



Cowboy Mounted Shooting[®] Association

Range Master/Competitors Guide 2010

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• INTRODUCTION

A Range Master is a key element to a well-run mounted shooting event. The Range Master's responsibilities include maintaining a safe environment for both shooters and spectators, assessing any penalties incurred when a shooter engages the course of fire, and keeping the match moving in a timely fashion. It should be every Range Master's goal to finish the match with as few procedurals as possible, accomplished by prevention, rather than overlooking penalties.

In order to accomplish these tasks, the Range Master must fully understand current rules of the Cowboy Mounted Shooting® Association (CMSA). The Range Master should have a pocket copy of these rules as they perform these functions. CMSA offers Range Master Certification, which is strongly recommended to those who will be filling the Ranger Master role.

A. BEFORE THE FIRST SHOT

- i. Before the first competitor starts, the Range Master should look over the selected courses with the Match Director, insuring there are no safety hazards for shooters or spectators. The barrels are to be a minimum of 25 ft from the side of the arena and 25 ft from the end. Targets **shall** be 30 ft from the arena rail.
- ii. Range Master should work with the Match Director to insure that the courses drawn are safe to be run in the arena. If the arena is small or oddly shaped the Range Master and the Match Director **shall** select 20 courses from the current CMSA courses to be drawn that may be safely run.
- iii. The Range Master should ensure that the Match Director has formed an Appeals Board, consisting of 3 experienced CMSA competitors and one alternate. **Alternates will be used only to avoid potential conflicts or when one of the committee is involved in the protest.** The Range Master should never be involved in a debate with a competitor or observer. The Appeals Board is appointed for the purpose of dispelling controversy regarding any Range Master calls.
- iv. Insure that you, as a Range Master, are fully versed in all current CMSA rules.
- v. The Range Master should be prepared to enforce ALL CMSA rules. Including clothing rules, the Range Master and/or Match Director **DO NOT** have the authority to wave any CMSA rule.
- vi. The Range Master should watch for any unsafe situations.
- vii. Be prepared to "call it like you see it". The appeals process is available to all competitors. Range Masters should not take an appeal personally, it is every competitor's right to protest any appealable call.
- viii. Range Master should insure that the Match Director has announced in the competitor's meeting that any and all new members be pre-qualified to illustrate their ability to safely negotiate the course and properly handle firearms.

B. AS COMPETITORS ENTER THE ARENA

The Range Master should be going through a mental checklist, including:

- i. Check gates to make sure all are closed.
- ii. Target setters, spectators or gatekeepers are on the outside of the arena or in a safe location.
- iii. The course is set with 10 inflated targets in the correct location.
- iv. Timer is working.

C. RANGE MASTER'S LOCATION

The Range Master may be mounted or not and staged to one side of the start/finish end of the arena. It is highly recommended that his/her location remain in the same area during the entire stage. The Range Master may use his/her arm, a flag or GO-Light available from the CMSA to indicate the "competitor ride at will" signal. The Range Master's "go" signal should remain up until the competitor has engaged the course by crossing the timeline.

2010 CMSA RULE BOOK

I. THE COWBOY MOUNTED SHOOTING® ASSOCIATION, INC. (CMSA)

- A. CMSA is the recognized association for the equestrian sport of Cowboy Mounted Shooting that provides the official rules and guidelines of the sport.
- B. The CMSA recognizes only those events that are conducted under the rules and guidelines set forth in this rule book. Exceptions or suspension of any rule or guideline contained herein will require the approval of the CMSA.
- C. Cowboy Mounted Shooting® is a multi-faceted timed equestrian sporting event in which mounted competitors compete using two single action revolvers, loaded with blank ammunition specifically manufactured to CMSA standards to shoot 10 reactionary targets while negotiating a specified course of fire on horseback.
- D. This rule book contains the specific rules and guidelines adopted by the COWBOY MOUNTED SHOOTING® ASSOCIATION, INC.

2. COWBOY MOUNTED SHOOTING ASSOCIATION DEFINITIONS

- A. Rules: Will be determined by the use of the word “shall”.
- B. Guidelines: Will be determined by the use of the word “should” and listed in section 4. Safety Rules and Guidelines.

3. OBLIGATIONS OF THE CMSA CARDHOLDER

- A. Whereas being a member of the Cowboy Mounted Shooting® Association, Inc. is a privilege and not a right, CMSA has the authority to direct disciplinary action or sanctions against cardholders or affiliated clubs, who by virtue of being affiliated with CMSA, come under the jurisdiction of CMSA's Rules, Regulations and Policies.
- B. A member or affiliated club may be disciplined, suspended or expelled from the CMSA for actions that are determined to be detrimental to the overall welfare and/or financial well being of the association.
- C. All competitors are responsible for their own personal safety and that of their horse and should also remain alert for other unsafe conditions and/or unsafe conduct by others. If a member/competitor becomes aware of such unsafe conduct he/she should point it out to the Match Director immediately.
- D. Cowboy mounted shooting requires equestrian and shooting skills of an intermediate to advanced level. Persons unsure as to their own skill level should contact the CMSA about qualifications, practice and pre-match training clinics held in their area.
- E. The CMSA Board of Directors is the forum that initially and ultimately hears and reviews evidence of alleged violations. Subsequently, the CMSA Board of Directors will determine what actions are appropriate based on the severity of the violation.

- F. Examples of actions that could be considered detrimental to the CMSA include, but are not limited to the following:
 - i. Threatening and/or aggressive behavior toward others during or after a match.
 - ii. Inhumane treatment of animals.
 - iii. Non-payment of debts to CMSA or affiliated/charter clubs shall result in the cancellation of points and suspension of CMSA card until appropriate settlement has been reached.
 - iv. Competing under the influence of non-prescription drugs or alcohol.
 - v. Unauthorized use of CMSA Trademarked or Copyrighted materials.
 - vi. Failure to conduct CMSA sanctioned events in strict compliance with CMSA Rules.

4. CLASS, LEVELS AND MEMBERSHIP

- A. Class: CMSA has seven (7) Classes:
 - Men's
 - Ladies
 - Senior Men's
 - Senior Ladies
 - Junior
 - Wrangler Open
 - Wrangler Limited
 - Day Members are not a class, and do not receive points, but do count toward points, move-up wins and shall receive no prizes or payback.
- B. Levels: CMSA has levels within each class.
 - i. Six Levels (1-6) within the Men's, Ladies, Senior Men's, Senior Ladies classes.
 - a) MEN'S: 1, 2, 3, 4, 5, 6
 - b) LADIES: L1, L2, L3, L4, L5, L6
 - c) SENIOR MEN'S: S1, S2, S3, S4, S5, S6
 - d) SENIOR LADIES: SL1, SL2, SL3, SL4, SL5, SL6
 - ii. One level within the Junior Class. World Qualifying points are earned and tracked on the same basis as adult classes, but no move-ups are tracked for Junior competitors. The Junior Class is an optional developmental class and is NOT mandatory. Competitors who have attained the official age of 12 years old may move from Wrangler to Men's or Ladies Level 1.
 - iii. One level in each of the Wrangler Classes. Wrangler points are calculated based only upon Wrangler competitors.
 - a) Wrangler Limited (WRL) are under the age of 10 years old.
 - b) Wrangler Open (WRO) are 10 – 12 years old.
- C. A competitor's official age for all age relevant Classes shall be the age he/she is on the day after the CMSA World Championship for the next competition season.

- D. A year, season or competition year shall be defined as running from the last day of the CMSA World Championship through the last day of the next CMSA World Championship.
 - E. Wranglers are competitors age 12 or under.
 - F. Juniors are competitors over the age of 11 and under 16
 - G. Men's and Ladies are competitors over the age of 11.
 - H. Match Director is the single representative of a hosting club or association, responsible for all facets of a CMSA match.
 - I. The Range Master is responsible for maintaining a safe environment for both shooters and spectators, assessing any penalties incurred when a competitor engages the course of fire and keeping the match moving in a timely fashion.
 - J. Membership Types:
 - i. Annual Individual Membership Includes: Annual Membership & Competition Card, CMSA Decal, current Rule book, 1 year subscription to the CMSA's Official publication "The Rundown", points tracking services and access to your own Member Profile page on CMSAEvents.com. Cost is \$70.00 per competition year.
 - ii. Annual Family Membership Includes: Members living in one household, (spouses & children) Annual Membership & Competition Cards and the family will receive one Decal, current Rule book, 1 year subscription to the CMSA's Official publication "The Rundown", points tracking services and access to your own Member Profile page(s) on CMSAEvents.com. Cost is \$100.00 per competition year.
 - iii. Day Membership is for prospective members. Day members are allowed to compete, but are ineligible for prizes, payback, points or awards and shall pay a daily fee of \$20.00
 - iv. Associate Membership Includes: Associate Member Card and 1 year subscription to the CMSA's Official publication "The Rundown". Cost is \$35.00 per year.
 - v. CMSA Pro status is available to all Classes and Levels of competition. To be eligible to enter any sanctioned CMSA Pro, Double Down or stand alone CMSA Pro event the CMSA member shall possess a CMSA Membership Card with Pro status noted. Cost is \$25.00 per competition year. For information on CMSA dress code exclusions pertaining to wearing promotional logos see Section 8.G. i-viii for complete details and restrictions.
- three #1 competitors within the appropriate Division in the match.
- C. **CLASS TWO:** A #2 Class competitor has developed riding and shooting skills beyond that of a beginner. A #2 shall be able to challenge a course of fire aggressively within the realm of his or her abilities. To move up to a Class #3, a competitor shall earn **four #2 wins** in a CMSA Point Qualifying Match. For a win to qualify toward a move-up there shall be at least three #2 competitors within the appropriate Division in the match.
 - D. **CLASS THREE:** A #3 Class competitor has a solid foundation in horsemanship and proficiency with firearms. A #3 shooter is an experienced average shooter. To move up to a Class 4, a competitor shall earn four #3 wins in a CMSA Point Qualifying Match. For a win to qualify toward a move-up there shall be at least four #3 competitors within the appropriate Division in the match.
 - E. **CLASS FOUR:** A #4 shooter is an experienced winning competitor possessing excellent riding and shooting skills. A #4 competitor is an expert within the field. To move up to a Class 5, a competitor shall earn five #4 wins in a CMSA Point Qualifying Match. For a win to qualify toward a move-up there shall be at least five #4 competitors within the appropriate Division in the match.
 - F. **CLASS FIVE:** A Superior Mounted Shooter. To move up to a Class 6, a competitor shall earn six #5 wins in a CMSA Point Qualifying Match. For a win to qualify toward a move-up there shall be at least six #5 competitors within the appropriate Division in the match.
 - G. **CLASS SIX:** A Master Mounted Shooter.
 - H. **JUNIOR CLASS:** Contains one level within the Junior Class. World Qualifying points are earned and tracked on the same basis as adult classes, but no move-ups are tracked for Junior competitors. The Junior Class is an optional developmental class and is NOT mandatory. Competitors who have attained the official age of 12 years old may move from Wrangler to Men's or Ladies Level 1.
 - I. **SENIOR CLASS:** Any male CMSA cardholder having attained the age of 55 shall be eligible to compete in the Senior Class. Any female CMSA cardholder having attained the age of 48 years shall be eligible to compete in the Senior Class. Senior Class move ups shall be the same as Level 1 through 6 move ups.

5. COMPETITOR CLASSIFICATION

- A. The CMSA has established a classification system that is based on the competitor's riding and shooting abilities in the form of a numbered classification system. Competitors are categorized into six levels from 1 to 6, for Men, Ladies and Seniors. The classification system is based upon performance of the competitor who earns Class wins. All Class wins at World Point Qualifying (WPQ) matches shall be counted toward changing classifications if all prerequisites have been met.
- B. **CLASS ONE:** A #1 Class competitor is an entry-level competitor. To move up to a Class #2, a competitor shall earn **four #1 wins** in a CMSA Point Qualifying Match. For a win to qualify toward a move-up there shall be at least
- J. **WRANGLER CLASS:** Wranglers are competitors 12 years old and younger. There is no minimum age. The Range master will determine if the Wrangler is qualified to compete at the match if it's the Wrangler's first match. Lead line Wranglers should be encouraged at the local matches. Lead line can NOT be used at the Championship matches unless approved in advance by the match director.

There are two classes of Wranglers – Limited (WRL) and Open (WRO).

Limited Wranglers are under age 10.

Open Wranglers are 10-12 years of age.

6. COMPETITOR CLASSIFICATION CLARIFICATIONS

- A. When competitor reaches the designated number of qualifying wins in their current Class, they shall move to the next level in their Class.
- B. **The word CHAMPION shall be used for Overall, Reserve and Divisional winners only, including Men's Ladies', and Wranglers. All others shall be Class WINNER'S.**
- C. Moving up in Class shall not be granted by verbal or written request. Movement in Class shall only be granted by number of wins in competitors' existing Class
- D. **A competitor receives a win toward a move up if he or she wins the Overall position (of the entire match) in a WPQ event, while placing above competitors in his or her Level or a higher Level, or while winning the Overall position he or she places above the required number of competitors in his or her Level regardless of gender.**
- E. If a competitor wins his Class, and the Overall or Reserve, he shall receive all prizes, cash and product for both titles.
- F. **A competitor may request to move down in class prior to renewal of his/her membership if no official win toward a move up has been earned after May 1st of the current competition year. Such optional move down in class will not take effect UNTIL THE BEGINNING OF THE FOLLOWING CMSA competition year. If a member renews, but has yet to compete in a sanctioned CMSA event he/she may request an optional move down in class but will be required to pay the current membership card replacement fee.**

If a member will turn the appropriate age to move into or out of an age relevant class during the competition year, he/she MUST make that request in writing through the CMSA office PRIOR TO RENEWAL OR COMPETITION in a sanctioned CMSA event for the next season. There will be no optional move down or age relevant class changes granted during the competition season.

- i. Level 4, 5 and 6 competitors may never move back more than two levels from the highest level attained.
 - ii. Level 2 and 3 competitors may never move back more than one level from the highest level attained.
- G. **All age relevant class changes SHALL BE requested in writing through the CMSA office prior to renewal and/or competition in a sanctioned CMSA event. A member MAY NOT REQUEST TO CHANGE CLASS AT A LOCAL EVENT. Once the Cardholder chooses to move they cannot move back to their previous Class during that competition year.**

7. SAFETY RULES AND GUIDELINES

- A. All firearms shall be treated as if they are loaded.
- B. All firearms shall remain unloaded until the competitor arrives in the loading area.
- C. No firearm should be cocked until immediately prior to engaging a target.

- D. Competitors have final responsibility to make sure their firearms are loaded and functioning properly prior to stage engagement.
- E. Competitors are expected to compete safely within their individual capabilities and controlling their firearm's muzzle direction at all times.
- F. All competitors shall be knowledgeable and proficient in the safe use of firearms.
- G. Mandatory New Shooter orientation and qualification rides shall be conducted PRIOR to competition.
- H. CMSA recommends the use of eye protection and ear protection at all CMSA sanctioned matches.
- I. As the national sanctioning body CMSA recommends that members support the NRA.
- J. CMSA requires the use of a Range Master, over the age of 18, either on foot, seated or mounted, at all CMSA sanctioned events.
- K. Parents or guardians of minors or their designate may be in the arena, outside the timeline, when they compete.
- L. The competitor assumes all responsibility for participation in these events.
- M. Competitors are encouraged, but not required, to exceed "The Minimum CMSA Dress Requirements for Competitors" by electing to dress in traditional western cowboy style apparel which portrays the overall look of the west in the late 19th century.
- N. Competitors should remain in CMSA Required Dress at all match events; dinners, award ceremonies, dances, etc. It is also recommended that invited guests and family wear western clothing. Members who elect not to wear CMSA competition dress at awards ceremonies will not be photographed and their image will not be posted online or in print.
- O. New members should seek out proper instruction from a qualified instructor/clinician prior to entering any WPQ event. A WPQ mounted shooting competition is not the appropriate forum to introduce your horse to the sound of gunfire for the first time.

8. CMSA DRESS REQUIREMENTS FOR COMPETITORS

- A. **Male Competitors** - Male competitors shall be required to wear "Traditional, Classic, Recognizable Western Cowboy" style clothing as described below, in order to compete in CMSA matches. "The Minimum CMSA Dress Requirements for Male Competitors" consists of:
 - i. A traditional western cowboy style long sleeved shirt. Sleeve must be wrist length and buttoned at the cuff while competing.
 - ii. A traditional western cowboy style hat.
 - iii. Traditional western cowboy style boots.
 - iv. Modern Western Cowboy Style five pocket jeans may only be worn with chaps or chinks.
- B. **Female Competitors** - Female competitors shall be required to dress in "Traditional, Classic, Recognizable Western Cowgirl" style clothing as described below, in order to compete in CMSA matches. "The Minimum CMSA

Dress Requirements for Female Competitors” consists of:

- i. A traditional western cowgirl style long sleeved shirt or blouse. Sleeve must be wrist length and buttoned at the cuff while competing.

- ii. A traditional western cowgirl style hat.

- iii. Traditional western cowgirl style boots or High-topped Victorian-style lace-up shoes.

- iv. Modern Western Cowgirl Style five pocket jeans may only be worn with chaps or chinks.

C. Female competitors who wish to wear classic attire of the 19th century will have the following exemptions ONLY when worn with a full-length, full skirt or dress.

- i. 19th century styled short-sleeved tops are allowed.**

- ii. Traditional western style cowgirl hats are not required when wearing a full-length, full skirt or dress.**

- iii. Split riding skirts are considered trousers therefore a hat and long sleeves must be worn.**

D. To qualify to run a stage you shall engage the course while meeting the minimum dress requirements of your respective gender.

E. “Makers Marks” are allowed on clothing, but shall not exceed three square inches in size.

F. Promotional logos on tack or clothing shall not be allowed in CMSA sanctioned WPQ matches.

G. The only exclusion for Promotional Logos are as follows:

- i. Only CMSA Pro Card holding members in good standing are eligible to participate in this logo sponsorship program. Non-Pro card holding members are ineligible to participate in the logo sponsorship program, and may not wear logos or signage in the competition arena at any time.**

- ii. No logo may be worn in the competition arena which opposes the use of any product or service which is manufactured or distributed by a national sponsor, nor may a logo be worn in the competition arena, which otherwise demeans a national sponsor, or the use of a product or service of a national sponsor.**

- iii. Sponsor logos SHALL NOT be worn in the main match or any part thereof. If a competitor wears sponsor logos without being a current CMSA Pro Cardholder, that competitor will receive a non-qualifying run. Furthermore, it is the ultimate responsibility of the competitor to insure that his/her logos are of the correct size and configuration to avoid a non-qualified run.**
- iv. Current Pro Cardholders may wear sponsored logos on their long-sleeved shirts during the Rifle, Pro and Eliminator. Each competitor wearing logo'd shirts shall include an approved CMSA logo on either breast, left or right. Other logos may be applied:**

- v. Breast – two (2) logos of nine (9) square-inch maximum.**

- vi. Participants may wear one (1) cantle/yoke patch (top back of shirt) Thirty (30) square-inch maximum.**

- vii. Participants may wear two (2) sleeve patches (one per sleeve-the patches are not required to represent same sponsor. Sixteen (16) square-inch maximum.**

- viii. Participants may wear two (2) shirt collar patches, five (5) square-inch maximum.**

- viii. All Pro competitors wearing logo's MUST have a**

letter on file with the CMSA office from the company they are sponsored/endorsed by authorizing that competitor to wear their logo in CMSA Pro events. Failure to do so will result in a non-qualified run.

9. FIREARMS

- A. Only fixed sight single action revolvers of .45 Colt caliber, designed prior to 1898, or reproductions thereof, shall be allowed in CMSA competitions.
- B. Examples are: Colt Single Action Army or Bisley Model, Smith & Wesson Schofield, Russian, or Remington Models 1875 & 1890, their reproductions and Ruger Vaqueros, Bisleys or Montados.
- C. All holsters shall be of leather construction and shall retain the competitors' firearms throughout the strenuous range of motion required in mounted competition.
- D. A holster is defined as a leather pouch formed in the shape of a gun. A feedbag or saddlebag does not qualify and is considered by CMSA to be unsafe. Pistols shall be returned to holsters, which would be limited to belted holsters,ommel, cantle, and/or shoulder holsters.
- E. All firearms shall be maintained in the same external condition as originally manufactured from the factory. Allowed modifications shall be limited to engraving, hammer knurling or turned down hammers as long as there is no lateral movement or welded add-ons. Custom grips are allowed including Birds head grips (like the Cimarron Thunderer). No rubber grips allowed. The original external profile shall be maintained. All external parts shall be of the type manufactured for that particular model of firearm. Stock parts may be swapped from gun to gun. Ejector rods shall be maintained. Site modifications shall be limited to the filing of the front site. Triggers shall be operational; “slip hammer” revolvers are unsafe.
- F. “Bird’s Head” type grip frames on single action revolvers are legal for CMSA World Point Competition. Included are standard factory production Bird’s Head Grip Frame guns and guns equipped with aftermarket Bird’s Head Grip Frames. Aftermarket grip frames shall be a production type product. No one of a kind custom made grip frames shall be allowed. The side profile for grip frames cannot be altered on any revolver. This includes Standard, Factory Bird’s Head and guns equipped with aftermarket Bird’s Head Grip Frames.
- G. The use of tape or vet wrap on guns, grips, or hammers is not allowed. Violation will result in a non-qualified run.
- H. “Bisley Style Hammers” are legal on single action revolvers for CMSA World Point Competition. A Bisley Style Hammer may replace a standard hammer so long as it is of the same manufacturer. Example: It is legal to replace a standard Ruger Vaquero hammer with a Ruger Bisley Hammer.

10. AMMUNITION

- A. All mounted shooting blanks used in CMSA WPQ matches, demonstrations, official practices sanctioned, approved or covered by the CMSA's spectator liability policy shall be CMSA certified and approved. All certified mounted

shooting blank providers shall submit 100 rounds of their mounted shooting blanks to CMSA for testing & certification approval. Each mounted shooting blank provider upon approval shall be issued a numbered CMSA approved mounted shooting blank provider certificate. This approved mounted shooting blank provider certificate number shall be included with all WPQ match results. All CMSA approved mounted shooting blanks shall consistently burst properly inflated helium grade targets from a distance of not less than 10 feet and not more than 20 feet.

- B. No blank shall have an effective range longer than 20 feet for competitor and spectator safety.
- C. If the quality of the match-supplied ammunition is in question, any CMSA Competition Card holder may purchase 50 rounds of said ammunition & submit it to CMSA for analysis.

11. HORSES

- A. CMSA competitions are open to all breeds of horses and mules, registered and unregistered. Competitors are expected to compete with mounts that are healthy and in good physical condition.
- B. There is no limit on the number of horses that a competitor may use in a CMSA match, unless they are being tracked for specific prizes that are based upon the horses' performance. A competitor can change horses for each stage.
- C. New competitors and/or mounts shall demonstrate that they can safely control or be controlled during the completion of a course of fire prior to entering a competition.
- D. No abuse of animals shall be allowed. This is a Match Director call, done with a warning first. If disregarded, expulsion from the match shall follow.

12. SADDLES AND BRIDLES

- A. Competitors shall use saddles and bridles of western design that is constructed of leather and in safe condition.

13. STAGE DESIGN

- A. Only courses drawn from the current course book shall be used in WPQ events unless specific exception is granted by the CMSA board of directors.
- B. A standard CMSA stage is to have ten targets. A competitor is to engage the course of fire with two single action revolvers which shall be loaded with not more than 5 approved cartridges. Revolvers are to be used one at a time. With the first revolver, a competitor engages a random course of fire (the first half of the stage). This random course shall be set in a safe manner in compliance with current rules and stage design. Upon completing the random course, the competitor shall holster the now empty revolver and draw the second revolver and engage the second half of the stage commonly called the "rundown". Pistols shall be returned to holsters, which shall be limited to belted holsters, pommel, cantle, and/or shoulder holsters. The rundown is standardized in most CMSA World Qualifying Matches.

- C. The Range Master shall have the responsibility of making final inspection of the course before the first competitor begins their stage.
- D. No running starts into the arena.
- E. All competitors shall start with the gate closed or use of a baffled alley/gate.
- F. Barrel shall not be closer than 25 feet to the side rails of the arena and 25 feet to the end rail and targets shall be a minimum of 30 feet from side rails of the arena.
- G. **Courses of fire may be drawn on the first day or not more than 18 hours prior to the beginning of the event and must be posted prior to the beginning of a multi-day event such as a state, regional or championship event. Courses shall not be pre-drawn, posted or published more than 18 hours before the event begins unless special dispensation has been granted by the CMSA.**
- H. **Courses shall be drawn from not less than twenty courses unless special dispensation has been granted by the CMSA, except for Rifle, Cavalry, (which require specified courses) Pro and Eliminator events when using certified patterns.**

14. TIMING

- A. Electronic beam "barrel racing" timers, such as FarmTek timers, shall be used for all WPQ and championship events. **The competitor and horse shall start the course of fire from behind the timing beam.**

15. SCORING

- A. CMSA matches are scored according to elapsed time plus the total of any applicable penalties. The total sum of all of the stages determines all placing.
- B. The decision of the Range Master is final, based on the current rule book. If a competitor wishes to protest the Range Master's decision he/she shall do so by filing a \$50 cash protest fee with the Match Director. The member protesting the call must be entered in the event to be protested or be the legal guardian of a Wrangler or Junior competitor. **The Appeals Board for any CMSA sanctioned match shall be made up of three CMSA Certified Range Masters or experienced CMSA Cardholders and one alternate. Alternates will be used only to avoid potential conflicts or when one of the committee is involved in the protest.** This Appeals Board shall be set up confidentially by the Match Director prior to the shooters meeting. No appeal shall be heard, discussed or pre-vote opinion taken of the Appeals Board until the \$50 is paid in CASH to the Match Director. The Appeals Board shall convene and review the situation by reviewing video, listening to the competitors' case and/or seeking the Range Master's input. They shall then discuss and vote in private on whether to accept or deny the protest. If the appeal is granted the \$50 is returned; if the appeal is rejected the \$50 goes to the club or event producer. **A brief report shall be sent to the CMSA with the match results on detailing any and all appeals filed at a WPQ event.**
ALL PROTESTS are to be filed on the same day as the protested call took place within a reasonable amount of time. This is a Match Director call.

- C. **Points shall not be retroactive.** Match Directors are to enforce that competitors either have their current competition card or have joined CMSA at the World Point Qualifying match in which they wish to compete.

16. PENALTIES

- A. **Penalties shall be restricted to the following:**
- i. **Missed target: 5 seconds**
 - ii. **Knocked over barrel: 5 seconds**
 - iii. **Failure to follow course of fire: 10 seconds**
 - iv. **Dropped gun: 5 seconds**
 - v. **Failure to holster first gun: 5 seconds**
 - vi. **Non Qualified run: 60 seconds**
 - vii. **Gun twirling: 5 seconds**
 - viii. **Loss of hat prior to engaging the course of fire: 10 seconds**
- B. A firearm that is dropped once the course has been engaged is a dead firearm and the competitor incurs a 5-second penalty plus any missed targets. A competitor who drops a firearm before engaging the course may be removed from his place in line until the firearm has been cleaned. No consequences shall be received for a firearm dropped beyond the time line after crossing the finish line at the completion of his/her run.
- C. A competitor who becomes dismounted during the course of fire receives a non-qualified run.
- D. In the event that a firearm comes into contact with the arena floor, that firearm becomes a dead gun. For safety reasons the Range Master, match official or experienced adult member shall be the only person to pick it up.
- E. Total final time for any ride shall equal no more than 60 seconds. Total time for a competitor that does not complete any stage shall be 60 seconds for that stage.
- F. No penalty will be given to any competitor for knocking over a target pole unless it is designated as a 'gate' in the stage description. **All targets shall be broken by direct gunfire. Targets broken by nature prior to the competitor engaging that target shall be engaged to be considered a hit. Any target that has been engaged and is broken by nature or unknown source shall be considered a hit if broken prior to crossing the timeline. If it is unknown what broke a target and the competitor has engaged it, it shall be considered a hit.**
- G. The two "Target Cones" that make up a designated gate on a course of fire shall be called "Gate Cones". If a competitor knocks over a "Gate Cone" at any time during the completion of a stage it shall be considered a 5 second penalty.
- H. A competitor shall have been determined to have engaged the course once he has crossed the start/finish line and is on the clock. At that point, he/she accepts the stage as it is. Thereafter, any mechanical malfunctions of your firearm or gear, including your horse, shall not constitute a re-ride. **If a competitor crosses the timeline by passing behind the timer he/she is deemed to be unsafe and out of control and shall receive a non-qualified run.**
- I. If a competitor is notified during or after the completion of a stage that a timekeeper error or a timing malfunction occurred the competitor shall be granted a re-ride.
- J. If a competitor crosses the timing line prior to completing the course of fire, he/she shall receive a non-qualified run.
- K. The Range Master shall grant re-rides as soon as possible after the completion of that run.
- L. Re-rides are given as a new stage. The competitor does not carry forward any misses or a clean stage.
- M. If a run is interrupted, the call for a re-ride is made by the Range Master.
- N. The "no alibi" blank rule shall be in place for all CMSA sanctioned matches. There are no squibs, high primers, or misfires accepted. There shall be no re-rides or scoring adjustments for problems with mounted shooting blanks.
- O. If a competitor hits two targets with one shot they may use the remaining round to pick up any legal target they may have missed. This is referred to as the Two Target Rule or TTR.
- P. Gun twirling, shooting behind the back under your arm **or other unsafe gun handling techniques** in an arena shall be a 5 second penalty.
- Q. **While competitors are required to wear a cowboy hat, protective headwear, or appropriate headwear at all times in the arena, the penalty for a hat falling off prior to engaging the course (crossing the timeline) shall be a 10 second penalty. Entering the arena without a cowboy hat, protective headwear, or appropriate headwear will constitute a non-qualified run and result in a non-qualified run.**
- R. **If there is doubt on a call the outcome should favor the competitor.**

17. RULES THAT RESULT IN A PROCEDURAL, NON-QUALIFIED RUN, OR DISQUALIFICATION

Violation of the following shall result in a Procedural.

- A. Failure to follow the proscribed course as set forth in the current official CMSA rule book's course of fire section.
- B. **Loss of hat prior to engaging the course of fire.**

17(a) Violation of the following shall result in a non-qualified run.

- A. **Accidental discharge of a round outside the course of fire (any time or place prior to or after engaging the course) shall incur a 60 second penalty for either the previous or next stage at the discretion of the Match Director. If the competitor reloads and shoots the pattern he or she shall be disqualified from the match.**
- B. Engaging the course without the consent of the Range Master shall be a penalty of 60 seconds.
- C. Breaking the start timer during warm-up and before the Range Master has given the OK to engage the course, shall incur no penalty and the timer shall be reset. The competitor shall be given a warning for that stage. A second breakage of the timer shall result in a 60 second penalty. **If the competitor breaks the timer after the Range Master has given the "ready to ride" to the competitor shall receive a 60 second penalty.**
- D. If a competitor loads and/or shoots 6 rounds from the same gun in a stage. Match officials have the right to inspect any and all firearms before or following a competitors run.

E. Failure to wear the minimum CMSA dress requirements.

F. **Passing behind the timer.**

17(b) Violation of the following shall result in disqualification from the match:

- A. Alcoholic beverages are prohibited in the range, staging and shooting areas. This includes all persons, competitors, range officials, guests or anyone else in these areas.
- B. Competitors shall not consume any alcoholic beverage until they have completed all of their shooting for the day and have unloaded, inspected, and stored all of their firearms.
- C. Competitors shall not ingest any substance, which may affect their ability to participate in a completely safe manner. Both prescription and nonprescription pharmaceuticals that may cause drowsiness or other physical or mental impairment are to be avoided.
- D. Abusive language or conduct shall not be tolerated and at discretion of Match Director shall be given a warning or disqualification.
- E. Competitors shall have no live ammunition on their person or in their cartridge belts or saddlebags. **Only dummy ammunition with inert or fired primers shall be used in cartridge belts.**
- F. All competitors shall use “match supplied” .45 Colt blank ammunition. No personal ammunition of any type is to be allowed at CMSA competitions.
- G. No abuse of animals shall be allowed. This is a Match Director call.

18. TARGETS

- A. The standard targets used in CMSA competitions are helium quality targets. When inflated, a target shall measure 6 to 9 inches in diameter. Targets shall be of two distinctly different colors, unless otherwise specified in the current official course book.
- B. Target stands shall be made of a flexible material like PVC or polyethylene pipe no larger than 1” inch in diameter.
- C. The standard height of a target pole shall be 48 inches, but may be varied from 24 to 60 inches to increase the variety possible within each CMSA stage.
- D. Approved automatic target inflations systems may also be used in CMSA WPQ events.

