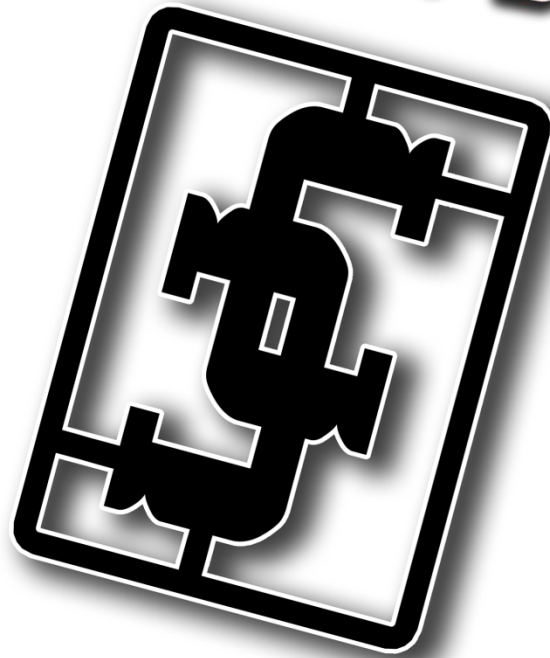


# **The Cavalier Cowboys**

**- Presents -**

## **Gunfight at the Double-C**



### **“Hell in a Handbasket”**

**2<sup>nd</sup> Annual Championship Match**

**November 12<sup>th</sup> & 13<sup>th</sup>, 2016**



**Cavalier Cowboys**  
**2016 Gunfight at the Double-C**

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# **Cavalier Cowboys**

## **2016 Gunfight at the Double-C**

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Howdy Cowboys & Cowgirls

I would like to welcome each and every one of you to the Gunfight at the Double-C, held at the Cavalier Rifle & Pistol Club and created by the Cavalier Cowboys. Our goal is simple, to highlight our great range here at Cavalier, to show what we have to offer as a cowboy action club and most importantly, your entertainment. The creation of the Gunfight at the Double-C was done by a group of dedicated cowboys coming together with a plan solely based on one objective, once again your entertainment. An easy concept in thought, but not so easy to put together. No match will ever happen without the unsung heroes who help make it all possible and I can't thank everyone who helped out enough. You guys are great. I also want to thank the Cavalier Rifle and Pistol Club for allowing us the use of their facility and the use of the six bays needed for this event.

As Match Director and Stage Writer for the Gunfight at the Double-C, I hope each of you participating will develop a sense of how my mind works, with the creation of the theme, Hell in a Handbasket, the starting lines, props, and simple, fun and sometimes twisted stages. If you are not entertained, than it is my sole responsibility and a lynching should incur. If I have succeeded, then the only thing I want from you is on Sunday evening when you are leaving on Boonedock Lane, is for you to crack a grin and think, Damn that was fun.

Major B.S. Walker

Gunfight at the Double-C Match Director

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**Cavalier Cowboys**  
**2016 Gunfight at the Double-C**

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**Match Officials**

**Major BS Walker**  
**Match Director & Range Master**

**Striker**  
**Cavalier Cowboys President & TG**

**Ranch Hands**

**Cockroach**  
**Enid City Kid**  
**Kuba Kid**  
**Ripsaw**  
**Smackwater**  
**Virginia Rifleman**  
**Windhorse Rider**

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# **Cavalier Cowboys**

## **2016 Gunfight at the Double-C**

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### **Schedule:**

#### **Friday – November 11<sup>th</sup>, 2016**

2:00pm – 7:00pm

2:00pm – 7:00pm

2:00pm – 7:00pm

Front Gates Open

Match Registration Open

Camping Registration & Check-In Open

#### **Saturday – November 12<sup>th</sup>, 2016**

8:00am – 10:00am

8:00am – 9:30am

9:00am – 9:30am

9:45am – 10:00am

10:00am – 2:30pm (est.)

3:00pm – 6:00pm

Front Gates Open

Match Registration Open (Range 3)

Posse Leader Walk thru of Stages (Range 3)

Mandatory Safety Meeting (Starting Bay)

Main Match Stages 1-6 (Range 3, Range 4)

Chili Lunch & Cowboy Social (Club House & Camping Area)

#### **Sunday – November 13<sup>th</sup>, 2016**

8:00am – 10:00am

8:00am – 9:30am

9:30am – 2:00pm (est.)

3:00pm – 4:00pm

Front Gates Open

Match Registration Open (Range 3)

Main Match Stages 7-12 (Range 3, Range 4)

Award Ceremony

### **Restrooms:**

There are several Porta-Johns located between Range 3 and Range 4.

There are men and women flush toilets and showers located across from the camping area in the building beside the white cinder block club house.



**Cavalier Cowboys**  
**2016 Gunfight at the Double-C**

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**Cavalier Cowboys – Safety Briefing**

- Eye & Ear Protection is Mandatory for all Shooters & Spectators
  - We run a Cold Range. No Guns will be Loaded unless at the Loading Table, on the Firing Line, or at the Unloading Table and under the Direct Supervision of a Range Officer
  - Treat All Guns as Loaded and Pointed in a Safe Direction at All Times
  - This is a SASS Club and All SASS Rules and Stage Conventions are in Effect, with the following clarifications:
    - All Ammunition must be SASS Legal, specifically Only Solid Lead Bullets may be used
    - Shot size must be number 7 lead birdshot or smaller
    - Ground Targets may only be engaged with the shotgun, failure is a Minor Safety Violation
    - A rifle or pistol round over the berm is a Match Disqualification
    - The shooter is committed to the stage after the first round is fired downrange
    - Loading on the move is permitted pursuant to SASS rules
    - Drawing of pistols on the move is permitted pursuant to SASS rules
  - There will be no storage of shooters items on the unloading tables, separate tables have been provided for that purpose
  - The Stage Procedures will be read through completely without pause, all questions will be addressed at the end of the Stage Procedures
  - Every Shooter Present is a Safety Officer and has the responsibility to identify, declare and diligently prevent all Safety Infractions
  - Start Time on Sunday, rounds down range at 9:30am
  - All Decisions by the Match Director are Final
  - Let's All Have Fun and a Safe Shoot !!!!
-

