

Cavalier Cowboys

Nov. 2, 2014

By: Major B.S. Walker

The judge has warned you to stop killing the outlaws you go after and start bringing them back alive to stand trial in front of him or he'll have your badge. That sounds easy enough but when you catch up with an outlaw and tell him "you're go'en back to town with me to stand trial", it's up to him whether he goes in handcuffed riding on his horse or dead, draped over his horse. That's his decision to make not yours, but the judge just doesn't seem to understand that.

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Cavalier Cowboys – Rules and Stage Conventions

- Revised 10-27-2014 -

- **SASS Rules**: All SASS Rules are in affect; unless documented here, address during the Shooter Safety Meeting or specifically stated in the stage description for a given stage.
- **SASS Stage Conventions**: Unless specifically stated in the stage description for a given stage, all SASS Stage Conventions are in affect.
- **Round Over Berm**: A round fired over the berm is a Match DQ, excluding shotguns.
- **Ground Targets**: May only be engaged with a shotgun, failure is a Minor Safety Violation for each occurrence.
- **Shotgun shot size**: Must be number 7 lead birdshot or smaller (no steel or plated shot).
- **Loading on the Move**: Loading on the move is permitted pursuant to SASS rules.
- **Drawing on the Move**: Drawing on the move is permitted pursuant to SASS rules.
- **Muzzle Position**: When there is a risk of a prop blocking the muzzle of a firearm, the muzzle must be positioned downrange of the prop, as determined by the Range Officer. For example: shooting through the window of a store front or shooting beside a wall.
- **End of Stage**: Unless otherwise directed by a Range Officer, after a stage has been completed the shooter will safely retrieve rifle, shotgun, and pistols and move them to the unloading table. The shooters firearms will not leave the unloading table until they have been verified "cleared" by a Range Officer.
- **Coaching**: Any shooter who wishes to not receive coaching must state their preference at the beginning of each stage. The Cavalier Cowboys strongly believe that shooters helping shooters (coaching) is a critical component of the "Cowboy Way" and part of what makes this game great!! Therefore coaching is strongly encouraged and supported.

The Spotters Creed:

If you know that it's a Hit...It's a Hit

If you know that it's a Miss...It's a Miss

If you think it's a Hit...It's a Hit

If you think it's a Miss...IT'S A HIT

Benefit of the doubt always goes to the shooter

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SASS Handbook Stage Conventions

(Revised Version 19.2 - June 19, 2014)

Stage Conventions, or standard range behaviors, are a list of practices every shooter is expected to know and follow on every stage. These stage conventions should be followed in all SASS matches unless otherwise directed in stage descriptions.

1. All knockdown shotgun targets may be reengaged until down.
2. All knockdown targets (shotgun, rifle, or revolver) must go down to count. Any knockdown target still standing once the shooter has engaged the next sequence of the stage will be counted as a miss.
3. All staged guns shall have their barrels pointed safely down range. All long guns initially staged on a horizontal flat surface shall be staged lying flat where at least the rear of the trigger guard is on the staging area. All handguns initially staged on a horizontal flat surface must be staged with the entire handgun lying flat on the staging surface.
4. Staged shotguns shall be open and empty.
5. Shooters may not start a stage with ammunition in hand.
6. Long guns will be discarded open and empty with their barrels pointed safely down range. If the action of a long gun closes after being opened and emptied, the shooter will, at the conclusion of the stage, show it to be clear to the TO or spotter. Appropriate additional penalties will be applied if it is not clear. No one other than the competitor may handle the gun in question.
7. Revolvers are returned to leather after the shooting string.
8. Revolvers are drawn and used in accordance with the shooter's category.
9. If no starting position is given, the shooter shall stand upright with revolvers holstered and hands at the side, not touching any firearm.
10. Cowboy port arms is defined as standing upright with the butt of the long gun at or below the waist of the shooter, the muzzle at or above the shoulder, and the long gun held with both hands.

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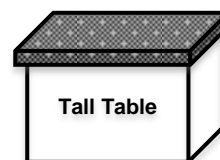
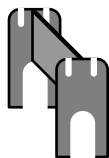
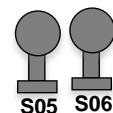
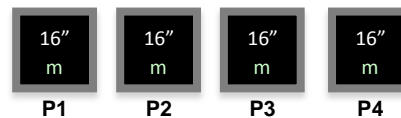
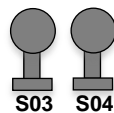
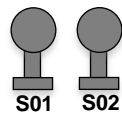
Stage: 1 Range Left

Round Count: 10-Pistol, 10-Rifle, 4+ Shotgun

Shooting order: Rifle, Shotgun, Pistol

Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds on horse, Shotgun also on horse.

