

Cavalier Cowboys

Sunday – July 3rd, 2016

“Lasso”

Stages Written by: Striker

A lasso (/ˈlæsəʊ/ or /læˈsuː/), also referred to as a lariat, riata, or reata (all from Spanish la reata), is a loop of rope designed as a restraint to be thrown around a target and tightened when pulled. It is a well-known tool of the American cowboy. The word is also a verb; to lasso is to throw the loop of rope around something. Although the tool has several proper names, such terms are rarely employed by those who actually use it; nearly all cowboys simply call it a "rope," and the use of such "roping." To most cowboys, the use of other terms — especially "lasso" — identifies the user as a layman.

A lasso is made from stiff rope so that the noose stays open when the lasso is thrown. It also allows the cowboy to easily open up the noose from horseback to release the cattle because the rope is stiff enough to be pushed a little. A high quality lasso is weighted for better handling. The lariat has a small reinforced loop at one end, called a honda or hondo, through which the rope passes to form a loop. The honda can be formed by a honda knot (or another loop knot), an eye splice, a seizing, rawhide, or a metal ring. The other end is sometimes tied simply in a small, tight, overhand knot to prevent fraying. Most modern lariats are made of stiff nylon or polyester rope, usually about 5/16 or 3/8 in (8 or 9.5 mm) diameter and in lengths of 28, 30, or 35 ft (8.5, 9 or 11 m) for arena-style roping and anywhere from 45 to 70 ft (14 to 21 m) for Californio-style roping. The reata is made of braided (or less commonly, twisted) rawhide and is made in lengths from 50 ft to over 100 ft (15 m to over 30 m). Mexican maguey (agave) and cotton ropes are also used in the longer lengths.

The lasso is used today in rodeos as part of the competitive events, such as calf roping and team roping. It is also still used on working ranches to capture cattle or other livestock when necessary. After catching the cattle, the lasso can be tied or wrapped (dallied) around the horn, a typical feature on the front of a western saddle. With the lasso around the horn, the cowboy can use his horse as the equivalent of a tow truck with a winch.

Part of the historical culture of both the vaqueros of Mexico and the cowboys of the Western United States is a related skill now called "trick roping", a performance of assorted lasso spinning tricks. Will Rogers was a well-known practitioner of trick roping and the natural horsemanship practitioner Buck Brannaman also got his start as a trick roper when he was a child.

Lassos are not only part of North American culture; relief carvings at the ancient Egyptian temple of Pharaoh Seti I at Abydos, built c.1280 BC, show the pharaoh holding a lasso, then holding onto a bull roped around the horns. Huns are recorded as using lassos in battle to ensnare opponents prepared to defend themselves in hand-to-hand combat around AD 370.[1] They were also used by Tatars and are still used by the Sami people and Finns in reindeer herding. In Mongolia, a variant of the lasso called an uurga (Mongolian: yypra) is used, consisting of a rope loop at the end of a long pole. Lassoos are also mentioned in The Greek "History of Herodotus"; seventh book. Polymnia 7.85 records: "The wandering tribe known by the name of Sagartians- a people Persian in language, and in dress half Persian, half Pactyan, who furnished the army as many as eight thousand horse. It is not the wont of this people to carry arms, either of bronze or steel, except only a dirk; but they use lassoos made of thongs plaited together, and trust to these whenever they go to the wars. Now the manner in which they fight is the following : when they meet their enemy, straightway they discharge their lassoos, which end in a noose; then, whatever the noose encircles, be it man or be it horse, they drag towards them; and the foe, entangled in the toils, is forthwith slain. Such is the manner in which this people fight; and now their horsemen were drawn up with the Persians".

