

Cowboy Action Shooting®

Stages & Scenarios

30 August 2015



**Pick
Your
Poison**

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. Eye protection is also mandatory for spectators.
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. A dropped gun is "Dead". 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". It may only be retrieved by the brass pickers, after the shooter has completed the stage. It's a good idea to carry extra ammo on your 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. Someone else in the Posse will pick up your brass.

Today's Match

STAGES		GUNS				AMMO		
		1 st PISTOL	2 nd PISTOL	RIFLE	SHOTGUN	PISTOL	RIFLE	SHOTGUN
1	"Rye Whiskey?"	X	X	X	X	10	10	4+
2	"Bourbon?"	X	X	X	X	10	10	4+
3	"Tequila?"	X	X	X	X	10	10	4+
4	"Scotch?"	X	X	X	X	10	10	4+
5	"Vodka?"	X	X	X	X	10	10	2+
6	"Gin?"	X	X	X	X	10	10	4+
Totals Required →						60	60	22+

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

"Rye Whiskey?"

adapted from a Stage by Wild Bill Blackerby

Scenario

Some simple tale of mayhem and vengeance

Ammo

10 pistol, 10 rifle, 4+ shotgun

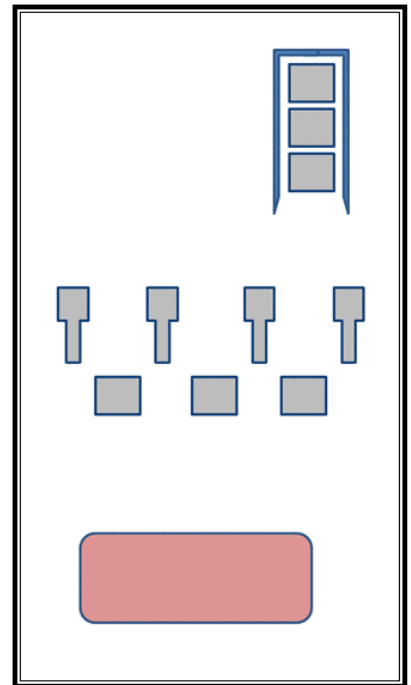
Starting Position

Standing at the center of the table, shotgun staged to your left, rifle staged to your right, hands on your pistols in their holsters.

Procedure

Start with a line, get a beep

Shoot each target at least once with the appropriate gun



Stage 2

"Bourbon?"

adapted from a Stage by Wild Bill Blackerby

Scenario

Some simple tale of mayhem and vengeance

Ammo

10 pistol, 10 rifle, 4+ shotgun

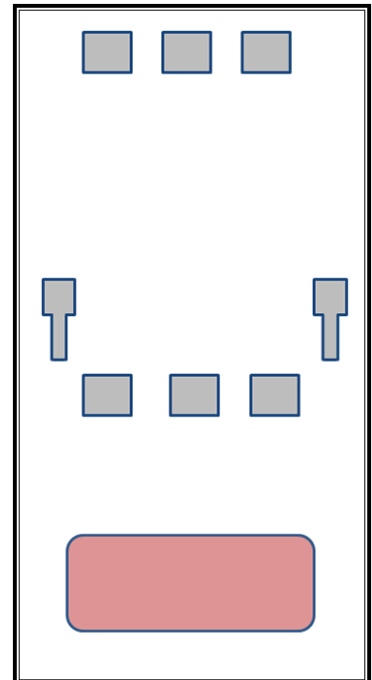
Starting Position

Standing at the center of the table, shotgun staged to your right, rifle staged to your left, hands on your pistols in their holsters.

Procedure

Start with a line, get a beep

Shoot each target at least twice with the appropriate gun.
(Yes, the shotgun targets too.)



Stage 3

"Tequila?"

adapted from a Stage by Wild Bill Blackerby

Scenario

Some simple tale of mayhem and vengeance

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

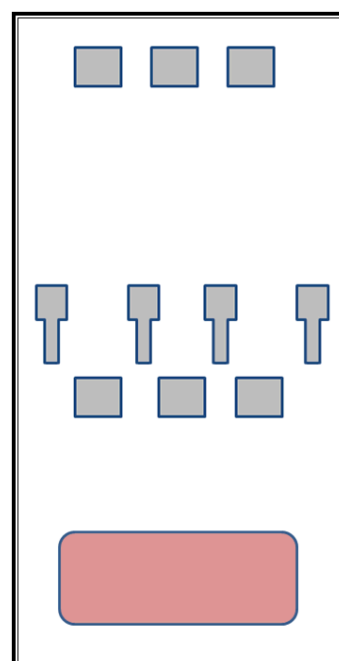
Standing at the center of the table, all guns staged on the table; shotgun to your left, rifle to your right, pistols in the middle, both hands on your belt buckle.

Procedure

Start with a line, get a beep

Starting with the rifle, then with the pistols, engage each target at least three times. Finish with the shotgun in any order.

Pistols go back on the table or into your holsters... your choice.