Procedure: Shooter starts standing behind the horse in the default position and when ready says "ON or OVER." At the beep with rifle engage the four rifle targets starting from either end with a 3,2,2,3 sweep. (ex. R1, R1, R1, R2, R2, R3, R3, R4, R4, R4). Next with shotgun engage the S1 and S2 knock-downs in any order, move with safe shotgun to the table and engage the two inside knock-downs, S4 and S5 in any order. Last with pistols engage the four pistol targets with the same instructions as the rifle.



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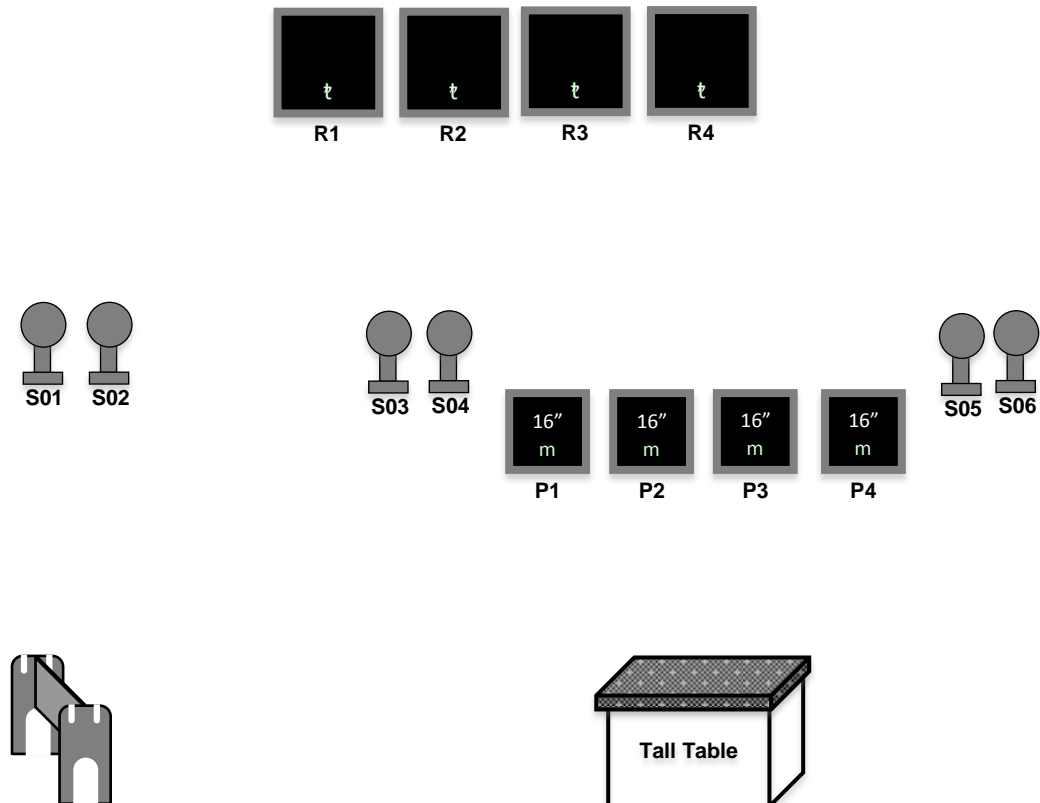
Stage: 2 Range Left

Round Count: 10-Pistol, 10-Rifle, 6+ Shotgun

Shooting Order: Shotgun, Rifle, Pistol

Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds on table, Shotgun on horse.

Procedure: Start standing at horse with both hands on horse and when ready say "ON or OVER". At the beep with shotgun engage the S1 and S2 knock-downs in any order, move with safe shotgun behind table and engage the four knock-downs S3 through S6 in any order. Next with rifle engage the four rifle targets from the left with a 1, 1, 1, 2, sweep and then a 1, 1, 1, 2 sweep from the right. (ex. R1, R2, R3, R4, R4, - R4, R3, R2, R1, R1). Last with pistols engage the four pistol targets using the same instructions as the rifle.



