

Cavalier Cowboys

Sunday, October 2nd, 2016

Wyatt Earp and Doc Holliday Become Friends

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On May 11, 1878, the Dodge City newspapers reported that Wyatt Earp had returned to Dodge City and on May 14 the *Times* noted that Wyatt had been appointed Assistant Marshal for the salary of \$75 per month, serving under Charlie Bassett.

Doc Holliday with his common-law wife Big Nose Kate also showed up in Dodge City during the summer of 1878.

During the summer, Ed Morrison and other Texas cowboys rode into Dodge and shot up the town, galloping down Front Street. They entered the Long Branch Saloon, vandalized the room, and harassed the customers. Hearing the commotion, Wyatt burst through the front door into a bunch of guns pointing at him. Holliday was playing cards in the back and put his pistol at Morrison's head, forcing him and his men to disarm.

Earp credited Holliday with saving his life that day, and he and Earp became friends.

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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

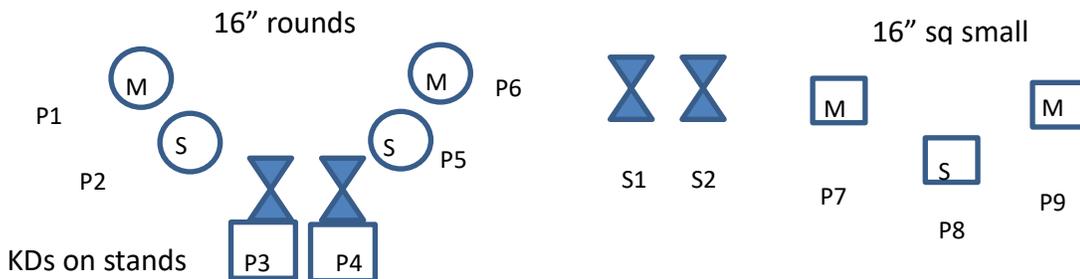
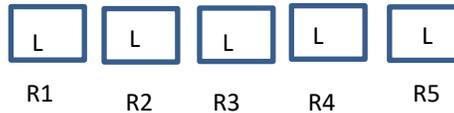
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21" sq

Stages 1, 2 and 3

Range Left



Position
1



Position
2

barrel



Position
3

Stage 1 "Shootin' Practice!"

10 Rifle, 10 Pistol, 2+ Shotgun

Rifle staged on barrel, shotgun staged safely, pistols holstered

Wyatt had recently formed a friendship with Doc Holliday, and after lunch one day, they decide to head out to the brush behind the hotel for some shootin' practice. Doc has convinced Wyatt that he can teach him a bit about defending himself against the Morrison gang that is reported to be headed into Dodge. It's been rumored that they are out for revenge over the arrest of one of their crew for cattle rustling.

Start standing at the barrel, position 2, with hands on your hat. At the beep, with rifle, engage the rifle targets R1-R5 in a Mad Blacksmith Sweep: R1, R1, R5, R5, R2, R2, R4, R4, R3, R3. Then move to the pony, position 1, with pistols engage the pistol targets P1-P6 with same instructions as rifle (except knockdowns do not get double taps and may be shot in any order). Clean up knockdowns with Shotgun if required. Failure to fall with pistol is not a miss, but any standing knockdowns after the stage will be misses. Then, move to barrel, position 2, and engage the two shotgun knockdowns, S1 and S2 in any order.

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Stage 2 “Please Say Grace”

10 rifle, 10 pistol, 4+ shotgun

Rifle staged on the pony, shotgun staged safely

While at dinner at Lilly’s diner that evening, one of the waitresses spilled a pitcher of milk on the way to Wyatt’s table. It broke on the floor and splashed a couple cowpokes sitting at the table next to Wyatt and Doc. This riled them up so much that they started a brawl, and gunfire broke out!

Start standing at the pony, position 1, holding the pitcher with both hands, at the beep drop the pitcher, and with rifle engage the 5 rifle targets, R1 through R5, in a West Virginia sweep starting on the left (R1, R2, R3, R4, R5, R5, R4, R3, R2, R1). Move to the barrel, position 2, with shotgun, engage the two shotgun knockdowns, S1 and S2 in any order. Make shotgun safe. Move to the Horse, Position 3, with pistols, engage the three pistol targets P7, P8 and P9 with the same instructions as the rifle.

Stage 3 “Let Freedom Ring”

10 Rifle, 10 pistol, 2+ shotgun

Shotgun staged on the barrel.