# **Cavalier Cowboys**

## **2016 Gunfight at the Double-C**

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### **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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**Cavalier Cowboys**  
**2016 Gunfight at the Double-C**

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## **Cavalier Cowboys**

### **2016 Gunfight at the Double-C**

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#### **"To Hell in a Handbasket"**

The phrase to hell in a handbasket mainly used today to mean rapidly deteriorating or on course for disaster, has an unclear origin. In medieval times people were depicted as to be carted or wheelbarrowed off to hell by demons. Also, at that time the term toted to heaven in a wheelbarrow was used by Christians really meaning going to hell. In a basket is thought to have derived by the guillotining method of capital punishment when the decapitated head of the victim fell into a small basket. The first account of the hand basket reference was actually recorded in 1714 in the American colonies when a Governor to be executed said he would give his head in a handbasket as soon as he would pass it. The first ever written use of to hell in a handbasket was done by a MD named Winslow Ayers as he was helping the south with prisoner exchanges during the Civil War when he wrote in 1865, Some of our best, and thousands of brave men, at this very moment in Camp Douglas, are our friends; who, if they were once at liberty, would send the abolitionists to hell in a handbasket. This indicates to historians that the term was used more common place at this time. For that reason, today, to hell in a handbasket is considered to be an American phrase, commonly used here but is very rarely used by anyone outside of the Unites States.

# Cavalier Cowboys

## 2016 Gunfight at the Double-C

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Sponsored by: Kuba Kid & Windhorse Rider

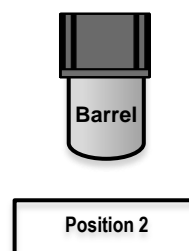
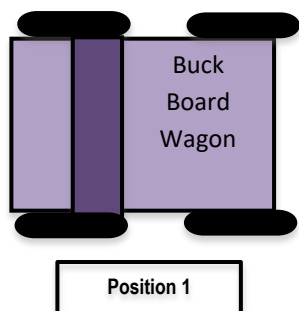
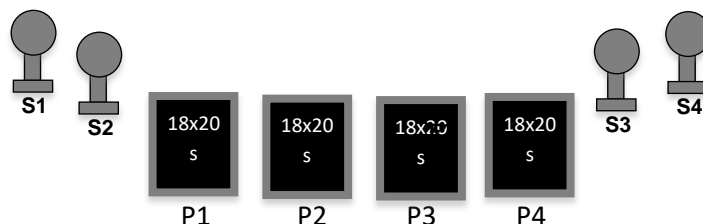
### Stage: 1, Bay #1

**Round Count:** 10-Pistol, 10-Rifle, 4+ Shotgun

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

**Staging:** Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds staged at position 1, Shotgun staged at position 2

**Procedure:** Shooter starts standing near position 1 with hands by their sides. When ready say (Satan's been waiten). At the beep, with rifle shoot at the R1 thru R4 targets in this order R1, R2, R3, R4, R3, R3, R2, R2, R1, R1. Next, move to position 2 and with pistols shoot at the P1 thru P4 targets with the same instructions as the rifle. Last, with shotgun shoot at the S1 thru S4 knock-downs in any order.



# Cavalier Cowboys

## 2016 Gunfight at the Double-C

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Sponsored by: Sassy Shooting Sours & Potter County Kid

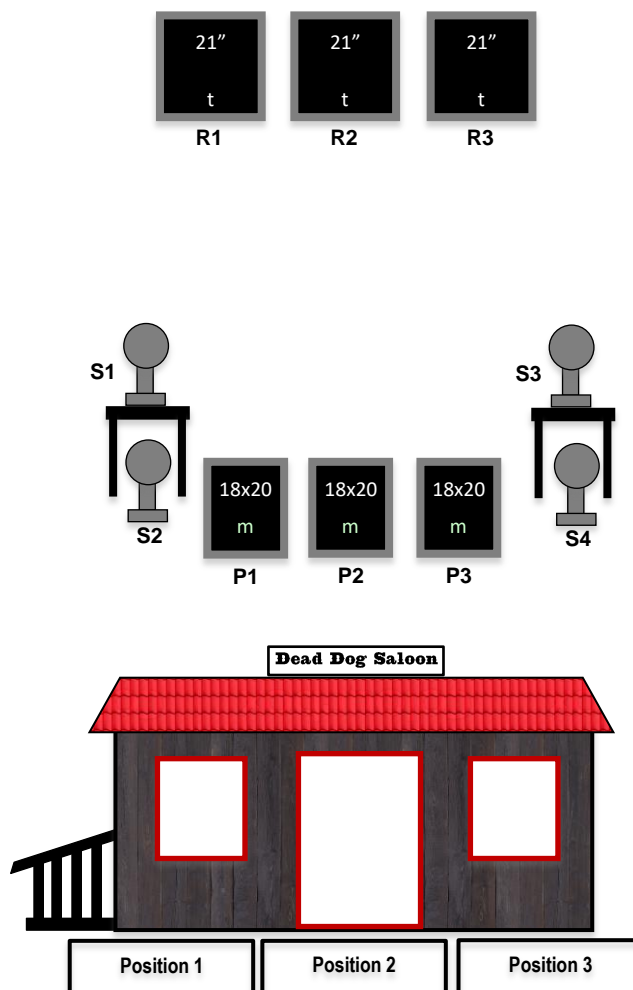
### Stage: 2, Bay #2

**Round Count:** 10-Pistol, 10-Rifle, 4+ Shotgun

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

**Staging:** Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds staged at position 1 or 3, Shotgun staged at position 1 or 3

**Procedure:** Shooter starts standing at position 1 or 3 with hands on window frames at shoulder height. When ready say (When I finally get there, you can show me around). At the beep with shotgun shoot at the two S knock-downs in any order, move to the other window position and shoot at the other two S knock-downs in any order. Next, with rifle starting from either end shoot at the R1 thru R3 targets with two separate 5 shoot Nevada sweeps (an ex. R1, R2, R3, R2, R1- R1, R2, R3, R2, R1). Last, move to position 2 and with pistols shoot at the P1 thru P3 targets with the same instructions as the rifle.