19. WRANGLER RULES AND GUIDELINES

- A. **A mandatory safety meeting with ALL Wrangler competitors, parents, Wrangler Director and Range Master shall be held immediately following the safety meeting prior to start of the main match.**
- B. **All rules regarding clothing, conduct and addressing the course apply to the Wrangler Class unless otherwise specified in this section.**
- C. **“Demo” competitors may be used at the discretion of the Range Master/Wrangler Director to show the Wranglers how to engage the course. It is suggested that the demo competitor be an experienced shooter who is not competing in the match or a competitor not on his/her competi-**

tion mount. Wranglers can request a demo competitor for a specific stage, but this request must be submitted to the Range Master prior to the start of the Wrangler Class for that stage.

- D. **Given that Range Masters have greater discretion when assessing Wrangler penalties, it is suggested that one Range Master call all Wrangler stages at a given match. There can be a second person in the arena serving as a “spotter” or a “safety competitor.” The second person can assist the range master watching the gates, routes prescribed by the Wrangler director as well as assist the Limited Wranglers that may need assistance completing the course. The Range master is the ONLY one who can assess a penalty.**
- E. **The Wrangler Director for the match may deem necessary to place additional marker cone in the arena to direct the Wranglers in a certain direction and path for the particular course. If additional markers are used there shall be 15’ between the additional marker cone and the adult target cone. Failure to follow the appropriate course path could result in a penalty or procedural. The course design will be for both the Open and Limited class Wranglers.**
- F. **Limited Wranglers shall engage the course as prescribed in the rule book. They are NOT required to wear guns/holsters or to address the targets; however, if a Limited Wrangler opts to carry holsters and non-firing replica or unloaded competition firearms he/she shall be judged according to Open Wrangler rules*.**
 - i. Knocked over barrel: 5 seconds
 - ii. Knocked over gate: 5 seconds
 - iii. Failure to follow course of fire: 10 seconds
 - iv. Lead Line/Assisted Wranglers will be assessed a 60 second score for all runs.
 - v. Failure to wear required hearing and eye protective equipment.**
- G. **Open Wranglers shall engage the course as prescribed in the rule book. All Open Wranglers shall wear holsters and use either non-firing replica or unloaded competition firearms. All Open Wranglers shall ride to, aim at all targets and change guns. Penalties for Open Wranglers will be assess as follows:**
 - i. “Missed” target due to failure to look at AND to point the gun at the target: 5 seconds*
 - ii. Knocked over barrel: 5 seconds
 - iii. Knocked over gate cone: 5 seconds
 - iv. Failure to follow course of fire: 10 seconds
 - v. Dropped gun: 5 seconds
 - vi. Failure to holster first gun: 5 seconds + 25 seconds of penalties for all missed targets on the rundown (will be treated as a dropped, loaded gun)
 - vii. Gun twirling: 5 seconds
 - viii. Failure to wear required hearing and eye protective equipment.**
 - ix. Lead Line/Assisted Wranglers will be assessed a 60 second score for all runs.

***The Range Master’s call is final on (a) all missed or hit targets. This is a non-appealable call and no appeal will be heard and no score adjusted.**

H. WRANGLER SHOOTING

- i. Limited Wranglers may be allowed to shoot by the Match Director however, they will not be required to shoot. If a Limited Wrangler chooses to shoot, misses will be charged against their time. If a Limited Wrangler chooses to abstain from shooting, no misses will be charged against their time.
- ii. Limited Wranglers shall shoot from a standing, stationary position ONLY. They cannot walk with a loaded firearm at any time.
- iii. The Match Director or Wrangler Director will insure there is a qualified person standing near to the Wranglers (Open and Limited) when each shot is fired to insure the safety of both the Wrangler as well as those watching in the immediate area.
- iv. ****All Wranglers shall wear hearing and eye protection when shooting.**
- v. Open class Wranglers will be given a 5 second penalty for all missed targets. They shall NOT be timed when shooting.
- vi. The Wrangler Director and/or Range Master will be responsible for designing and setting the ground course "stage" and assessing penalties for missed targets. A minimum of a 5 target "stage" will be used for ground shooting at each match.
- vii. The parent or guardian shall be responsible for loading the firearm, handing the live firearm to the Wrangler Competitor and unloading the firearm at the end of the stage.
- viii. In the event the parent and/or guardian has an accidental discharge while loading the Wrangler's firearm or while handling the firearm prior to shooting, that Wrangler will be assessed a 60 second run.
- ix. No Wrangler (Open or Limited) can ever carry a loaded firearm. A parent or guardian will carry the loaded firearm. When it's time for their Wrangler to shoot, the firearm will be handed to the Wrangler Director, Match Director or whomever is appointed to supervise the Wrangler shooting who will then hand the firearm to the Wrangler when the course of fire is clear and the Wrangler can safely shoot the appropriate targets.

20. MATCH INSTRUCTIONS

In order for an active Charter or Affiliated Club or event producer's event to be sanctioned by the CMSA and count as a WPQ event you shall abide by the following procedures for the 2010 competition year.

21. REGISTRATION

- A. Any CMSA member in good standing may enter a sanctioned event. New members may enter after a Match Officials have approved their riding and gun handling skills. In order for CMSA to track World Qualifying Points and move ups, all competitors shall be assigned a number or letter designation. To be included on the CMSA score sheet, a competitor shall be one of the following:
 - i. A current CMSA member (Adult, Junior or Wrangler).
 - ii. A **Temporary Member (Adult, Junior or Wrangler)**, is a new member who joins the day of the event and is issued a Temporary number beginning with a capital "T" such as

T1, T2, T3 or an automated code is assigned if using the CMSA Automated System. Temporary Member's points and class wins will be tracked and posted after all fees have been paid. Temporary Members are eligible for any and all applicable prizes and cash payouts.

- iii. Day Members are not part of a class, and do not receive points, but do count toward points totals earned by current members placing above them. **Day Members shall receive no prizes or payback.**
 - iv. An individual will only be considered a competitor in a match if he or she pays an entry fee and engages at least one stage of the match.
- B. **The Official CMSA Automation System shall be used for all CMSA sanctioned event after May 1st, 2010. After such date a \$50.00 per event processing fee will be assessed to all clubs and event producers who elect not to use it.**
 - C. When using the CMSA Scoring Sheet (Excel) all cells in the CMSA Number column & the Class column MUST be filled in with the correct information.
 - D. **Time Only scores are not allowed on score sheets submitted to the CMSA.**
 - E. **CMSA cards shall be checked at registration** to insure correct CMSA numbers, Class specification and that their card is current for this year. **Each competitor shall compete at the class & level listed in the Official CMSA Automation System. If using the CMSA Scoring spreadsheet members will compete according to his or her Competition Card.**
 - F. If not using the Official CMSA Automation System clubs may verify interim move-ups, by printing out (**or copy/paste into Excel**) the Certified Points page from the web site the day of the event. This page will also tell you how many qualifying wins each competitor currently has towards his or her next move-up. In the event of a multiple WPQ event, after the first day, you may tentatively move a competitor up for the next day of competition.
 - G. Move-ups are not official until certified by the CMSA office.
 - H. Results will be certified by the CMSA office.
 - I. If a member claims that his or her Class or Wins are incorrect they should contact the CMSA immediately.
 - J. Time Only, demo and training runs shall be completed after all competitors entered in the event have completed their scored runs in each stage.

22. DAY MEMBER (ADULT, JUNIOR OR WRANGLER)

- A. **A Day Member would include competitor who has not joined or has never been a member of the CMSA, and shall pay the current Day Members fee.**
- B. **Day Members are NOT to be listed on any awards form and they are not eligible for prizes, awards, titles or move-up wins.**

23. NEW COMPETITORS JOINING AT A CMSA MATCH (ADULT, JUNIOR OR WRANGLER)

- A. When using the CMSA Score Sheet (Excel) assign Temporary number (T1, T2, T3) to each new competitor **and supply complete membership information for each new member including: Name, full address, e-mail, phone number, date of birth, class (1, L1, S1, SL1, Junior, WRO or WRL) and membership type (individual or family – if family supply all family members at this time as well).**
- B. A Temporary Member shall fill out a CMSA Cardholder application and the host club/event producer shall submit a copy with payment of membership fees with the event results.
- C. **Adult Temporary Cardholders shall compete in Level 1 of their respective Class, except Wranglers who are designated WR in the Class field.**

24. POINTS

- A. CMSA members shall receive one point for entering the match and one point for each competitor he or she places above in the overall standing. In the case of multiple point events (2x DWPQ, 3x State Championships, 4x Regional Championships, 5x CMSA Classic Series Events, 6x Eastern and Western, 7x CMSA National Championship and 10x CMSA World Championship) member's earn points on the same basis but are multiplied by the appropriate number. **Day Members count as a point for all members placing above them, but points are not tracked or awarded to Day Members.** Although Day Members count for a point, they are not counted for move-ups. If a Class 3 competitor beats 4 other Class 3 competitors, but one of their cards has expired, **there is NO move-up.**
- B. Wranglers are tracked in a separate World Points Series of Wranglers only and shall be separated by Limited and Open.
- C. If a person joins at a particular match, their points will count at that match and thereafter. **Points shall not be awarded retroactively.**
- D. Points will be removed from any Temporary Member whose event fees and/or membership are not paid to the CMSA office within 14 days.

25. HOW TO HANDLE FEES & RESULTS OF A CMSA MATCH

- A. A host club or event producer shall remit the match results in an acceptable format and all appropriate fees to the CMSA for each competitor on the score sheet. Remit \$5.00 for single point and \$10.00 for DWPQ events for each of the following:
 - i. Cardholders (Adult, Junior or Wrangler)
 - ii. T1's - Temporary Cardholders (Adult, Junior or Wrangler)
 - iii. Day Members (Adult, Junior or Wrangler)
- B. Remit \$5.00 per competitor for WPQ's, State Championships (triple points), & Regional Championships (quadruple points). Remit \$10.00 per competitor for DWPQ's (double points) Matches.
- C. The CMSA point fee shall be included in match entry fee and not added on as an additional fee.

- D. If using e-mail send the entire score sheet to results@cmsaevents.com. Include your club name, event date and event code.
- E. Match results for weekend events shall be submitted to the CMSA office (via results@cmsaevents.com) by 12:00 noon CST on the following Monday. All other results shall be submitted within 24 hours of the completion of the event. A late fee of \$50.00 per day shall be charged to the host club if results are not submitted on time.
- G. Limiting the number of competitors who may enter a CMSA event shall be advertised 90 days in advance on the CMSA web site **unless special dispensation has been granted by the CMSA.**
- H. **PAYBACK REQUIREMENTS:**
 - i. **The CMSA does not require host clubs or event producers to follow a preset payback formula, but DOES REQUIRE that host clubs and event producers publish paybacks AND added money (added money defined by the CMSA as GUARANTEED and not connected to the number of competitors) to advertise any event as a payback event. Host clubs and event producers who fail to do so may face disciplinary action.**
 - ii. **Host clubs and event producers who use the CMSA Automation System will have the benefit of many payback/jackpot options. This new system will calculate pre-event payback based upon number of entries making posting fast and easy. It will calculate and produce a pre-event payback and non-cash awards sheet for posting, a post event awards script, print a check register and checks as well as submit the payback for posting and tracking to the CMSA.**
 - iii. **Host clubs and producers who do not utilize the CMSA Automation System may payback pursuant to their own system as long as proper publishing of payback has been completed. Payback for events not utilizing the CMSA Automation System WILL NOT BE posted or tracked by the CMSA.**

26. 2010 WORLD POINT QUALIFIER, DOUBLE WORLD POINT QUALIFIER, STATE CHAMPIONSHIP AND REGIONAL CHAMPIONSHIP RULES

- A. An Affiliated Club may host the following events each season:
 - i. An unlimited number of World Point Qualifying matches (WPQ) and/or Double World Point Qualifying matches (DWPQ).
 - ii. All events, dates & locations are subject to approval by the CMSA.
- B. World Point Qualifiers and Double World Point Qualifiers may be held on any date approved by the CMSA.
- C. State & Regional Championship matches shall be stand alone events and a minimum of six stages shall be required, unless special dispensation has been granted by the CMSA.
- D. No other mounted shooting association's event, of any type, may be held in conjunction with or contiguous to, any CMSA sanctioned event **unless special dispensation has been granted by the CMSA.**

- E. To prevent match conflicts events should be submitted to and approved by the **CMSA office prior to October 1st, 2009 for 2010 season schedule deadline, the following rules apply:**
 - i. The CMSA World and National Championships shall be stand-alone events and no other matches shall be scheduled on these dates.
 - ii. No other CMSA matches shall be scheduled within a 750 mile radius (established by arena to arena address per mapquest.com) of the location, on the same day as any CMSA Championship Series Event.
 - iii. No other CMSA Point matches shall be held on the same days, in the same state, as a State Championship.
 - iv. No other CMSA Point matches shall be held on the same days, in the same Region, as a Regional Championship.
 - v. **State & Regional Championships submitted after October 1st, 2009 for 2010 season may or may not have this exclusivity.**

**27. WORLD POINT QUALIFIERS:
(SINGLE OR DOUBLE POINTS)**

- A. No more than 2 WPQ may be held in one location, in a single day.*
 - B. No more than 4 WPQ's may be held in one location on a single weekend.*
- *Unless the host club/producer is using the Official CMSA Automation System. Those host clubs/producers using the CMSA scoring sheet (Excel based) may NOT host more than 2 WPQ's per day.**
- C. Double point WPQ's (double points, double fees) are allowed.
 - D. **To qualify for CMSA World Points, an event shall have at least four stages and a minimum of 10 competitors, not counting Wranglers, unless special dispensation has been granted by the CMSA.**

**28. CMSA STATE CHAMPIONSHIPS:
(TRIPLE POINTS)**

- A. Each state may have 1 State Championship
- B. **State Championship dates, locations and host club shall be approved by CMSA.** The affiliated club that produced the highest count of competitors in the previous calendar year shall be granted first right of refusal to host the State Championship. **The competitor count from the State Championship will not be used in this calculation.** If the club with the highest count of competitors sent to CMSA does NOT wish to host the State Championship it will be offered to the affiliated club with the next highest count of competitors generated and so on. Clubs are encouraged to work together to produce the best possible event. **The CMSA is working on an improved policy to grant State Championship for the 2011 season.**
- C. State Championships shall be a triple Points Match.
- D. To qualify for a CMSA State Championship Event, the event shall have at least six stages and a minimum of 10 competitors, not counting Wranglers, unless special dispensation has been granted by the CMSA.

**29. CMSA REGIONAL CHAMPIONSHIPS:
(QUADRUPLE POINTS, SPECIAL BUCKLES)**

- A. Each Region may have 1 Regional Championship
- B. Regional Championship dates, locations and host club shall be approved by CMSA. The affiliated club that produced the highest count of competitors in the previous calendar year shall be granted first right of refusal to host the Regional championship. **The competitor count from the Regional Championship will not be used in this calculation.** If the club with the highest count of competitors sent to CMSA does NOT wish to host the Regional Championship it will be offered to the affiliated club with the next highest count of competitors generated and so on. Clubs are encouraged to work together to produce the best possible event. **The CMSA is working on an improved policy to grant Regional Championship for the 2011 season.**
- C. Regional Championships shall be a quadruple Points Match.
- D. To qualify for a CMSA Regional event, the event shall have at least six stages and a minimum of 10 competitors, not counting Wranglers, unless special dispensation has been granted by the CMSA.
- E. Regional Championship events shall be hosted within the borders of the respective region.
- F. The Cowboy Mounted Shooting Association will recognize the Top CMSA World Point earning Cowboy and Cowgirl in each CMSA Region. Only Points earned at CMSA World Point Events hosted by Affiliated Clubs based in the Competition Card Holder's home Region will accrue for the Regional high point honors.
- G. Montana Silversmiths has custom designed trophy buckles for the Regional Championships. At least two of these buckles shall be ordered for each Regional Championship.
- H. Regional Championship buckles can be customized for each match and shall be purchased through CMSA.
- I. **All Range Masters at CMSA Regional matches shall be certified.**

30. CMSA WORLD CHAMPIONSHIP: (10X POINTS)

- A. **The CMSA shall produce one World Championship event per season.**
- B. **The CMSA World Championship will require members to qualify based upon points earned as follows:**
 - i. All Class 1 competitors will be required to have earned a minimum of 200 World Qualifying Points to enter the 2010 World Championship.

- ii. All Class 2 competitors will be required to have earned a minimum of 300 World Qualifying Points to enter the 2010 World Championship.
- iii. All Class 3 competitors will be required to have earned a minimum of 400 World Qualifying Points to enter the 2010 World Championship.
- iv. All Class 4 competitors will be required to have earned a minimum of 500 World Qualifying Points to enter the 2010 World Championship.
- v. All Class 5 competitors will be required to have earned a minimum of 600 World Qualifying Points to enter the 2010 World Championship.
- vi. All Class 6 competitors will be required to have earned a minimum of 700 World Qualifying Points to enter the 2010 World Championship.

C. International members include all members having an address of record with the CMSA that is outside the continental United States. This includes those living in US territories, Alaska and Hawaii.

- i. All International members will be required to have earned a minimum of 100 World Qualifying Points to enter the 2010 World Championship.



31. CAVALRY CLASS

- A. The Cavalry Class shall be divided into two cavalry classes, Limited (Classes 1, 2 & 3) and Open (Classes 4, 5 & 6) regardless of gender.
- B. **Definitions:**
 - i. The Cavalry Class is a mounted revolver competition that combines historical re-enactments and horsemanship, while paying tribute to the mounted soldiers of the Cavalry. Inspired by the great diversity of colorful military uniforms from, the Civil War (1861-1865) Union and Confederate, Plains Indian Campaigns (1870-1879), Southwest Campaigns (1880-1889), Canadian Mounties (pre-1898 Northwest Mounted Police) and Spanish American Wars (1898). This Class shall be conducted as a side match, and presented in exhibition form. Emphasis should be strongly placed on authenticity in uniforming, firearms, saddlery, and other equipment of the mounted branches of the cavalry, bringing more pageantry and Americana to the Cowboy Mounted Shooting Association's matches in a lively and historically accurate manner.
Like any other CMSA competition, the Cavalry Class is open to all current CMSA Competition Cardholders, except Wranglers.
- C. **Clothing/Uniforming:**
 - i. All competitors shall wear a uniform, consisting of some form of appropriate headwear, a uniform jacket, appropriate belt gear, footwear and trousers of the period. While certain items of uniforming may vary, depending on the unit depicted, jackets (uniform coats) for the period the competitor has chosen will be required. For example, while it is well known that many Confederate units had difficulty in obtaining uniforms, and often campaigned in homemade uniforms, shirtsleeves, or civilian clothing, for the sake of same-

ness for both sides, competitors depicting rebel soldiers will be required to wear a uniform jacket. Nevertheless, Confederates may wear trousers other than strictly the regulation light blue (Confederate regulations stated that uniform trousers were made of light blue wool, virtually identical to those of the Union army). Since southern soldiers wore blue (often captured from northern soldiers), gray, butternut (brownish gray) and even civilian attire—such garments will be permitted, so long as they are of the 1860's styling. This has been decided for the sake of the colorful variety of uniforms that will be worn in the arena, yet will not place an unfair competitive advantage on one side or another. Both Union and Confederate competitors may wear any period shirt underneath the jacket, and vests are optional.

- ii. Scouts or officer fringe leather jackets may be worn as long as military pants, proper hat, boots, etc. are worn.
- iii. Women - Although there weren't any official female fighting units during the Cavalry period, there were a number of women who disguised themselves as soldiers and otherwise followed the army throughout the war. Some women who served as camp followers, officer's wives, etc... adopted colorful uniforms of their own that included skirts and trousers—called vivandieres. Outfits such as these will be allowed in the Class, so long as all of the other rules of the division are followed (firearms, jacket, hat, saddlery, tack, holsters, and so on).

- D. **Firearms:**
 - i. Any revolver that is legal in standard CMSA competition may be used in the Cavalry Class.
- E. **Gun Leather/Holsters:**
 - i. All competitors shall be required to use Cavalry-era, flap holsters as were most commonly used during the period they have chosen to portray. **Military type flap covered pommel holsters and civilian full flap holsters of the period may be used, all holsters shall have flaps that fall naturally over the revolver's grip.** Pommel holsters may also be used as a secondary holster, but a minimum of one revolver shall be worn on the competitor's person and be used in competition. Any revolvers worn on the body must be carried butt forward. The empty revolver must be returned to one of the holsters.
- F. **Mounted Shooting Blanks:**
 - i. The only mounted shooting blanks allowed for use in the CMSA's Cavalry Class are CMSA certified .45 Colt mounted shooting blanks.
- G. **Horses:**
 - i. Any CMSA qualified equine may be used in CMSA Cavalry Class.
- H. **Saddles:**
 - i. Horses used in this competition shall be tacked with proper period saddlery equipment. For example, saddles can be any of the following types: **Model 1859 and up McClellan saddles**, single rigged Texas Hope-type saddle, U.S. Grimsley, or the Jennifer pattern, along with English and Plantation saddles of the period are among those saddles of the Cavalry time period that can be used. Ladies, if they choose, may ride sidesaddle. All parts of the saddle shall be period correct including stirrups, hardware, skirting, etc. Externally blankets shall be of the type from the period.

Pads underneath shall be out of sight. Saddlebags, canteens and other equipment of the period are encouraged. So, pick the saddle and tack for the time period you have chosen to portray.

- I. **Headstall:** All headstall equipment should be of the patterns used in the era the competitor has chosen to portray. This includes halter, bridle, bit and reins and all hardware should be period correct. Bits should have at least exterior appearance of the period.
- J. **Stage Design:** The courses of competition for Cavalry shall be drawn from the current CMSA Course Book and shall be those courses allowing enough time to return guns in flap-covered holsters and draw the second revolver from another closed flap holster.
- K. **Timing:** All CMSA timing rules apply
- L. **Scoring:** Competitors shall meet the uniform, saddle, holster, equipment, etc. requirements in order to complete a qualified run. However, the CMSA or event producer may choose to have a separate contest independent of the match for best dressed competitor.
- M. **Penalties:**
 - i. All CMSA rules apply.
 - ii. Failure to wear the minimum Cavalry dress and saddle requirements shall result in a non-qualified run.
 - iii. Improper holsters and improper placement of holsters shall result in a procedural and the competitor will receive a 10 second penalty.
- N. **Targets:** Blue and gray targets are recommended.



32. CMSA MOUNTED RIFLE SHOOTING RULES

- A. Mounted Rifle Shooting is a class within the sport of Cowboy Mounted Shooting. Competitors should be experienced mounted shooters prior to attempting the rifle competition and shall follow CMSA rules plus the following additions or changes.
- B. **Mounted Rifle competition shall be accomplished with the first five targets being engaged with pistol (CMSA pistol rules apply) and the second five targets being engaged with a rifle. The competitor shall not have a round in the chamber of the pump or lever action rifle prior to crossing the starting line and shall lever or pump the action prior to engaging the first rundown target.**
- C. **Firearms:**
 - i. **The rifle used shall be one manufactured prior to 1900 or a reproduction thereof. It shall be a production weapon, not a one of a kind or a home-made weapon. It shall be a pump action, lever action, or revolving rifle. The pump action and lever action shall be .45 Colt, .44-40 or .44 Magnum calibers. The revolving rifle shall be .45 Colt. Rifle barrel minimum length shall be 16 inches and overall rifle minimum length shall be 30 inches.**
 - ii. **Revolvers used in the first half of a stage must be a legal pistol.**

- D. **Mounted Shooting Rifle Blanks:**
 - i. **The Mounted Shooting Rifle Blanks for the pump and lever action rifles should be the 5 in 1 or 3 in 1 blank cartridge.**
 - ii. **The revolving rifle shall use pistol Mounted Shooting Blanks with a sealant (bore butter, Crisco or like substance) applied to the crimped end. This sealant should be available at the armorer's table, but competitors should insure that they have the proper sealant in their possession. Do not use any type of adhesive as it could provide a projectile or clog the gun.**
 - iii. **All Mounted Shooting Blanks shall be supplied by the match producer.**
- E. **Divisions:**
 - i. **Rifle competitors shall be divided by Limited (Class 1-3) and Open (Class 4-6).**
 - ii. **Rifle competition shall be divided into two classes of rifle; lever and pump action making up one type and revolving rifle making up the other.**
 - iii. **Rifle competitors may enter either or both classes, although when a final/showcase is performed the top five or ten overall regardless of class of rifle will return. If a competitor qualified with both types he/she will select one and return to the finals only one time.**
- F. **Clothing and Tack:**
 - i. **CMSA rules apply, plus the rifle scabbard shall be of leather construction and shall be attached to the saddle.**
 - ii. **Each stage shall be started with the rifle in the scabbard.**
- G. **Stages:**
 - i. **The following patterns from the CMSA course book shall be the rifle courses: 1, 10, 18, 26, 27, 28, 36, 43, 47, 48, 49, 50, 54, 56 and 60.**
 - ii. **A Rifle match shall consist of two or more stages.**
- H. Penalties are the same as CMSA pistol rules, plus the following:
 - i. **Failure to cycle the lever on lever action rifles or cycle the pump on pump action rifles prior to engaging the first rundown target shall result in a 10 second procedural penalty.**
 - ii. **Failure to hold the rifle stock of lever or pump action rifles against the shoulder or under the arm shall result in a 10 second procedural.**
 - iii. **Failure to hold the stock of a revolving rifle against the shoulder when firing the rifle with one hand shall result in a 10 second procedural.**
 - iv. **Failure to hold the stock against the shoulder or under the arm when using two hands while firing the revolving rifle shall result in a 10 second procedural.**
 - v. **Waving or extending the arm while firing any rifle (like a pistol) shall result in a 10 second procedural.**
 - vi. **CMSA rules shall apply concerning the number of procedurals per stage. If there are no CMSA rules concerning number of procedurals, the total shall be one procedural per stage.**
 - vii. **CMSA highly recommends following the manufactures instructions while firing the revolving rifle.**

LEGEND



Rundown Barrel (with slash marks)
Random Barrel (without slash marks)



Light Target



Dark Target



Short A target on a short stick



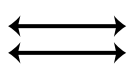
TOB Top of Barrel rule: If a target is set on top of a barrel it may be engaged either coming into our going out of the turn without a penalty. This is indicated by TOB



Gate: you must pass between these two objects. This may be done from either direction.



You may go around the object from either direction

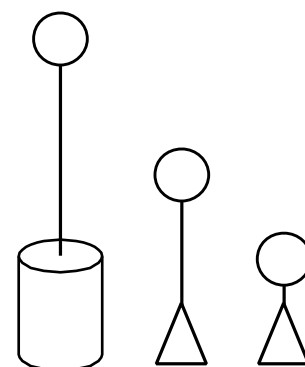


Object may be shot from either side.
You may go between objects from either direction.



Full barrel turn

TTR Two Target rule: If a contestant hits two targets with one shot they may use the remaining round to pick up any legal target they may have missed.



COURSES OF FIRE INSTRUCTIONS

- TTR 2-Target Rule: If two targets are burst by gun fire, of same or different color, it will not be a miss and poles do NOT have to be engaged. The extra round may be used to engage a missed target.
- Gate Rule: targets do NOT have to be engaged going through a gate. Competitor must pass through the gate from either side. Horse's entire body must pass through gate - tails do not count.
- Targets should be a minimum distance of 12' from any barrel.
- TOB Rule: If a target must be set on top of a barrel, it may be engaged going in or coming out of the barrel, (this includes the Rundown barrel).
- Rounding a Barrel: Does not mean crossing your path or a 360° turn.
- Full Barrel Turn: Means crossing your path
- A competitor may go back and round a barrel or pick up a gate to avoid a penalty.
- Standard spacing for a Rundown target is 36 feet.
- A standard Gate is 15 feet.
- Rundown is a straight line, may be engaged from either side and may be gone between.
- Targets may be engaged in any order, from either side, unless specifically noted.
- An ideal arena is 200 feet by 300 feet. Distance between the targets and barrels may be shortened to accommodate a smaller arena.
- It is each club's responsibility to insure arena safety. If, for any reason, a competitor is concerned about the safety of an arena, they should withdraw from competition. Competitors enter at their own risk.

Only Courses in the CMSA Coursebook may be used at WPQ Matches.

COURSES OF FIRE

The “course of fire” or pattern of riding is commonly referred to as a “stage” and should be designed for maximum enjoyment of competitors and spectators, while safely testing horsemanship and shooting skills. The safety of competitors, spectators and horses is a principle concern.

The primary purpose of a stage is to provide a scoring grid that is fair for all competitors. A standard CMSA stage is to have ten targets. It is specifically not the intention of the CMSA rules to penalize a fast horse and competitor. After completing the stage, the competitor shall immediately unload both revolvers.

Instructions

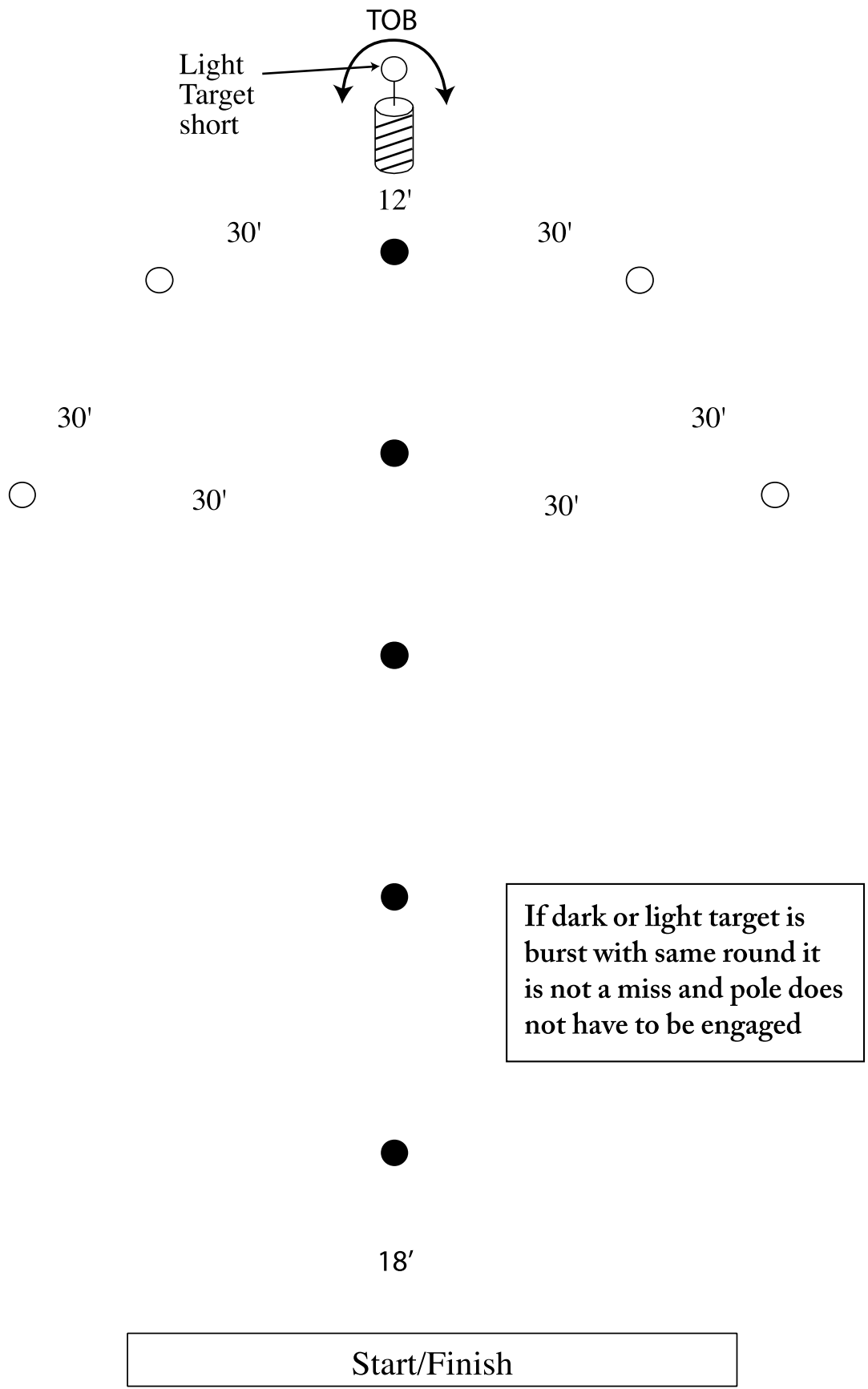
- A. Engage the farthest light targets first
- B. Engage the entire Random course first, then round the **Random** barrel
- C. Engage 5 of one color, round the barrel(s), engage 5 of the other color
- D. Stay on the outside of all the light targets
- E. Engage 10 targets in any order.
- F. Engage all light targets first, then round the **Rundown** barrel.
- G. Engage 5 of one color, then engage 5 of the other color.
- H. Engage the entire Random course first, then round the **Rundown** barrel
- I. Engage all the light targets first. Then engage the dark targets. You must round the barrel.

