

Cowboy Action Shooting[®]

Stages & Scenarios

17 Aug 2014



"What do you want on your Tombstone?"

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	"Founder of the Feast"	X	X	X	X	10	10	4+
2	"Poor Ed Bailey"	X	X	X	X	10	10	2+
3	"Shootout by the Corral"	X	X	X	X	10	10	2+
4	"Ambush at the Station"	X	X	X	X	10	10	4+
5	"Play for Blood"	X	X	X	X	10	10	2+
6	"Down by the Creek"	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.

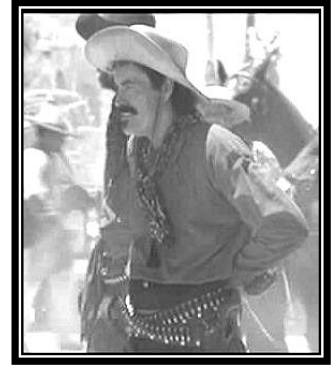
All knockdown targets must go down to count and all knockdown targets may be reengaged in any order until down, whether they're shotgun, rifle, pistol, slingshot, bow & arrow, water balloon, or spitball targets.

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

"Founder of the Feast"

by Wild Bill Blackerby



Scenario

In the southwest the "Cow-boys" ruled the land. They were thieves and killers and took the law into their own hands. This was especially true south of the border.

The leader of the gang was Curley Bill, and when he learned that the local Mexican police had killed a couple of his men while they rustling cattle, he decided to make just that point.

The morning the police officer was getting married The Cow-boys ride up to the church to pay their respects... with lead, lots of lead.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing behind horse, two safely holstered pistols loaded with five rounds each, hands behind back.

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

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

Procedure

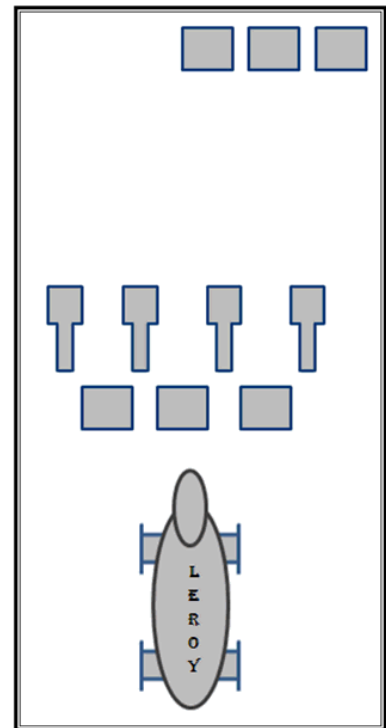
When ready, say "Y'all killed two cowboys!"

At the buzzer, engage shotgun targets in any order.

Make shotgun safe and engage rifle targets in a Kansas Sweep from either end.

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

Make rifle safe and engage pistol targets in a Kansas Sweep from either end.



Stage 2

"Poor Ed Bailey"

by Wild Bill Blackerby



Scenario

Doc Holliday is having a great night at the poker table. At the moment he's looking at a \$1,500 pot, with just him and Ed Bailey left. To top it off, his consort Kate walks over and, sitting on his lap, fills his cup from a flask. No bustle! How lewd!

Ed raises him \$500 and calls Doc, who shows his hand, which is the winner. Ed does not take the loss well.

Ed calls him a lunger and tells Doc to take his money and get out. Being a gentleman of the South, Doc does not take offence and lays his pistols on the table offering amends. Ed decides to take advantage of his being unarmed.

But tonight is Doc's lucky night.

Ammo

10 pistol, 10 rifle, 2 shotgun

Starting Position

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

Rifle loaded with ten rounds, safely staged on table.

