LEGEND

⬭ ⬭	**Rundown Barrel (with slash marks)** **Random Barrel (without slash marks)**
○	Light Target
●	Dark Target
○ Short	A target on a short stick
⬭ (target on barrel)	**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**
①	**First Target Rule: Must be engaged first, random course requirements begin after this target.**
Ⓛ	**Last Target Rule: Must be engaged last.**
←Gate→	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.
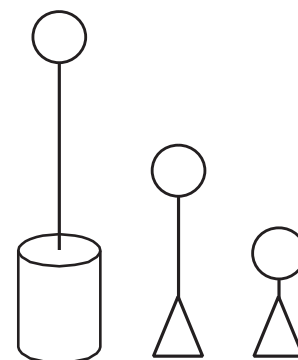
COURSE OF FIRE INSTRUCTIONS

- 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 ensure 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.
- If a competitor is engaging the last rundown balloon while crossing the timer there shall be no penalty if there is forward motion.

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

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. Engage 10 targets in any order.
- E. Engage all light targets first, then round the **Rundow**n 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.
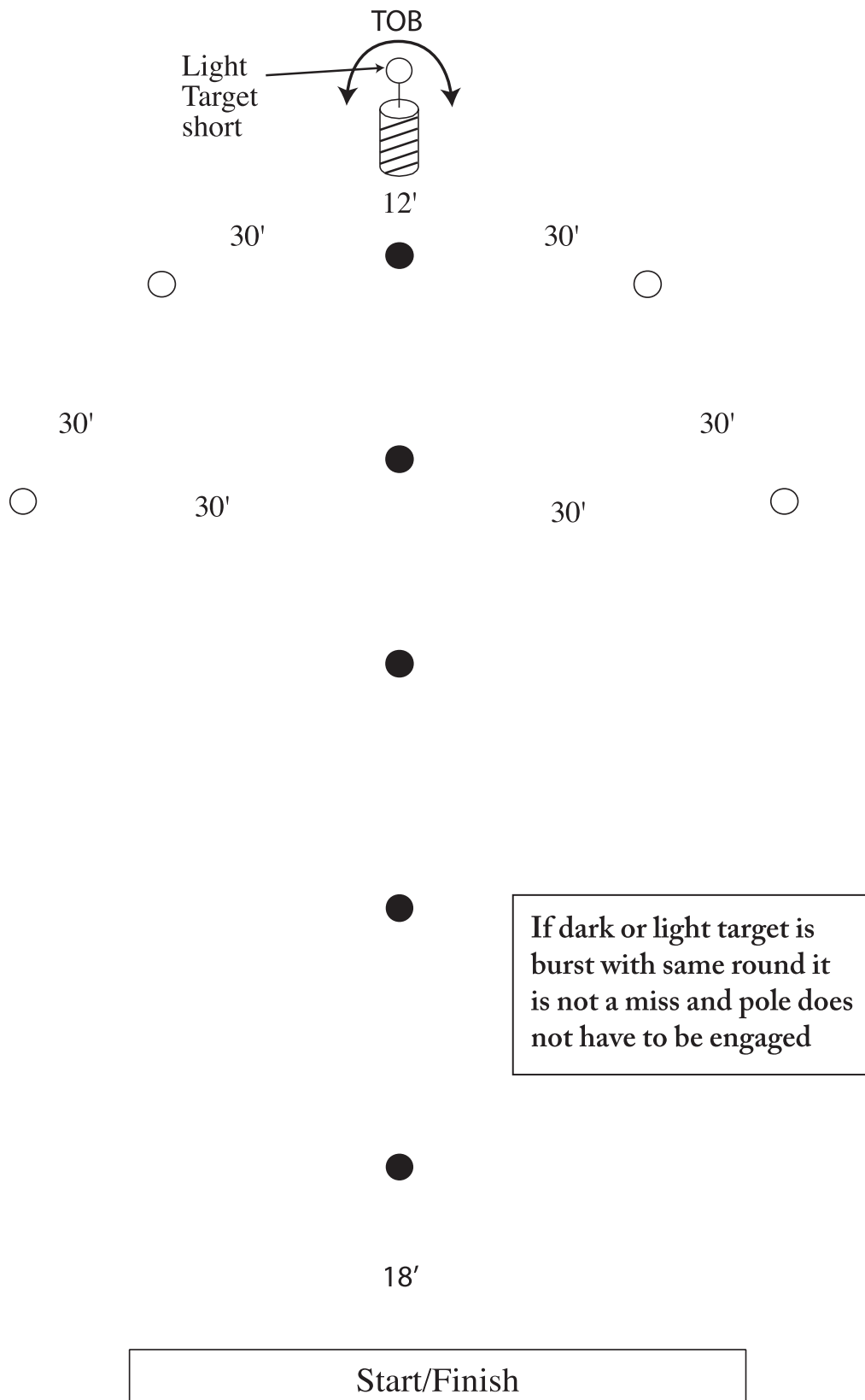- H. Engage the entire Random course first, then round the **Rundow**n barrel.

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.

- **Course numbers are not in strict numeric order because historic statistical data is being stored based upon course numbers.**

TOB

Light
Target
short

12'

30'   30'

30'   30'

30'   30'

If dark or light target is
burst with same round it
is not a miss and pole does
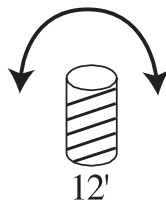not have to be engaged

18'

Start/Finish

#1 The Arrow

E. Engage all light targets first, then round the Rundown barrel.

Procedurals: 2, 3

Rifle/Shotgun Course

12'

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

12' 12' 12'
12' 12'

36'

18'
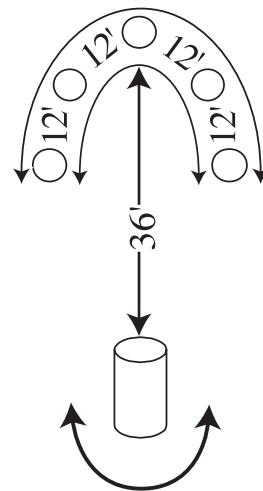
Start/Finish #3

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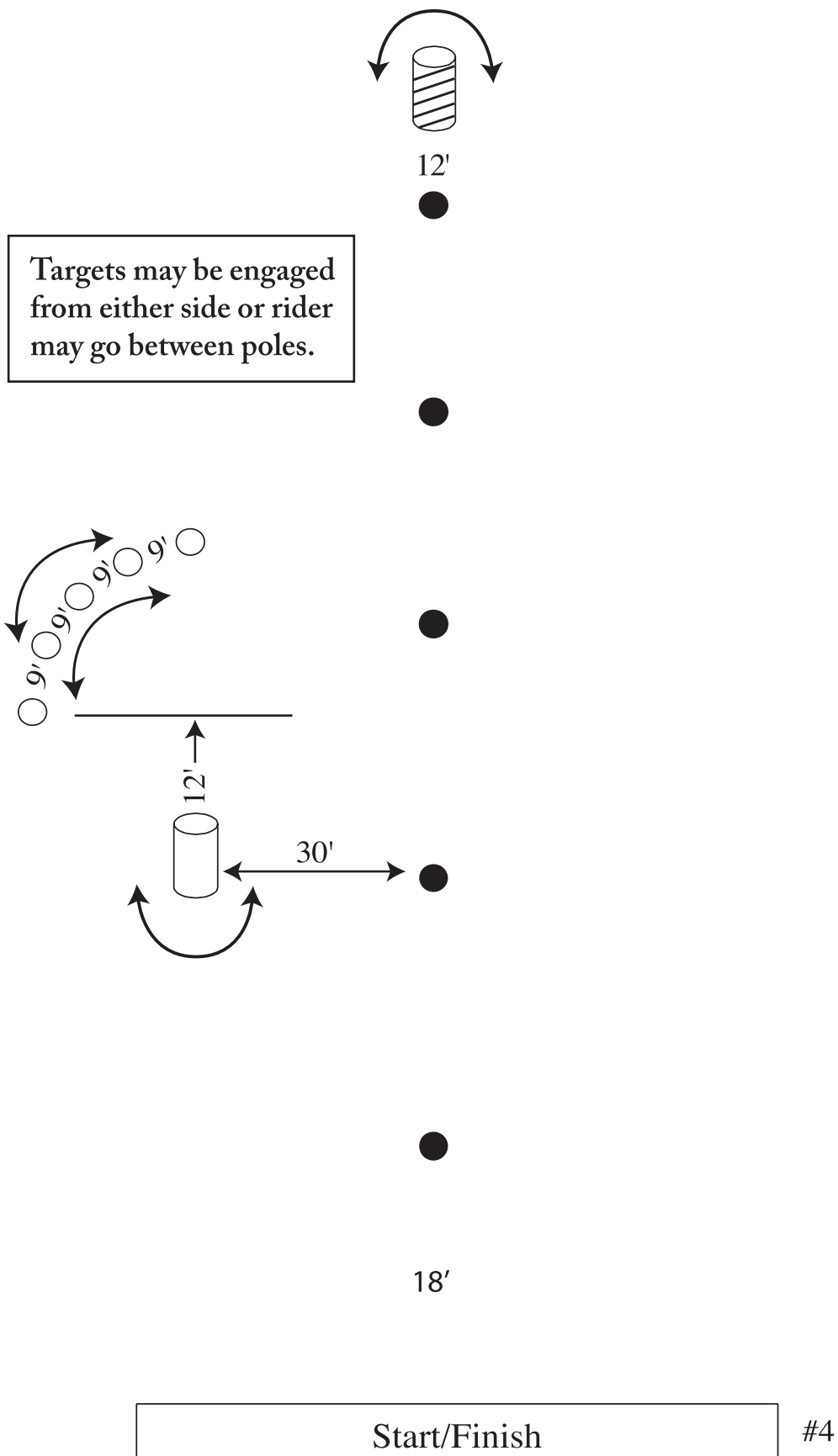Procedurals: 2, 3

12'

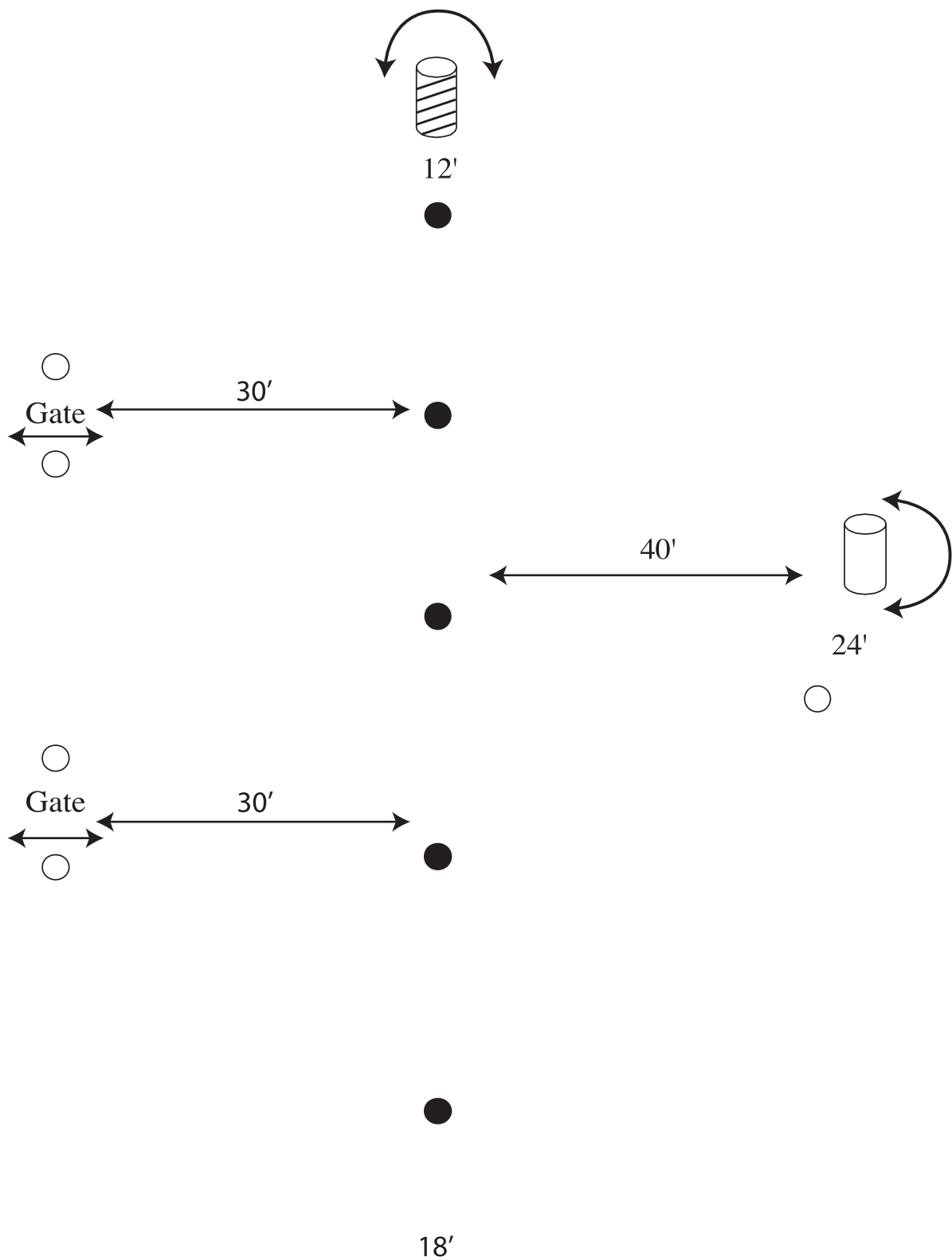Targets may be engaged from either side or rider may go between poles.

9' 9' 9' 9'

12'

30'

18'

Start/Finish #4

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

12'

30'

Gate

40'

24'

Gate 30'

18'

Start/Finish #6

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

12'

15'

Gate

50'

36'

14'

21'

18'

Start/Finish #7

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

12′

18′

24′

14′

18′

14′

24′

12′

21′

18′

Start/Finish

#8

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

12'

12'

30'   24'

36'

30'

30'

TOB

18'

18'
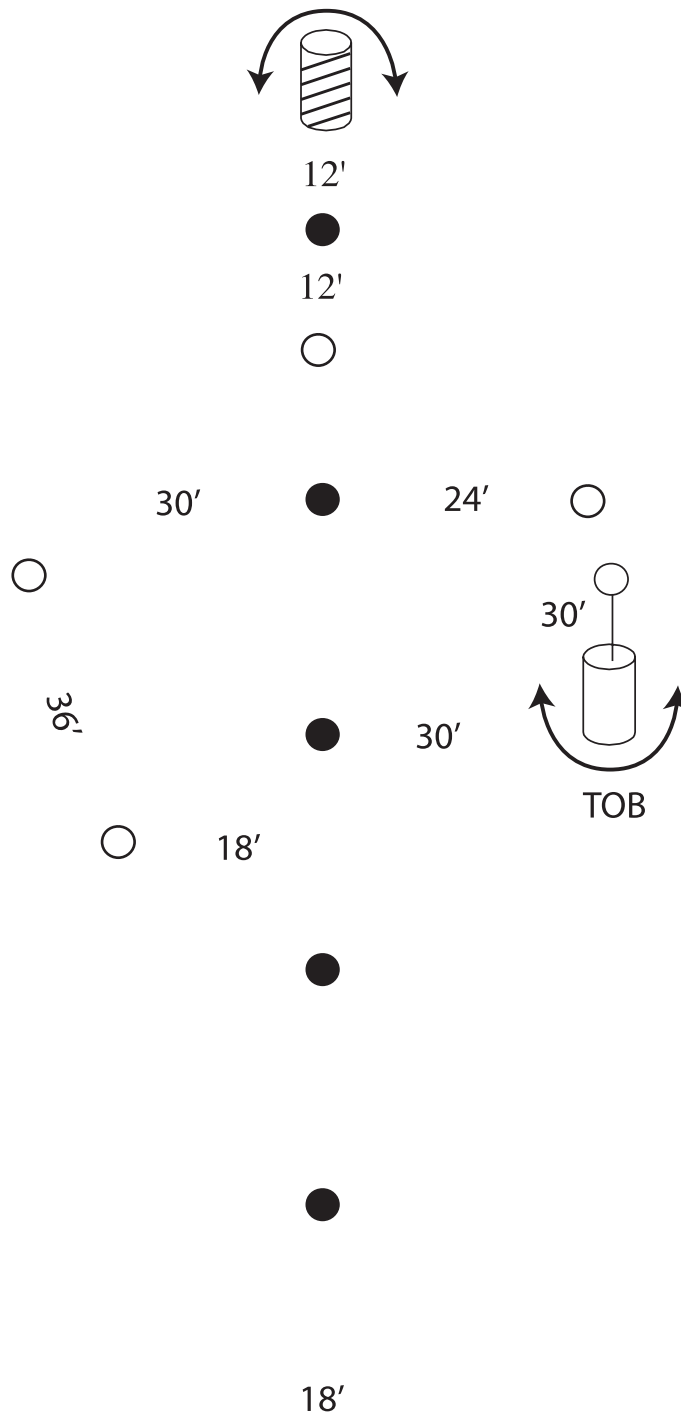
Start/Finish   #9

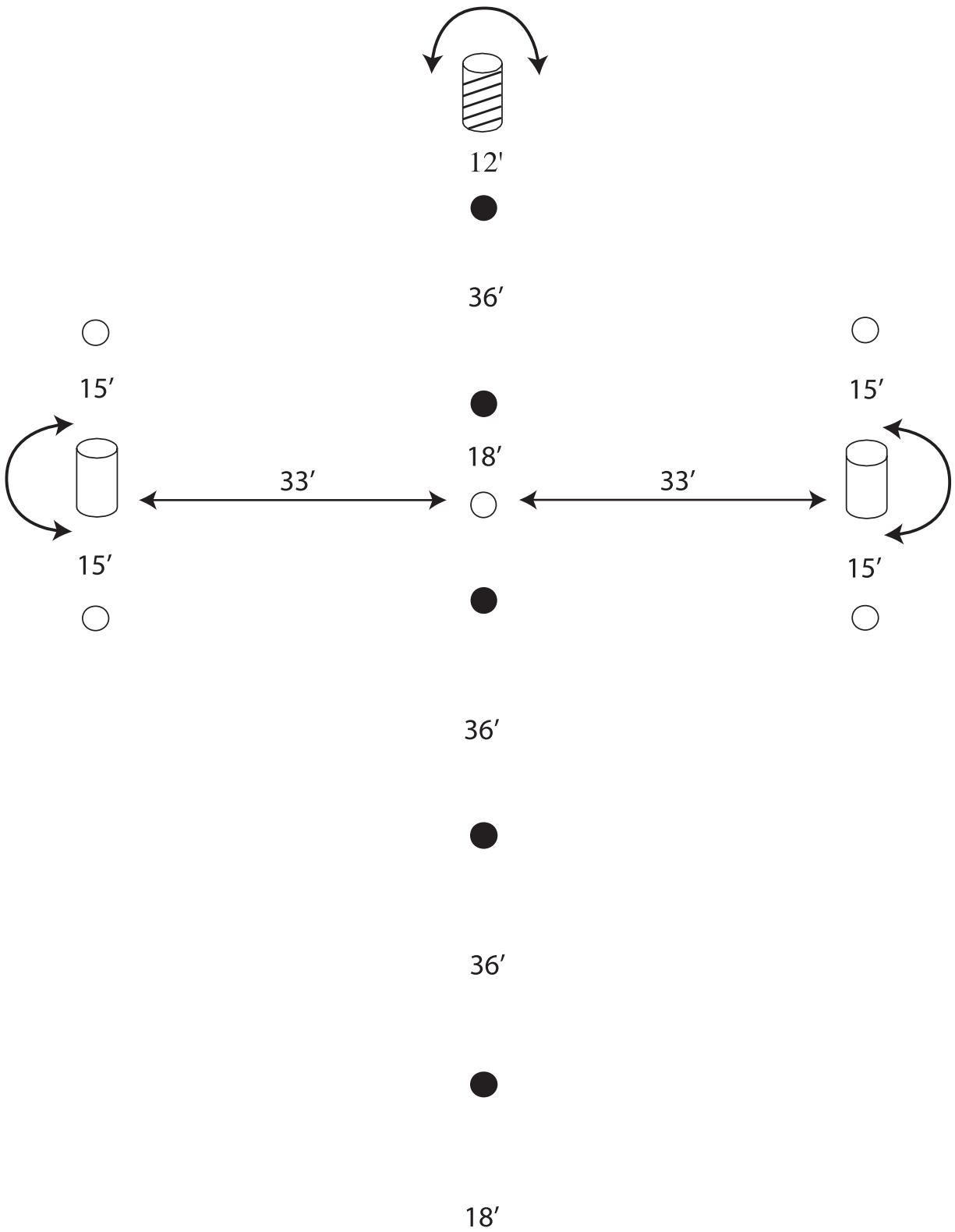B. Engage the entire Random course first, then round the Random barrel
Procedurals: 2, 3
Rifle/Shotgun Course

12'

30'   30'

70'   70'

○ Short

18′
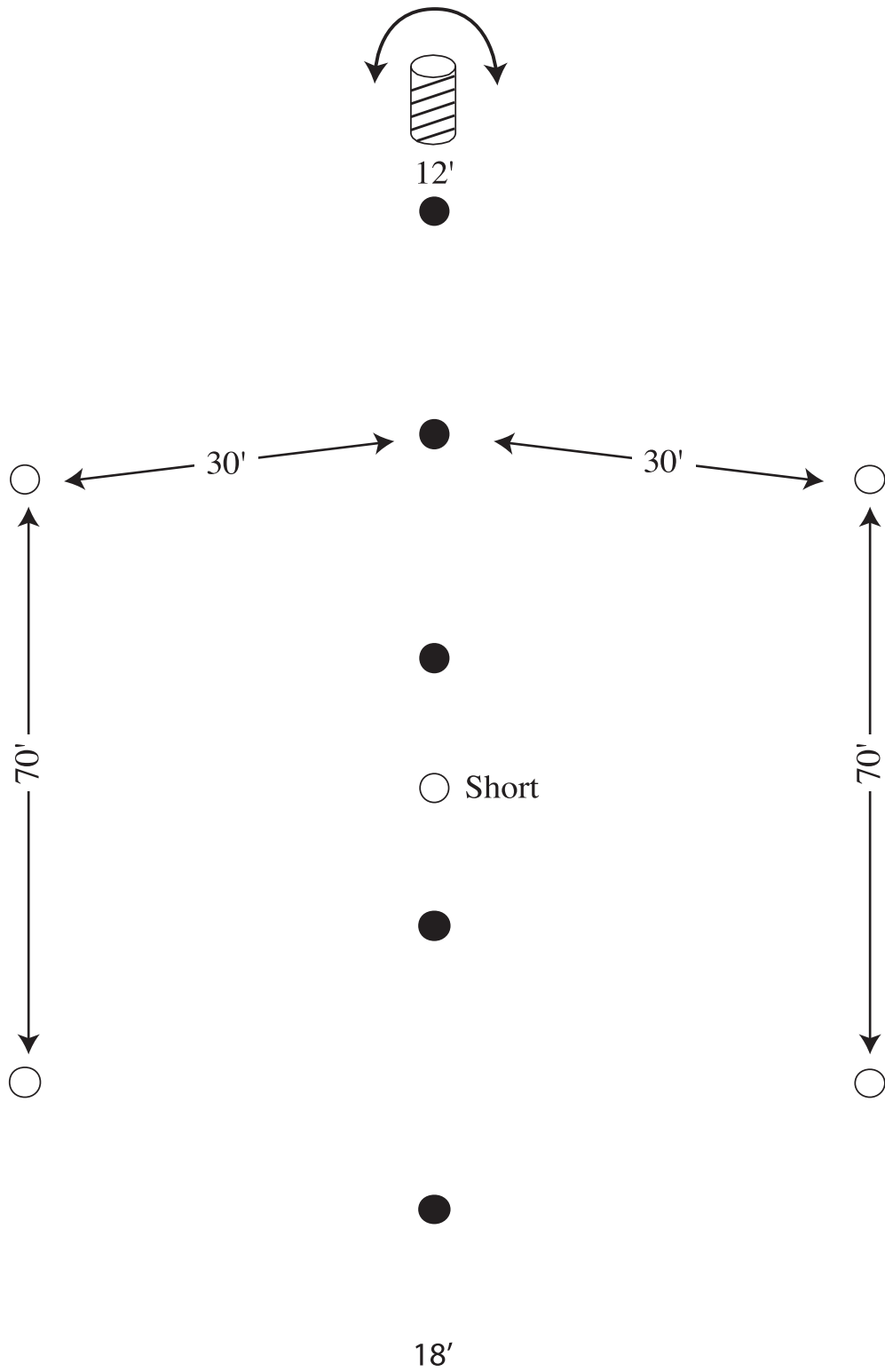
Start/Finish   #10

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

Rifle/Shotgun Course

12'

36'

15'   15'

18'
33'   33'

15'   15'

36'

36'

36'

18'

