

Cavalier Cowboys

Sunday – February 5th, 2016

Stages Written by: Striker

“Back In The Saddle Again”

-- by Ray Whitley and Gene Autry --

"I received a phone call from my producer at RKO Studios about 5:00 a.m. with news that we could use another song if I could write one before 7:00 a.m., the time of our call to pre-record the music for our current picture. When I hung up, my wife Kay said, 'What was that all about?' I replied, 'I'm back in the saddle again; they need another song.' Then she said, 'You already have the title, "Back In The Saddle Again.'" I thanked her and started the song. Within the hour I had completed one verse and the tune. As I left I said, "I'll put in a Whoopie-ti-yi-yay or something when I get to the studio.' And that is how the song was born. The song reached its popularity through the good offices of my co-writer Gene Autry, who recorded it on Columbia Records. It became his theme song. Without him, it would have been just another song." —Ray Whitley

I'm back in the saddle again
Out where a friend is a friend
Where the longhorn cattle feed
On the lowly jimsonweed
Back in the saddle again

Ridin' the range once more
Totin' my old .44
Where you sleep out every night
And the only law is right
Back in the saddle again

Whoopi-ty-aye-oh
Rockin' to and fro
Back in the saddle again
Whoopi-ty-aye-yay
I go my way
Back in the saddle again

I'm back in the saddle again
Out where a friend is a friend
Where the longhorn cattle feed
On the lowly gypsum weed
Back in the saddle again

Ridin' the range once more
Totin' my old .44
Where you sleep out every night
And the only law is right
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Whoopi-ty-aye-oh
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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 shoot atd with the shotgun. Ground Targets shoot atd 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 reshoot atd 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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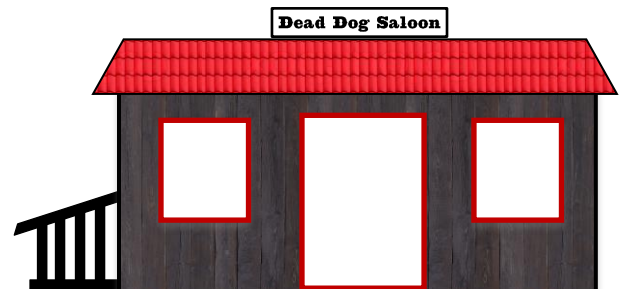
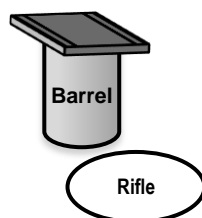
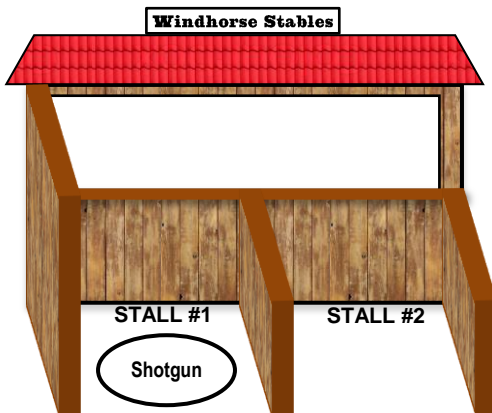
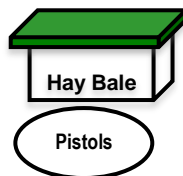
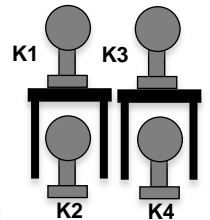
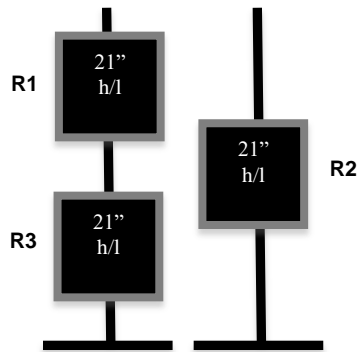
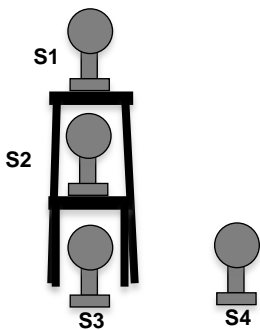
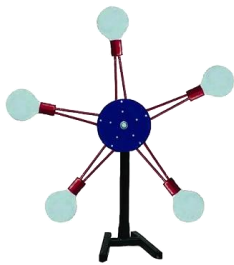
STAGE ONE – BAY #2 – Right Side

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 with both hands.

