

Cowboy Action Shooting®

Stages & Scenarios

25 Aug 2013



"Legendary Gunfighters of New England"

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 | "Callous is a Scum Sucking Pig!" | X | X | X | X | 10 | 10 | 4+ |
| 2 | "A Pirate's Life For Me" | X | X | X | X | 10 | 12 | 4+ |
| 3 | "Toledo returns to the Tinhorn Buffet" | X | X | X | X | 10 | 10 | 2+ |
| 4 | "Bandito Yankee" | X | X | X | X | 10 | 10 | 4+ |
| 5 | "Saguaro and the FN Bear" | X | X | X | X | 10 | 10 | 4+ |
| 6 | "Iron Pony Busts a Cap" | X | X | X | X | 10 | 9 | 2+ |
| Totals Required → | | | | | | 60 | 61 | 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

"Callous is a Scum Sucking Pig!"

by Wild Bill Blackerby



Scenario

Callous Clyde had seen quite a lot of the West in his years driving cattle. He also saw a lot of strange sights while out on the range.

Once on a particularly hot day he came across a herd of wild pigs around a shallow watering hole. They were so thirsty that they sucked up the little bit of scum covered water. He laughed thinking how stupid those pigs were even though he knew they were dying of thirst. What an animal would do for a drink.

One night he walks into the local watering hole and orders a bottle of Whiskey to slake his thirst. The bartender tells him he sold all of his bottles to the group of outlaws out front and there was nothing left. Well that just ain't gonna do, so Callous decides to load up his guns and get back a bottle or two. As he heads out he thinks of those pigs.

And thus a legend is born...

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing at left window, two safely holstered pistols loaded with five rounds each. Shotgun held in both hands, at least four shotshells on your person.

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

Procedure

When ready, say "**Well I'll be a Scum Sucking Pig!**"

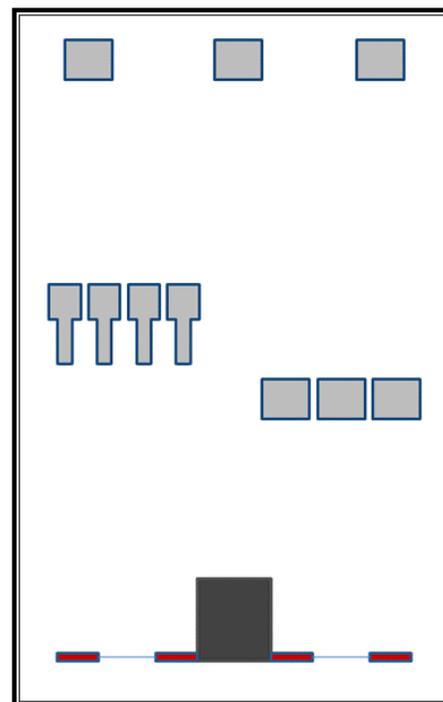
At the buzzer, engage shotgun targets in any order.

Make shotgun safe and engage rifle targets twice in an Idaho Shuffle, starting from either end.

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

Make rifle safe, move to right window and engage pistol targets in an Idaho Shuffle with each pistol, starting from either end.

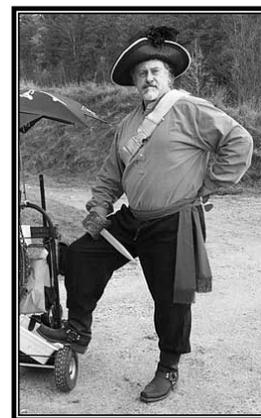
(1-3-1-2-3 or 3-1-3-2-1)



Stage 2

"A Pirate's Life For Me"

by Wild Bill Blackerby



Scenario

The good Captain Morgan Rum dreams of being a pirate plundering ships on the high seas. But he lives in the Arizona desert and miles away from the ocean.

So instead he roams the mining towns with his band of misfits in search of adventure and booty.

One night, while sitting around a table in the local watering hole drinking rum, he discusses robbing the Rusty Mining Company and relieving them of their treasure of gold bullion. A little drunk, he states in too loud a voice they'd just go load up their guns and storm the place. Unfortunately, a group of miners were at the corner of the bar drinking and decided that they'd just nip the robbery in the bud.

With guns drawn they approach Rummy and his crew - the boys were in need of a great plan to get out alive to plunder another day!

Ammo

10 pistol, 12 rifle, 2 shotgun

Starting Position

Standing behind table with both hands on bottle, two safely holstered pistols loaded with five rounds each.

Rifle loaded with nine rounds, safely staged on the right edge of table.
Three extra rifle rounds in box on table or on your person.

Shotgun safely staged on the left edge of table, at least four shotshells on your person.

