

Cavalier Cowboys

Sunday – September 6th, 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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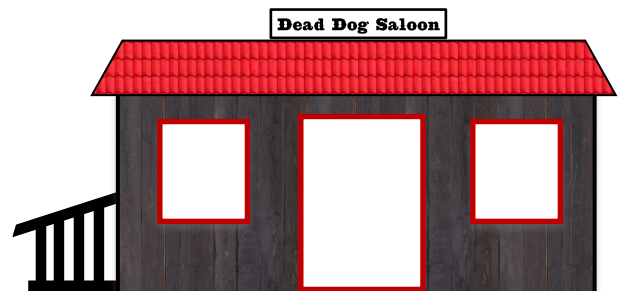
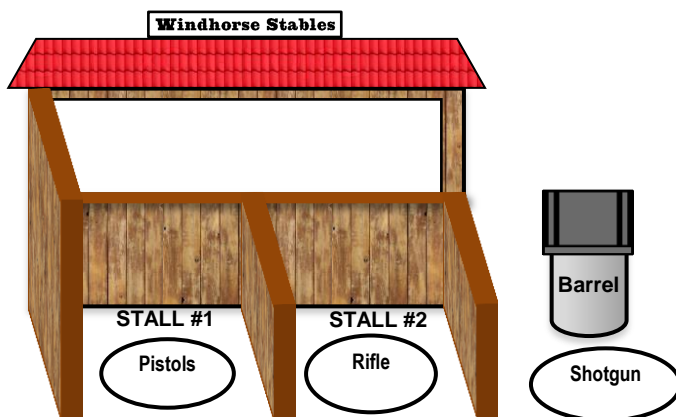
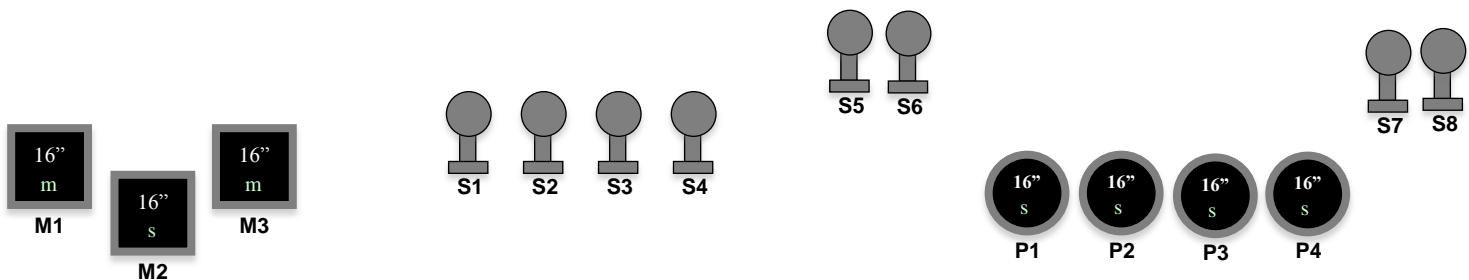
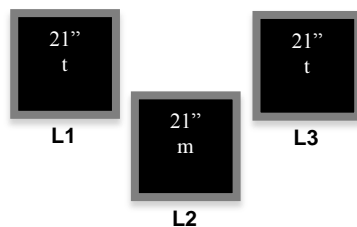
STAGE ONE – BAY #2 – Right Side

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 barrel with shotgun pointed safely down range and when ready says “Yee-Haa !!!!”. At the beep with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order. Move to stall 2. Next with rifle engage the three rifle targets in the following order: (L1, L2, L2, L3, L1, L2, L2, L2, L2, L3). Move to stall 1. Last with pistols engage the three pistol targets (M1, M2, M3) using the same instructions as the rifle.



