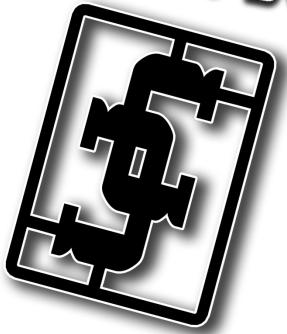
The Cavalier Cowboys

- Presents -

Gunfisht at the Bouble-C



"Texas Terminator"

Inaugural Championship Match November 7th & 8th, 2015





Cowboys & Cowgirls,

I would like to welcome each and every one of you to the Cavalier Rifle & Pistol Club, home of the Cavalier Cowboys, and to thank you for supporting our cowboy action shooting program. Our goal and our expectation is that every cowboy will leave here on Sunday afternoon having had an amazing experience, ready to spread the word about our match and looking forward to coming back next year. If there is any way we came make your match experience better, please let us know.

This is our inaugural two day championship match, the Gunfight at the Double-C. I have been working to have a two day match at Cavalier for some time now and we are finally in a position to do so. Our plan is to hold this match on an annual basis going forward. We would like your feedback on the scheduling of this match. There are a number of factors when picking a date (other local big matches, regional big matches, hot in the summer, cold/weather in the fall/winter, etc., etc.). Our options seemed to be to go with the summer gap in big matches (July/August) or the fall/winter gap (November/December), but we would like to hear all suggestions for next year.

The Match Director for the Gunfight at the Double-C is Major BS Walker. BS has created a great match for us to shoot with a good balance of challenge, speed and fun. I want to thank BS for stepping up and taking on this responsibility, without his dedication and commitment this match would not be possible. Thank You Major BS Walker!

Normally we have a beautiful lake to look upon, especially in the fall when it is surrounded by the fall leaf colors but this year not so much. The state required us to repair our dam and bring it up to spec, that required us to drain the lake and basically rebuild the dam, costing around 250K. The good news is that the majority of the work is completed and soon the lake will begin to refill, so join us again next year to see our beautiful lake back as it was.

I hope all of you shoot a clean match and most importantly Have Fun!!!!

Striker
President & TG Cavalier Cowboys

www.CavalierCowboys.org

Match Officials

Major BS Walker

Match Director & Range Master

Striker

Cavalier Cowboys President & TG

Ranch Hands

Bumpass Slim
Cockroach
Derringer Dan
Enid City Kid
Kuba Kid
Mustang Shelby
Ripsaw
Windhorse Rider

Schedule:

Friday – November 6th, 2015

2:00pm – 7:00pm Front Gates Open

2:00pm – 7:00pm Match Registration Open (Club House)

2:00pm – 7:00pm Camping Registration & Check-In Open (Club House)

Saturday – November 7th, 2015

8:00am – 10:00am Front Gates Open

8:00am – 9:30am Match Registration Open (Range 3)

9:00am – 9:30am Posse Leader Walk thru of Stages (Range 3)

9:45am – 10:00am Mandatory Safety Meeting (Range 3) 10:00am – 2:30pm (est.) Main Match Stages 1-6 (Range 3, Range 4)

3:00pm – 6:00pm Chili Lunch & Cowboy Social (Club House & Camping Area)

Sunday – November 8th, 2015

8:00am – 10:00am Front Gates Open

8:00am – 9:30am Match Registration Open (Range 3)

9:30am – 2:00pm (est.) Main Match Stages 7-12 (Range 3, Range 4)

3:00pm – 4:00pm Award Ceremony

Restrooms:

There is a Porta-John located beside the road between Range 3 and Range 4.

There are men and women flush toilets and showers located across from the camping area in the building beside the white cinder block club house.