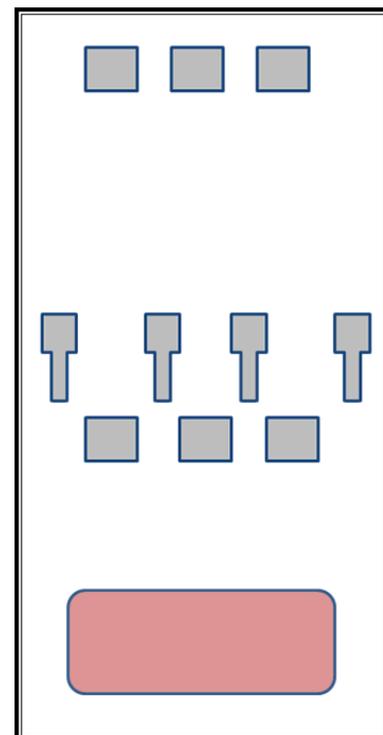
Procedure

When ready, say "**We're surrounded, just wing it!**"

At the buzzer, engage each rifle target with three rounds. Reload three rounds and then engage each target once from either end.

Make rifle safe, engage each pistol target at least once with each pistol.

Engage shotgun targets in any order.



Stage 3

"Toledo returns to the Tinhorn Buffet"

by Wild Bill Blackerby



Scenario

Years back, while riding herd, the Toledo Kid and his crew rode into town and stopped at the newly opened "All-You-Can-Eat" buffet for some grub. They put down their cash and ate the place clean. Then the owner came out and saw all his steam trays were empty and his profits had gone up in smoke so he tried tossing them out. That didn't go so well.

Now Toledo returns to the town to find the place still open but with a sign saying "New Management" and goes in for lunch. He grabs a plate and is about to go to it when the owner comes out - it's the original guy's kid and he remembers what happened the last time.

He starts jabbering "Buffet closed! You go now! You go! We closed!"

Here we go again!

Ammo

10 pistol, 10 rifle, 2+ shotgun

Starting Position

Standing behind table with plate in both hands, two safely holstered pistols loaded with five rounds each.

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

Shotgun safely staged on other end of table, at least two shotshells on your person.

Procedure

When ready, say "**You said it was still all you could eat!**"

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

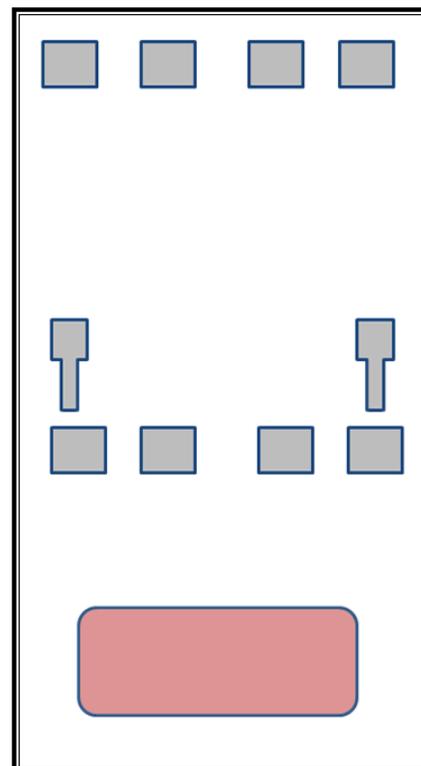
(1-1-1-2-2-3-3-4-4-4 or 4-4-4-3-3-2-2-1-1-1)

Grab plate and engage the rifle 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 rifle safe, grab plate and engage the shotgun targets.

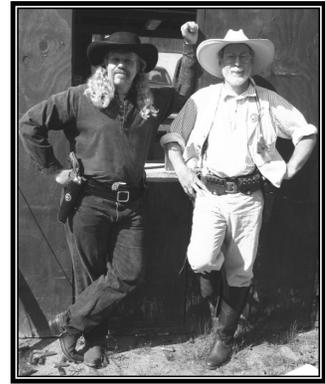
(Yes, forgetting to take the plate is a PROCEDURAL)



Stage 4

“Bandito Yankee”

by Wild Bill Blackerby



Scenario

Driftwood Johnson, famous bank and train robber from the USA, finds himself in Bolivia, running from the law and hard up for money. The town he ended up in did not turn out to be the Atlantic City New Jersey of Bolivia as Wild Bill had said. But he knew what would make him feel better - he decides to knock off a bank to get a new stake and bolster his self image.

He grabs his saddle bags and enters the bank. Looking around, he goes up to the window with his lines all written out, since he can't remember any of the local language. With his bags full of Silver Rings he tries to make his getaway but soon realizes that armed citizens have surrounded the bank - and they don't speak English.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing at table holding bags, 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 at least four shotshells on your person.