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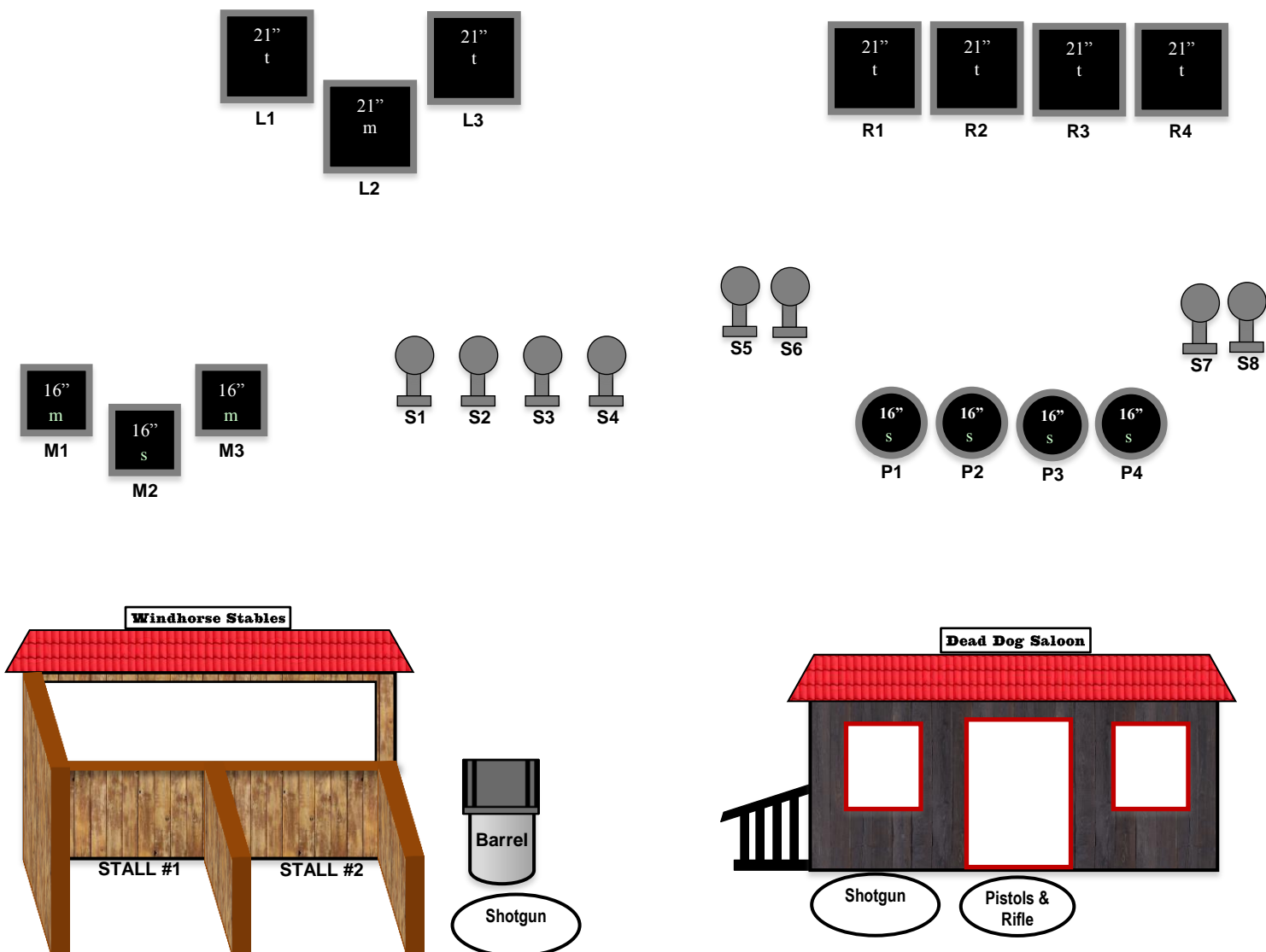
STAGE TWO – BAY #2 – Right Side

Round Count: 10 pistol, 10 rifle, and 6+ shotgun

Shooting Order: Pistols, Rifle, Shotgun, Shotgun

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

Procedure: Shooter starts at the saloon doorway with hands on pistols and when ready says “Yee-Haa !!!!”. At the beep with pistols engage the four pistol targets (P1, P2, P3, P4) in a reverse badger sweep, for example (P1, P2, P3, P4, P1, P2, P3, P1, P2, P1). Next with rifle engage the four rifle targets (R1, R2, R3, R4) using the same instructions as the pistols. Move to the left window. Next with shotgun engage the two knockdown targets (S5, S6) in any order. Move to the barrel. Last with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order.