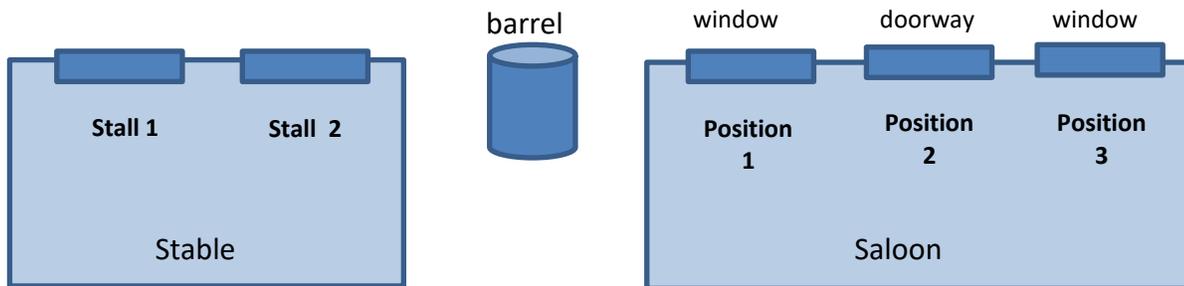
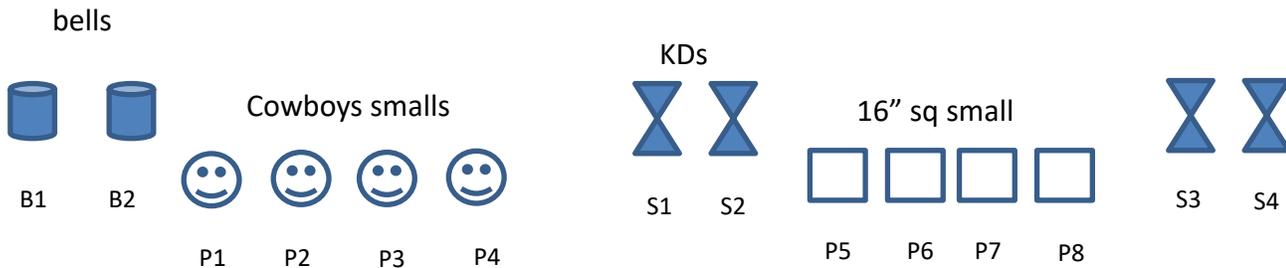
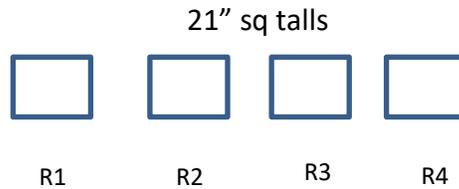
The day’s excitement behind them, Wyatt and Doc retire to the Jail for some refreshments. As the two discuss the day’s events, Doc starts to tell Wyatt about his trip to Philadelphia and his visit to the State House where the first Continental Congress met. Just then, a bunch of thugs broke down the jail door and rushed in on Wyatt and Doc.

Start standing at the Horse, Position 3, with the rifle pointed down range. At the beep, engage the five rifle targets R1-R5 in a Liberty Bell Sweep (for example R1, R5, R2, R4, R3, R3, R3, R3, R3. That is, Outside, opposite outside, opposite inside, other inside, remainder of rounds on center.). Move to the barrel, position 2, and with the shotgun, engage knockdowns S1 and S2 in any order until down. Move back to the Horse, position 3, , with pistols engage the three pistol targets P7-P9 in two sequential Liberty Bell Sweeps of five shots each. For example R7, R9, R8, R8, R8, R7, R9, R8, R8, R8. That is: outside, opposite outside, remainder of rounds on the center) Note: With Liberty Bell Sweeps you are **free (at Liberty)** to start at either the top right or top left, but you must alternate sides as you proceed.)

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Stages 4, 5, 6
Range Right



Stage 4: "Lefty Righty"

10 rifle, 10 pistol, 4+ shotgun
shotgun staged in doorway, pistols holstered

You walk into the Long Branch saloon and are faced with an unfriendly crowd. You see 4 members of the Morrison gang lined up against the bar. Chico is on the left, with Flat Nose Charlie next to him and couple other cowpokes to the right. They clear their coats from their guns but pause just shy of drawing. A quick glance to your right and you notice 4 more gang members at the poker table and 4 more standing around the piano. It's clear you are outnumbered, but only the first four at the bar saw you enter. Chico draws on you, and the battle starts...

Start standing in the doorway, position 2. Rifle at Cowboy port arms,

With Rifle engage Rifle targets R1 through R4 as follows: Two five shot WV sweeps, first from the left, then from the right (R1, R2, R3, R4, R4...R4, R3, R2, R1, R1). Then, engage the pistol targets, P5-P8 with the same instructions as the rifle. Then, with shotgun engage the 4 knockdowns S1-S4 in a continuous sweep from either direction.

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Stage 5 "Where's my horse?"

10 Rifle, 10 Pistol, 2+ Shotgun

Shotgun staged in Stall 2 in stable, rifle staged stall 2 in the stable (stand and deliver stage)

After defeating the entire Morrison gang in the saloon, you head over to the stable. You are sure that it's only a matter of time before the rest of the Morrison gang finds out about the shootout at the saloon. You are looking for your backup ammo that you left in your saddle bags. You need to reload. But it's too late, a bunch of them are lying in wait for you in the stable. As you open the door, a shot rings out and nearly creases your hair.

Begin standing in position 2 in stable with Shotgun at Cowboy port arms:

At the buzzer, with shotgun, Ring both shotgun bells in any order.

Then, with rifle, engage rifle targets R1-R4 as follows: Put 5 rounds on the two inner targets, with no triple taps, then put 5 rounds on the two outer targets with no triple taps.

Then, with pistols, engage 4 pistol targets, P1-P4 using same instructions as rifle.

Stage 6: "Inside/Out"

10 rifle, 10 pistol, 4+ shotgun

Rifle staged position 1 (left window saloon), pistols holstered, shotgun staged safely. Start at default position.

After recovering your ammo from your saddle bags, you return to the Long Branch saloon for a drink. At the saloon, you belly up to the bar and order a whiskey. The barkeep says, "you really don't want any whiskey, the batch that arrived on the stage yesterday isn't any good." You insist. He serves you a glass and you drink it. It's rotgut and tastes like bathwater. Just as you are spitting it out, a bunch of saloon thugs accost you. You defend yourself admirably.

Start standing at position 1 (left window) in the Saloon. At the beep, with Rifle: engage the 4 rifle targets R1-R4 as follows: double tap an inside, triple tap an outside, double tap a different inside, triple tap a different outside. Make rifle safe.

Move to position 2 (doorway), with pistols engage pistol targets P5-P8 with the same instructions as the rifle.

Retrieve shotgun and with shotgun, engage the four knockdowns S1-S4 from your choice of position, 1, 2 or 3, moving as needed, in the following sequence: inside, outside, inside, outside.