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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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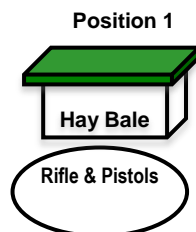
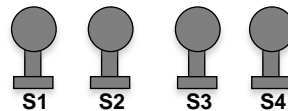
STAGE ONE – BAY #1 – Left Side

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 “Lasso!!”. At the beep with rifle engage the four rifle targets (R1, R2, R3, R4) in the following order (R1, R3, R3, R3, R2, R2, R4, R4, R4, R4). 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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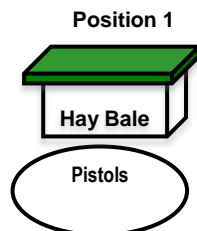
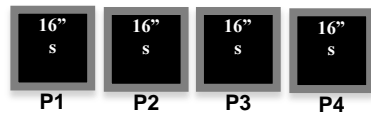
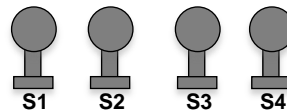
STAGE TWO – BAY #1 – Left Side

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 “Lasso!!”. 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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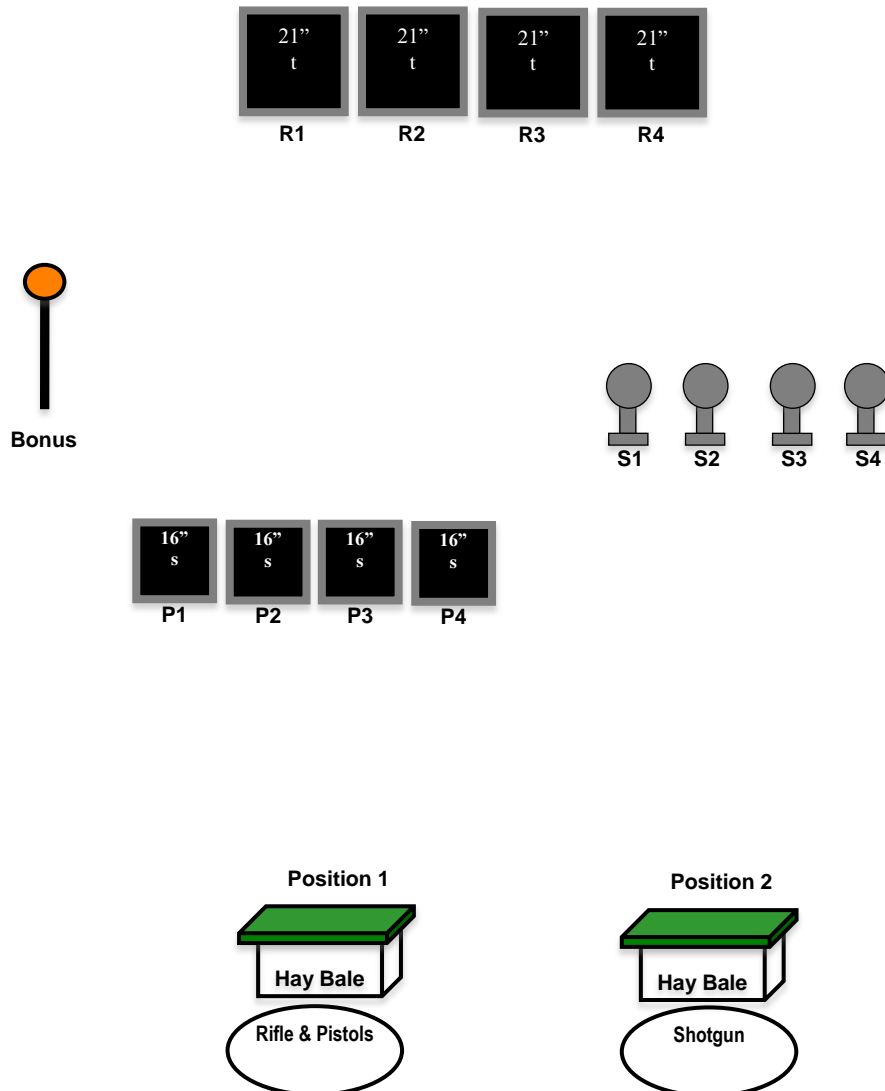
STAGE THREE – BAY #1 – Left Side

