

Cowboy Action Shooting®

Stages & Scenarios

8 Jun 2014



The Duke: John Wayne A History in Film

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	"Rio Bravo"	X	X	X	X	10	10	2+
2	"Hondo"	X	X	X	X	10	10	4+
3	"True Grit"	X	X	X	X	10	10	2+
4	"Big Jake"	X	X	X	X	10	10	2+
5	"The Searchers"	X	X	X	X	10	10	4+
6	"The Shootist"	X	X	X	X	10	10	2+
Totals Required →						60	60	16+

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 "Rio Bravo"

by Wild Bill Blackerby



Scenario

You're Sheriff John T. Chance and you've got the brother of a powerful rancher in your jail. Now he's coming to break him out and brought an army of men along with him to help.

You? You've got a cripple, a drunk, and a young whippersnapper to fend off the meanest bunch of cutthroats in the county.

You barricade yourself in the jailhouse, load up your guns and wait for the shooting to start. You have Stumpy watch the prisoner and the kid go for help, while you try to keep the drunk sober.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing at right window, two safely holstered pistols loaded with five rounds each, at least two shotshells on your person. Rifle held in both hands, loaded with ten rounds.

Shotgun safely staged on table.

Procedure

When ready, shout *"Sorry don't git it done, Dude!"*

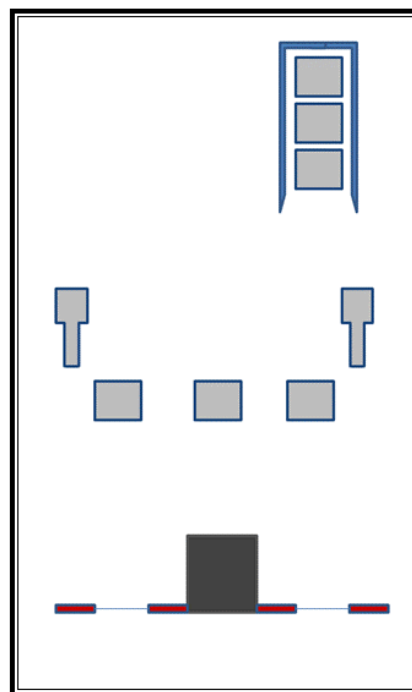
At the buzzer, engage rifle targets twice in an Idaho Shuffle, starting from either end.

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

Make rifle safe and engage shotgun targets in any order.

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

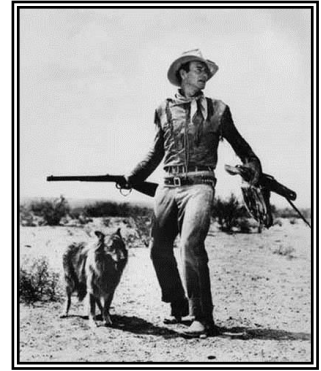
(1-3-1-2-3 or 3-1-3-2-1)



Stage 2

“Hondo”

by Wild Bill Blackerby



Scenario

You're Hondo Lane, dispatch rider for the cavalry. Your unit has been sent out to relocate the settlers from deep in hostile Apache territory.

You get to the cabin of a woman that you've been seeing, and tell her to get her son and pack up. They're not going too willingly though; they don't seem to think there's any real danger.

As you argue over the plight of the Indians, all of the sudden you're surrounded by a murderous band and need to fight them off to save the hides of your new family.

Ammo

10 pistol, 9+1 rifle, 4 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 table.
One extra rifle round in box on table or on your person.

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

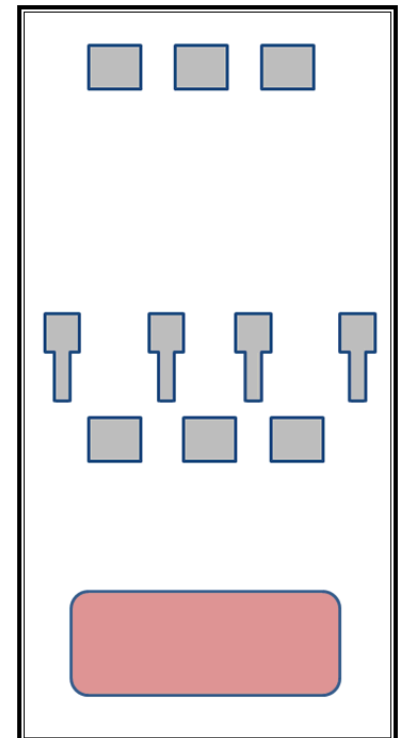
Procedure

When ready, yell *"Everybody gets dead. It's their turn."*

At the buzzer, engage each rifle target with three rounds. Reload one round and then engage any target once.

