

Cavalier Cowboys

Sunday – August 2nd, 2015

Stages Written by: Striker

Cavalier Cowboys – Club Match Rules & Conventions

- Revised 07-26-2015 -

- **SASS Rules**: 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.
- **SASS Stage Conventions**: 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.
- **Safety Officer**: 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.
- **Shotgun Knockdown Misses**: 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.
- **Drawing on the Move**: 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.
- **Coaching**: Any shooter who does not want to receive coaching must state their preference at the beginning of each 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

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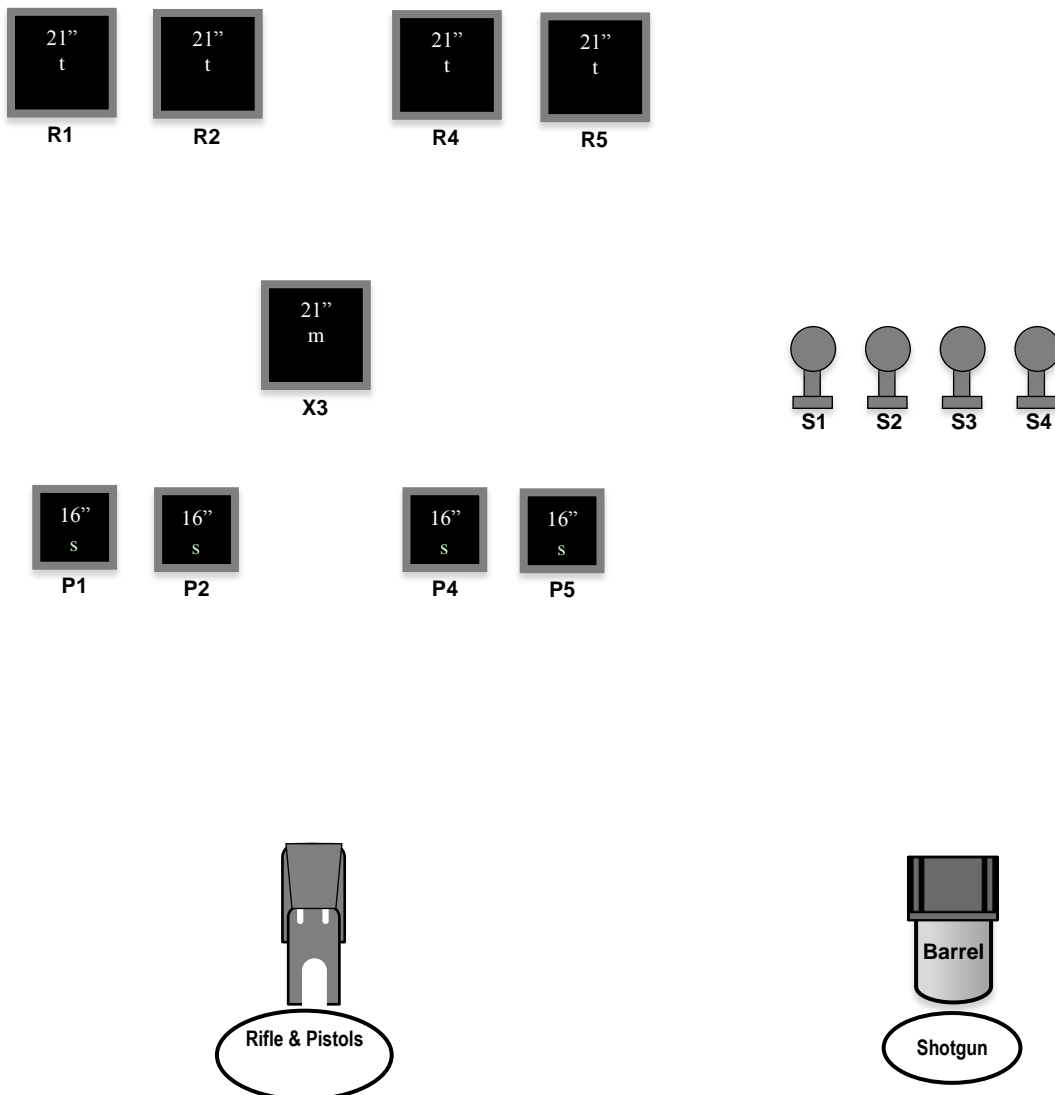
STAGE ONE – BAY #1 – Left Side

Round Count: 10 pistol, 10 rifle, and 4+ shotgun

Shooting Order: Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged on the barrel.

