

This presentation was produced by Ottawa Bota Farm for the Mid-Ohio Marauders



Ottawa Bota Farm and The Mid-Ohio Marauders
are Proud to Present:

New Shooter Orientation and New Horse Desensitization

Cowboy Mounted Shooting Association



CMSA is the recognized association for the equestrian sport of Cowboy Mounted Shooting that provides the official rules and guidelines of the sport.

What is Cowboy Mounted Shooting?

Cowboy Mounted Shooting® is a multi-faceted timed equestrian sporting event in which mounted competitors compete using two single action revolvers, loaded with mounted shooting blanks specifically manufactured to CMSA standards to shoot 10 reactionary targets while negotiating a specified course of fire on horseback.

Classes and Levels

CMSA has six Classes:

Men's (over the age of 11)

Ladies (over the age of 11)

Senior Men's (>49 yrs)

Senior Ladies (>49 yrs)

Wrangler Open (10-11yrs)

Wrangler Limited (<10 yrs)

CMSA has levels within each class:

Men's (1,2,3,4,5,6)

Ladies (L1,L2,L3,L4,L5,L6)

Senior Men's (S1,S2,S3,S4,S5,S6)

Senior Ladies (SL1,SL2,SL3,SL4,SL5,SL6)

New memberships shall be defaulted to Men's or Ladies level 1 classes. If a member wishes to be in their respective Senior class, it must be requested.

Wranglers

One level in each of the Wrangler Classes.

Memberships

CMSA membership types

Annual Individual - \$70

Annual Family - \$100

Associate - \$35 (no points)

Supporting - \$25

Pro Status - \$50

CMSA Year Round Membership will be based upon a 365 day membership. The date you become a member is the day your membership card will expire.

MOM Membership

Annual Individual - \$40

Annual Family - \$60

Associate - \$30



Competitor Classification

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.

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 three #1 competitors within the appropriate division in the match.

CLASS TWO: A #2 Class competitor has developed riding and shooting skills beyond that of a beginner. A #2 should 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.

CMSA Rule book contains descriptions for all levels 1 through 6

Competitor Classification -cont

SENIOR CLASS: Any male CMSA cardholder having attained the official age of 50 shall be eligible to move into the Senior class. Any female CMSA cardholder having attained the official age of 50 years shall be eligible to move into the Senior class. Senior class move ups shall be the same as Level 1 through 6 move ups. (Senior status in the CMSA may not match that of other alliance partners and breed organizations. When competing in any such optional class CMSA members shall adhere to the rules of the alliance partner or breed organization).

WRANGLER CLASS: Wranglers are competitors have an official age of less than 12 years. 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 shall NOT be allowed at CMSA Championship events 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 10-11 years of age.

Competitor Classification Clarifications

- When a competitor reaches the designated number of qualifying wins in their current class, they shall move to the next level in their class.
- 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 a competitors' existing class.
- A competitor receives a win toward a move up if he or she wins the Overall position of the entire match (in any WPQ event) while placing above competitors in his or her level or a higher level, regardless of gender while placing above the required number of competitors required in his or her level to earn a win toward a move-up.
- All class change requests including move-down in class and/ or age relevant (see rule 6.G.iv) class (senior class only) change SHALL BE requested in writing through the CMSA office prior to renewal and/or competition in a sanctioned CMSA event.
- There are provisions for moving down a class.

Safety Rules and Guidelines

- All firearms shall be treated as if they are loaded.
- All firearms shall remain unloaded until the competitor arrives in the loading area.
- **No firearm should be cocked until immediately prior to engaging a target.**
- Competitors have final responsibility to make sure their firearms are loaded and functioning properly prior to stage engagement.
- All competitors shall be knowledgeable and proficient in the safe use of firearms.
- **Mandatory new shooter orientation and qualification rides shall be conducted PRIOR to competition.**
- CMSA recommends the use of eye protection and ear protection for horse and rider at all CMSA sanctioned matches.
- As the national sanctioning body CMSA recommends that members join and support the NRA (National Rifle Association).
- CMSA requires the use of a Range Master, with an official age of at least 18 years of age either on foot, seated or mounted, at all CMSA sanctioned events.
- Parents or guardians of Wranglers or their designate may be in the arena, outside the timeline and in a safe location as approved by the Range Master when they compete.
- The competitor assumes all responsibility for participation in these events.

Safety Rules and Guidelines

- 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.
- 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.
- 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. CMSA requires the use of a Range Master, with an official age of at least 18 years of age either on foot, seated or mounted, at all CMSA sanctioned events.
- Only 5 blanks may be loaded in any one firearm, all revolving firearms to be indexed so the hammer rests upon an empty chamber. Match officials have the right to inspect any and all firearms used in the match.