# Cavalier Cowboys

## 2016 Gunfight at the Double-C

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Sponsored by: Okoboji Kid

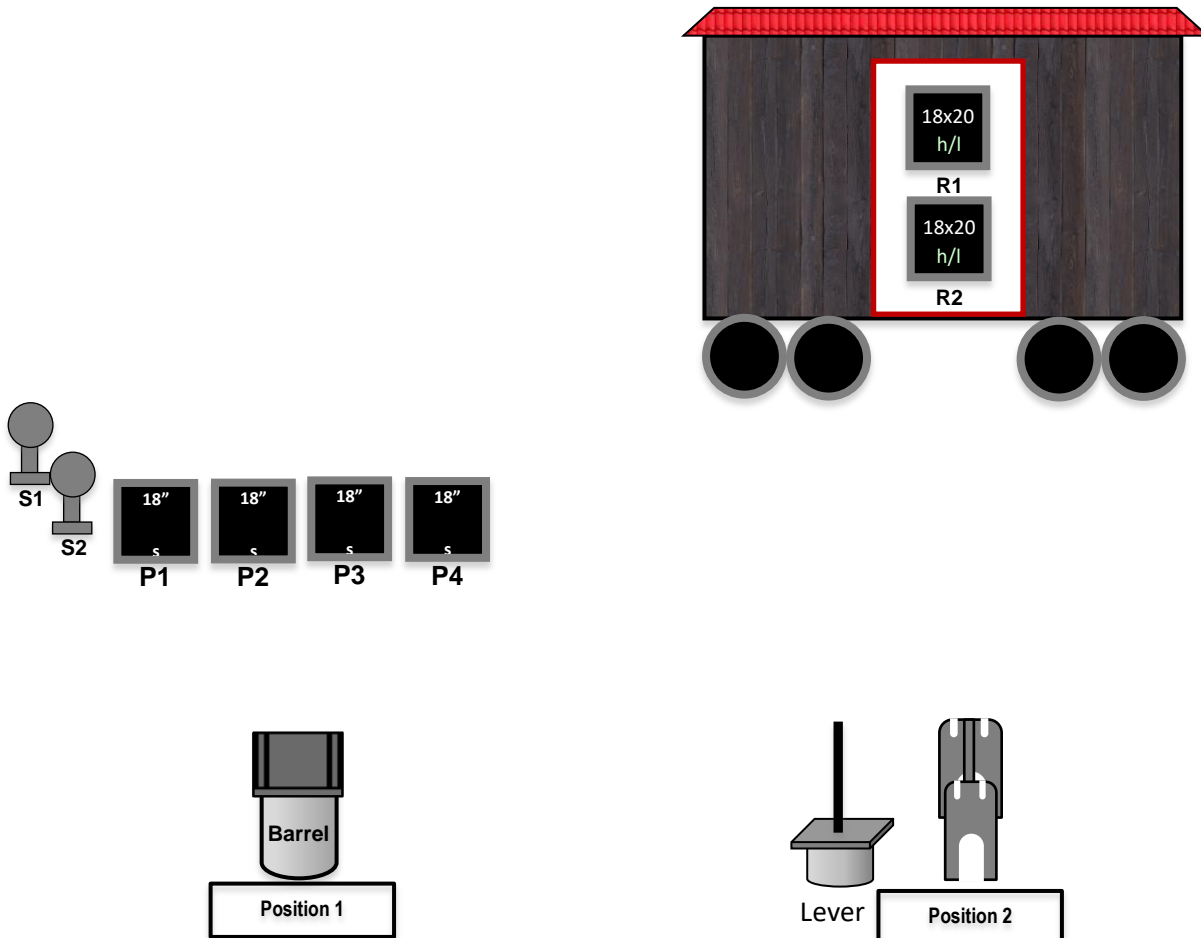
### Stage: 3, Bay #3

**Round Count:** 10-Pistol, 10-Rifle, 2+ Shotgun

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

**Staging:** Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds staged at position 2, Shotgun staged at position 1.

**Procedure:** Shooter starts standing at position 1 holding basket with both hands not touching prop. When ready say (I brought the basket and the bullets). At the beep with pistols shoot at the P1 thru P4 targets starting from either end in a continuous 1, 2, 1, 2 sweep (an ex. P1, P2, P2, P3, P4, P4, P3, P2, P2, P1). Next, move to position 2 and with the lever, trip the cattle car door. Then, with rifle starting on either target shoot at the R1 & R2 targets by alternating single then double taps (an ex. R1, R2, R2, R1, R2, R2, R1, R2, R2, R1). Last, move back to position 1 and with shotgun shoot at the two knock-downs in any order. ( Note, If door fails to fall open, shooter will stop and will have to reshoot)



# Cavalier Cowboys

## 2016 Gunfight at the Double-C

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Sponsored by: Duke's Smith and Arms LLC.