Procedure: Shooter starts at the right barrel with hands above shoulders and when ready says “Yippie Ki-Yay !!!!”. At the beep with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order. Move to the left horse. Next with rifle engage the five rifle targets (R1, R2, X3, R4, R5) in a 1-3-2-3-1 sweep, for example (R1, R2, R2, R2, X3, X3, R4, R4, R4, R5). Last with pistols engage the five pistol targets (P1, P2, X3, P4, P5) using the same instructions as the rifle.



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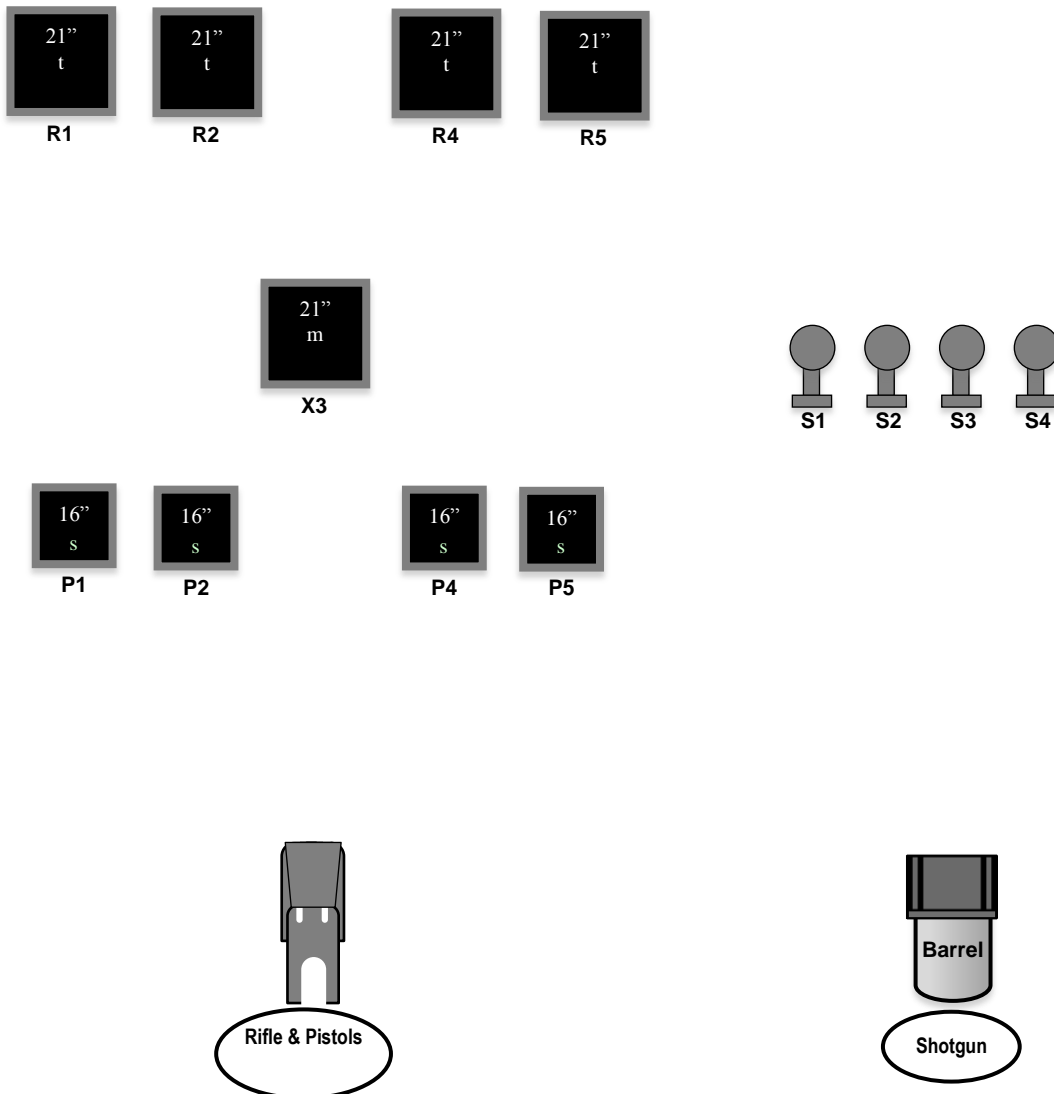
STAGE TWO – BAY #1 – Left Side

Round Count: 10 pistol, 10 rifle, and 4+ shotgun

Shooting Order: Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is held pointed safely down range.