Procedure: Shooter starts in Stall #1 with both hands holding the shotgun and when ready says “Back in the saddle again”. At the beep with shotgun shoot at the four knockdown targets (S1, S2, S3, S4) in any order. Make shotgun safe with muzzle pointed into left side berm. Move to the barrel. Next with rifle shoot at the three rifle targets (R1, R2, R3) with a 2-1-2 sweep and a 1-3-1 sweep, for example (R1, R1, R2, R3, R3, R1, R2, R2, R2, R3). Move to the hay bale. Last with pistols shoot at the three pistol targets (P1, P2, R3) using the same instructions as the rifle.



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Sunday – February 5th, 2016

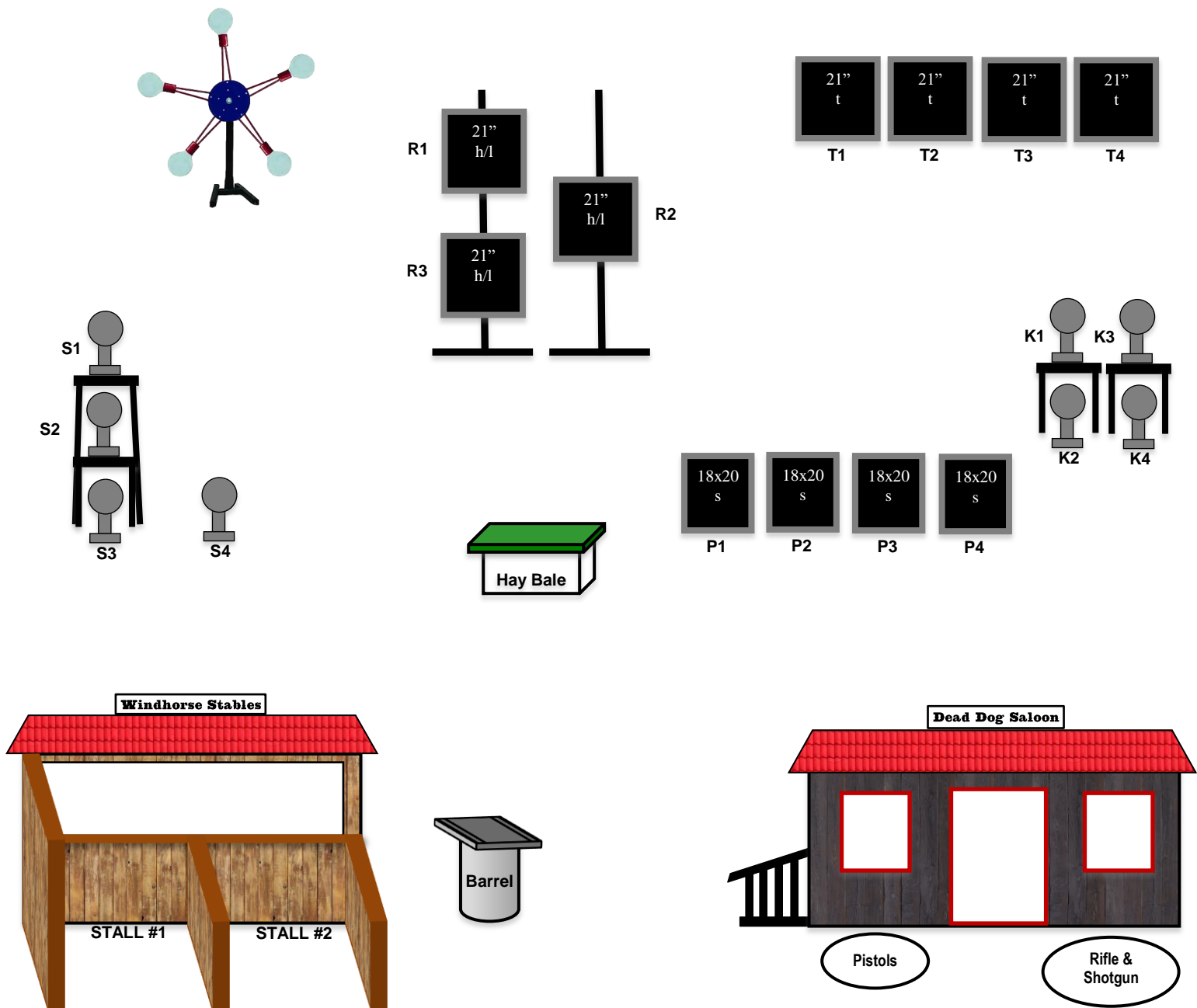
STAGE TWO – BAY #2 – Right Side

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

Shooting Order: Pistols, Rifle, Shotgun

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

Procedure: Shooter starts at the left window of the Saloon with hand(s) on pistol(s) and when ready says “Back in the saddle again”. At the beep with pistols shoot at the four pistol targets (P1, P2, P3, P4) in the following order (P1, P4, P3, P1, P2, P3, P4, P3, P2, P1). Move to the right window. Next with rifle shoot at the four rifle targets (T1, T2, T3, T4) using the same instructions as the pistols. Last with shotgun shoot at the four knockdown targets (K1, K2, K3, K4) in any order.