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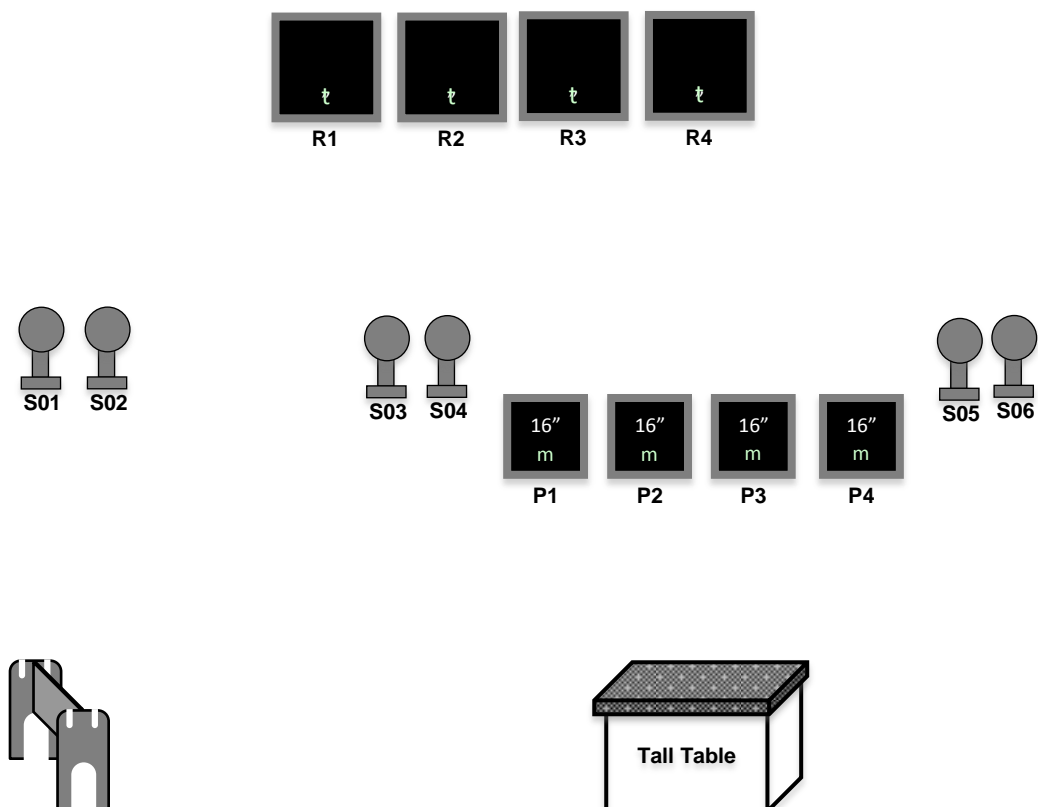
Stage: 3 Range Left

Round Count: 10-Pistol, 10-Rifle, 4+ Shotgun

Shooting Order: Pistol, Rifle, Shotgun

Staging: Pistols loaded with 5 rounds each, placed on the table before sitting, Rifle loaded with 10 rounds on the table, Shotgun also on the table.

Procedure: Shooter starts sitting behind the table with fingertips on their legs. Say the line "ON or OVER". At the beep with pistols engage the four pistol targets by alternating the first four rounds on the two inner targets then fifth round on P1 then alternate the next four rounds on the two inner targets and the last round on P4 (ex. P3, P2, P3, P2, P1, P2, P3, P2, P3, P4). Pistols placed back on table. Retrieve rifle and engage the four rifle targets with the same instructions as the pistols. Last with shotgun engage the four knock-downs S3 through S6 in any order. Sit through the entire stage then stand before holstering pistols.