Club Match Rules & Conventions

- Revised 07-26-2015 -

- <u>SASS Rules</u>: All SASS Rules are in affect; unless documented herein, addressed during the Shooter Safety Meeting or specifically stated in the stage directions for a given stage.
- <u>SASS Stage Conventions</u>: All SASS Stage Conventions are in affect; unless specifically stated in the stage directions for a given stage.
- Rank Point Scoring: All Cavalier Cowboys matches will use Rank Point Scoring.
- <u>Safety Officer</u>: Every shooter present is a Safety Officer and has the responsibility to identify, declare and diligently prevent all safety infractions.
- Round Over Berm: A rifle or pistol round over the berm is a Match Disqualification.
- "No Alibi": All Cavalier Cowboy matches are "no alibi" matches. "Once the first round goes down range, the competitor is committed to the stage and must finish the stage to the best of his or her ability."
- Ear & Eye Protection: Ear and Eye Protection is mandatory for all shooters and spectators.
- **Ground Targets:** Targets positioned on/near the ground may only be engaged with the shotgun. Ground Targets engaged with a rifle or pistol round will result in a Minor Safety Violation.
- <u>Shotgun Knockdown Misses</u>: Unless specifically stated in the stage directions for a given stage and pursuant to SASS rules, all shotgun knockdown targets may be reengaged until down, aka "Comstock Rule".
- Shotgun Shot Size: 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.
- **<u>Drawing on the Move</u>**: Drawing on the move is permitted pursuant to SASS rules.
- 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.
- <u>Coaching</u>: Any shooter who does not want to receive coaching must state their preference at the beginning of <u>each</u> stage.
 "Proper coaching or no coaching at all is not considered RO Interference and therefore will never be grounds for a reshoot. Improper coaching that either impedes the shooter's progress or results in a procedural penalty may be grounds for a reshoot."
- Motorized Vehicles: All motorized vehicles must be operated and parked in designated areas and may not enter pedestrian only areas.
- New Shooters: New Shooters who have never shot a SASS match before must observe one full match prior to shooting their first match, to ensure the shooter is familiar with match procedures and safety requirements. For their very first match, new shooters will be assigned a "mentor", an experienced SASS shooter, to assist and coach them through the match.

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

"TEXAS TERMINATOR"

In 1984, Arnold Schwarzenegger stared in the movie "The Terminator". In the movie, the future humans were fighting for their very existence against a machine and computerized network called the Cyberdyne System, trying to destroy the human race. Through the use of a time machine the Cyberdyne System sends a flesh covered cyborg assassin back to 1984 to kill Sara Connors, the mother of John Connors, the leader of the human resistance, before she can give birth to him thus eliminating his very existence and ending his threat to it. That plan didn't work, so this time the Cyberdyne System sends back an identical cyborg assassin, not to 1984, but 100 years further back to around 1884. This plan is to assassinate Sarah Connor's great grandmother, (Sarah is also her first name). This will stop the future existence of Sarah Connors thus also ending the existence of John Connors. their ultimate goal. This is the setting for this weekend's match. So, imagine Arnold Schwarzenegger as the terminator, dressed in black, looking like a comanchero with crossed bandoliers on his torso. He's wearing a set of 44-40 pistols, holding a sawed off 87 shotgun and has a rifle scabbard strung down his back with a Winchester sticking up out of it. It looks like we are in for a Gunfight at the Double-C.

Stage: 1, Bay 3, Left

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 on the wagon, Shotgun on the

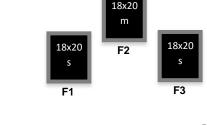
cactus or horse

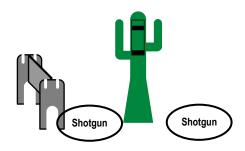
Procedure: Shooter starts standing near wagon with hands by their sides. When ready say (I'll protect you Sarah). At the beep, with rifle engage the A1, A2, & A3 rifle targets in this order, A2, A2, A2, A1, A3, A2, A2, A2, A3, A1. Next, draw pistols and engage the F1, F2, & F3 pistol targets with the same instructions as the rifle. Move near cactus or horse and with shotgun engage the S1 through S4 knock-downs in any order.

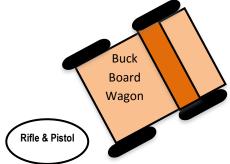












Stage: 2, Bay 3, Left

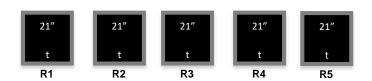
Round Count: 10-Pistol, 10-Rifle, 4+ Shotgun

Shooting Order: Shotgun, Rifle, Pistol

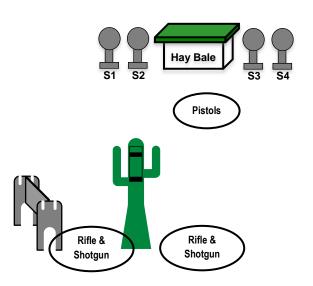
Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds on the cactus or horse,

