

Cavalier Cowboys

Sunday – April 3rd, 2016

“Lincoln County Regulators”

Stages Written by: Striker

The Lincoln County Regulators was a deputized posse in Lincoln County, New Mexico during the Lincoln County War, consisting of a dozen or so members who wanted revenge for the killing of their boss, John Tunstall. The group was formed days after Tunstall's death, in February 1878, and would last for only five months until Alex McSween died in a siege on July 19, 1878.

The Regulators received their cloak of legality from the Justice of the Peace of the town of Lincoln, John Wilson. They would go through three different leaders, all but one being killed. Although Billy the Kid would achieve fame as a member of the Regulators, he never led them. Their first leader was Dick Brewer, killed later by Buckshot Roberts and replaced by Frank McNab, who was killed by members of the Seven Rivers Warriors. McNab was replaced by the Regulators final leader, Doc Scurlock.

The Regulators were formed to counter what was believed to have been a corrupt Sheriff's Office under Sheriff William J. Brady, in addition to the Murphy-Dolan faction having hired gunmen of their own, to include the Seven Rivers Warriors, the Jessie Evans Gang, and the John Kinney Gang. The Lincoln County War and the Regulators would launch Billy the Kid to everlasting fame. However, in reality other Regulators, for certain Doc Scurlock, were closer to actually being "gunmen" than Billy. In some cases, Billy the Kid was credited with killings that in fact were carried out by other Regulators. By the Regulators end, any killings committed by them had his name attached, whether he was the actual shooter or not. This would eventually be detrimental to his attempts at amnesty.

The posse was made up by a mixture of American and Mexican cowboys. Before being called the Regulators, some of the main members called themselves the "Iron Clad." Their most famous shootouts during their existence was the Gunfight of Blazer's Mills and the Battle of Lincoln. Accounts of the number of people killed by the Regulators during the range war vary, as some killings attached to them have never been substantiated.

It must be noted that William Bonney, aka Billy the Kid, never made any efforts to become well known, or to be the main subject of news reports on the events taking place during the range war. Frank Coe commented years later, "He never pushed in his advice or opinions, but he had a wonderful presence of mind".

Ultimately, the Lincoln County War accomplished little other than to fester distrust and animosity in the area and to make fugitives out of the surviving Regulators, most notably Billy the Kid. The Kid, Scurlock, Bowdre, Chavez y Chavez, Saunders, Brewer, Brown, McNab and the Coe cousins received the most notoriety as being "Regulators". Gradually, his fellow gunmen scattered to their various fates, and Billy the Kid was left with Charlie Bowdre, Tom O'Folliard, Dirty Dave Rudabaugh, and a few other friends with whom he rustled cattle and committed other petty crimes while negotiating for an amnesty that would never come, and evading capture.