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Sunday – February 5th, 2016

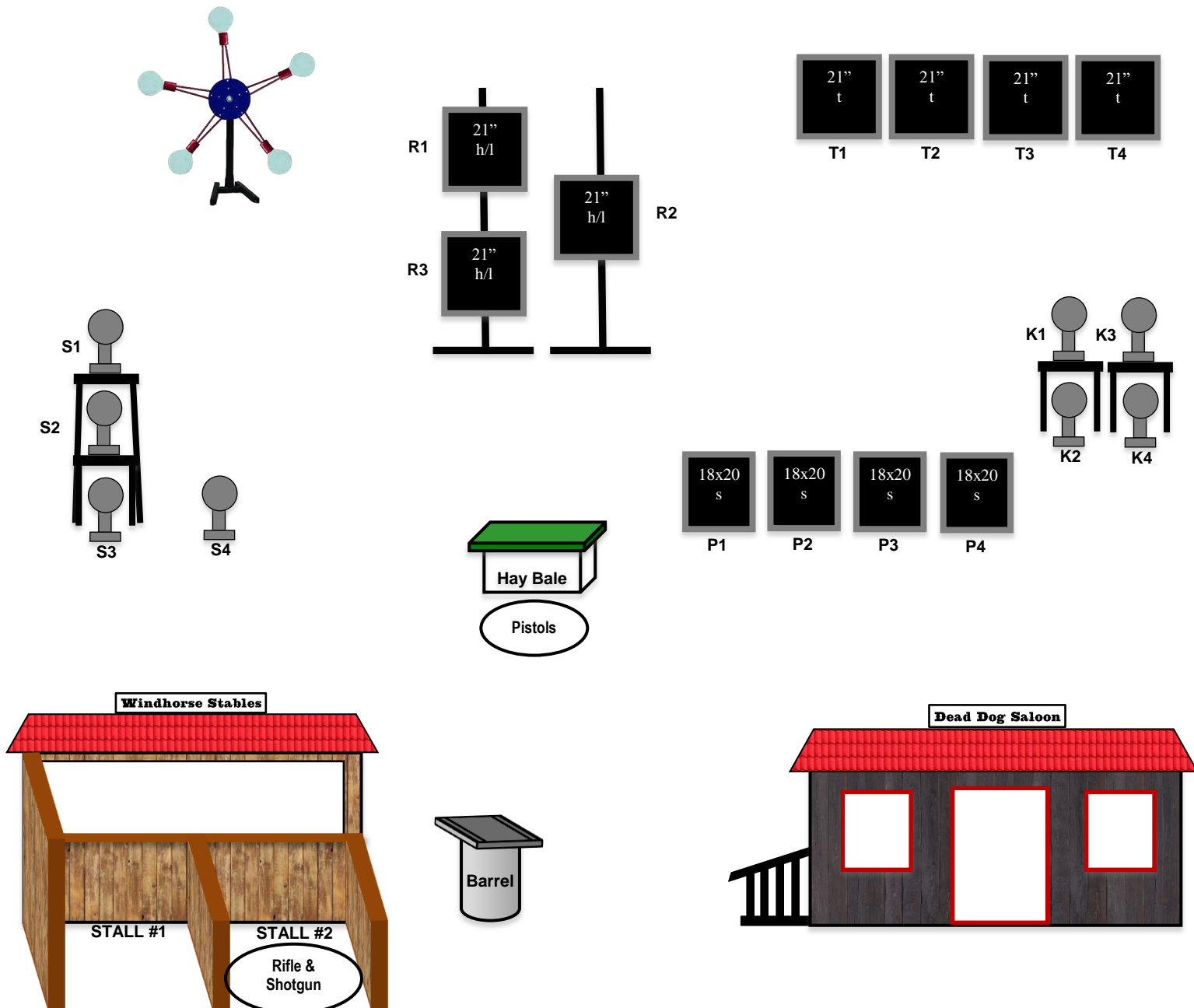
STAGE THREE – BAY #2 – Right Side

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

Shooting Order: Shotgun, Rifle, Pistols

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

Procedure: Shooter starts in Stall #2 and when ready says “Back in the saddle again”. At the beep with shotgun shoot at the four knockdown targets (S1, S2, S3, S4) in any order. Make shotgun safe with muzzle pointed into left side berm. Next with rifle shoot at the Texas Star and dump remaining rounds on the R1 target, misses only count on the R1 target. Make rifle safe with muzzle pointed into left side berm. Move to the hay bale. Last with pistols shoot at the Texas Star using the same instructions as the rifle.



