

# **Cavalier Cowboys**

**Sunday – December 6<sup>th</sup>, 2015**

## **“My Rifle, My Pony and Me”**

*Stages Written by: Striker*

Sun is sinking in the west  
The cattle go down to the stream  
The redwing settles in the nest  
It's time for a cowboy to dream

Purple light in the canyon  
that is where I long to be  
With my three good companions  
just my rifle pony and me

Gonna hang my sombrero  
on the limb of a tree  
Coming home sweet my darling  
just my rifle pony and me

Whippoorwill in the willow  
sings a sweet melody  
Riding to Amarillo  
just my rifle pony and me

No more cows to be ropin'  
No more strays will I see  
'round the bend shall be waitin  
For my rifle pony and me  
For my rifle my pony and me

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## 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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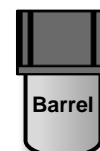
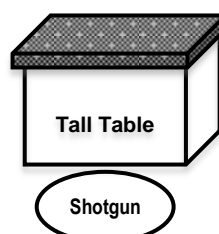
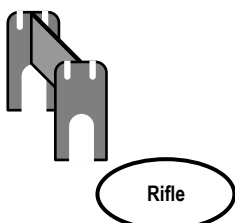
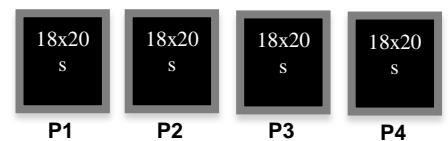
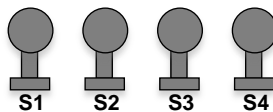
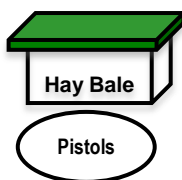
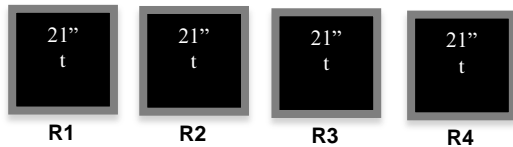
## STAGE ONE – BAY #1 – Left Side

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

**Shooting Order:** Shotgun, Rifle, Pistols

**Staging:** Rifle is loaded with 10 rounds and staged on the horse. Both pistols are loaded with 5 rounds each and holstered. Shotgun is held with both hands.

**Procedure:** Shooter starts at the tall table with both hands holding shotgun and when ready says “My Rifle, My Pony and Me”. At the beep with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order. Take the shotgun with you to the horse. Next with rifle engage the four rifle targets (R1, R2, R3, R4) in the following order (R1, R2, R3, R4, R1, R2, R2, R3, R3, R4). Move to the hay bale down range. Last with pistols engage the four pistol targets (R1, R2, R3, R4) using the same instructions as the rifle.



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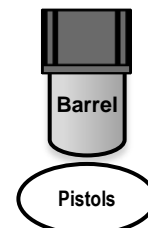
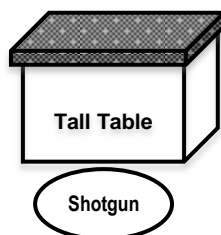
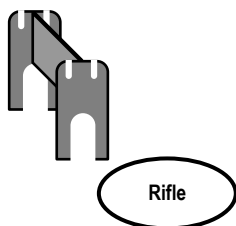
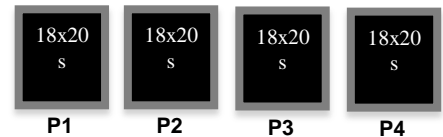
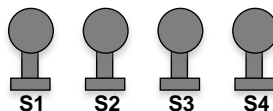
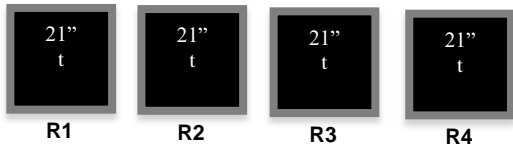
## STAGE TWO – BAY #1 – Left Side

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

**Shooting Order:** Rifle, Shotgun, Pistols

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

**Procedure:** Shooter starts at the horse with both hands holding the shackles and when ready says “My Rifle, My Pony and Me”. At the beep with rifle engage the four rifle targets (R1, R2, R3, R4) with a degressive sweep, for example (R1, R1, R1, R1, R2, R2, R2, R3, R3, R4). Move to the tall table. Next with shotgun engage the four knockdown targets (S1, S2, S3, S4) in the following order (inside, inside, outside, outside). Move to the barrel. Last with pistols engage the four pistol targets (P1, P2, P3, P4) with a progressive sweep, for example (P1, P2, P2, P3, P3, P3, P4, P4, P4, P4).



