known as Scorpio, who snipes at innocent victims and demands ransom through notes left at the scene of the crime.

Marshal "Dirty" Harry Callahan tracks the killer down, but he escapes the noose, thanks to a corrupt judge. After weeks of cat and mouse type games, he tracks down Scorpio to a stable.

The Marshal is packing his heavy artillery. As the two men fire at each other bystanders flee for their lives. As Scorpio grabs a stable boy to hide behind, Dirty Harry lets loose with his hand cannon and wounds the killer. Feeling the bile churn in his stomach as he looks at the wounded scum sucking pig, he taunts him into the final show down between good and evil.

### Ammo

10 pistol, 10 rifle, 4+ shotgun

### Starting Position

Standing at the fence, two pistols loaded with five rounds each - one safely holstered and one in hand resting on fence.

Rifle, loaded with ten rounds, safely staged on one end of fence.

Shotgun safely staged on other end of fence.

### Procedure

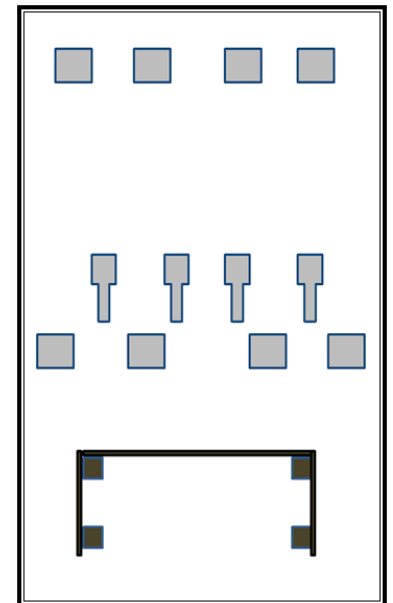
When ready, say **"Being as this is a .44 Colt, the most powerful handgun in the world, and would blow your head clean off, you've got to ask yourself a question: 'Do I feel lucky?' Well, do ya, punk?"**

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

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

Engage rifle targets in a Progressive Sweep from either end.

Make rifle safe and engage shotgun targets from left to right until down.

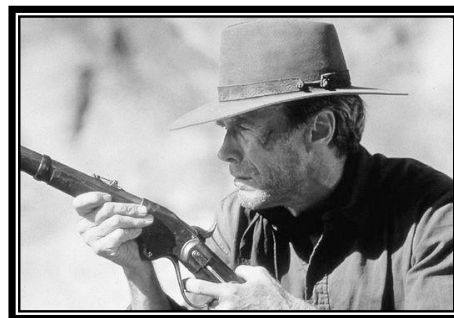


# Stage 5

## "The Gauntlet"

### "La Guantelete"

by Wild Bill Blackerby



### Scenario

Phoenix deputy Ben Shockley is well on his way to becoming a derelict, when he is assigned to transport a witness named Gus Mally from El Paso. Mally turns out to be a belligerent whore with incriminating information regarding a high-placed figure.

Shockley's suspicions are aroused that he's been set up, when the wagon he using to transport his witness is bombed and Mally's house is literally shot to pieces. The pair must face the truth about those they trust, as well as their own inner strengths, as they fight their way to Phoenix.

They are forced to run a gauntlet of hundreds of marshals & bounty hunters armed with high-powered weaponry, as Schockly intends to deliver Mally and finish his mission.

### Ammo

10 pistol, 10 rifle, 4+ shotgun

### Starting Position

Standing behind table, two safely holstered pistols loaded with five rounds each, shotgun held at Relaxed Ready.

Rifle, loaded with ten rounds, safely staged on one end of table.

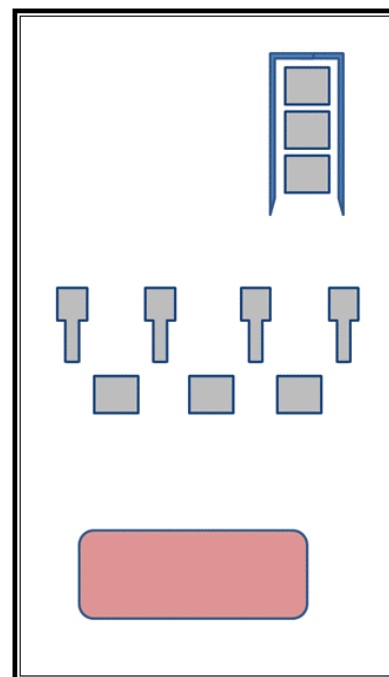
### Procedure

When ready, say **"I got this badge, I got this gun, and I got the love of Jesus right here in my pretty green eyes."**

At the buzzer, engage shotgun targets in any order until down.

Make shotgun safe and engage rifle targets in a Fort White Sweep twice.  
(2-1-2-3-2)

Make rifle safe and engage pistol targets in a Fort White Sweep with each pistol.



# Stage 6

## "Any Which Way But Loose"

### "Cualquier Manera Pero Suelta"

by Wild Bill Blackerby



### Scenario

Philo Beddoe is an easy-going stage coach driver and a great fist fighter. With his two friends - Orville, who promotes prize fights for him, and Clyde, the orangutan he won on a bet - he roams the west in search of cold beer and the occasional punch-up.

In Abilene he is floored by a dainty little saloon singer, who gives him the slip when she realizes he's getting too serious. Philo and Clyde set off in pursuit, but are pestered by a gang of outlaws looking to kill Philo after he beats up their leader due to an insult in the saloon.

After traveling to Dodge City to find his love a final showdown between the two groups develops on the outskirts of town. Can one lone man and his orangutan take on a gang of killers and live to find love?

### Ammo

10 pistol, 10 rifle, 2+ shotgun

### Starting Position

Standing behind horse, holding Clyde in both hands, two safely holstered pistols loaded with five rounds each.

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

Shotgun safely staged on other side of horse.

### Procedure

When ready, say "Left Turn Clyde"

At the buzzer, drop Clyde and engage the rifle targets in a Palindrome Sweep, starting 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 rifle safe and engage pistol targets in a Palindrome Sweep starting from either end.

Engage shotgun targets in any order until down.