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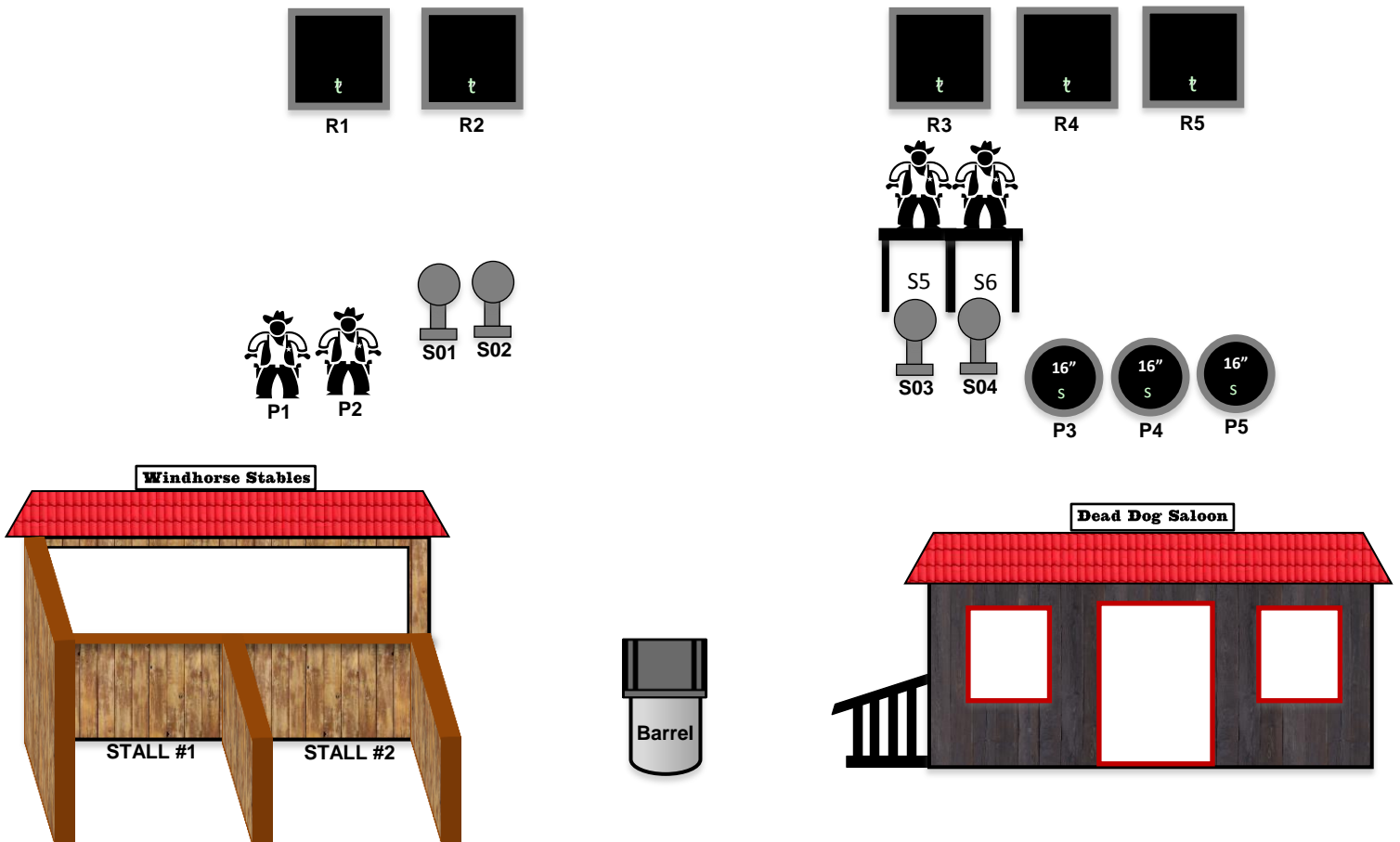
Stage: 4 Range Right

Round Count: 10-Pistol, 10-Rifle, 2+ Shotgun

Shooting Order: Rifle, Shotgun, Pistol

Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds held with both hands, Shotgun staged safely

Procedure: Shooter starts standing at barrel with both hands on the rifle pointed safely down range with no part of the rifle above the shooters waist. When ready say "ON or OVER". At the beep with rifle engage the five rifle targets with two separate left to right sweeps. (ex. R1, R2, R3, R4, R5, R1, R2, R3, R4, R5) Move to stall #2 of the livery and with shotgun engage the S1 and S2 knock-downs in any order. Last with pistols engage the P1 and P2 targets with five left to right sweeps or alternate between the two targets for ten rounds starting on the left.