Procedure: Shooter starts at the right barrel with shotgun pointed safely down range and when ready says “Yippie Ki-Yay !!!!”. At the beep with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order. Move to the left horse. Next with rifle engage the five rifle targets (R1, R2, X3, R4, R5) in the following order; (R1, X3, X3, R2, X3, X3, R4, X3, X3, R5). Next with pistols engage the five pistol targets (P1, P2, X3, P4, P5) using the same instructions as the rifle.



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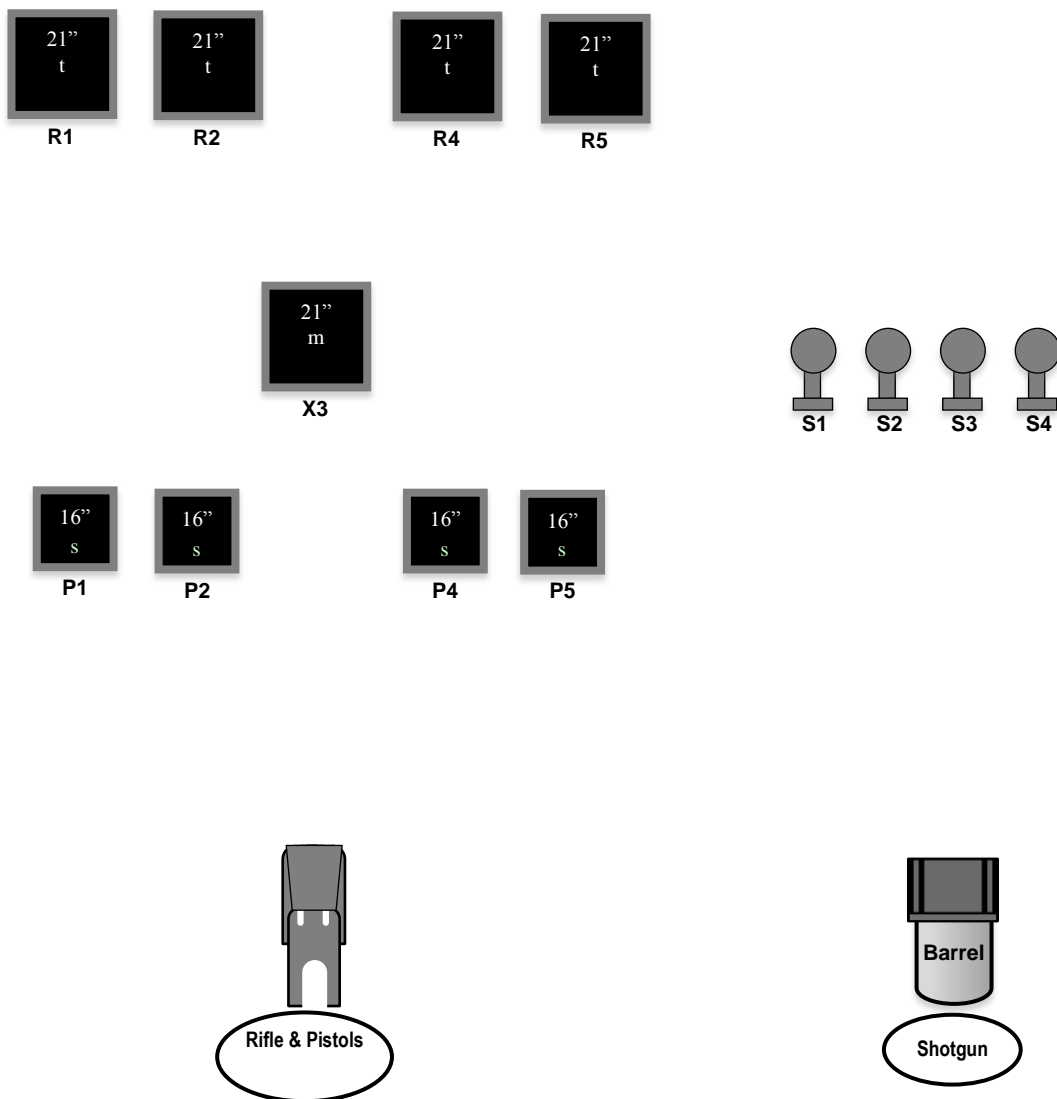
STAGE THREE – BAY #1 – Left Side

