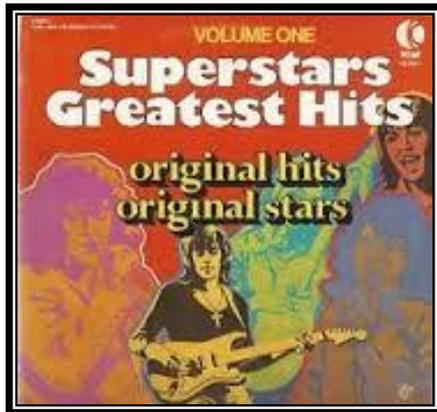


Cowboy Action Shooting®

Stages & Scenarios

19 Oct 2014



"The End of the Line CPF&G's Greatest Hits! (remastered)"

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	"Shootout at the Zombie Corral"	X	X	X	X	10	10	4+
2	"Toledo returns to the Tinhorn Buffet"	X	X	X	X	10	10	2+
3	"Say Hello to my Little Friend!"	X	X	X	X	10	8	2+
4	"'Gabby' Hayes"	X	X	X	X	10	10	4+
5	"Surrounded Again"	Shooter's choice				?	?	?+
6	"?"	X	X	X	X	10	10	2+
Totals Required →						50+	48+	14+

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

"Shootout at the Zombie Corral"

by Piney Woods & Wild Bill Blackerby
(from the "I Shot wiith a Zombie" match 06/2008)



Scenario

You've just ridden into town after a long month out on the range away from civilization. Seems the town was infected by the zombie curse and 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 as 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 at Cowboy Port Arms, two safely holstered pistols loaded with five rounds each.

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

Procedure

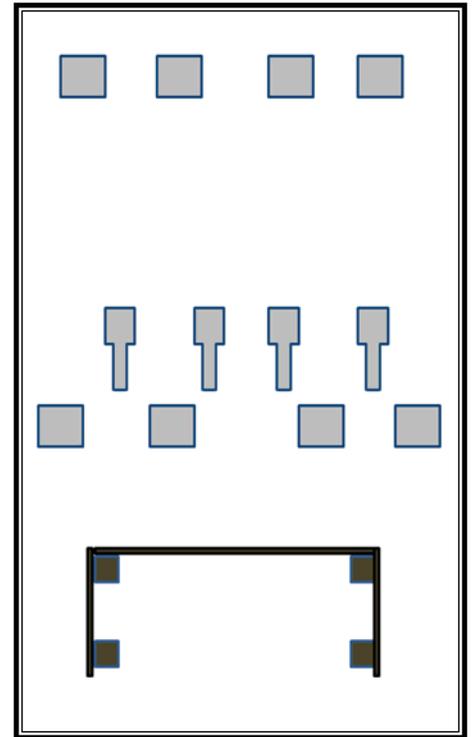
When ready, say "**Just like shootin' fish in a barrel!**"

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.



Stage 2

"Toledo returns to the Tinhorn Buffet"

by Wild Bill Blackerby
(from the "Legends of New England Shooters" match 08/2013)



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. When the owner came out and saw all his steam trays were empty and his profits had gone up in smoke, 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 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 left end of table with plate in both hands, two safely holstered pistols loaded with five rounds each.

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

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

Procedure

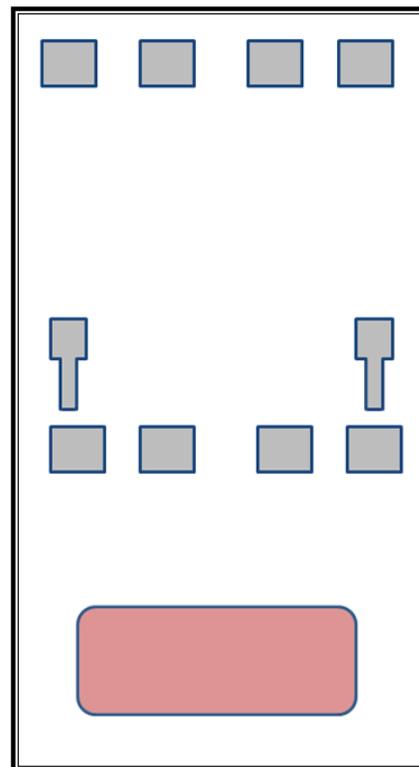
When ready, say "**You said it was still all you could eat!**"

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 3

“Say Hello to my Little Friend!”

by Wild Bill Blackerby
(from the “Continuing Life & Times of Driftwood Johnson” match 05/2006)



Scenario

Old Driftwood's spent the past month out roaming the prairie, lookin' for Gus. As he rides his trusty mule he sees a large creature in the distance. Driftwood looks closely, and about 50 yards away with his eagle eyes he spies what appears to be a large Buff - of course it's really a Bear.