Safety Rules and Guidelines

These new rules are designed for the safety of CMSA competitors and spectators. Following these new rules will help decrease discharges outside the course of fire and will promote more safety within Cowboy Mounted Shooting.

- There shall be a designated loading and unloading area at all sanctioned CMSA matches. Competitors shall not leave the loading area once they enter. Competitors shall immediately unload their firearms after their run. This may be done by a match official or someone appointed by the match director. Failure to immediately unload, or leaving the loading area once loaded will result in a non-qualified run.
- Competitors shall keep all firearms in a holster, scabbard or case at all times except for the appointed areas. Guns shall not be kept in holsters in the stands. They must be kept in a gun case, bag, etc.

Appointed Areas:

- Designated loading area
- Arena.
- At an official gunsmith booth or dealer booth appointed by the Match Director.

Penalties

- Personal verbal warning by a Match official.
- Second offense competitor will be given a non-qualified run.
- 3rd offense the competitor will be disqualified from the match.

CMSA DRESS REQUIREMENTS FOR COMPETITORS

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:

- A traditional western cowboy style long sleeved shirt. Sleeve must be wrist length and buttoned/stamped/fastened at the cuff and remain wrist length while competing.
- A traditional western cowboy style hat or protective headwear.
- Traditional western cowboy style boots.
- Modern western cowboy style jeans may only be worn with chaps or chinks.



Traditional Western



Modern Western

Men's Dress Requirements



Traditional Western –
no chinks required



Modern Western –
chinks required



Back View



CMSA DRESS REQUIREMENTS FOR COMPETITORS

Female Competitors:

Western Attire

- 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:
- A traditional western cowboy style long sleeved shirt or blouse. Sleeve must be wrist length and buttoned/stamped/ fastened at the cuff and remain wrist length while competing.
- A traditional western cowgirl style hat.
- Traditional western cowgirl style boots or High topped Victorian-style lace-up shoes.
- Modern western cowgirl style jeans may only be worn with chaps or chinks.





Traditional Western –
no chinks required



FRONT



BACK



Modern Western –
chinks required



CMSA DRESS REQUIREMENTS FOR COMPETITORS

Female Competitors:

Classic Attire (19th Century)

- 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.
- 19th century styled short-sleeved tops are allowed. Short sleeves are defined as sewn on sleeves that extend beyond the point of shoulder. Tank tops and “sleeveless” tops are NEVER ALLOWED.
- Traditional western style cowgirl hats are not required when wearing a full-length, full skirt or dress.
- Split riding skirts are considered trousers therefore a hat and long sleeves must be worn.





Tan



- No tank tops
- Skirt must be full length with not splits
- Blouses must have sleeves
- Hat is optional
- Hair pieces are allow
- No jeans under skirt
- Leggings are not recommended
- Full seat breeches are very helpful

Hat & long sleeves required with a split skirt

CMSA DRESS REQUIREMENTS FOR COMPETITORS

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

- “Makers Marks” and brands are allowed on clothing and tack, but shall not exceed twenty square inches in size.
- Promotional logos on clothing shall be as follows: In order to develop a system that protects a sponsorship program for our members the following rules apply.
- Non Pro members: Members who do not have Pro status cards are allowed to wear approved CMSA logo's during the match. No sponsor logo may be worn by Non-Pro members.
- Pro members: A CMSA member in good standing that has a current Pro status may participate in this logo sponsorship program.

Firearms

Pistols

- Only fixed sight single action revolvers of .45 Colt caliber, designed prior to 1898, or reproductions thereof, shall be allowed in CMSA competitions.

Holsters

- All holsters shall be of leather construction and shall retain the competitors' firearms. 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.

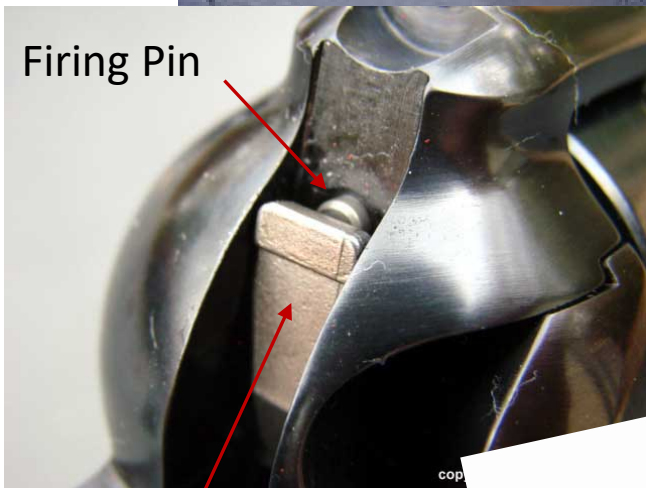
Modifications

- 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. No rubber grips allowed.
- Birdshead grips are allowed
- Bisley Style Hammers are allowed
- The use of tape or vet wrap on guns, grips, or hammers is not allowed, except in emergency with Match Directors approval.