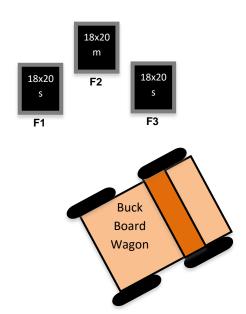
Shotgun at Cowboy Port Arms

Procedure: Shooter starts standing near cactus or horse holding shotgun at cowboy port arms. When ready say (I'll protect you Sarah). At the beep, with shotgun engage the S1 through S4 knock-downs inside, inside, outside, outside. Make shotgun safe on cactus or horse. Next, with rifle engage the R1 through R5 rifle targets with double taps in this order, inside, other inside, outside, other outside, middle. Make rifle safe on cactus or horse. Last, move to the hay bale and with pistols engage the R1 through R5," now pistol targets" with the same instructions as the rifle.









Stage: 3, Bay 3, Right

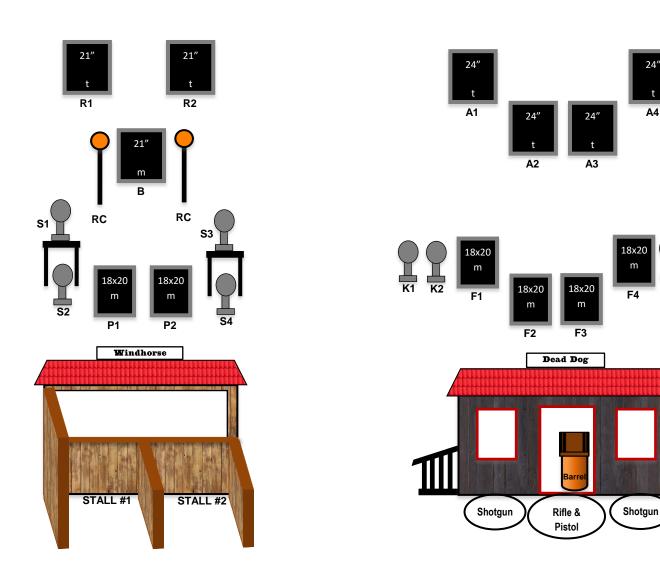
Round Count: 10-Pistol, 10-Rifle, 4+ Shotgun

Shooting Order: Rifle, Pistol, Shotgun

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

right window

Procedure: Shooter starts standing at doorway of saloon with hands on the door frame. When ready say (No, you won't be back). At the beep, with rifle engage the A1 through A4 rifle targets starting from either end with a 3, 2, 2, 3 sweep. Next, with pistols engage the F1 through F4 pistol targets with the same instructions as the rifle. Move to window where shotgun is staged and with shotgun engage the 2 knock-downs in any order then move to other window and engage the other 2 knock-downs in any order.



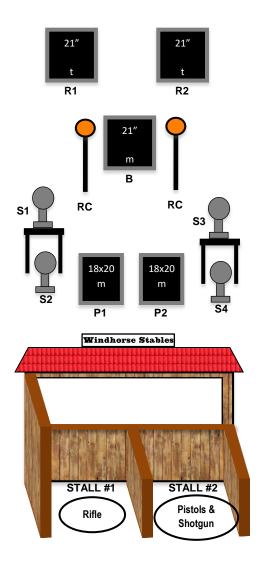
Stage: 4, Bay 3, Right

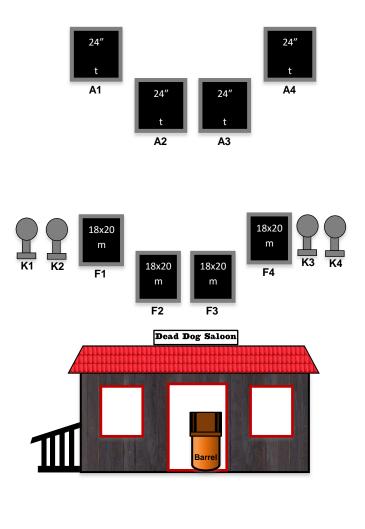
Round Count: 10-Pistol, 10-Rifle, 4+ Shotgun

Shooting Order: Rifle, Shotgun, Pistol

Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds in stall 1, Shotgun in stall 2

Procedure: Shooter starts standing in stall 1 with hands by their sides. When ready say (No, you won't be back). At the beep, with rifle engage the R1, R2, & both RC rifle targets in this order, double tap R1 & R2 starting on either target then 1 round each on the 2 RC targets then double tap the R1 & R2 targets starting on either target. Move to stall 2 and with shotgun engage the S1 through S4 knock-downs and any RC clay left unbroken in any order. Only clays left unbroken after the shotgun string count as misses. Last, with pistols engage the P1, P2 & B pistol targets by first double taping P1 & P2 starting on either target then double tap the B target and then double tap the P1 & P2 targets starting on either target.