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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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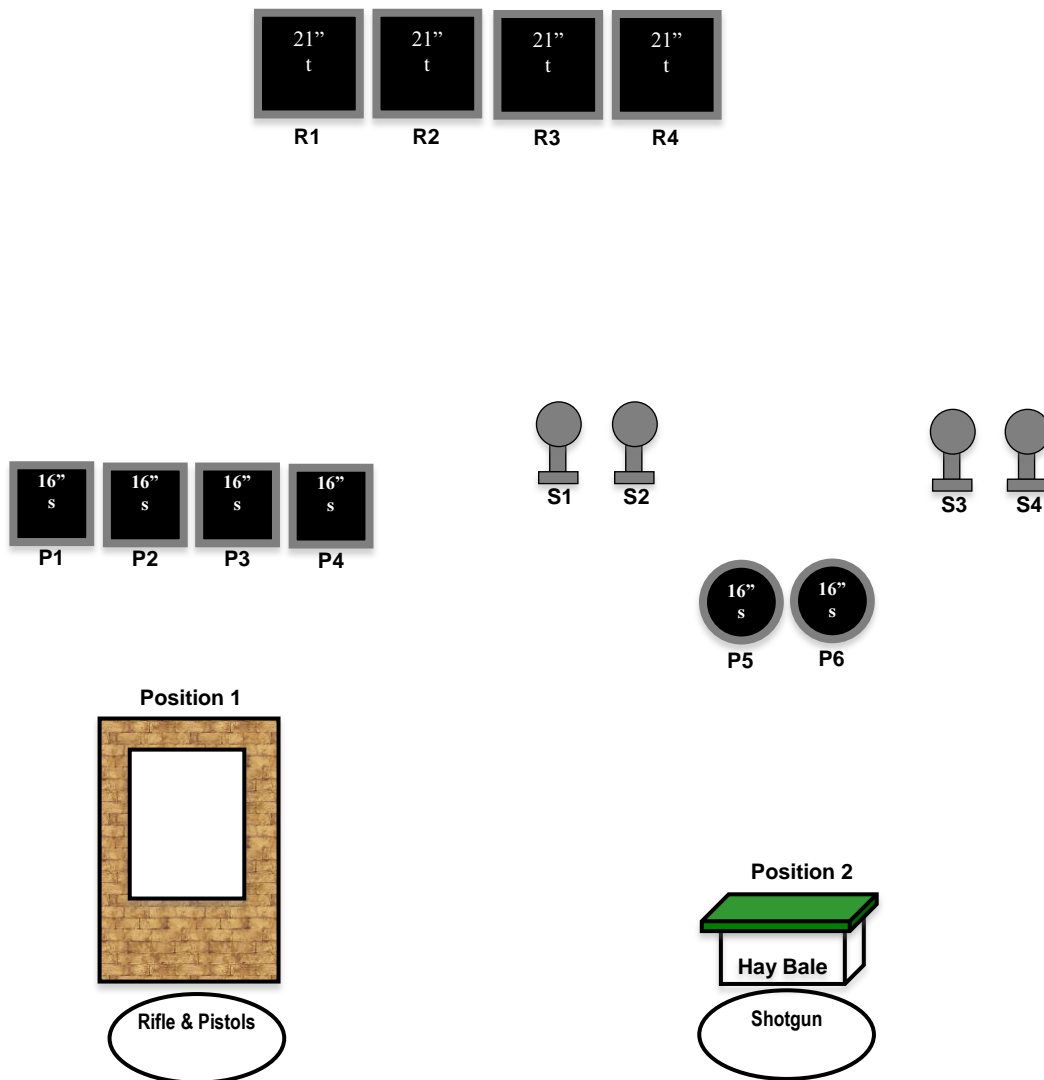
STAGE ONE – BAY #1 – Left Side

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

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds and staged at Position 1. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts at Position 1 with hands above shoulders and when ready says “REGULATORS!!”. At the beep with rifle engage the four rifle targets (R1, R2, R3, R4) in the following order (R1, R4, R3, R1, R2, R3, R4, R3, R2, R1). Next with pistols engage the four pistol targets (P1, P2, P3, P4) using the same instructions as the rifle. Move to Position 2. Last with shotgun engage the four knockdown (S1, S2, S3, S4) in any order.