Firearms

TRY THEM BEFORE YOU BUY THEM!!

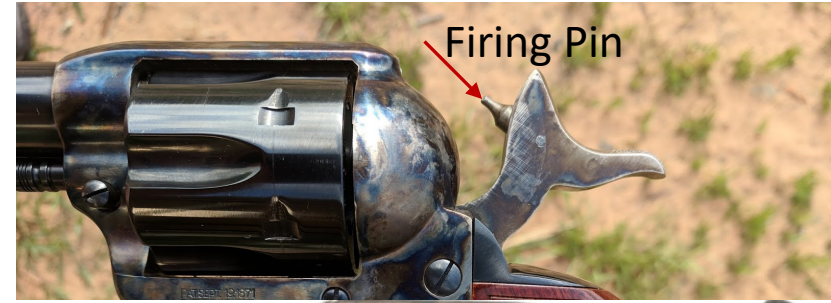
- Different brands of guns operate very differently, take the time if figure out what works for you.
- Many competitors have their guns tuned for the sport, which maybe very valuable to you.
- Different grips and hammer styles can greatly affect how easily you operate the pistol.
- Many Shooters will be glad to let you try their guns or may have extras they can lend you.



Firing Pin

Transfer Bar

Ruger Montato



Firing Pin



Taylor Runnin Iron



Mounted Shooting Blanks

- 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.
- Blanks shall be headstamped.
- No blank shall have an effective range longer than 20 feet for competitor and spectator safety.
- If the quality of the match-supplied mounted shooting blank is in question, any CMSA Member may purchase 50 rounds of said mounted shooting blanks & submit it to CMSA for analysis.



Horses

- CMSA competitions are open to all breeds of equines including horses and mules, registered and unregistered. Competitors are expected to compete with mounts that are healthy and in good physical condition.
- 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
- 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.
- 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.
- The CMSA has established a horse tracking system to allow members to track their horses, both grade and breed registered, via CMSA event results at CMSA sanctioned events.

Equipment


SADDLES

- Competitors shall use saddles of western design or other approved design (saddles acceptable in any CMSA event such as Cavalry) that are constructed of leather and in safe condition.

BITS

- A bit in CMSA mounted shooting classes mean the use of a curb bit that has a solid or broken mouthpiece, has shanks and acts with leverage.
- Curb bits must be free of mechanical devices and should be considered a standard western bit. 9 inch maximum length shank to be measured from top of bridle ring to bottom of rein ring.
- The port must be no higher than 3 1/2"
- A curb bit must be used with a curb strap or curb chain properly attached so as to make contact with horse's chin.
- No bare metal in contact with the horses head (except curb chain)
- Use of a bridle is optional.
- Tie-downs must have a minimum of 3/8" diameter