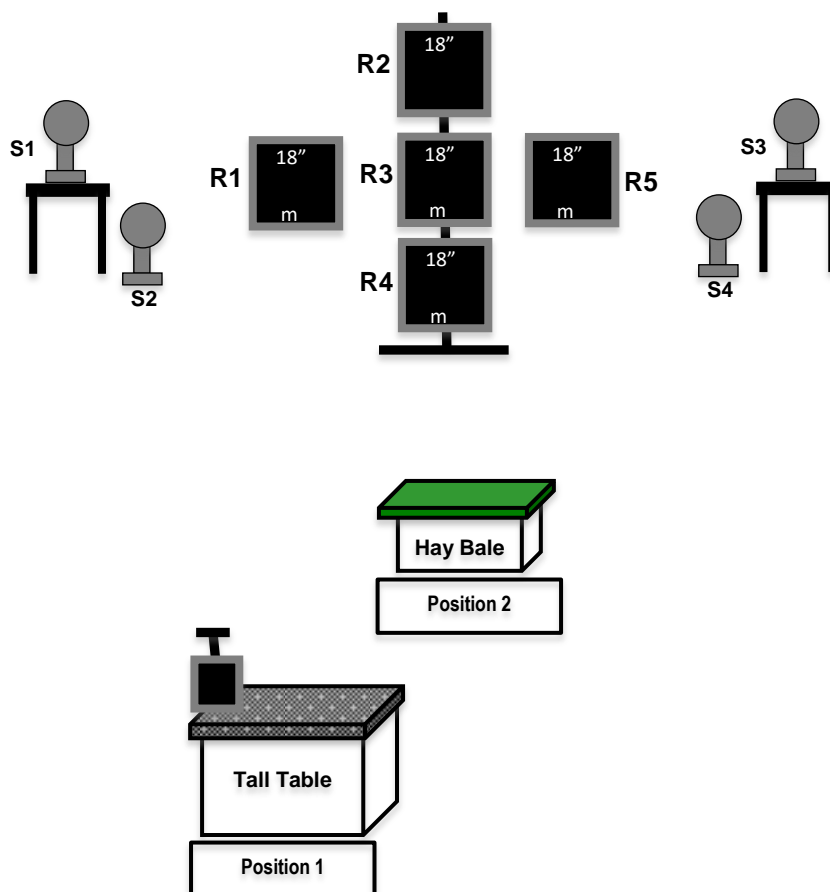
### Stage: 4, Bay #4

**Round Count:** 10-Pistol, 9-Rifle, 4+ Shotgun

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

**Staging:** Pistols loaded with 5 rounds each, holstered, Rifle loaded with 9 rounds staged at position 1, Shotgun staged at position 1

**Procedure:** Shooter starts standing at position 1 with both hands on the plunger handle. When ready say (You are looking at hell) then push down plunger. At the beep with rifle shoot at the R1 thru R5 targets with **9** rounds in this order, starting on R1 shoot left to right, top to bottom, right to left (order- R1, R3, R5, R2, R3, R4, R5, R3, R1). Next, move to position 2 and with shotgun shoot at the S1 thru S4 knock-downs in any order. Last, with pistols shoot at R1 thru R5, now P targets with the same instructions as the rifle but put the 10<sup>th</sup> round on R3 the middle target.



# Cavalier Cowboys

## 2016 Gunfight at the Double-C

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Sponsored by: Cockroach

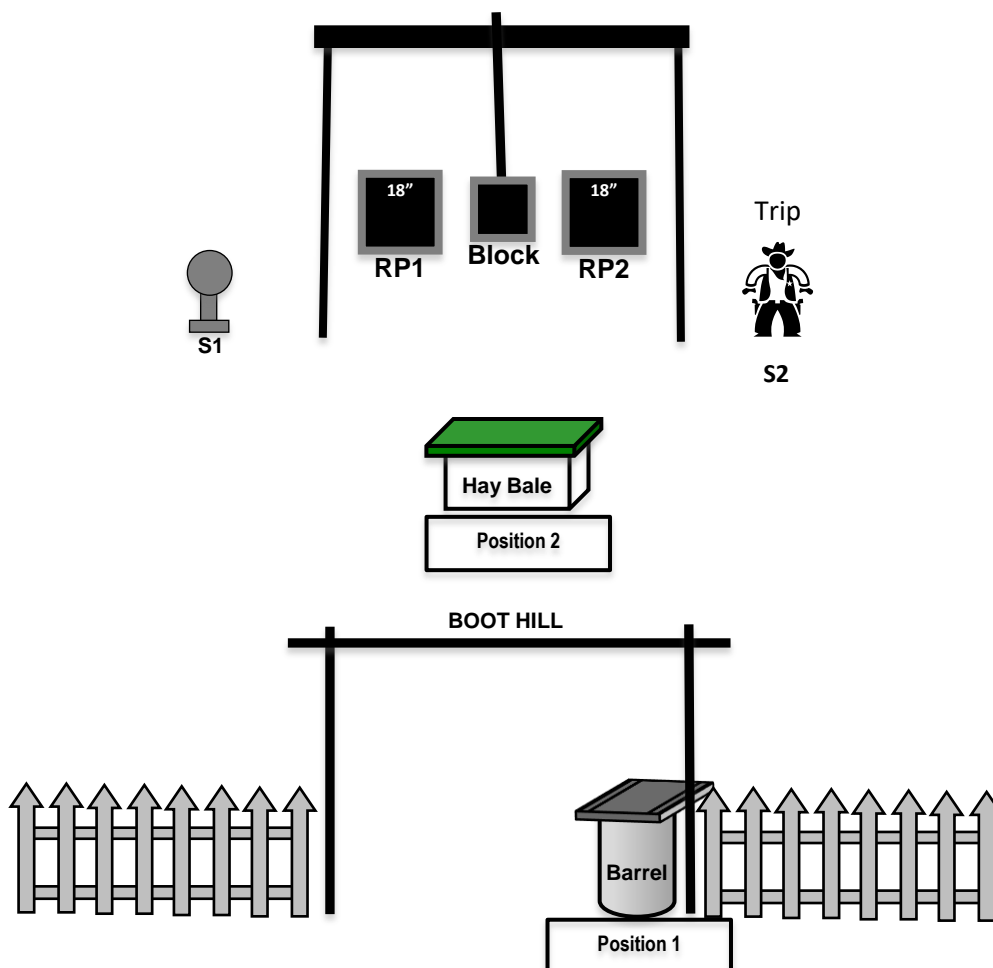
### Stage: 5, Bay #5

**Round Count:** 10-Pistol, 10-Rifle, 2+ Shotgun

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

**Staging:** Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds staged at position1, Shotgun staged at position 1

**Procedure:** Shooter starts standing at position 1 at default. When ready say (I only know one place that wants yah). At the beep with shotgun shoot at the left S1 knock-down then the right S2 knock-down- trip (S2 must be tripped). Next, with rifle shoot at the R1 & R2 targets for 10 rounds with at least 4 rounds on each target. A hit on the blocker is a miss. Last, move to position 2 and with pistols shoot at the P1 & P2 targets with the same instructions as the rifle. ( Note, if swinger fails after trip target falls then shooter will stop and reshoot)