Stage: 5, Bay 4

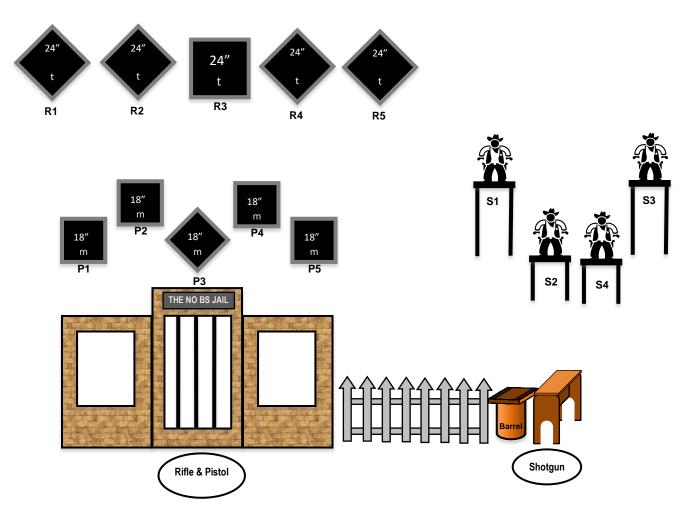
Round Count: 10-Pistol, 10-Rifle, 4+ Shotgun

Shooting Order: Pistol, Rifle, Shotgun

Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds in the doorway, Shotgun on the

horse or barrel

Procedure: Shooter starts standing at the doorway with hands on pistol(s). When ready say (You are one ugly Hombre). At the beep, with pistols engage the P1 through P5 pistol targets by first single taping the front three targets then double tap a rear target then single tap the front three targets then double tap the other rear target. Next, from doorway with rifle engage the R1 through R5 rifle targets by first single taping the three inner targets then double tap an end target then single tap the three inner targets then double tap the other end target. Move to horse- barrel and with shotgun engage the S1 through S4 knock-downs in any order.



Stage: 6, Bay 4

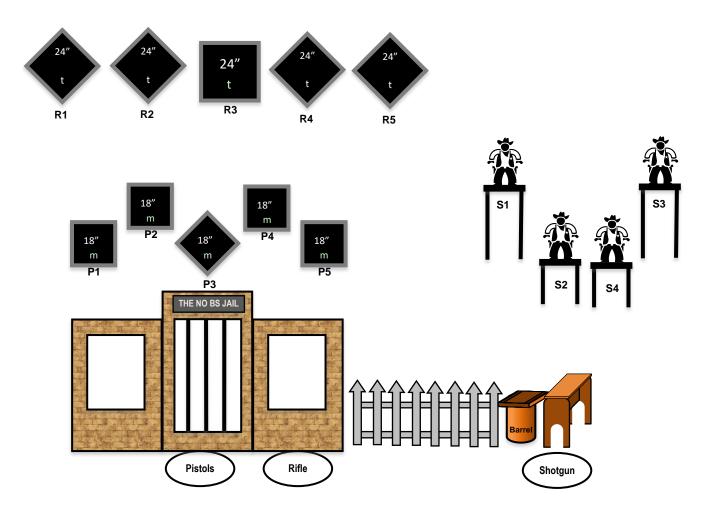
Round Count: 10-Pistol, 10-Rifle, 4+ Shotgun

Shooting Order: Shotgun, Rifle, Pistol

Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds in the right window, Shotgun

on horse or barrel

Procedure: Shooter starts standing near horse—barrel with both hands above shoulders. When ready say (You are one ugly Hombre). At the beep, with shotgun engage the S1 through S4 knock-downs in any order. Move to right window and with rifle engage the R1 through R5 rifle targets in this order, R1, R2, R4, R5, R3 & repeat. Move to doorway and with pistols engage the P1 through P5 pistol targets with the same instructions as the rifle.