Procedurals

1. Failure to engage the targets in proper order
2. Failure to engage all of the correct targets before rounding the barrel
3. Failure to round barrel
4. Failure to go through the gate
5. Failure to follow the prescribed pattern

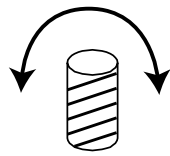
Notes

- When in doubt, favor the competitor
 - There is only ONE Procedure per stage
 - If a competitor corrects his/her mistake, there is no procedure.
 - Random course indicates light targets.
 - When the instructions indicate to complete the Random course BEFORE rounding the Rundown barrel the parts of the Random course may be completed in ANY order PRIOR to rounding the Rundown barrel.
 - When the instructions indicate that a particular portion of the course is to be completed prior to rounding either the Rundown or Random barrel it shall be a procedural if any portion of that (targets, gates, barrels etc) are completed after rounding the appropriate barrel.
 - If the course includes a Rundown barrel, the competitor shall round the Rundown barrel prior to engaging any targets in the Rundown.
-
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-
-



#1 The Arrow

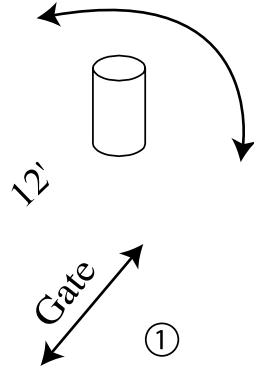
- D. Stay on the outside of all of the light targets
 - F. Engage all light targets first, then round the Rundown barrel.
- Procedurals: 2, 3, 5



12'



21'



12'

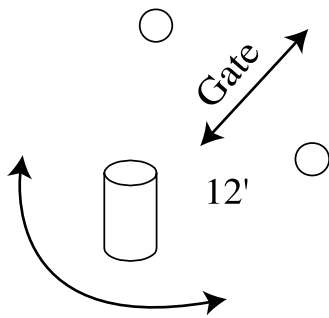
①

①

Targets in gate do not have to be engaged going through the gate. Rider may enter gate from either side.



TTR Short



12'

21'

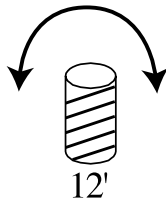


18'

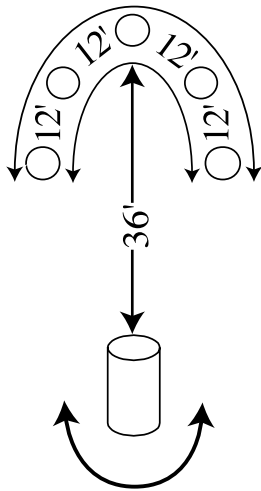
Start/Finish

#2

- A. Engage the farthest light targets first
 - H. Engage the entire Random course first, then round the Rundown barrel
- Procedurals: 1, 3, 4



Targets may be engaged from either side or rider may go between poles.

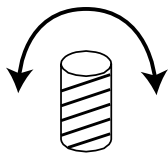


18'

Start/Finish

#3

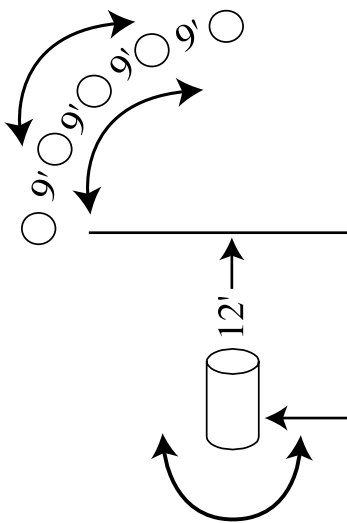
B. Engage the entire Random course first, then round the Random barrel
 Procedurals: 2, 3



12'



Targets may be engaged from either side or rider may go between poles.



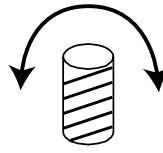
18'

Start/Finish

#4

B. Engage the entire Random course first, then round the Random barrel
Procedurals: 2, 3

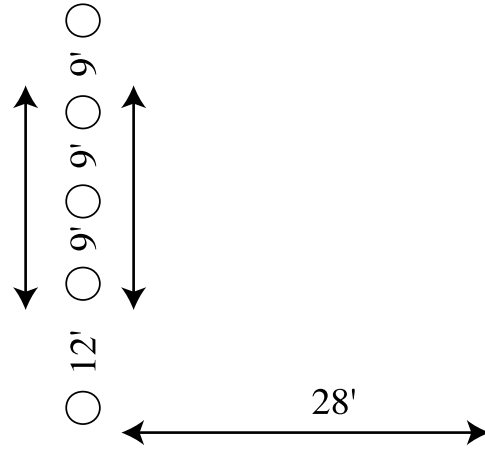
Targets may be engaged from either side or rider may go between poles.



12'

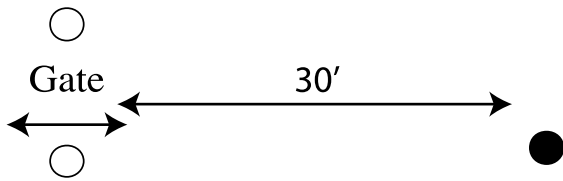
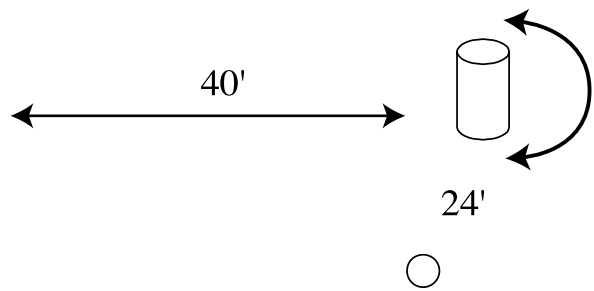
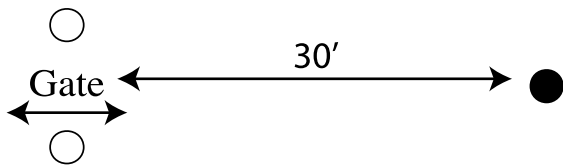
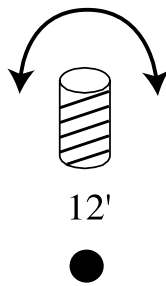


18'



Start/Finish #5

F. Engage all light targets first, then round the Rundown barrel.
Procedurals: 2, 3



Light target may be engaged coming or going.

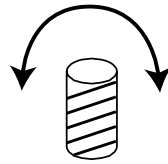
Targets in gate do not have to be engaged going through the gate. Rider may enter gate from either side.



Start/Finish #6

H. Engage the entire Random course first, then round the Rundown barrel
 Procedurals: 2, 3, 4

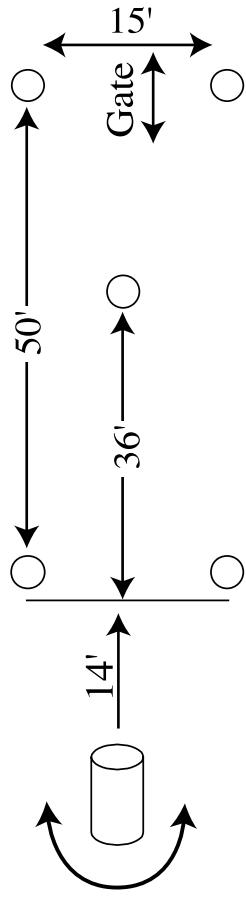
Targets in gate do not have to be engaged going through the gate.
 Rider may enter gate from either side.



12'



18'

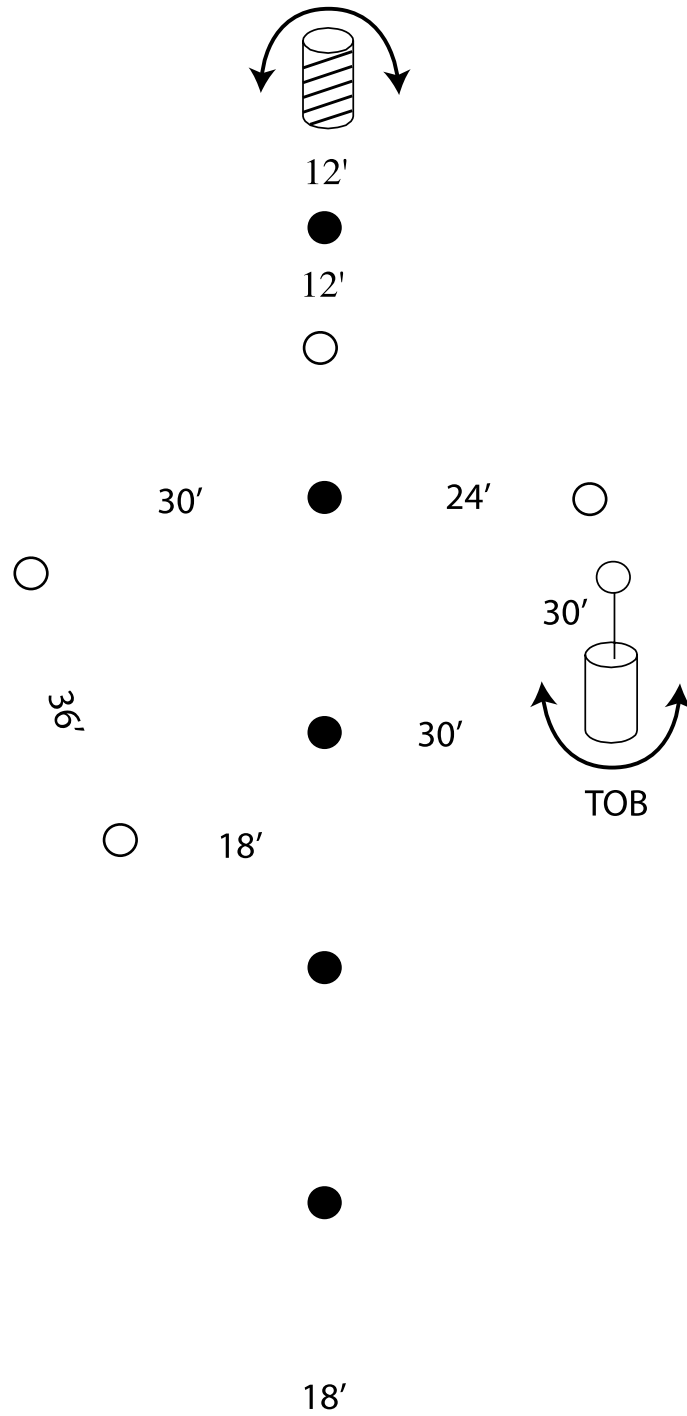


21'

Start/Finish

#7

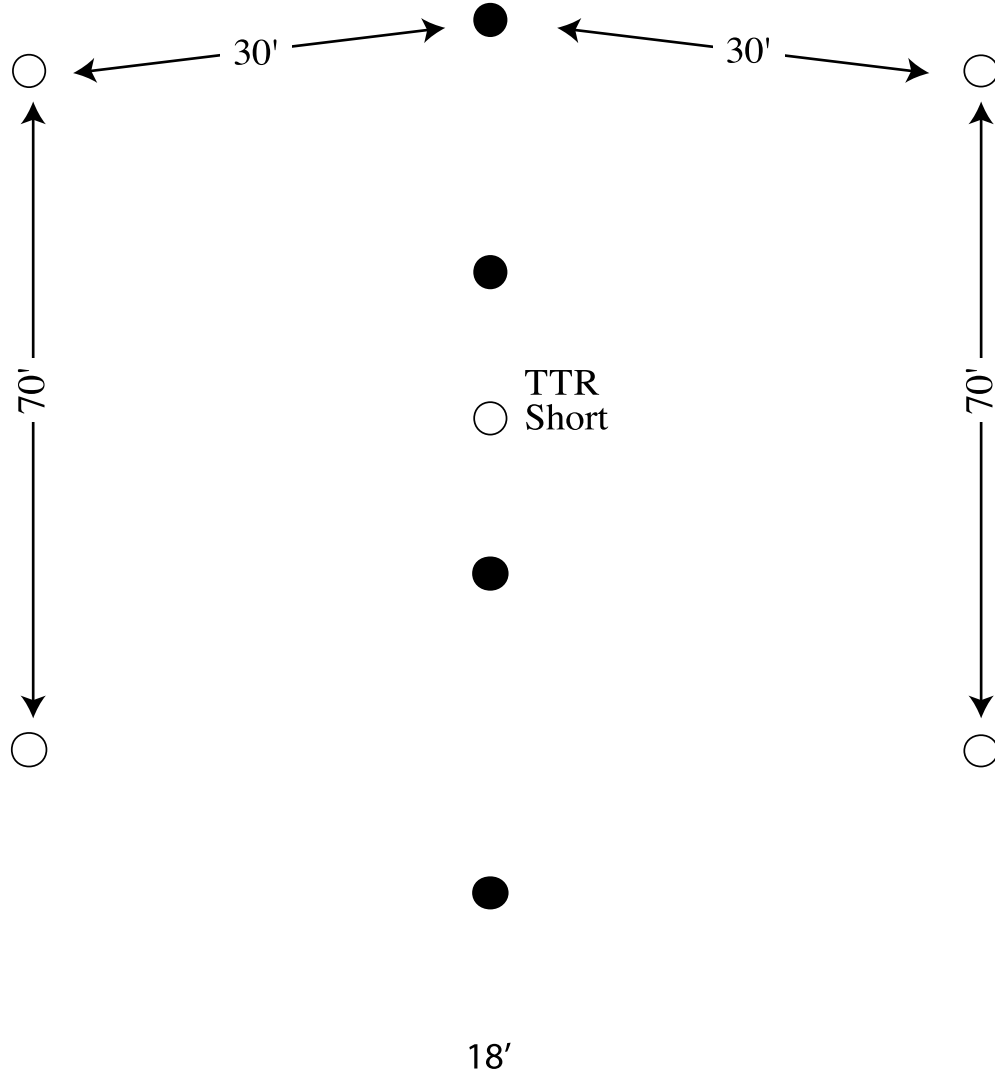
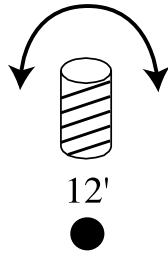
B. Engage the entire Random course first, then round the Random barrel
 Procedurals: 2, 3, 4



Start/Finish

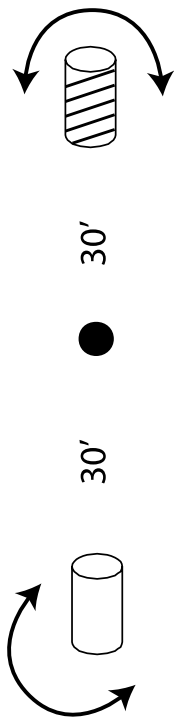
#9

B. Engage the entire Random course first, then round the Random barrel
 Procedurals: 1, 2, 3

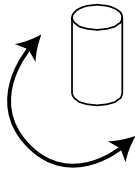


Start/Finish #10

F. Engage all light targets first, then round the Rundown barrel.
Procedurals: 2, 3

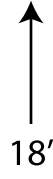


30'



30'

36'



18'

12'

12'

12'

12'

12'

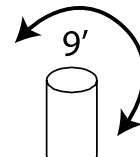
12'

12'

12'



36'



12'



36'



36'



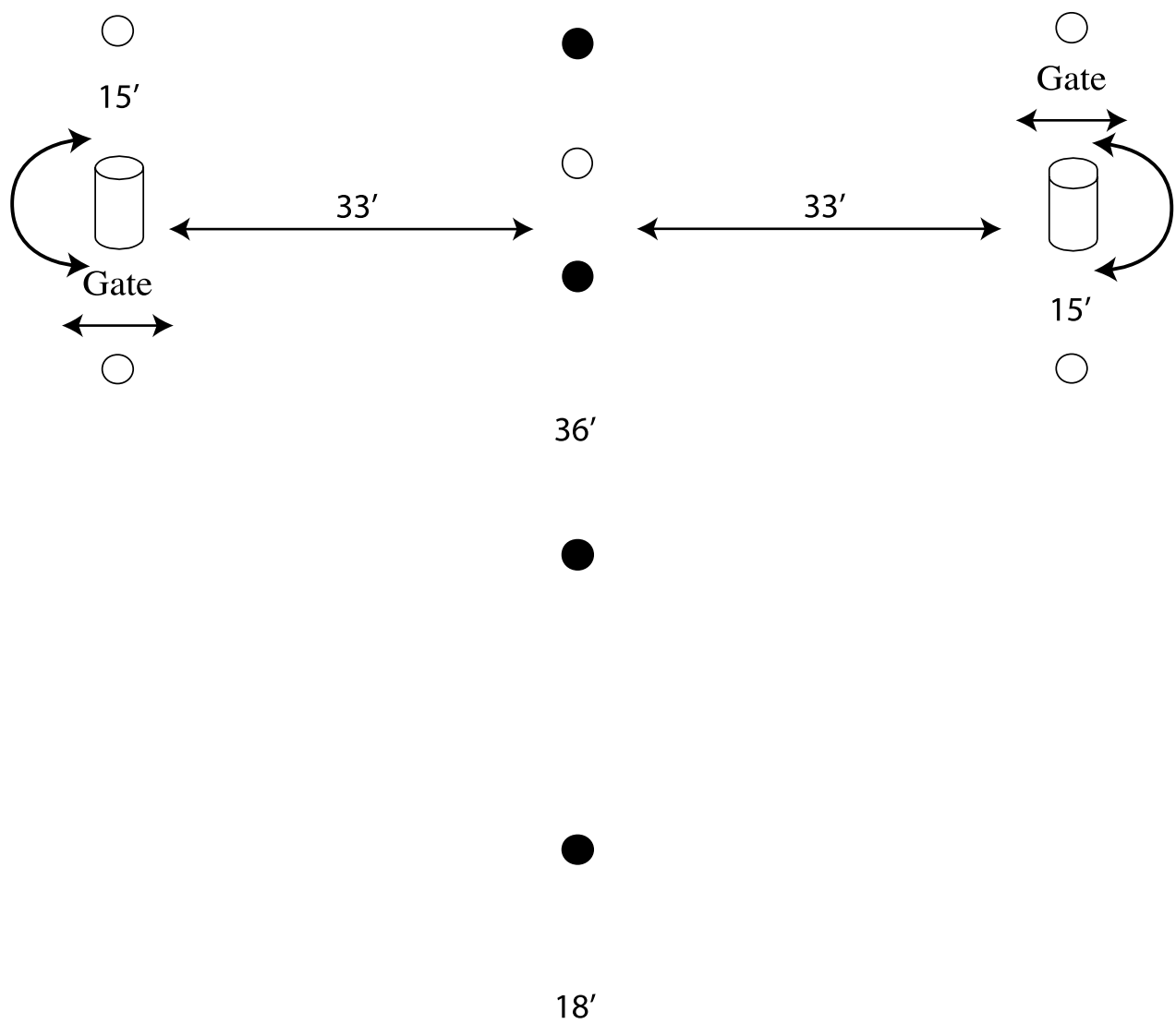
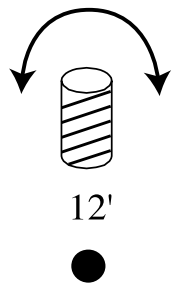
18'

Start/Finish

#11

F. Engage all light targets first, then round the Rundown barrel.
 Procedurals: 2, 3

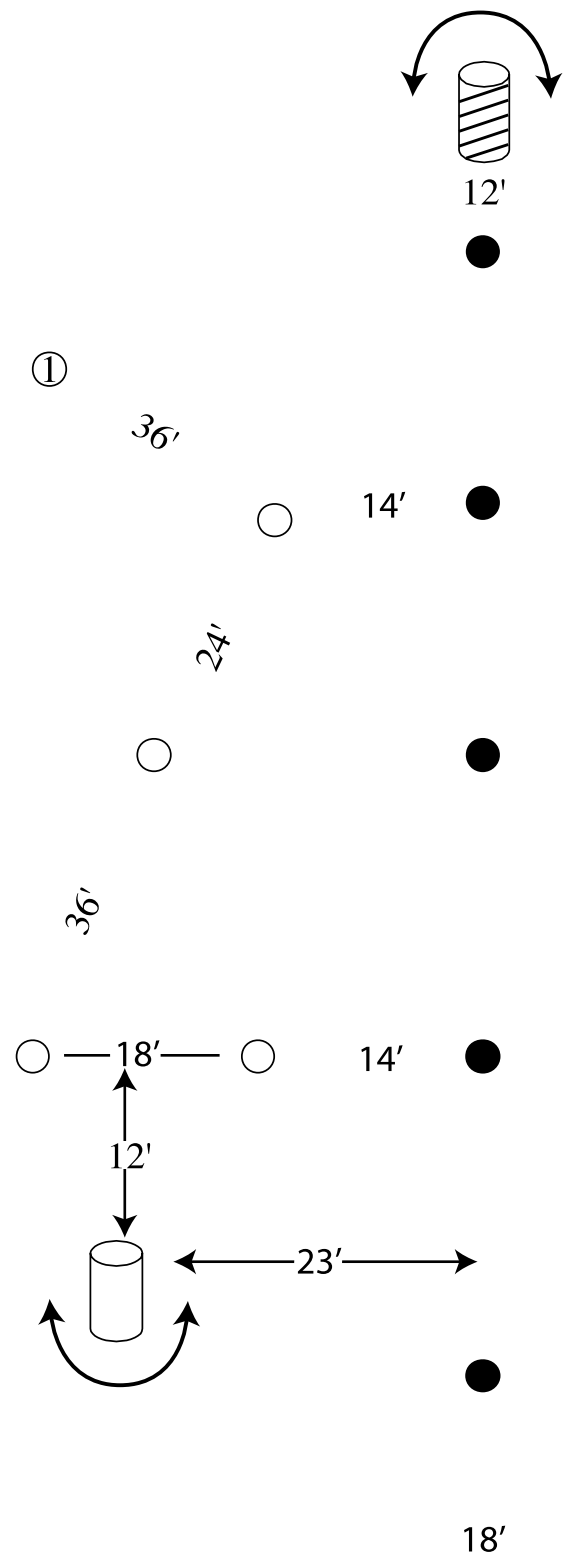
Targets in gate do not have to be engaged going through the gate.
 Rider may enter gate from either side.



Start/Finish

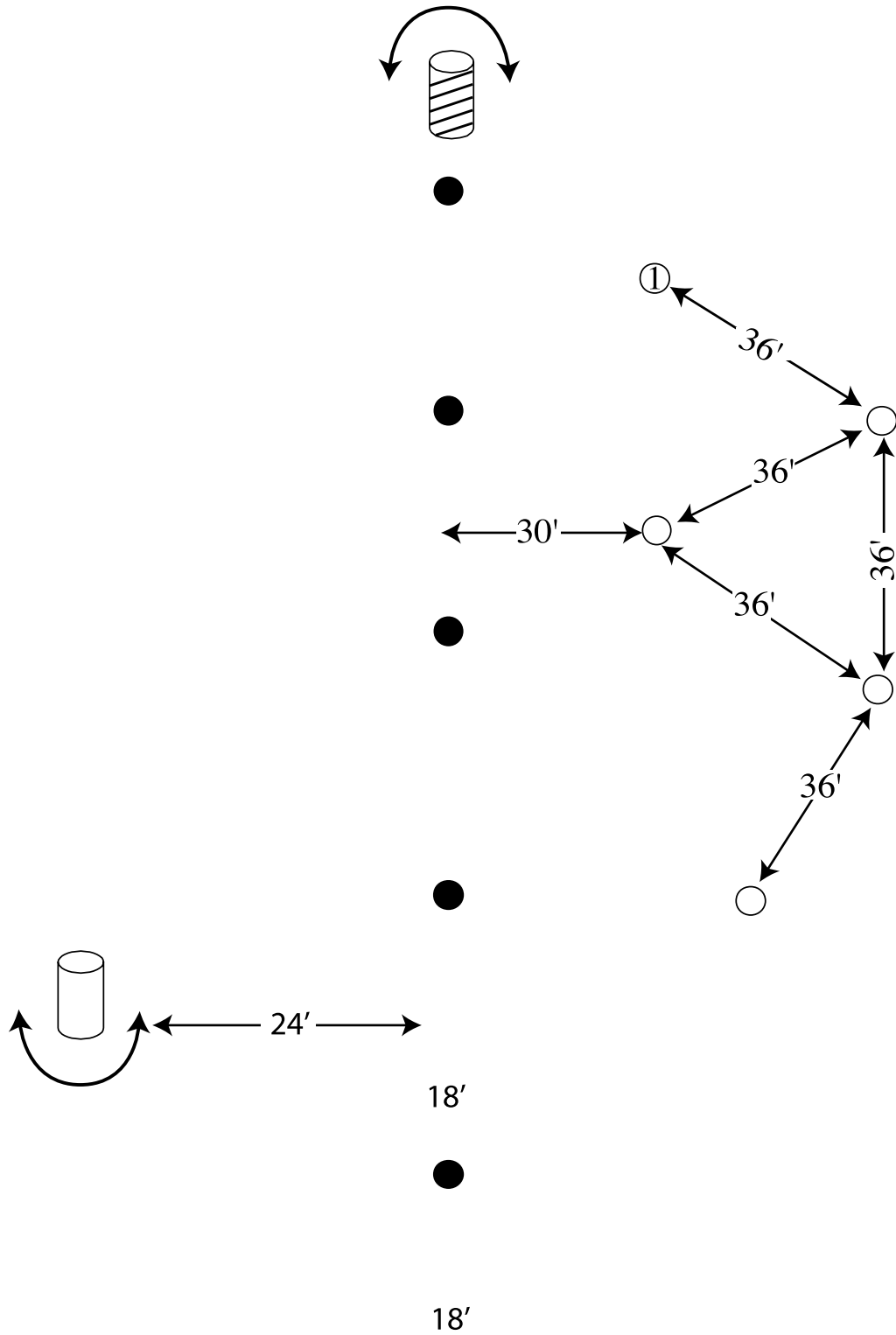
#12

H. Engage the entire Random course first, then round the Rundown barrel
 Procedurals: 2, 3



Start/Finish #13

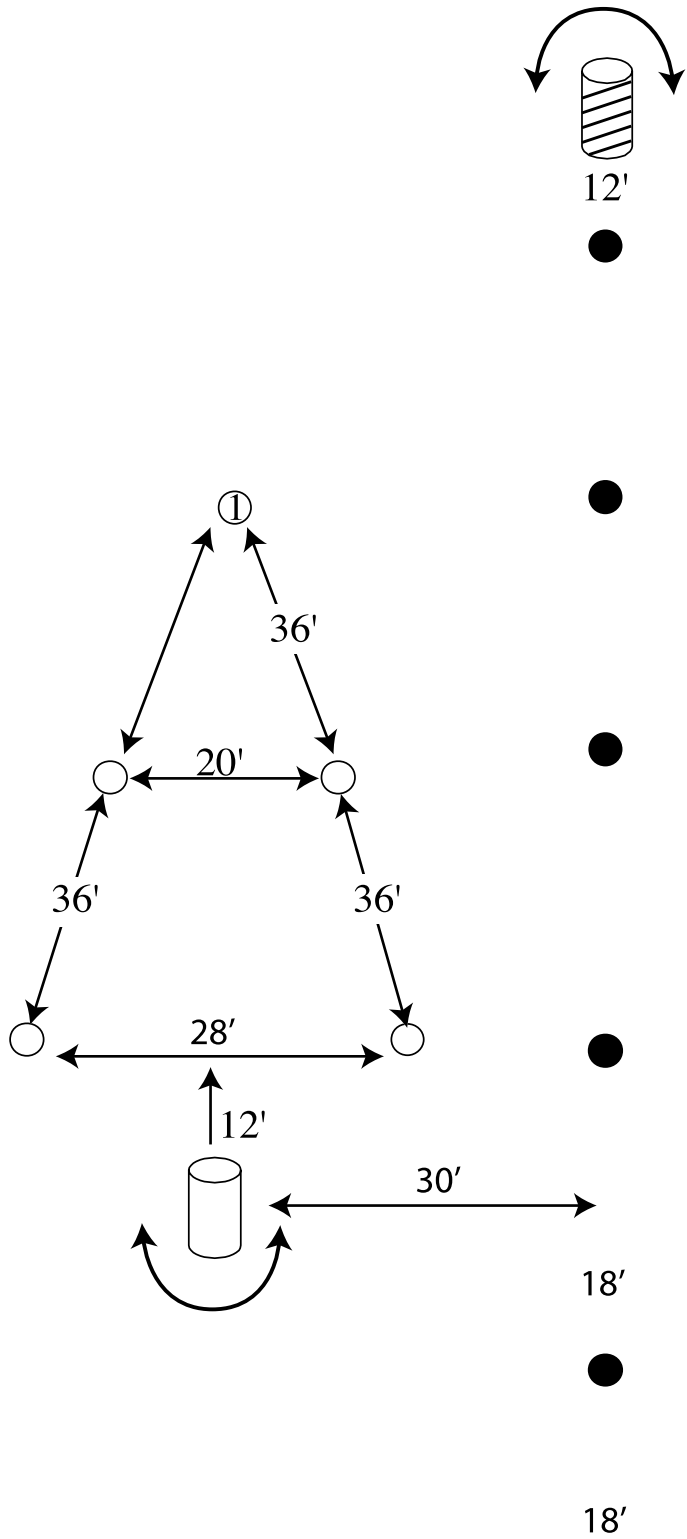
- A. Engage the farthest light targets first
 - B. Engage the entire Random course first, then round the Random barrel
- Procedurals: 1, 2, 3



Start/Finish

#14

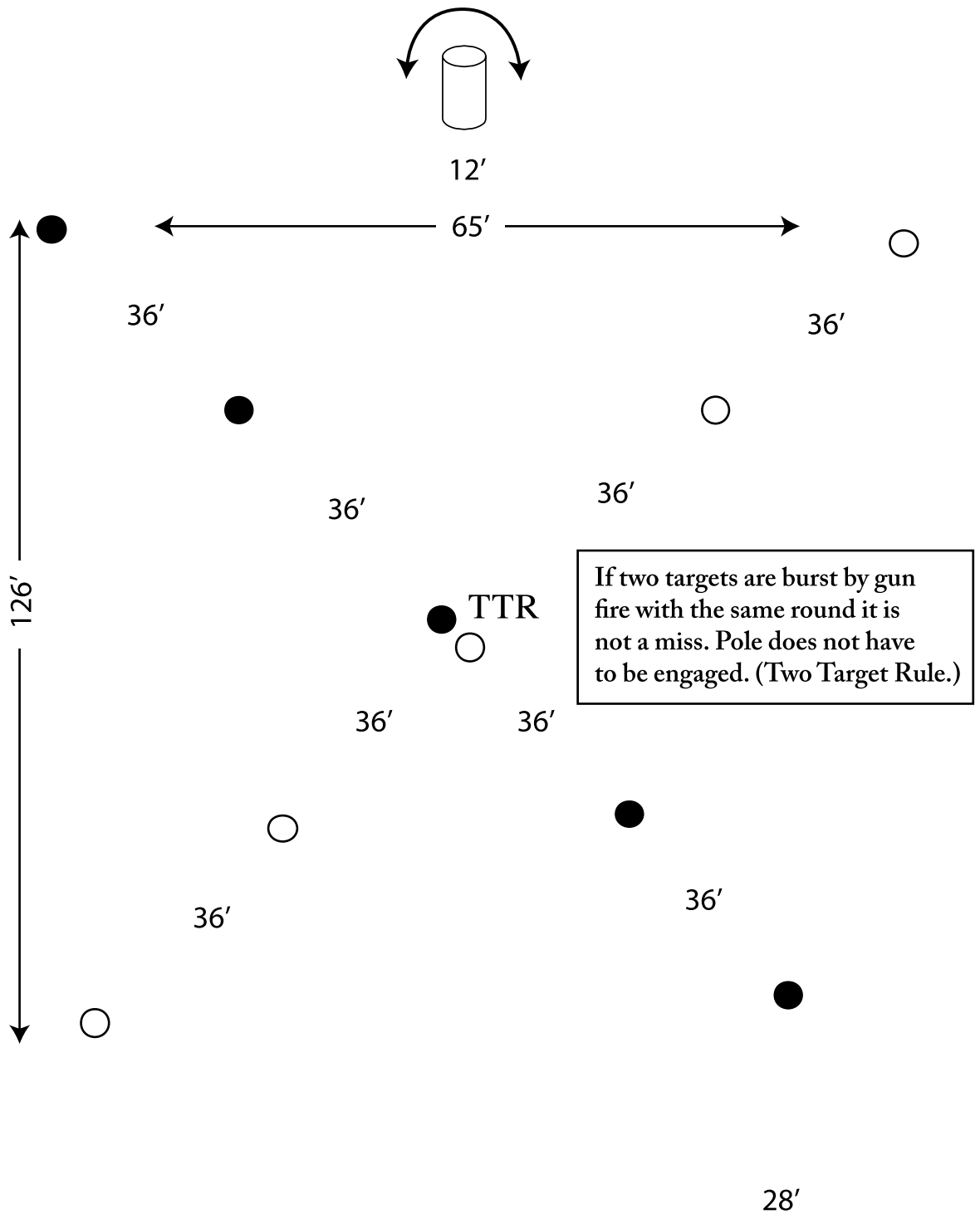
- A. Engage the farthest light targets first
 - B. Engage the entire Random course first, then round the Random barrel
- Procedurals: 1, 2, 3