Barrel 



Imaged by Heritage Auctions, HA.com



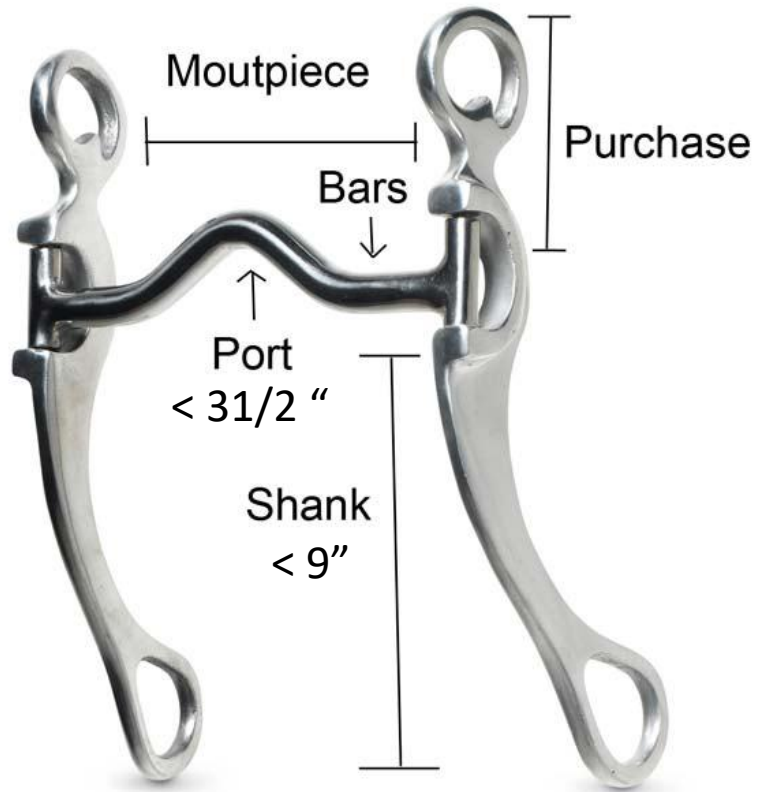
Mounted Shooting 



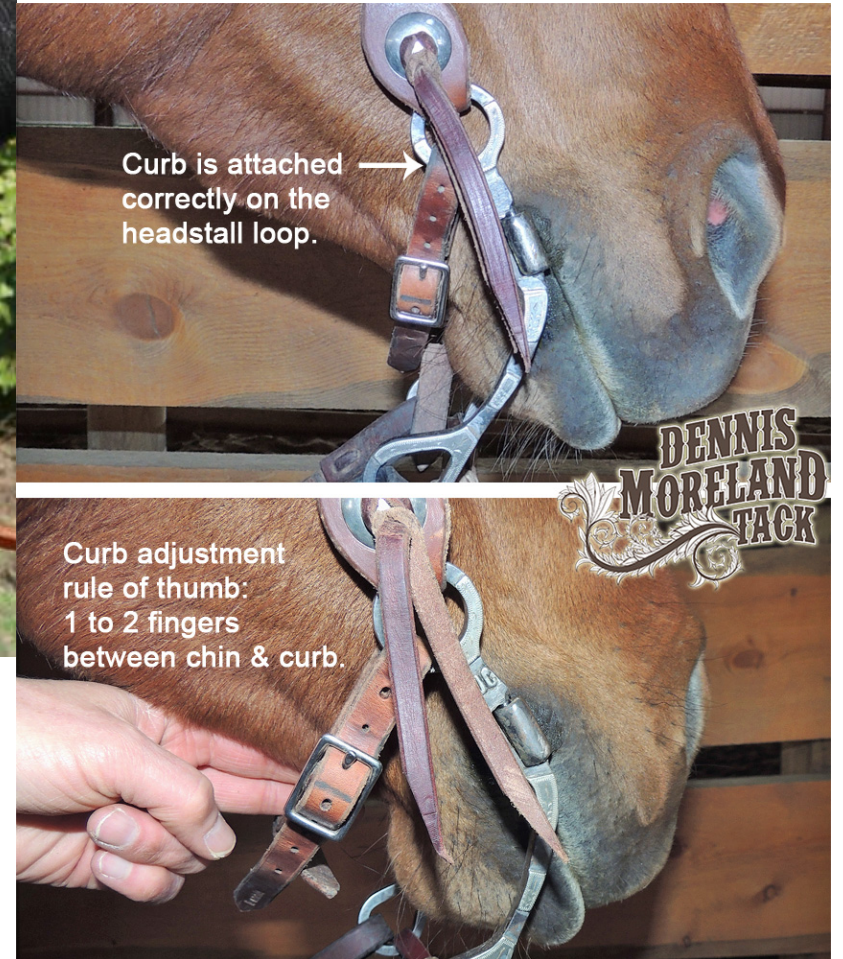
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It is important to choose a saddle that fits your horse!!

Proper tack fit



Improperly fitted curb chain



The problem with snaffle bits.

Snaffle bits are not designed to be used with one hand.



This horse is clearly being handled roughly. His head will fly up, rather than come down into the hands of the rider.

The tongue is trapped. As the bit rides up in the mouth, his lips are pulled, and the outside of his bars are beginning to feel the pressure

See how the bit traps the tongue



If your horse is not used to a shanked bit this is a good option. This will be much kinder than dragging him around with a snaffle.



If you insist on using a snaffle bit please use a bit hobble.

Equipment

TIE-DOWNS AND BONNETS

- Tie-downs, used cowboy mounted shooting must be leather, flat nylon or rope a minimum of 3/8 inch in diameter. Bonnets (tie-down that goes over the poll and/or across the forehead) made of rope, flat nylon webbing or leather only (minimum 3/8 inch diameter) are permitted.

PROHIBITED EQUIPMENT

- Wire curb straps, regardless of how padded or covered.
- Any curb strap narrower than half of an inch.
- Martingales and draw reins, are allowed for CMSA events. Martingales used with curb bits must have rein stops. Draw reins may not be attached between or around the front legs.
- Nosebands, bonnets and tie-downs are legal. However, these cannot have any bare metal in contact with the horse's head. Chain, wire, or metal tie-down or bonnets are prohibited, regardless of how padded or wrapped.

The range master and or match director may prohibit any equipment he/she deems to be inhumane.