As his mouth waters Driftwood thinks "Well if that Lt. Dunbar fella can take one down with his Henry so can I".

He pulls his rifle from his mule and empties his rifle into the ol' bear.

Three passing shady characters spot his kill and start laughing at him - "Don't ya know bear meat is stringy, ya chucklehead!" He ain't one to taking anyone laughin' at him so Driftwood decides to face them down with his trusty six-guns.

Ammo

10 pistol, 8 Rifle, 2 Shotgun

Starting Position

Standing between tables, two safely holstered pistols loaded with five rounds each.

Rifle safely staged on one table, loaded with 8 rounds.

Shotgun safely staged on other table, at least 2 shotgun rounds on your person.

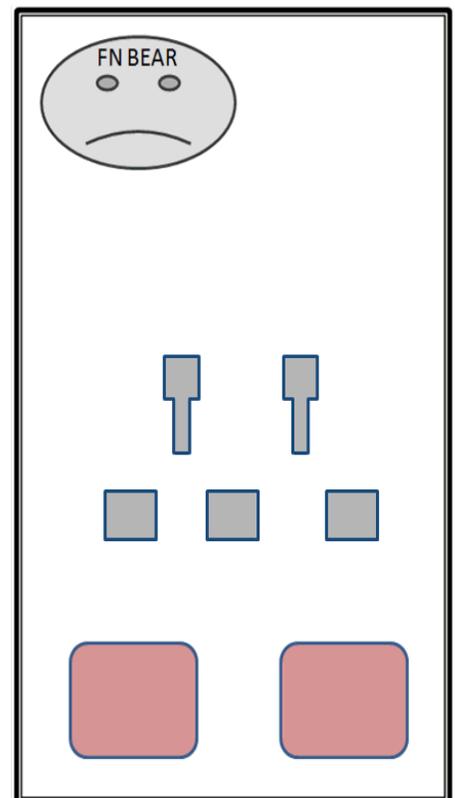
Procedure

When ready, shout "*Feel the power of my Henry, Big Boy!*"

At the buzzer, using rifle, engage the bear eight times.

With pistols, engage the three characters at least three times each.

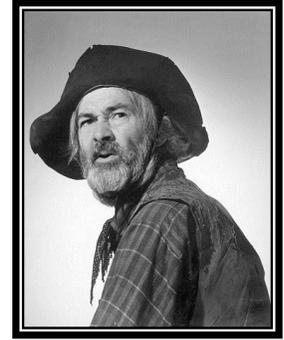
Engage shotgun targets in any order.



Stage 4

"Gabby" Hayes

by Wild Bill Blackerby
(from the "Sidekicks!" match 09/2012)



Scenario

In this episode, our hero Roy Rogers is out on the trail tracking a gang of horse thieves when he finds himself riding into an ambush!

Outnumbered and outgunned, he quickly finds a position to try and hold off the villains, but his guns are too far away for him to grab. It looks very bad for Roy!

But fortune is once again on his side! It seems his trusty sidekick, Gabby, has stumbled onto the scene and begins to distract the villains with what seems like endless rounds of gunfire.

This gives Roy a chance to run to his guns and join in. Once again his bacon is saved by Gabby!