Start/Finish

#15

- A. Engage the farthest light targets first
 - B. Engage the entire Random course first, then round the Random barrel
- Procedurals: 1, 2, 3

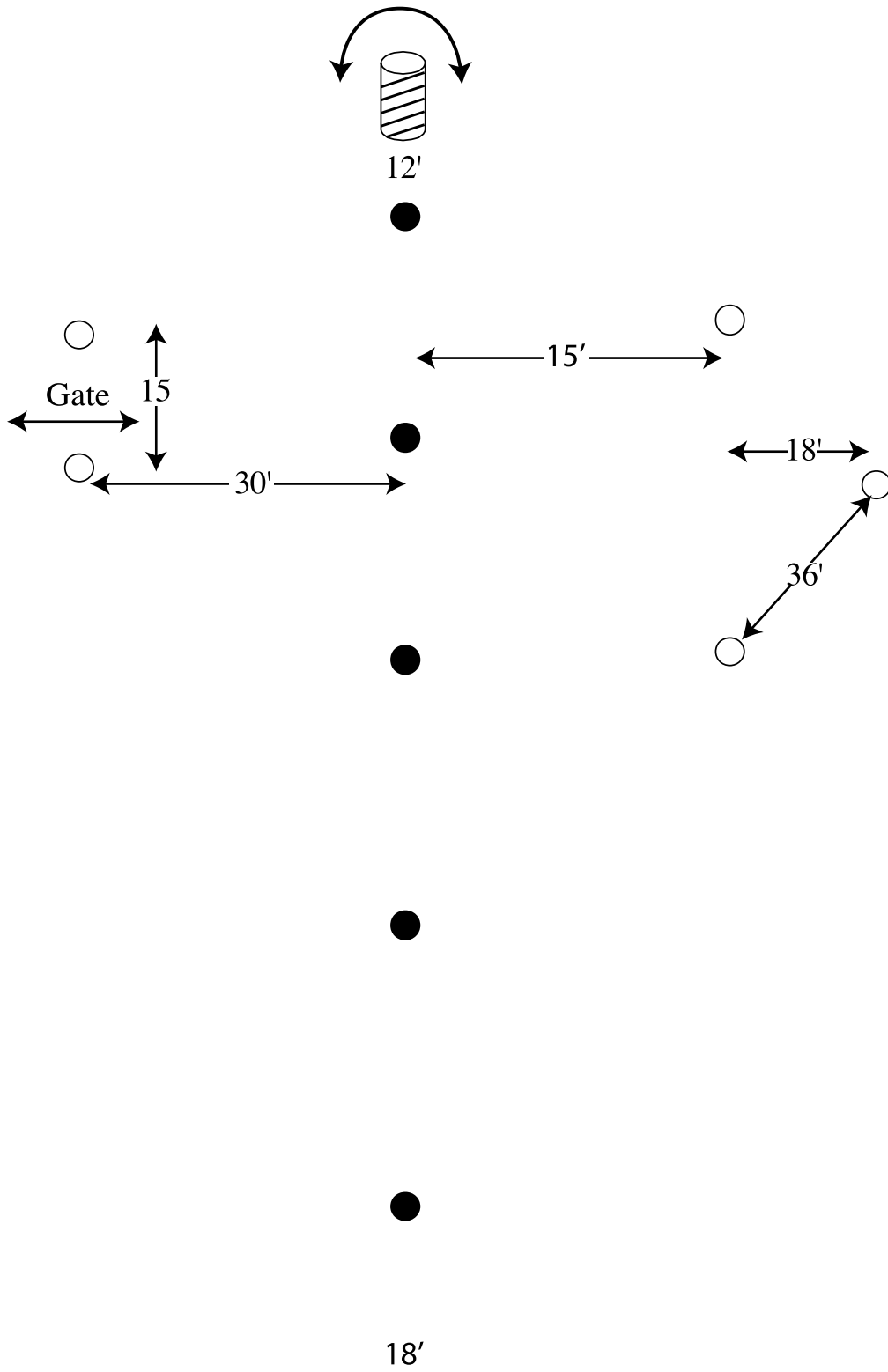


Start from either side

Start/Finish

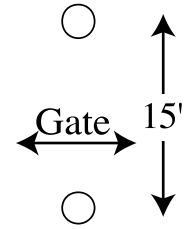
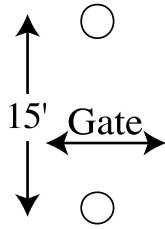
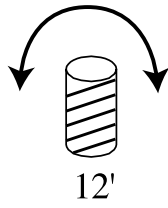
#16

C. Engage 5 of one color, round the barrel(s), engage 5 of the other color
 Procedurals: 2, 3



Start/Finish #17

H. Engage the entire Random course first, then round the Rundown barrel
 Procedurals: 2, 3, 4



9'

○ Short

TTR

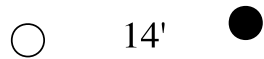
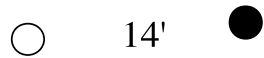
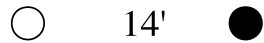
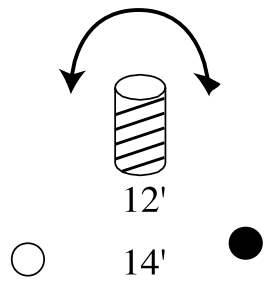


18'

Start/Finish

#18

H. Engage the entire Random course first, then round the Rundown barrel
Procedurals: 2, 3, 4



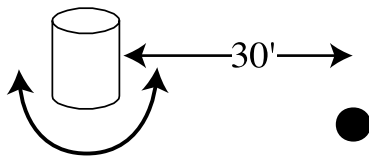
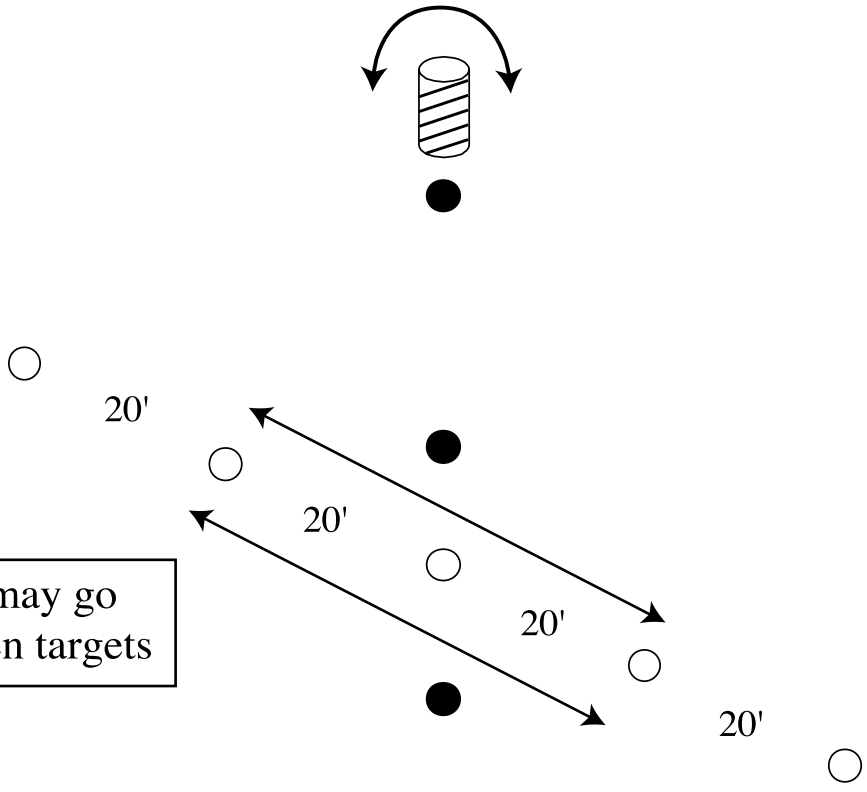
18'

Start/Finish

#19

C. Engage 5 of one color, round the barrel(s), engage 5 of the other color
 Procedurals: 2, 3

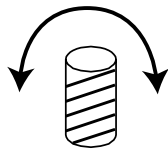
Rider may go
between targets



18'

Start/Finish #20

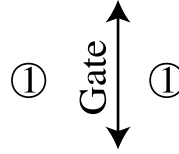
B. Engage the entire Random course first, then round the Random barrel
Procedurals: 2, 3



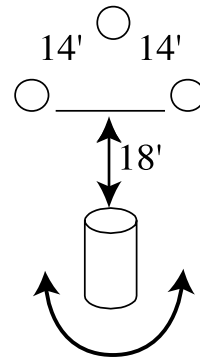
12'



18'



18'

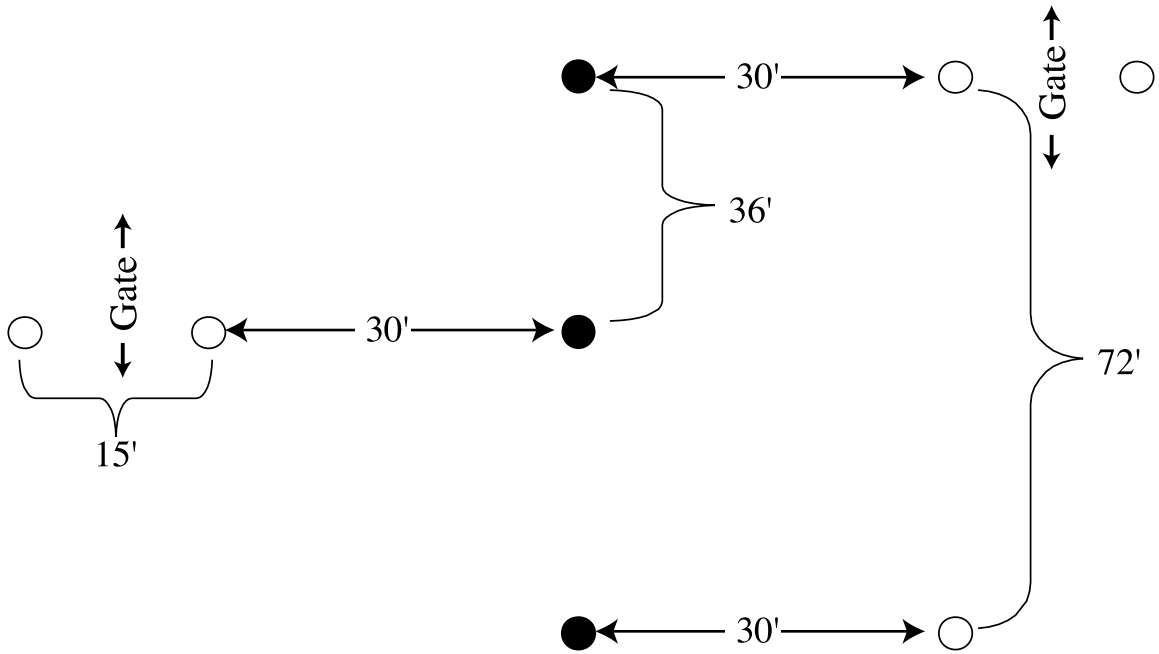
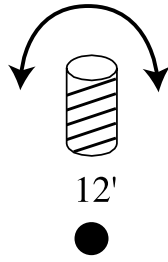


18'

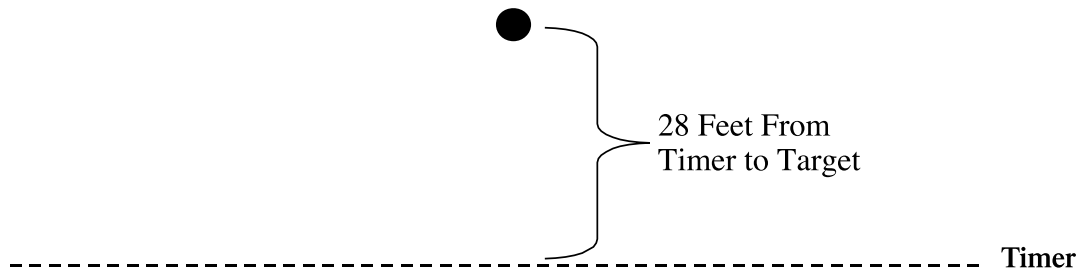
Start/Finish

#21

- A. Engage the farthest light targets first
 - H. Engage the entire Random course first, then round the Rundown barrel
- Procedurals: 1, 2, 3, 4

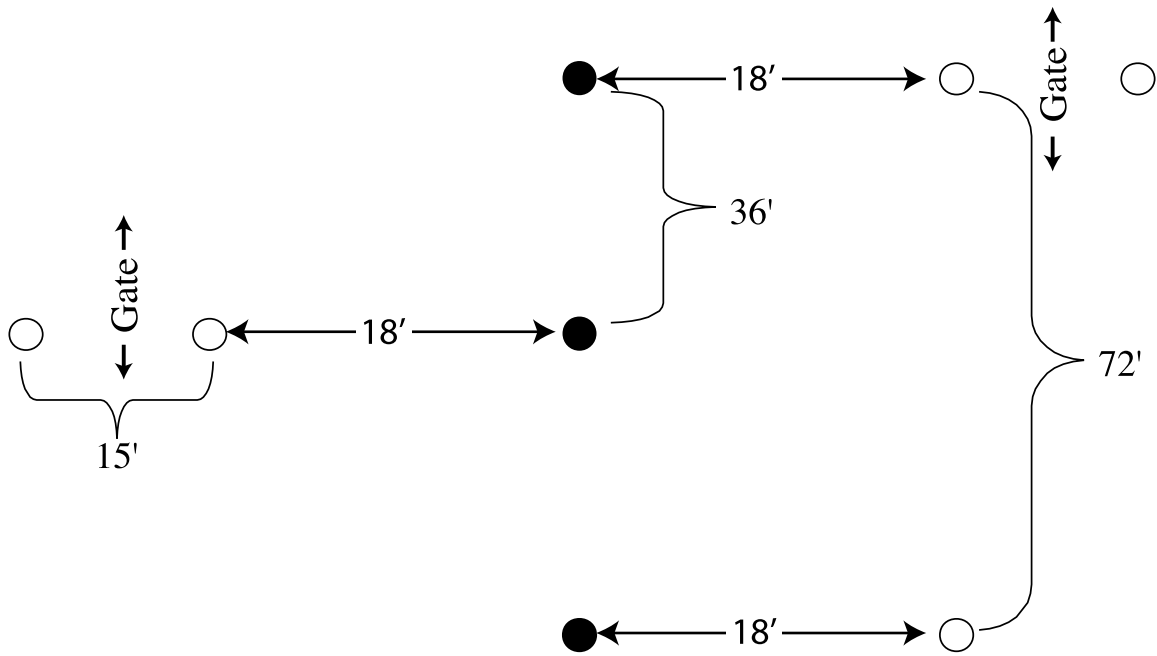
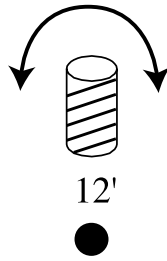


All poles are
48 inches tall

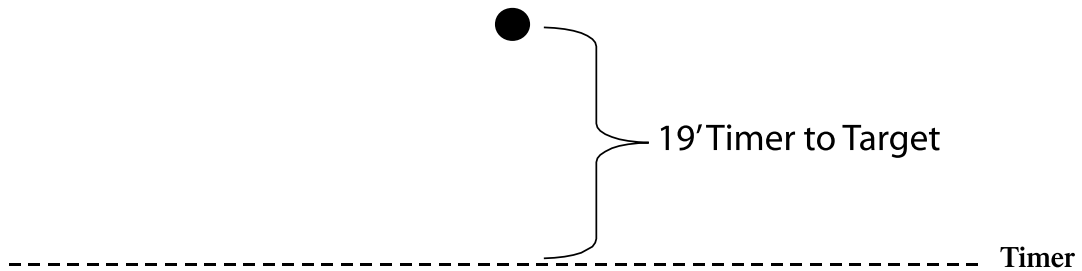


Course 22 - Certified

H. Engage the entire Random course first, then round the Rundown barrel
Procedurals: 2, 3, 4

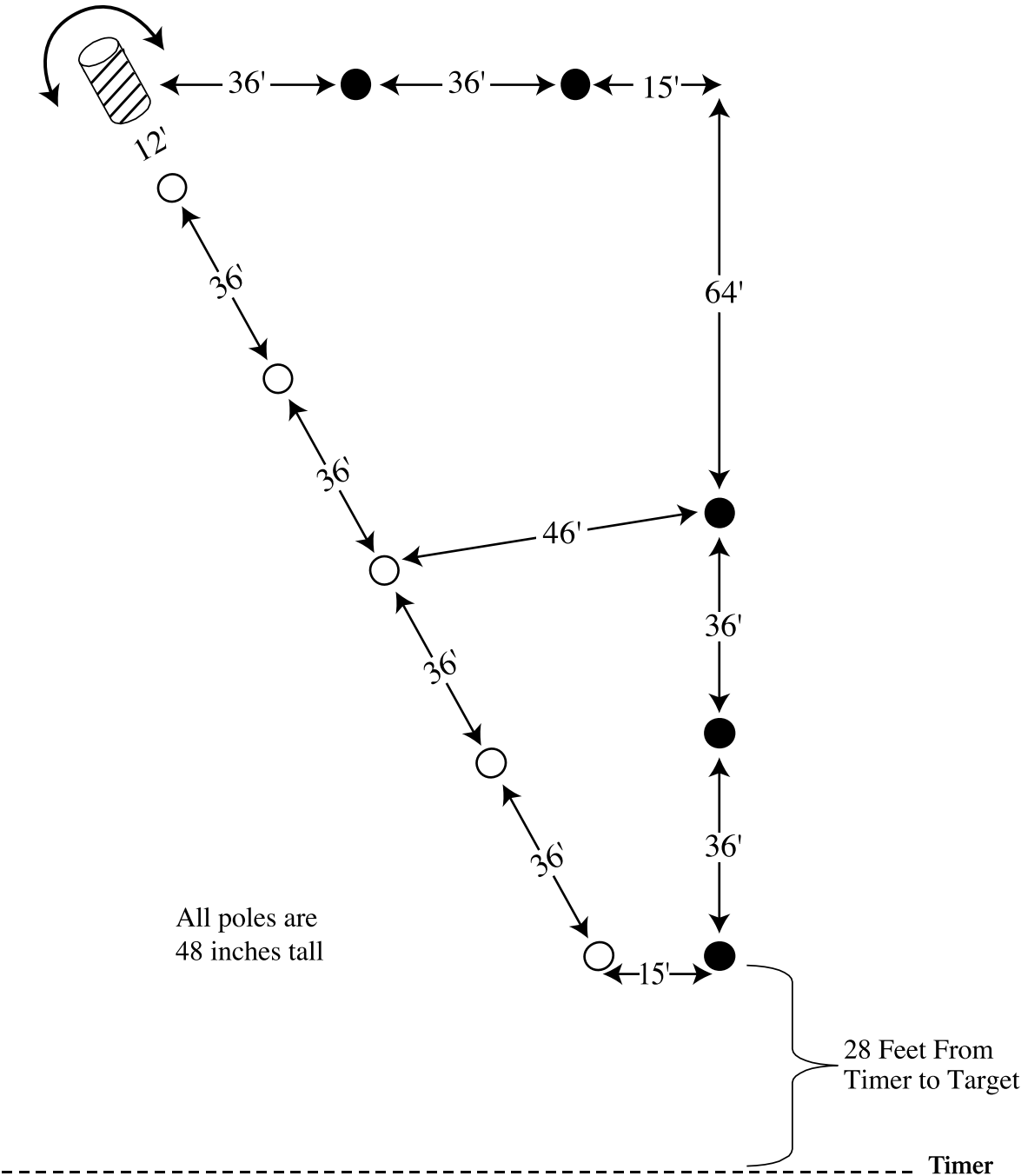


All poles are
48 inches tall



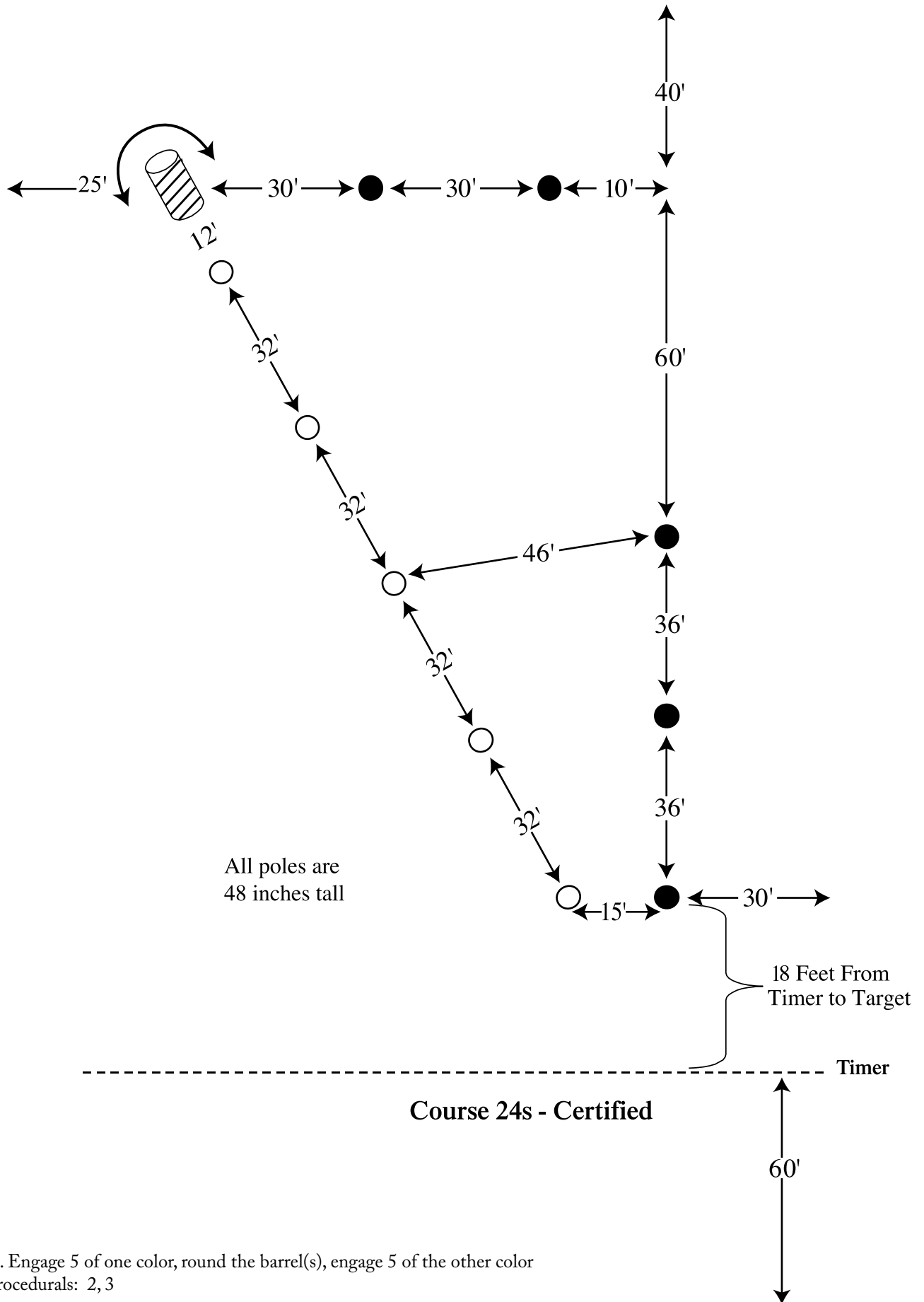
Course 22s - Certified

H. Engage the entire Random course first, then round the Rundown barrel
Procedurals: 2, 3, 4

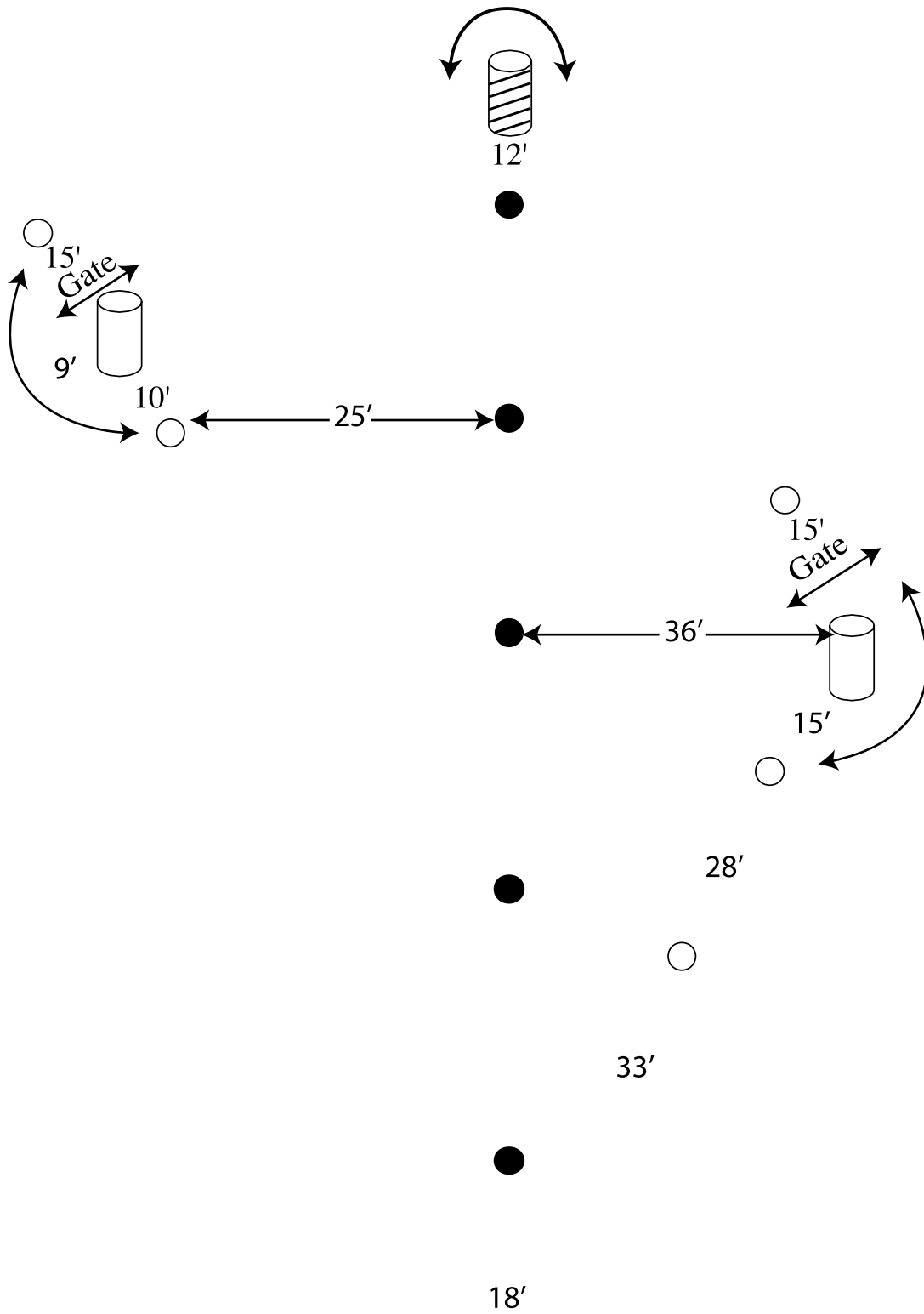


Course 24 - Certified

C. Engage 5 of one color, round the barrel(s), engage 5 of the other color
 Procedurals: 2, 3

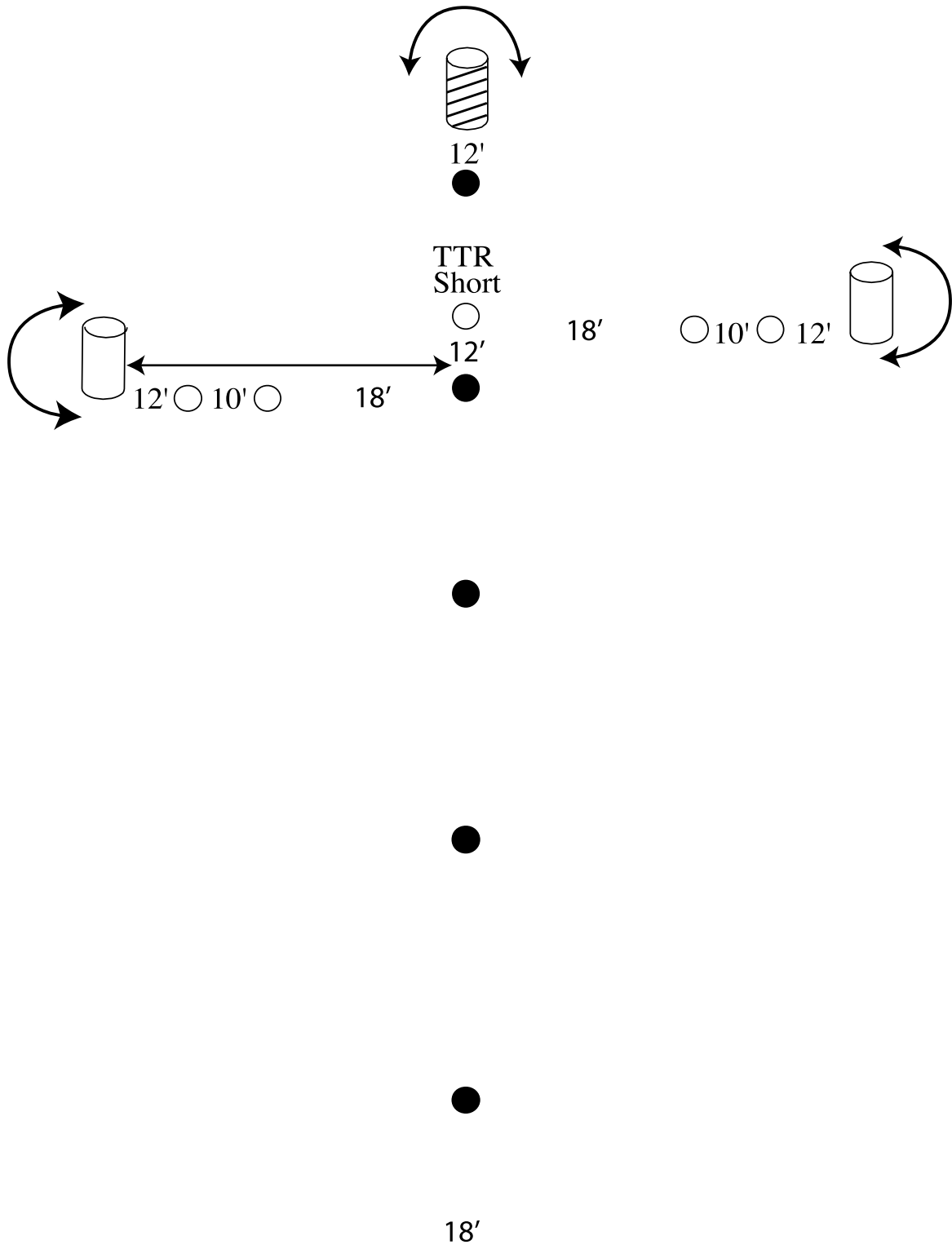


C. Engage 5 of one color, round the barrel(s), engage 5 of the other color
 Procedurals: 2, 3



Start/Finish #25

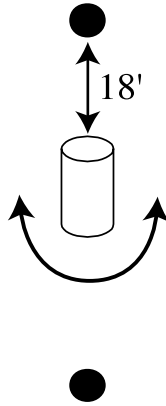
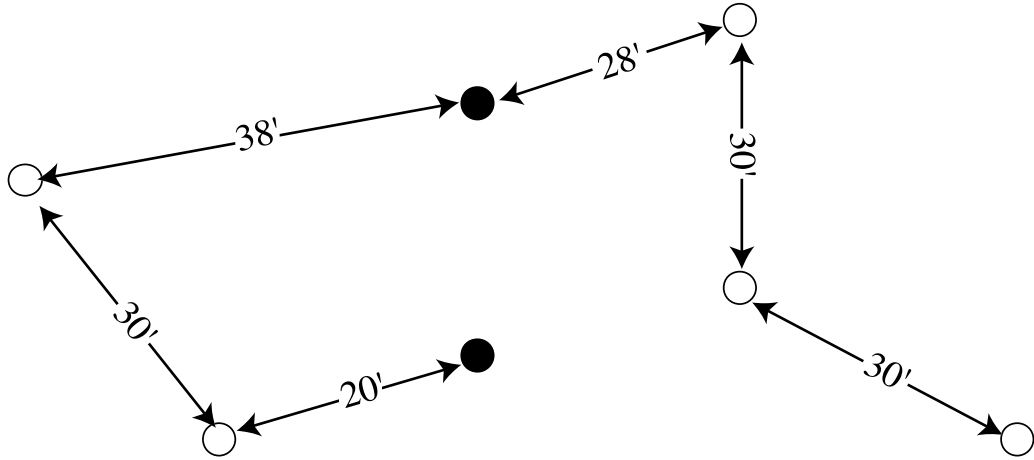
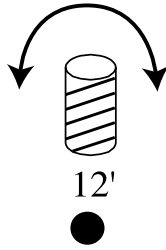
H. Engage the entire Random course first, then round the Rundown barrel
 Procedurals: 2, 3, 4



Start/Finish

#26

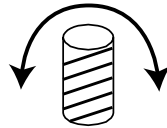
H. Engage the entire Random course first, then round the Rundown barrel
 Procedurals: 2, 3



18'

Start/Finish #27

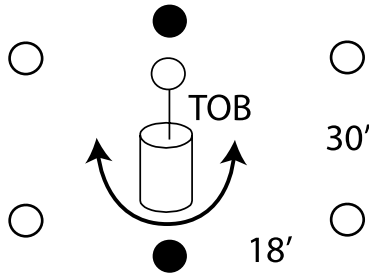
B. Engage the entire Random course first, then round the Random barrel
 Procedurals: 2, 3



12'



Engage Target on Barrel Last.



