

Cowboy Action Shooting[®]

Stages & Scenarios

8 November 2015



A _____ Walks Into a Bar...

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	"A Grasshopper Hops into a Bar..."	X	X	X	X	10	10	4+
2	"A Cowboy Walks into a Bar..."	X	X	X	X	10	10	4+
3	"A Guy and a Giraffe Walk into a Bar..."	X	X	X	X	10	10	2+
4	"A Sandwich Flops into a Bar..."	X	X	X	X	10	10	4+
5	"A Soccer Ball Rolls into a Bar..."	X	X	X	X	10	10	4+
6	"A Chicken Struts into a Bar..."	X	X	X	X	10	10	2+
Totals Required →						60	60	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.

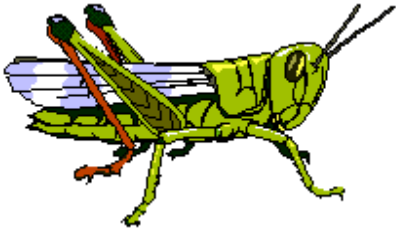
All knockdown targets must go down to count and all knockdown targets may be reengaged in any order until down, whether they're shotgun, rifle, pistol, slingshot, bow & arrow, water balloon, or spitball targets.

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

"A Grasshopper Hops into a Bar..."

by Stan Pede and Piney Woods



A grasshopper hops into a bar. The bartender says, "You're quite a celebrity around here. We've even got a drink named after you." The grasshopper says, "You've got a drink named Steve?"

Scenario

Yer sittin' in the Birdcage theater enjoyin' the show, when you notice No Neck Ned. You get up to approach him and that's when he sees you and starts running. You start chasin' him, but he gets ahead of you and hides in the balcony. Focused totally on Ned, you didn't realize that you're on the stage. The crowd starts booing you and shouts of "Hang him!" can be heard.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing behind table with both hands on your safely holstered pistols, shotgun and rifle safely staged on table.

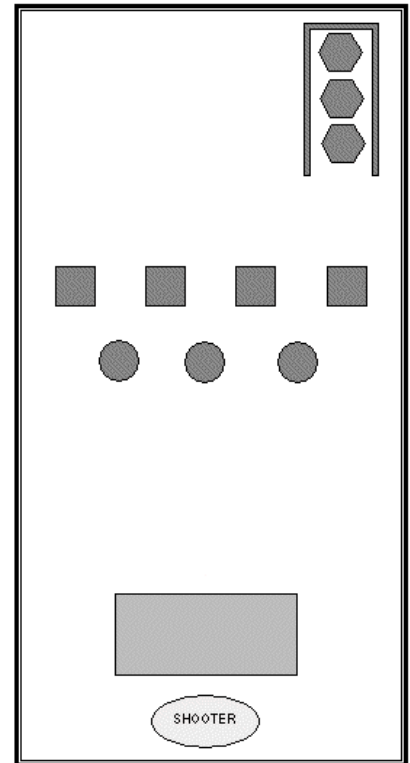
Procedure

When ready, say *"I get no respect."*

At the buzzer, engage shotgun targets in any order until down.

Make shotgun safe and engage rifle targets 3-4-3, starting at either end (B-B-B-M-M-M-M-T-T-T or T-T-T-M-M-M-M-B-B-B).

Make rifle safe and engage pistol targets 3-4-3, starting at either end (1-1-1-2-2-2-2-3-3-3 or 3-3-3-2-2-2-2-1-1-1)



Stage 2

"A Cowboy Walks into a Bar..."

by Stan Pede and Piney Woods



A cowboy walks into a bar. Upon leaving, he realizes that someone has painted his horse. The cowboy yells, "Which one of you painted my horse?" A seven foot tall hulk of a man says, menacingly, "I did." The cowboy looks him up and down and replies, "Why, thank you - the first coat's dry!"

Scenario

Yer in the saloon wettin' yer whistle, when yer called out by a band of rustlers that you've been trailing. You decide to oblige the call, but when you get outside, you realize that yer six guns ain't enough and that your rifle and shotgun are still on yer horse. You give a whistle and yer horse comes out of the saloon to bring you yer weapons.

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing in front of horse, both hands on horse's head, with two safely holstered pistols.

Shotgun and rifle safely staged on horse.