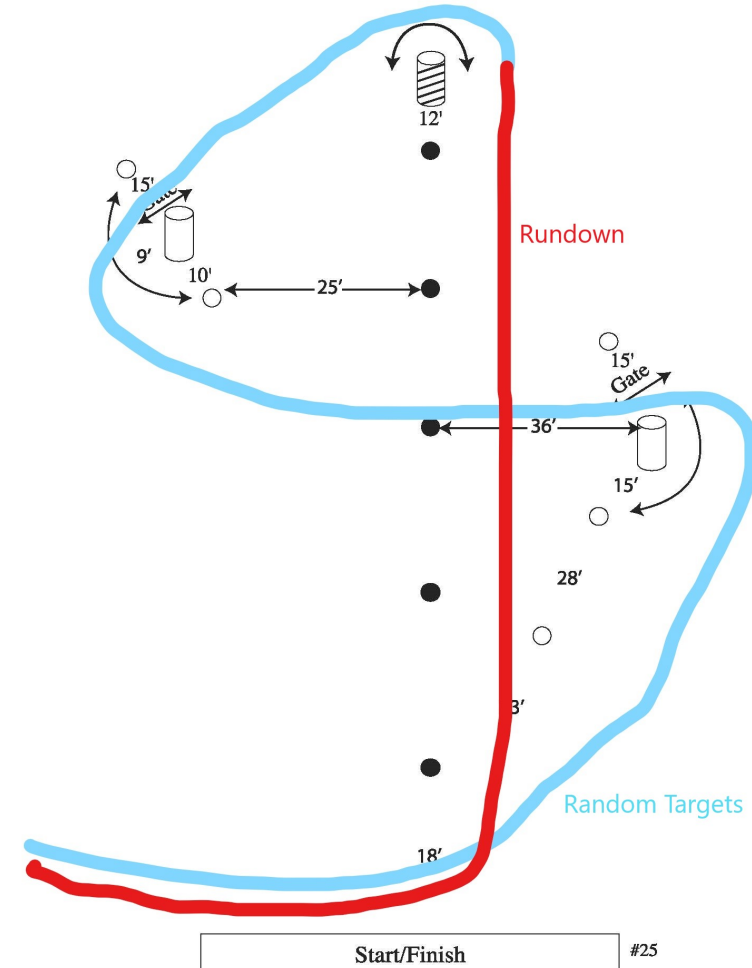
PROHIBITED EQUIPMENT



Stage Design

What is a stage?

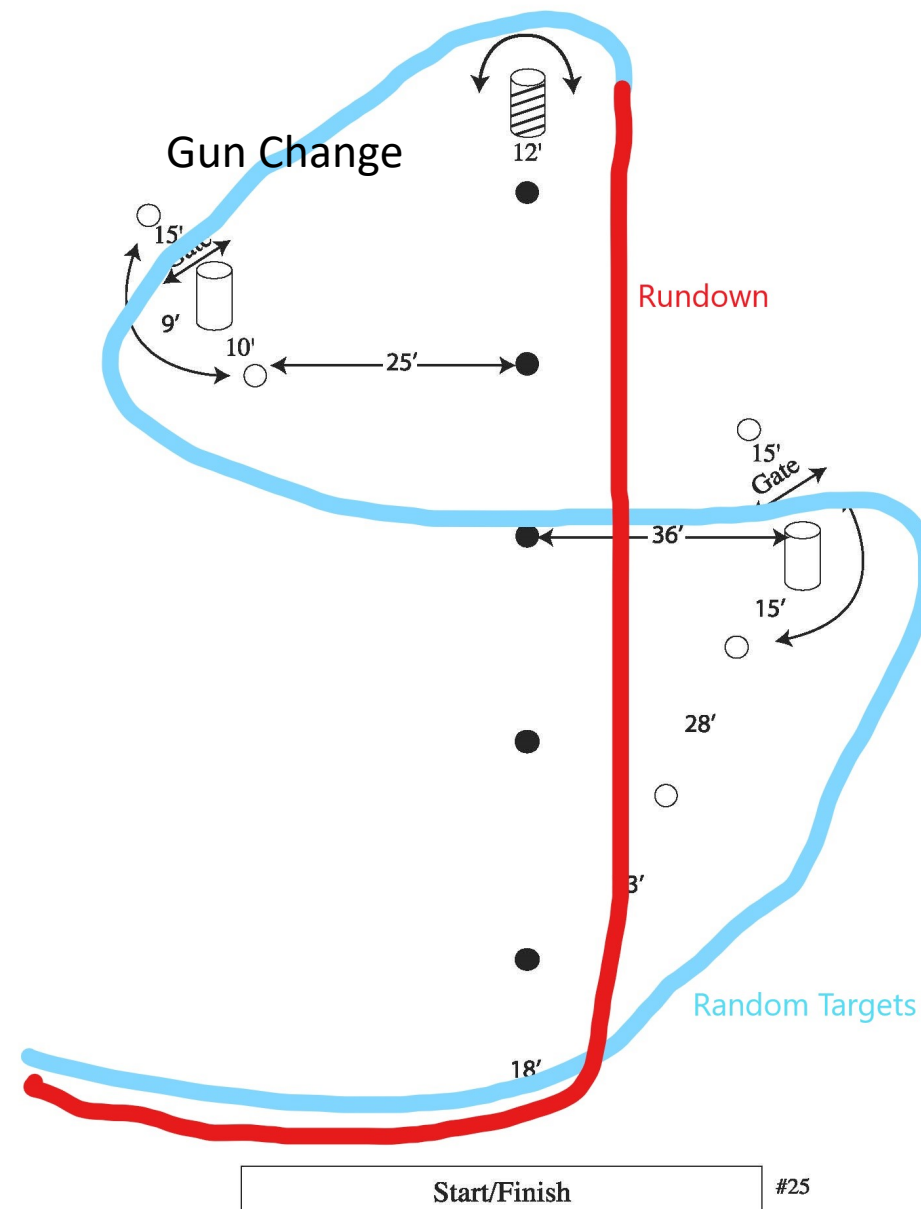
- The “course of fire” or pattern of riding is commonly referred to as a “stage”.
- The primary purpose of a stage is to provide a scoring grid that is fair for all competitors.
- A standard CMSA stage is to have ten targets.