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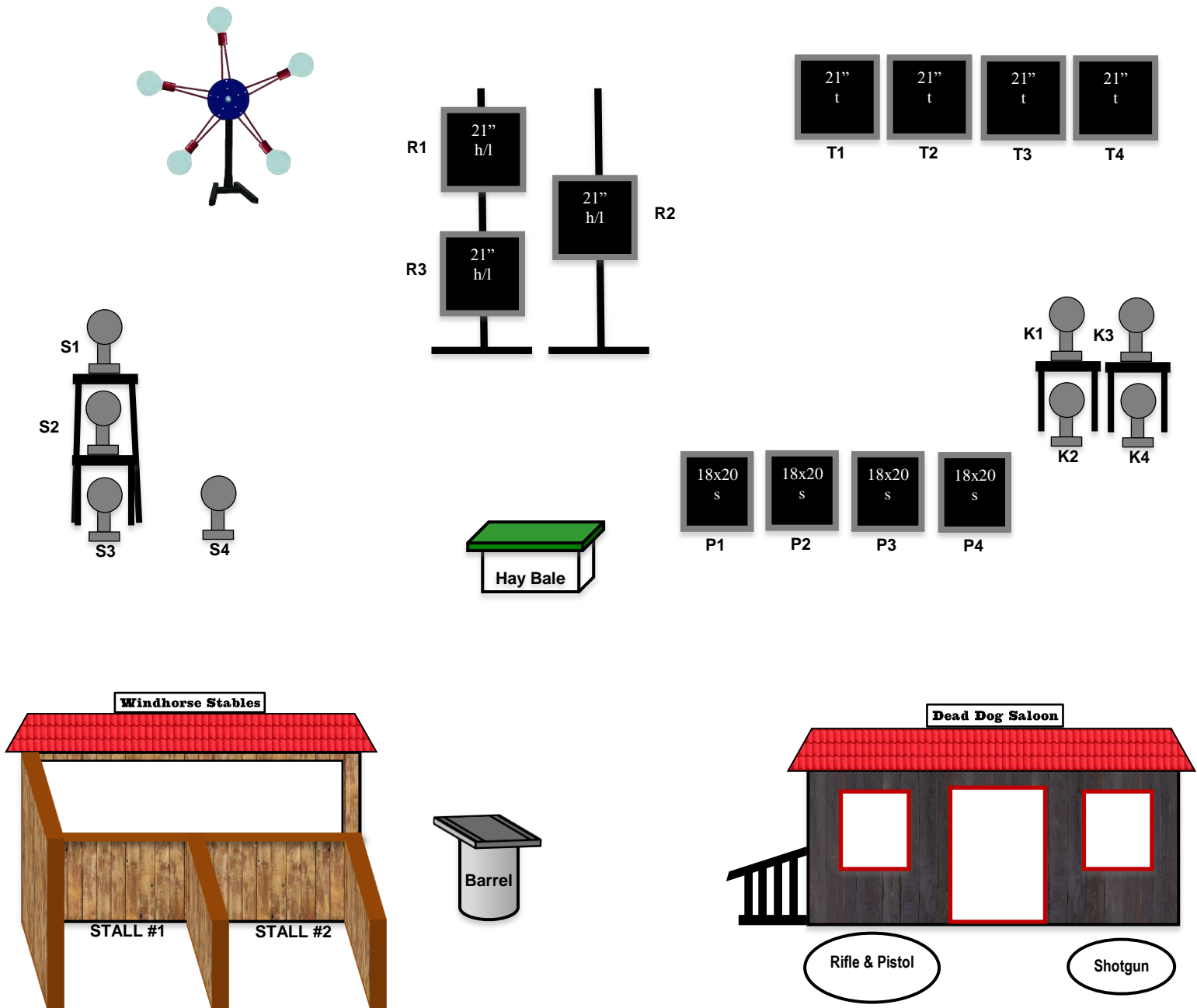
STAGE FOUR – BAY #2 – Right Side