Round Count: 10 pistol, 10 rifle, and 4+ shotgun

Shooting Order: Pistols, Shotgun, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds and staged on left horse. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts at the left horse with hands on pistol(s) and when ready says “Yippie Ki-Yay !!!!”. At the beep with pistols engage the one pistol target (X3) with a ten round dump. Move to the right barrel. Next with shotgun engage any two of the four knockdown targets (S1, S2, S3, S4) in any order. Move to the left horse. Next with rifle engage the one rifle target (X3) with a ten round dump. Move to the right barrel. Last with shotgun engage the remaining knockdown targets (S1, S2, S3, S4) in any order.



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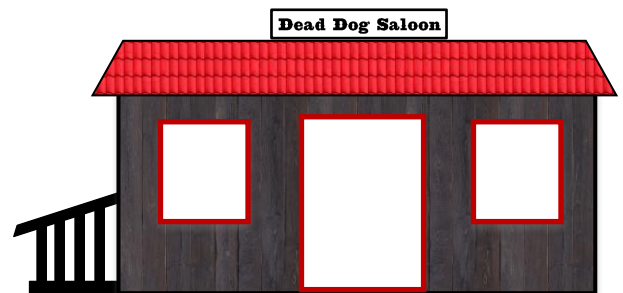
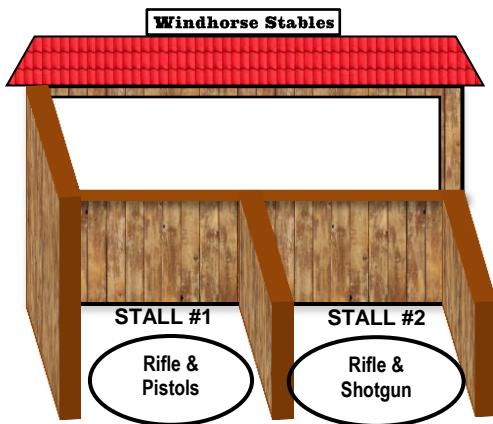
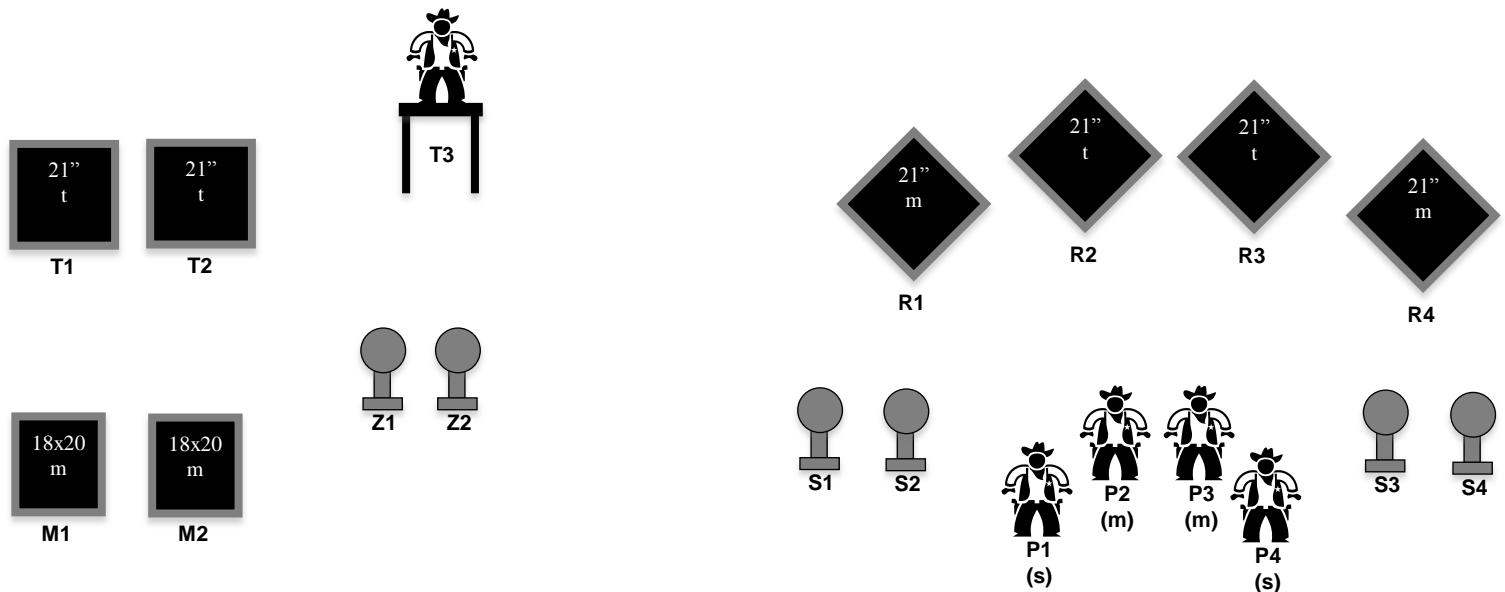
STAGE FOUR – BAY #2 – Right Side