- Timer

Course 12 - Certified

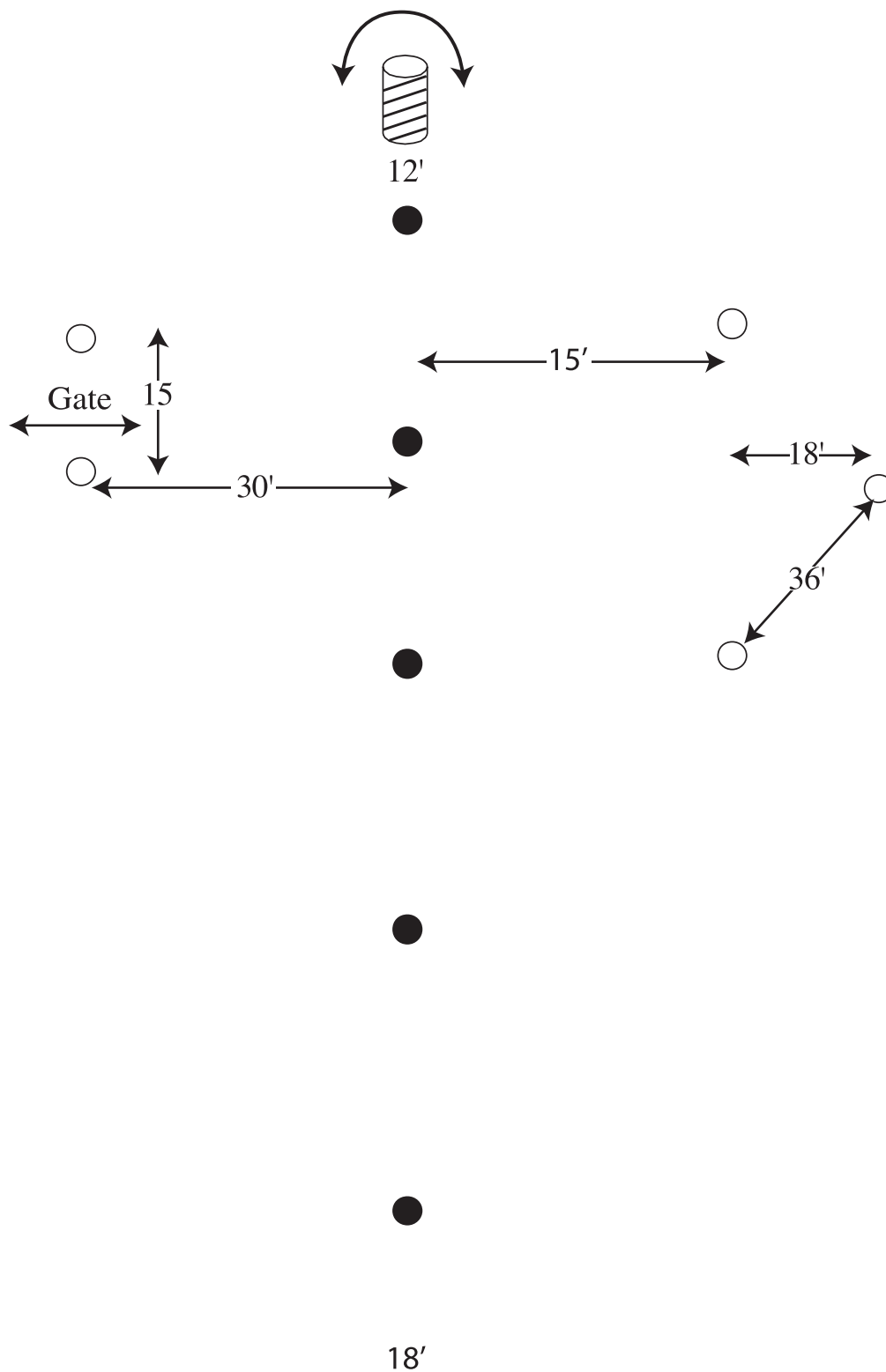H. Engage the entire Random course first, then round the Rundown barrel.
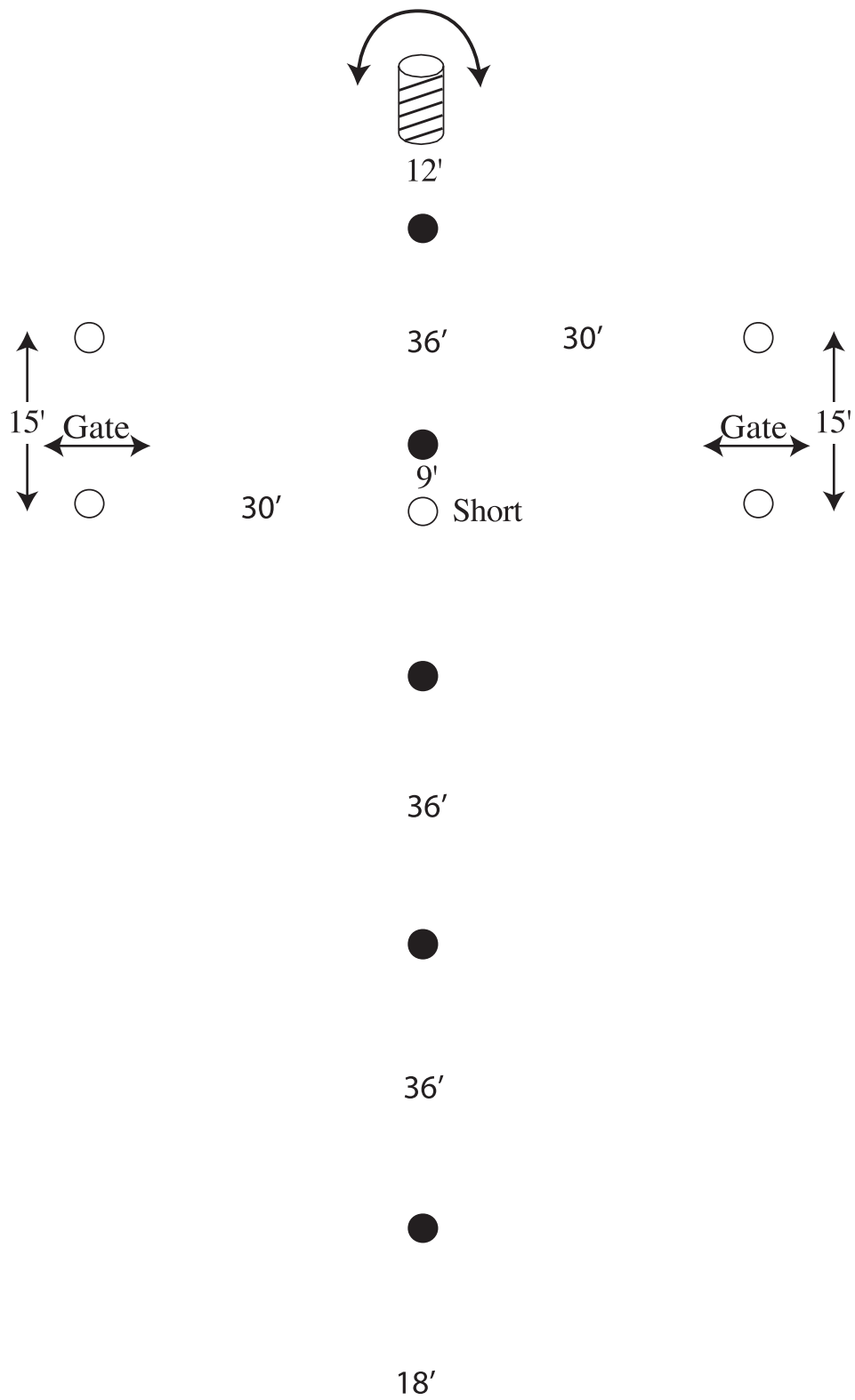Procedurals: 2, 3

Rifle/Shotgun Course

12'

36'

14'

24'

36'

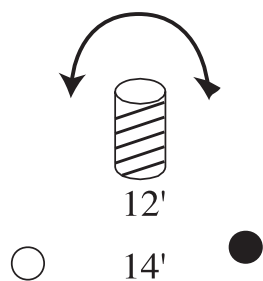○ —18'— ○   14' ●

12'

←——23'——→

18'

┌─────────────────────────────────────┐
│   │ #13
│   Start/Finish   │
│   │
└─────────────────────────────────────┘

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

36'

36'

36'

36'

30'

36'

24'

18'

18'

Start/Finish

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

12'

Gate | 15

30'

15'

18'

36'

18'

Start/Finish | #17

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

12'

36'   30'

15' Gate →   ← Gate 15'

15'   15'

30'   9'

Short

36'

36'

36'

18'

- Timer

Course 18 - Certified

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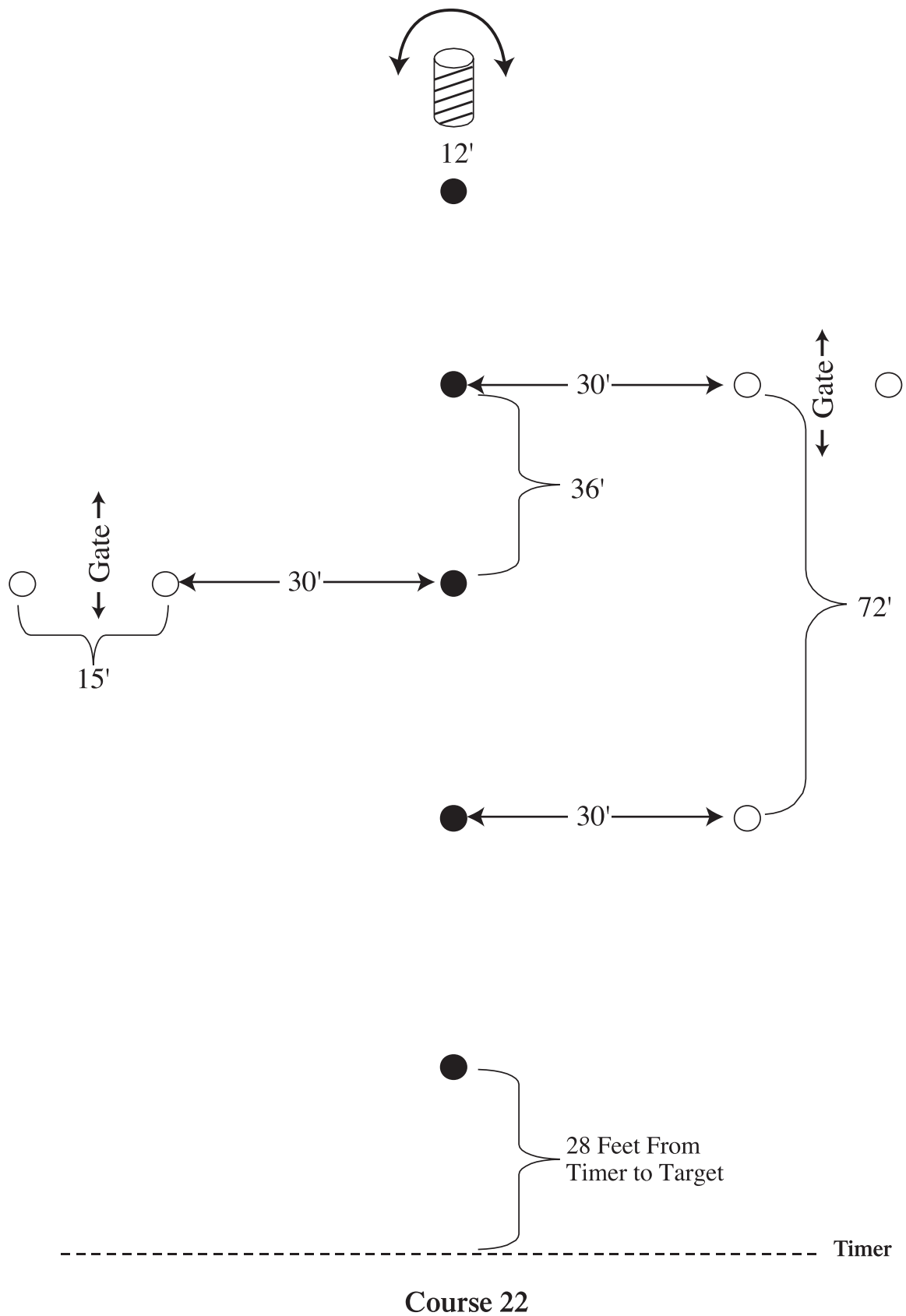
Procedurals: 2, 3, 4

Rifle/Shotgun Course

12'

○ 14' ●

○ 14' ●

○ 14' ●

○ 14' ●

○ 14' ●

18'

Start/Finish

#19

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

20'

20'

20'

20'

18'
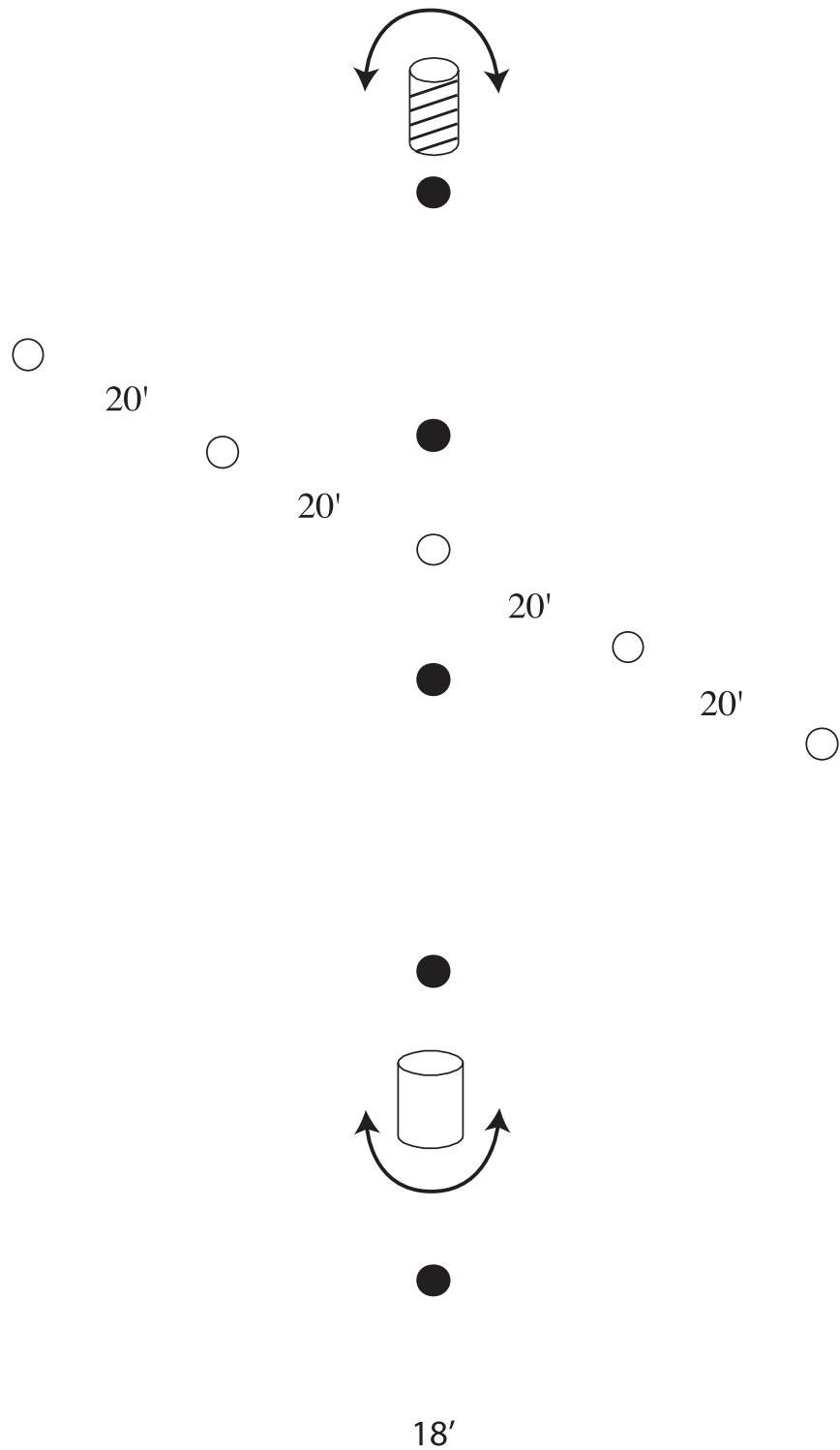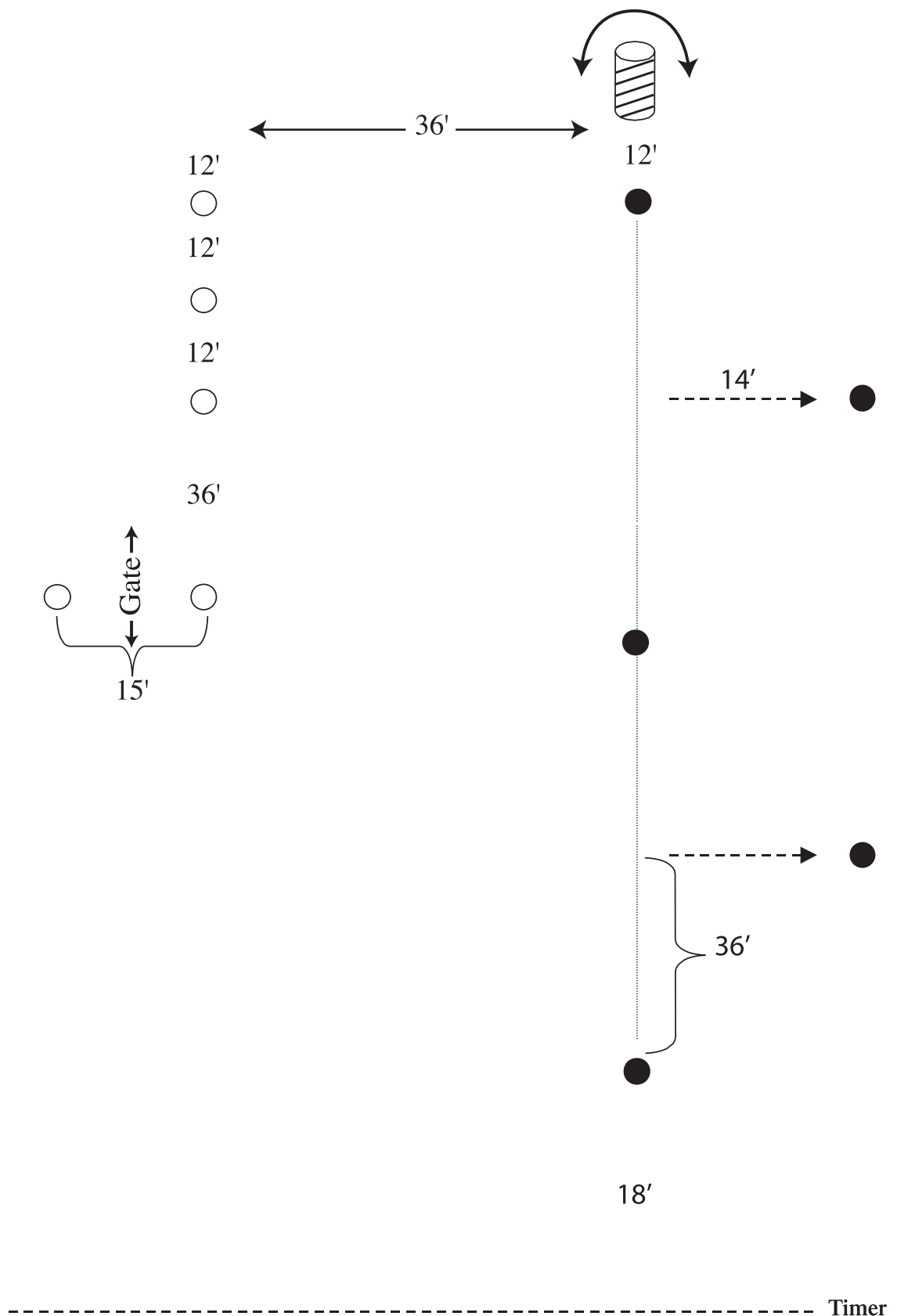
Start/Finish | #20

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

12'

18'

○ Gate ○
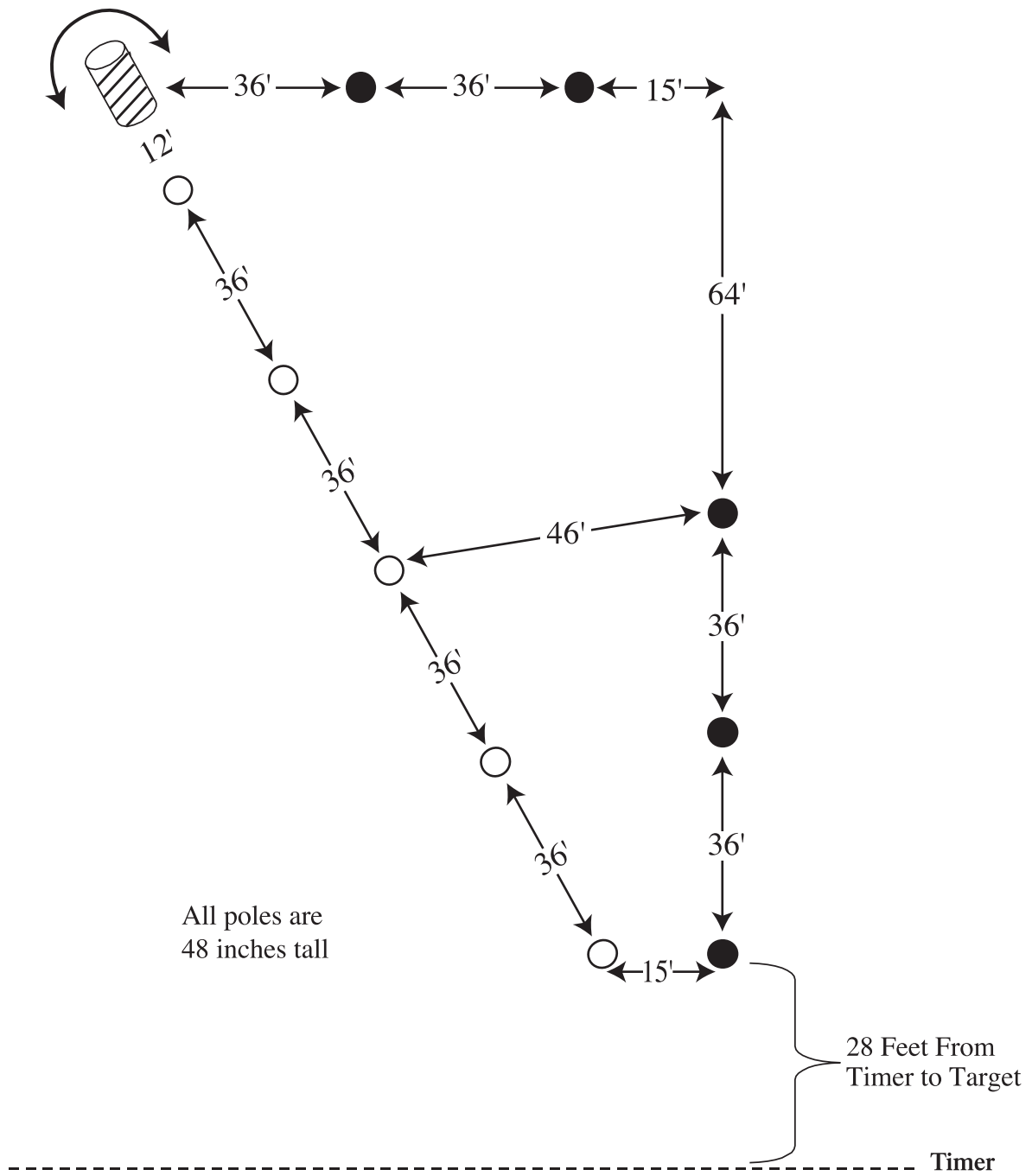
18'

14' ○ 14'
○ _____ ○
↕18'

18'

18'

Start/Finish #21

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

12'

30'

Gate →
← Gate

36'

Gate →
← Gate

30'

72'

15'

30'

28 Feet From
Timer to Target

Timer

Course 22

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

Course 23 - Certified

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

All poles are
48 inches tall

36'

36'

15'

64'

46'

36'

36'

36'

36'

36'

36'

15'

12'

28 Feet From
Timer to Target

Timer

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

40'

25' 30' 30' 10'

12'

60'

32'

32'

46'

36'

32'

36'

All poles are
48 inches tall

15' 30'

18 Feet From
Timer to Target

Timer

Course 24s - Certified

60'

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

12'

15'
Gate

9'

10'

25'

15'
Gate

36'

15'

28'

33'

18'

Start/Finish

#25

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

12'

Short

18'   ○ 10' ○ 12'

12' ○ 10' ○   18'   12'

36'

36'

36'

36'