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

Shooting Order: Rifle, Pistols, Shotgun, Any

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 "Lasso!!". At the beep with rifle engage the four rifle targets (R1, R2, R3, R4) by engaging the "odd" numbered targets with an "odd" number of rounds and the "even" numbered targets with an "even" number of rounds for ten rounds, all targets engaged. Next with pistols engage the four pistol targets (P1, P2, P3, P4) using the same instructions as the rifle. Move to Position 2. Next with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order. Move to Position 1. Last with any gun reload and engage the bonus target for a bonus if broken. Misses do not count on bonus. (Shotgun = 3 second bonus, Rifle = 6 second bonus, Pistol = 9 second bonus)



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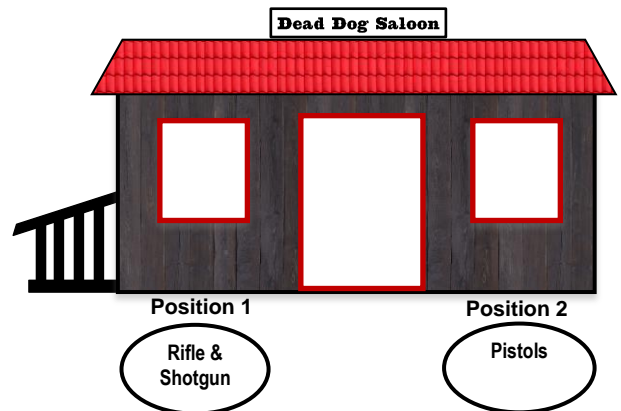
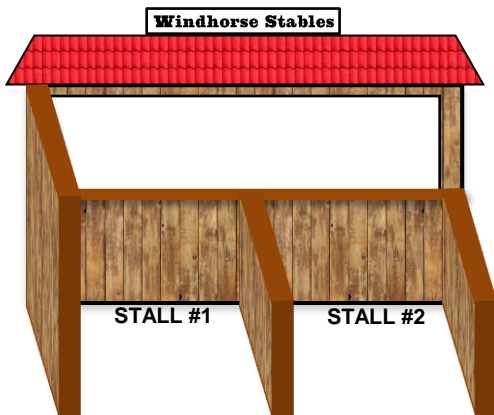
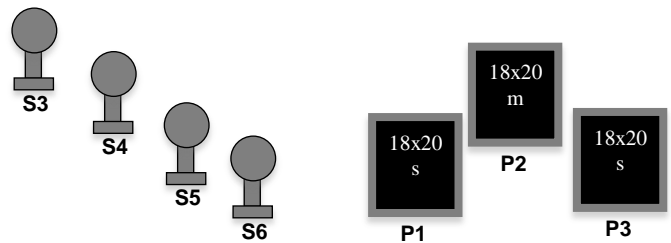
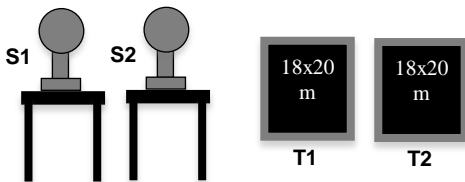
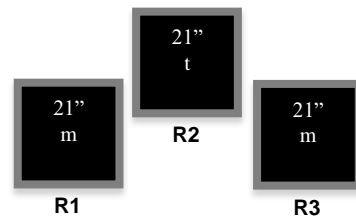
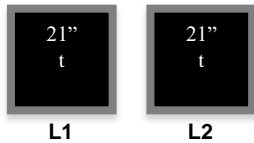
STAGE FOUR – BAY #2 – Right Side

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

Shooting Order: Rifle, Shotgun, Pistols

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 and when ready says "Lasso!!". At the beep with rifle engage the three rifle targets (R1, R2, R3) as follows (R1, R1, R2, R1, R1, R3, R3, R2, R3, R3). Next with shotgun engage the four knockdown targets (S3, S4, S5, S6) in any order. Move to Position 2. Last with pistols engage the three pistol targets (P1, P2, P3) using the same instructions as the rifle.