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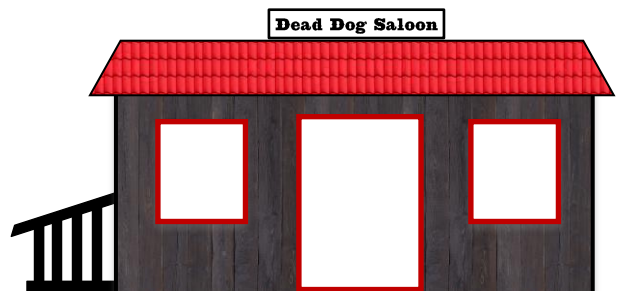
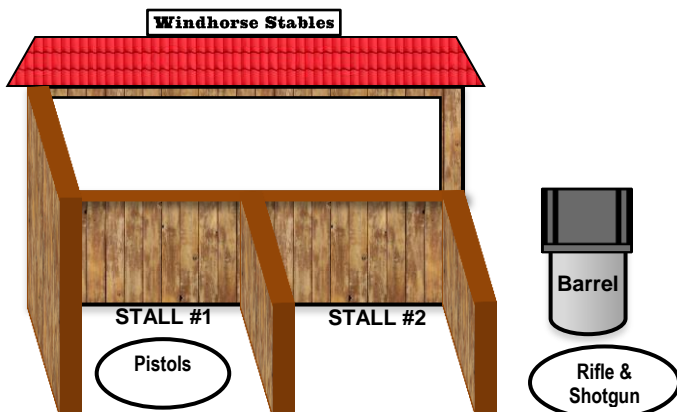
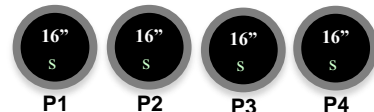
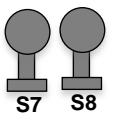
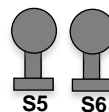
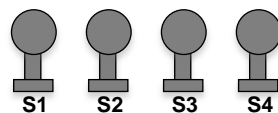
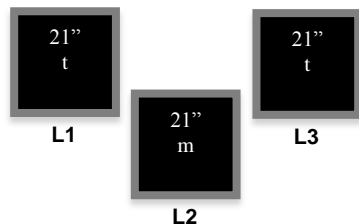
STAGE THREE – BAY #1 – Left Side

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

Shooting Order: Rifle, Shotgun, Pistols

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

Procedure: Shooter starts at the barrel with rifle pointed safely down range and when ready says “Yee-Haa !!!!”. At the beep with rifle engage the three rifle targets (L1, L2, L3) in a double tap Nevada sweep, for example (L1, L1, L2, L2, L3, L3, L2, L2, L1, L1). Next with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order. Move to stall 1. Last with pistols engage the three pistol targets (M1, M2, M3) using the same instructions as the rifle.



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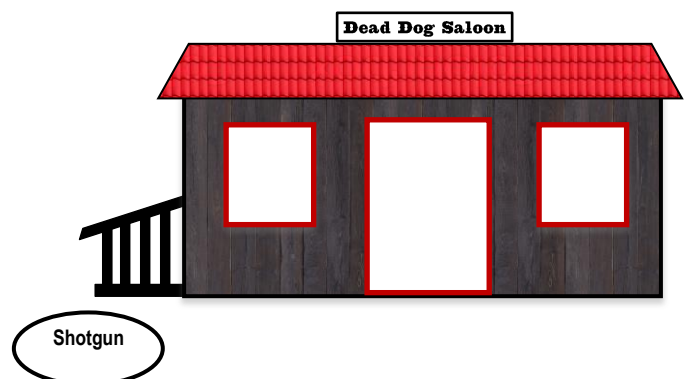
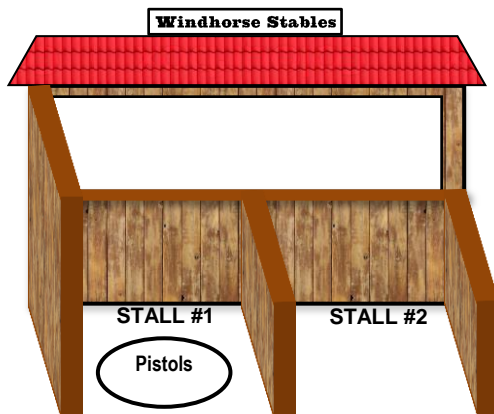
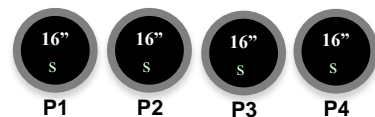
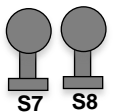
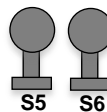
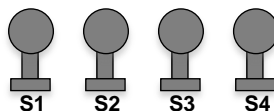
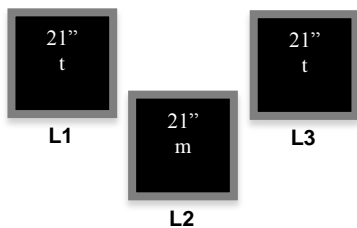
STAGE FOUR – BAY #2 – Right Side