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

Procedure

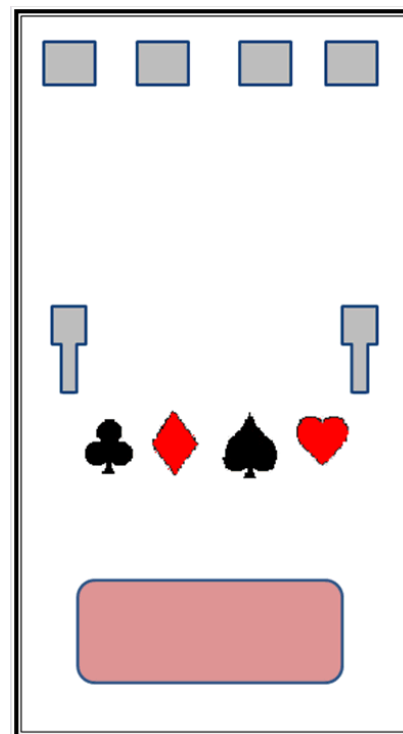
Draw a card from the pile and lay it face up.

When ready, say **"Why Ed, does this mean we're not friends anymore?"**

At the buzzer, with first five rounds engage the pistol targets at least once each starting with the suit on the card. Repeat with second five rounds.

Engage the rifle targets in a Nevada sweep (yes I said a NEVADA SWEEP).

Make rifle safe, engage shotgun targets in any order.



Stage 3

"Shootout by the Corral"

by Wild Bill Blackerby



Scenario

The trouble between the Cow-Boys and the Earp faction has been boiling over the past few nights. Threats, arrests and even a whompin' or two has made for a very grumpy Clanton bunch this morning.

Finally the threat of "You've been spoiling for a fight, you'll get it today" has the Earp brothers arm themselves and, taking Doc as clean up, they march down the road to the O-K Corral. They've heard the Cow-Boys are gathered and armed against the town ordinance and they mean to finish it.

Turning into the alley behind Fly's Photo shop they spread out and Virgil calls for the Cow-Boys to disarm.

With a wink from Doc, Billy Clanton decides he's had enough and pulls his pistol.

And the ball has begun!

Ammo

10 pistol, 10 rifle, 2+ shotgun

Starting Position

Standing between tables with cane in both hands, two safely holstered pistols loaded with five rounds each.

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

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

Procedure

When ready, say "**Throw up your arms!**"

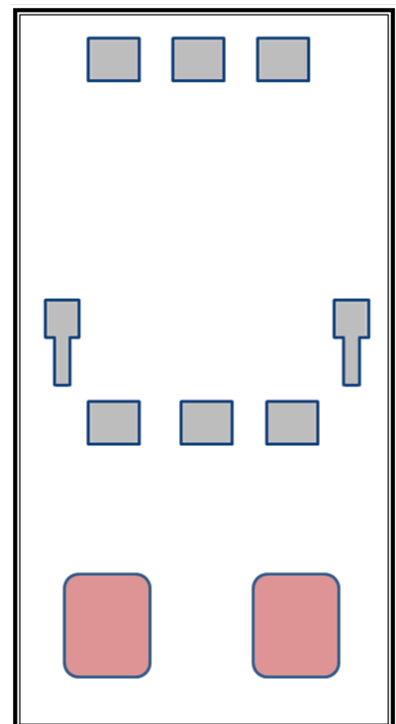
At the buzzer, engage the pistol targets with the first five rounds in an Idaho Shuffle from either end. Repeat with the second five rounds.

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

Engage the rifle targets in an Idaho Shuffle twice from either end.

(No double tapping)

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



Stage 4

“Ambush at the Station”

by Wild Bill Blackerby



Scenario

After the shootout at the corral left three Cow-Boys dead, it looks like the Clanton's have decided to even the odds a little with the Earps. After a night attack on their women (who does that!), shooting Virgil as he made his rounds and killing Morgan over a pool table, Wyatt decides to get everyone out of town.

While in Tucson at the train station, he says goodbye to what's left of his family. He spies Ike Clanton and Frank Stillwell in shadows. He grabs his scattergun and, with Doc backing his play, sneaks up behind the pair of curs.

Tonight they've called down the thunder and hell is coming along for the ride.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing by horse, two pistols loaded with five rounds each, holding shotgun in both hands, at least at least four shotshells on your person.