36'

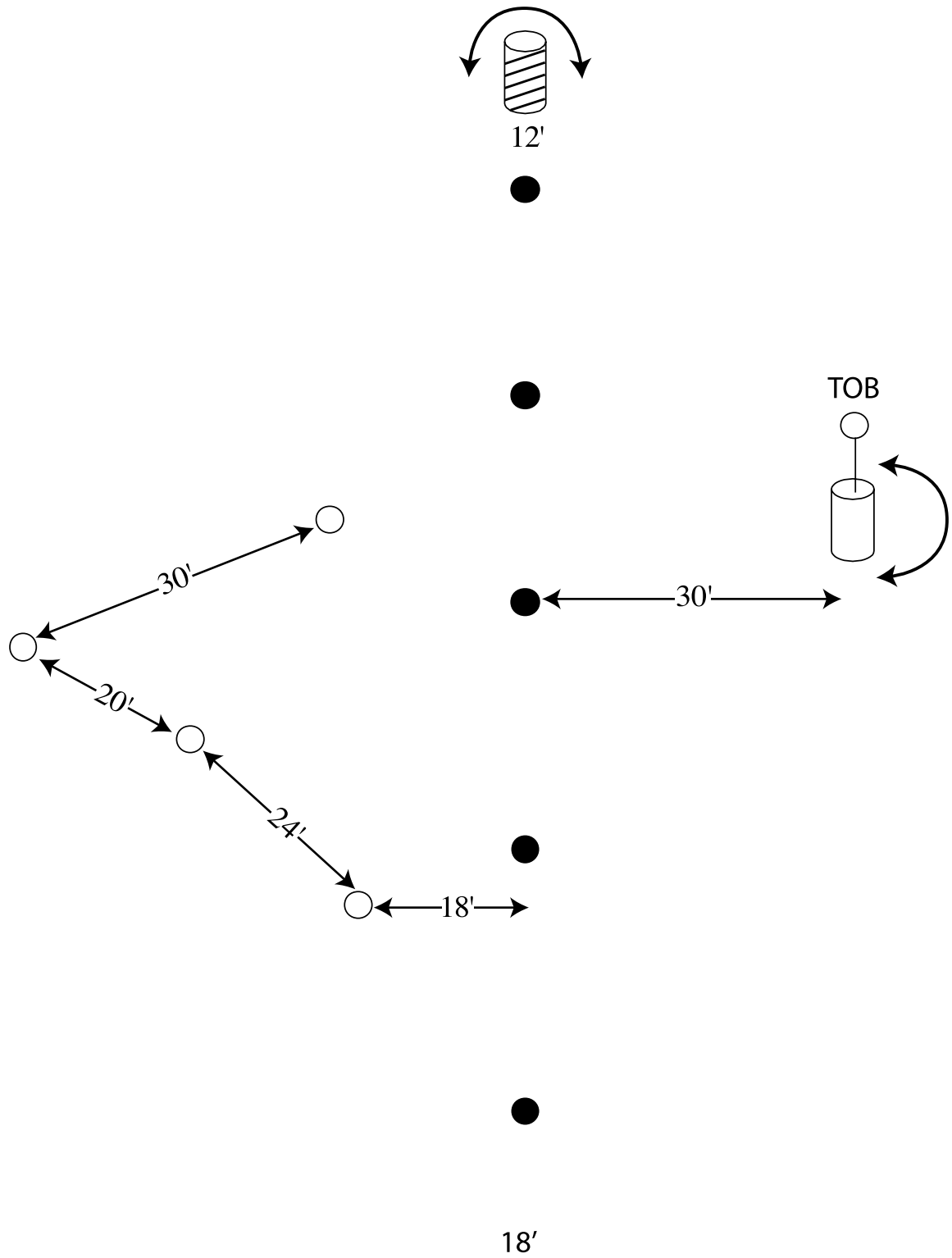


18'

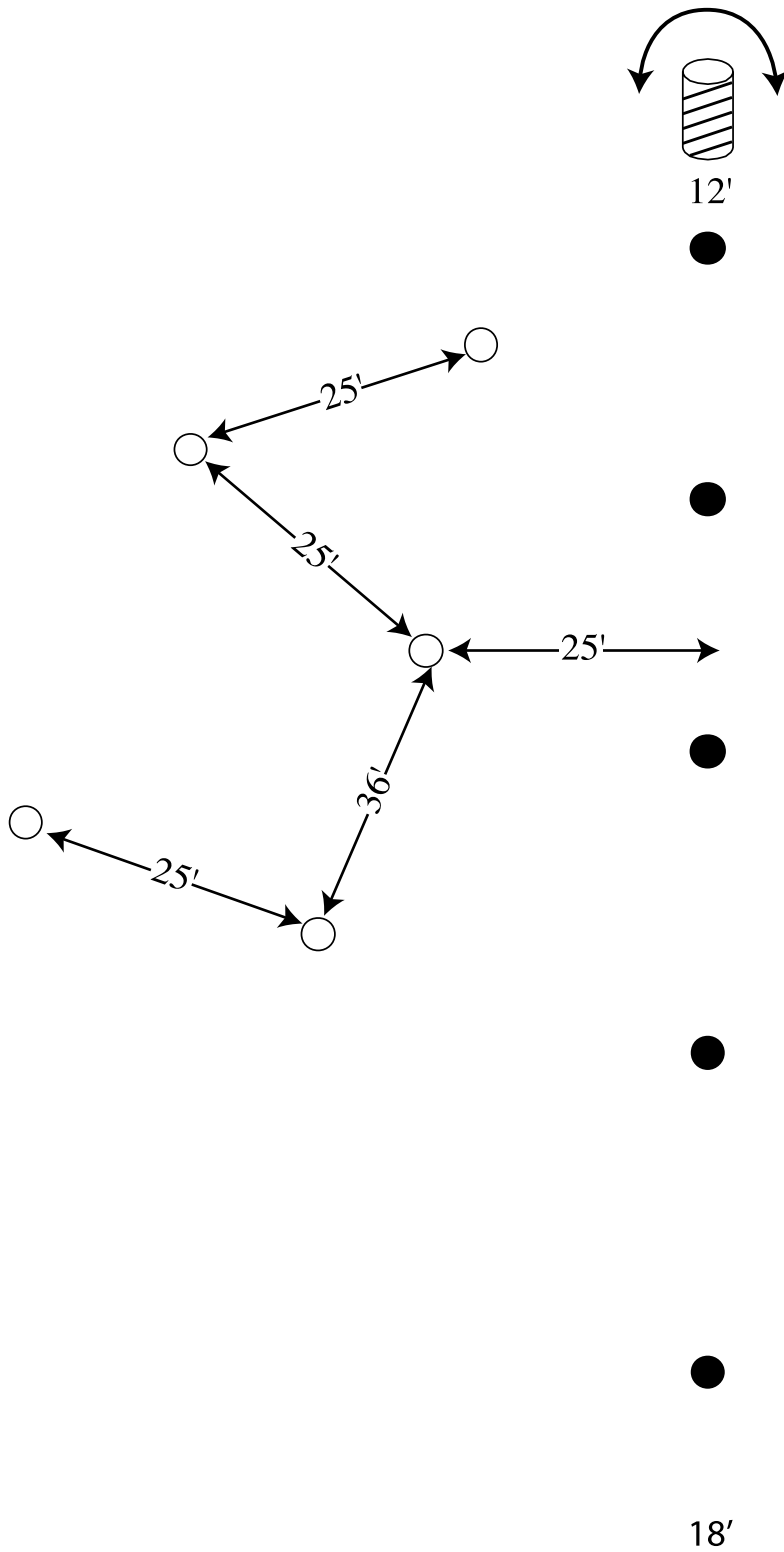
Start/Finish

#28

H. Engage the entire Random course first, then round the Rundown barrel
Procedurals: 1, 3



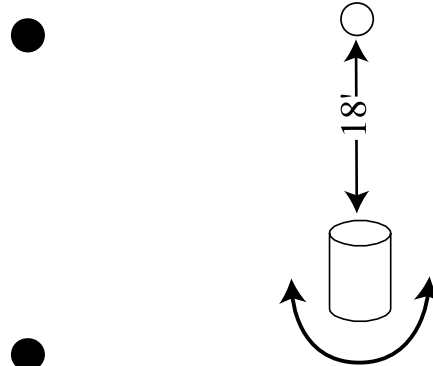
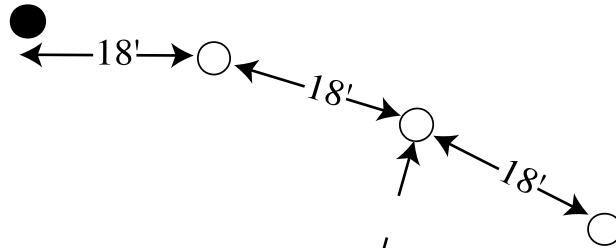
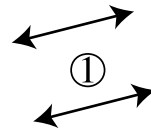
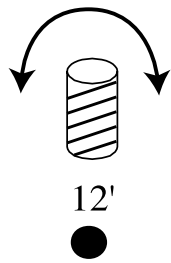
B. Engage the entire Random course first, then round the Random barrel
 Procedurals: 2, 3



Start/Finish

#30

F. Engage all light targets first, then round the Rundown barrel.
 Procedurals: 2, 3

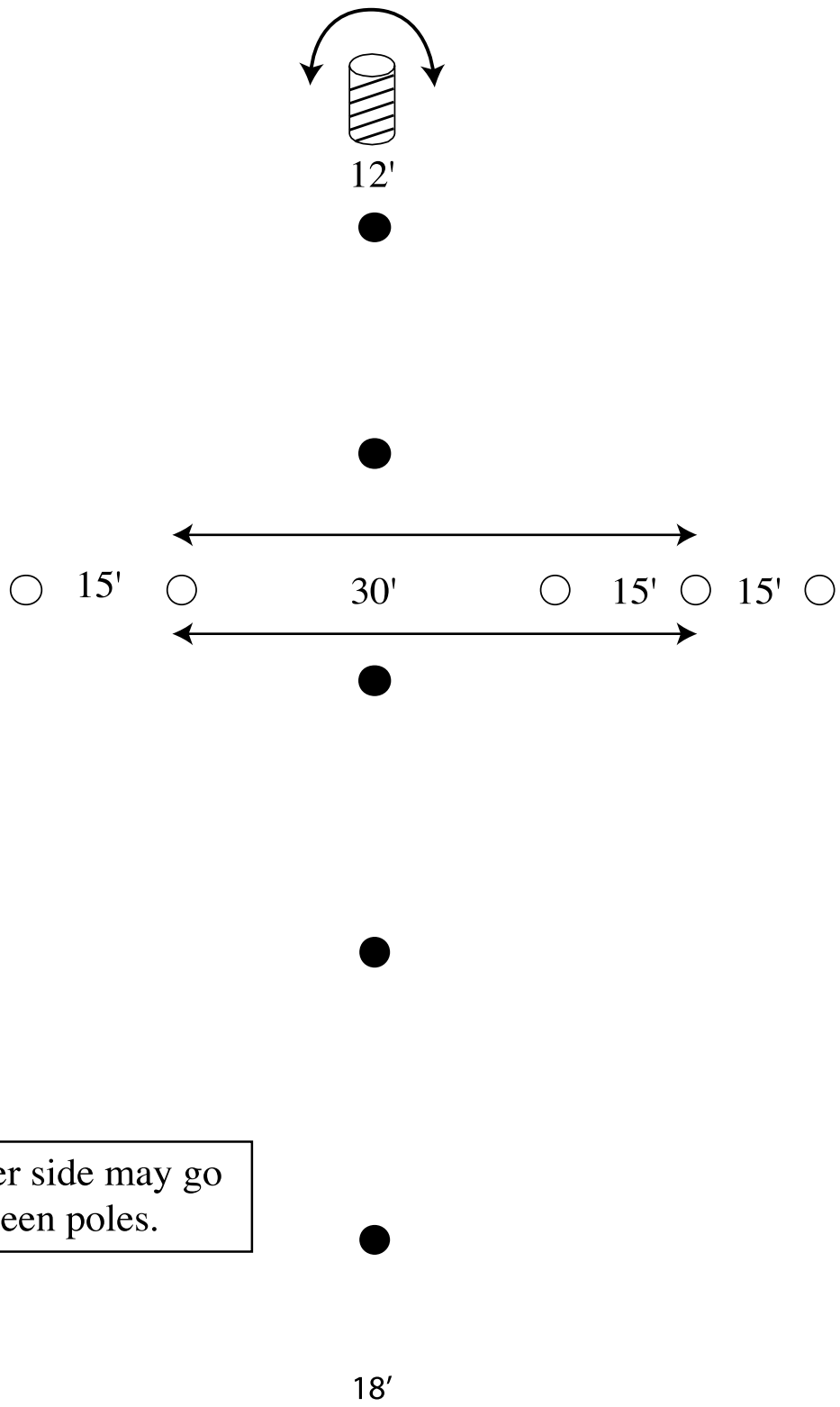


18'

Start/Finish

#31

- A. Engage the farthest light targets first
 - B. Engage the entire Random course first, then round the Random barrel
- Procedurals: 1, 2, 3,

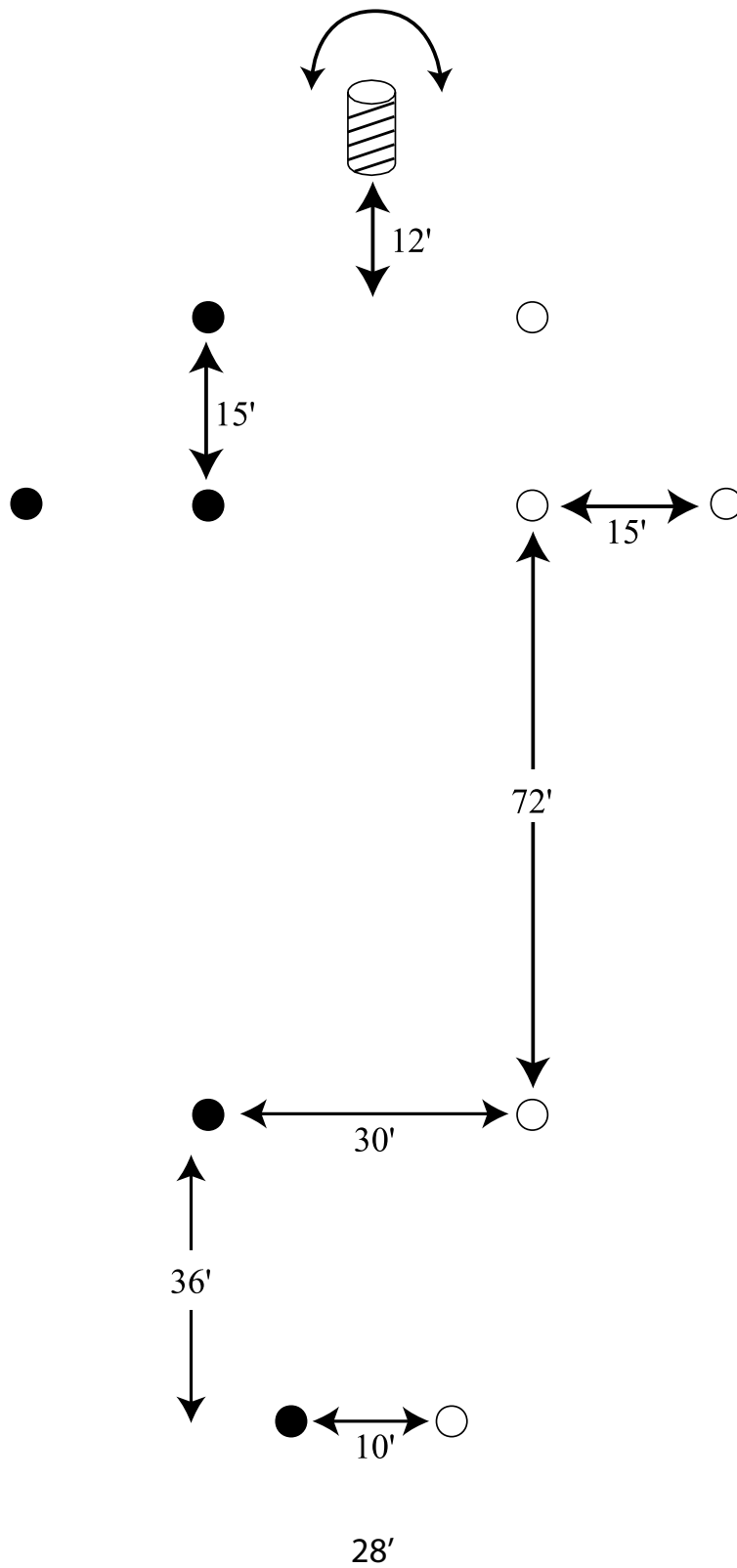


Either side may go
between poles.

Start/Finish

#32

F. Engage all light targets first, then round the Rundown barrel.
Procedurals: 2, 3

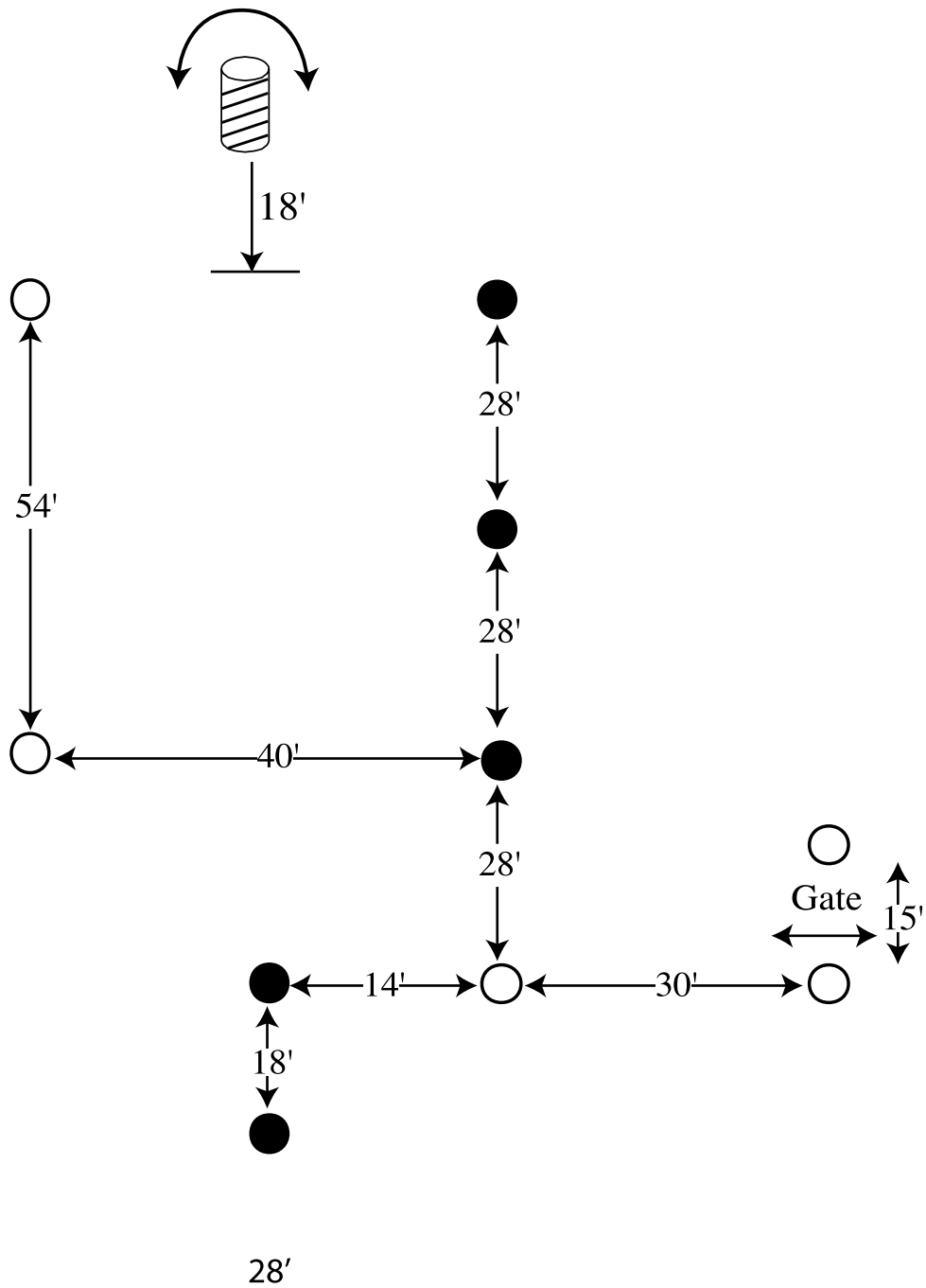


----- Timer

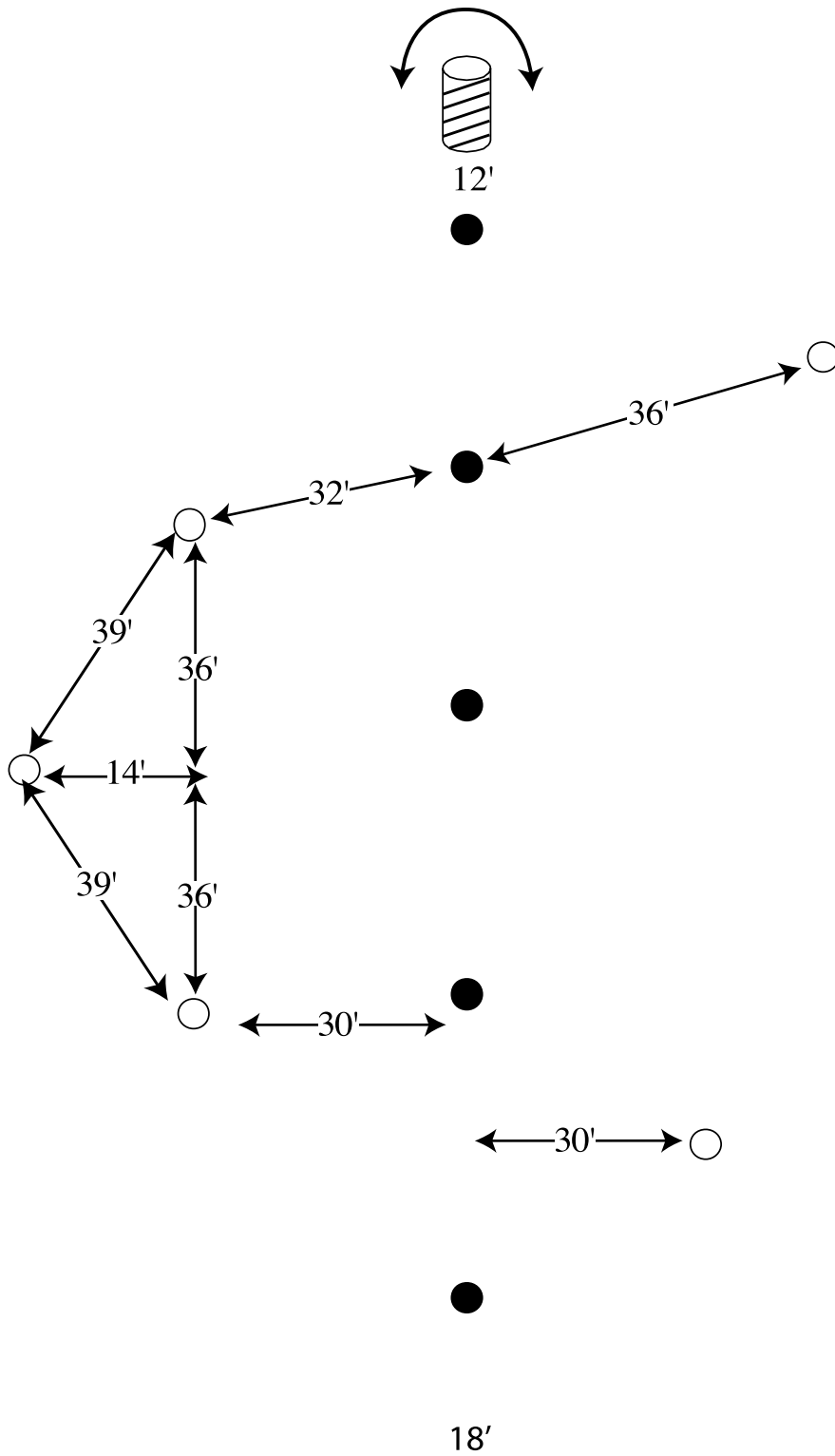
Start/Finish

#33

C. Engage 5 of one color, round the barrel(s), engage 5 of the other color
 Procedurals: 1, 3



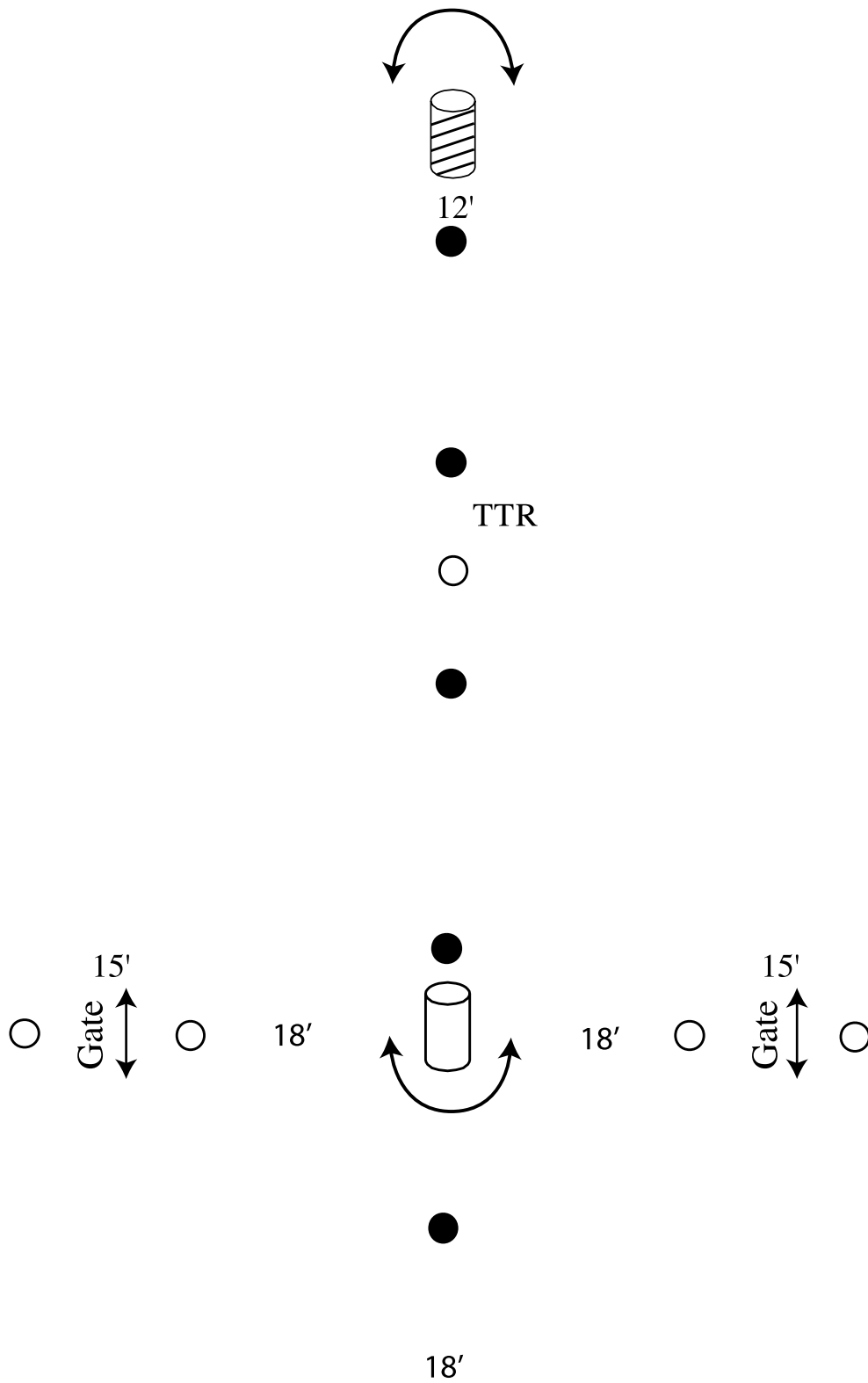
F. Engage all light targets first, then round the Rundown barrel.
 Procedurals: 2, 3, 4



Start/Finish

#35

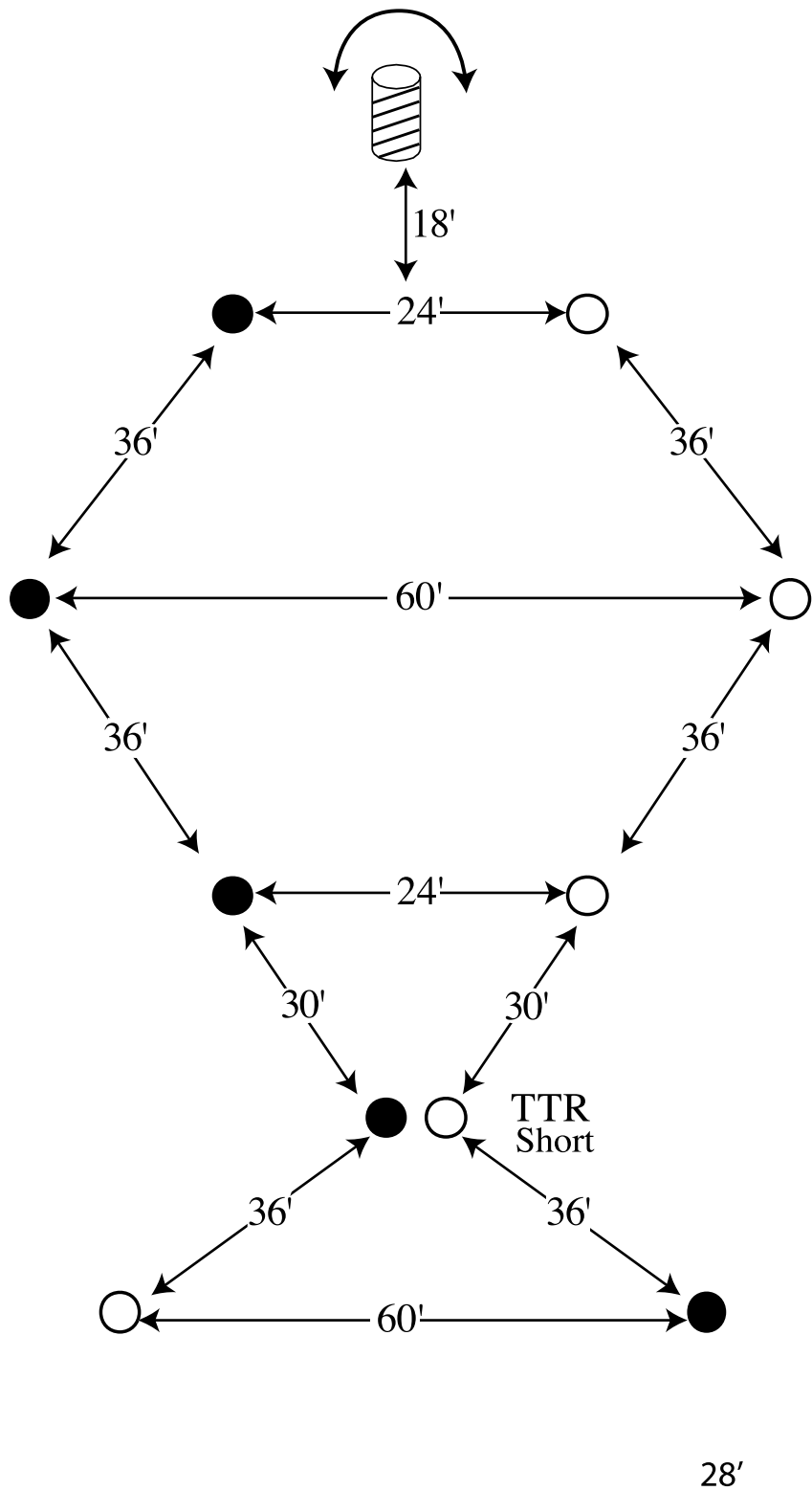
F. Engage all light targets first, then round the Rundown barrel.
 Procedurals: 2, 3