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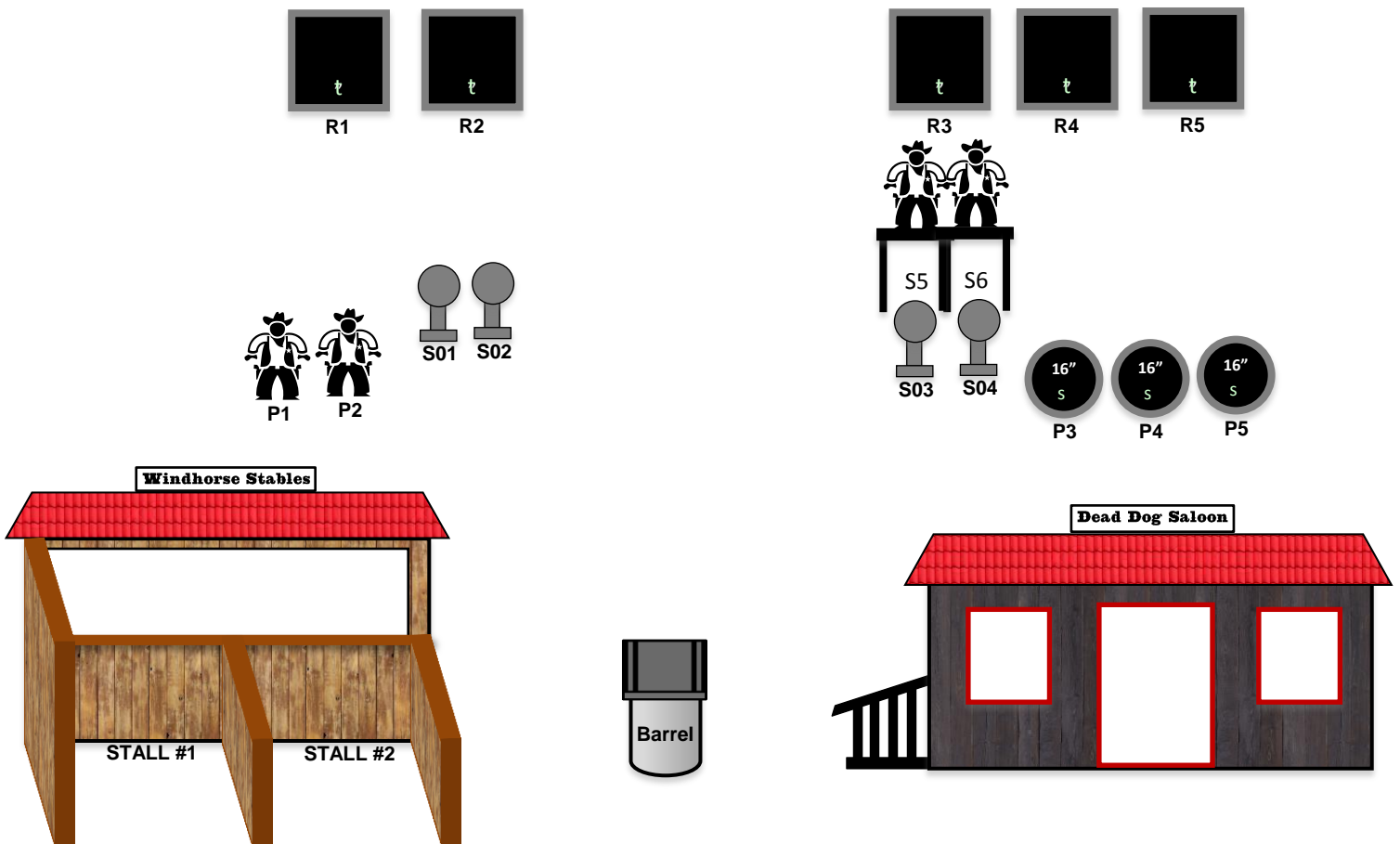
Stage: 5 Range Right

Round Count: 10-Pistol, 10-Rifle, 4+ Shotgun

Shooting Order: Rifle, Pistol, Shotgun

Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds in doorway, Shotgun in left window.

Procedure: Start standing in doorway with hands on door frame at shoulder height. When ready say "ON or OVER". At the beep with rifle engage the R3 through R5 targets starting from either end with a triple tap on the end target then a double tap on the center then repeat from the other end, (ex.R3, R3, R3, R4, R4, R5, R5, R5, R4, R4). Move to right window and with first pistol engage the P4 and P5 targets with a triple tap on P5 and then double tap P4. Move to left window and with other pistol engage the P3 and P4 targets with a triple tap on P3 then double tap P4. Last with shotgun engage the four knock-downs in any order.



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Stage: 6 Range Right

Round Count: 10-Pistol, 10-Rifle, 4+ Shotgun

Shooting Order: Pistol, Rifle, Shotgun

Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds in left window, Shotgun staged safely.

Procedure: Shooter starts standing in doorway with hands on pistol butts or butt and says “ON or OVER”. At the beep with pistols engage the three pistol targets starting from either end with a continuous 1, 2, 1 Nevada sweep, (ex. P3, P4, P4, P5, P4, P4, P3, P4, P4, P5). Move to left window and with rifle engage the three rifle targets with the same instructions as the pistols. Last move back to doorway and with shotgun engage the four knock-downs in any order.