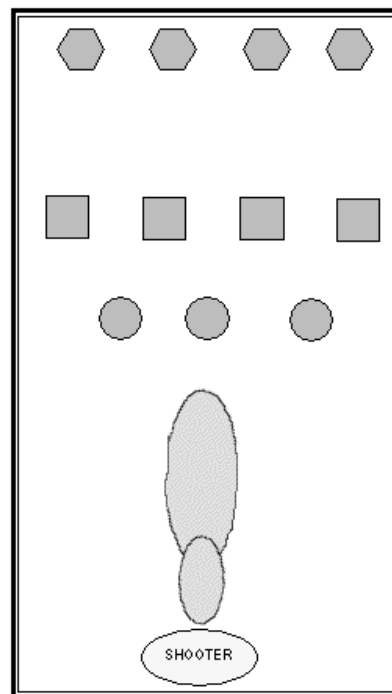
Procedure

When ready, say: *"Why the long face?"*

At the buzzer, engage pistol targets in a Nevada Sweep, starting at either end (1-2-3-2-1 or 3-2-1-2-3), twice in the same order.

Make pistols safe and engage rifle targets in a Nevada Sweep, starting at either end (1-2-3-4-3-2-1-2-3-4 or 4-3-2-1-2-3-4-3-2-1).

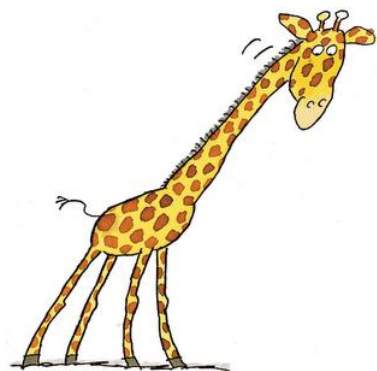
Make rifle safe and engage shotgun targets in any order until down.



Stage 3

"A Guy and a Giraffe Walk into a Bar..."

by Stan Pede and Piney Woods



A guy and a giraffe go into a bar. They both get a few rounds in, but when they get up to leave they're really drunk and the giraffe passes out on the floor. The guy shakes his head and starts to leave by himself, when the bartender stops him and says, "Hey! You can't leave that lyin' there!"

The guy turns around and slurs, "Don't be silly, that's not a lion, that's a giraffe!"

Scenario

Yer' at the hoedown dancing with yer' little lady, when a gang of banditos ride into town causin' a ruckus. Most of the folk flee to their houses, but you decide to stand yer' ground and put an end to this. As yer' getting ready for the worst, one of the town folk goes runnin' by.

Ammo

10 pistol, 10 rifle, 2+ shotgun

Starting Position

Standing with two safely holstered pistols, rifle safely staged on table, shotgun held at Cowboy Port Arms.

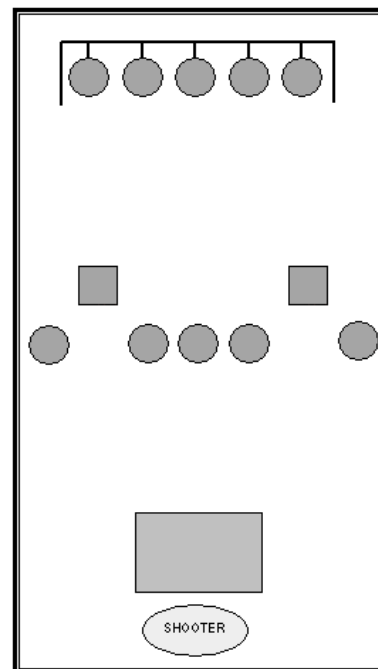
Procedure

When ready, yell "**Take my wife... please.**"

At the buzzer, engage shotgun targets in any order until down.

Make shotgun safe and sweep rifle targets twice in the same direction, starting at either end.

Make rifle safe and sweep pistol targets twice in the same direction, starting at either end.



Stage 4

"A Sandwich Flops into a Bar..."

by Stan Pede and Piney Woods



A sandwich walks into a bar and the bartender says, "Sorry, we don't serve food in here."

Scenario

Yer ridin' across the desert when you come across a man that's been lost for days. He's so thin he obviously hasn't had a bite for days. Coyotes and buzzards are eyeing the man.

It's yer job to keep the vermin at bay until he can crawl to your horse.

Ammo

10 pistol, 9 rifle, 4+ shotgun

Starting Position

Standing by horse with both hands on your safely holstered pistols, shotgun and rifle safely staged on horse.