Start/Finish

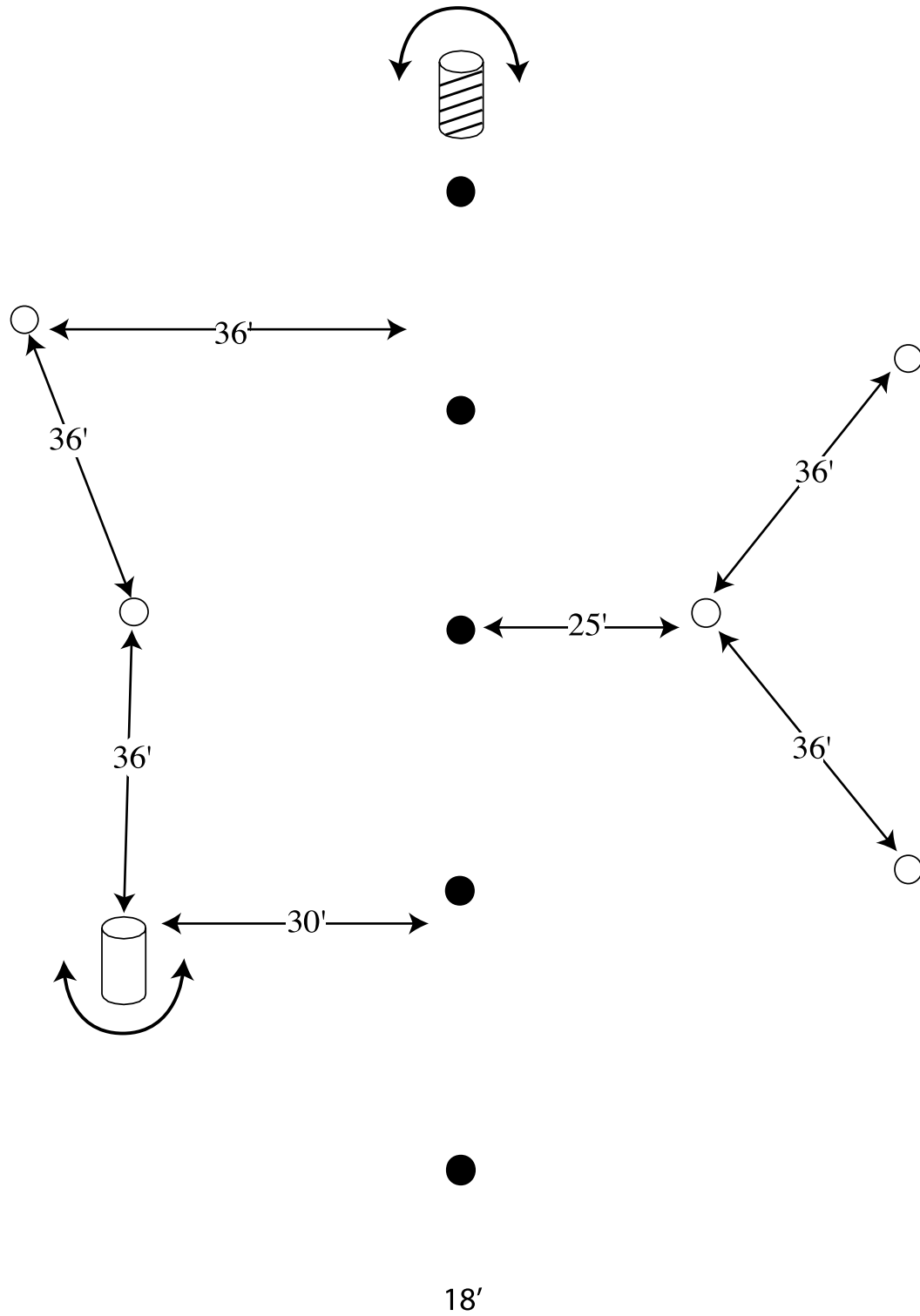
#36

B. Engage the entire Random course first, then round the Random barrel
 Procedurals: 2, 3, 4



Start/Finish Line #37

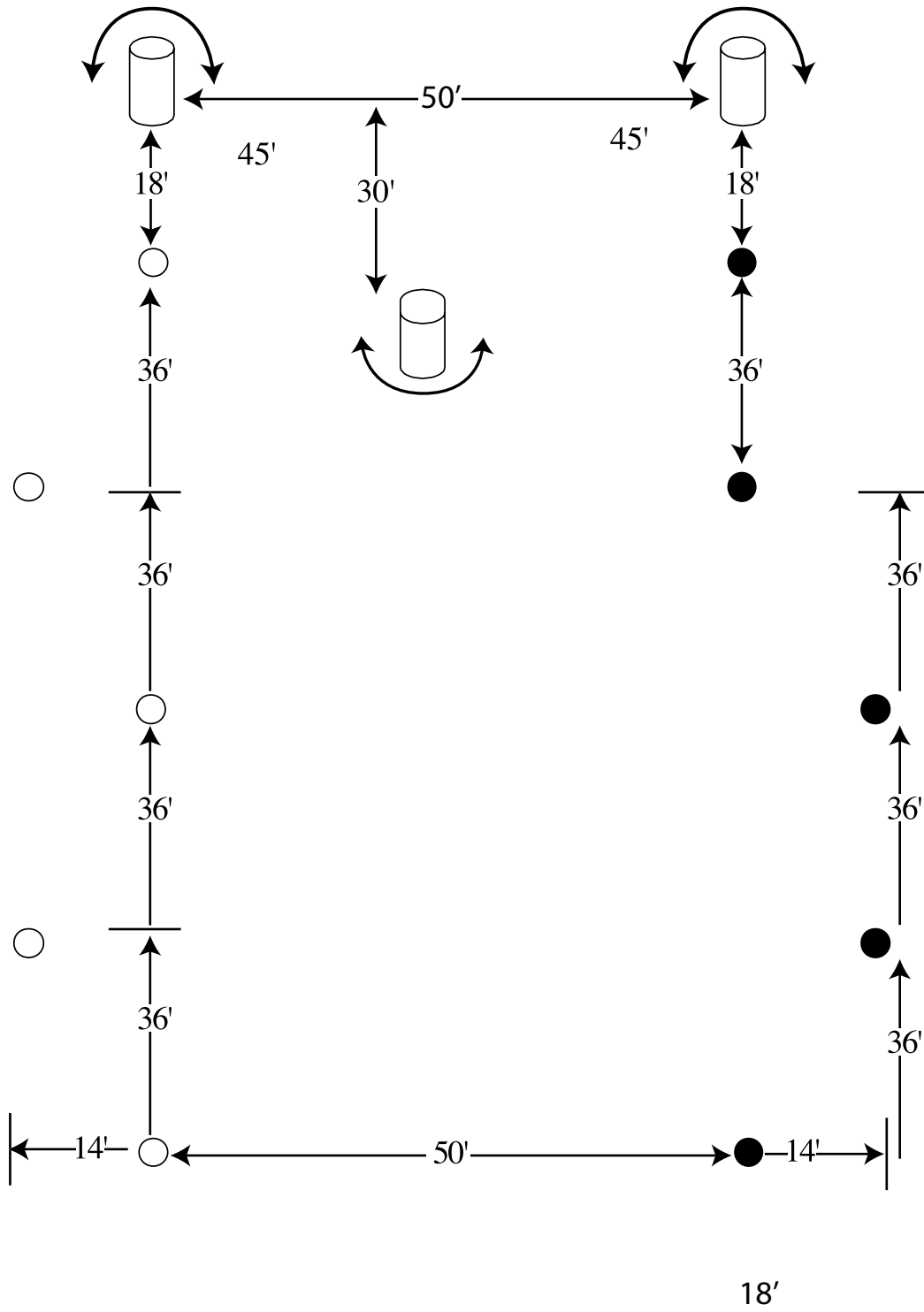
C. Engage 5 of one color, round the barrel(s), engage 5 of the other color
 Procedurals: 2, 3



Start/Finish

#38

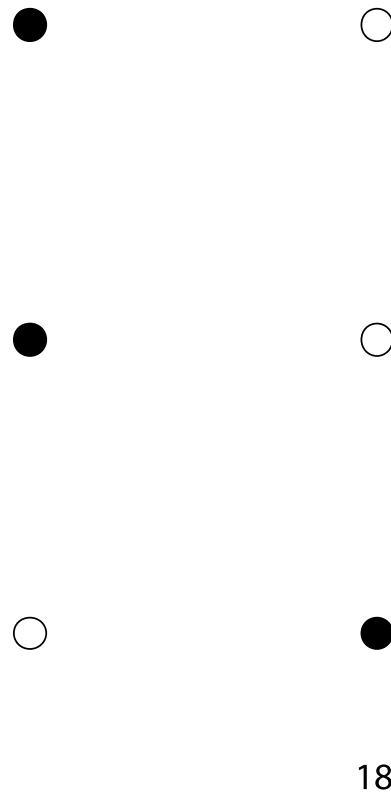
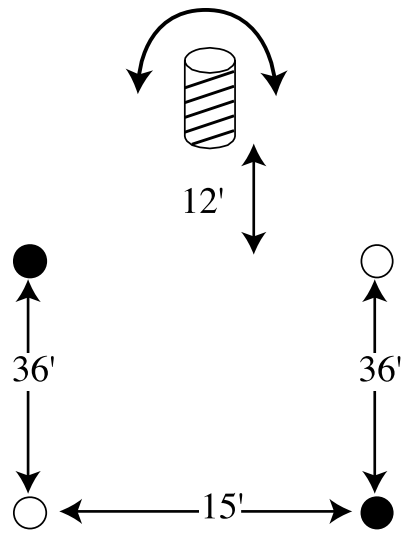
B. Engage the entire Random course first, then round the Random barrel
 Procedurals: 2, 3



Start/Finish

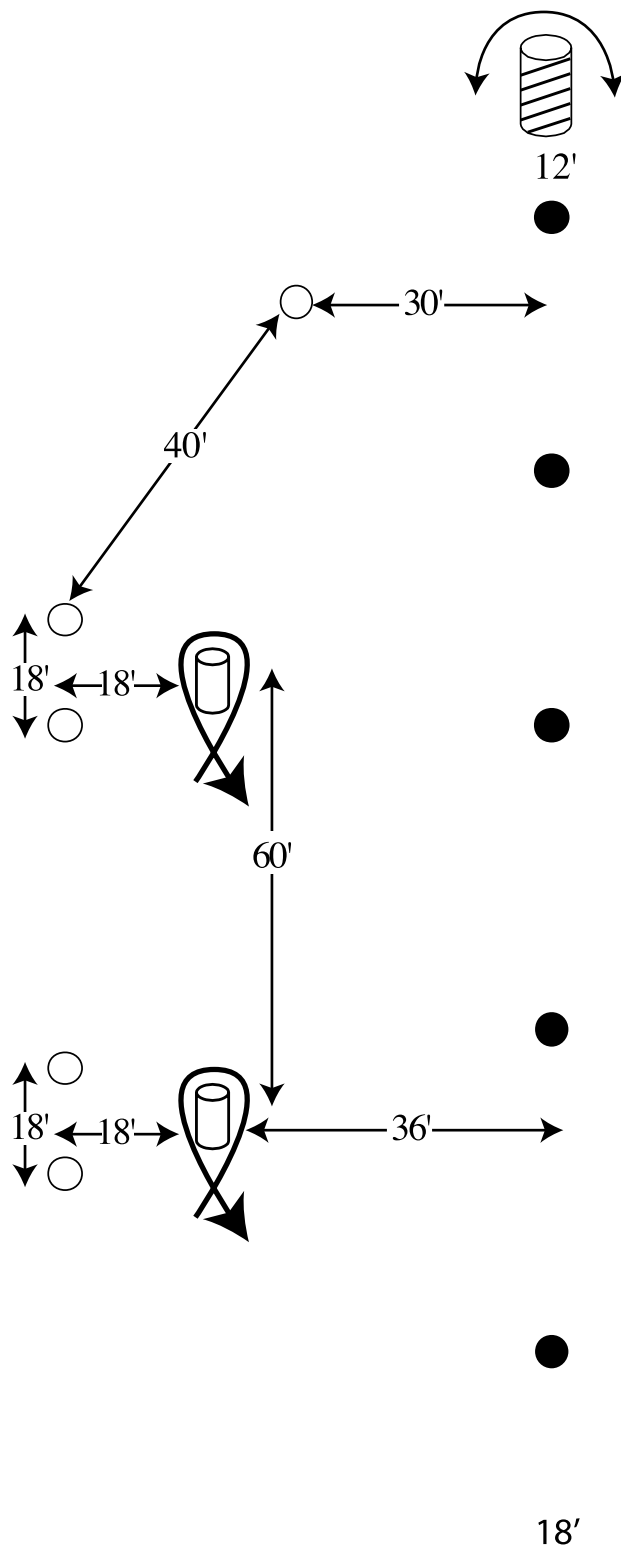
#39

C. Engage 5 of one color, round the barrel(s), engage 5 of the other color
 Procedurals: 2, 3

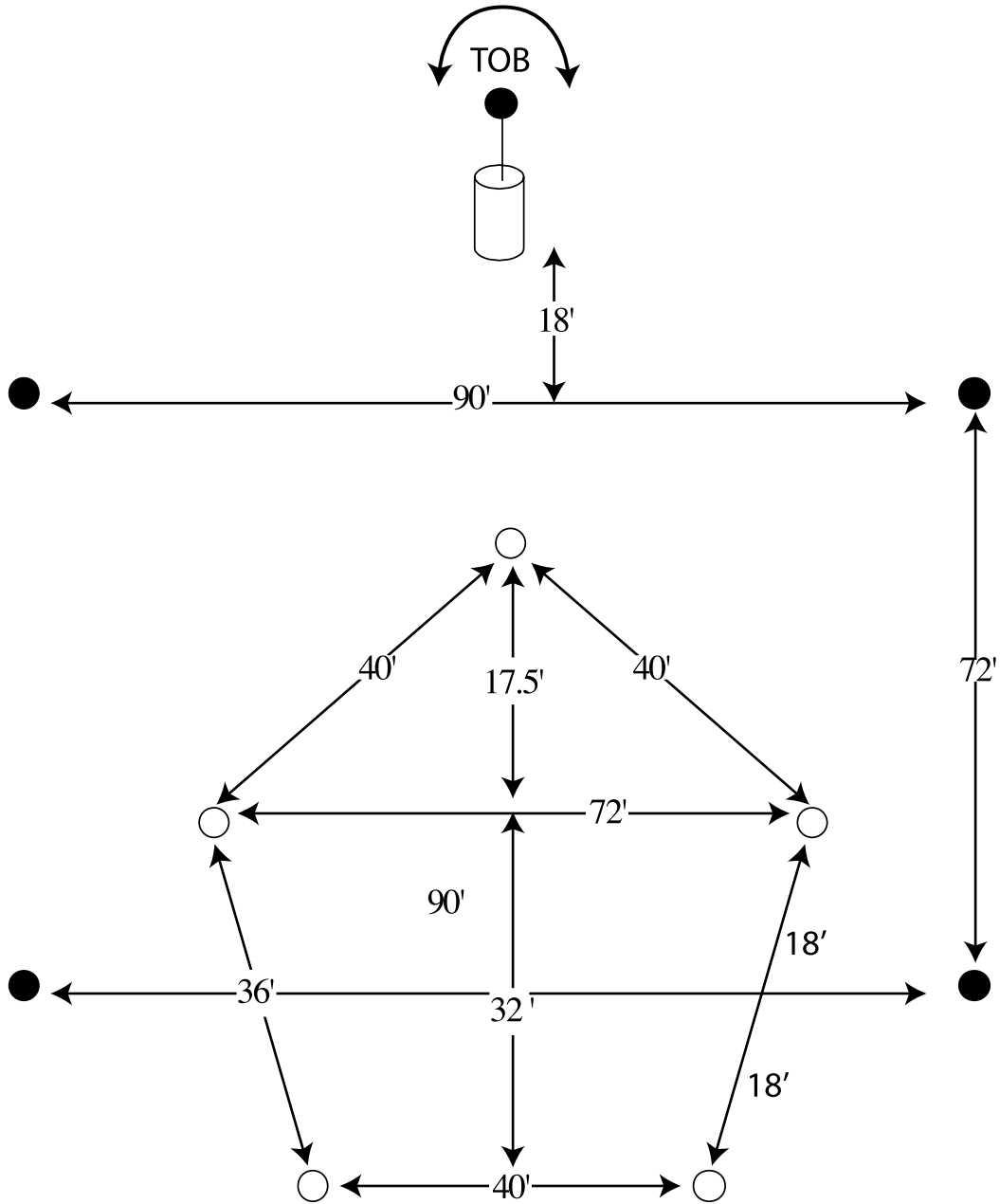


Start/Finish #40

C. Engage 5 of one color, round the barrel(s), engage 5 of the other color
 Procedurals: 2, 3



H. Engage the entire Random course first, then round the Rundown barrel
 Procedurals: 2, 3

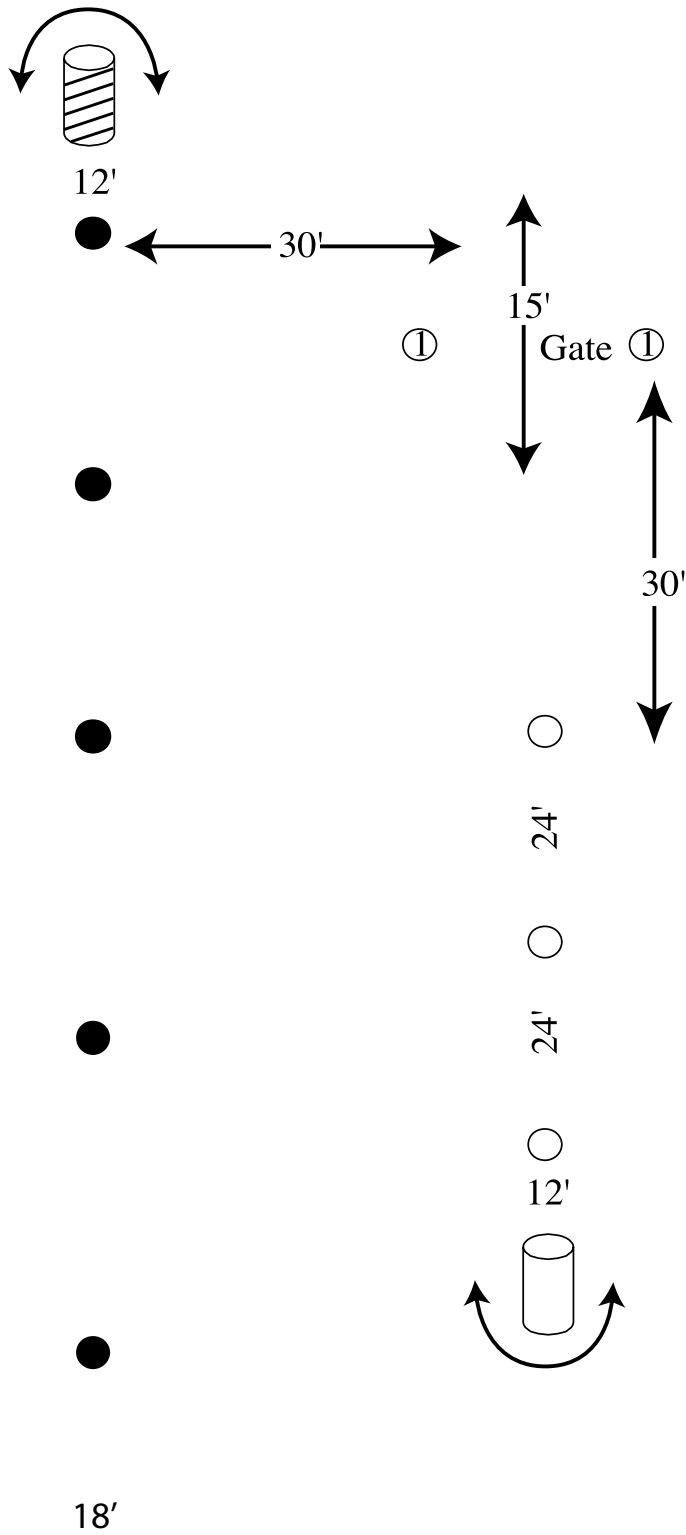


28'

Start/Finish

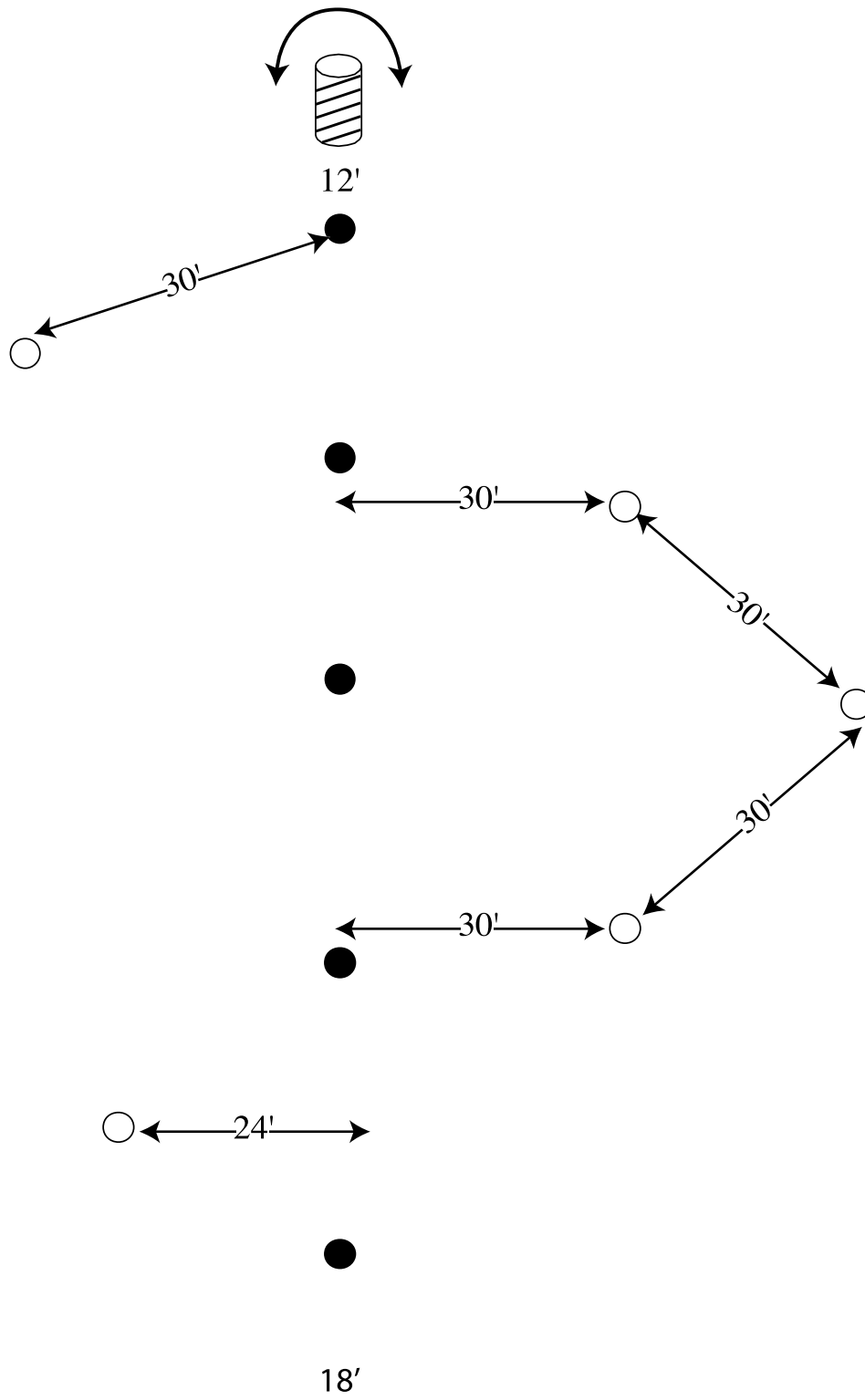
#42

I. Engage all the light targets first. Then engage the dark targets. You must round the barrel.
 Procedurals: 1, 3



Start/Finish #43

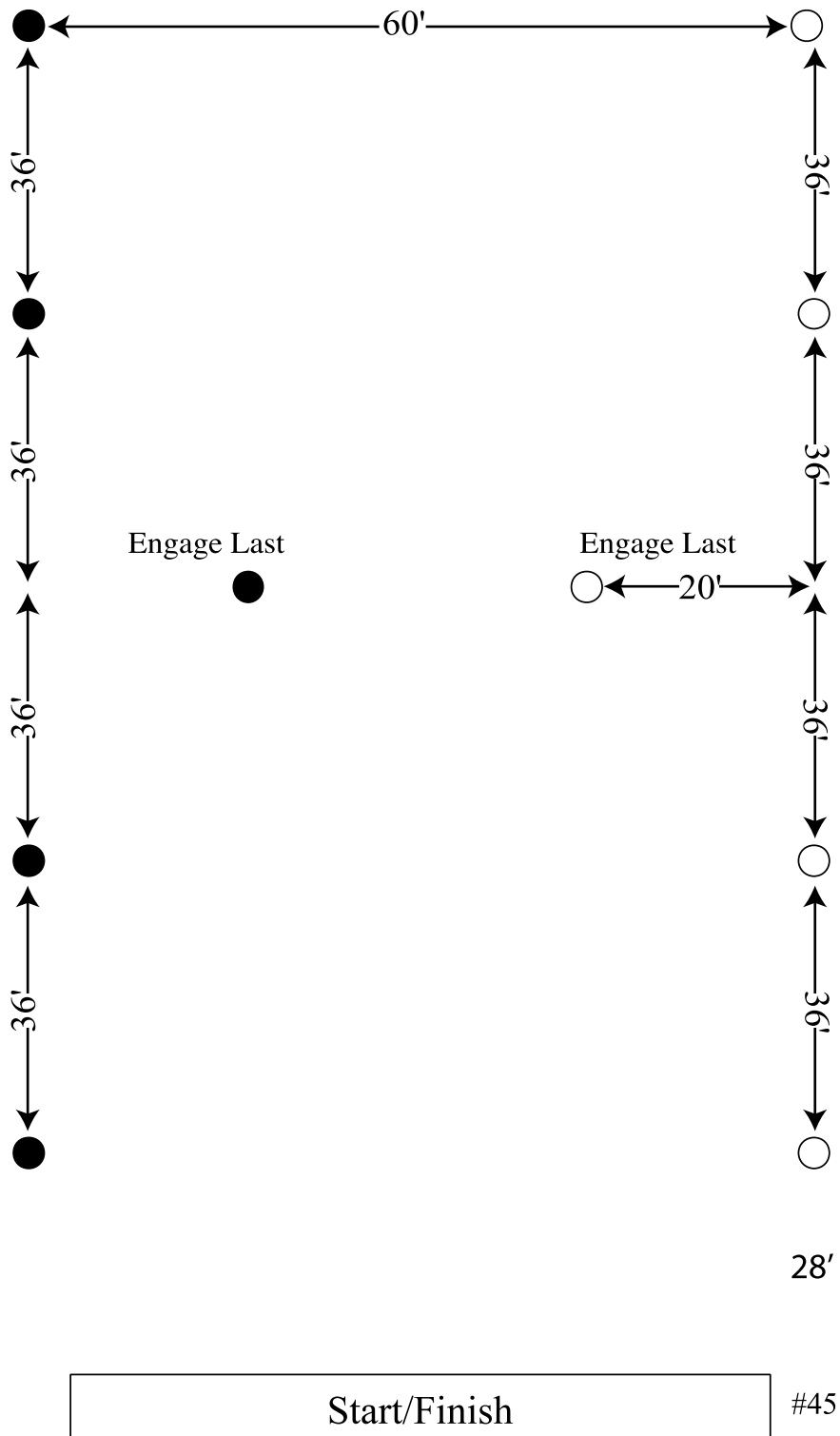
- A. Engage the farthest light targets first
 - H. Engage the entire Random course first, then round the Rundown barrel
- Procedurals: 1, 2, 3, 4