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














Stage Design

- 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).
- Upon completing the random course, the competitor shall holster the now empty revolver and draw the second revolver.
- engage the second half of the stage commonly called the “rundown”.
- Revolvers shall be returned to holsters
- Competitors may holster and re-holster during a stage as long as no more than one revolver is held at any one time.

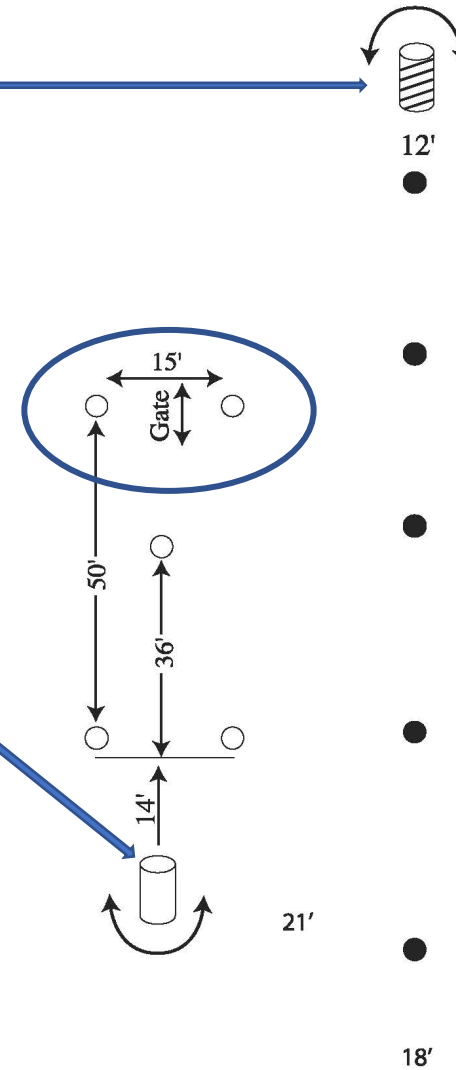


H. Engage the entire Random course first, then round the Rundown barrel.
 Procedurals: 2, 3, 4

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 or going out of the turn without a penalty. This is indicated by TOB
-  First Target Rule: Must be engaged first, random course requirements begin after this target.
-  Last Target Rule: Must be engaged last.
-  Gate: you must pass between these two objects. This may be done from either direction.
-  You may go around the object from either direction
-  You must follow direction of the arrow.
-  Object may be shot from either side.
You may go between objects from either direction.
-  Full Barrel Turn: May be turned either direction, unless specified in course description.

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



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



21'



18'

Start/Finish

#7

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

Rev 7.18

COURSE 7

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Course of Fire 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 barrels(s), engage 5 of the other color
- D. Engage 10 targets in any order.
- E. Engage all light targets first, then round the Rundown barrel
- F. Engage 5 of one color, then engage 5 of the other color
- G. Engage all the light targets first. Then engage the dark targets. You must round the barrel.
- H. Engage the entire Random course first, then round the rundown 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.

There is only one procedural per stage.

Notes

- If a competitor corrects his/her mistake, there is not procedural.
- When the instructions indicate to complete the Random course before rounding the Rundown barrel the parts of the Random course maybe 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.
- Course numbers are not in strict numeric order because historic statistical data is being stored based upon course numbers.

Stage Design

- The Range Master shall have the responsibility of making final inspection of the course before the first competitor begins their stage.
- No running starts into the arena.
- All competitors shall start with the gate closed or use of a baffled alley/gate.
- 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 exemption has been granted by the CMSA. Revolvers shall be returned to holsters
- 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.

