

# **Cavalier Cowboys**

**Sunday – February 7<sup>th</sup>, 2016**

*Stages Written by: Striker*

## **“Four-Legged Friend”**

A four legged friend, a four legged friend  
He'll never let you down  
He's honest and faithful right up to the end  
That wonderful one-two-three-four legged friend

A woman's like cactus and cactus can hurt  
'Cause she's just a tight-waisted winky-eyed flirt  
She'll soon have your land and your pride and your gold  
And bury you deep long before you grow old

A four legged friend, a four legged friend  
He'll never let you down  
He's honest and faithful right up to the end  
That wonderful one-two-three-four legged friend

A two legged hombre is worthless as sand  
He'll smile like a saint with a gun in his hand  
He'll promise to stick by your side like a pal  
But he'll also promise the same to your gal

A four legged friend, a four legged friend  
He'll never let you down  
He's honest and faithful right up to the end  
That wonderful one-two-three-four legged friend

Who carries your burden, who carries your load  
On tumbleweed land or a long dusty road  
Who asks you no questions, who tells you no lies  
That four legged friend with the two honest eyes

A four legged friend, a four legged friend  
He'll never let you down  
He's honest and faithful right up to the end  
That wonderful four legged friend

That wonderful one-two-three-four legged friend

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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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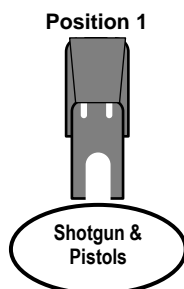
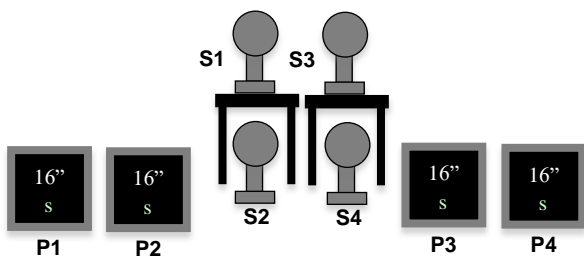
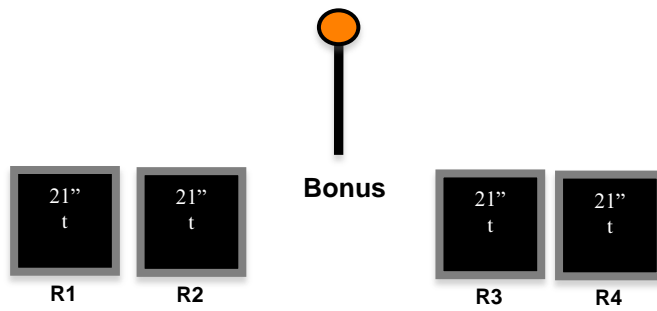
## STAGE ONE – BAY #1 – Left Side

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

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

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

**Procedure:** Shooter starts at Position 1 with hands above shoulders and when ready says “FOUR-LEGGED FRIEND”. At the beep with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order. Move to Position 2. Next with rifle engage the four rifle targets (R1, R2, R3, R4) in a 1-3-1 on two targets and then a 1-3-1 on the other two targets, for example (R1, R2, R2, R2, R1, R3, R4, R4, R4, R3). Move to Position 1. Last with pistols engage the four pistol targets (P1, P2, P3, P4) using the same instructions as the rifle.