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

Procedure

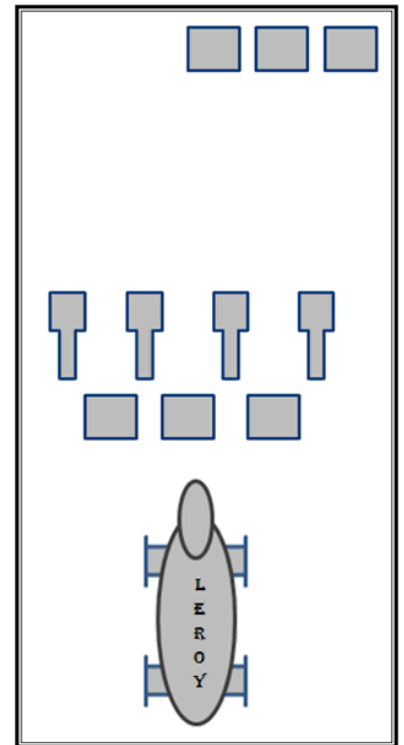
When ready shout “**Right behind you Stillwell!**”

At the buzzer, engage shotgun targets in any order.

Make shotgun safe and engage rifle targets in a Lazy Sweep twice from either end.

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

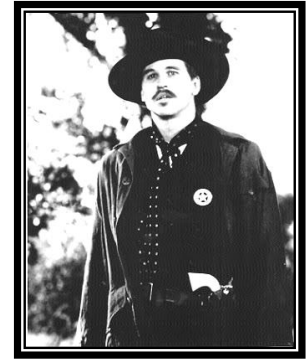
Make rifle safe and engage pistol targets in two Lazy Sweeps.



Stage 5

"Play for Blood"

by Wild Bill Blackerby



Scenario

While in town, Doc Holliday and Johnny Ringo square off against each other in the street, each offering to "play for blood" and end the feud once and for all. Only the intervention of Curley Bill and the remaining Cow-Boys keeps the game from progressing.

Now out on the trail for his reckoning, Wyatt is invited by Ringo to a secluded spot to end it all. Doc, knowing Wyatt can't play that kind of game against his nemesis, pretends to be sick to keep Wyatt from going.

Sneaking out that night, Doc goes alone to the clearing where he finds Ringo and offers to finish their "game of blood".

And this time it's legal.

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 table, at least two shotshells on your person.

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

Procedure

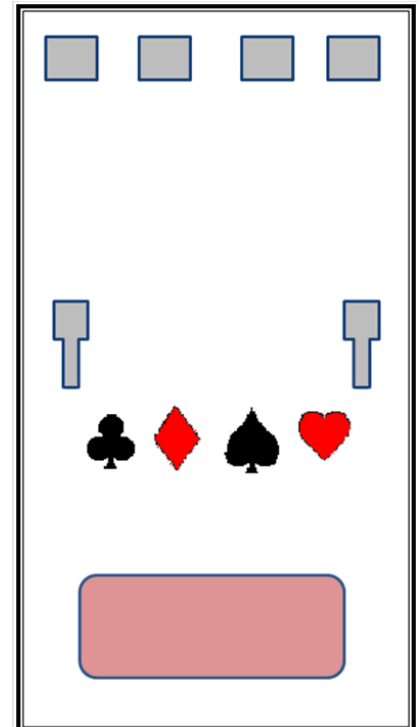
Draw a card from the pile and lay it face up.

When ready, say "Say when!"

At the buzzer, with first five rounds engage pistol targets by double tapping the end target corresponding to the color of the card drawn then sweeping the rest. Repeat with second five rounds.

Engage shotgun targets any order.

Make shotgun safe, engage the rifle targets by double tapping the end target corresponding to the color of the card drawn then sweeping the rest. Repeat.



Stage 6

"Down by the Creek"

by Wild Bill Blackerby



Scenario

Down at Iron Springs, Wyatt comes across a couple of the Cow-Boys sitting around a campfire. He motions to his posse and they grab their rifles to capture the unsuspecting men.

Just as they clear the bushes seemingly undetected, the two Cow-Boys dive behind some rocks and gunfire erupts from all angles pinning down the hapless posse.

It's an ambush! And Curley Bill is smiling and laughing at how he's caught Wyatt in a crossfire.

Thoughts of defeat rush Wyatt but he won't go down without a fight... even if he needs to walk on water.

Ammo

10 pistol, 10 rifle, 2+ shotgun

Starting Position

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

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

Procedure

When ready say "Hey Wyatt, how the hell are ya?"

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

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

Make rifle safe and engage the pistol targets in a continuous Kansas City Sweep from either end.

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