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing behind fence with two safely holstered pistols, holding rifle in both hands

Shotgun safely staged on fence

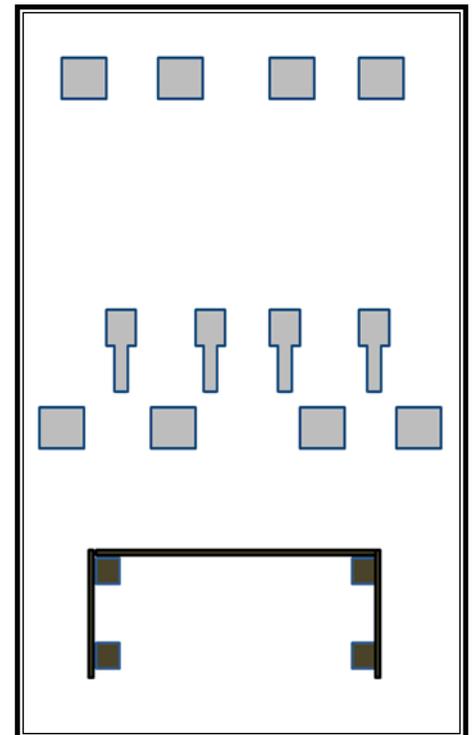
Procedure

When ready, say: **"Save yer consarn butt Roy, yer darn tootin'!"**

At the buzzer, engage rifle targets in a Missouri Hillbilly Sweep from either end. (1-1-2-3-4-4-3-2-1-1 or 4-4-3-2-1-1-2-3-4-4)

Make rifle safe and engage pistol targets in an Missouri Hillbilly Sweep from either end with pistols.

Make pistols safe and engage shotgun targets in any order.



Stage 5

"Surrounded Again"

by Piney Woods – SASS 29887
(from the "Match with No Name" match 11/2004)

Scenario

You're surrounded by banditos, renegades, rustlers, and low-down varmints. Time to clean house!

Ammo

21+ of shooter's choice

Starting Position

Standing behind table, both hands flat on the table.

Shooter may use any guns desired, but no more than two pistols, one rifle, and one shotgun.

If using a shotgun, it's safely staged on table, as many shotshells on your person as you want.

If using pistols, they're safely holstered, loaded with five rounds each.

If using a rifle, it's safely staged on table, loaded with nine rounds.

All ammo for reloads must be on person to start, but may be placed on table after the buzzer. Any ammo that rolls off table is "dead".

Procedure

When ready, say "**Give up you buzzards, I've got you surrounded!**"

At the buzzer, using whatever gun(s) desired, sweeping in either direction, triple-tap each target.

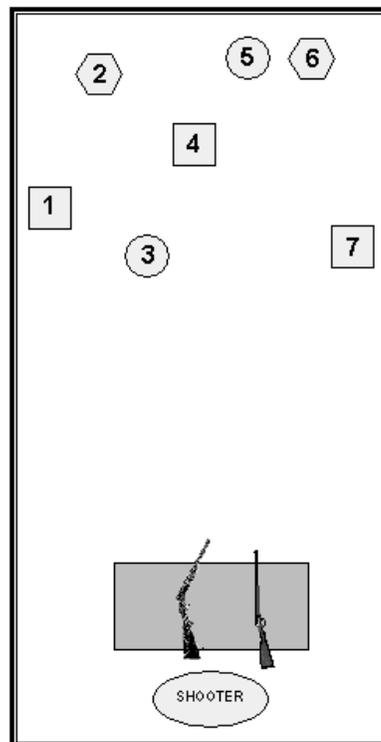
You must not move on to the next target until the one you're shooting at has been hit three times.

Running out of ammo before hitting all targets will be scored as misses for those not hit. This is not a procedural penalty.

Pistols may be holstered and taken to the unloading station with unfired rounds as long as an unfired round is **not** under the hammer.

Any rounds remaining unfired in either rifle or shotgun at the end of the stage must be either fired in a safe direction, ejected, or removed before leaving the firing line.

One good thing about this stage is that, when you're done, you will have shot it "clean" (unless you run out of ammo)!.



Stage 6

by Wild Bill Blackerby
(from the "No Stinkin' Sweeps" match 08/2011)

Scenario

What!?! Why are there different quantities of targets for rifle and pistol? That means you can't sweep them the same way, so now what to do?

You decide to do it your way of course!

Ammo

10 pistol, 10 rifle, 2+ shotgun

Starting Position

Standing between tables.

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

Two safely holstered pistols loaded with five rounds each.

Rifle safely staged on other table, ten rounds in magazine.

Procedure

When ready, say something clever to let the Timer Operator know you're ready.

At the buzzer, using ten pistol rounds, ten rifle rounds, and two shotshells, engage all targets.