Timing

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.

Scoring

- 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.
- 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.
- **Points shall not be retroactive.** Match Directors and/or host club or event producers are to enforce that competitors either have their current membership card or have joined CMSA at the World Point Qualifying match in which they wish to compete.

Penalties

- Penalties shall be restricted to the following:
- Missed target: 5 seconds
- Knocked over barrel: 5 seconds
- Failure to follow course of fire: 10 seconds
- Dropped gun: 5 seconds
- Failure to holster: 5 seconds
- Non Qualified run or maximum time on any run: 60 seconds
- Unsafe gun handling: 5 seconds PER OCCURRENCE
- Loss of hat prior to engaging the course of fire: 10 seconds
- Knocking over a gate cone or automated target inflator: 5 seconds
- Failure to round the Random Barrel: 15 seconds

Penalties

Dropped Guns

- 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.

Falls

A competitor who becomes dismounted during the course of fire receives a non-qualified run.

Maximum Penalties

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.

Penalty Rules

All targets shall be broken by direct gunfire, except as follows.

- Targets broken by nature prior to the competitor engaging that target shall be shot to be considered a hit.
- Any target that has been engaged and is broken by nature, a horse's tail, 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 shot it, it shall be considered a hit.

Knocking down poles

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.

Penalty Rules

Gates

What is a gate? A gate is two poles or a pole and barrel the a competitor is required to pass between.

Gates will be designated on the stage course diagram

- The two “Targets” that make up a designated gate on a course of fire shall be called “gates”.
- If a competitor knocks over either target cone or automated target inflator making up a “gate” at any time during the completion of a stage it shall be considered a 5 second penalty.

Knocking down poles not part of a gate

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.

Penalty Rules

Engaging the course

- A competitor shall have been determined to have engaged the course once he has crossed the start/ finish line and is on the clock.
- Once a competitor has crossed the timer line he/she has accounted the course.
- Any mechanical malfunctions of your firearm or gear, including your horse, shall not constitute a re-ride.
- If balloons are placed in an incorrect position, engage the course by position rather than balloon color.

Recommendation - Develop a pre-run check list / routine

- Load your firearms
- Check your tack (ear plugs, rein adjustments, put away electronic ect.)
- Check your firearms (make sure they are loaded and indexed)
- Check the stage for proper balloon color placement and inflation
- Verify everyone is out of the arena and gates are closed
- Verify you have the OK from the Range Master

Penalty Rules

- Passing behind the timer. If a contestant passes behind the timer he/she is deemed to be dangerous and out of control and will receive a non-qualified run (60 seconds).
- If a contestant re-crosses the time line after completing his/ her run and restarts the timer, he/she will NOT be granted a re-ride. If the timing equipment has the ability to access the previous time there will be no penalty. But if the time is unavailable the rider shall receive a non-qualified run (60 seconds).
- If a competitor is notified during or after the completion of a stage that a timekeeping error or a timing malfunction occurred the competitor shall be granted a re-ride by the Match Director.
- If a competitor crosses the timing line prior to completing the course of fire, he/she shall receive a non-qualified run.
- The Match Director shall grant re-rides as soon as possible after the completion of that run. Re-rides are given as a new stage. The competitor does not carry forward any misses or a clean stage.
- If a run is interrupted, the call for a re-ride is made by the Range Master.

Penalty Rules

- Gun twirling, fanning, shooting behind the back or other unsafe gun handling techniques in an arena shall be a 5 second penalty assessed per occurrence.
- While competitors are required to wear a cowboy hat, protective headwear, or appropriate headwear at all times in the arena, your hat must remain on top of your head until you have engaged the course. The penalty for a hat falling off prior to engaging the course (crossing the timeline) shall be a 10 second penalty.
- Competitors may holster and re-holster, but may not have more than one revolver in hand at any given time. One gun shall be in a holster when the competitor crosses the timer. Failure to do so will be a 5 second penalty.
- **If there is doubt on a call the outcome shall favor the competitor.**

Penalty Rules

- Failure to have sleeves buttoned/snapped/fastened at the wrist shall be a 10 second penalty.
- During CMSA events there may be times where camera flashes, loud crowd cheering or other distractions may come from the stands. As these are typical by-products of competition, no rules shall be made to govern actions such as these outside the arena, and are understood to be incidental to competition. Therefore, no re-rides shall be given for such occurrences.

Recommendations:

Watching other shooters from all levels can be very helpful!! This is one of the best ways to learn the rules.

If you don't understand why a shooter was given a penalty ask an more experienced shooter, they will be glad to explain if they saw what happened.