18'
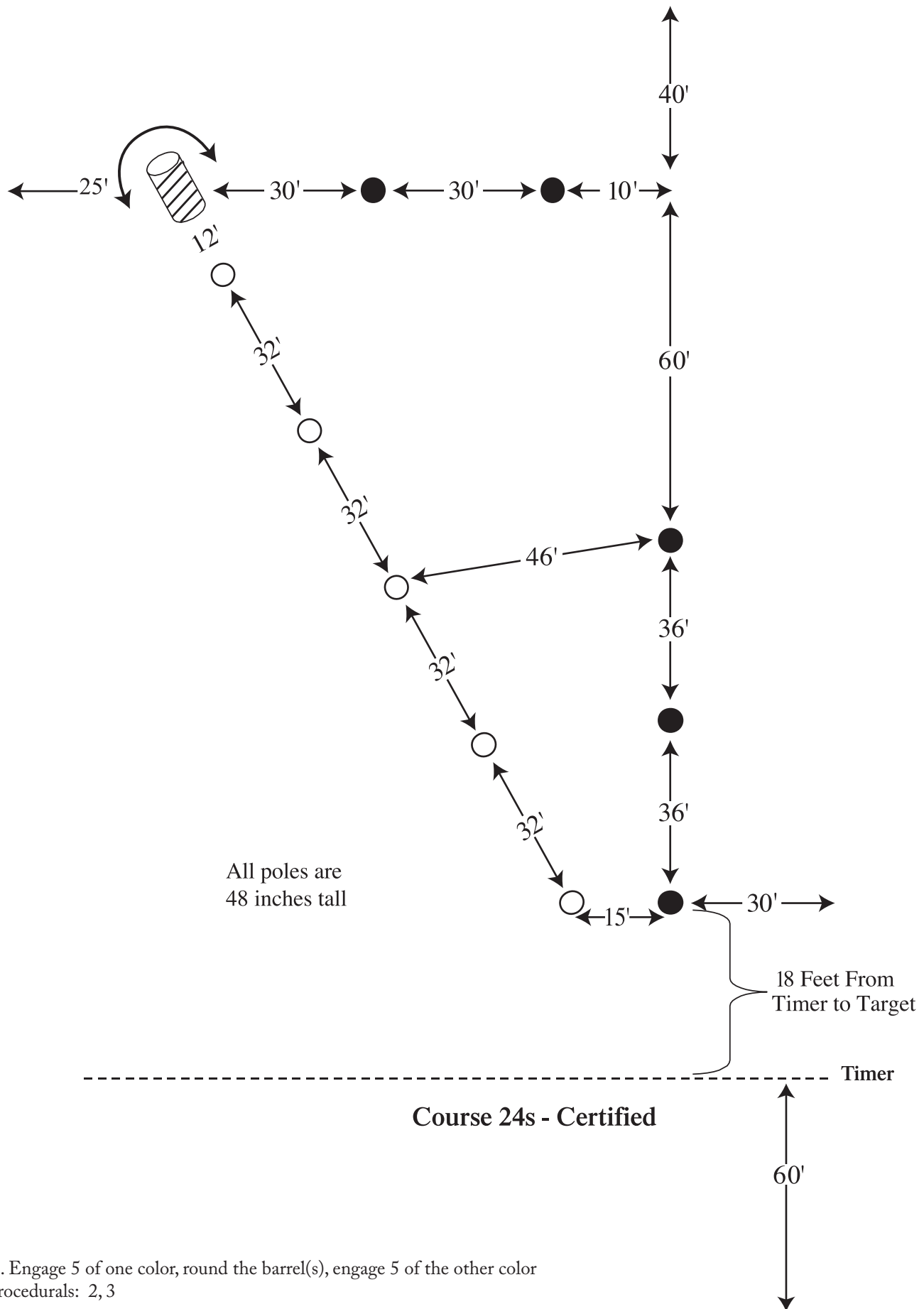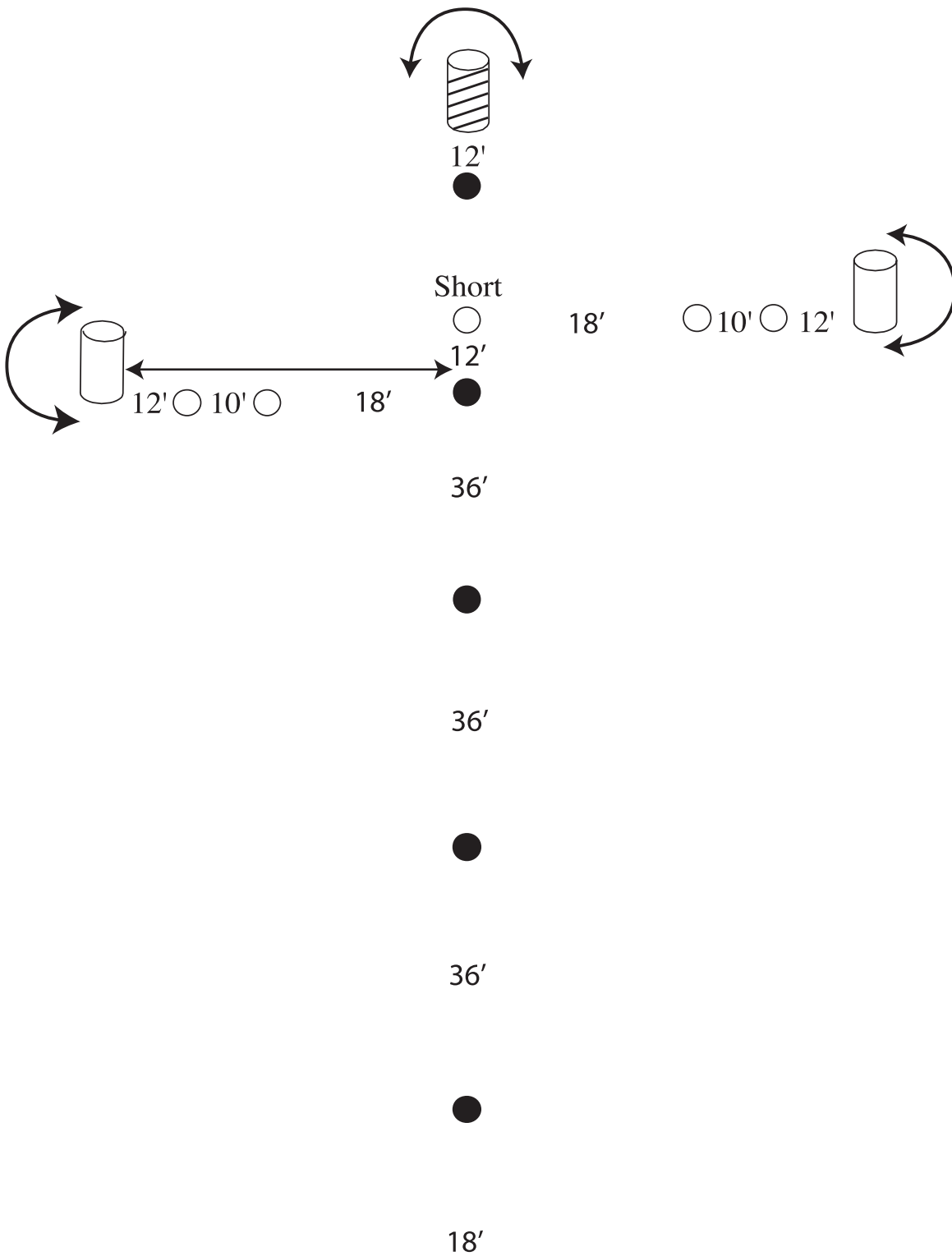
- Timer

Course 26 - Certified

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

Rifle/Shotgun Course

12'

28'

38'

30'

30'

20'

30'

18'

18'
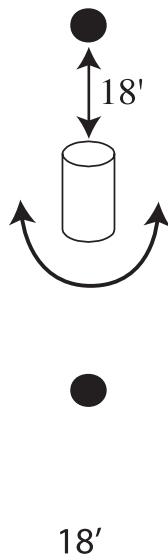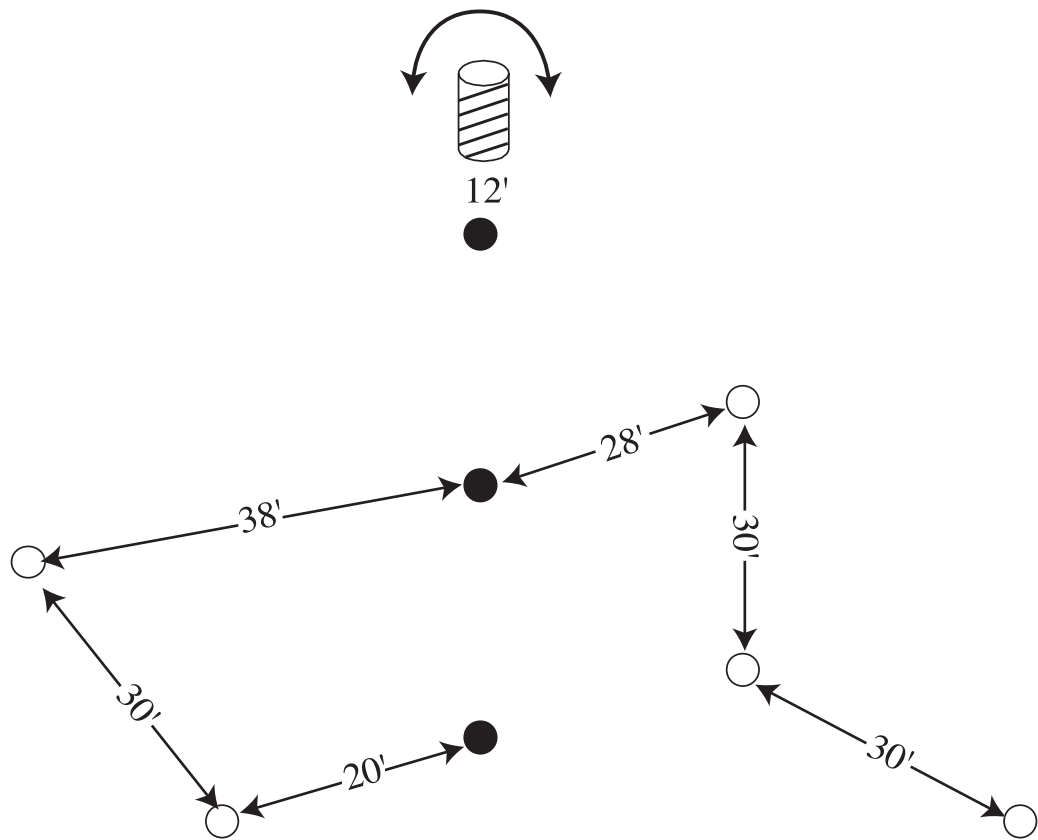
| Start/Finish | #27 |

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

Rifle/Shotgun Course

12'

●

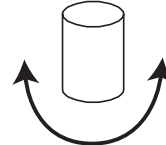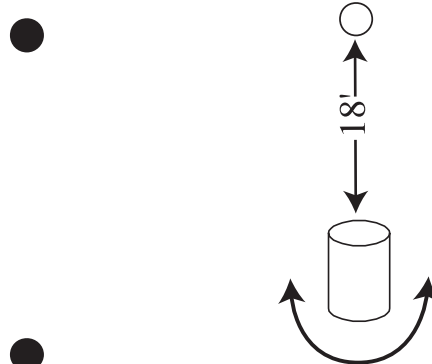36'   36'

Engage Target on
Barrel Last.

●

○   18'

Ⓛ TOB   30'

○   ○

●

18'

36'

●
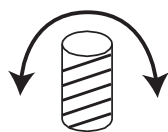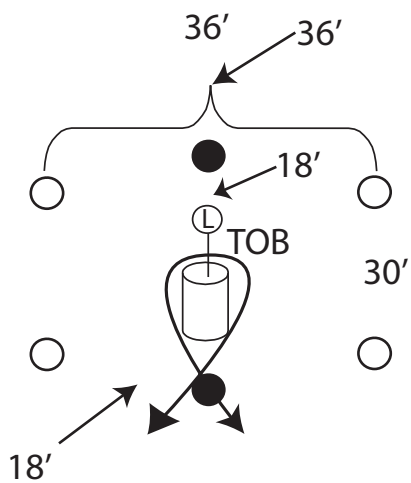
36'

●

18'

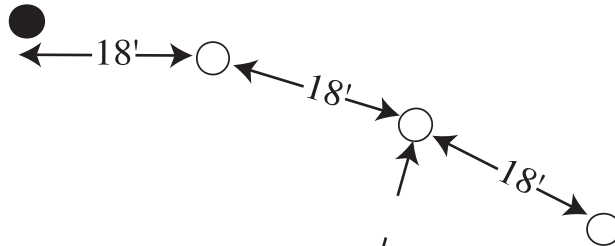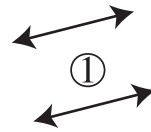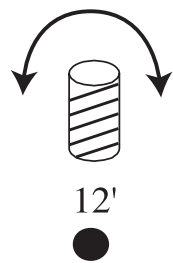- Timer

Course 28 - Certified

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

Rifle/Shotgun Course

12'

TOB

30'

30'

20'

24'

18'

18'
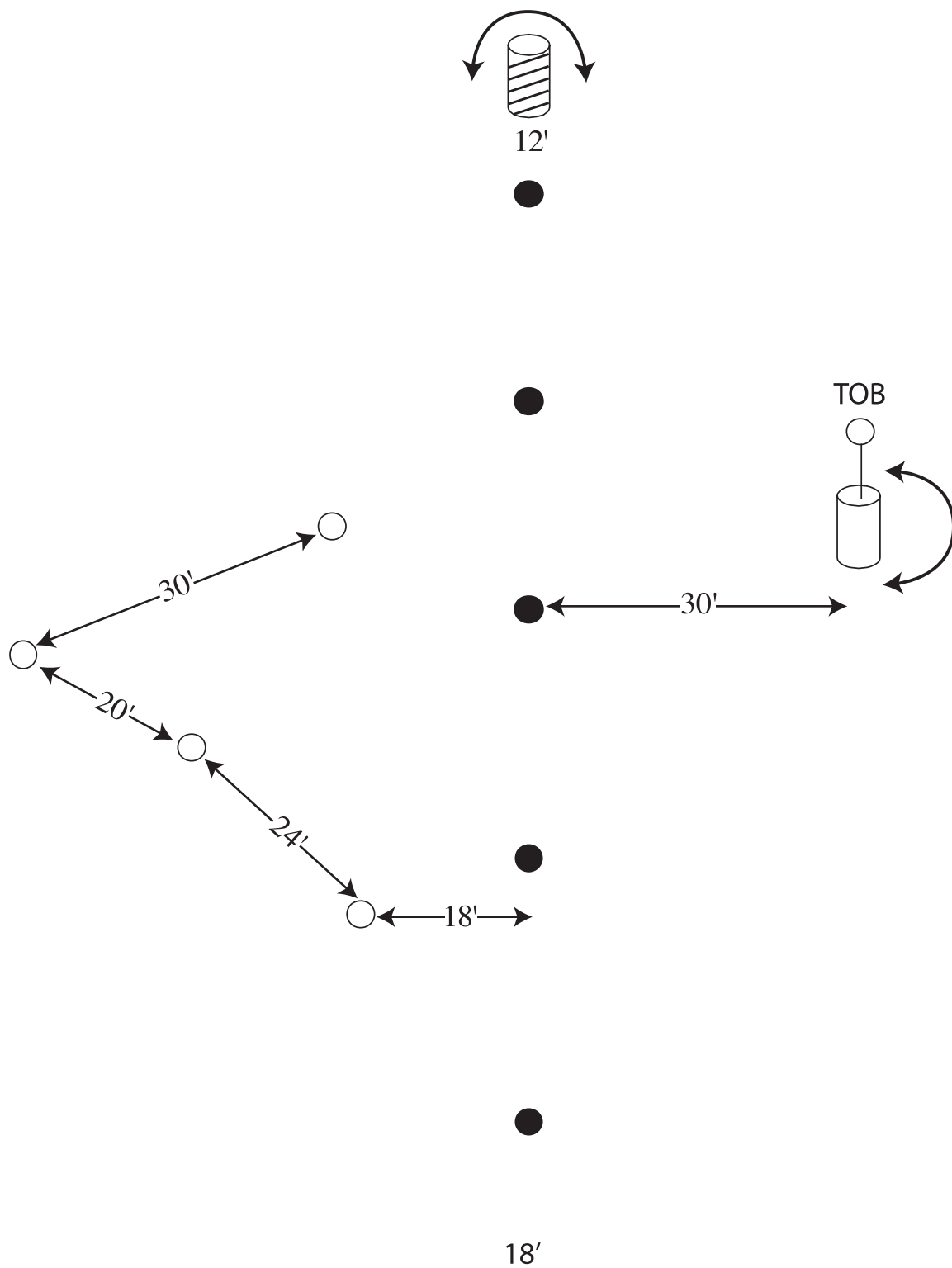
Start/Finish

#29

B. Engage the entire Random course first, then round the Random barrel
Procedurals: 2, 3
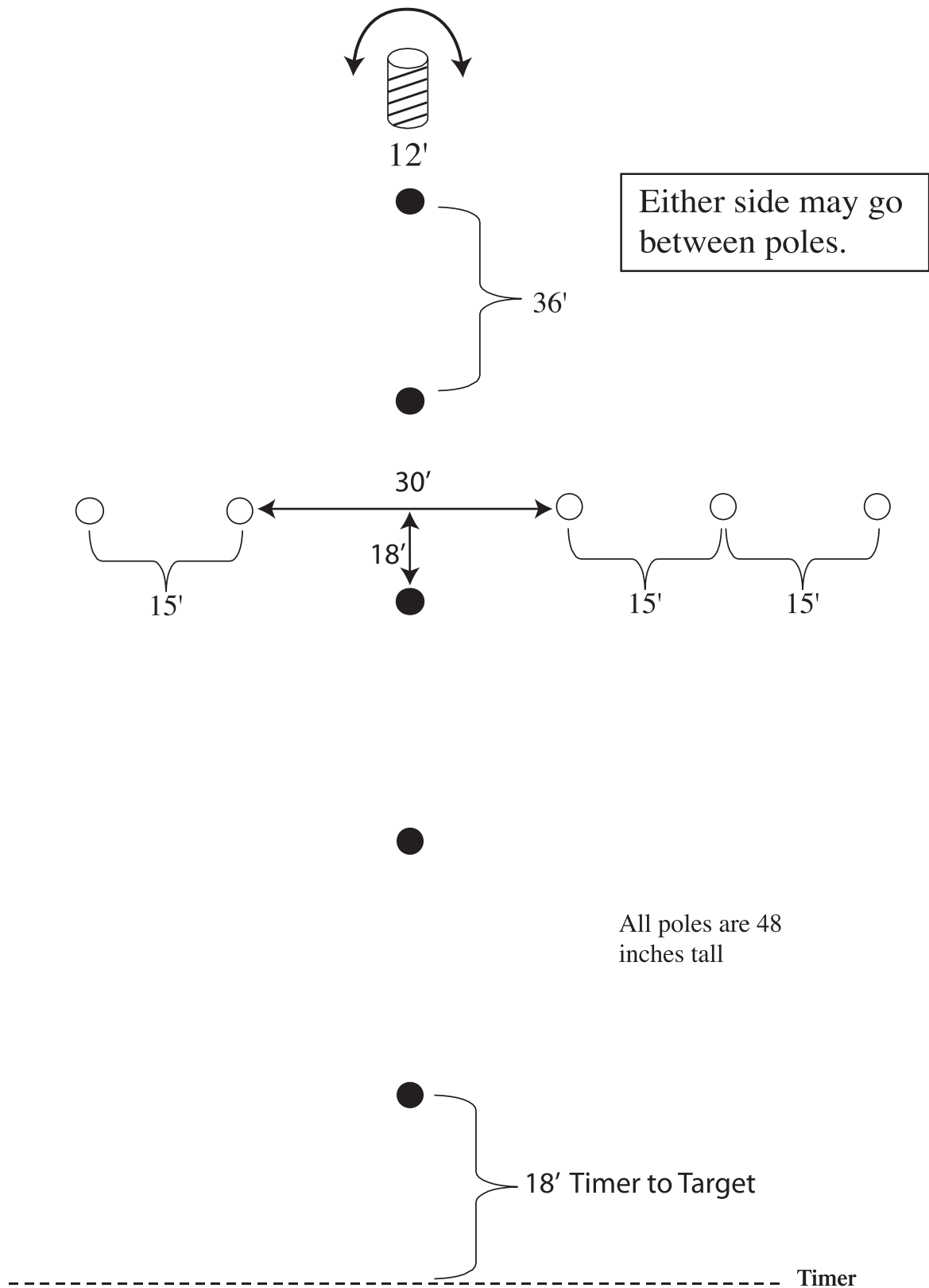Rifle/Shotgun Course
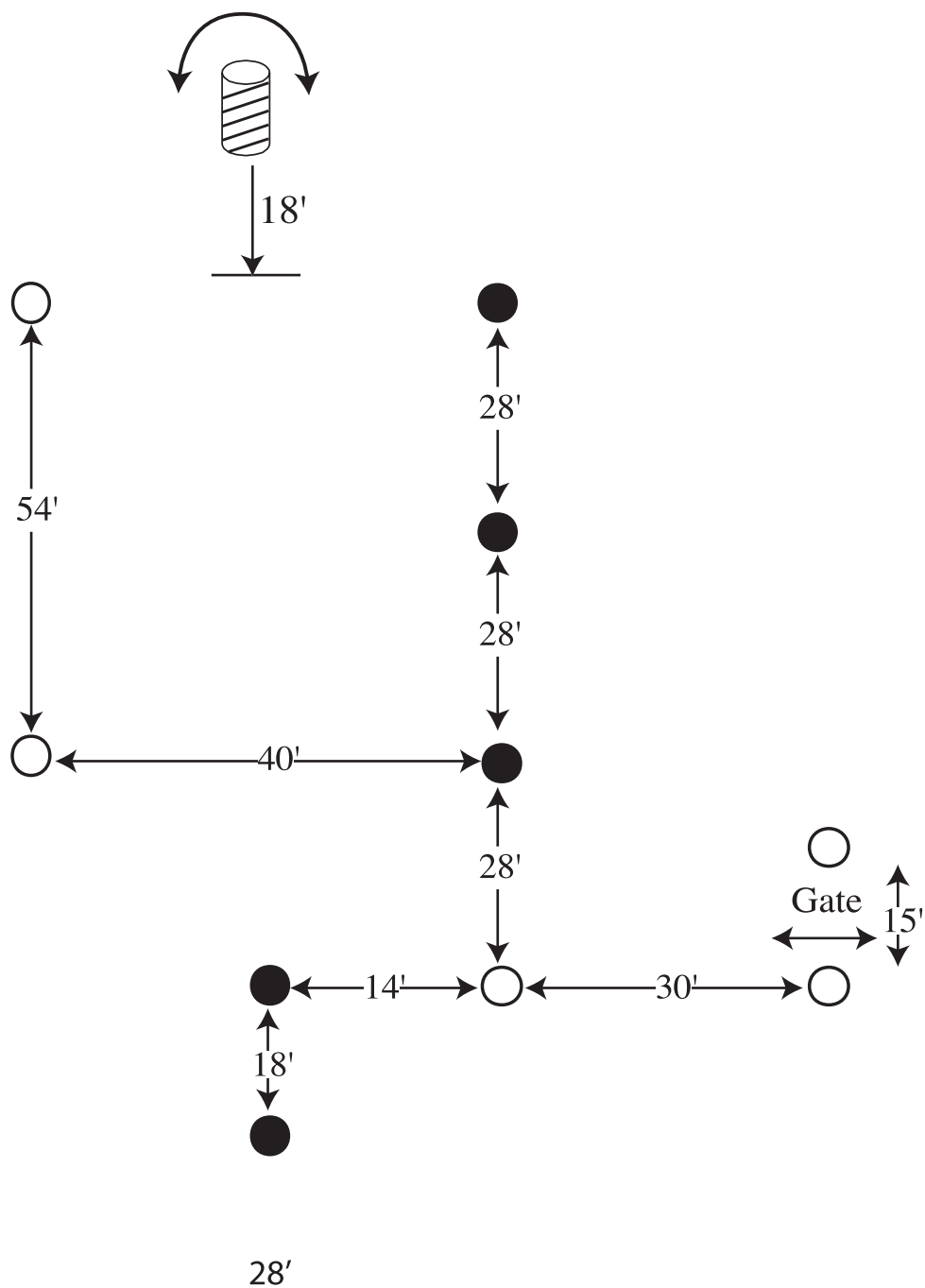
12'

①

←—18'—→ ◯ ←—18'—→ ◯ ←—18'—→ ◯

18'

18'

Start/Finish

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

COURSE 31

12'

●

Either side may go between poles.

36'

●

30'

○   ○ ←————————→ ○   ○   ○

18'

●

15'   15'   15'

●

All poles are 48
inches tall

●

18' Timer to Target

- Timer

Course 32 - Certified

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

Rifle/Shotgun Course

18'

54'

28'
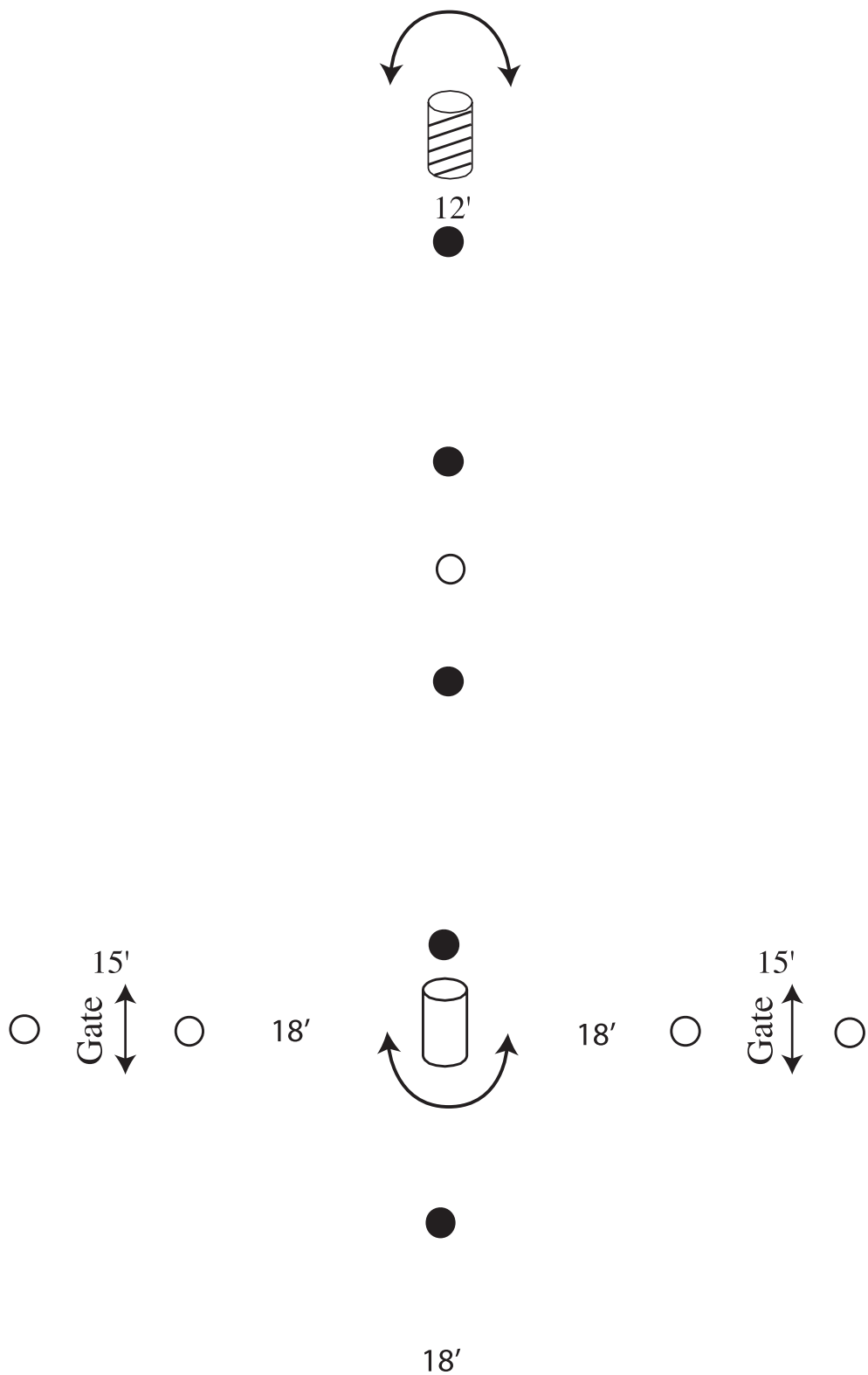
28'

40'

28'

Gate 15'

14' 30'

18'

28'

Start/Finish   #34

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

12'

36'

32'

39'

36'

14'

39'

36'

30'

30'