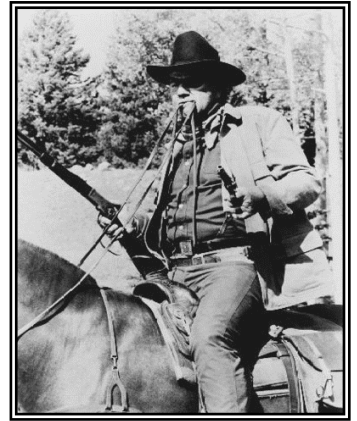
Make rifle safe, engage pistol targets in a Hump Day Sweep from either end.
(1-1-1-2-2-2-2-3-3-3 or 3-3-3-2-2-2-2-1-1-1)

Engage shotgun targets in any order.



Stage 3 "True Grit"

by Wild Bill Blackerby



Scenario

You're Marshal "Rooster" Cogburn and you've been tracking the scum sucking pig, Lucky Ned Pepper, and his gang. You finally track them down, but they've taken a young spirit of a girl hostage and expect you let them go for her safe return.

They don't know you've sent that pain in the ass Texas Ranger off to rescue her and now you sit in an open field between them and freedom.

They don't think a one-eyed fat man can take them, but Mattie knew you had true grit and you're about to show them some of it.

Ammo

10 pistol, 10 rifle, 2+ shotgun

Starting Position

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

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

Procedure

When ready, yell "**Fill your hands, you son of a bitch.**"

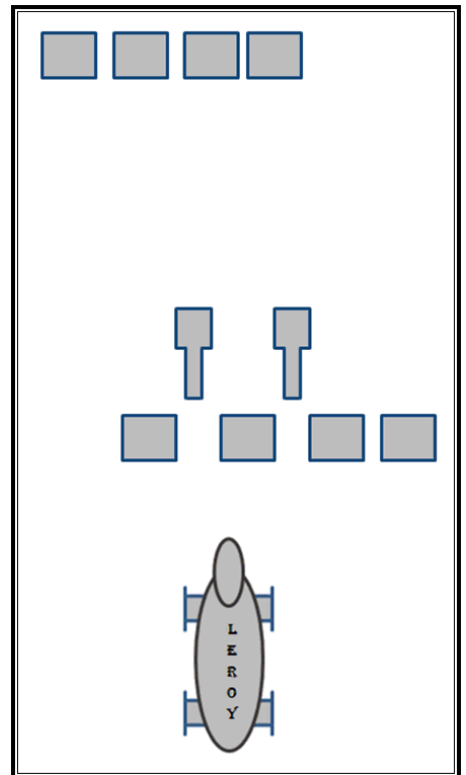
At the buzzer, engage the rifle targets in a Palindrome Sweep from either end.

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

Make Rifle safe and 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)

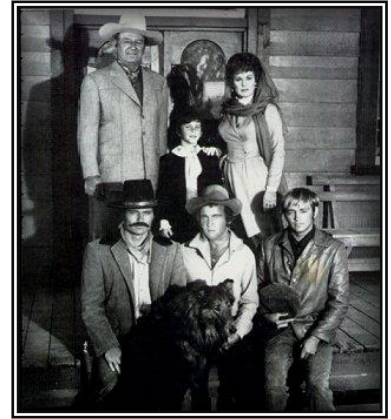
Engage the shotgun targets in any order.



Stage 4

“Big Jake”

by Wild Bill Blackerby



Scenario

You're Big Jake McCandles and your estranged wife wires you that your grandson has been kidnapped. You arrive on the next train and set off with your dog, Indian scout, two crabby sons, and a box full of money to ransom him.

Along the way you've gotten reacquainted with your boys and learned the old west ain't what it used to be.

While trying to protect the strong box one night the boys learn you ain't payin' for your kin - except in lead. You meet at night with the kidnapers, bringing in the box, your boys hidden in the dark to back you up. When they bring Little Jake out, you open the box and it's time to end this family outing.

Ammo

10 pistol, 10 rifle, 2+ shotgun

Starting Position

Standing at table, 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 two shotshells on your person.