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

Shooting Order: Shotgun, Rifle, Pistols, Shotgun

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

Procedure: Shooter starts at the right window of the Saloon and when ready says "Back in the saddle again". At the beep with shotgun shoot at two of the four knockdown targets (K1, K2, K3, K4) in any order. Move to the left window. Next with rifle shoot at the four rifle targets (T1, T2, T3, T4) with a Nevada Sweep, for example (T1, T2, T3, T4, T3, T2, T1, T2, T3, T4). Next with pistols shoot at the four pistol targets (P1, P2, P3, P4) using the same instructions as the rifle. Move to the right window. Last with shotgun shoot at the remaining four knockdown targets (K1, K2, K3, K4) in any order.



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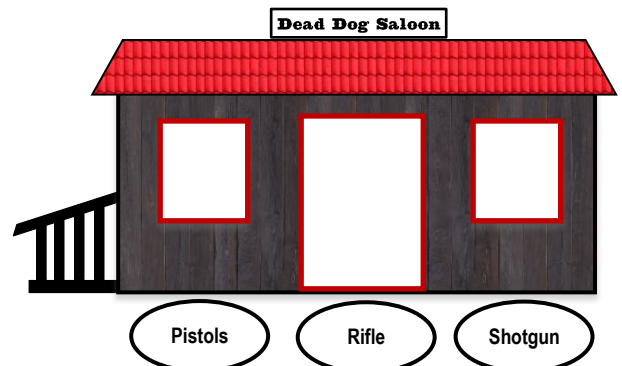
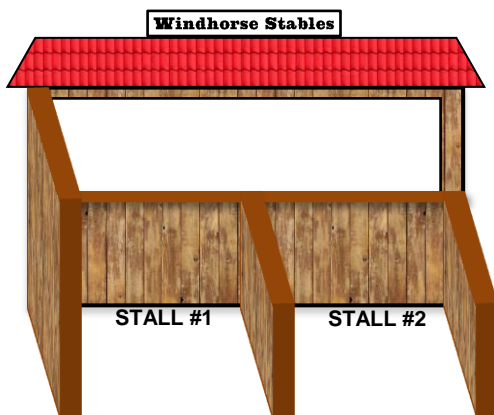
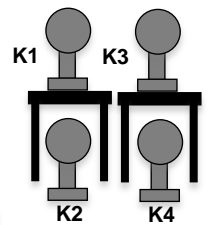
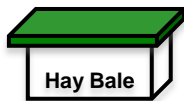
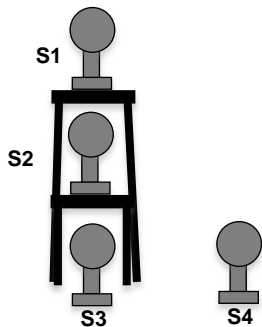
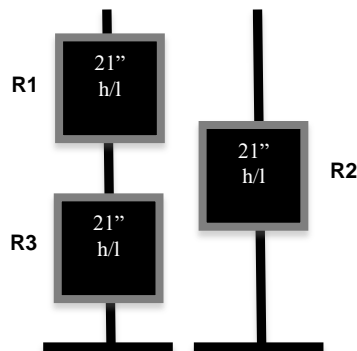
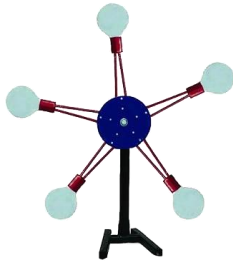
STAGE FIVE – BAY #2 – Right Side

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

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds and held at cowboy port arms. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts in the doorway of the saloon with rifle at cowboy port arms and when ready says “Back in the saddle again”. At the beep with rifle shoot at the four rifle targets (T1, T2, T3, T4) with single taps on the outside targets, double taps on the inside targets, all targets engaged for 10 rounds. Move to the left window. Next with pistols shoot at the four pistol targets (P1, P2, P3, P4) with the same exact sequence as the rifle. Move to the right window. Last with shotgun shoot at the four knockdown targets (K1, K2, K3, K4) in any order.



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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 at the left window of the saloon and when ready says “Back in the saddle again”. At the beep with pistols shoot at the four pistol targets (P1, P2, P3, P4) in the following order (P1, P1, P1, P2, P2, P4, P4, P4, P3, P3). Move to the barrel. Next with rifle shoot at the three rifle targets (R1, R2, R3) in the following order (R1, R1, R1, R2, R2, R3, R3, R3, R2, R2). Move to Stall #1. Last with shotgun shoot at the four knockdown targets (S1, S2, S3, S4) in any order.