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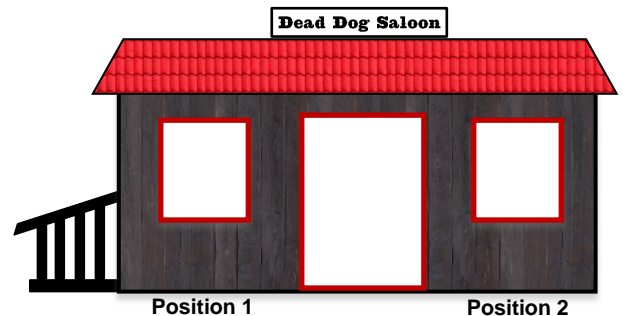
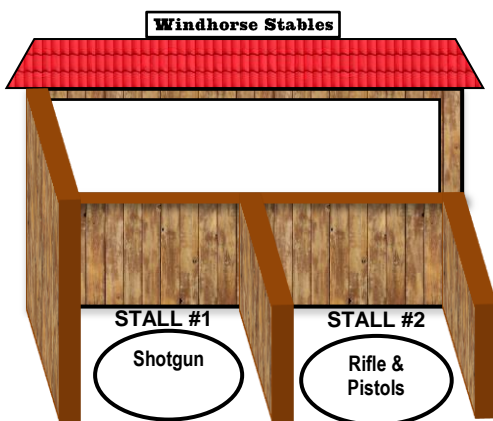
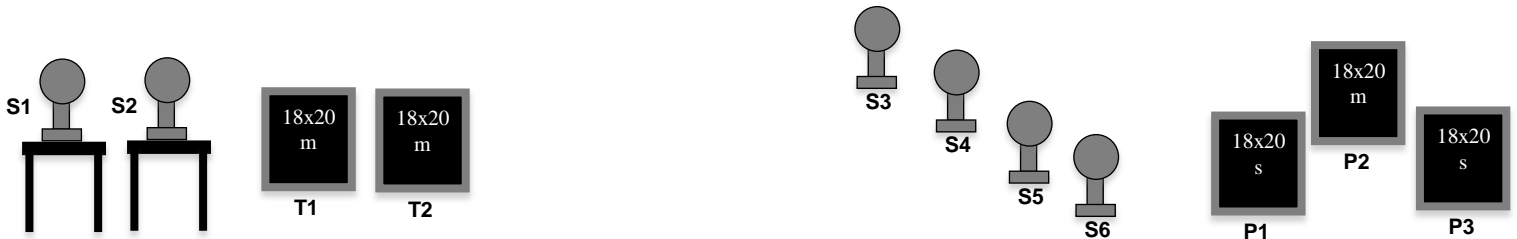
STAGE FIVE – BAY #2 – Right Side

Round Count: 10 pistol, 6 rifle, and 2+ shotgun

Shooting Order: Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 6 rounds and staged at Stall 2. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged at Stall 1.

Procedure: Shooter starts at Stall 1 with hands on left wall and when ready says “Lasso!!”. At the beep with shotgun engage the two knockdown targets (S1, S2) in any order. Move to Stall 2. Next with rifle engage the two rifle targets (L1, L2) by alternating six rounds between them. Last with pistols engage the two pistol targets (T1, T2) by alternating 10 rounds between them.



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STAGE SIX – BAY #2 – Right Side

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

Shooting Order: Pistol, Rifle, Shotgun, Pistol

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 2 with hands on window and when ready says "Lasso!!". At the beep with pistols engage the three pistol targets (P1, P2, P3) with a 2-1-2 sweep, for example (P1, P1, P2, P3, P3) then make pistols safe. Move to Position 1. Next with rifle engage the three rifle targets (R1, R2, R3) with a 2-1-2 sweep twice from the same direction. Next with shotgun engage the four knockdown targets (S3, S4, S5, S6) in any order. Move to Position 2. Last with pistols engage the three pistol targets (P1, P2, P3) with a 2-1-2 sweep.