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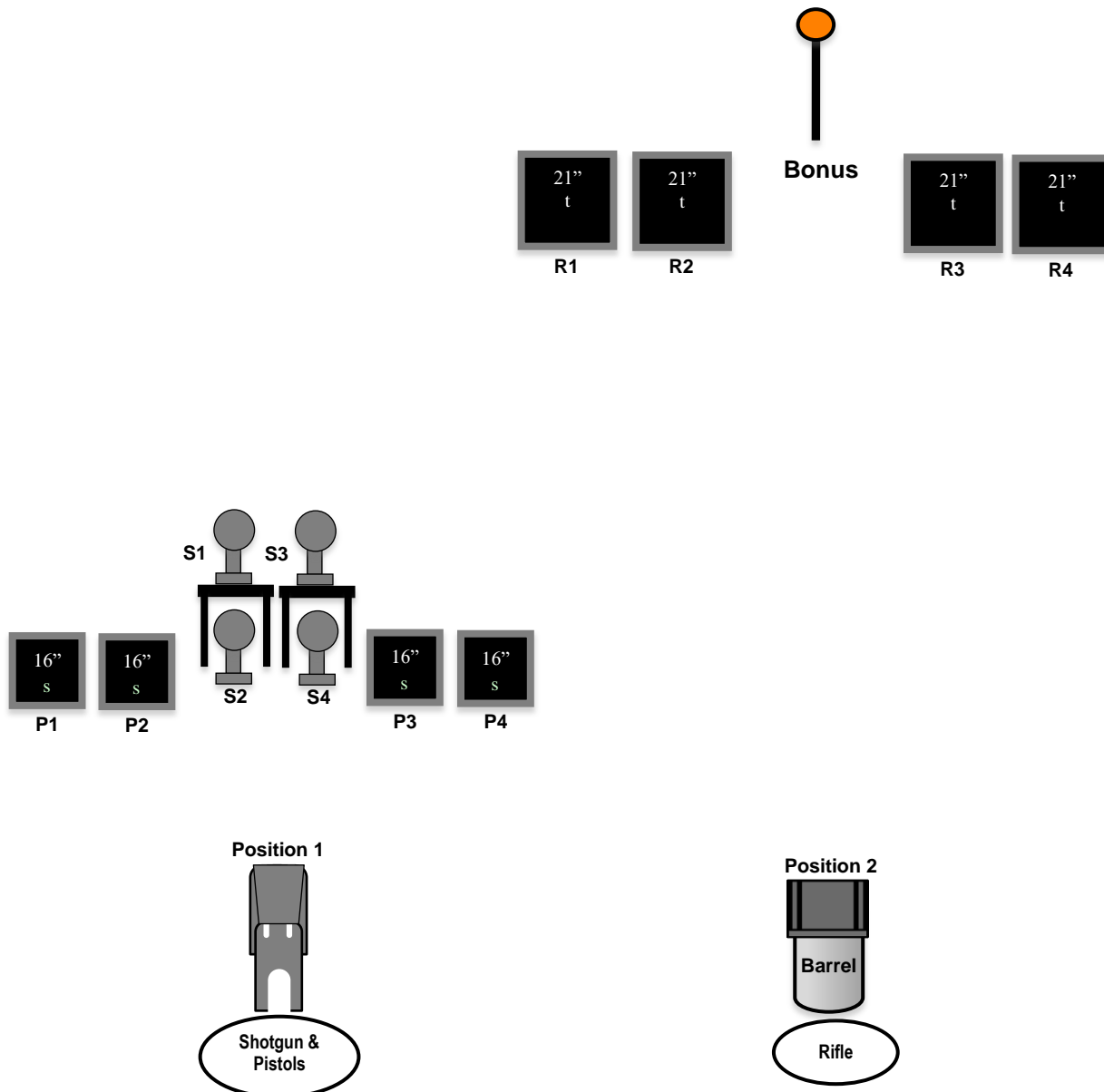
## STAGE TWO – BAY #1 – Left Side

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

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

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

**Procedure:** Shooter starts at Position 2 with rifle pointed down range and when ready says “FOUR-LEGGED FRIEND”. 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) and then engage the bonus target for a 5 second bonus, misses do not count on bonus. Move to Position 1. Next with pistols engage the four pistol targets (P1, P2, P3, P4) in a “Bad Jack Abernathy Sweep” and then engage the S1 knockdown target, misses do not count on the S1 target. Last with shotgun engage the standing knockdown targets (S1, S2, S3, S4) in any order.