Round Count: 10 pistol, 10 rifle, and 6+ shotgun

Shooting Order: Shotgun, Shotgun, Rifle, Pistols

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

Procedure: Shooter starts near side steps of Saloon with shotgun pointed safely down range and when ready says “Yee-Haa !!!!”. At the beep with shotgun engage the two knockdown targets (S5, S6) in any order. Move to the barrel. Next with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order. Next with rifle engage the three rifle targets (L1, L2, L3) with a triple tap on the outside, then a double tap on the middle, then a triple on the other outside target and then a double tap on the middle, for example (L1, L1, L1, L2, L2, L3, L3, L3, L2, L2). Move to stall 1. Last with pistols engage the three pistol targets (M1, M2, M3) using the same instructions as the pistols.



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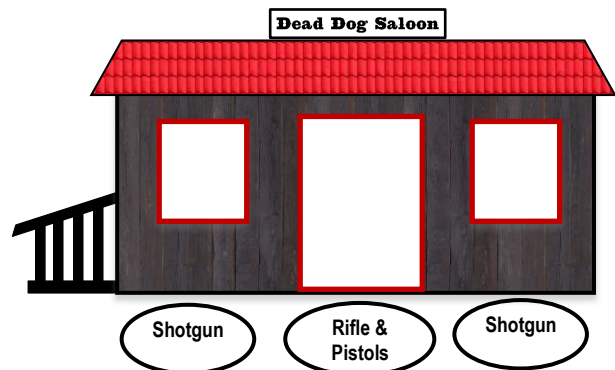
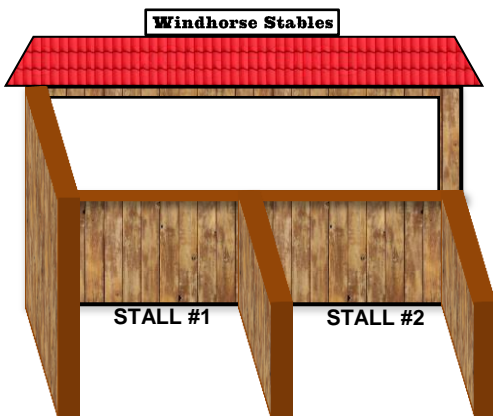
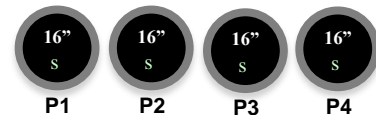
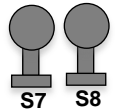
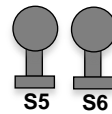
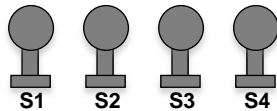
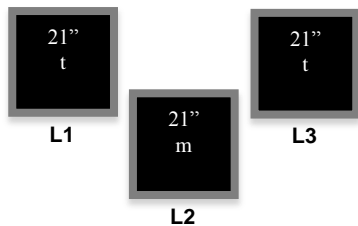
STAGE FIVE – BAY #2 – Right Side

Round Count: 10 pistol, 10 rifle, and 2+ 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 in a window.

Procedure: Shooter starts at either the left or right saloon window with hands on head/hat and when ready says “Yee-Haa !!!!”. At the beep with shotgun engage the two knockdown targets (S5, S6) or (S7, S8) in any order. Move to the doorway. Next with rifle engage the four rifle targets (R1, R2, R3, R4) in the following order (R3, R3, R3, R2, R2, R1, R4, R4, R4, R4). Last with pistols engage the four pistol targets (P1, P2, P3, P4) using the same instructions as the rifle.



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STAGE SIX – BAY #2 – Right Side

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

Shooting Order: Pistols, Rifle, Shotgun

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

Procedure: Shooter starts in stall 1 and when ready says “Yee-Haa !!!!”. At the beep with pistols engage the three pistol targets (M1, M2, M3) in a West Virginia sweep, for example (M1, M2, M3, M3, M2, M1, M1, M2, M3, M3). Move to the right saloon window. Next with rifle engage the four rifle targets (R1, R2, R3, R4) in a Nevada sweep, for example (R1, R2, R3, R4, R3, R2, R1, R2, R3, R4). Move to the barrel. Last with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order.