# Cavalier Cowboys

## 2016 Gunfight at the Double-C

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Sponsored by: Cody Maverick

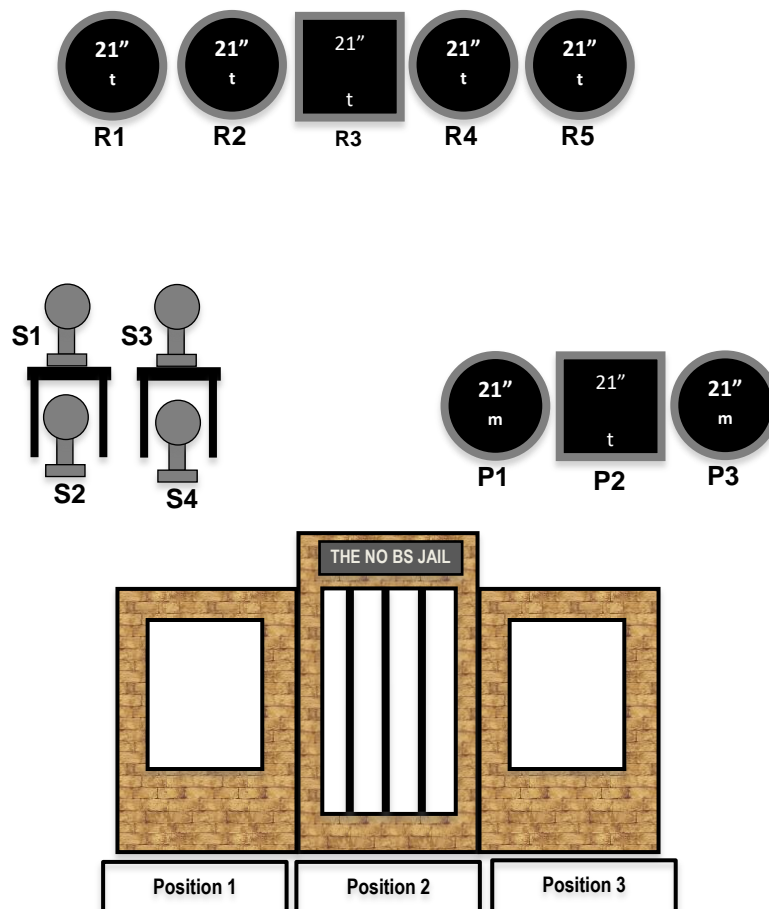
### Stage: 6, Bay #6

**Round Count:** 10-Pistol, 10-Rifle, 4+ Shotgun

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

**Staging:** Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds held at Cowboy Port Arms at position 2, Shotgun staged at position 1

**Procedure:** Shooter starts standing at position 2 with rifle at cowboy port arms. When ready say (Your friends are waiting for yah). At the beep with rifle shoot at the R1 thru R5 targets in this order, double tap center then single tap insides, double tap center then single tap outsides, double tap center, (an ex. R3, R3, R2, R4, R3, R3, R1, R5, R3, R3). Next, move to position 3 and with pistols shoot at the P1 thru P3 targets in this order, double tap center then single tap outsides, double tap center then single tap outsides, double tap center. Last, move to position 1 and with shotgun shoot at the S1 thru S4 knock-downs high, high, low, low.



# Cavalier Cowboys

## 2016 Gunfight at the Double-C

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Sponsored by: Missouri Marshall Loadin Blocks

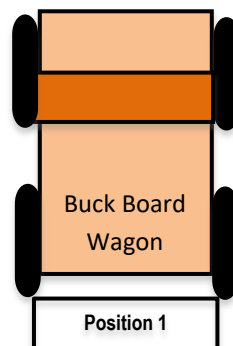
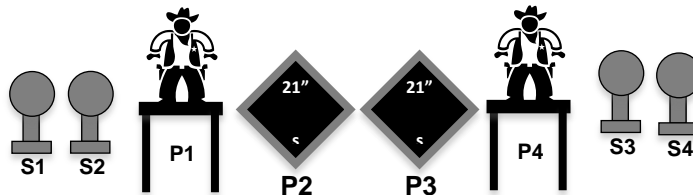
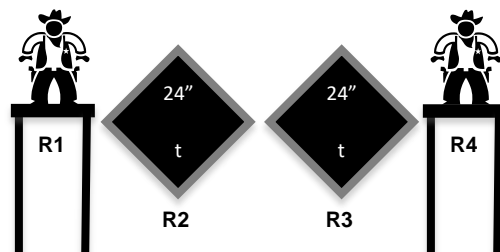
### Stage: 7, Bay #1

**Round Count:** 10-Pistol, 10-Rifle, 4+ Shotgun

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

**Staging:** Pistols loaded with 5 rounds each staged at position 1, Rifle loaded with 10 rounds staged at position 1, Shotgun staged at position 1 (pistols staged before sitting, afterword's, pistols holstered after standing)

**Procedure:** Shooter starts sitting in wagon at position 1 with hands on their legs and remains seated. When ready say (Guess where you're go'en). At the beep with rifle shoot at the R1 thru R4 targets starting on either inside target by alternating single taps on the two inside targets for four rounds then place fifth round on an end knock-down. Repeat instructions with the last round on the other end knock-down (an ex. R2, R3, R2, R3, R4- R3, R2, R3, R2, R1). Next, with pistols shoot at the P1 thru P4 targets with the same instructions as the rifle. At this time with shotgun you may take down any rifle or pistol knock-downs left standing before shooting at the S knock-downs. Last, with shotgun shoot at the S1 thru S4 knock-downs in any order.