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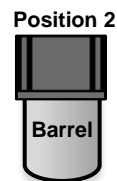
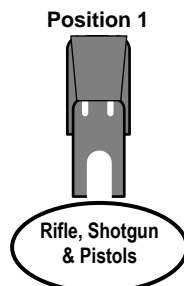
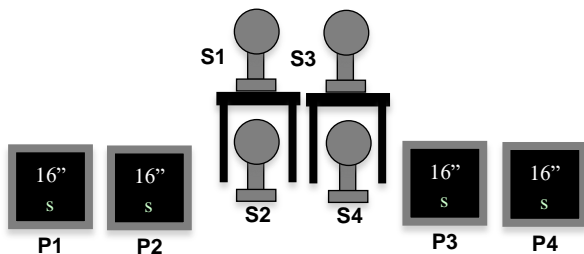
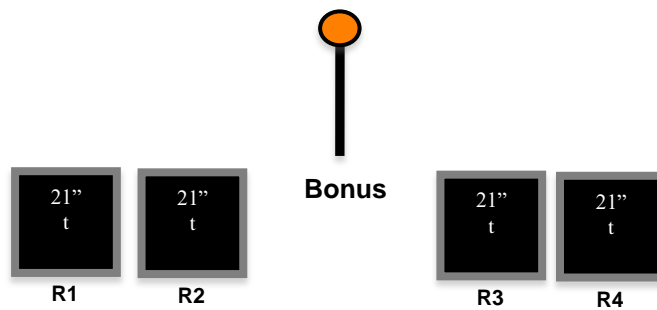
## STAGE THREE – BAY #1 – Left Side

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

**Shooting Order:** Pistols, Rifle, 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 1.

**Procedure:** Shooter starts at Position 1 with hands on pistol(s) and when ready says “FOUR-LEGGED FRIEND”. At the beep with pistols engage the two pistol targets (P1, P2) in a “Progressive Sweep” for example (P1, P2, P2, P1, P1, P1, P2, P2, P2, P2). Next with rifle engage the two rifle targets (R1, R2) using the same instructions as the pistols. Last with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order.



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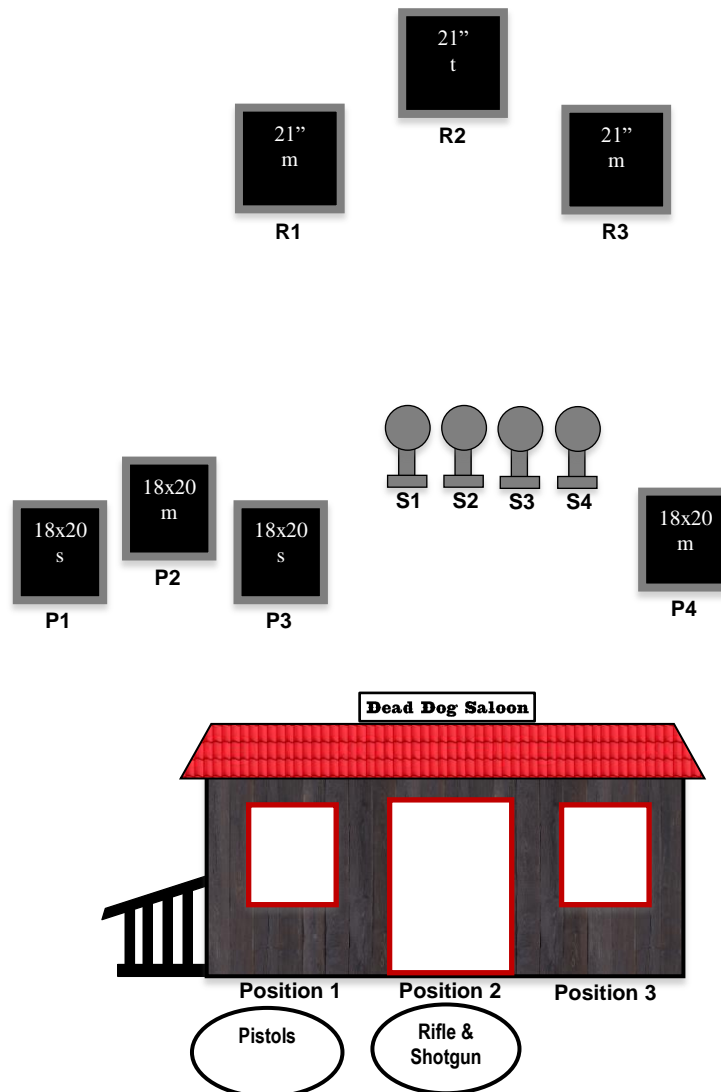
## STAGE FOUR – BAY #2 – Right Side

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

**Shooting Order:** 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 at Position 2.

**Procedure:** Shooter starts at Position 1 facing away from the targets and when ready says “FOUR-LEGGED FRIEND”. At the beep with pistols engage the three pistol targets (P1, P2, P3) in the following order (P2, P3, P1, P2, P3, P1, P2, P3, P1, P2). Move to Position 2. Next with rifle engage the three rifle targets (R1, R2, R3) using the same instructions as the pistols. Last with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order.