Round Count: 10 pistol, 10+1 rifle, and 2+ shotgun

Shooting Order: Pistols, Rifle, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds and staged in Stall #1. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged in Stall #2.

Procedure: Shooter starts in Stall #1 and when ready says “Yippie Ki-Yay !!!!”. At the beep with pistols engage the two pistol targets (M1, M2) in a Progressive Sweep, for example (M1, M2, M2, M1, M1, M1, M2, M2, M2, M2). Next with rifle engage the two rifle targets (T1, T2) using the same instructions as the pistols. Move to Stall #2. Next with rifle load one round and engage the T3 knockdown target for a 5 second bonus, misses do not count on the knockdown target. Last with shotgun engage the two knockdown targets (Z1, Z2) in any order.



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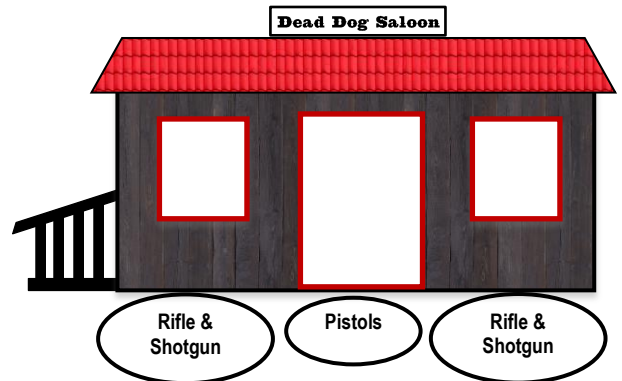
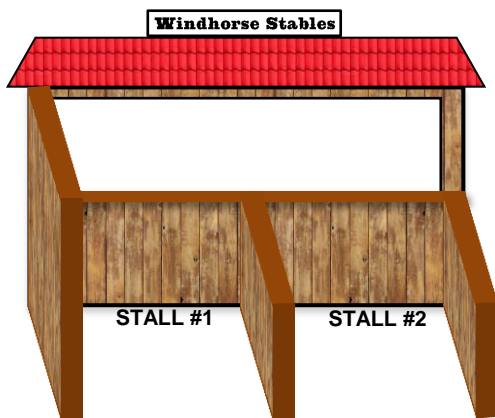
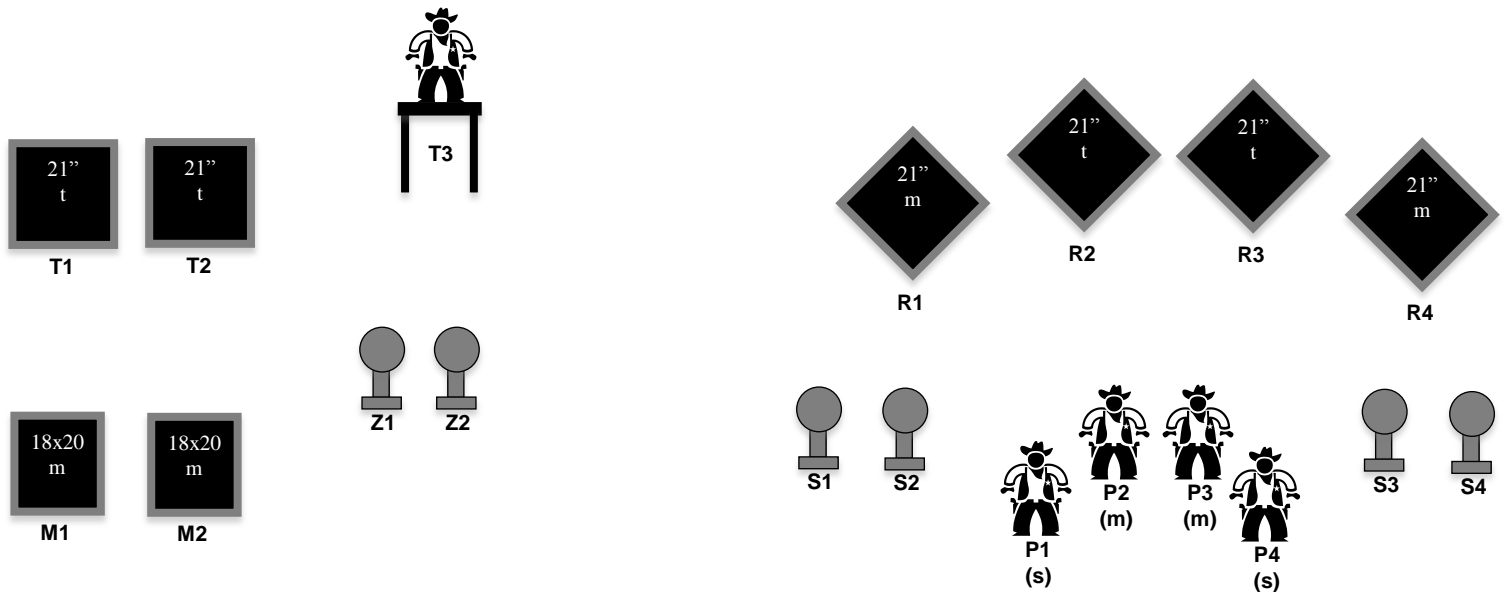
STAGE FIVE – BAY #2 – Right Side

Round Count: 10 pistol, 10 rifle, and 4+ shotgun

Shooting Order: Pistols, Rifle, Shotgun, Shotgun

Staging: Rifle is loaded with 10 rounds and staged in a window. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged in a window.