18'
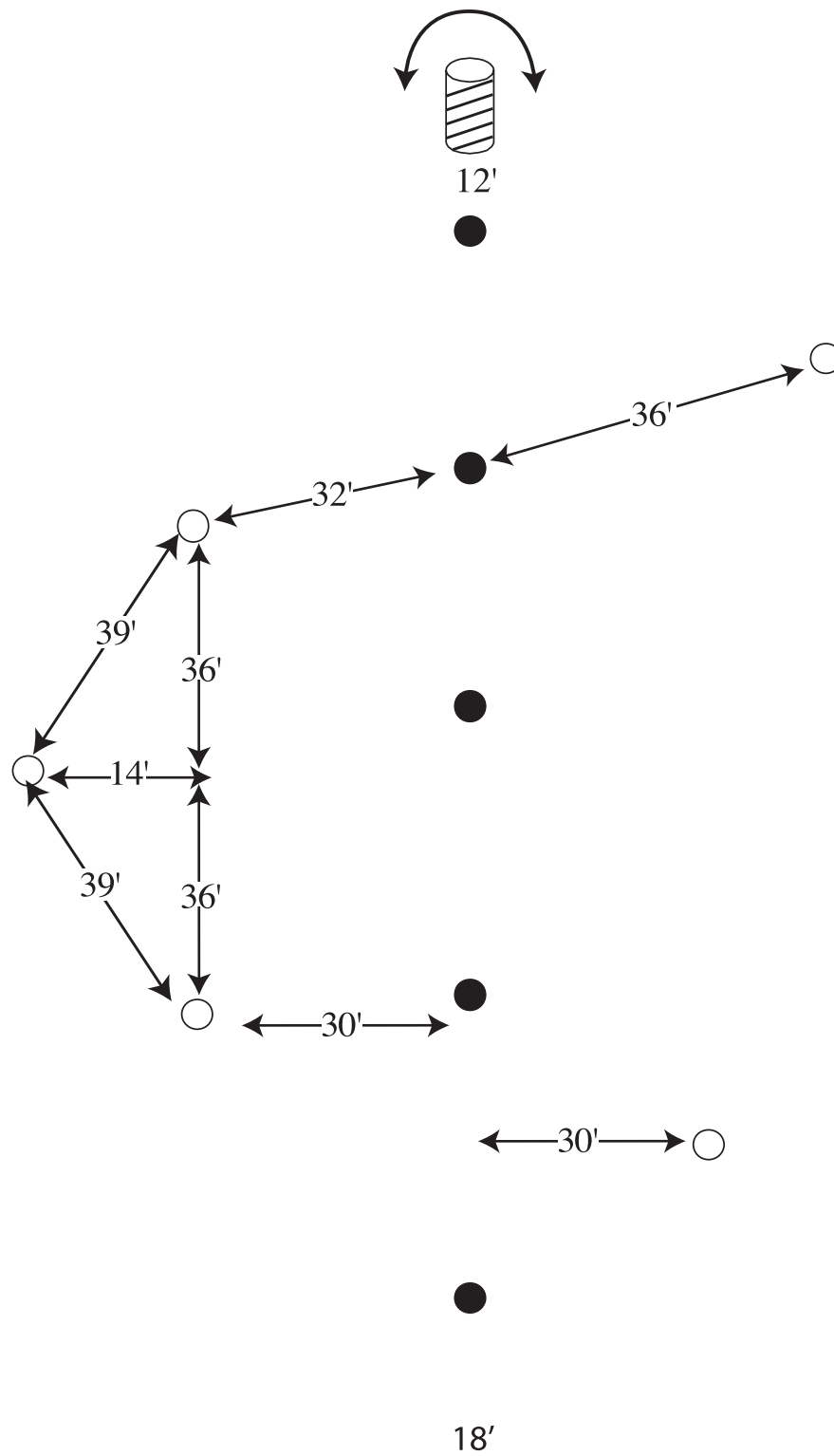
| Start/Finish | #35 |

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

12'

15'

Gate

18′

18′

Gate

15'

18′

Start/Finish

#36

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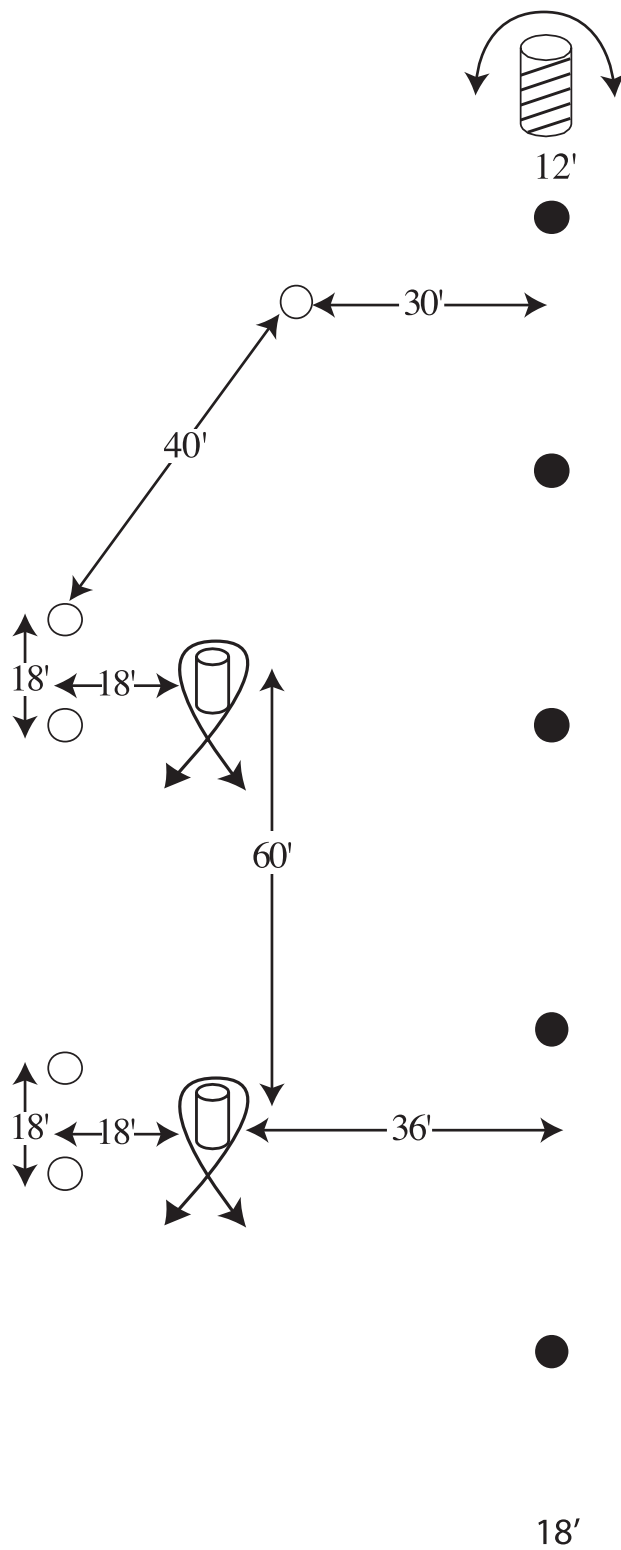Procedurals: 2, 3, 4

Rifle/Shotgun Course

COURSE 36

18'

24'

36'   36'

60'

36'   36'

24'

30'   30'

Short

36'   36'

60'

28'

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

12'

36'   36'

←——15'——→
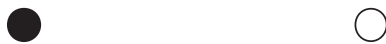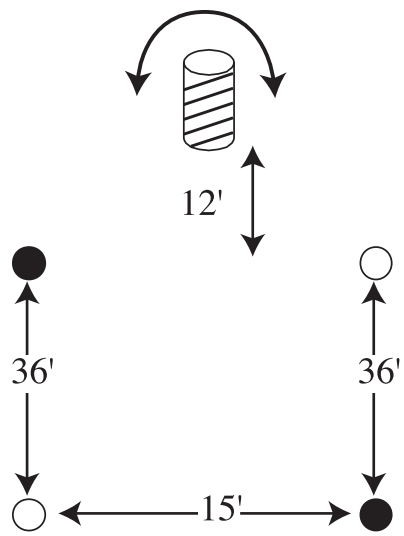
18'

Start/Finish   #40

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

12'

30'

40'

18' ←18'→

60'

18' ←18'→ 36'

18′
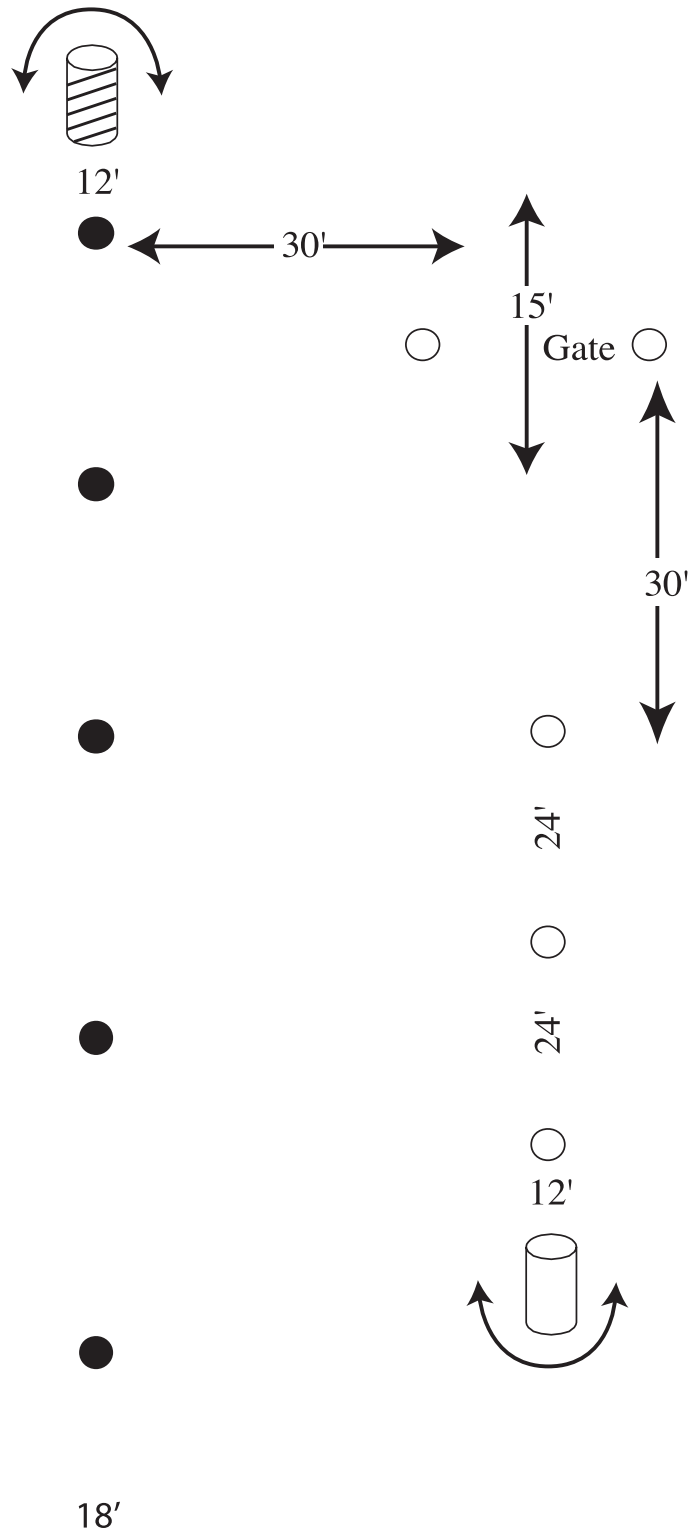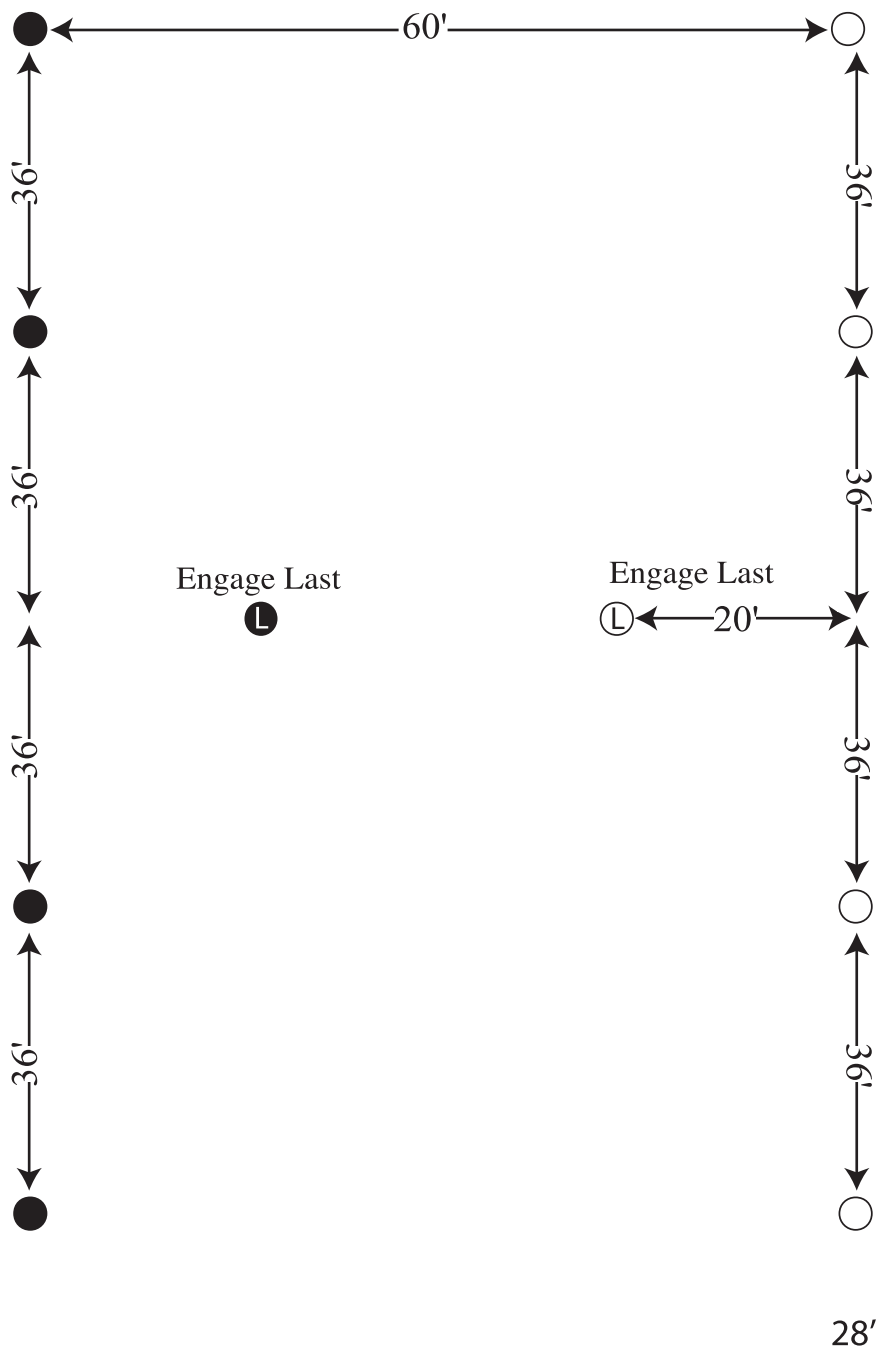
Start/Finish

#41

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

TOB

18'

90'

72'

40'   17.5'   40'

72'

90'

18'

36'   32'   18'

40'

28'

Start/Finish   #42

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

12'

←————30'————→

15'

○ Gate ○

30'

24'

24'

○

12'

18'

Start/Finish   #43

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

60'

36'

36'

36'

36'

36'

36'

36'

36'

Engage Last

Engage Last

L

Ⓛ ←—20'—→

Ⓛ

28'

| Start/Finish | #45 |

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

36'

18'   18'   18'   18'

72'

18'   18'   18 '   18'

28'

Start/Finish   #46

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

12'

Short

9'

25'   25'

30'   18'   30'

18'

Start/Finish   #47

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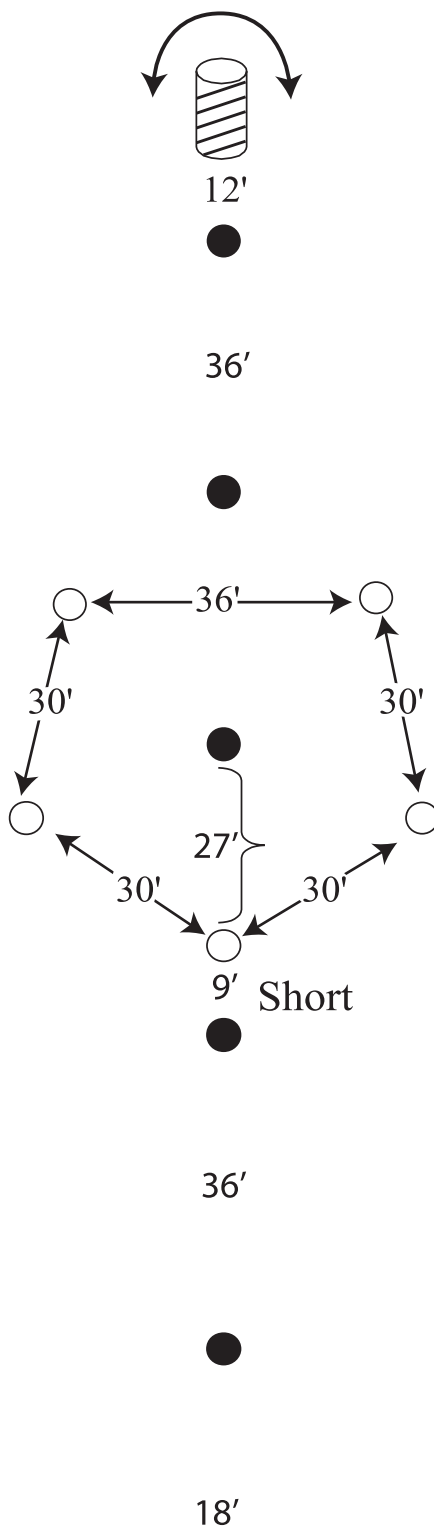Procedurals: 2, 3

Rifle/Shotgun Course
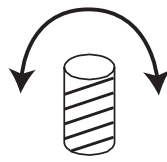
12'

9' Short

30'   30'

36'   36'

36'   36'

75'

18'

Start/Finish

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

Rifle/Shotgun Course

12'

50'

36'   36'

○ Short

90'

18'
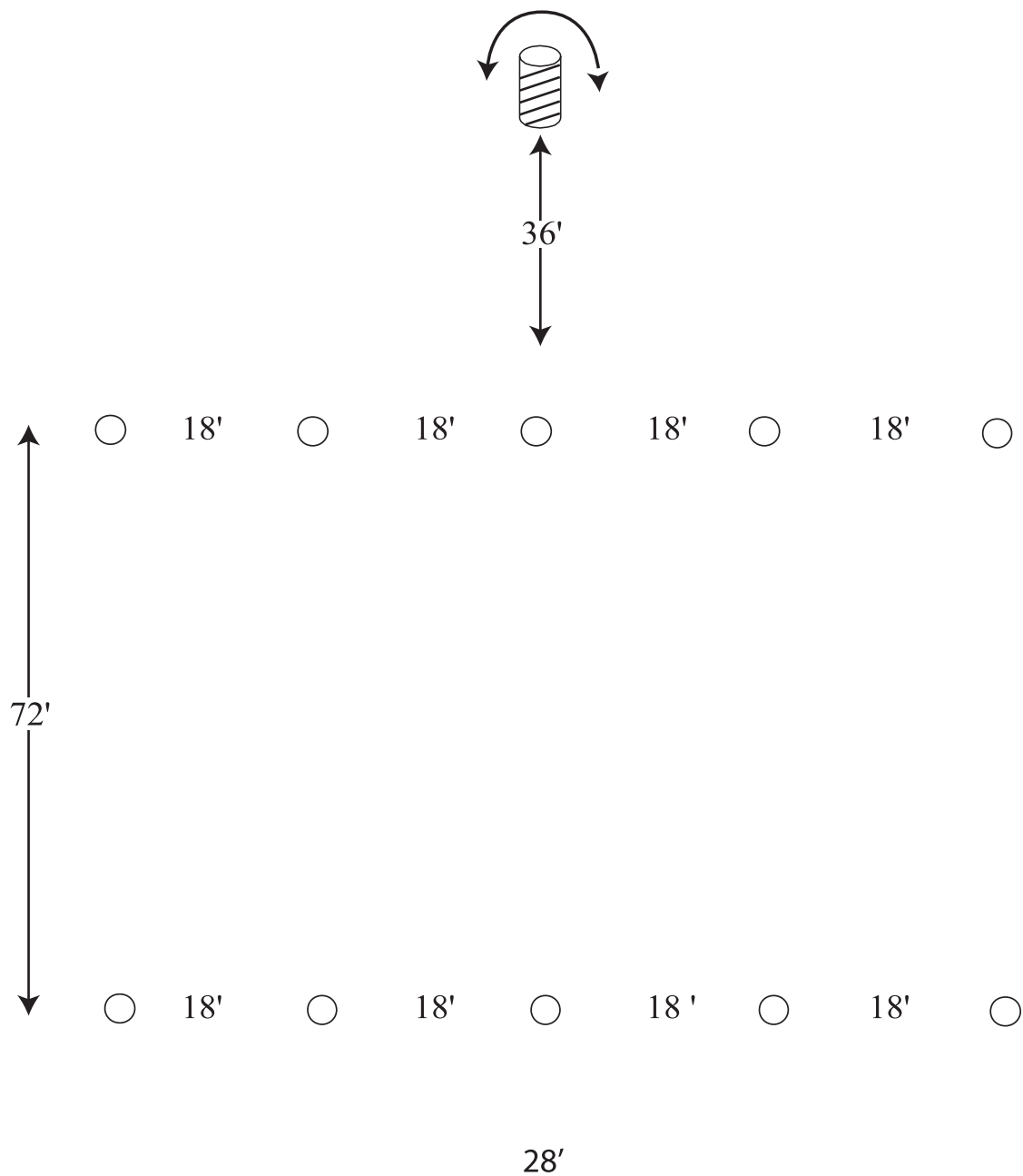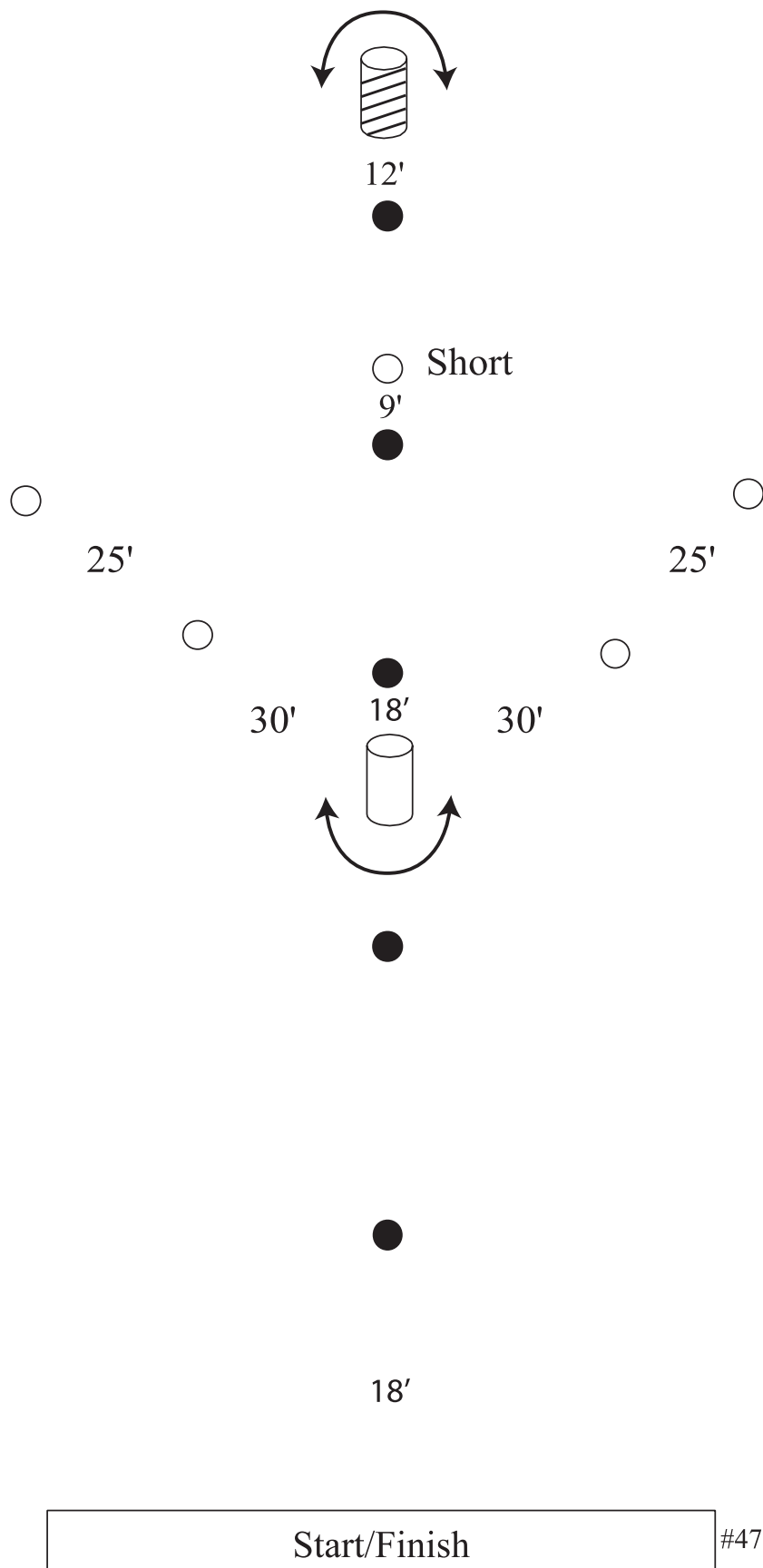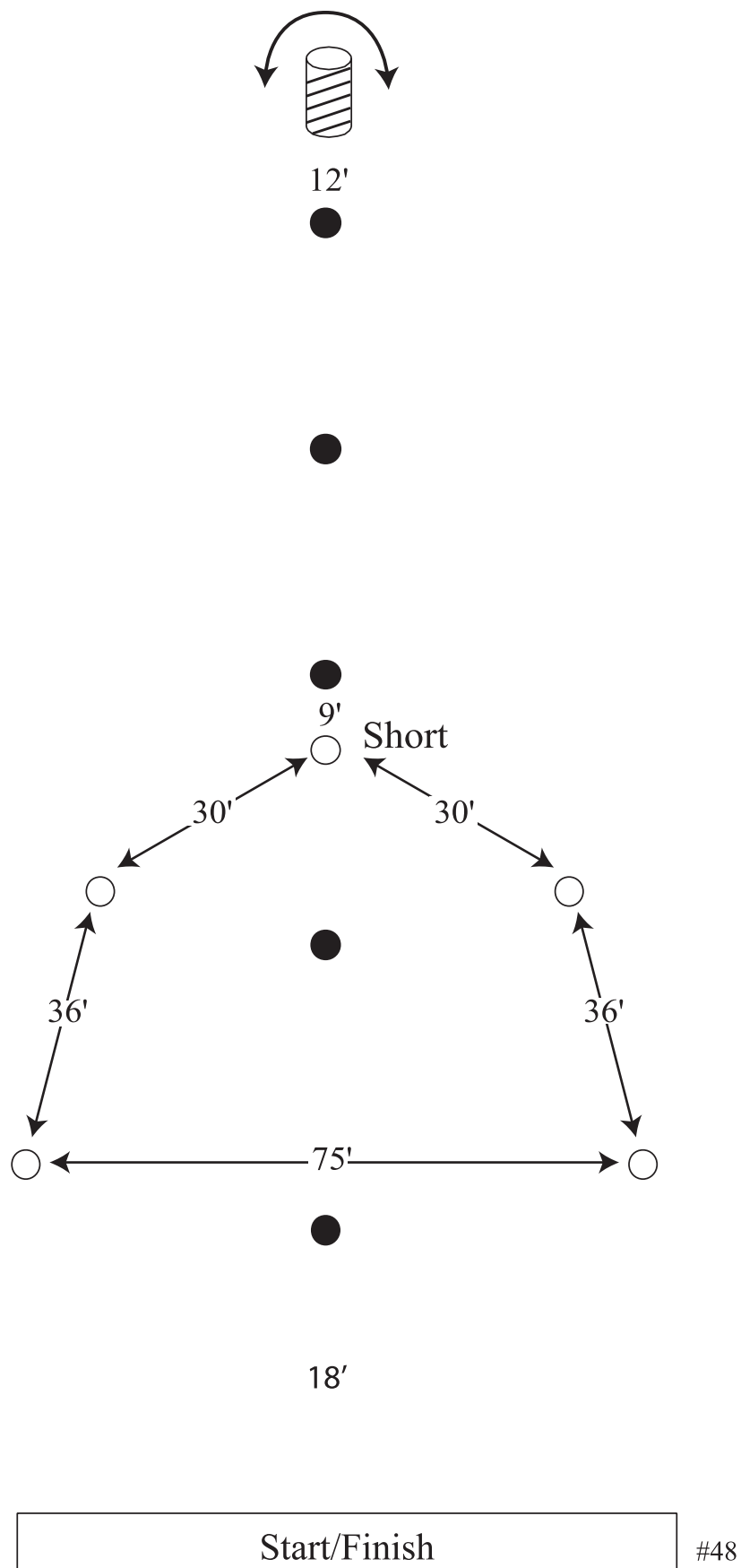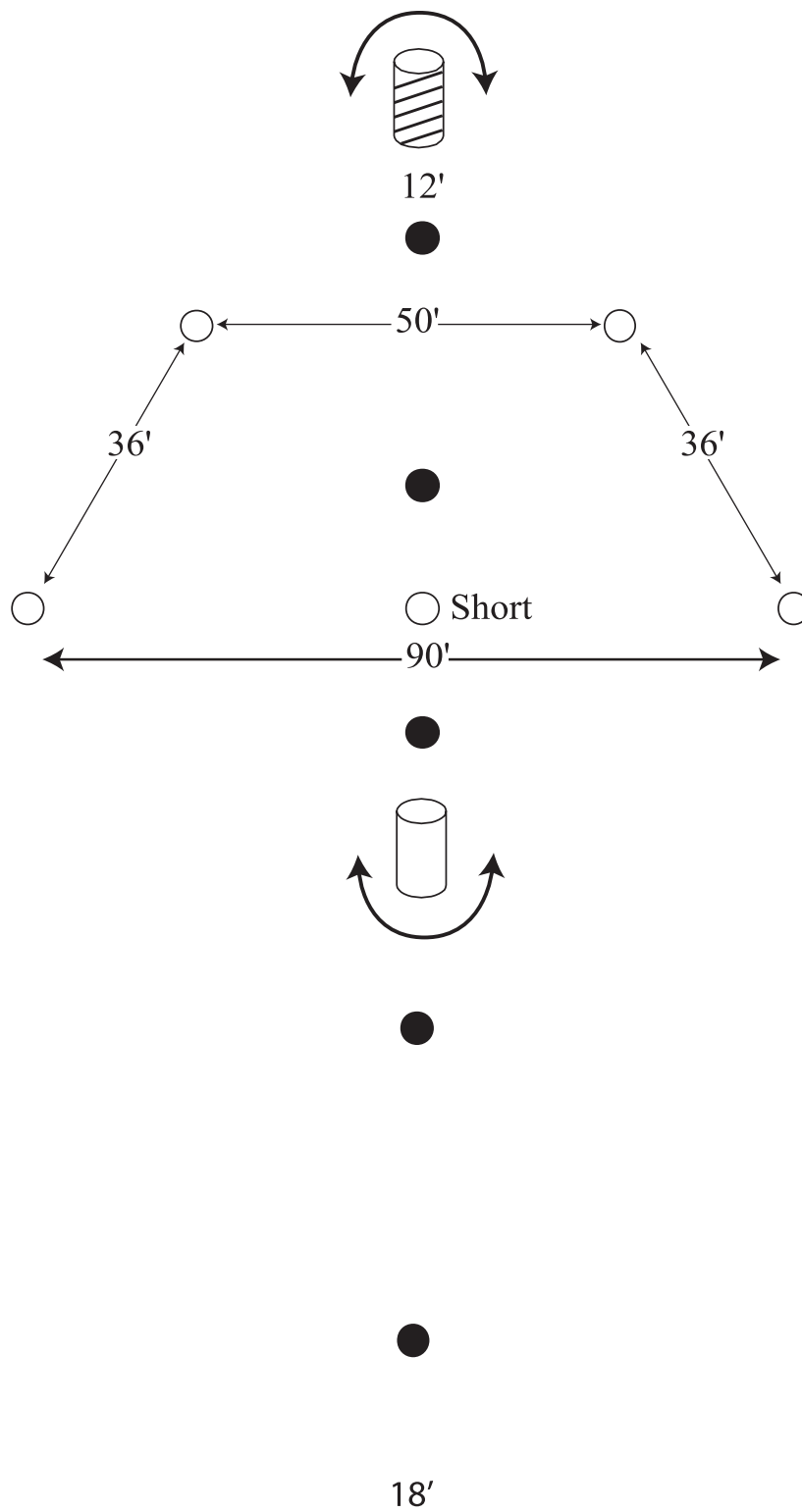
Start/Finish   #49

