

Cowboy Action Shooting Event

This 48 round event is based on the popular sport of Cowboy Action Shooting. The shooter draws his first pistol and engages five steel targets, then holsters his first pistol, draws his second pistol and continues to engage the same five steel targets. He then moves to his left where his rifle is staged. He will retrieve his rifle and engage the five rifle targets set farther away than the pistol targets. He then lays his rifle back down on the hay bale or table, action open and chamber empty, and moves to the right where his shotgun is placed. Since shotguns are always staged open and empty, the shooter will retrieve his gun and load it with a maximum of two rounds (regardless of type of shotgun) and engage two knock-down targets, reload and engage two more knock-down targets which must fall to score. If these targets fail to fall the shooter may either take the time penalty or re-engage the targets. The shooter will then lay his open, empty shotgun back on the hay bale or table.

Stage One

Double Tap

String	Distance	Shots	Course of Fire
1	12 yards	10	Draw first one, holster then draw second revolver while engaging the five steel targets by “double-tapping” them from left to right.
2	25 yards	10	After holstering revolver, acquire the carbine and engage the 5 steel targets by “double-tapping” them from left to right.
3	9 yards	4+	After placing the carbine on the hay bale, acquire the shotgun, load two rounds and engage two knock-down targets. REPEAT for remaining two knock-down targets.

Stage Two

Sweep

String	Distance	Shots	Course of Fire
1	12 yards	10	Draw first one, holsters then draw second revolver while engaging the five steel targets by “sweeping” them twice from left to right.
2	25 yards	10	After holstering revolver, acquire the carbine and engage the 5 steel targets by “sweeping” them twice from left to right.
3	9 yards	4+	After placing the carbine on the hay bale, acquire the shotgun, load two rounds and engage two knock-down targets. REPEAT for remaining two knock-down targets.

The range will remain cold. Shooters will not load until commanded by the RSO. Shooters will verify clear with the RSO before leaving the shooting area.

- Start Position:** Standing with hands naturally at your sides.
- Firing Position:** Standing, gun held in both hands. Revolvers are cocked with the WEAK HAND thumb only.
- Note:** Only experienced CAS shooters may shoot Gunfighter style.
- Target:** A variety of fixed, swinging and knock-down steel targets.
- Ammo:** Revolver and Carbine ammo must be solid lead or frangible bullets. Shotgun rounds are to be trap loads of not larger than size 7 shot.
- Note:** 22 caliber ammo is the only jacketed ammo allowed on steel targets.

Qualifying Firearms

Competitors must use firearms typical of the mid- to late 19th century including single action revolvers, lever action rifles (chambered in pistol calibers) and side by side double barrel shotguns (with or without external hammers) or 1897 style pump action shotguns with external hammers. The 1887 style lever action shotguns are also legal. Both original and reproduction guns are equally acceptable. All CAS guns must be "single action", meaning that the hammer must be manually cocked before each shot can be fired.

Loading Firearms

When specified by the Chief Range Safety Officer, the shooter who is next in line to compete may load his guns at a loading table under the supervision of a Senior Range Safety Officer. Although popularly known as "six shooters", for safety reasons western-style sixguns are always loaded with only five rounds, with the hammer down on the empty chamber. The shooter's rifle also will be loaded with the requisite number of rounds with the hammer down on an empty chamber. Shotguns are always left unloaded, then loaded "on-the-clock". All guns are kept unloaded except when the shooter prepares at the loading table, shoots the stage, then proceeds to the unloading table to unload the revolvers and demonstrates that all guns are empty.

Scoring

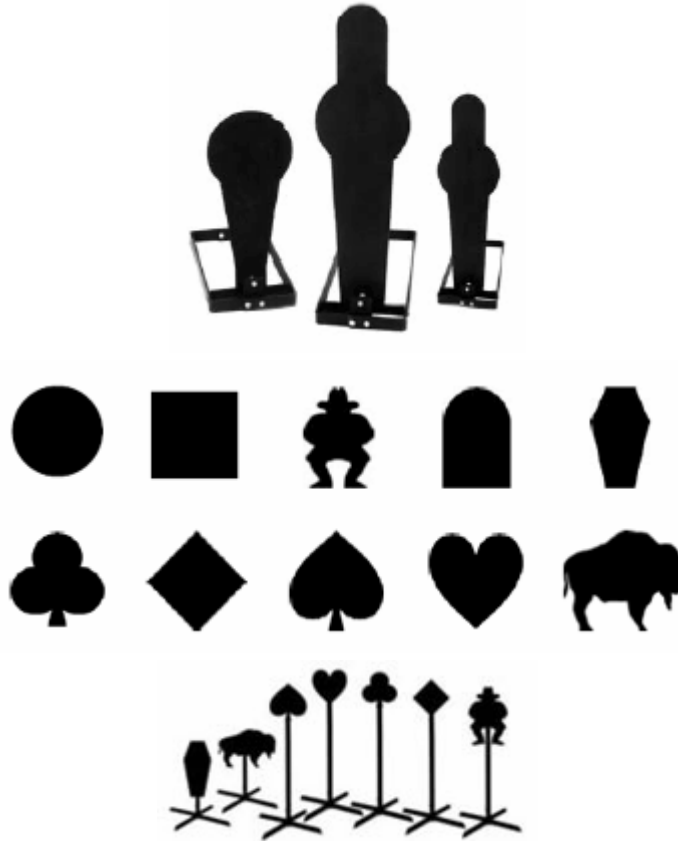
This course is conducted in two stages of three strings. Scoring is obtained from "total time" plus penalties. Each shooter's "raw" time for the stage is increased by 5 seconds for each missed target and 10 seconds for any procedural penalty incurred. After these adjustments are made; the fastest (shortest) time wins.

Targets shot out of proper order incur a procedural penalty, though only one procedural penalty can be assessed per shooter per stage. As in golf, low scores are better.

Shooters are timed using electronic timers which record the duration for each stage to one hundredth of a second. The timer starts when the Range Officer pushes the button and it beeps, thus signally the shooter that firing may begin. The timer has a built-in microphone and records the time that each loud noise (shot) happens. When there is no more noise, the timer continues to display the final time which is the raw score.

Cowboy Action Shooting Targets

A variety of fixed, swinging and knock-down steel targets of various shapes are employed for this event.



Glossary

Gunfighter: Shooter uses two pistols at once when the stage allows, cocking and shooting each alternately; otherwise shoots his right side pistol with his right hand only then his left side pistol with his left hand only.

Target Setup

Carbine targets are placed on hangers and located against the berm retaining wall at 25 yards. Revolver targets are placed at 12 yards in a slight arc. Shotgun targets are placed at 9 yards and in such a way as to not interfere with the revolver targets. Shotgun targets can be placed such that there is a chance of knocking down the pair with a single skilled shot.