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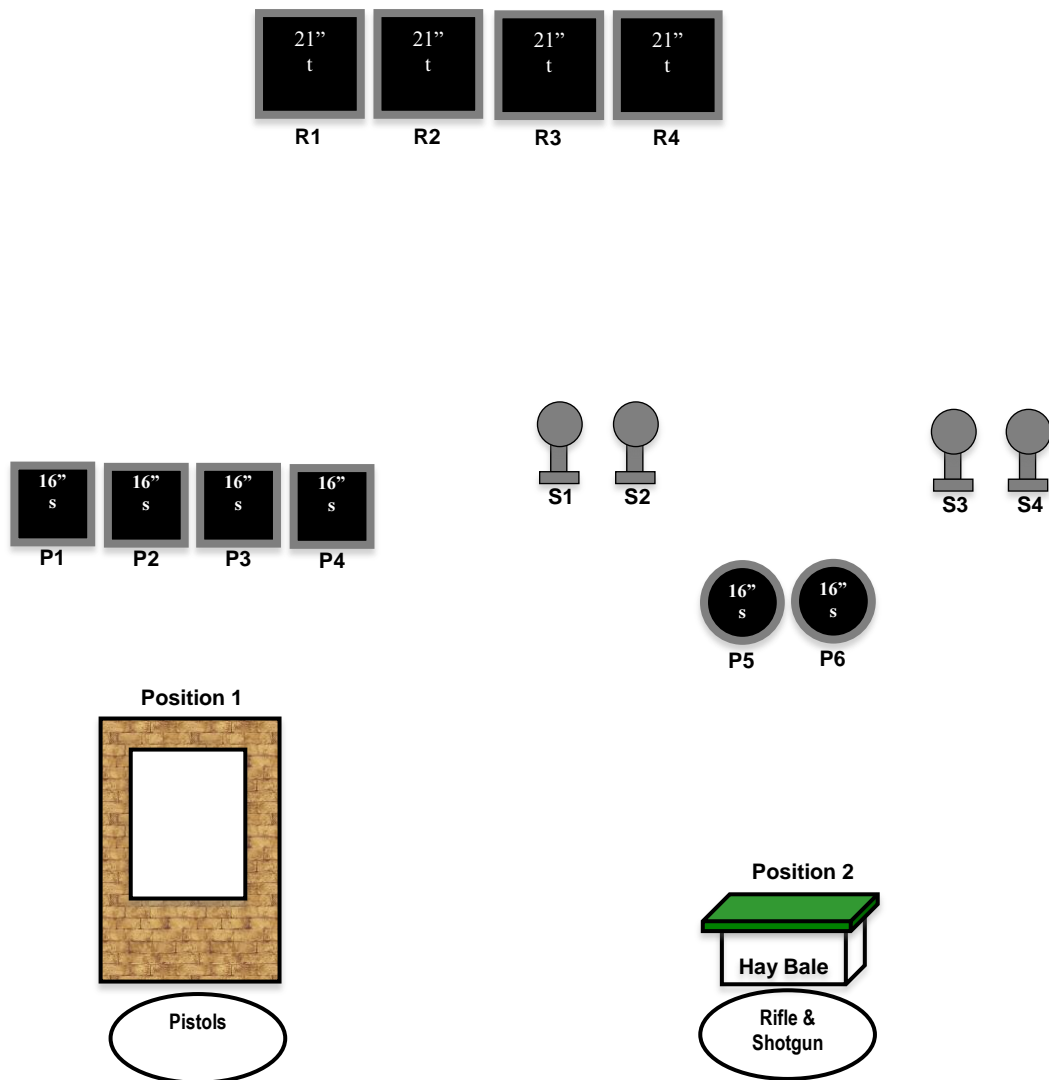
STAGE TWO – BAY #1 – Left Side

Round Count: 10 pistol, 9 rifle, and 4+ shotgun

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 9 rounds and pointed down range. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged at Position 2.

Procedure: Shooter starts at Position 2 with rifle pointed down range and when ready says “REGULATORS!!”. At the beep with rifle engage the four rifle targets (R1, R2, R3, R4) in a “Bad Jack Abernathy Sweep” as follows (R1, R1, R4, R2, R2, R4, R3, R3, R4). Next with shotgun engage the four knockdowns (S1, S2, S3, S4) as follows inside, outside, inside, outside. Move to Position 1. Last with pistols engage the four pistol targets (P1, P2, P3, P4) using the same instructions as the rifle and then place the last round on any rifle target (R1, R2, R3, R4).