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

Rifle/Shotgun Course

12'

36'

36'

30'   30'

27'

30'   30'

9' Short

36'

18'

Course 50 - Certified

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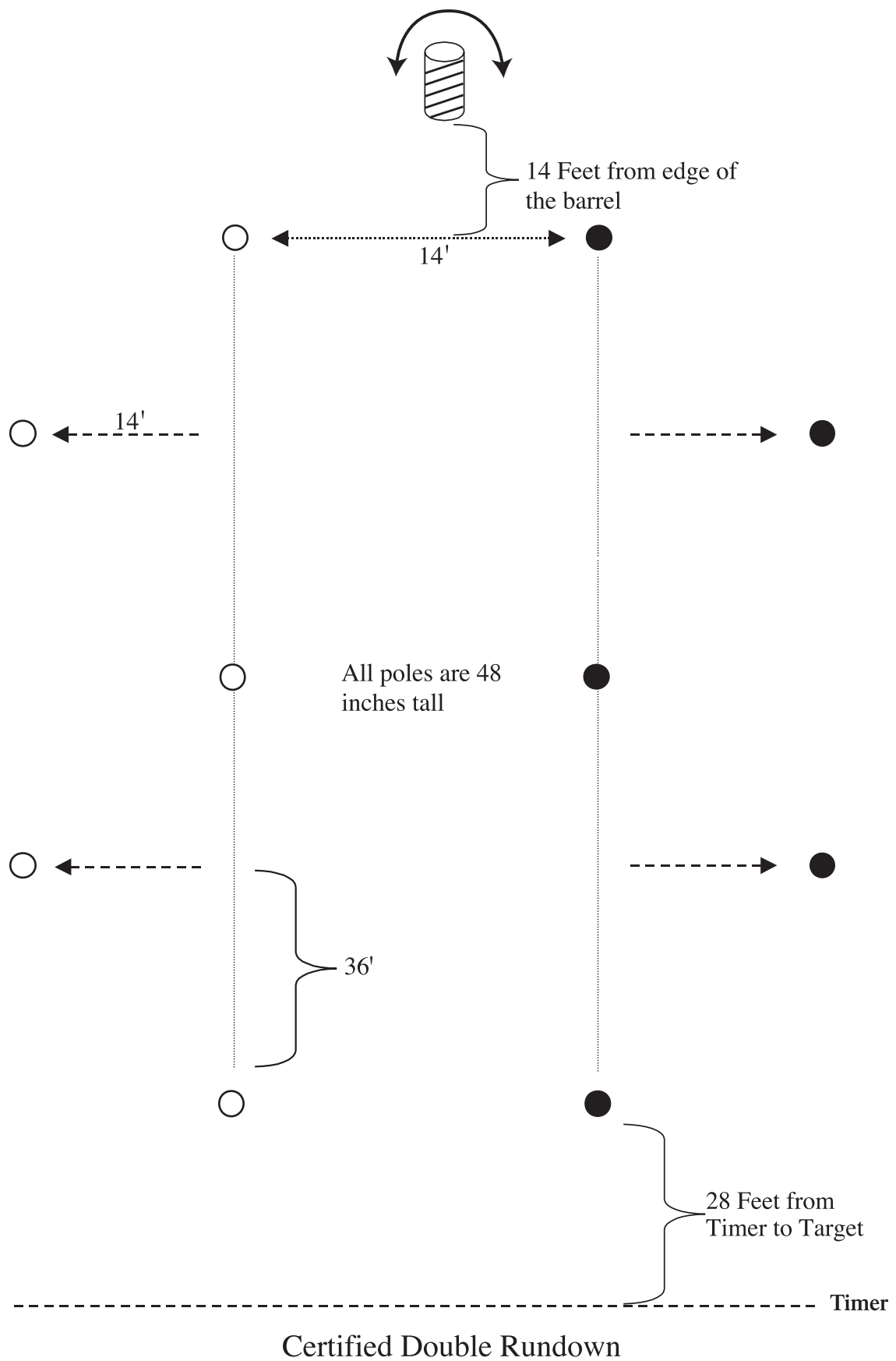
Procedurals: 2, 3

Rifle/Shotgun Course

6'

33'

30'

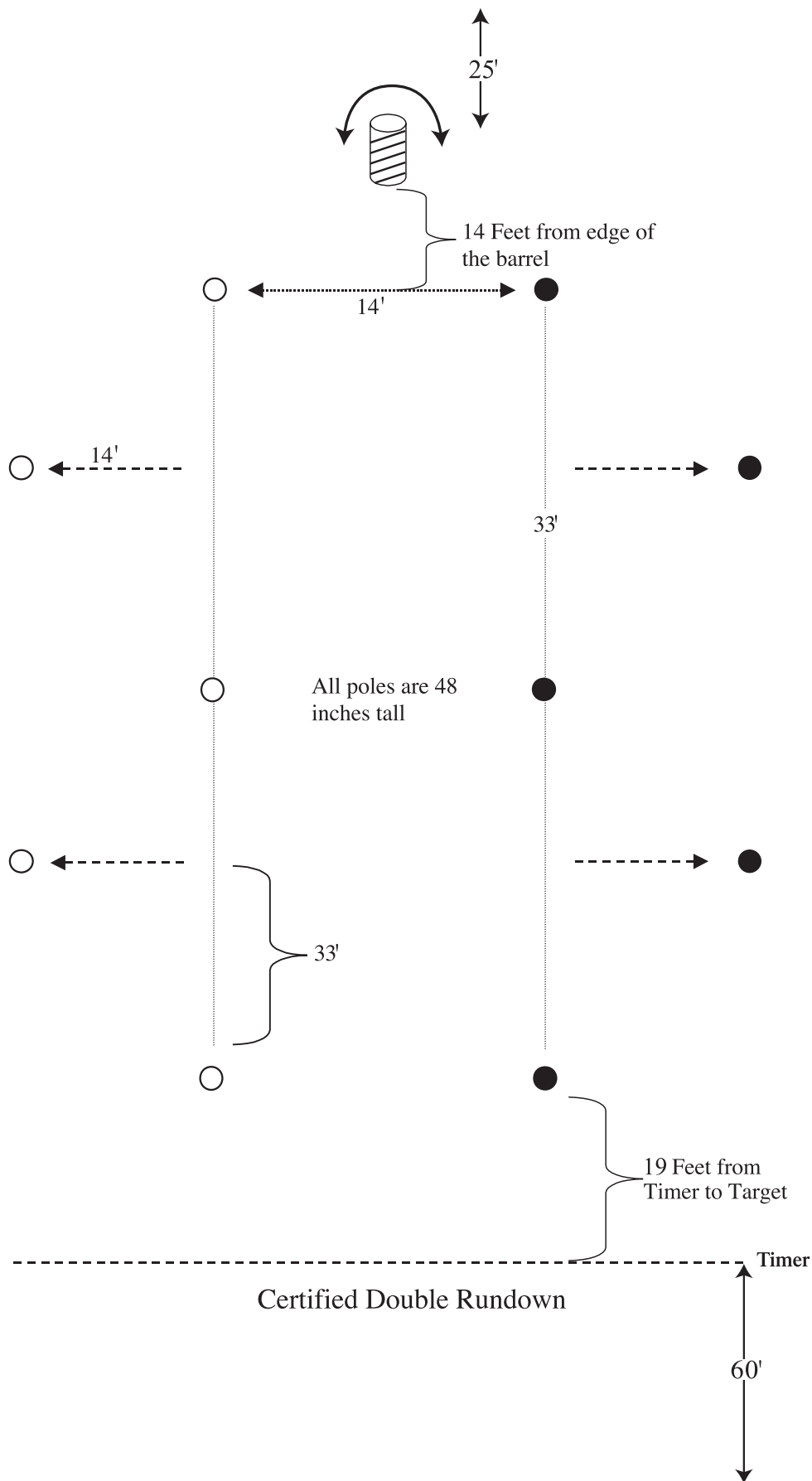25'   25'

24'

25'   25'

Short 9'
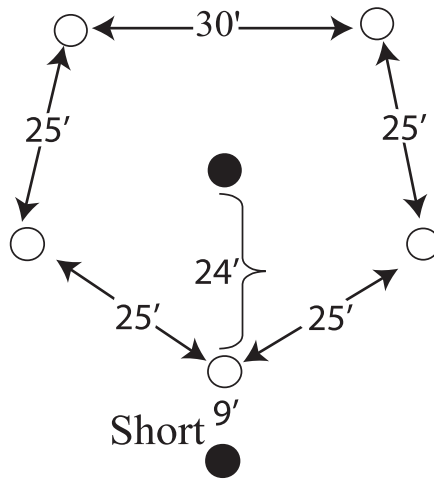
33'

14'

- Timer

Course 50s - Certified
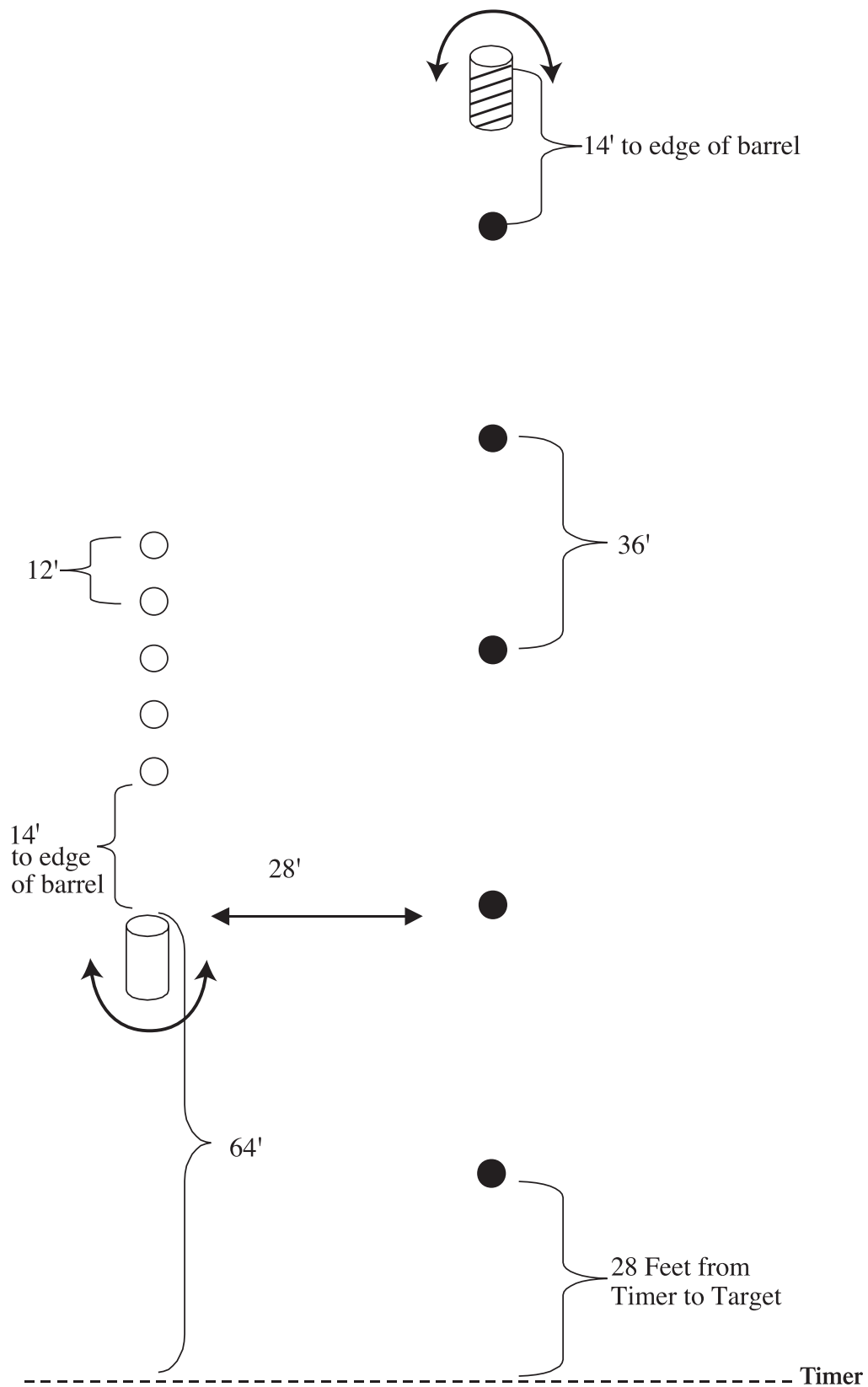
E. Engage all light targets first, then round the Rundown barrel.
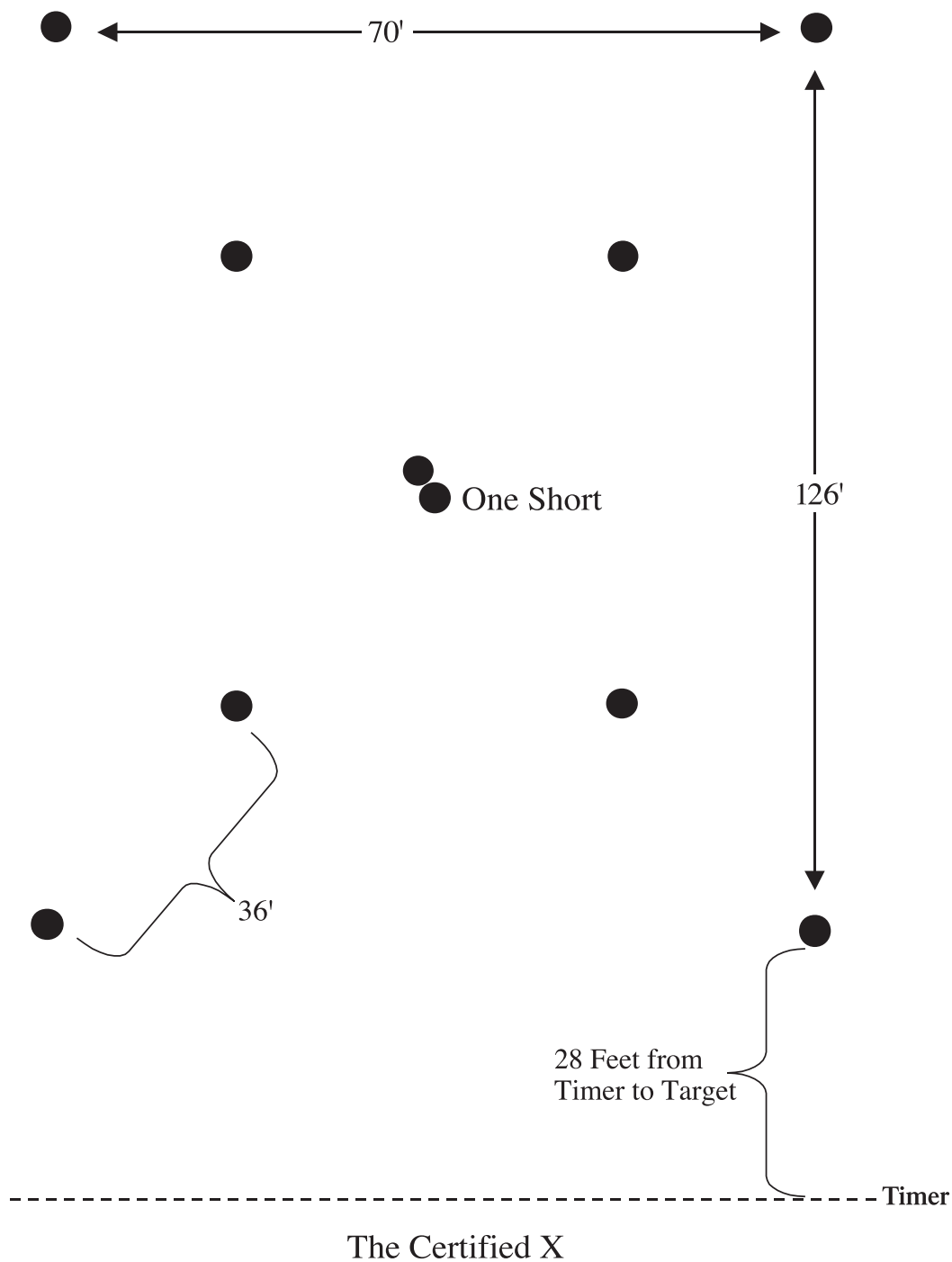
Procedurals: 2, 3

Rifle/Shotgun Course

14 Feet from edge of
the barrel

14'

14'

All poles are 48
inches tall

36'

28 Feet from
Timer to Target

Timer

Certified Double Rundown

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

25'

14 Feet from edge of
the barrel

14'

14'

33'

All poles are 48
inches tall

33'

19 Feet from
Timer to Target

Timer

Certified Double Rundown

60'

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

14' to edge of barrel

36'

12'

14'
to edge
of barrel

28'

64'

28 Feet from
Timer to Target

Timer

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

70'

126'

One Short

36'

28 Feet from
Timer to Target

Timer

The Certified X

D. 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.
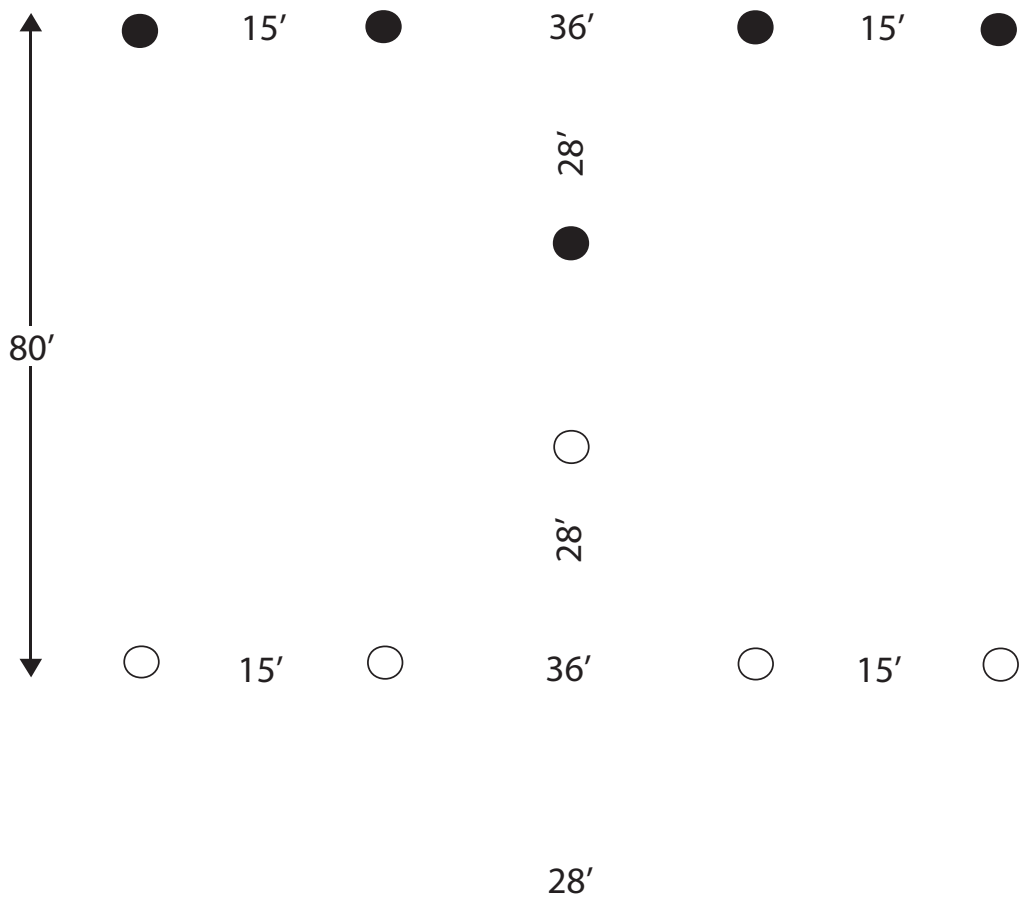
| ◄— 30' —●— | ◄————————— 65' —————————► | ●— 30' —► |

One Short

126'

36'

28 Feet from
Timer to Target

Timer

The Certified X

60'

D. 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.

24'

●   ●   ●

36'   36'

72'

24'

○   ○   ○

36'   36'

28'