# Cavalier Cowboys

## 2016 Gunfight at the Double-C

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Sponsored by: Sod Buster

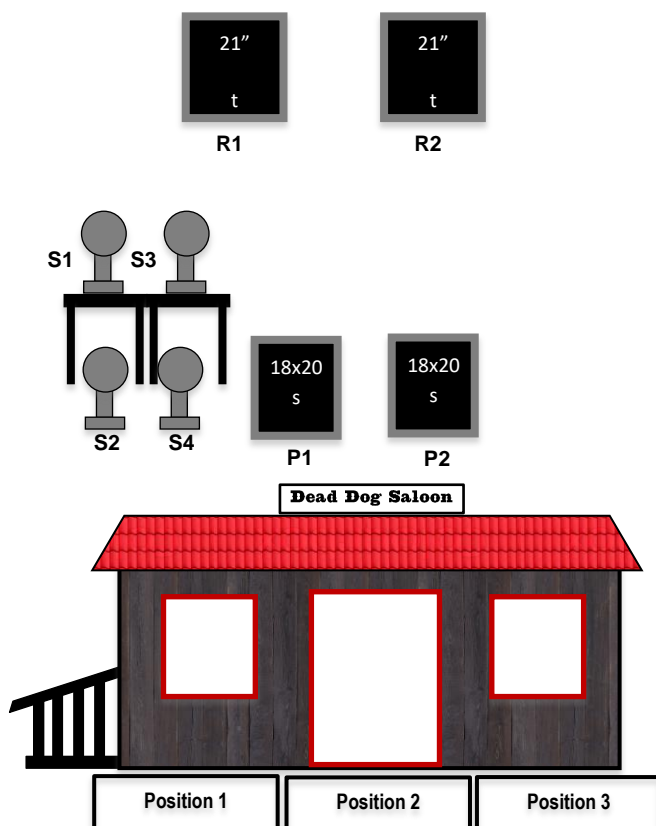
### Stage: 8, Bay #2

**Round Count:** 10-Pistol, 10-Rifle, 4+ Shotgun

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

**Staging:** Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds staged at position 3, Shotgun staged at position 1

**Procedure:** Shooter starts standing at position 1 at default. When ready say (Been there, didn't like it). At the beep with shotgun shoot at the S1 thru S4 knock-downs in any order. Next, move to position 3 and with rifle engage the R1 and R2 targets in any order by triple taping both targets and the other four rounds must be single taps (an ex. R1, R1, R1, R2, R1, R2, R2, R2, R1, R2). Last, move to position 2 and with pistols shoot at the P1 and P2 targets with the same instructions as the rifle.



# Cavalier Cowboys

## 2016 Gunfight at the Double-C

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Sponsored by: Enid City Kid

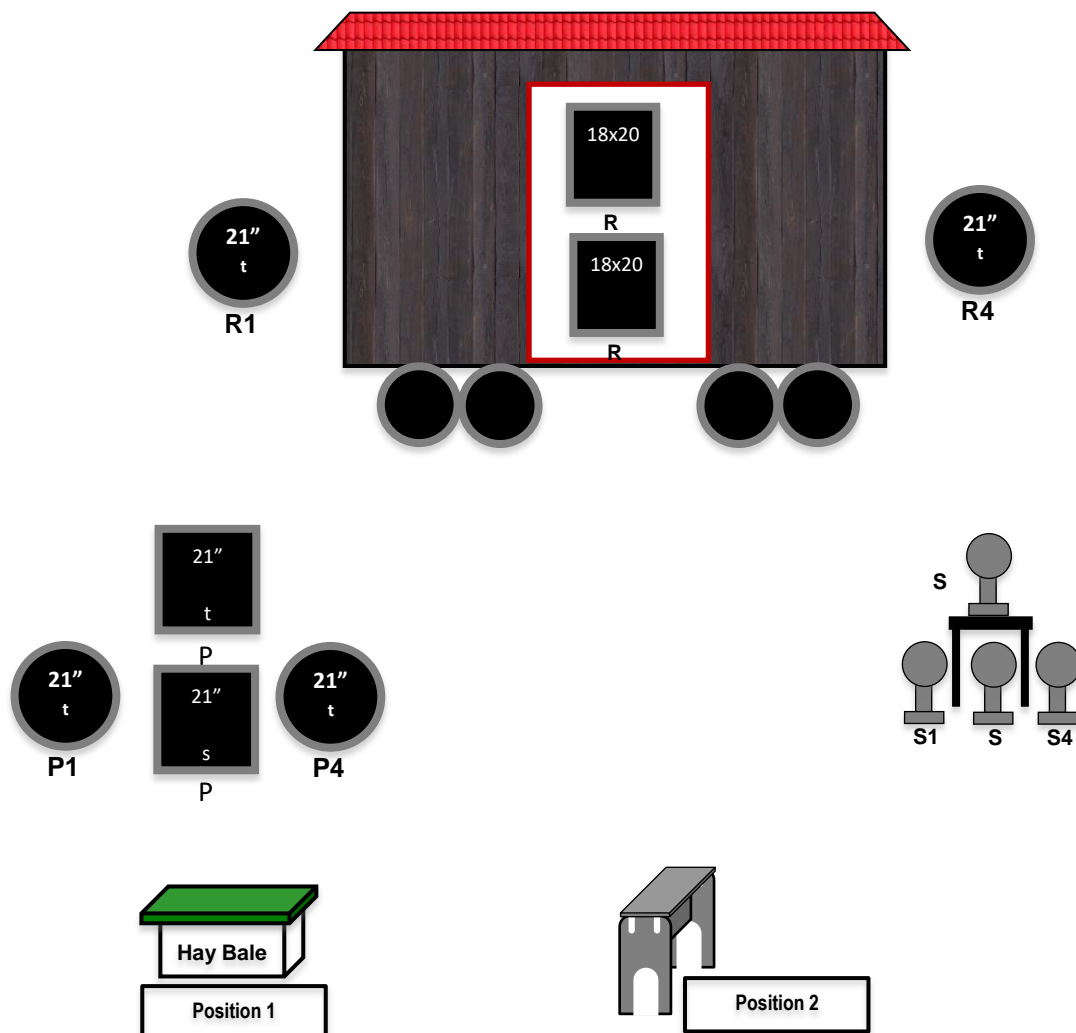
### Stage: 9, Bay #3

**Round Count:** 10-Pistol, 10-Rifle, 4+ Shotgun

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

**Staging:** Pistols loaded with 5 rounds each, holstered, Rifle pointed down range loaded with 10 rounds held with both hands, Shotgun staged at position 1 or 2