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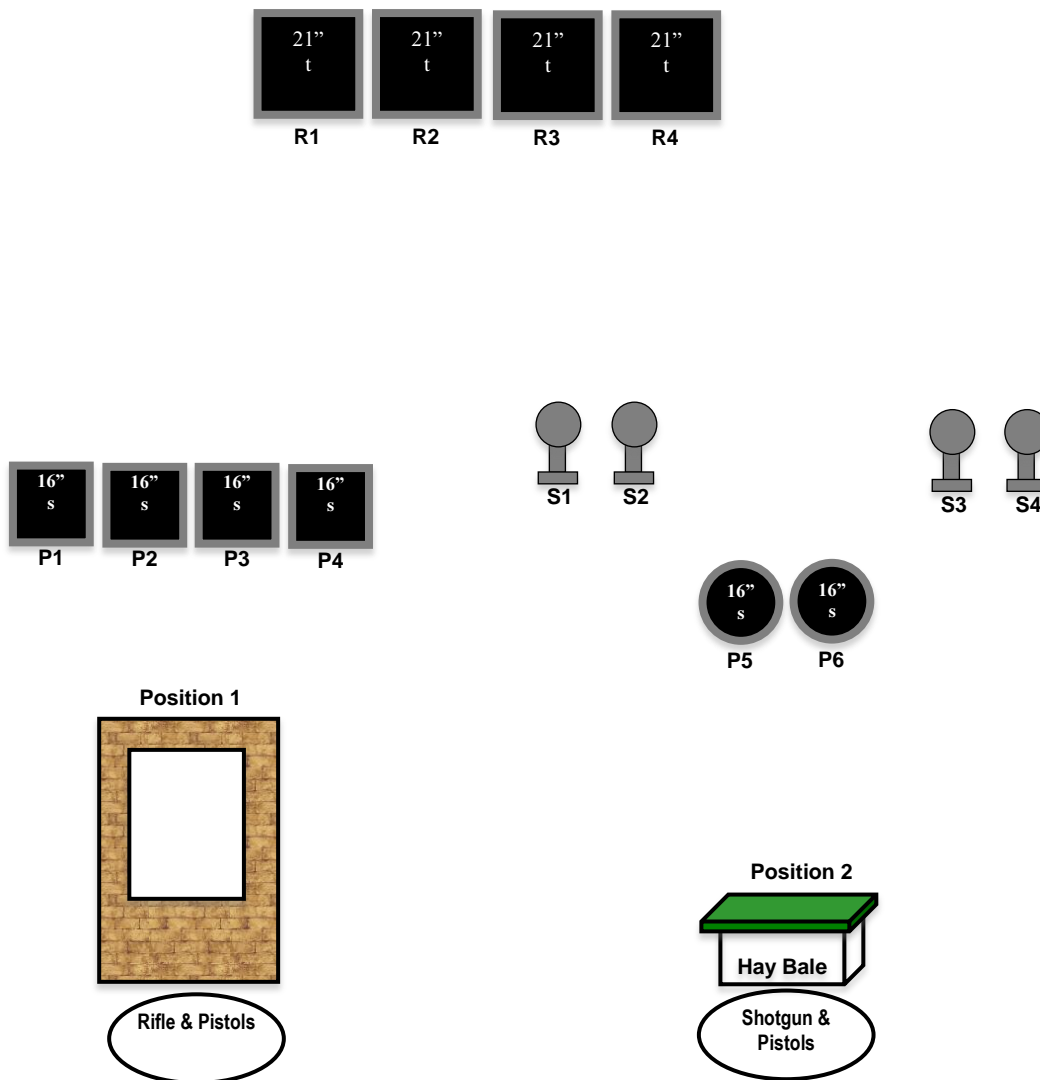
STAGE THREE – BAY #1 – Left Side

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

Shooting Order: Rifle, Pistols, Pistols, Shotgun

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

Procedure: Shooter starts at Position 1 and when ready says “REGULATORS!!”. At the beep with rifle engage the four rifle targets (R1, R2, R3, R4) with single taps, all targets engaged for 10 rounds. Next with pistols engage the four pistol targets (P1, P2, P3, P4) with single taps, all targets engaged for 5 rounds. Move to Position 2. Next with pistols engage the two pistol targets (P5, P6) with single taps, all targets engaged for 5 rounds. Last with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order.