- Timer

| Start/Finish | #55 |

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

● 15′ ● 36′ ● 15′ ●

28′

●

80′

○

28′

○ 15′ ○ 36′ ○ 15′ ○

28′

-- Timer

Start/Finish   #57

F. Engage 5 of one color, then engage 5 of the other color.
Procedurals: 1
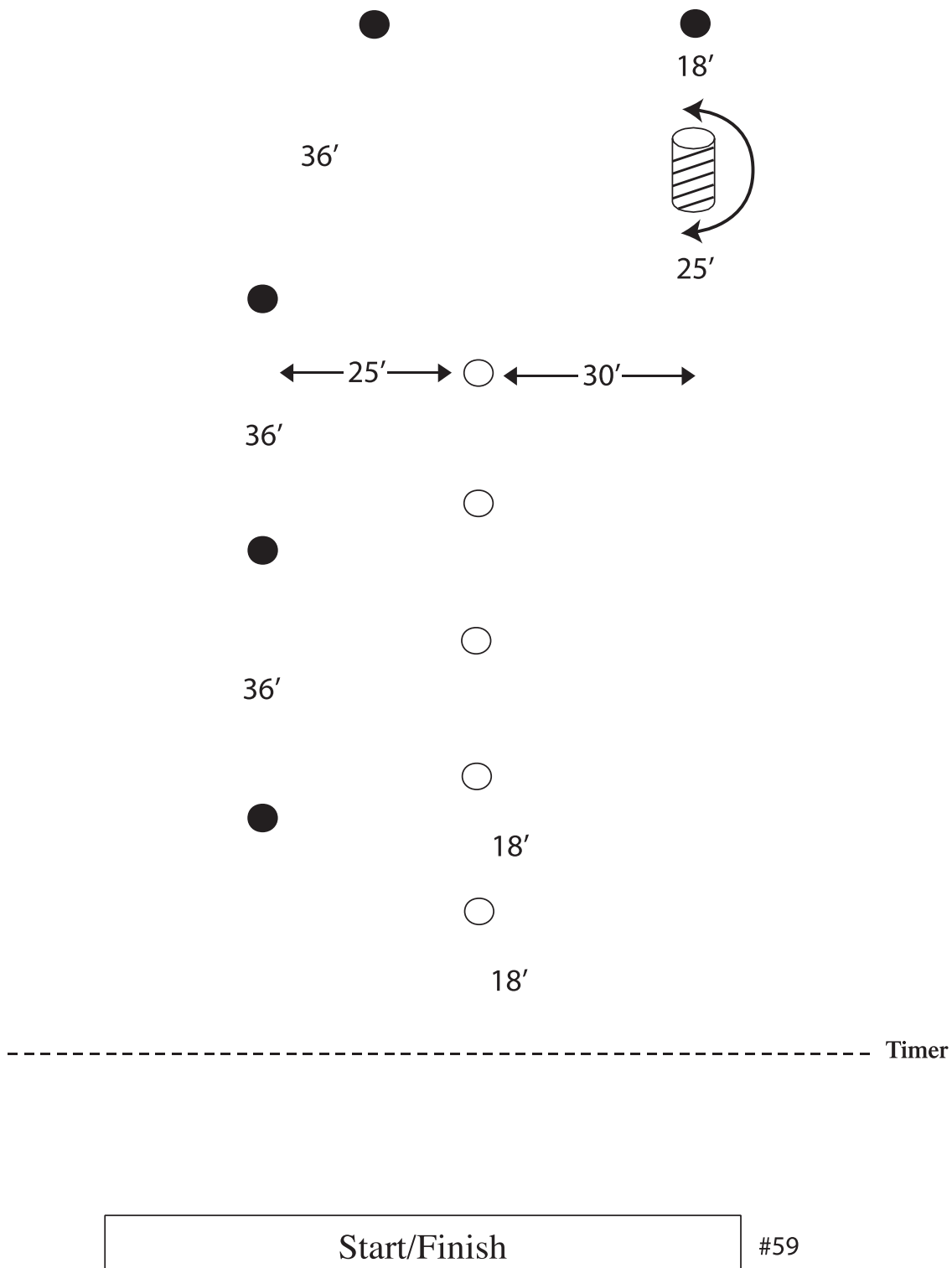
18′

36′

25′

←—25′—→ ○ ←—30′—→

36′

36′

18′

18′

- Timer

Start/Finish   #59

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

TOB

21′   15′

○ 30′

Gate

○ 21′ ●

36′

○ ●

●

18′

| Start/Finish | #60 |

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

○

18'

○ ←—50'—→ ○

30'

○ ←——65'——→ ○

36'

● ←——65'——→ ●

30'

● ←—50'—→ ●

18'

●

18'

-- Timer
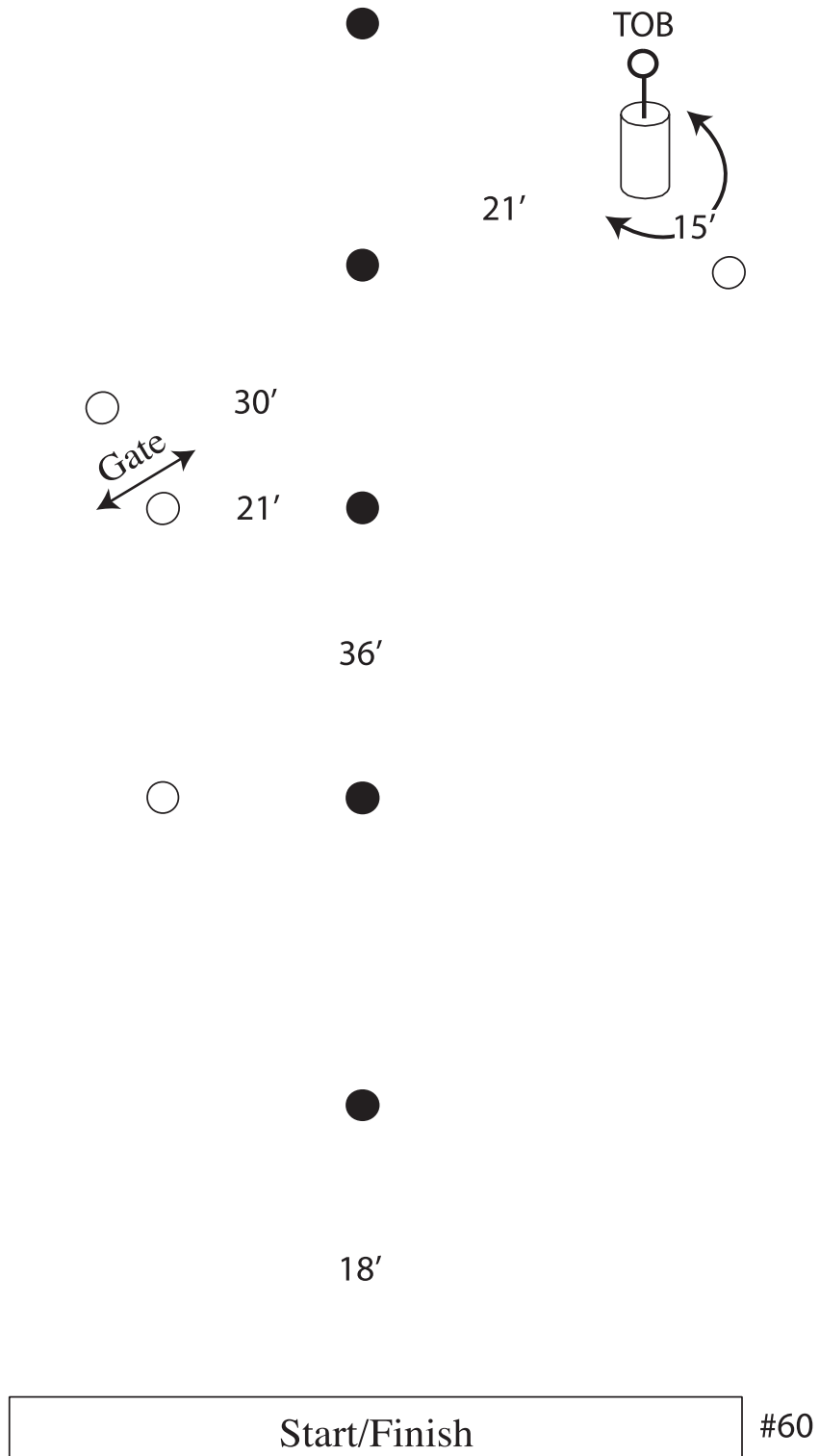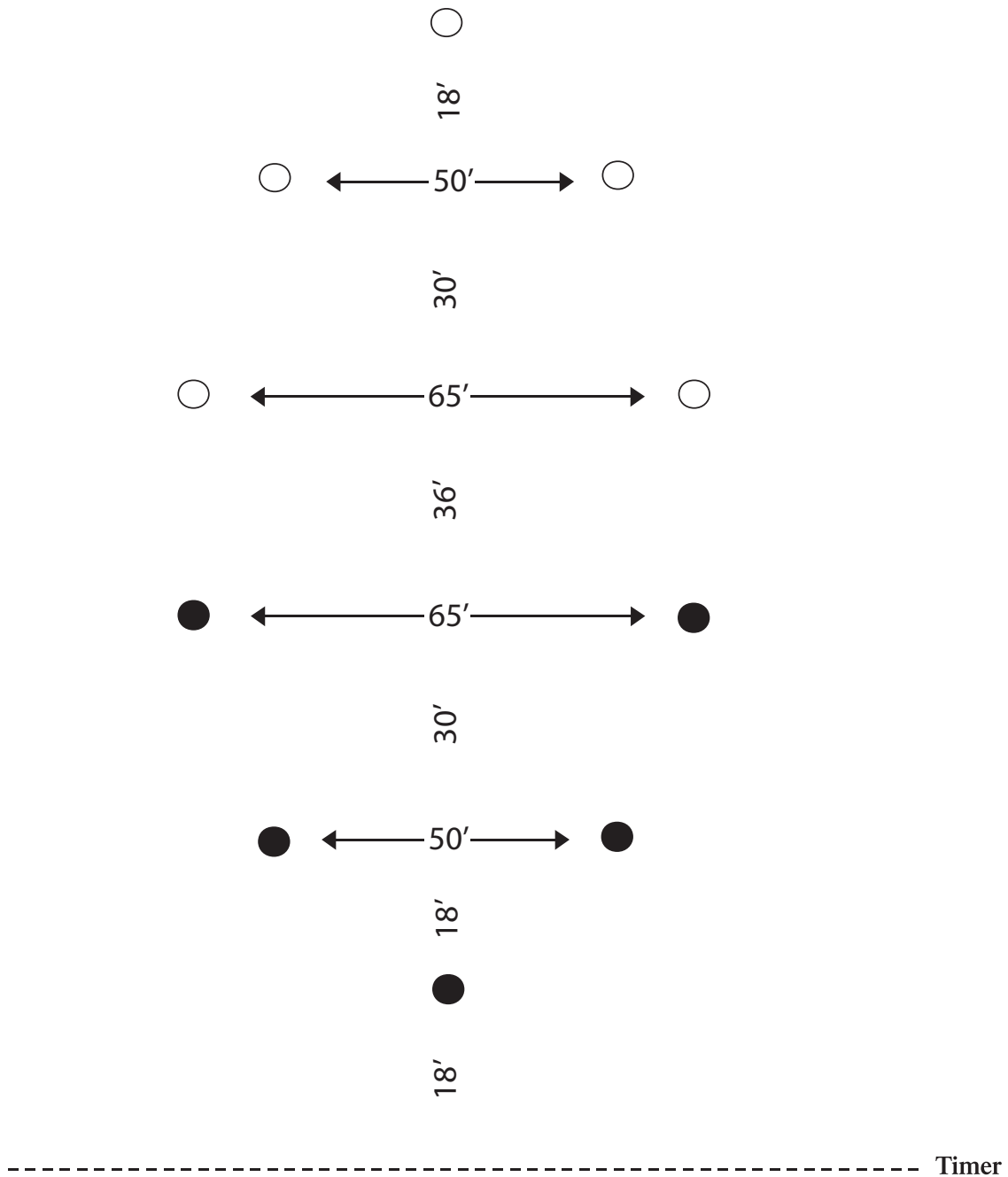
| Start/Finish | #61 |

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

COURSE 61

30'

12'

2'

36'   36'

36'   36'

42'   Gate   24'
        15'

36'   36'

18'

30'   36'

18'

9'

18'

Wall

Timer
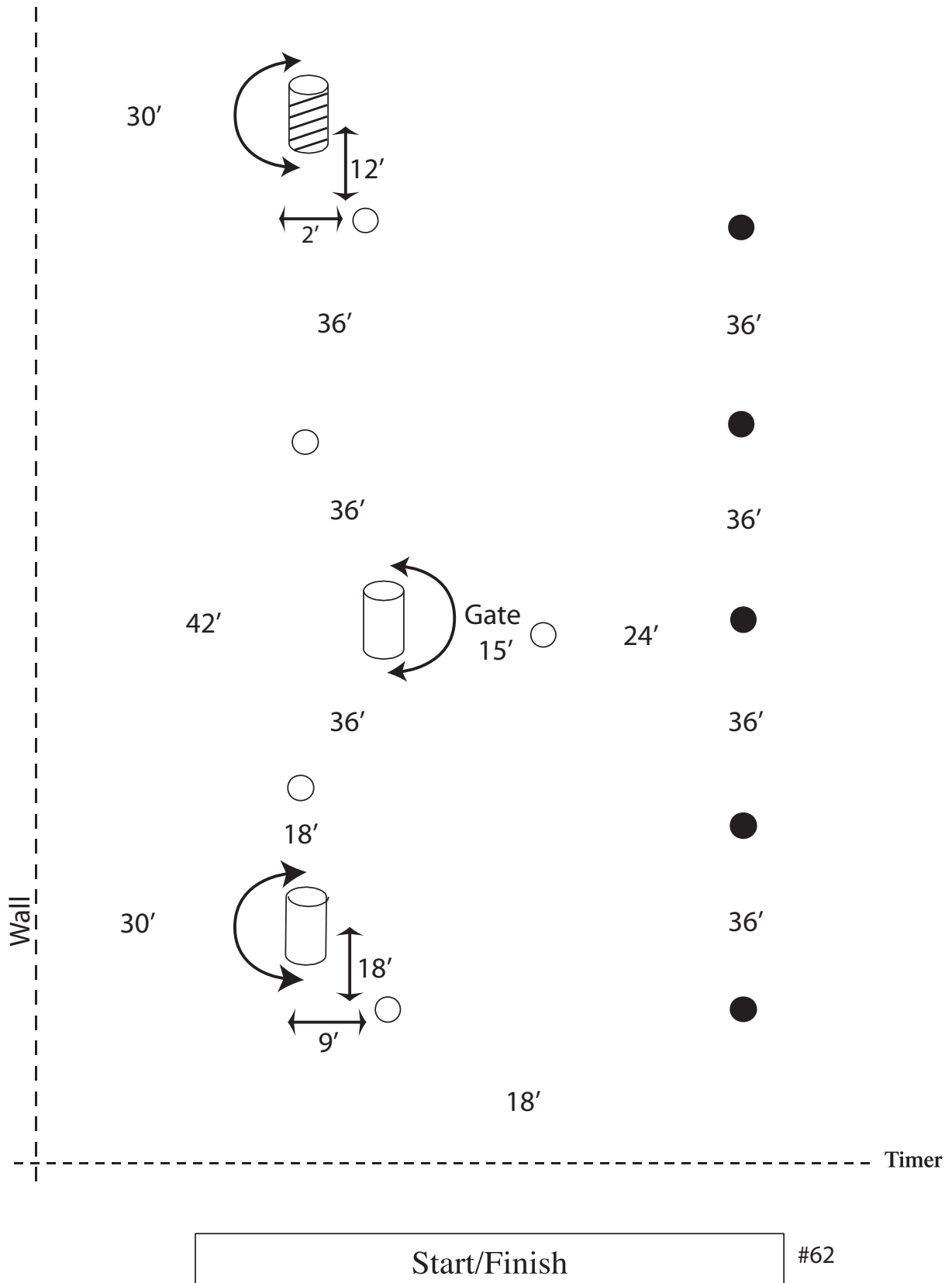
Start/Finish   #62

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

30′

Gate

19′

12′

12′

12′

6′
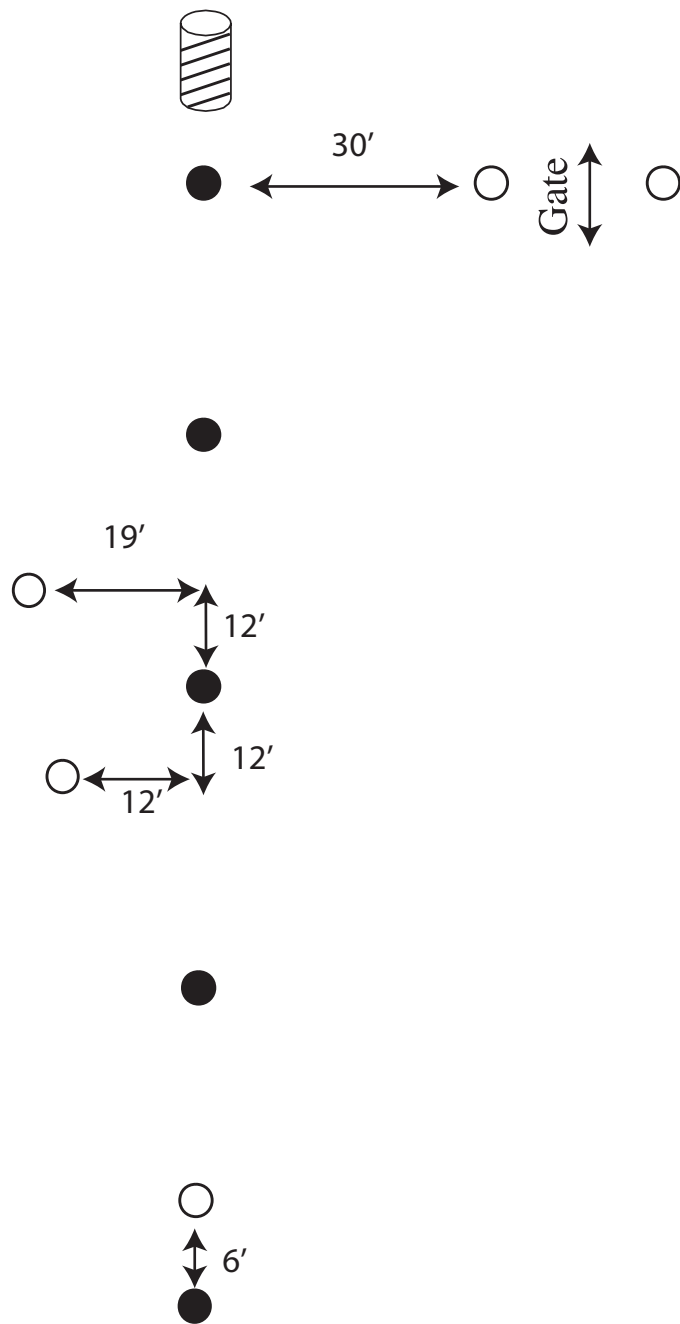
Start/Finish

#63

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

COURSE 63

36'

Engage Target on Barrel Last.

30'

L

TOB

30'

15'

36'

Engage Target on Barrel Last.

30'

L

TOB

30'

30'

15'
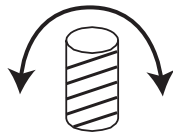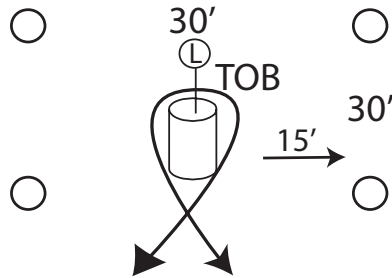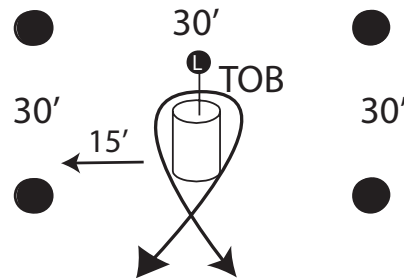
18'

- Timer

Course 64

Engage 5 of one color, round the Rundown barrel, engage 5 of the other color, round the barrel.
Procedurals: 2, 3
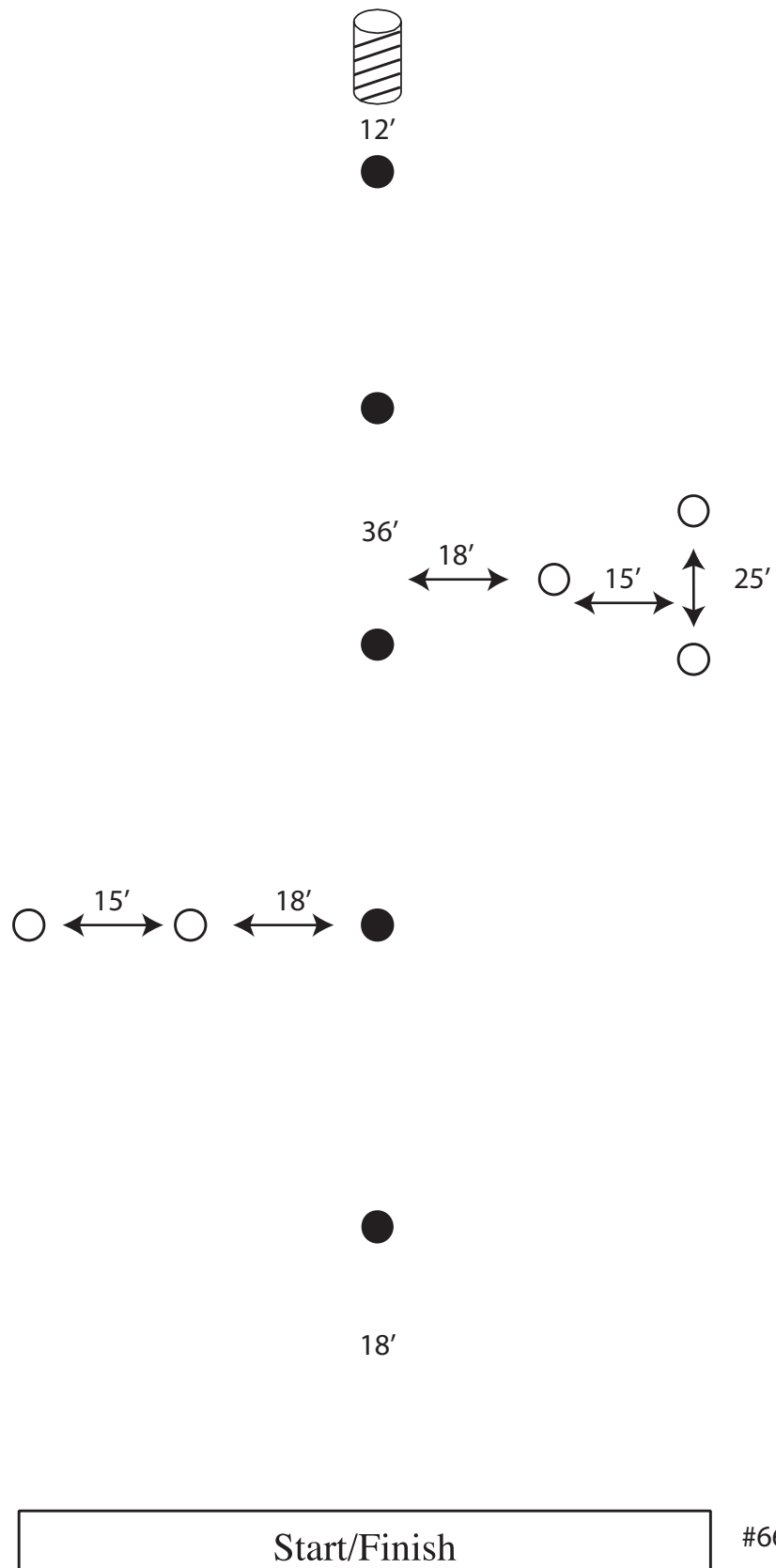
12′

36′

18′ ⟷ ◯ 15′ ⟷ ↕ 25′

15′ ⟷ ◯ 18′ ⟷ ●

18′

Start/Finish
#66

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

Rifle/Shotgun
Course

12′

21′

6′

Gate

6′

36′

15′

18′

15′

15′

Gate

18′

Start/Finish

#68

H. Engage the entire Random course first, then round the Rundown barrel.
Procedurals: 1, 2, 3, 4

25'

12'

36'

30'

12'

20'   12'

12'