**Procedure:** (Note, door will be down for stage) Shooter starts standing at position 2 with both hands holding the rifle that is pointing down range. When ready say (Hell's comin and I'm comin with it). At the beep, with rifle shoot at the R1 thru R4 targets starting at either end with a Nevada sweep (note; the two inner targets have no number so can't be shot out of order during middle of sweep) (an ex. R1, R, R, R4, R, R, R1, R, R, R4). Next, move to position 1 and with pistols shoot at the P1 thru P4 targets with the same instructions as the rifle. Last, move back to position 2 and with shotgun starting from either end sweep the S1 thru S4 knock-downs.



# Cavalier Cowboys

## 2016 Gunfight at the Double-C

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Sponsored by: Okoboji Kid

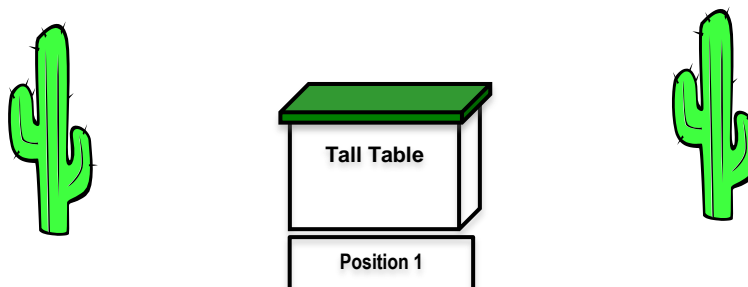
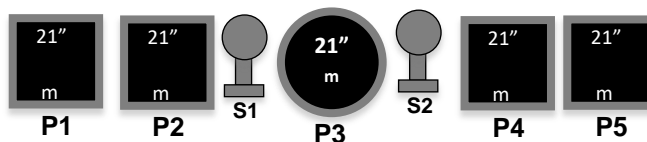
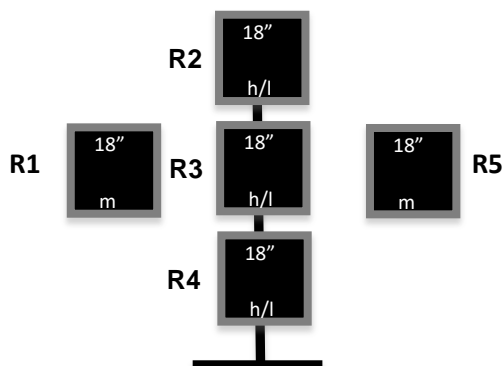
### Stage: 10, Bay #4

**Round Count:** 10-Pistol, 10-Rifle, 2+ Shotgun

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

**Staging:** Pistols loaded with 5 rounds each staged at position 1, Rifle loaded with 10 rounds staged at position 1, Shotgun staged at position 1

**Procedure:** Shooter starts standing at position 1 holding basket with both hands not touching prop. When ready say (Hold this, you'll need it). At the beep, with pistols shoot at the P1 thru P5 targets by single tapping the four outside targets then single tap the center. Repeat instructions but second five shot string must start on a different outside target than the first string (an ex. P1, P2, P4, P5, P3- P2, P1, P4, P5, P3). Pistols can be restaged or holstered. Next, with rifle shoot at the R1 thru R5 targets with the same instructions as the pistols. Last, with shotgun shoot at the S1 and S2 knock-downs in any order.



# Cavalier Cowboys

## 2016 Gunfight at the Double-C

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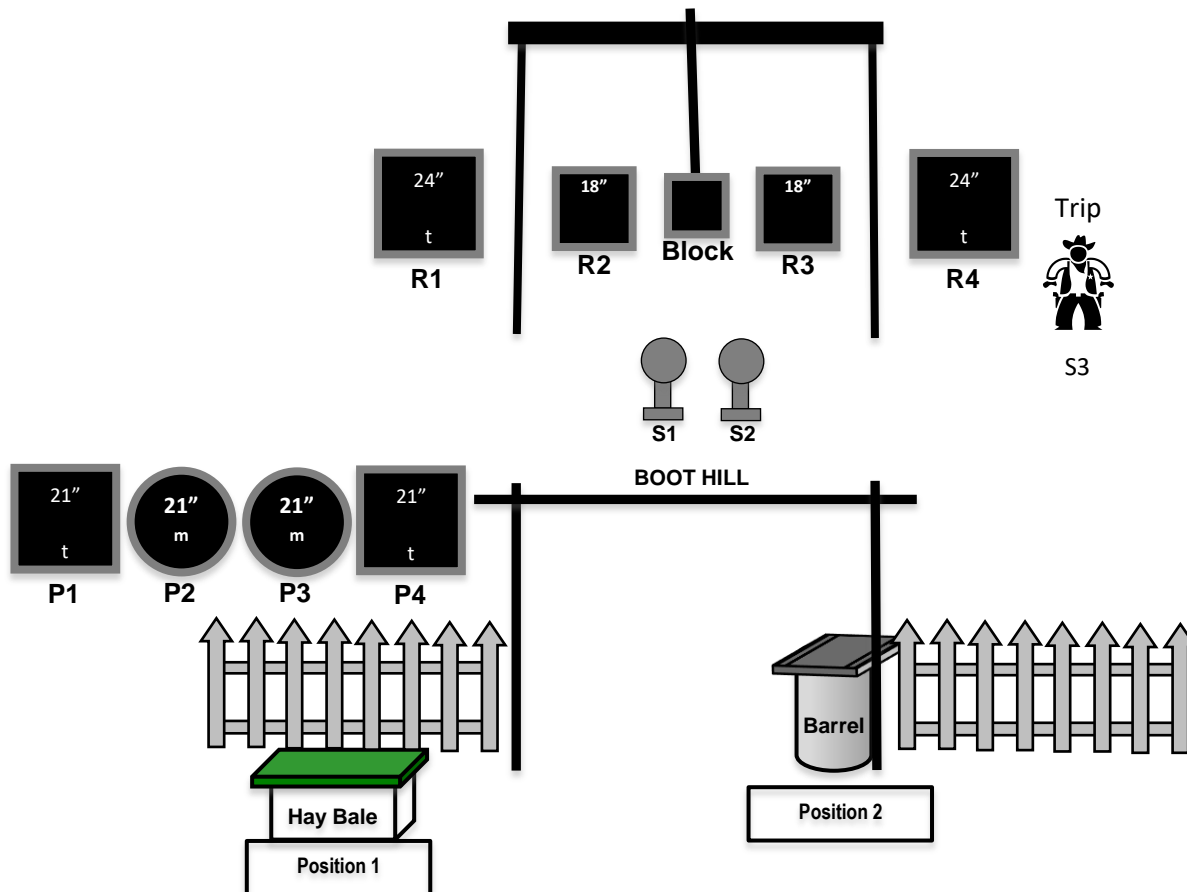
### Stage: 11, Bay #5