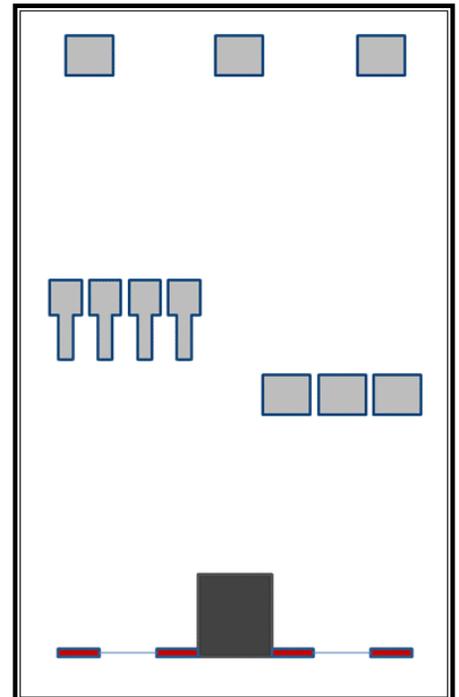
Procedure

When ready shout “**Esto es un robo!**”

At the buzzer, engage rifle targets twice in an Indiana Sweep.
(2-2-1-2-3 or 2-2-3-2-1)

Move to right window and engage pistol targets in an Indiana Sweep with each pistol.
(2-2-1-2-3 or 2-2-3-2-1)

Move to left window and engage shotgun targets in any order.



Stage 5

"Saguaro and the FN Bear"

by Wild Bill Blackerby



Scenario

Ol' Saguaro Jack is known throughout the Territory as a deadly shot, the guy just never misses... usually.

But years back, he saw a Bear out at a distance and decided some Bear stew would hit the spot so he shot it - or shot at it. Seems that Bear somehow would duck out of the way from his deadly lead and Saguaro went home empty handed, hungry, and out of bullets.

But today is the day Jack get's his revenge on his "FN Bear". As he rides along he notices his ol' nemesis is sitting out in the field sunning himself. Dismounting and taking his time to sight him in he's determined he won't miss this time. And that stew will really hit the spot now.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing behind table, two safely holstered pistols loaded with five rounds each.

Shotgun safely staged by the right edge of table, at least four shotshells on your person.

Rifle, loaded with ten rounds, safely staged on the left edge of table.

Procedure

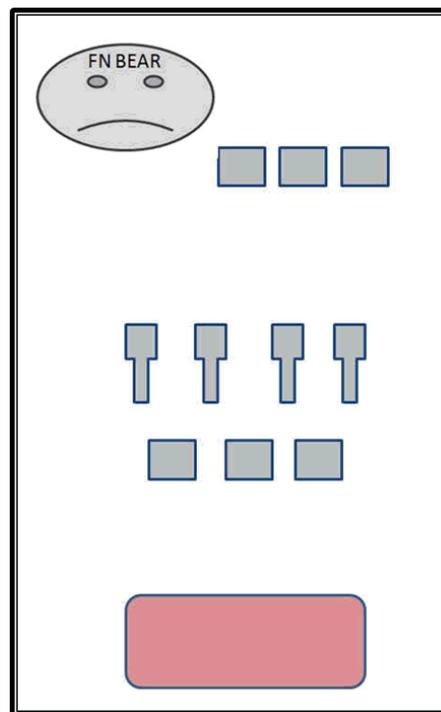
When ready, say "I got you now, you SOB!"

At the buzzer, engage pistol targets in an Arkansas Sweep with each pistols starting from either end.

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

Engage shotgun targets any order.

Make shotgun safe, engage the three rifle targets with one shot each any order and then the remaining seven shots on the Bear.



Stage 6

"Iron Pony Busts a Cap"

(and that's pretty much it)
by Wild Bill Blackerby



Scenario

Iron Pony puts no faith in those new fangled cartridge pistols that seem to be turning up all over the Plains. He sticks with his trusty Colt Armies and one day, while out scouting, comes across a wild band of Sioux. He takes his position behind a rock that looks like a table and gets ready to defend himself.

The wild crazed group of bloodthirsty warriors see the sun glint off his bald head and turn to charge straight towards him. Brave Pony rises to the occasion; he pulls out his pistol and fires at the leader of the group.

"Pop".

He pulls the hammer back and pulls the hammer. "Pop".

His mind quickly races back to the night before when he loaded them; he got distracted by his cat and apparently forgot to load in the lead balls. Hopefully his speed with his rifle and shotgun will save his skin!

Ammo

10 pistol, 9 rifle, 2+ shotgun

Starting Position

Standing behind table with cap gun in hand, two safely holstered pistols loaded with five rounds each.

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

Shotgun safely staged on other end of table, at least two shotshells on your person.

Procedure

When ready fire capgun and say "**Crap, I've got no balls!**"

At the buzzer, engage the rifle targets in a Bad Jack Abernathy Sweep.
(1-1-4-2-2-4-3-3-4)

Make rifle safe and engage the pistol targets in a Good Jack Abernathy Sweep.
(1-1-4-2-2-4-3-3-4-4)

Make pistols safe and engage the shotgun targets in any order.