18'
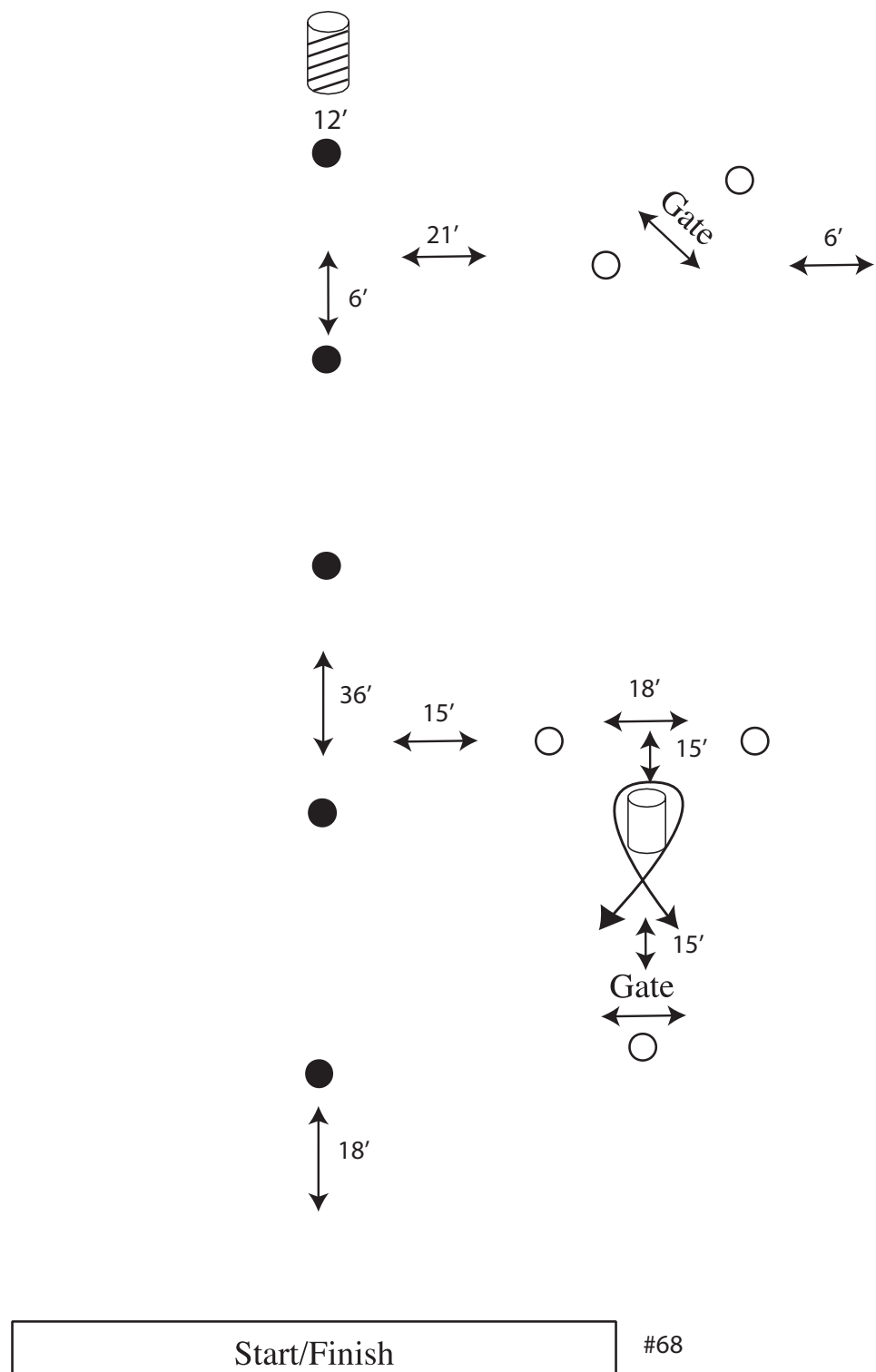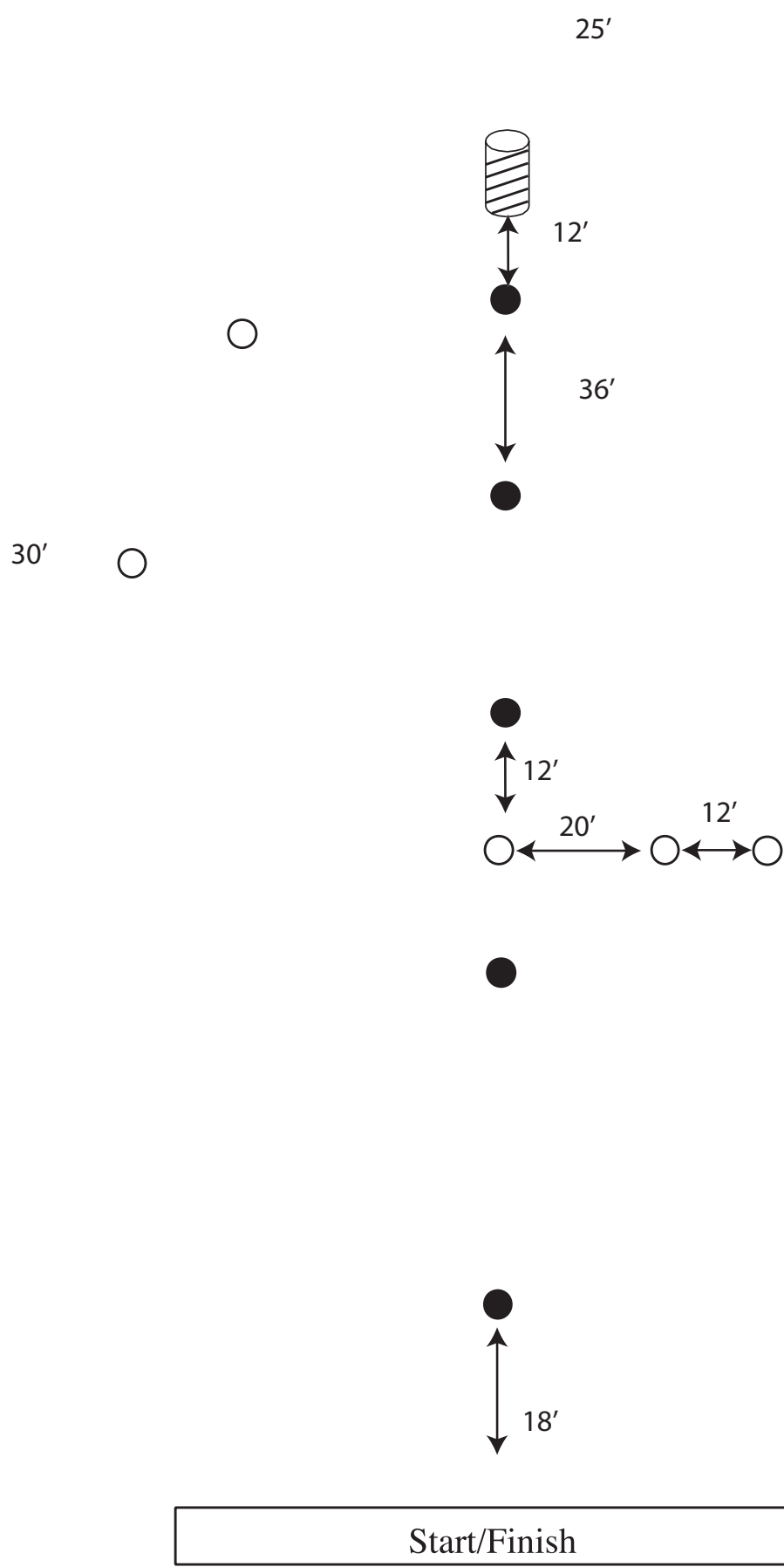
Start/Finish   #69

E. Engage all light targets first, then round the Rundown barrel.
Procedurals: 2, 3
Course 69

Gate

Gate

60′

36′

Gate

Gate

18′
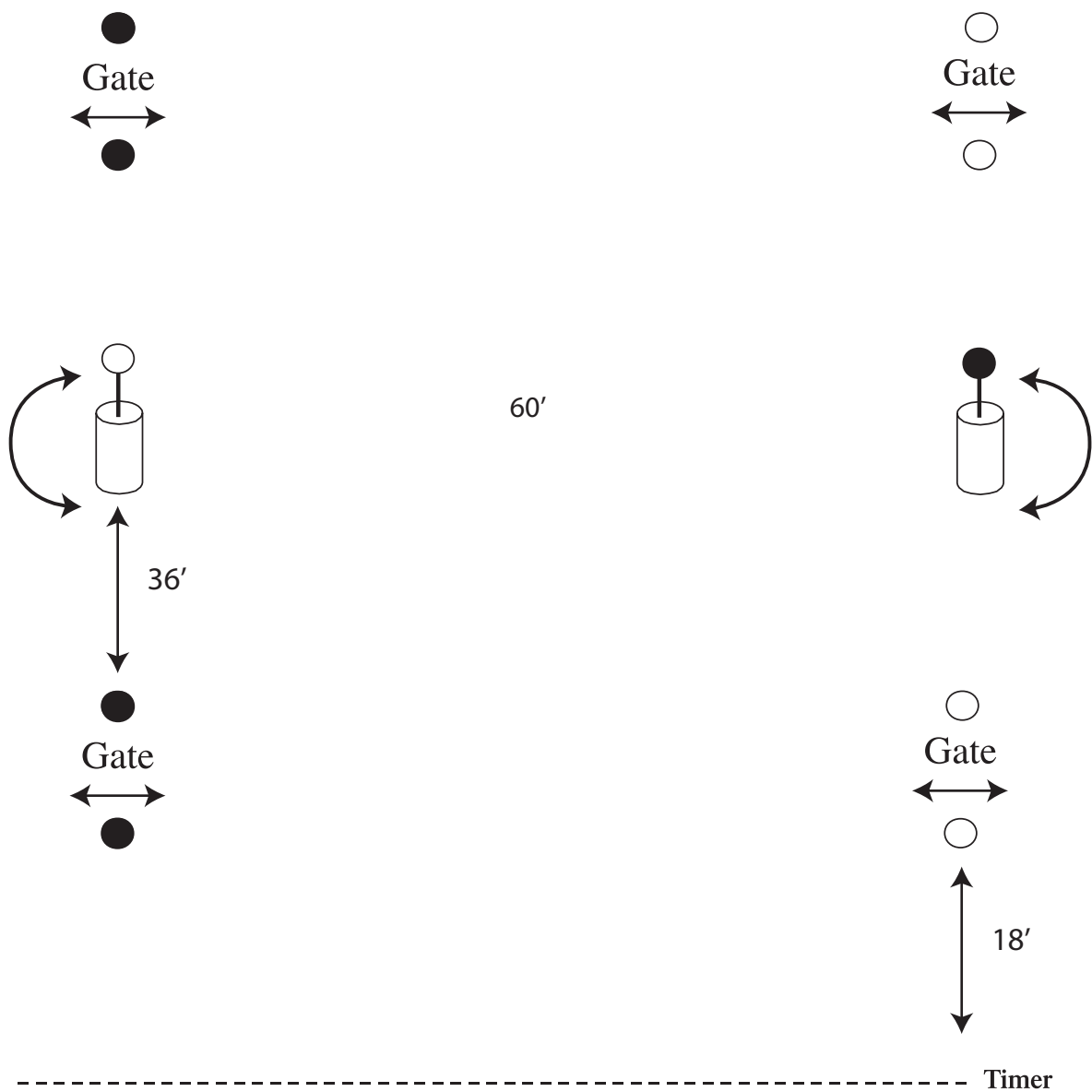
- Timer

Start/Finish   #71

G. Engage 5 of one color, then engage 5 of the other color. Targets on barrels must be engaged while rounding off the barrel.
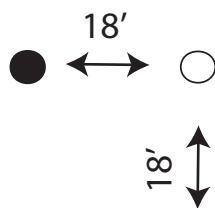Procedurals: 1, 4

60′

26′

25′
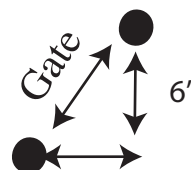
Gate

Gate

16′
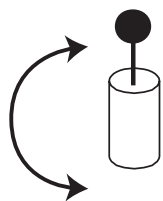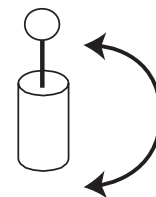
Gate

30′

18′

Timer

Start/Finish   #72

G. Engage 5 of one color, then engage 5 of the other color.
Procedurals: 1, 4

15'

18'

36'

28'

Timer
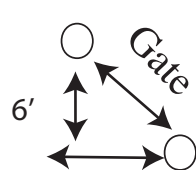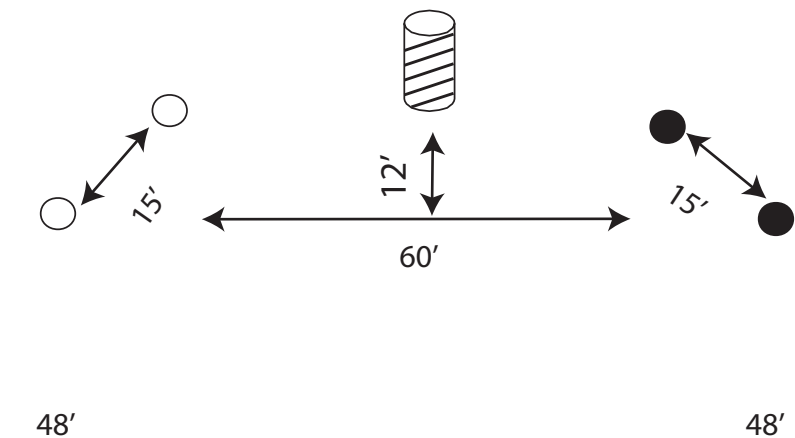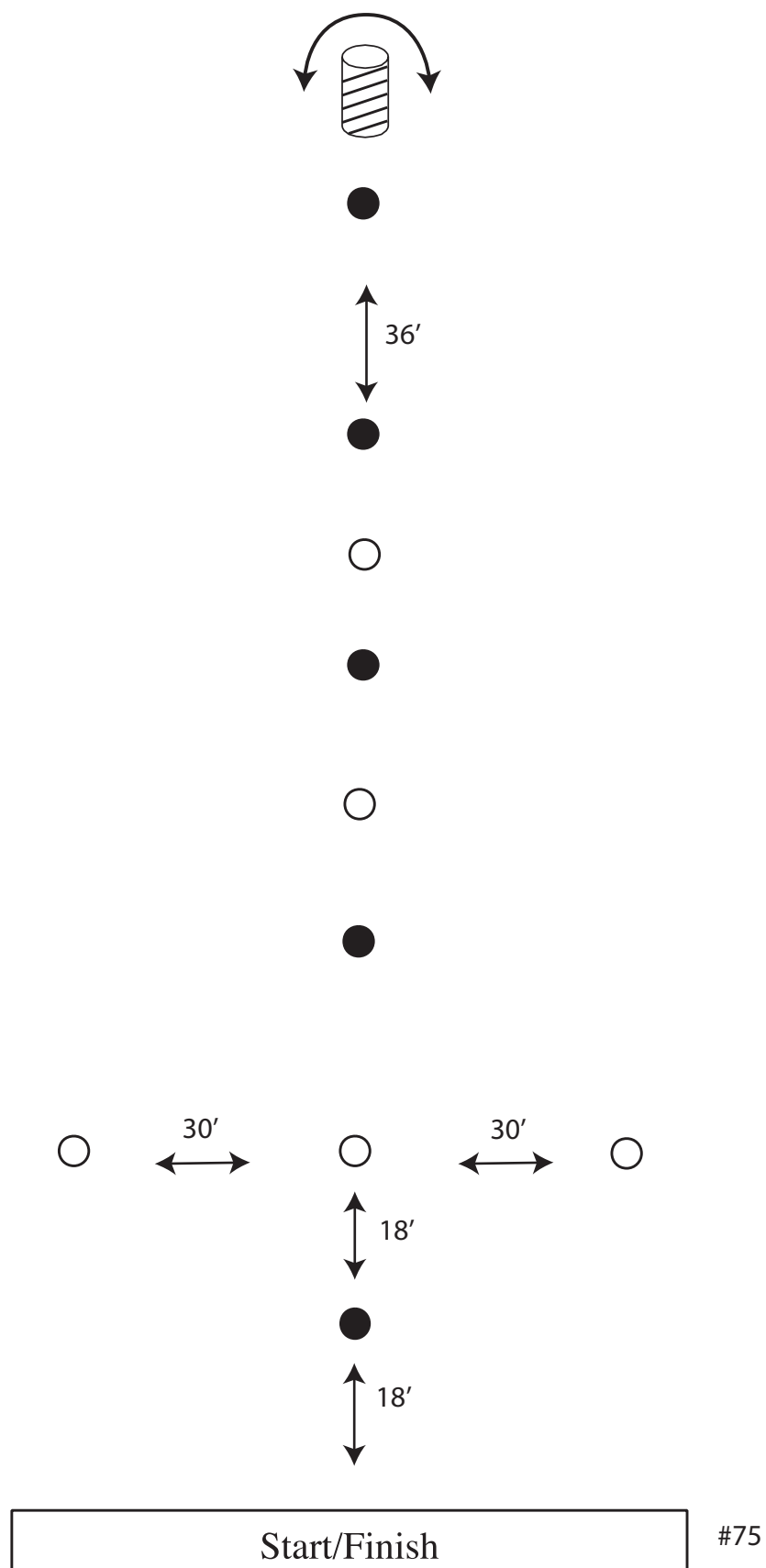
Start/Finish   #73

G. Engage 5 of one color, then engage 5 of the other color.
Procedurals: 1, 4

15'

12'

15'

60'

48'   48'

Gate   Gate

6'   6'

18'

18'
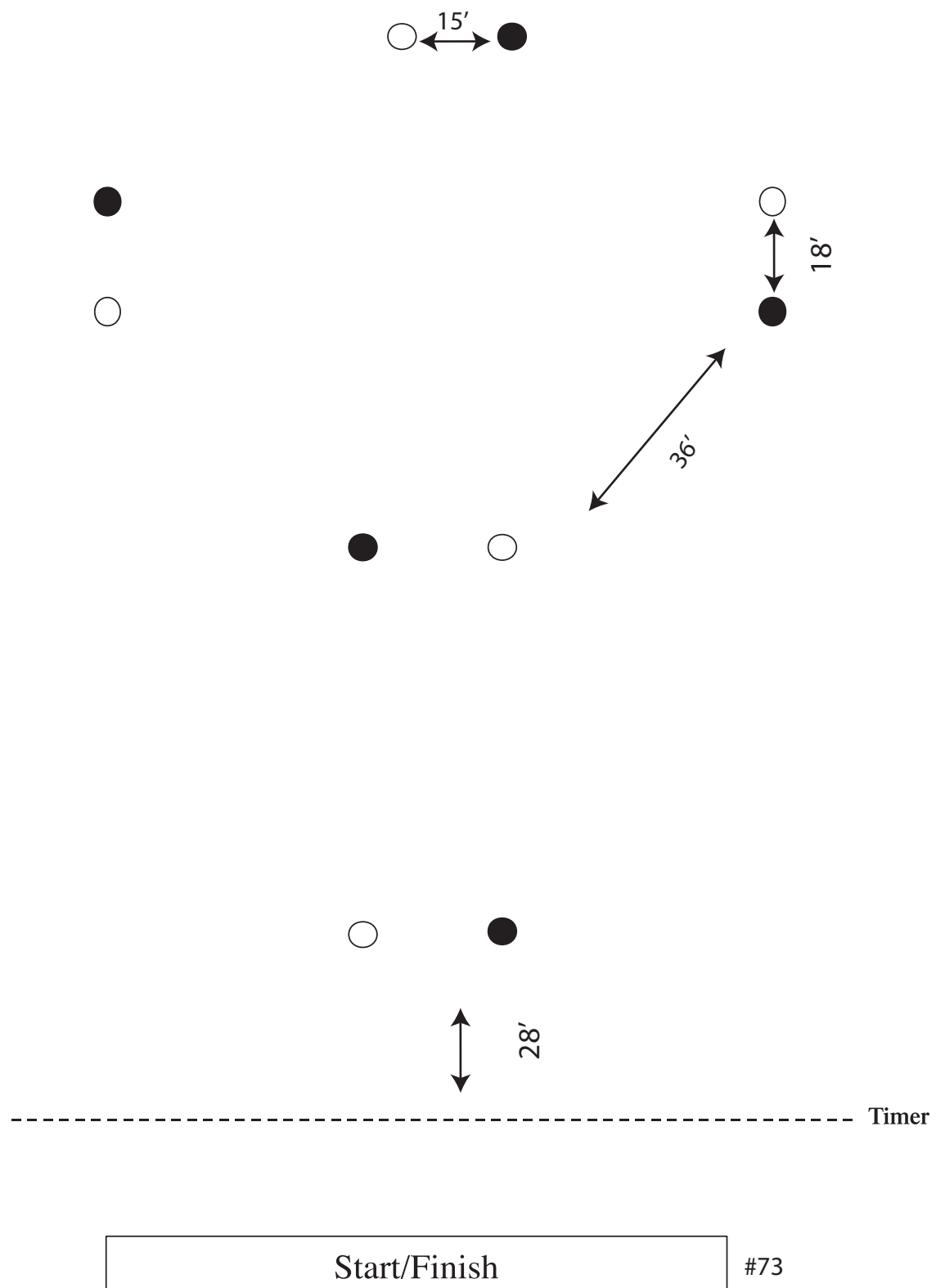
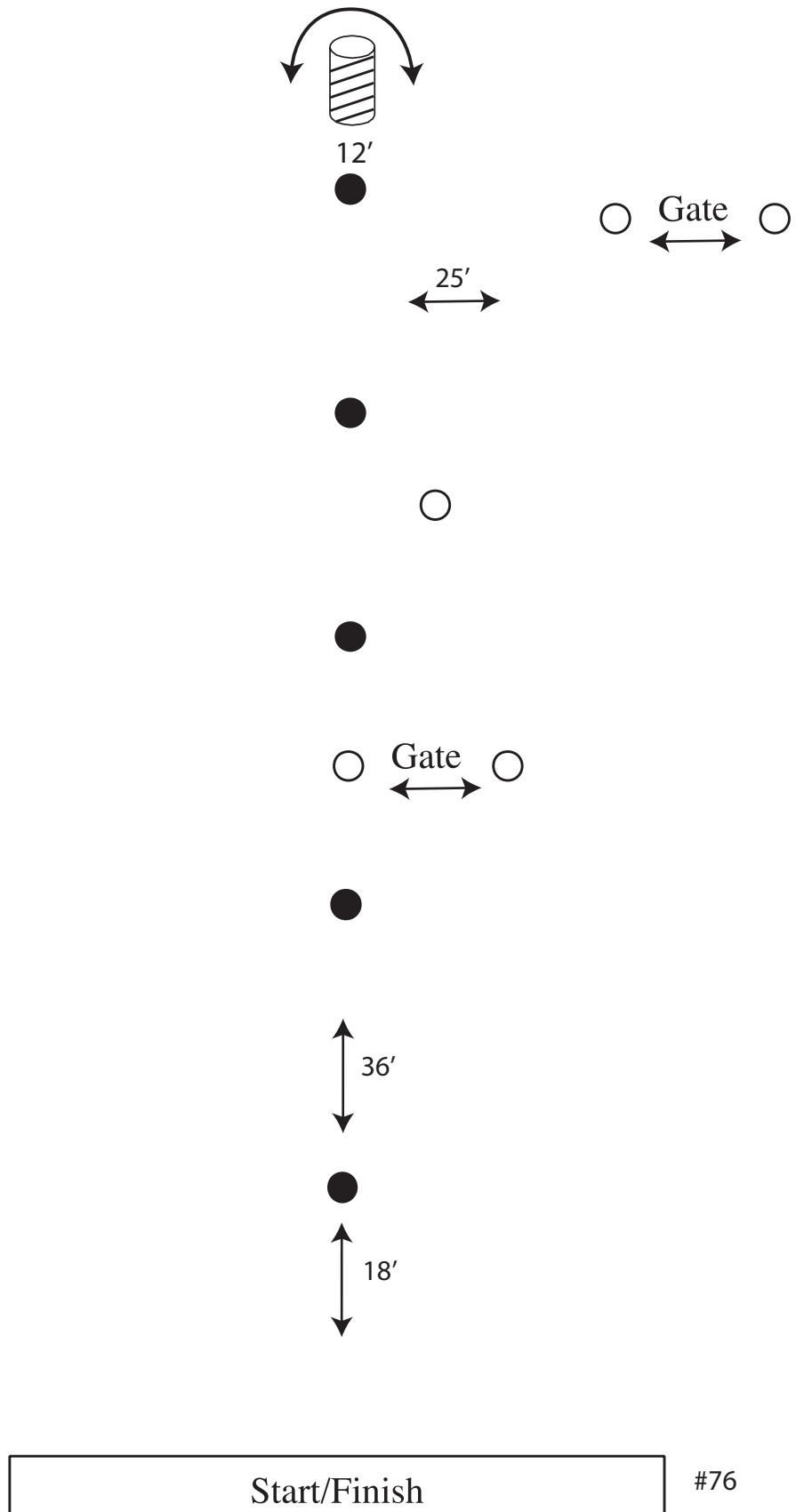- Timer

| Start/Finish |

#74

C. Engage 5 of one color, round the Rundown barrel, then engage 5 of the other color.
Procedurals: 1, 3, 4

36'

30'   30'

18'

18'

Start/Finish

#75

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

12′

○ Gate ○

25′

○

○ Gate ○

36′

18′

Start/Finish

#76

H. Engage the entire Random course first, then round the Rundown barrel.
Procedurals: 1, 2, 3, 4

12′

15′ 15′

30′

15′

9′

Timer
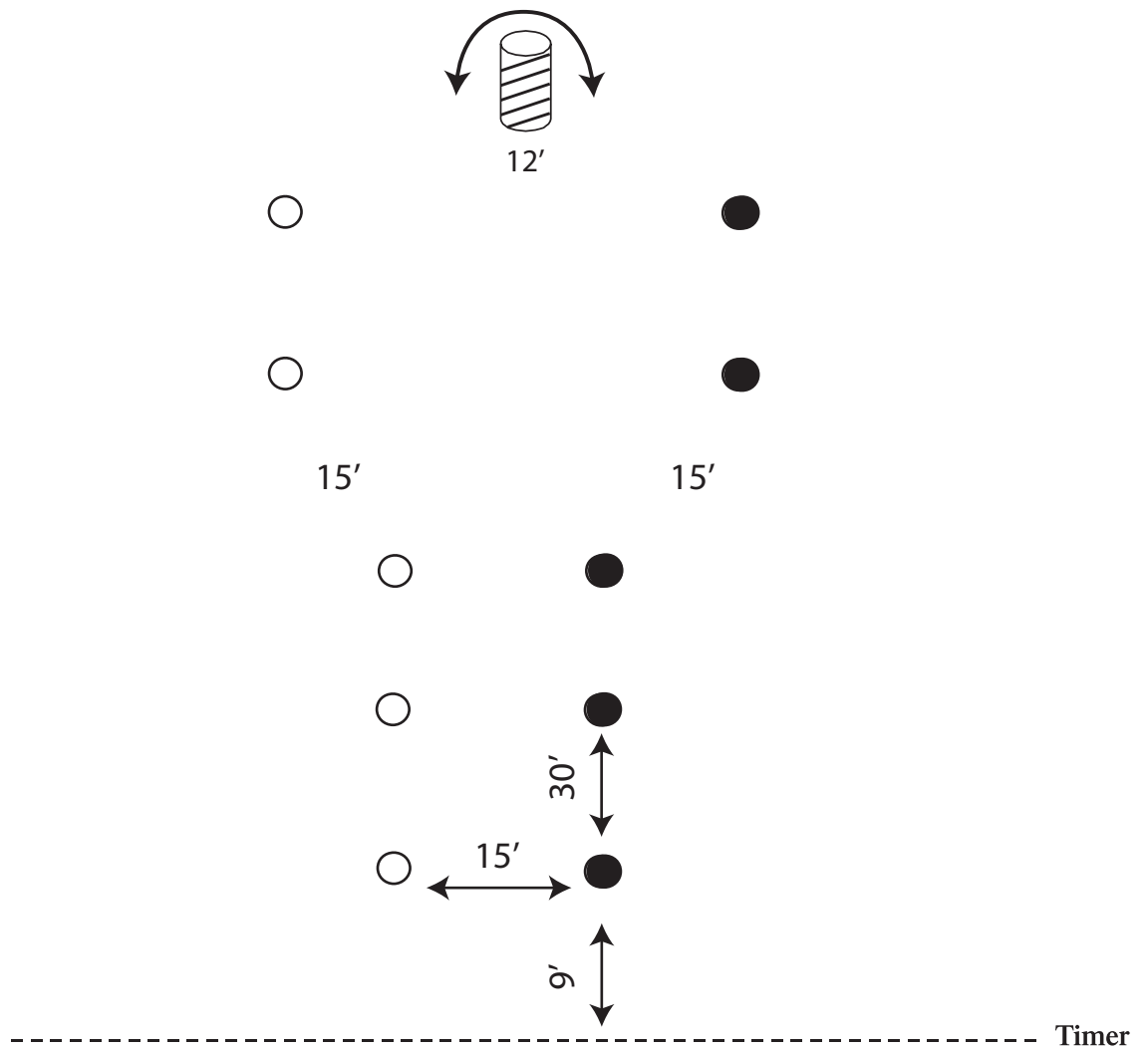
Start/Finish #77S

C. Engage 5 of one color, round the Rundown barrel, then engage 5 of the other color.
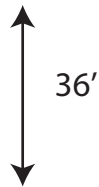Procedurals: 1, 3