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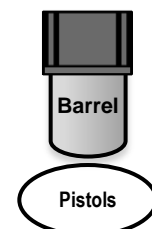
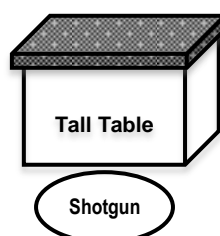
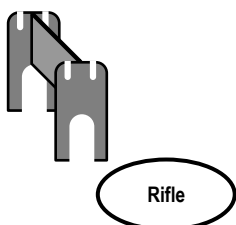
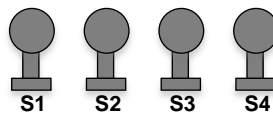
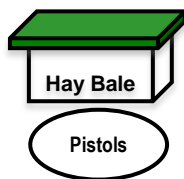
## STAGE THREE – BAY #1 – Left Side

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

**Shooting Order:** Pistols, Shotgun, Rifle, Pistols

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

**Procedure:** Shooter starts at the barrel with hands on pistol(s) and when ready says “My Rifle, My Pony and Me”. At the beep with pistols engage the two pistol targets (P3, P4) with a 3-2 sweep, for example (P4, P4, P4, P3, P3). Move to the tall table. Next with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order. Take shotgun with you to the horse. Next with rifle engage the four rifle targets (R1, R2, R3, R4) with a 3-2-3-2 sweep, for example (R1, R1, R1, R2, R2, R3, R3, R3, R4, R4). Move to the hay bale down range. Last with pistols engage the two pistol targets (R1, R2) with a 3-2 sweep, for example (R1, R1, R1, R2, R2).



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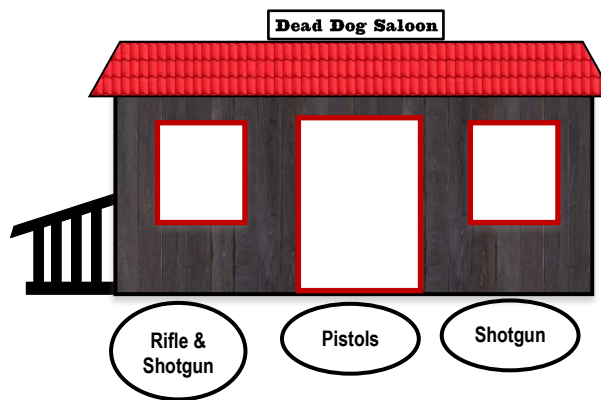
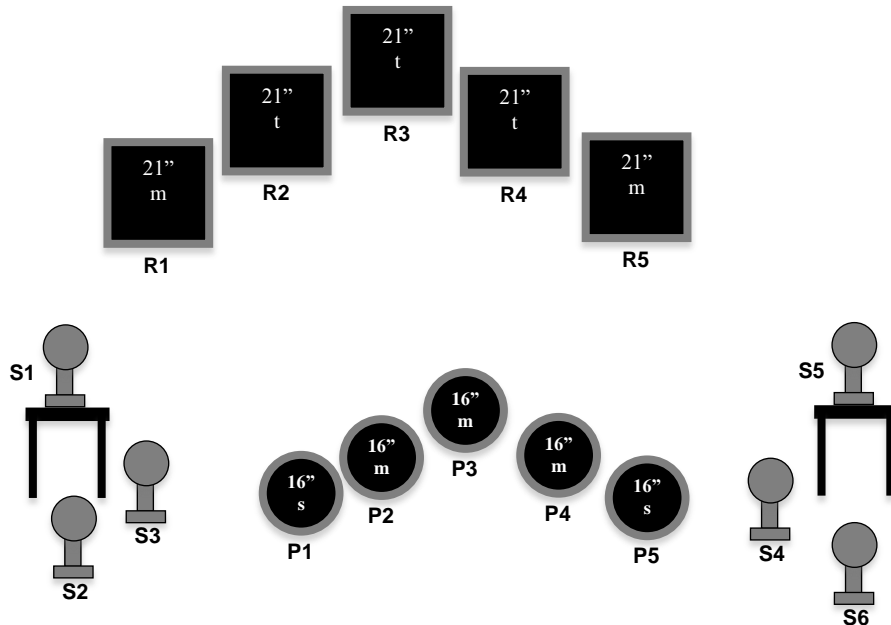
## STAGE FOUR – BAY #2 – Right Side

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

**Shooting Order:** Rifle, Shotgun, Shotgun, Pistols

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

**Procedure:** Shooter starts at left window with hands on hat/head and when ready says “My Rifle, My Pony and Me”. At the beep with rifle engage the five rifle targets (R1, R2, R3, R4, R5) as follows (R2, R1, R2, R3, R2, R4, R5, R4, R3, R4). Next with shotgun engage the three knockdown targets (S1, S2, S3) in any order. Move to the right window and then with shotgun engage the three knockdown targets (S4, S5, S6) in any order. Move to the doorway. Last with pistols, engage the five pistol targets (P1, P2, P3, P4, P5) using the same instructions as the rifle.