Stage 4

"Scotch?"

adapted from a Stage by Wild Bill Blackerby

Scenario

Some simple tale of mayhem and vengeance

Ammo

10 pistol, 10 rifle, 4+ shotgun

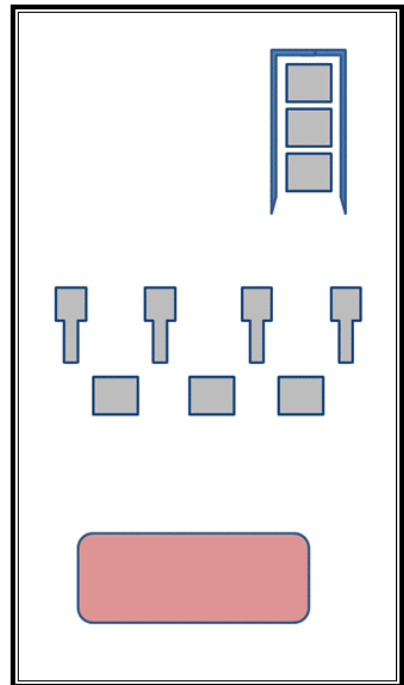
Starting Position

Standing at the center of the table, shotgun staged somewhere on the table, rifle held at Cowboy Port Arms, pistols in your holsters.

Procedure

Start with a line, get a beep

In any order, engage each rifle target at least three times; engage each pistol target at least three times; knock over each shotgun target



Stage 5

"Vodka?"

adapted from a Stage by Wild Bill Blackerby

Scenario

Some simple tale of mayhem and vengeance

Ammo

10 pistol, 10 rifle, 2+ shotgun

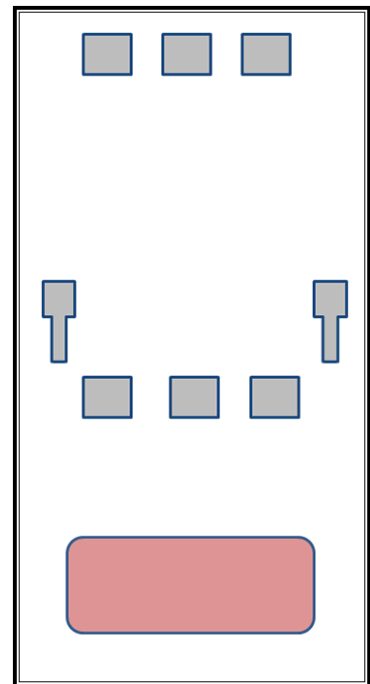
Starting Position

Standing at the center of the table, shotgun and rifle both staged somewhere on the table, pistols in your holsters, both hands flat on the table.

Procedure

Start with a line, get a beep

Using all of your rounds, engage each pistol target, then engage each rifle target, then engage each shotgun target.



Stage 6

"Gin?"

adapted from a Stage by Wild Bill Blackerby

Scenario

Some simple tale of mayhem and vengeance

Ammo

10 pistol, 10 rifle, 4+ shotgun

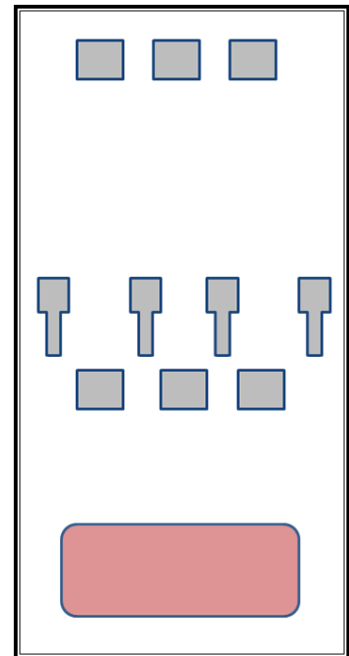
Starting Position

Standing two steps back from the center of the table, shotgun staged to your right, rifle staged to your left, pistols in your holsters.

Procedure

Start with a line, get a beep

Engage the rifle targets at least twice each without double tapping, then engage the shotgun targets, and finish by engaging the pistol targets at least three times each without double tapping any of them.



STAGE	TARGETS	PROPS
1, 4	6 plates, 3 stands, Ladder stand, 4 knockdowns	Table
2, 5	6 plates, 6 stands, 2 knockdowns	Table
3, 6	6 plates, 6 stands, 4 knockdowns	Table
TOTALS	18 plates, 15 stands, Ladder stand, 10 knockdowns	3 tables

PAPER, etc.

- cash change bank
- Clean Match certificates
- clip boards (3)
- liability forms (30)
- loading table instructions (3)
- pencils & pens
- posse score sheets (3+)
- posse signup sheets (3)
- Range Officer Pocket Card
- safety meeting notes
- SASS rule book
- stage setup diagrams
- stage/scenario packages (30)

PROPS

- balloons & holder
- barber cloth
- blanket
- bow & arrow
- cleaver
- cup
- dice
- dinner plate
- glass
- knife
- moneybags
- packages
- playing card holder & cards
- poker chips & can
- prop holster & gunbelt
- rifle scabbard
- schoolbooks
- shovel
- spoon & fork

TOOLS, etc.

- back belt
- BF hammer
- cable clips
- calculator
- dynamite (9)
- "PAID" stamp
- rake
- ramrod
- rubber bands
- spare ear protectors
- spare shooting glasses
- spotting scope & tripod
- spray paint
- stapler & staples
- loading tables (3)
- target nuts & washers
- timers & extra batteries
- unloading tables (3)
- wrenches