Stage: 7, Bay 3, Left

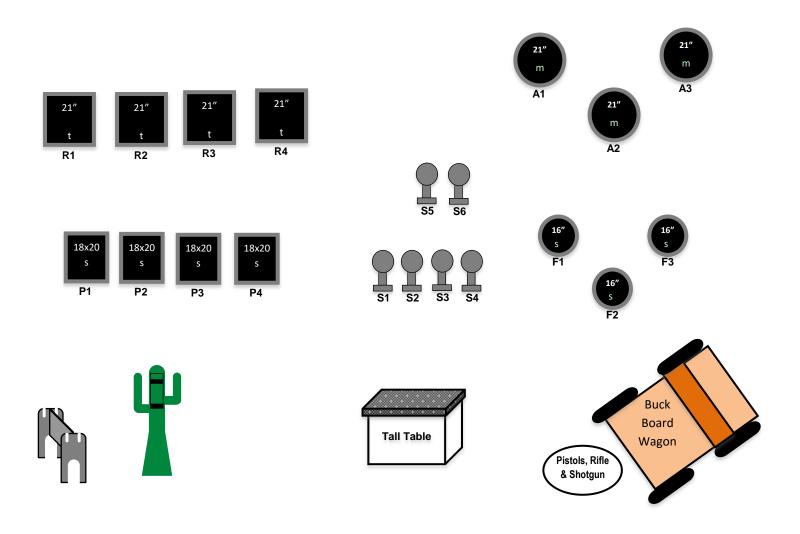
Round Count: 10-Pistol, 10-Rifle, 2+ Shotgun

Shooting Order: Rifle, Pistol, Shotgun

Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds on the wagon, Shotgun on the

wagon

Procedure: Shooter starts standing near wagon with hands by their sides. When ready say (I'm gonna put that gleam out in your eye). At the beep, with rifle engage the A1, A2, & A3 rifle targets starting from either end in a continuous 1,2,1 sweep (ex. A1, A2, A2, A3, A2, A2, A1, A2, A2, A3). Next, draw pistols and engage the F1, F2, & F3 pistol targets with the same instructions as the rifle. Last, with shotgun engage the S3 & S4, shotgun knock-downs in any order. (S1, S2, S5, S6 will be down ,out of play)



Stage: 8, Bay 3, Left

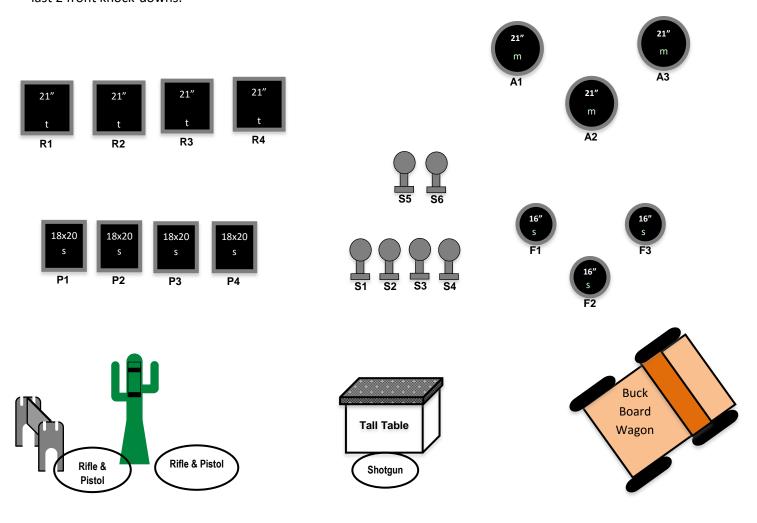
Round Count: 10-Pistol, 10-Rifle, 6+ Shotgun

Shooting Order: Pistol, Rifle, Shotgun

Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds on the cactus or horse,

Shotgun on the tall table

Procedure: Shooter starts standing near cactus or horse with hands on pistol(s). When ready say (I'm gonna put that gleam out in your eye). At the beep, with pistols engage the P1 through P4 pistol targets starting at either end with a Nevada sweep (ex. P1, P2, P3, P4, P3, P2, P1, P2, P3, P4). Next, with rifle engage the R1 through R4 rifle targets with the same instructions as the pistol. Move to the table and with shotgun engage the S1 through S6 shotgun knock-downs in this order, any 2 front shotgun knock-downs, then the 2 rear knock-downs and then the last 2 front knock-downs.