**Round Count:** 10-Pistol, 10-Rifle, 3+ Shotgun

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

**Staging:** Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds staged at position 2, Shotgun staged at position 2

**Procedure:** Shooter starts standing at position 2 with hands on hat-head. When ready say (When you get to hell, tell'um **YOUR NAME** sent yah). At the beep with shotgun, shoot at the S1 thru S3 knock-downs left to right (S3 knock-down- trip must be tripped). Next, with rifle shoot at the R1 thru R4 targets starting at either end with a continuous 2, 1, 1, 2 sweep (an ex. R1, R1, R2, R3, R4, R4, R3, R2, R1, R1). Last, move to position 1 and with pistols shoot at the P1 thru P4 targets with the same instructions as the rifle. ( Note, if swinger fails after trip target then shooter will reshoot).



# Cavalier Cowboys

## 2016 Gunfight at the Double-C

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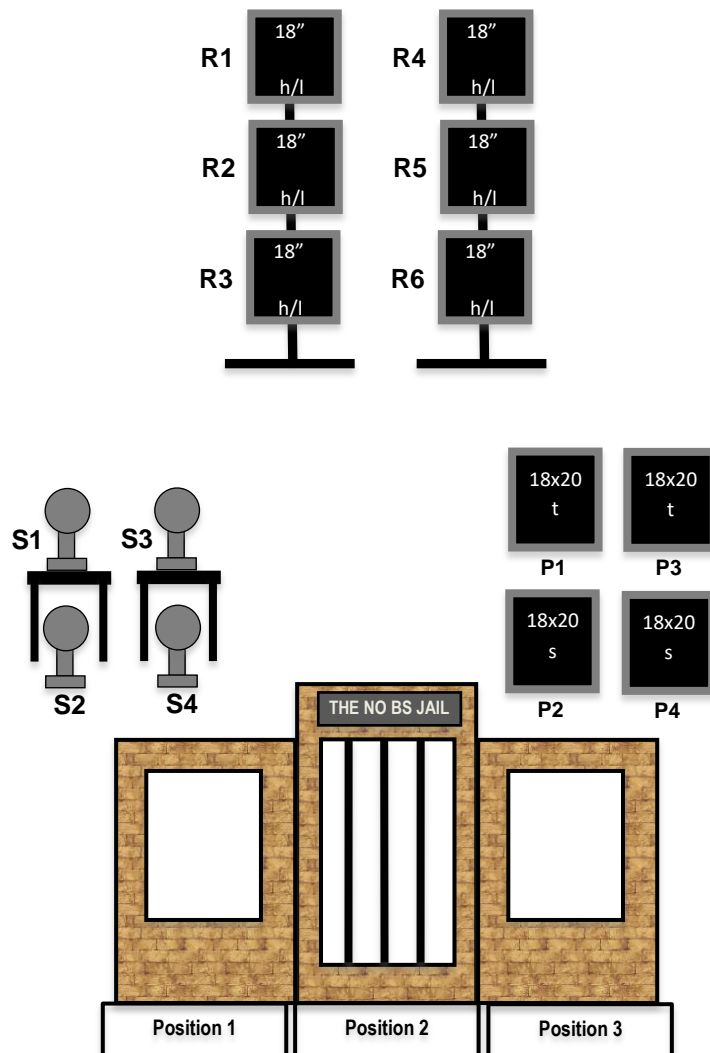
### Stage: 12, Bay #6

**Round Count:** 10-Pistol, 10-Rifle, 4+ Shotgun

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

**Staging:** Pistols loaded with 5 rounds each, holstered, Rifle loaded with 10 rounds staged at position 2, Shotgun staged at position 1

**Procedure:** Shooter starts standing at position 2 with hands holding bars at chest height. When ready say (Give my regards to Satan). At the beep with rifle shoot at the R1 thru R6 targets starting at either the top or bottom left target with left to right single taps and you cannot repeat on the same left to right row ( an ex. R1, R4, R2, R5, R3, R6, R2, R5, R1, R4). Next, move to Position 1 and with shotgun shoot at the S1 thru S4 knock-downs starting on either left target left, right, left, right. Last, move to position 3 and with pistols shoot at the P1 thru P4 targets with the same instructions as the rifle.



**Cavalier Cowboys**  
**2016 Gunfight at the Double-C**

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**Personal Score Sheet**

Alias: \_\_\_\_\_

Stage	Raw Time	Miss	Penalty	Bonus	Total
Stage 1					
Stage 2					
Stage 3					
Stage 4					
Stage 5					
Stage 6					
Stage 7					
Stage 8					
Stage 9					
Stage 10					
Stage 11					
Stage 12					
Totals					

**Have Fun!!**

**Yee-Haa!!**

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