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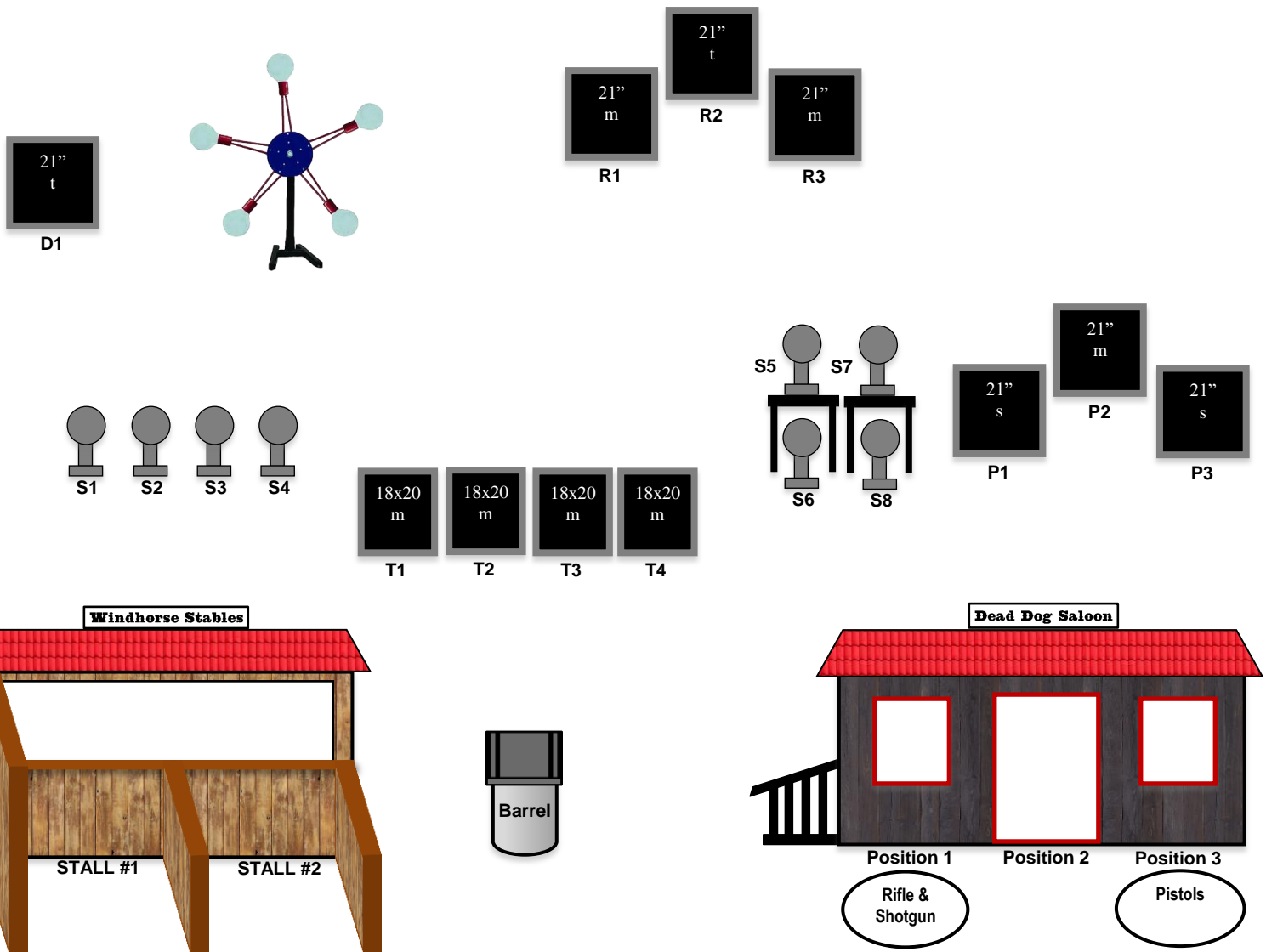
STAGE FOUR – BAY #2 – Right Side

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

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds and staged at Position 1. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts at Position 1 and when ready says "REGULATORS!!". At the beep with rifle engage the three rifle targets (R1, R2, R3) with a Double Tap Nevada Sweep, for example (R1, R1, R2, R2, R3, R3, R2, R2, R1, R1). Move to Position 3. Next with pistols engage the three pistol targets (P1, P2, P3) using the same instructions as the rifle. Move to Position 1. Last with shotgun engage the four knockdowns (S5, S6, S7, S8) in any order.