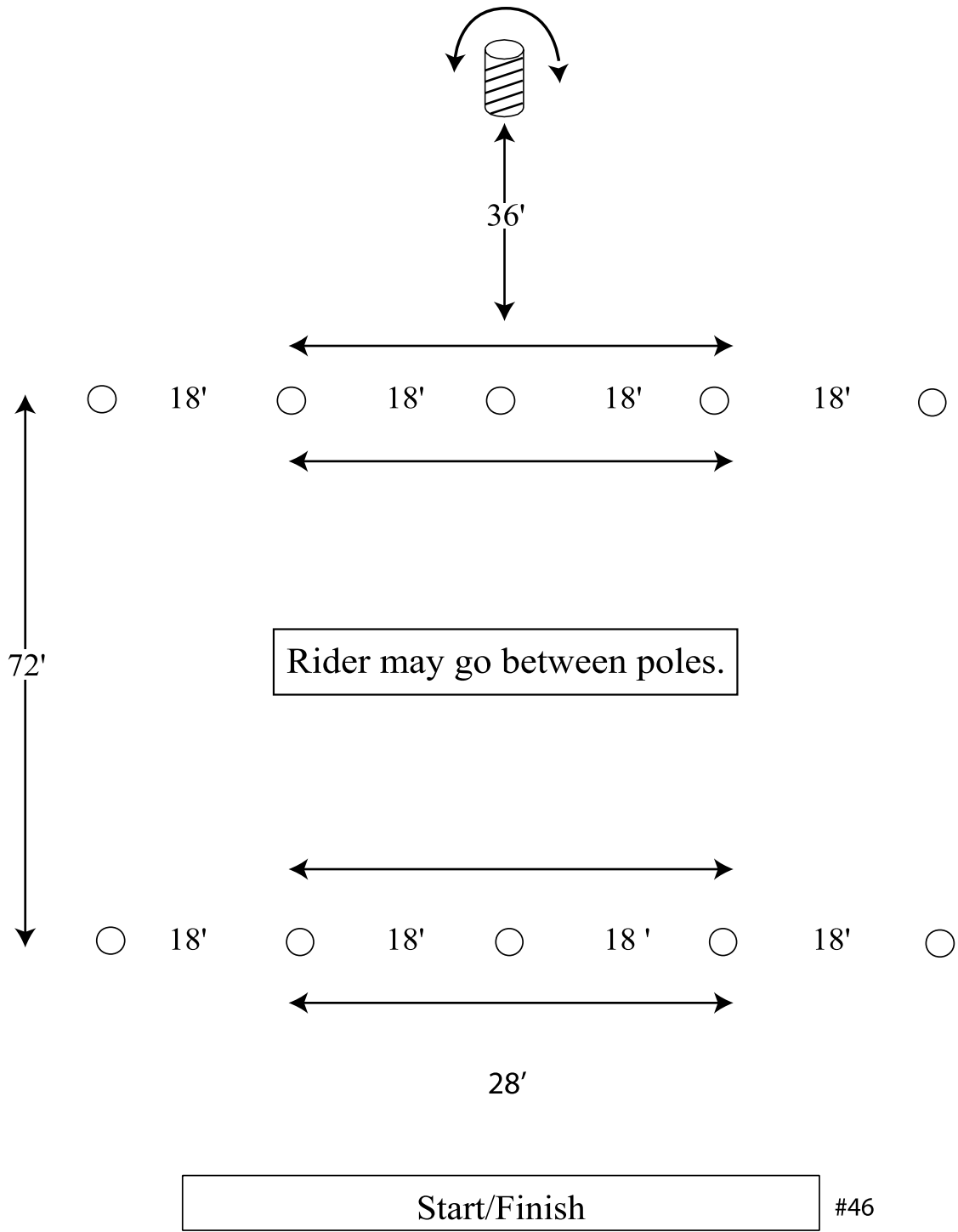
Start/Finish

 #44

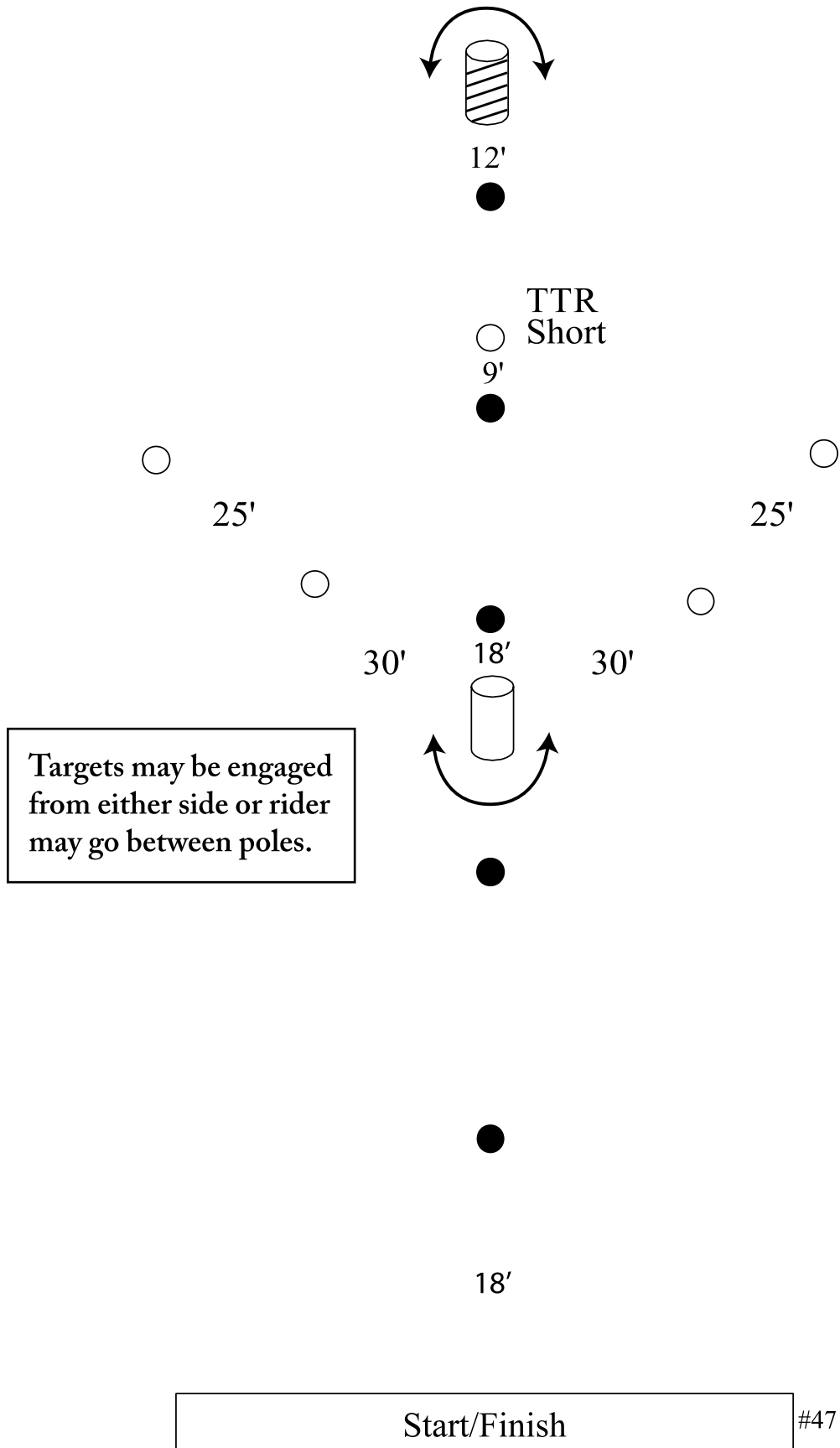
F. Engage all light targets first, then round the Rundown barrel.
 Procedurals: 2, 3



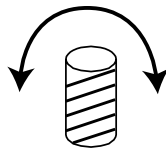
G. Engage 5 of one color, then engage 5 of the other color.
 Procedurals: 1



H. Engage the entire Random course first, then round the Rundown barrel
 Procedurals: 2, 3



B. Engage the entire Random course first, then round the Random barrel
 Procedurals: 2, 3



12'



9' TTR
Short



30'

30'

36'

36'

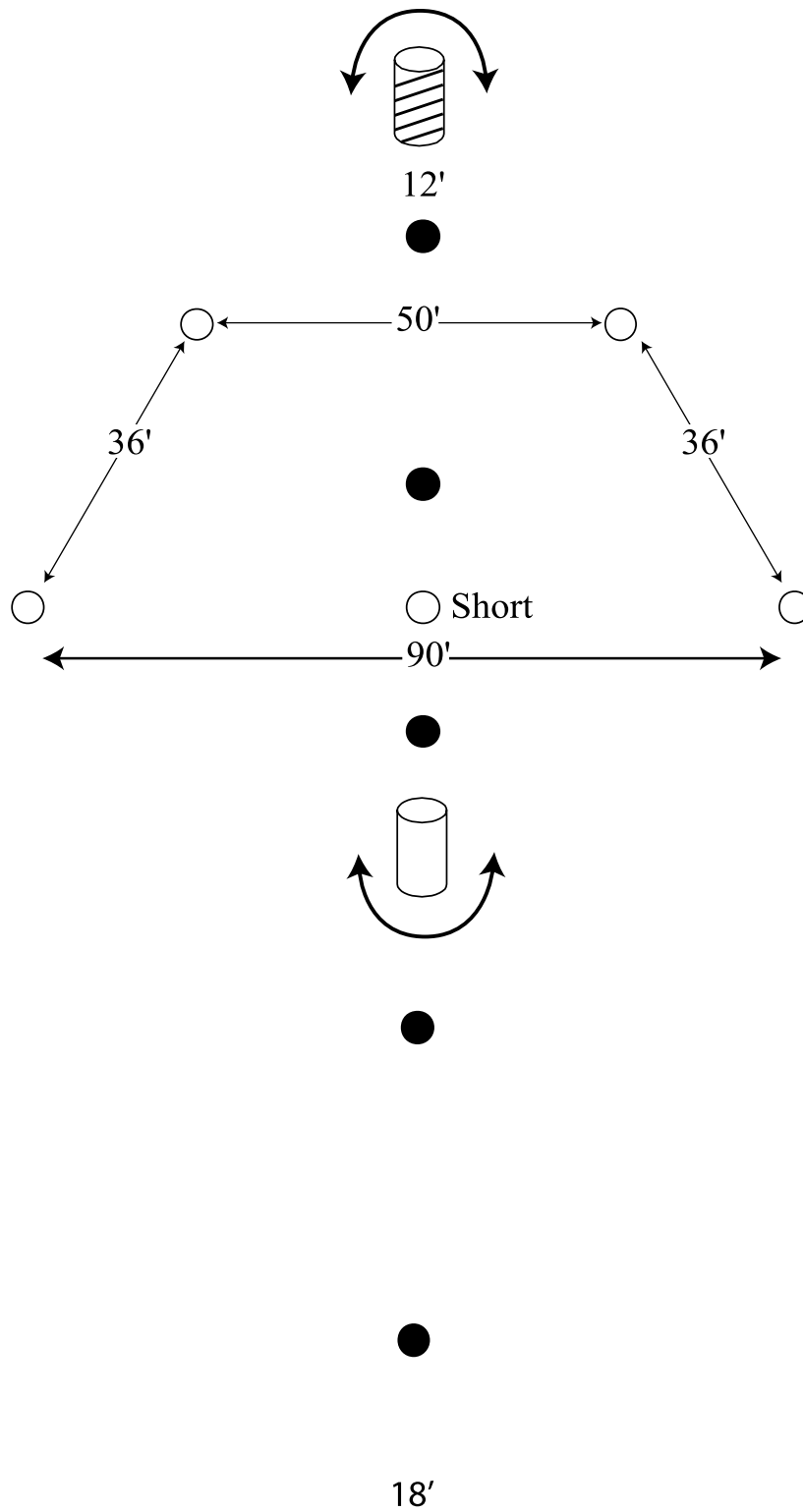
75'

18'

Start/Finish

#48

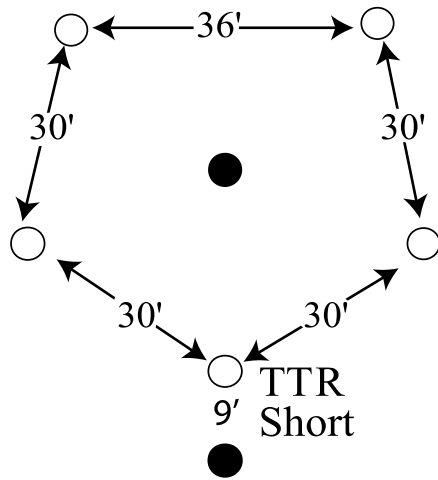
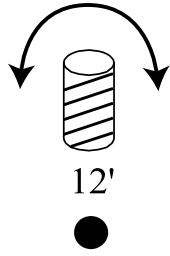
H. Engage the entire Random course first, then round the Rundown barrel
Procedurals: 2, 3



Start/Finish

#49

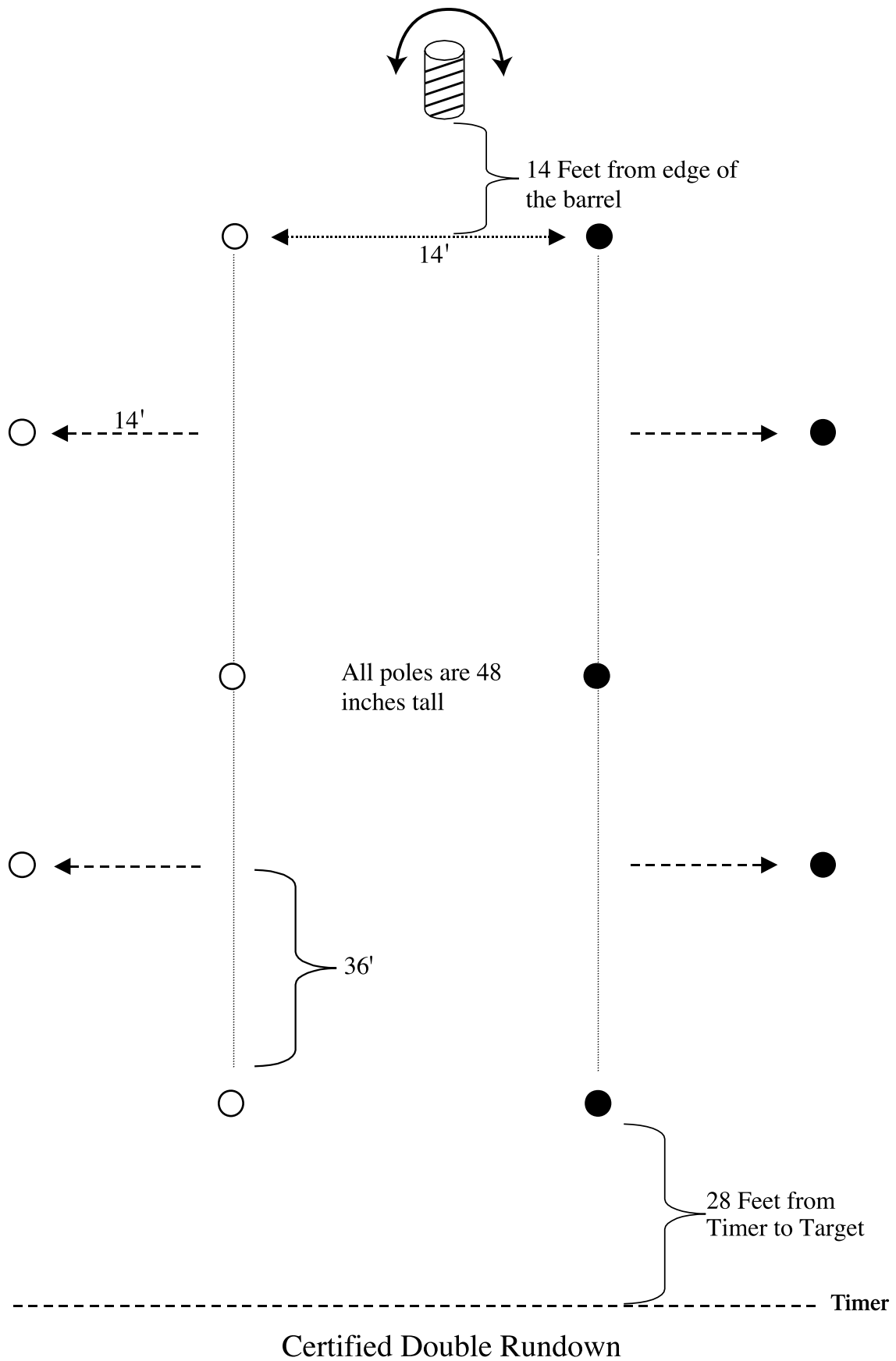
B. Engage the entire Random course first, then round the Random barrel
 Procedurals: 2, 3



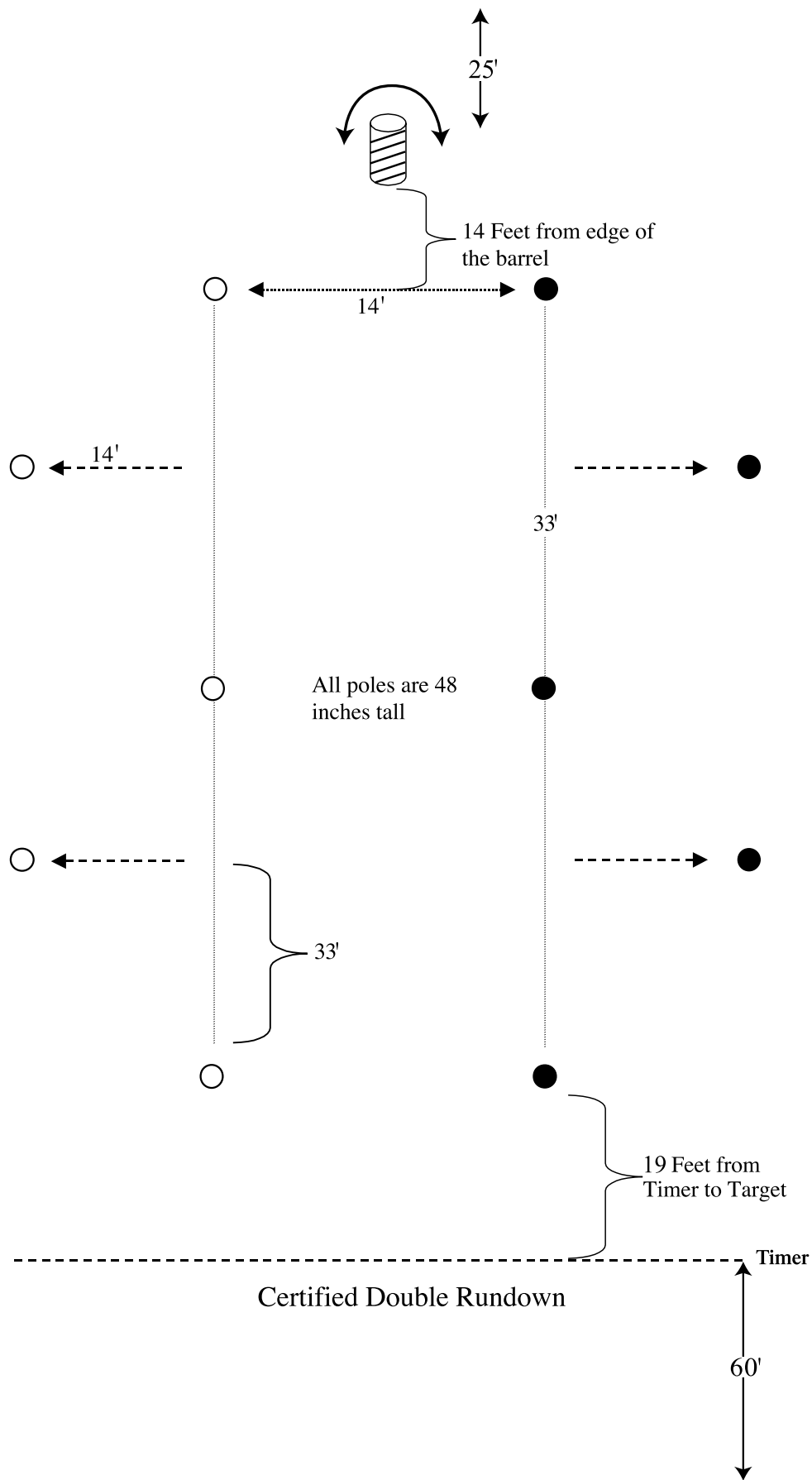
18'

Start/Finish #50

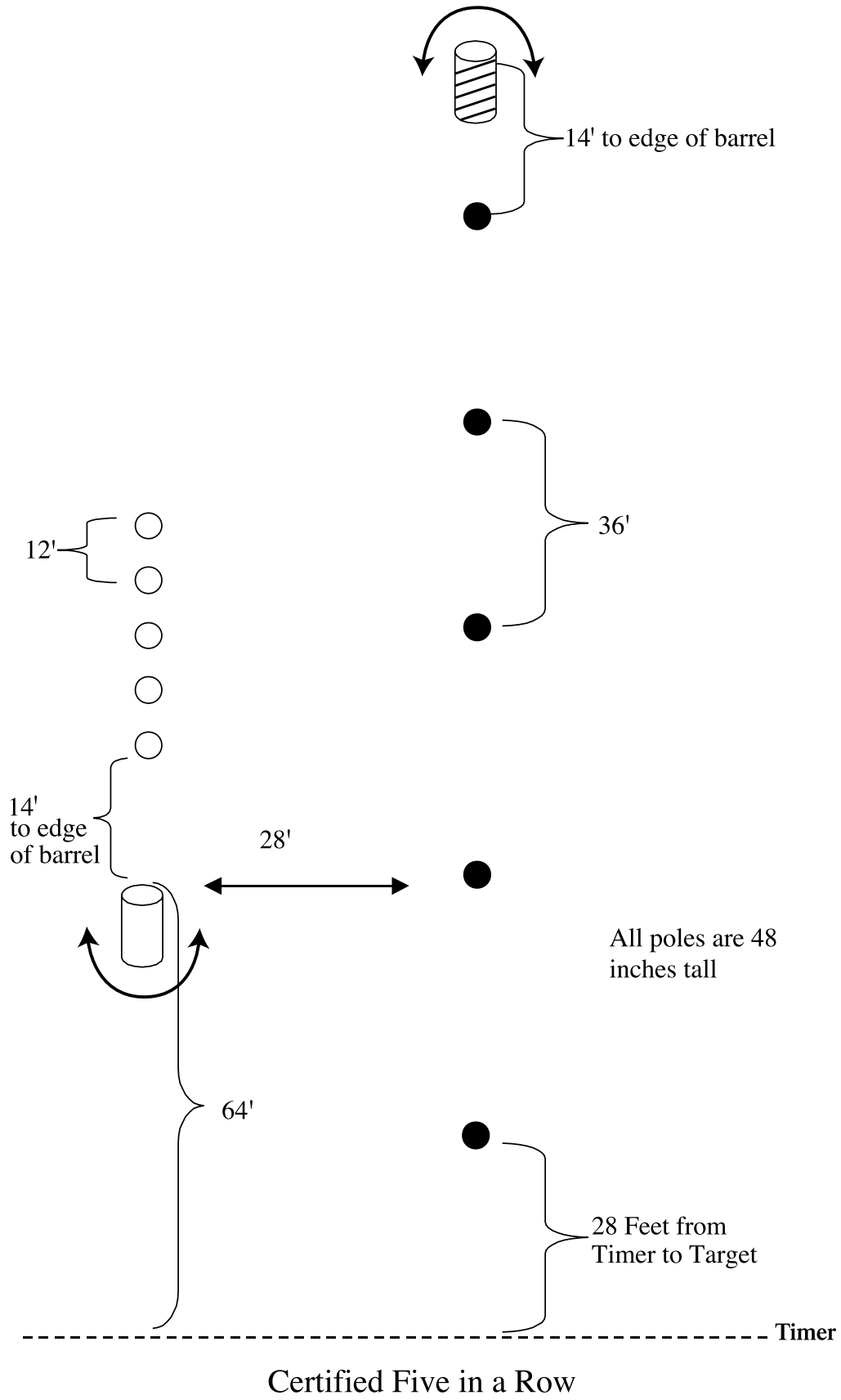
H. Engage the entire Random course first, then round the Rundown barrel
Procedurals: 2, 3



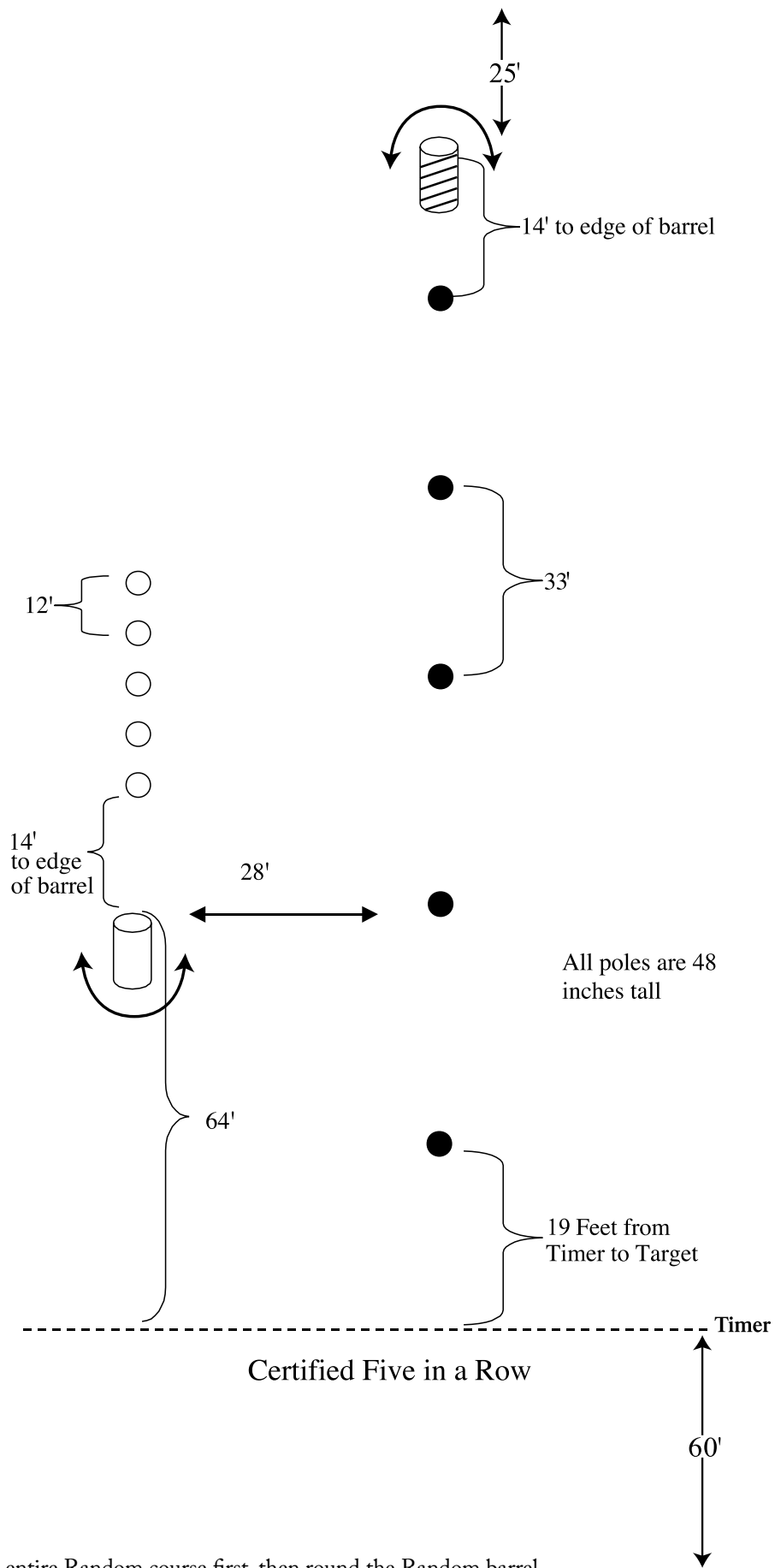
C. Engage 5 of one color, round the barrel(s), engage 5 of the other color
 Procedurals: 2, 3



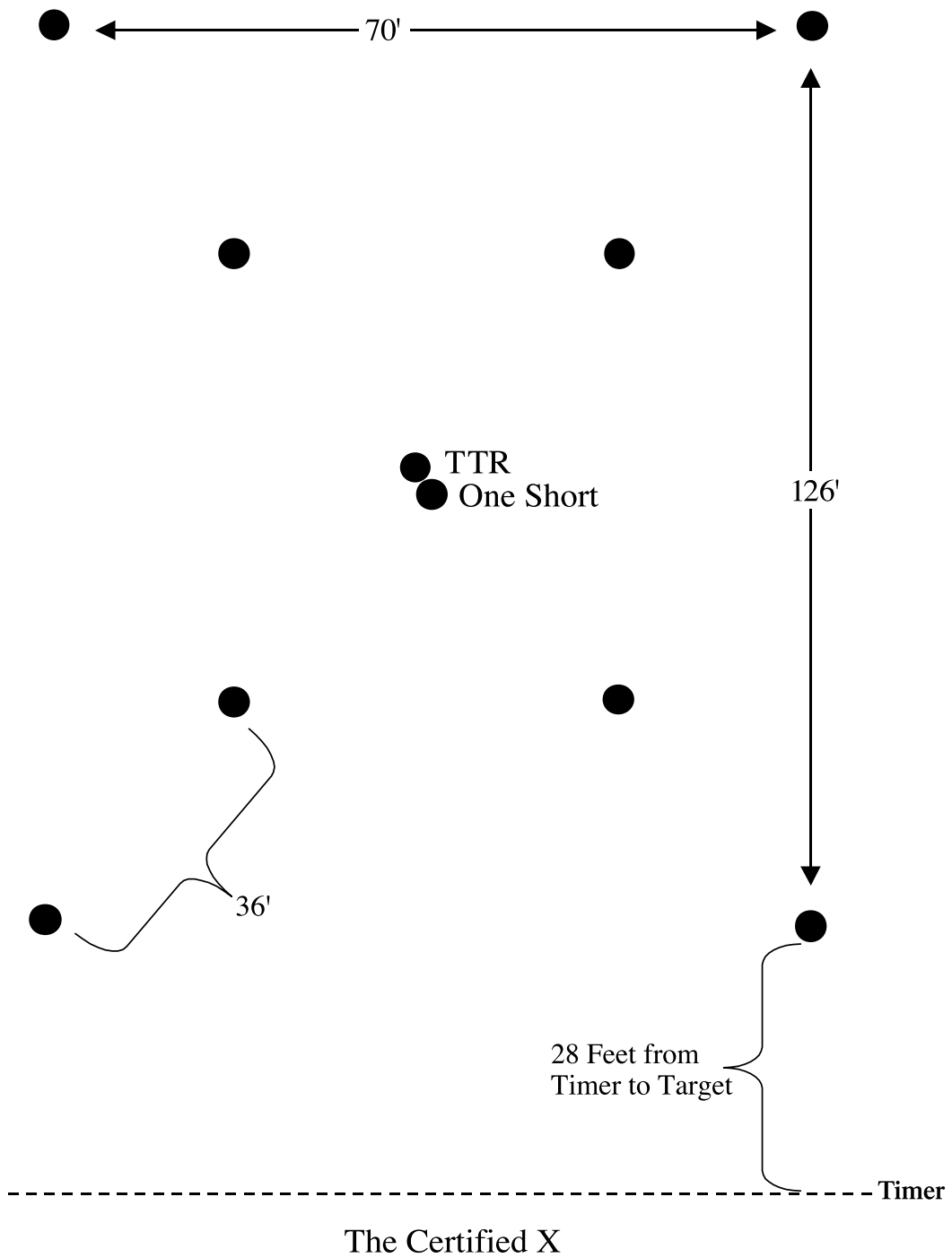
C. Engage 5 of one color, round the barrel(s), engage 5 of the other color
 Procedurals: 2, 3



B. Engage the entire Random course first, then round the Random barrel
 Procedurals: 2, 3



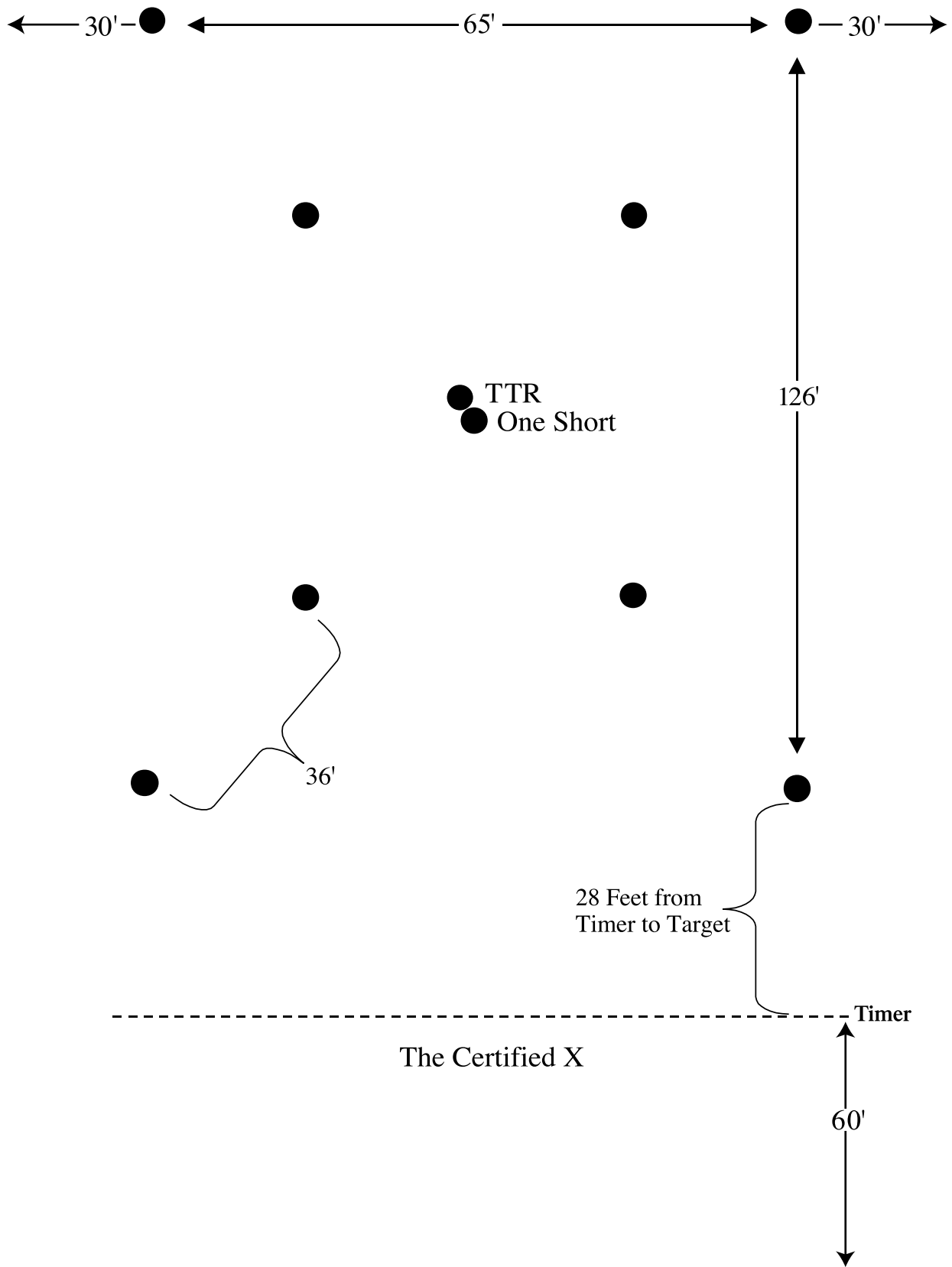
B. Engage the entire Random course first, then round the Random barrel
 Procedurals: 2, 3



E. Engage 10 targets in any order.

Target shall be the same color.

