

## Cowboy Action Shoot

**Ear and sight protection must be worn at all times by participants and spectators when the event is in progress.**

We do follow the concept of a SASS (Single Action Shooting Society) Cowboy Action Shoot (CAS) as a guideline for this match, but not to the letter. We make changes for the ease of shooting this match and we do not require that you use 'period' specific equipment or dress. **This is not a SASS sanctioned CAS match.**

### Equipment:

#### **Three (3) Revolvers or One (1) 1911 type semi-auto Pistol**

A centerfire Revolver is recommended as a rimfire does not always have enough muzzle energy to knock the plates off the start wheel. If you use a double action revolver, we require that it be fired in a single action (pull the hammer back) mode. You may use a .44 magnum pistol, but you must use .44 special ammunition instead of the .44 magnum ammunition.

*If you do not have a third revolver there will be one available for you to use.*

You may use a 1911 type of pistol to shoot in the 'Wild Bunch' class. In this class you will need three magazines loaded with 5 rounds each.

#### **One (1) Lever or Pump action Rifle/Carbine that will hold a minimum of 10 rounds**

A centerfire Rifle/Carbine is recommended as a rimfire does not always have enough muzzle energy to move the plates over.

#### **One (1) Double Barrel, Lever or Pump Action Shotgun.**

(We will allow the use of a semi-auto shotgun)

### Preparation:

#### **On the table provided the next shooter will:**

Load revolvers with five (5) rounds leaving the hammer down on an empty chamber, or load three magazines with 5 rounds for shooting 'Wild Bunch'.

*(Your Revolvers/Pistol will be holstered, or placed on the provided stand, when you start the event)*

Load the Rifle with ten (10) rounds with an empty chamber, hammer down, and two (2) extra cartridges.

You will place your Rifle/Carbine, third Revolver and the two (2) extra cartridges on the stand provided at stage 3.

*(Your extra cartridges can be carried on your holster belt or extra magazines in a pouch on your belt)*

Shotgun will be empty, and loaded on the firing line during stage 4 – you will need six (6) shotgun shells.

You will place your Shotgun, chamber open, and the six (6) shells on the stand provided.

*(Your shotgun shells can be carried on your holster belt)*

#### **The total amount of ammunition is as follows:**

15 Rounds for the revolver/pistol

12 Rounds for the rifle

6 rounds for the shotgun

**FIREARMS MUST BE POINTED DOWN RANGE AND HANDLED IN A SAFE MANNER AT ALL TIMES! YOUR SAFETY AND THE SAFETY OF OTHERS DEPENDS ON IT!**

**Course:** Timed event consisting of 4 stages shot one time. Scoring is a combination of time and the number of hits.

When told, you will move to the 1<sup>st</sup> stage of the course, draw your first revolver, or charge your pistol if shooting 'Wild Bunch', and wait until the timer is started – you will hear a 'beep'. You will then commence firing.

**1<sup>st</sup> Stage:**

Shoot five (5) rounds at three (3) stationary square steel plates starting from the left to center to right to center to left. Holster the revolver/pistol. Move to Stage 2.

**2<sup>nd</sup> Stage:**

Draw the second revolver and shoot five (5) rounds at the five (5) round plates on the star wheel. If you are shooting 'Wild Bunch', you will need to drop your empty magazine and load a load a new magazine charged with 5 rounds. This wheel starts rotating/swinging once you shoot off the first plate. Holster the revolver/pistol. Move to Stage 3.

**3<sup>rd</sup> Stage:**

Load the first round into the chamber your rifle/carbine, and shoot at six (6) plates on the ladder target starting from the top and moving down. As the plates are hit they will swing to the opposite side of the ladder. Once all the plates have been moved to the opposite side, start at the bottom and move up. As there are six (6) plates being shot twice, or twelve (12) shots, you will need to load your extra two (2) cartridges on the firing line during this stage. Clear the Rifle/Carbine and replace it in the stand, chamber open.

You will now use your third pistol to shoot the ladder five more times doing the same thing as you would do using the rifle. Again if shooting 'Wild Bunch' you will need to drop your empty magazine and load your third charged magazine for this stage.

You will place your revolver on the stand provided or holster your pistol.

Move to Stage 4.

**4<sup>th</sup> Stage:**

Load two shell into your shotgun and shoot two poppers. You will repeat this two more times for a total of 6 shots at 6 poppers. You will clear your shotgun. If shooting 'Wild Bunch' you will also need to clear and put your pistol in a safe position – magazine dropped and slide locked open.

You have now finished the course. Move to the unloading bench to unload your revolvers. Pick up your Rifle/Carbine, shotgun, any revolvers, dropped magazines and your brass from the course area.

If at any time you experience a misfire, hang-fire or any other malfunction, keep your firearm pointed in a safe down range manner and notify the match director. The match director will call a cease fire on the range and handle the problem in an appropriate manner. It will be at the Match Directors discretion regarding the manner of restarting your event.

It is requested that the people that are not the next shooter or did not just finish shooting help reset the targets and pick up brass. We are all here for fun and the more everyone helps the faster the event goes. And let's all help with tearing down, putting away and clean up at the end of the event.