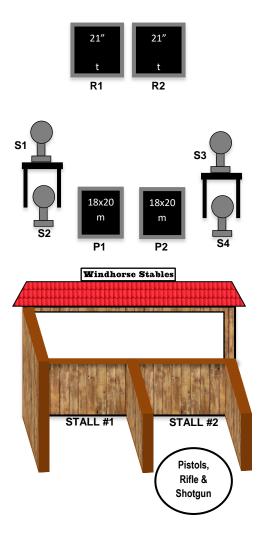
Stage: 9, Bay 3, Right

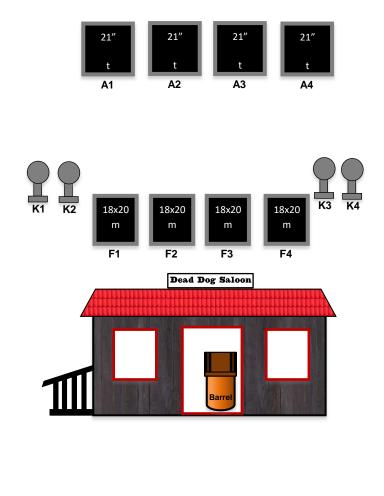
Round Count: 10-Pistol, 10-Rifle, 4+ Shotgun

Shooting Order: Shotgun, Rifle, Pistol

Staging: Pistols loaded with 5 rounds each, in stall 2, Rifle loaded with 10 rounds in stall 2, Shotgun in stall 2

Procedure: Shooter starts standing in stall 2 with hands on the left and right stall walls. When ready say (I don't know, no Sarah Connors). At the beep, with shotgun engage the S1 through S4 shotgun knock-downs in any order. Next, with rifle engage the R1 and R2 rifle targets starting at either end with a progressive sweep (ex. R1, R2, R2, R1, R1, R1, R2, R2, R2, R2). Last, with pistols engage the P1 and P2 pistol targets with the same instructions as the rifle.





Stage: 10, Bay 3, Right

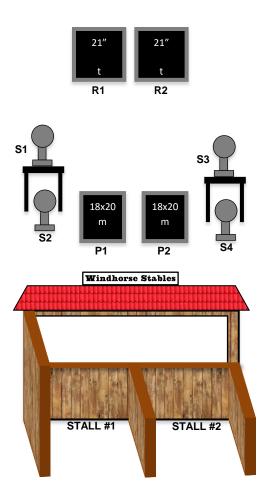
Round Count: 10-Pistol, 10-Rifle, 4+ Shotgun

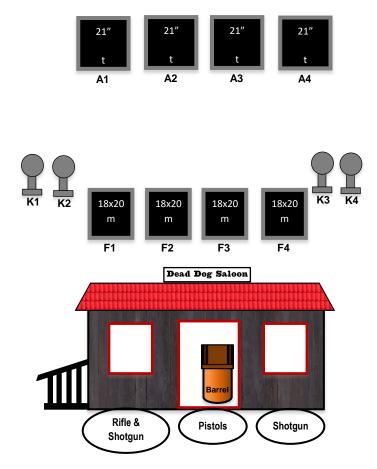
Shooting Order: Rifle, Shotgun, Pistol

Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds at Cowboy Port Arms, Shotgun

in the left window

Procedure: Shooter starts standing at the left window with rifle at cowboy port arms. When ready sat (I don't know, no Sarah Connors). At the beep, with rifle engage the A1 through A4 rifle targets in this order, A1, A2, A3, A4, A3, A2, A2, A1, A1. Next, with shotgun engage the K1 and K2 knock-downs in any order, move to the right window and engage the K3 and K4 knock-downs in any order. Move to doorway and with pistols engage the F1 through F4 pistol targets with the same instructions as the rifle.