Procedure: Shooter starts at the door of the Dead Dog with hands on pistol(s) and when ready says “Yippie Ki-Yay !!!!”. At the beep with pistols engage the four pistol targets (P1, P2, P3, P4) in a Badger Sweep, for example (P1, P1, P2, P1, P2, P3, P1, P2, P3, P4). Move to a window. Next with rifle engage the four rifle targets (R1, R2, R3, R4) using the same instructions as the pistols. Next with shotgun engage the two knockdown targets (S1, S2) or (S3, S4) in front of the window, in any order. Move to the other window. Last with shotgun engage the two knockdown targets (S1, S2) or (S3, S4) in front of the window, in any order.



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STAGE SIX – BAY #2 – Right Side

Round Count: 10 pistol, 8 rifle, and 4+ shotgun

Shooting Order: Rifle, Pistols, Shotgun, Shotgun

Staging: Rifle is loaded with 10 rounds and staged in a window. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged in different window than rifle.

Procedure: Shooter starts at a window of the Dead Dog with hands on window seal and when ready says “Yippie Ki-Yay !!!!”. At the beep with rifle engage the four rifle targets (R1, R2, R3, R4) with 8 rounds and no double taps. Move to the doorway. Next with pistols engage the four pistol targets (P1, P2, P3, P4) with 10 rounds and no double taps. Move to a window. Next with shotgun engage the two knockdown targets (S1, S2) or (S3, S4) in front of the window, in any order. Move to the other window. Last with shotgun engage the two knockdown targets (S1, S2) or (S3, S4) in front of the window, in any order.