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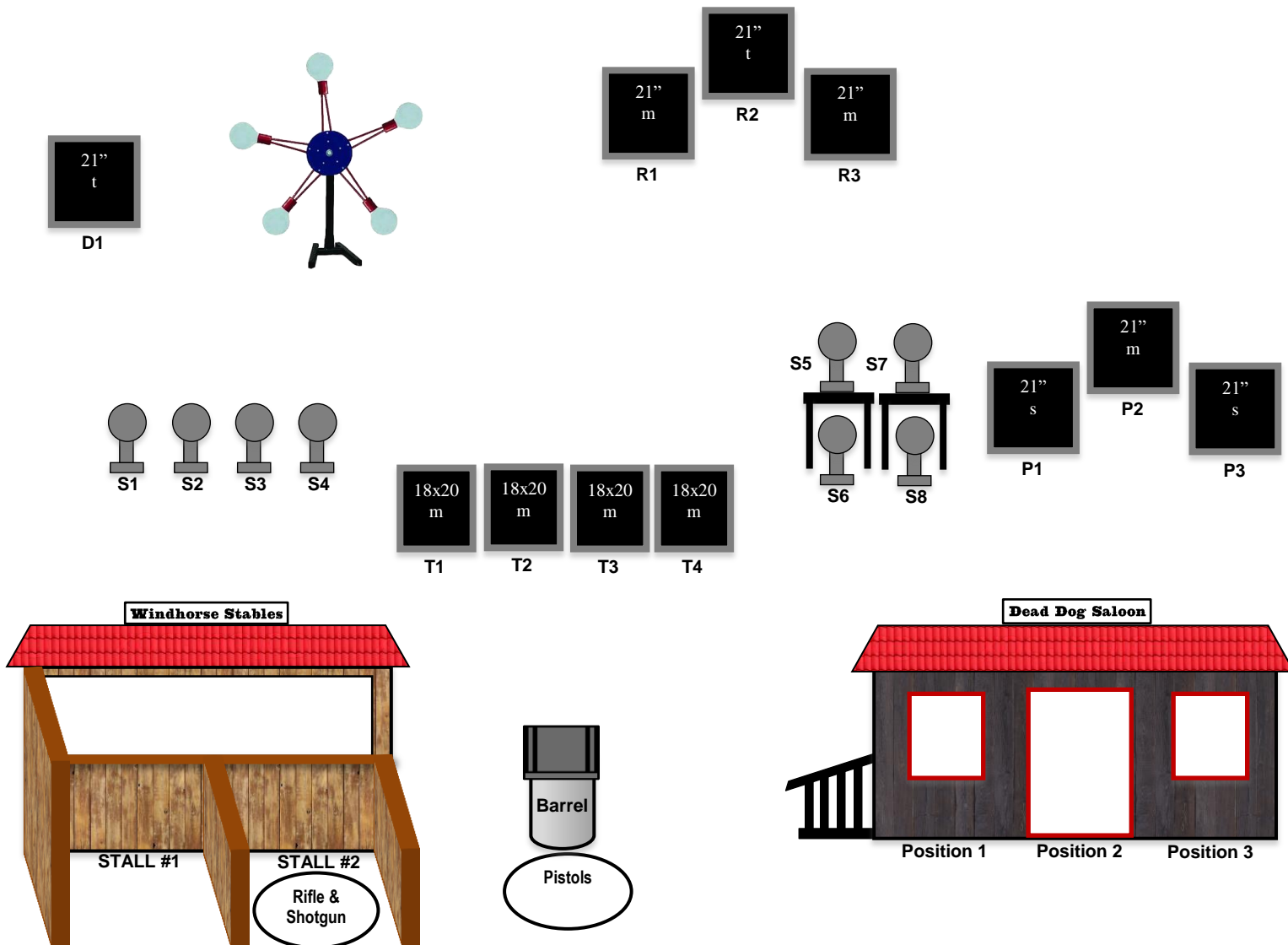
STAGE FIVE – BAY #2 – Right Side

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

Shooting Order: Pistols, Rifle, Shotgun

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

Procedure: Shooter starts at the Barrel with hands on barrel and when ready says “REGULATORS!!”. At the beep with pistols engage the four pistol targets in a 3-2-1-4 sweep, for example (P1, P1, P1, P2, P2, P3, P4, P4, P4, P4). Move to Stall #2. Next with rifle engage the Texas Star until clear and then engage D1 with remaining rounds, misses do not count on star but do on D1. Last with shotgun engage the four knockdown targets (S1, S2, S3, S4) and remaining plates on star, in any order. Plates left on star at end of stage count as misses.



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STAGE SIX – BAY #2 – Right Side

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

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds and staged at Position 1. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts at Position 3 with hands on window and when ready says "REGULATORS!!". At the beep with pistols engage the three pistol targets (P1, P2, P3) with a 3-4-3 sweep, for example (P1, P1, P1, P2, P2, P2, P2, P3, P3, P3). Move to Position 1. Next with rifle engage the three rifle targets (R1, R2, R3) using the same instructions as the pistols. Last with shotgun engage the four knockdowns (S5, S6, S7, S8) in any order.