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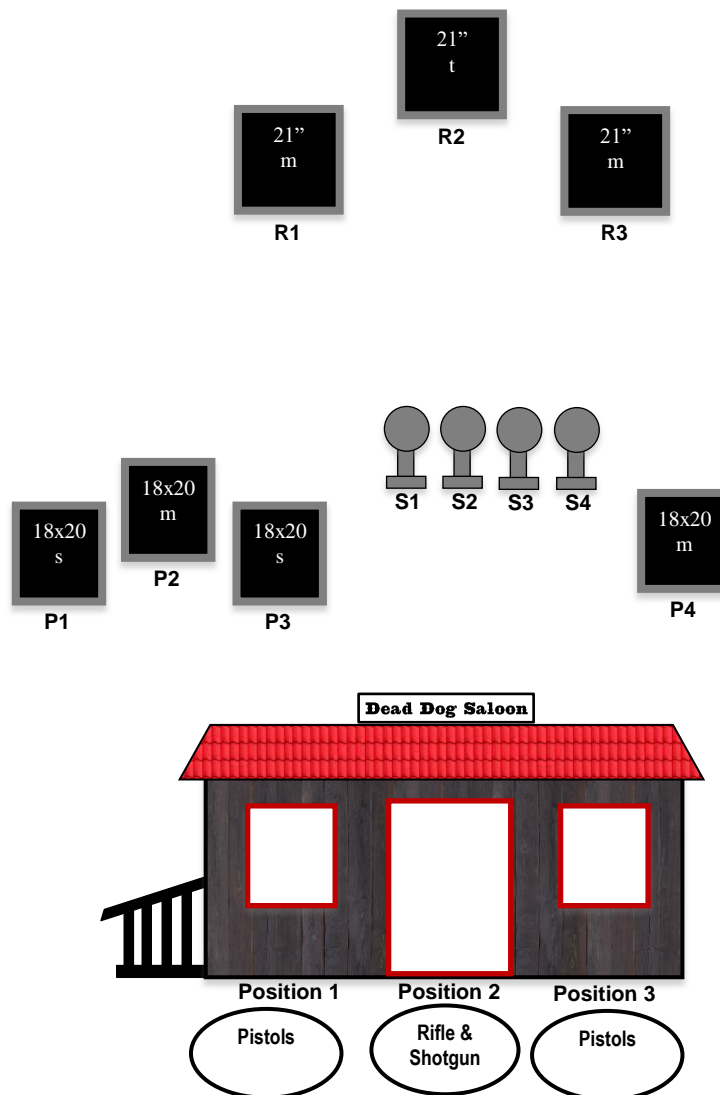
## STAGE FIVE – BAY #2 – Right Side

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

**Shooting Order:** Shotgun, Rifle, Pistol, Pistol

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

**Procedure:** Shooter starts at Position 2 with hands on door frame and when ready says “FOUR-LEGGED FRIEND”. At the beep with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order. Next with rifle engage the three rifle targets (R1, R2, R3) each with a triple tap. Move to Position 1. Next with pistols engage the three pistol targets (P1, P2, P3) in a five shot Nevada Sweep, for example (P1, P2, P3, P2, P1). Move to Position 3. Last with pistols engage the pistol target (P4) with a five round dump.



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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 1 with hands on window and when ready says “FOUR-LEGGED FRIEND”. At the beep with rifle engage the three rifle targets (R1, R2, R3) in the following order (R1, R2, R2, R3, R1, R2, R2, R2, R2, R3). Next with pistols engage the three pistol targets (P1, P2, P3) using the same instructions as the rifle. Move to Position 2. Last with shotgun engage any two of the four knockdown targets (S1, S2, S3, S4) in any order.