Stage: 11, Bay 4

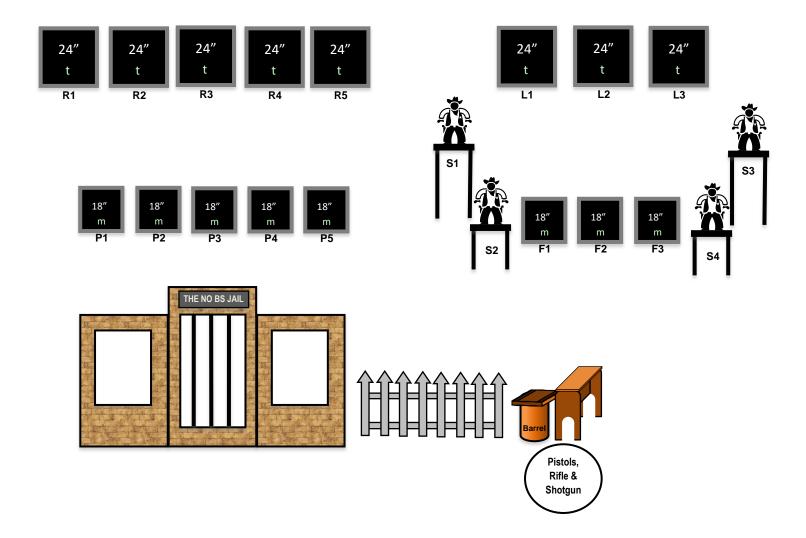
Round Count: 10-Pistol, 10-Rifle, 4+ Shotgun

Shooting Order: Pistol, Rifle, Shotgun

Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds on the horse or barrel, Shotgun

on the horse or barrel

Procedure: Shooter starts standing next to horse-barrel with hands on pistol(s). When ready say (Asta La Vista, Hombre). At the beep, with pistols engage the F1, F2, & F3 pistol targets in this order, middle, both outsides, middle, both outsides, middle (ex. F2, F1, F3, F2, F1, F3, F2, F1, F3, F2). Next, with rifle engage the L1, L2, & L3 rifle targets with the same instructions as the pistols. Last, with shotgun engage the four shotgun knock-downs in any order.



Stage: 12, Bay 4

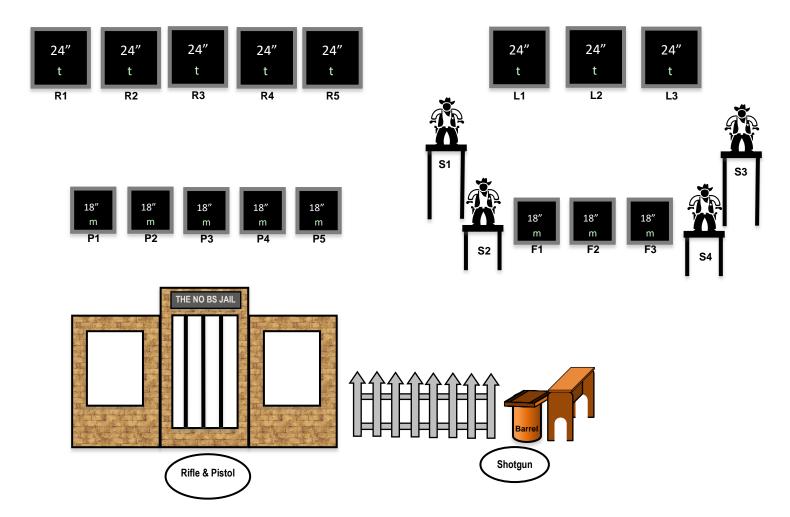
Round Count: 10-Pistol, 10-Rifle, 4+ Shotgun

Shooting Order: Rifle, Pistol, Shotgun

Staging: Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds in doorway, Shotgun on horse

or barrel

Procedure: Shooter starts standing at doorway with hands at their sides. When ready say (Asta La Vista, Hombre). At the beep, with rifle engage the R1 through R5 rifle targets in this order R1, R1, R2, R2, R3, R5, R5, R4, R4, R3. Next, with pistols engage the P1 through P5 pistol targets using the same instructions as the rifle. Last, move to horse-barrel and with shotgun engage the four shotgun knock-downs in any order.



Personal Score Sheet

Alias:		

Stage	Raw Time	Miss	Penalty	Bonus	Total
Stage 1					
Stage 2					
Stage 3					
Stage 4					
Stage 5					
Stage 6					
Stage 7					
Stage 8					
Stage 9					
Stage 10					
Stage 11					
Stage 12					
Totals					

Have Fun!! Yee-Haa!!