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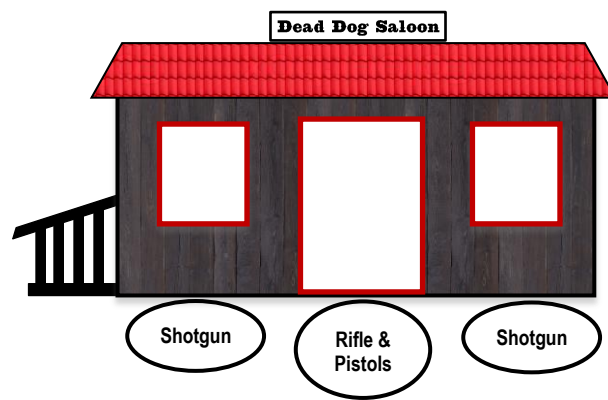
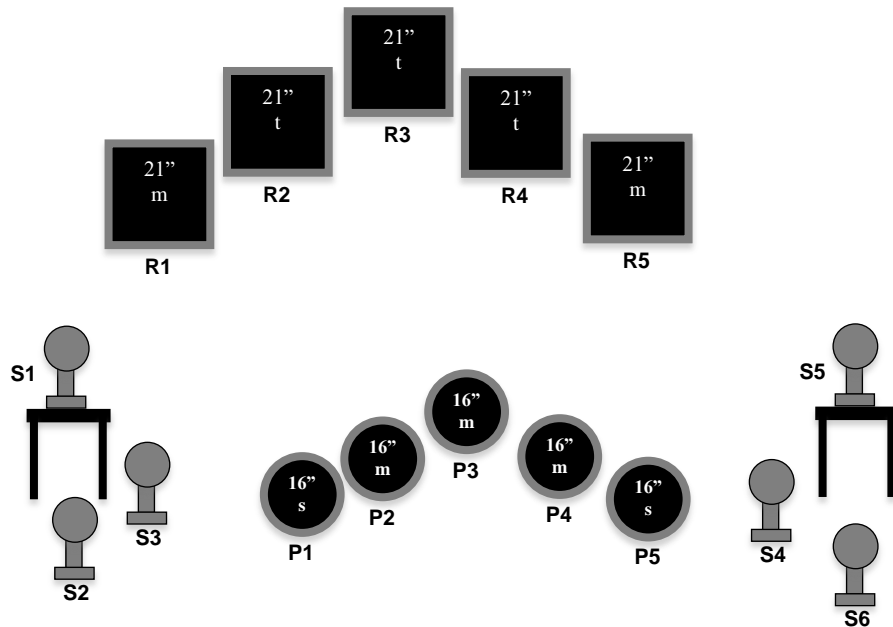
## STAGE FIVE – BAY #2 – Right Side

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

**Shooting Order:** Rifle, Pistols, Shotgun, Shotgun

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

**Procedure:** Shooter starts at the door with both hands holding the rifle and when ready says “My Rifle, My Pony and Me”. At the beep with rifle engage the five rifle targets (R1, R2, R3, R4, R5) with a 1-3-2-3-1 sweep, for example (R1, R2, R2, R2, R3, R3, R4, R4, R4, R5). Next with pistols engage the five pistol targets (P1, P2, P3, P4, P5) using the same instructions as the rifle. Move to the right window and then with shotgun engage the three knockdown targets (S4, S5, S6) in any order. Move to the left window and last with shotgun engage the three knockdown targets (S1, S2, S3) in any order.



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## STAGE SIX – 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 in left window. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged in left window.

**Procedure:** Shooter starts at left window and when ready says “My Rifle, My Pony and Me”. At the beep with shotgun engage two of the three knockdown targets (S1, S2, S3) in any order. Next with rifle engage the five rifle targets (R1, R2, R3, R4, R5) with a double tap sweep, for example (R1, R1, R2, R2, R3, R3, R4, R4, R5, R5). Move to the doorway and then with pistols engage the five pistol targets (P1, P2, P3, P4, P5) using the same instructions as the pistols.