Procedure

When ready, say *"No matter who gets killed, I'm gonna blow your head off."*

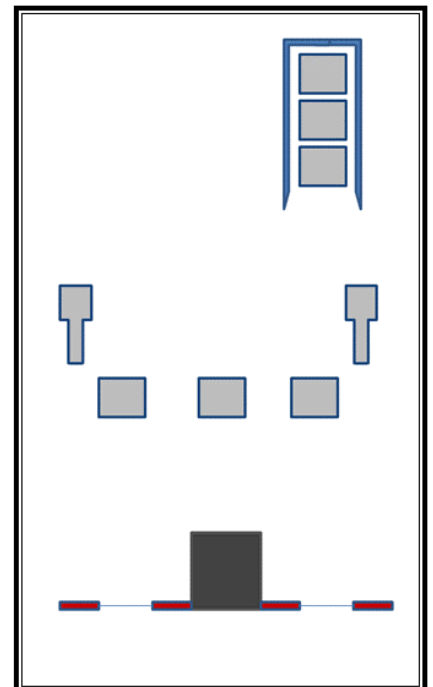
At the buzzer, engage rifle targets twice in an Indiana Sweep.

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

Move to left window and engage pistol targets in an Indiana Sweep with each pistol.

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

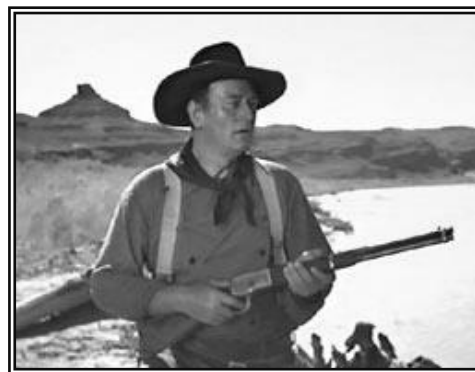
Move to right window and engage shotgun targets thru window in any order.



Stage 5

"The Searchers"

by Wild Bill Blackerby



Scenario

You're Ethan Edwards, and you and your blanket head companion have been searching for your kidnapped niece. You hook up with the local troop of Texas Rangers and travel over the miles looking for the Comanche tribe led by the infamous Scar.

As your merry band rides over a hill and along a ridge you begin to notice you're being followed by Scar and a large army of Comanche on both sides of the ridge. You spur your horses across a river and hunker down behind some rocks on the opposite shore to make your stand.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

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

Shotgun safely staged on one end of the table, at least four shotshells on your person.

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

Procedure

When ready, say **"Well Reverend, looks like you've got yourself surrounded."**

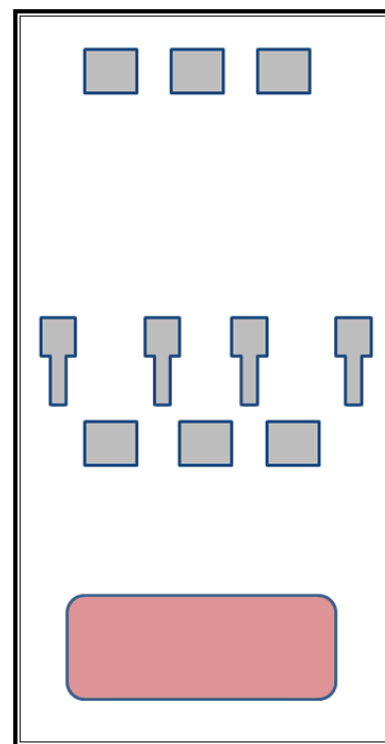
At the buzzer, engage pistol targets in an Arkansas Sweep with each pistol, starting from either end.

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

Engage the rifle targets in an Arkansas Sweep twice starting from either end.

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

Make rifle safe and engage shotgun targets any order.



Stage 6

“The Shootist”

by Wild Bill Blackerby



Scenario

You're John Bernard Books, the most notorious shootist in the old west, but time is catching up with you. The century has turned and so has your last card - you find you're dyin' from cancer and it will be a painful end.

You decide you can at least choose your way to go out, one with a big bang.

On the day of your 58th birthday you arrange to meet up with the local big mouthed bully, the vengeful brother of a man you killed, and the local fast gun. Wearing your best suit you head into the saloon for a drink and the final showdown.

Ammo

10 pistol, 10 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 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 *"I'm not going anywhere, I'm dyin' and intend to die right here."*

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

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

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