12′

15′ 15′

36′

15′
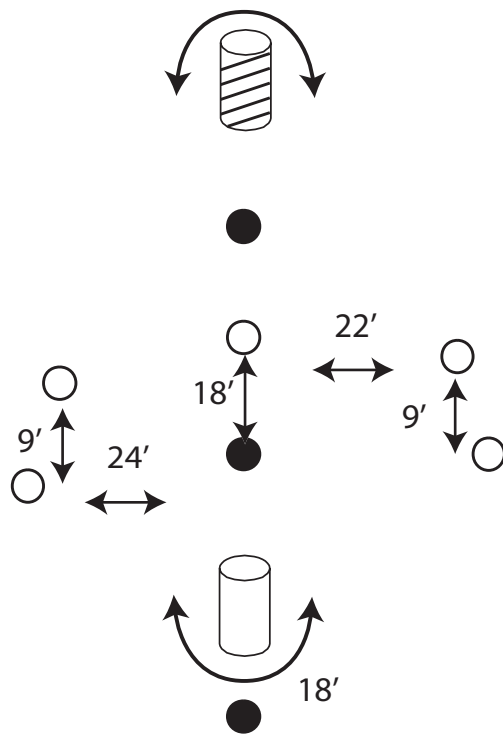
18′

Start/Finish   #77

C. Engage 5 of one color, round the Rundown barrel, then engage 5 of the other color.
Procedurals: 1, 3

12'

24'

30'

36'

30'

20'

TOB

12'
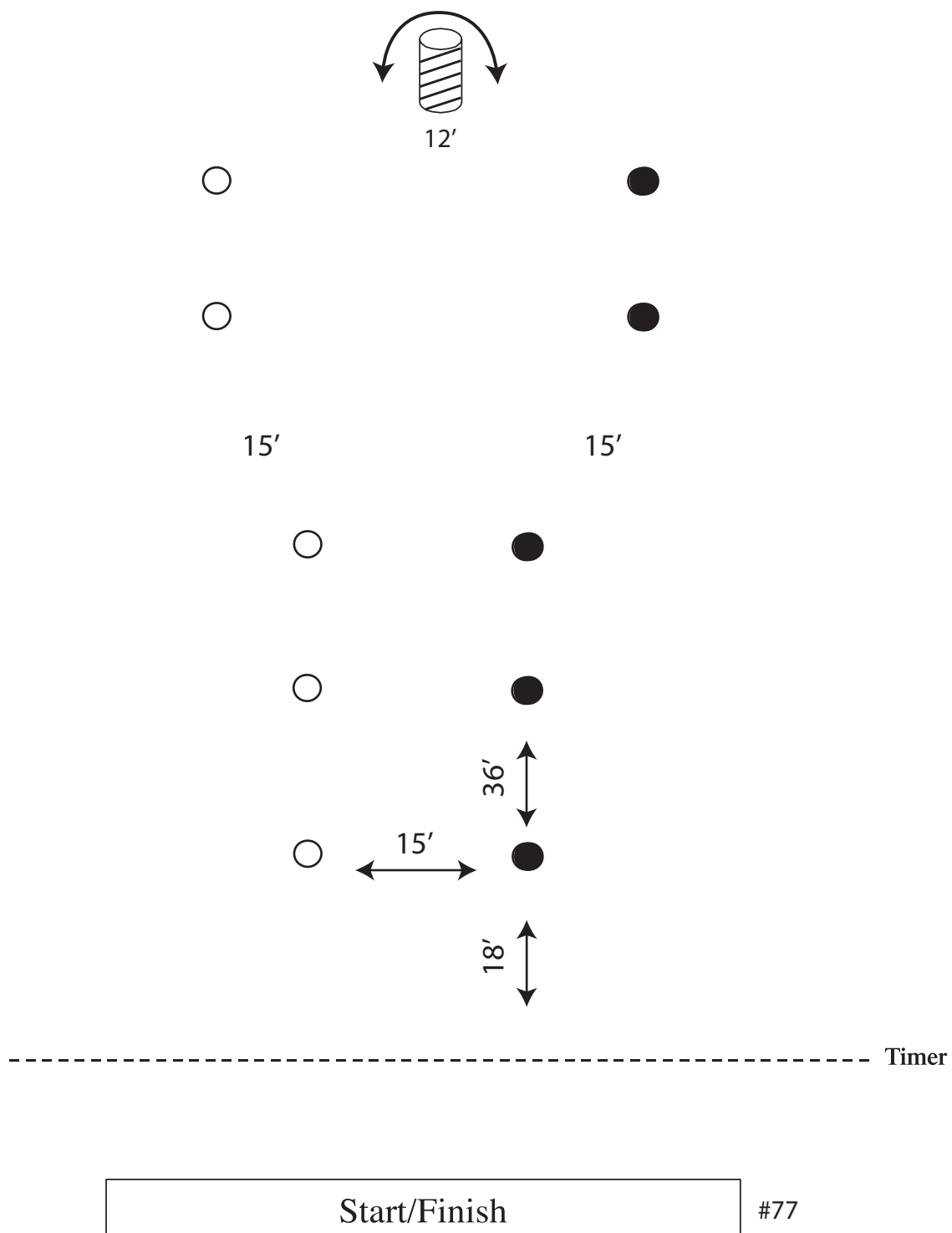
Start/Finish

#78

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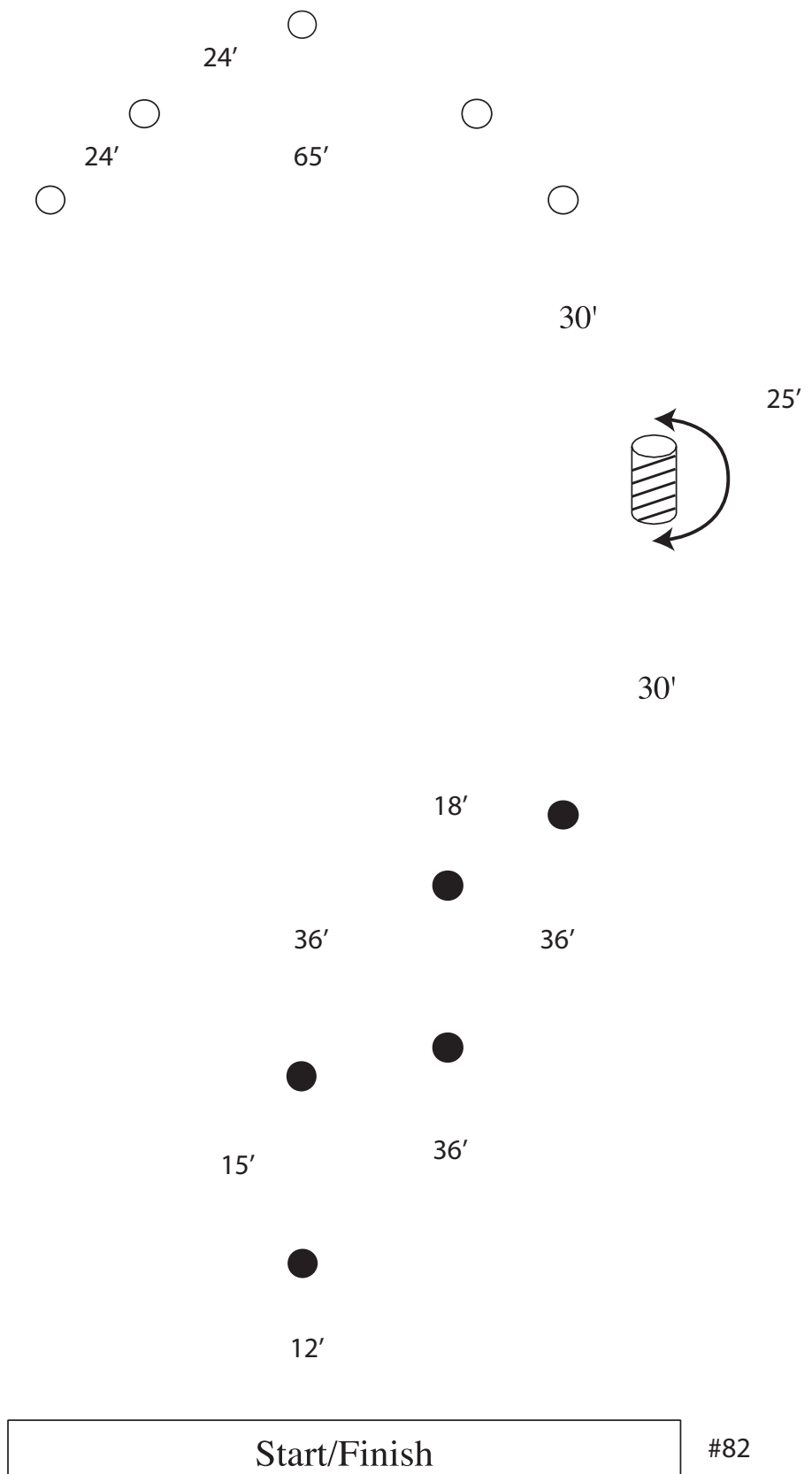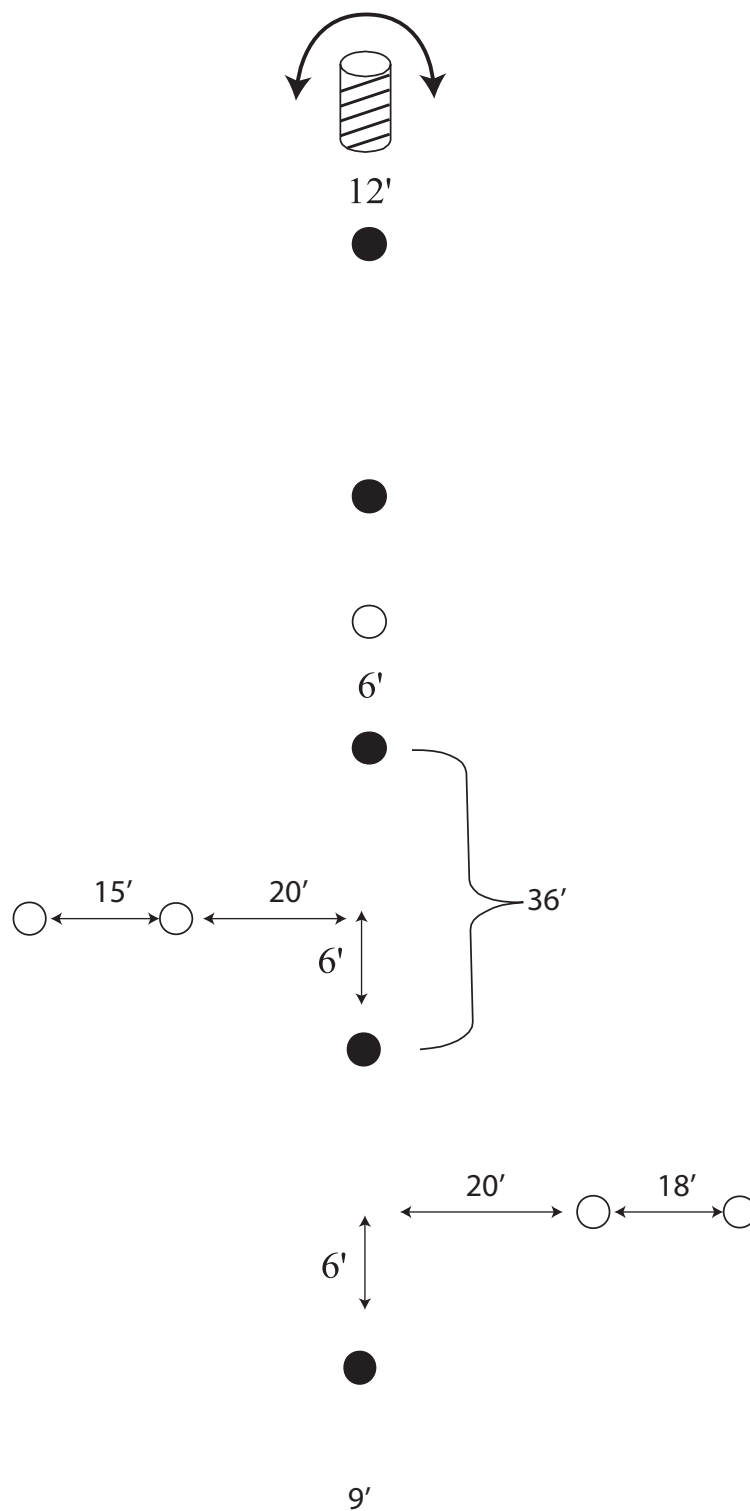Procedurals: 2, 3

22′

18′

9′

24′

9′

18′

18′

36′

18′

Start/Finish

#79

H. Engage the entire Random course first, then round the Random Barrel. Then round the Rundown barrel.
Procedurals: 1, 2, 3
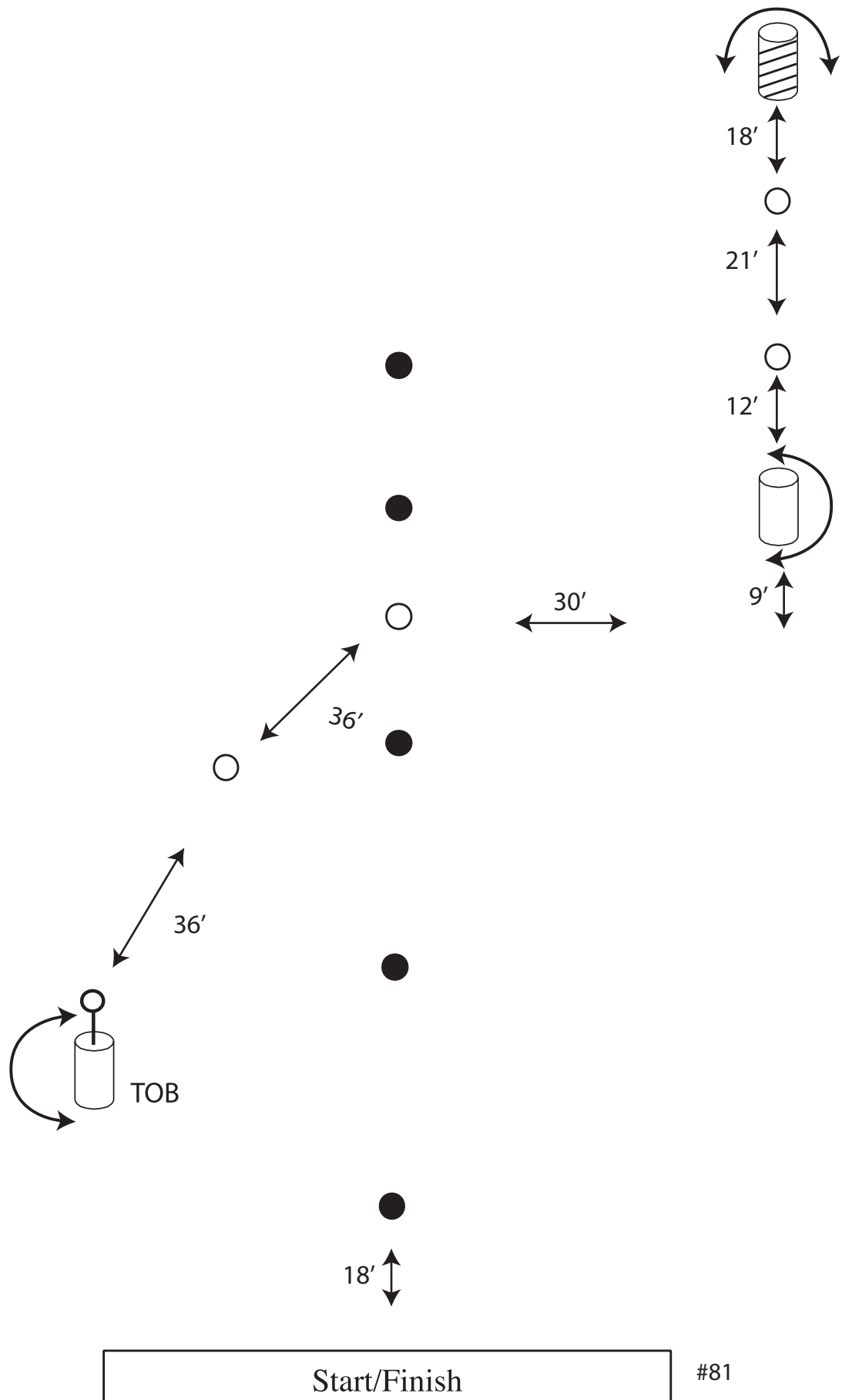
18′

21′

12′

30′

9′

36′

36′

TOB

18′

| Start/Finish | #81 |

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

24'

24'   65'

30'

25'

30'

18'

36'   36'

36'

15'

12'

Start/Finish

C. Engage 5 of one color, round the barrel, engage 5 of the other color
Prodcedurals 1, 2, 3

12'

6'

15' 20' 36'

6'

20' 18'

6'

9'

Start/Finish   #83

E. Engage all light targets first, then round the Rundown barrel.
Procedurals 1, 2, 3
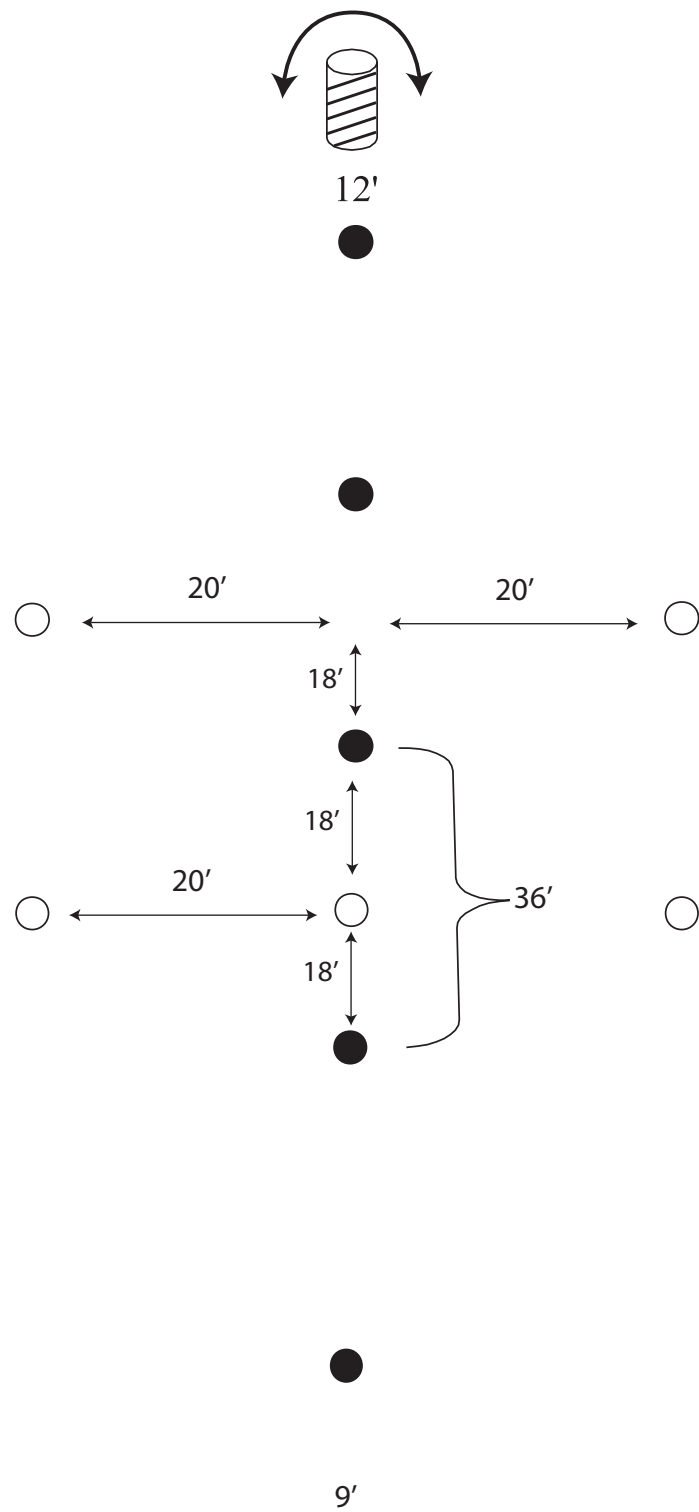
12'

20′ ←——————→ ←——————→ 20′

18′

18′

20′ ←——————→ ⟩ 36′

18′

9′

| Start/Finish | #84 |

E. Engage all light targets first, then round the Rundown barrel.
Procedurals 1, 2, 3

12'

35'

Gate

Gate

50'

36'

36'

36'

18'

Start/Finish

#85

E. Engage all light targets first, then round the Rundown barrel
Procedurals: 1, 2, 3, 4

12'

18'

25'

18'

18'

15'

25'

9'
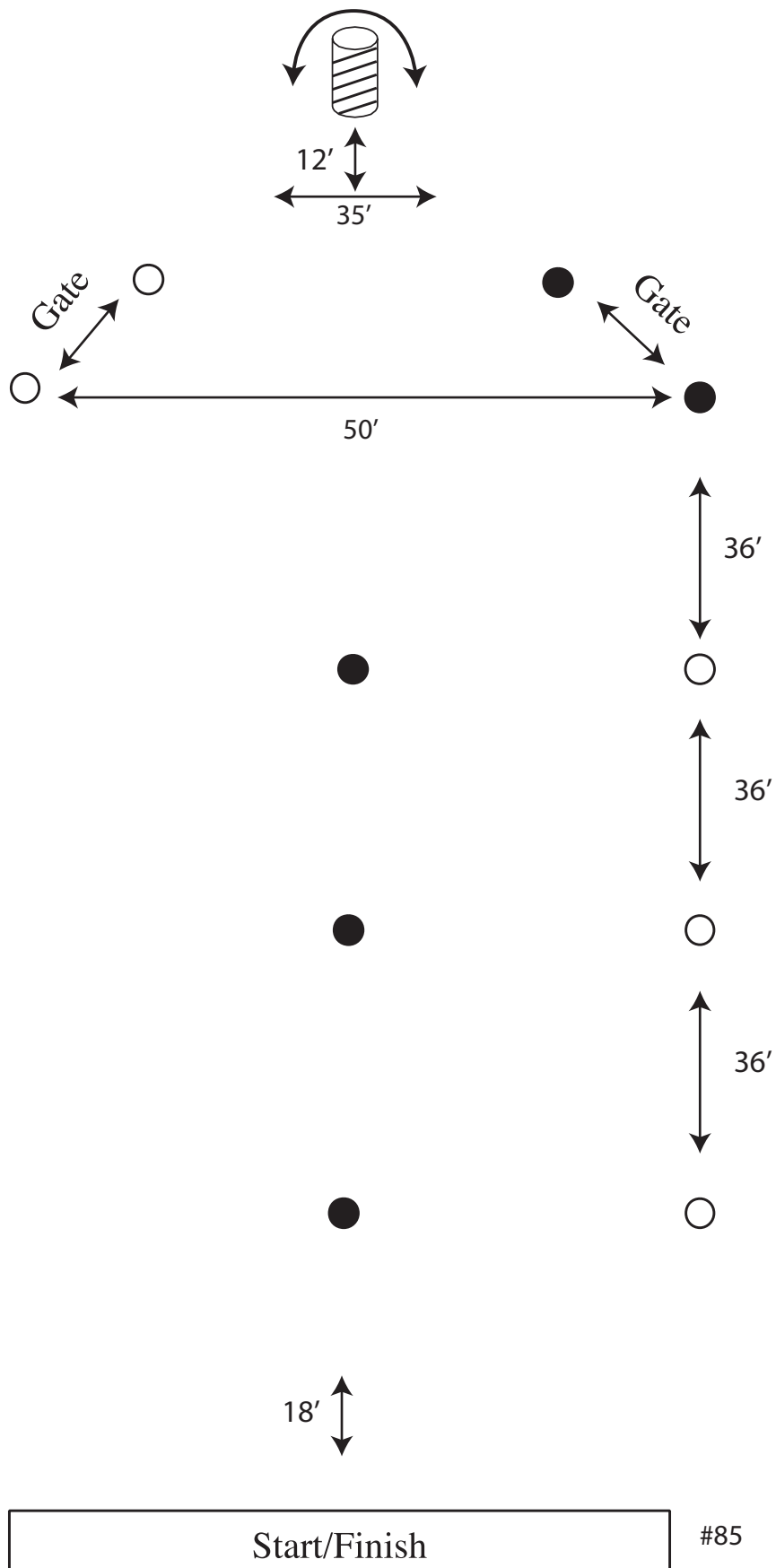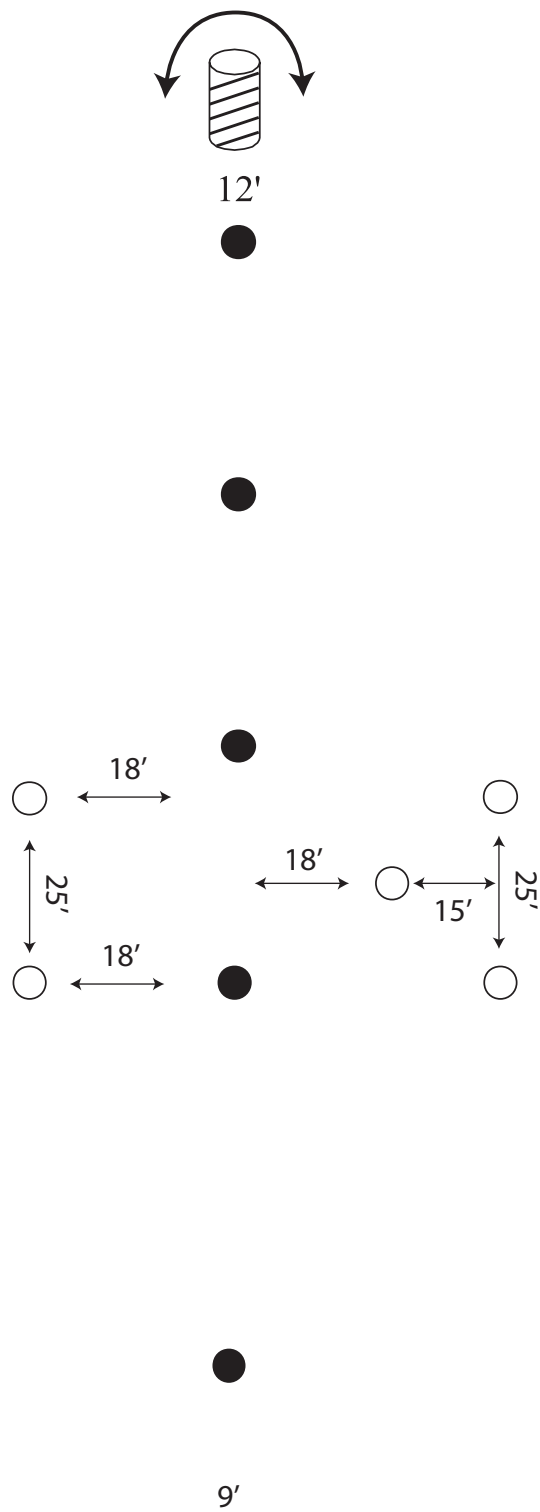
Start/Finish   #86

E. Engage all light targets first, then round the Rundown barrel.
Procedurals 1, 2, 3