All poles are 48 inches tall except the center ones, which are 72 inches tall and 24 inches tall.

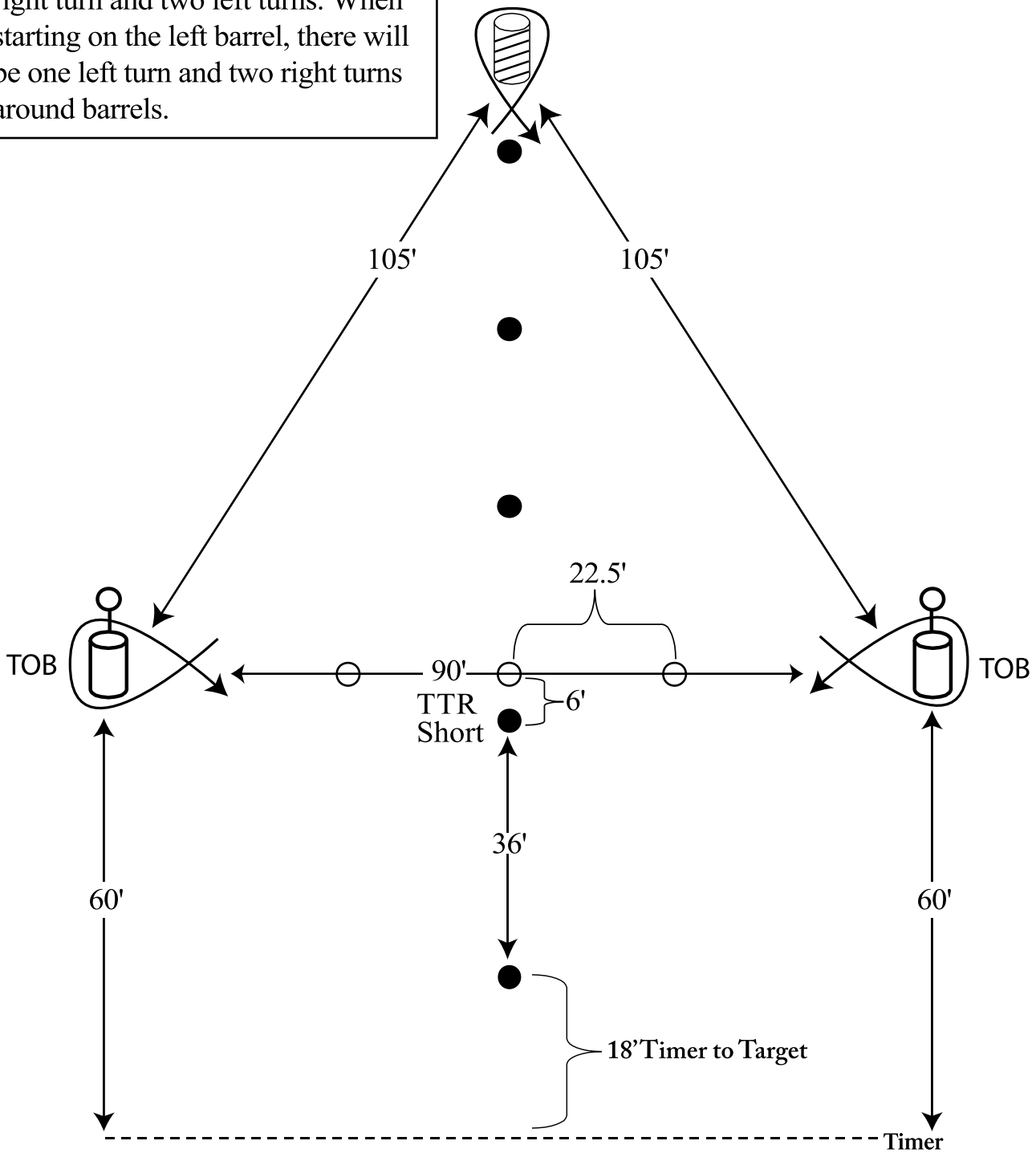


E. Engage 10 targets in any order.

Target shall be the same color.

All poles are 48 inches tall except the center ones, which are 72 inches tall and 24 inches tall.

Contestant may start on either side; the right or left barrel. When starting on the right barrel, there will be one right turn and two left turns. When starting on the left barrel, there will be one left turn and two right turns around barrels.

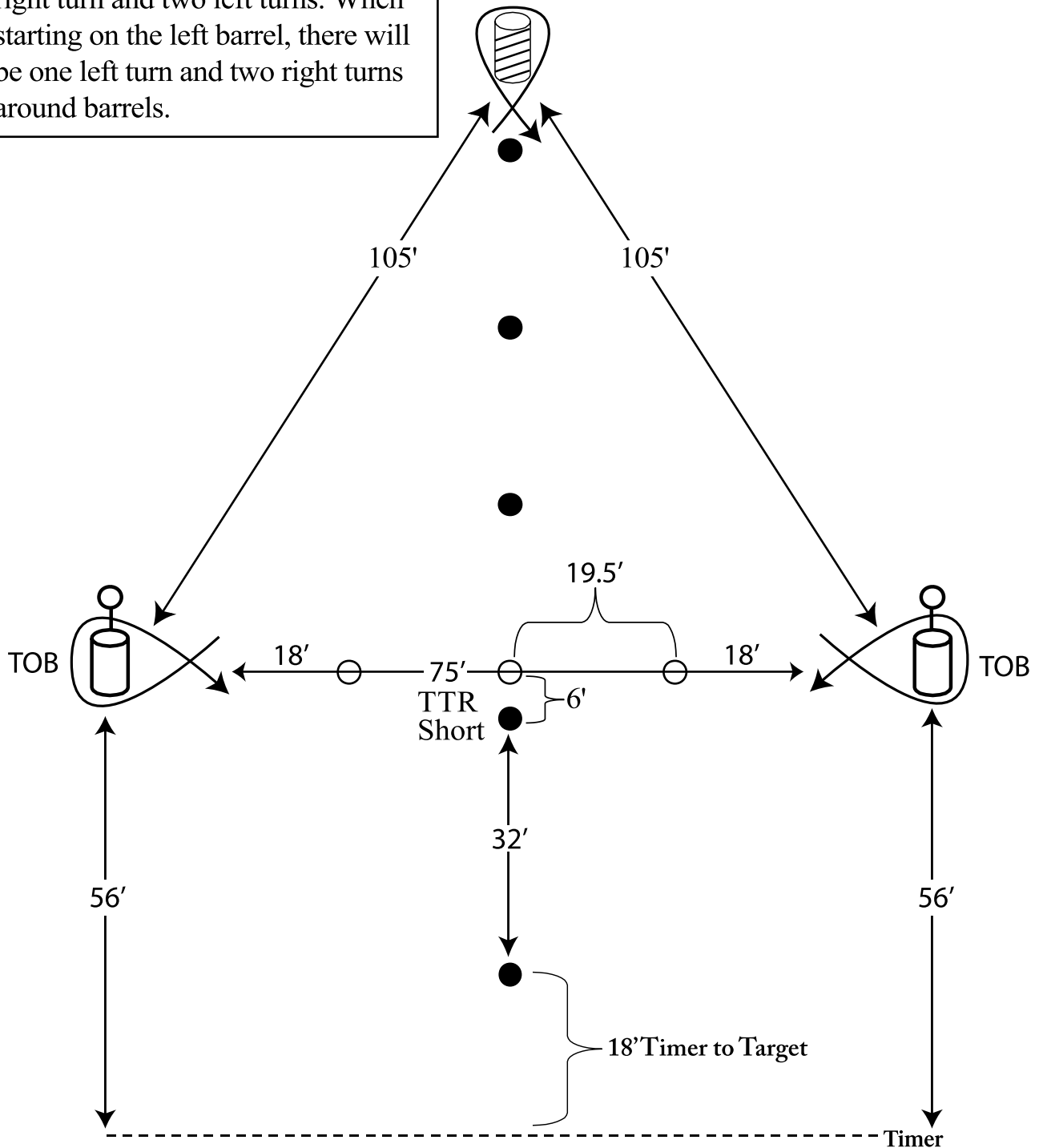


Course 54 - Certified Barrel Race

H. Engage the entire Random course first, then round the Rundown barrel
 Procedurals: 2, 3

All poles are 48 inches tall except the center ones, which are 72 inches tall (dark targets) and 24 inches tall (light targets).

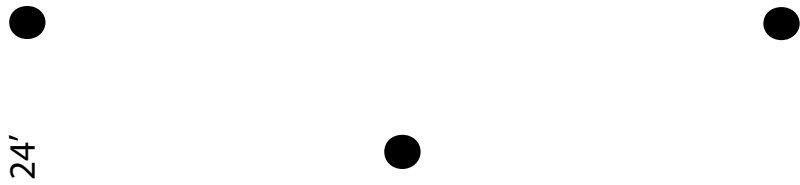
Contestant may start on either side; the right or left barrel. When starting on the right barrel, there will be one right turn and two left turns. When starting on the left barrel, there will be one left turn and two right turns around barrels.



Course 54s - Certified Barrel Race

H. Engage the entire Random course first, then round the Rundown barrel
 Procedurals: 2, 3

All poles are 48 inches tall except the center ones, which are 72 inches tall (dark targets) and 24 inches tall (light targets).



72'



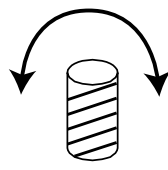
28'

----- Timer

Start/Finish

#55

G. Engage 5 of one color, then engage 5 of the other color.
Procedurals: 1



12'



20'

①



①



36'

18'



36'

18'

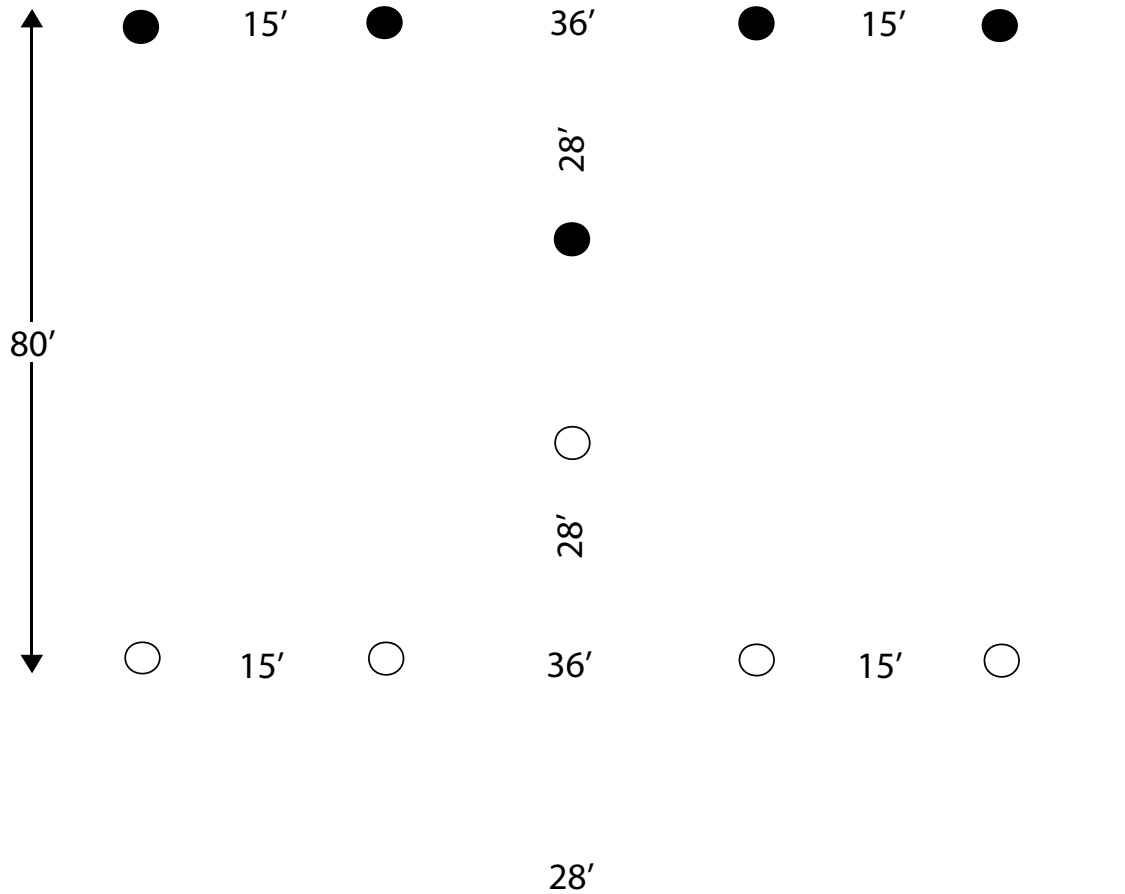


18'

Start/Finish

#56

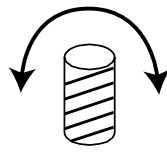
- A. Engage the farthest light targets first
 - H. Engage the entire Random course first, then round the Rundown barrel
- Procedurals: 1, 2, 4



Start/Finish

 #57

G. Engage 5 of one color, then engage 5 of the other color.
 Procedurals: 2, 3



12'



36'

21'

15'



21'

36'



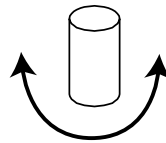
21'

36'



18'

36'



36'



36'



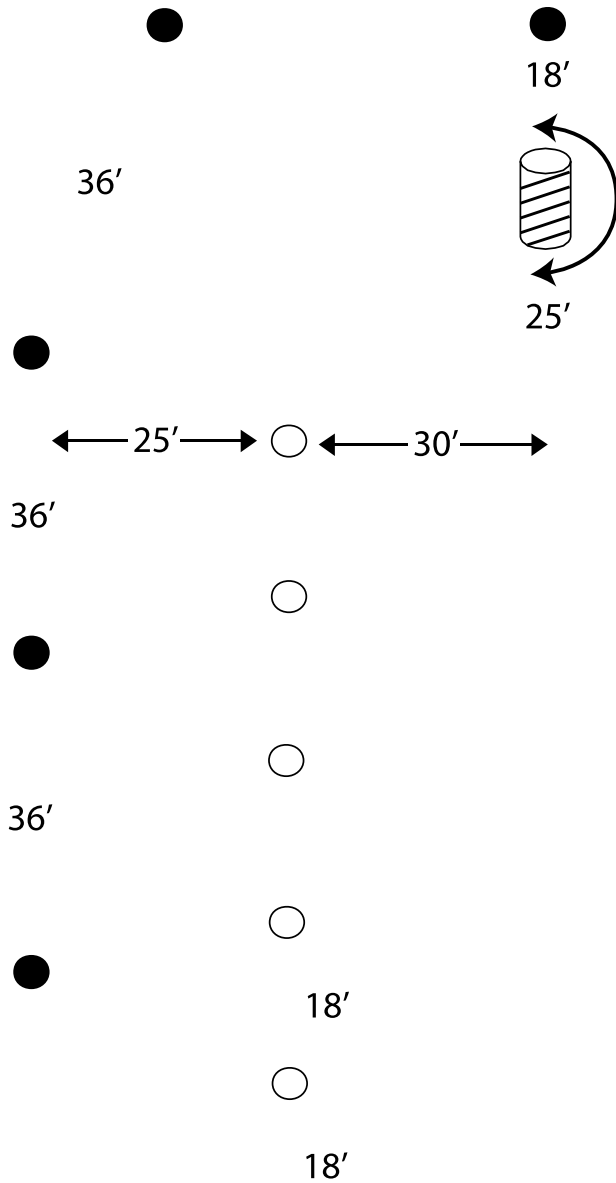
18'

----- Timer

Start/Finish

#58

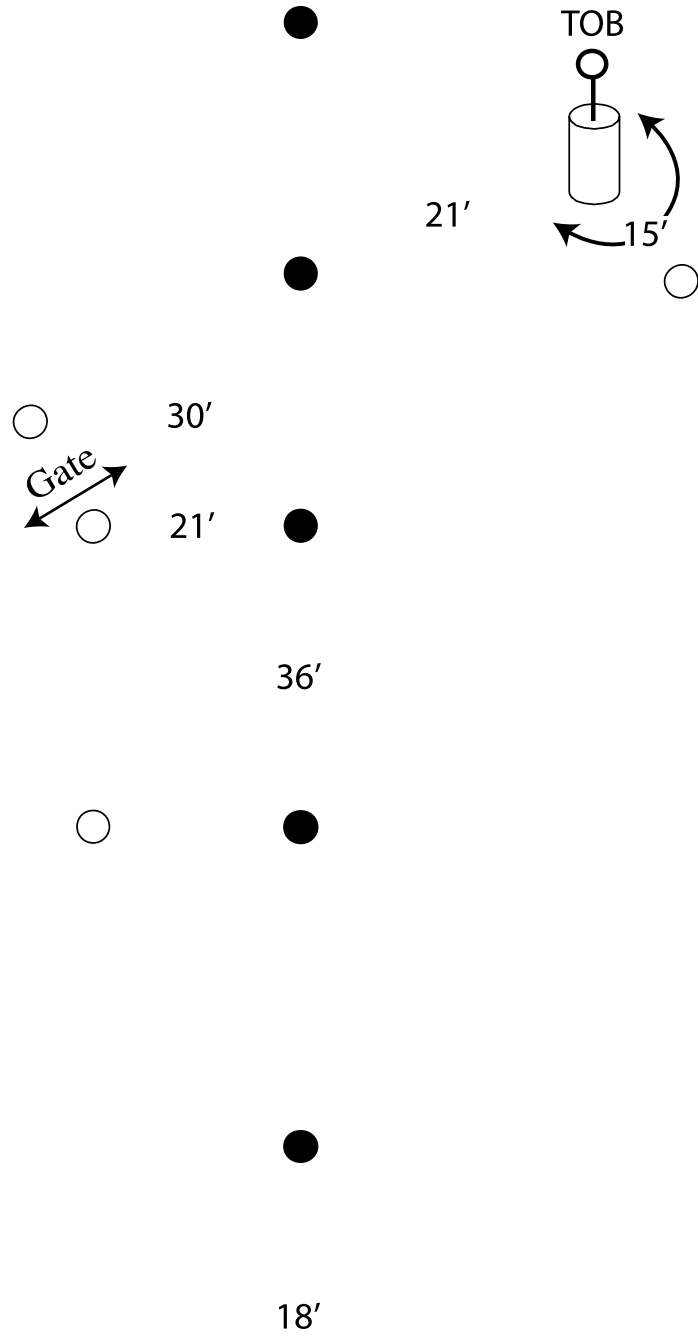
H. Engage the entire Random course first, then round the Rundown barrel
Procedurals: 1, 2, 3



----- Timer

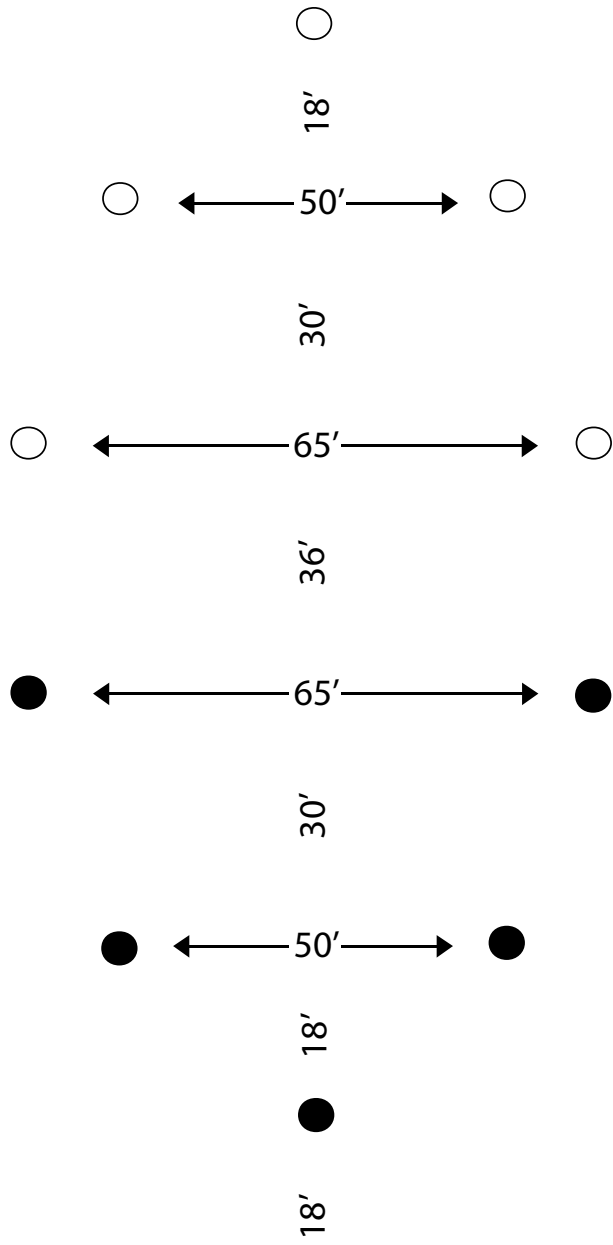
Start/Finish #59

F. Engage all light targets first, then round the Rundown barrel.
 Procedurals: 2, 3



Start/Finish #60

B. Engage the entire Random course first, then round the Random barrel
 Procedurals: 2, 4

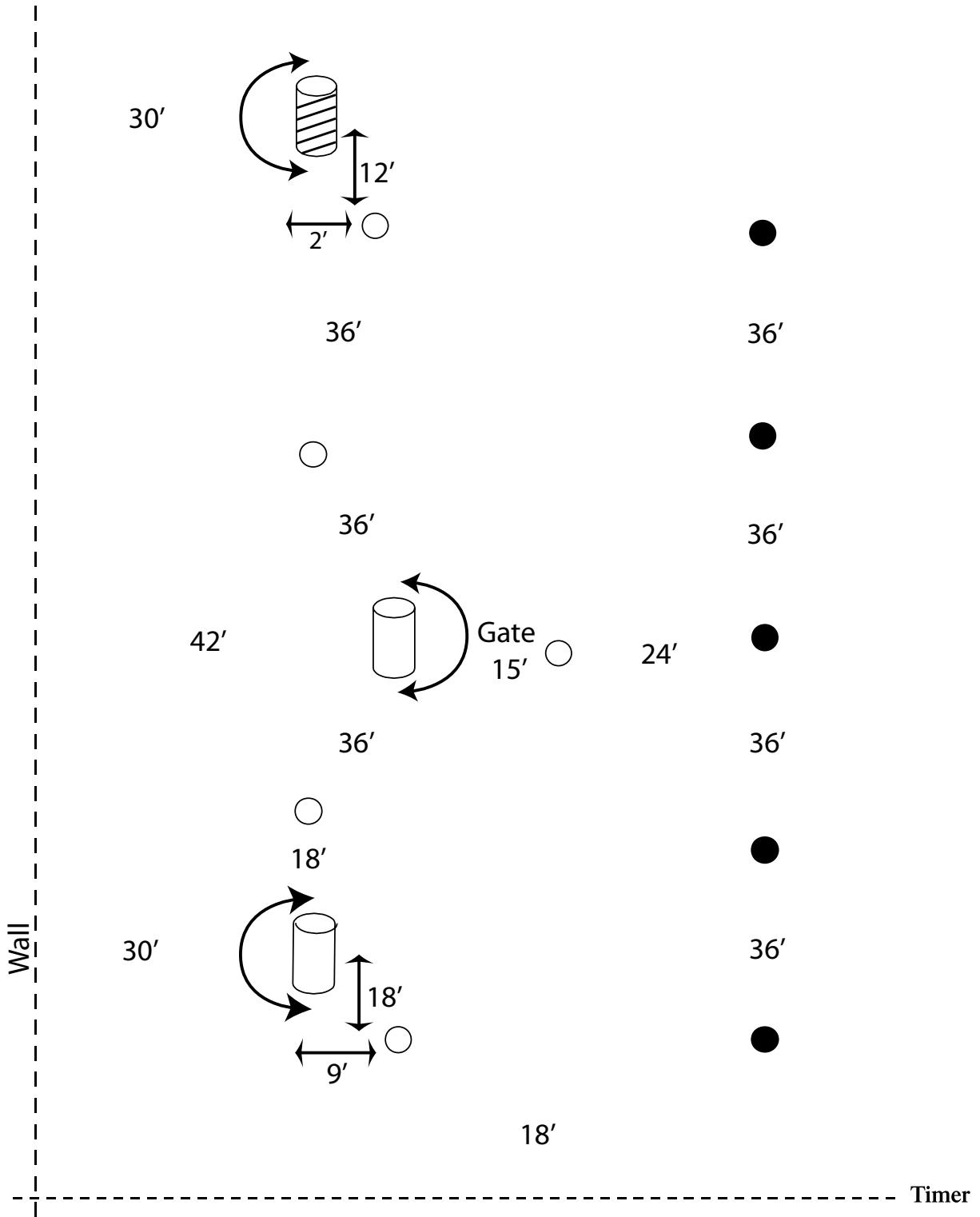


----- Timer

Start/Finish

#61

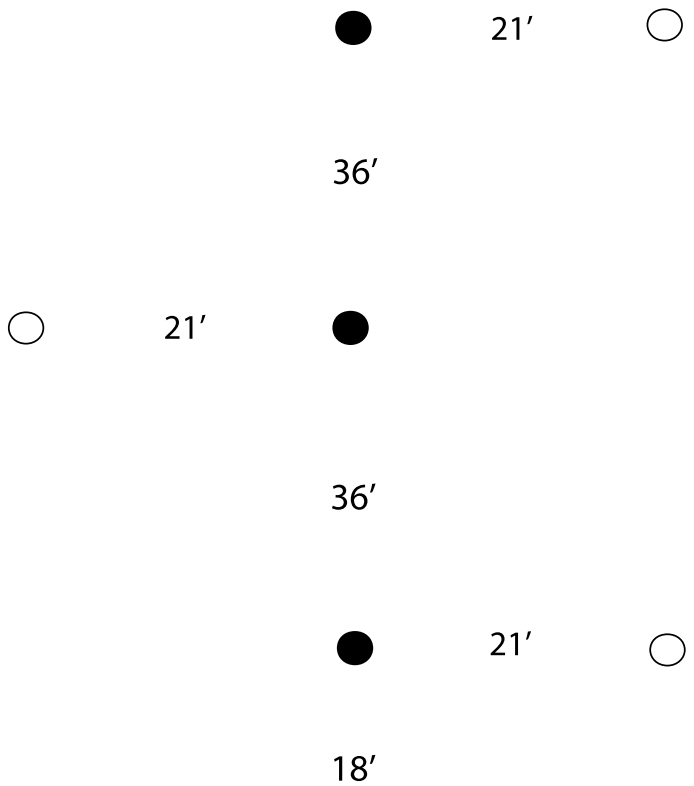
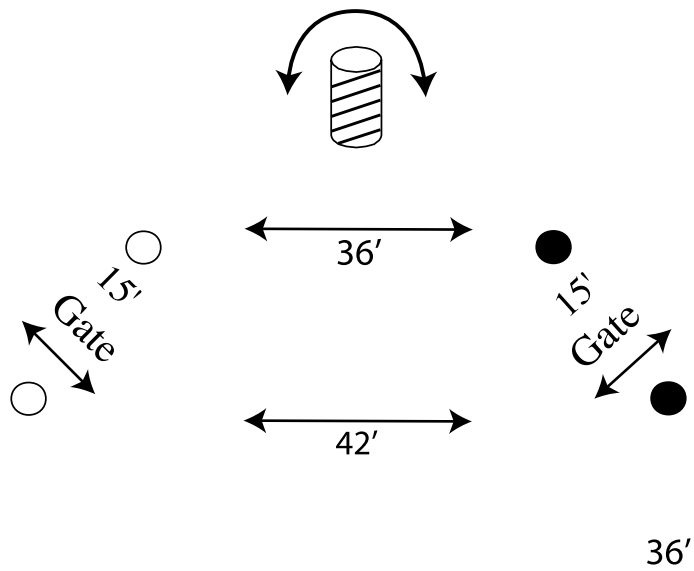
G. Engage 5 of one color, then engage 5 of the other color.
 Procedurals: 1



Start/Finish

#62

H. Engage the entire Random course first, then round the Rundown barrel
 Procedurals: 1, 3, 4

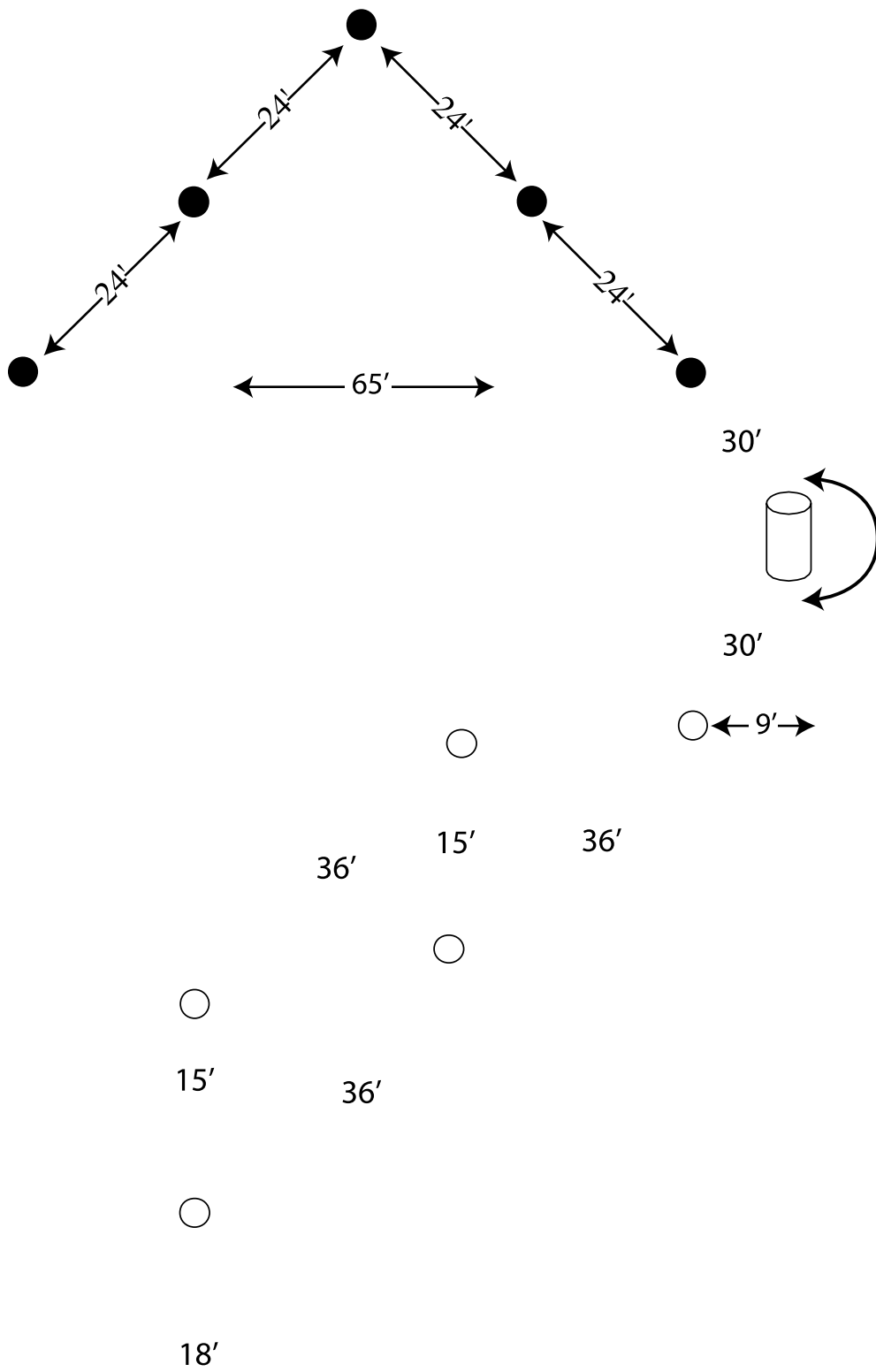


----- Timer

Start/Finish

#63

C. Engage 5 of one color, round the barrel(s), engage 5 of the other color
 Procedurals: 1, 2, 3



Start/Finish

 #64

I. Engage all the light targets first. Then engage the dark targets. You must round the barrel.
 Procedurals: 1, 2, 3



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