Range Master

- The Range Master should look over the selected courses with the Match Director, insuring there are no safety hazards for shooters or spectators.
- The Range Master should work with the Match Director to insure that the courses drawn are safe to be run in the arena.
- The Range Master should ensure that the Match Director has formed an Appeals Board
- The Range Master should never be involved in a debate with a competitor or observer.
- 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 waive any CMSA rule.
- The Range Master should watch for any unsafe situations.

Range Master

AS COMPETITORS ENTER THE ARENA

- The Range Master should be going through a mental checklist, including:
- Check gates to make sure all are closed.
- Target setters, spectators or gatekeepers are on the outside of the arena or in a safe location.
- The course is set with 10 inflated targets in the correct location.
- Timer is working.

DOWN OR UNDER INFLATED TARGETS

- If a competitor requests that a low target be replaced, the Range Master should instruct the target setters to do so, if the request is warranted.
- Once the competitor crosses the start line then he/ she has accepted the course - no free hits or re-rides should be given for missing undersized targets.

Recommendations:

As a shooter it is also your responsibility, to make sure the arena is ready for your run (except for timer function)

Range Master

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.

Recommendations:

- Make eye contact with the range master before starting
- If the arena is not clear, don't go just because you were given to green light, make eye contact with the range master and wait for the situation to be resolved

Match Director

- Handles any conflict related to the match
- Establishes an Appeals Board – board is made up of 3 experienced CMSA competitors
- The Appeals Board is appointed for the purpose of dispelling controversy regarding any Range Master calls

Recommendations:

- The identity of the Match Director should be announced at the safety meeting, if it isn't, ask.
- All complaints go to the Match Director, don't go to the President, Office Help or Range Master except to ask who the Match Director is.

Rules that result in a non-qualified run, or disqualification

What is a non-qualified run? Shooter is given a time of 60 seconds (maximum penalty)

What does disqualification mean? No longer able to participate in the shoot.

Violation of the following shall result in a non-qualified run

- Discharge of a round outside the course of fire
- If the competitor, knowingly, or unknowingly, allows a person to possess their firearm(s), with or without permission, and a round is discharged from that gun (without permission from the match director) then the person responsible for the safe keeping of the discharged firearm(s), as well as the person who discharged the firearm, shall be assessed a 60 second penalty.

Rules that result in a non-qualified run, or disqualification

Violation of the following shall result in a non-qualified run

Engaging the course without the consent of the Range Master shall be a penalty of 60 seconds.

- Breaking the timer, without engaging the course, before or after the Range Master has given the “ready to ride” to the competitor shall be a 60 second penalty. NO WARNING SHALL BE ISSUED.
- If a competitor loads and/or shoots 6 rounds from the same gun in a stage.
- Failure to wear the minimum CMSA dress requirements.
- Passing behind the timer or touching the timer.
- Running a time-only, demo, or training run on a stage before a main match run

Rules that result in a non-qualified run, or disqualification

Violation of the following shall result in disqualification

- 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.
- 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.
- 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.

Rules that result in a non-qualified run, or disqualification

Violation of the following shall result in disqualification

- Abusive language or conduct shall not be tolerated and at the discretion of Match Director shall be given a warning or disqualification.
- Competitors shall have no live ammunition or live blanks on their person or in their cartridge belts or saddlebags. Only dummy ammunition with inert or fired primers shall be used in cartridge belts.
- All competitors shall use certified “match supplied” .45 Colt mounted shooting blanks. No personal mounted shooting blanks of any type are to be used in CMSA competitions.

Rules that result in a non-qualified run, or disqualification

Violation of the following shall result in disqualification

- No abuse of animals shall be allowed. This is a Match Director call which shall result in expulsion from the match.
- Refusing a Match Officials request to inspect a firearm. Match Officials (Range Masters for the event and/or Match Director or their designate) have the right to inspect any and all firearms before or following a competitor's run.

Points

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.

Only one entry for CMSA sanctioned points shall be allowed per CMSA sanctioned match.

- The points and entry are for the shooter.
- Shooter can ride as many horses as he wants.
- CMSA sanctioned shoots are classified by the amount of points a shooter earns: **WORLD POINT QUALIFIERS: (SINGLE OR DOUBLE POINTS) WPQ OR DWPQ**

State Championships, Regional Championships, Shoot-outs, Classics and National shoots carry progressively higher point earnings.

CMSA Worlds Championship is the only shoot that requires a minimum number of points to qualify for participation.

Long Guns, Cavalry, Breed Affiliations

CMSA offers Shotgun and Rifle Classes.

CMSA offers Cavalry Classes which have different clothing and holster requirements.

CMSA has alliances with the American Quarter Horse Association and the American Paint Horse Association.

CMSA offers classes for youth. Lets us know if you wish to know more about these classes.

- Limited Wranglers
- Open Wranglers