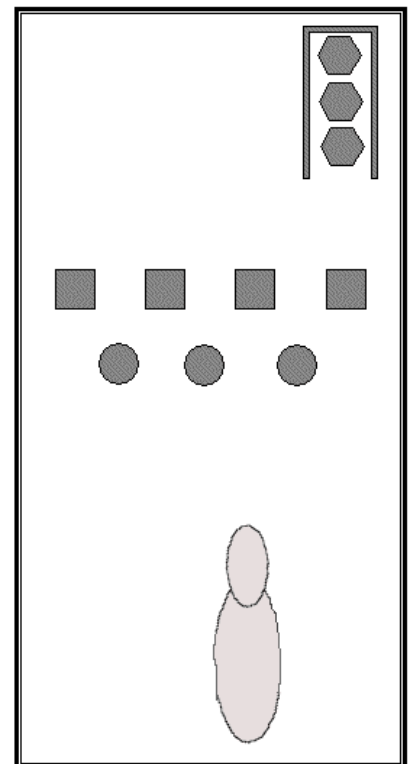
Procedure

When ready, say "*So I bit him.*"

At the buzzer, triple tap rifle targets in any order.

Make rifle safe and triple tap pistol targets, and, in the best Longshot Logan tradition, send your last round into the dirt (*that means safely into the berm*).

Make pistols safe and engage shotgun targets in any order until down.



Stage 5

"A Soccer Ball Rolls into a Bar..."

by Stan Pede and Piney Woods



A soccer ball rolls into a bar. The bartender kicks him out.

Scenario

It's winter in the high Rockies and yer' on the trail of the wanted outlaw Duncan Doenus. You decide to set a trap for him, by finding a lake, cutting a hole in the ice and placing peas all around the hole.

Before you can finish, Duncan sneaks up on you and says "Before I fill you full of lead, tell me how that trap was supposed to catch me?"

Ammo

10 pistol, 10 rifle, 4+ shotgun

Starting Position

Standing behind table with two safely holstered pistols, hands up, shotgun and rifle safely staged on table.

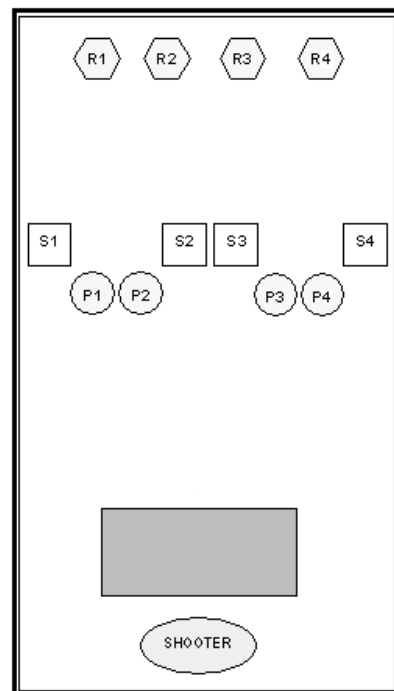
Procedure

When ready, say *"When you came to take a pea, I was going to kick you in the ice hole."*

At the buzzer, engage pistol targets in a Progressive Sweep, starting at either end (1-2-2-3-3-3-4-4-4-4 or 4-3-3-2-2-2-1-1-1-1).

Make pistols safe and engage rifle targets in a Progressive Sweep, starting at either end.

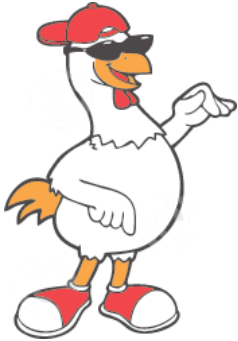
Make rifle safe and engage shotgun targets in any order until down.



Stage 6

"A Chicken Struts into a Bar..."

by Stan Pede and Piney Woods



*A chicken walks into a bar. The bartender says "We don't serve poultry!"
The chicken says "That's OK, I just want a drink."*

Scenario

You awaken one morning to screams coming from the chicken coop. Sneaking in the back door of the coop, you see that ruffians have grabbed the farmers daughter. By sneaking in the back door you have the drop on them.

Before the shootin' starts, you hear one of the ruffians ask "Why does this chicken coop have two doors?"

Ammo

10 pistol, 10 rifle, 2+ shotgun

Starting Position

Standing behind table, both hands flat on the table, all guns safely staged on table.

Procedure

When ready, sing: *"If it had four doors it'd be a chicken sedan."*

At the buzzer, engage all targets in any order.

Pistol and rifle targets must be engaged twice each.

Shotgun targets must be engaged until down.

