

Cavalier Cowboys

Sunday – December 4th, 2016

“A COWBOY'S CHRISTMAS PRAYER”

Stages Written by: Striker

Poem by Gail T. Burton

*The worn and wrinkled cowboy
slowly shaved and combed his hair.
He picked the finest clothes he had
and then he dressed with care.
He stomped into his new bought boots
and shrugged into his coat.
The others would have questioned him,
but his thoughts seemed quite remote.*

*He stepped out of the bunkhouse,
and pulled his hat down tight,
Then climbed aboard his private horse
and rode into the night.
The single footin' gelding
ate the miles without a pause
And seemed to know the rider
had a most important cause.*

*Twenty miles on through the night,
with the rider deep in thought,
The stars came out to guide his way
to the goal the ride had bought.
His horse stopped on a gentle rise,
tho' the rider pulled no rein,
And the cowboy raised his head to stare
'Cross the quiet and lonely plain*

*He crawled down off the weary horse,
loosed the cinch so it could blow,
Then walked a yard or two away
and knelt down in the snow.
He crushed his hat against his chest,
raised his face up to the sky,
And then he started talking
like a friend was standing by.*

*"Lord, you see I rode a piece tonight
'Cause I knowed that you'd be here.
Course you wuz at the bunkhouse too,
but on this hill ya' seems near.
As I look across this prairie
and see the things you've made,
Why, comparin' things us men has done
really puts 'em in the shade."*

*"I thank you for the love you show
in everything you do,
And I'm proud to be a top-hand
with a loyal happy crew.
I've still got all my fingers,
my legs are bowed, but tough,
Rheumatiz' ain't touched my bones,
and my mind is sharp enough."*

*"Your spirit gives me comfort,
and I know that when I die,
You'll let me rest forever
at that bunkhouse in the sky.
Forgive me when I wander off,
like a wild jug-headed hoss,
And I pray You'll not give up on me
'fore I learn that you're the boss."*

*"I've rode out here to tell you
I'm thankful for a Savior's birth,
And to send you MERRY CHRISTMAS
from your folks down here on earth."
Then he mounted up and rode away
with a casual good-bye nod.
A cowboy with his heart at peace
in the palm of the hand of God.*

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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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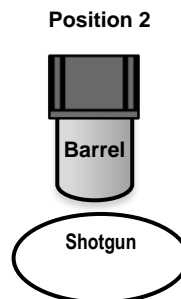
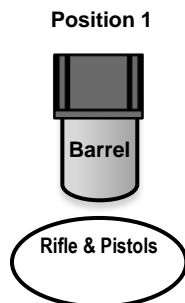
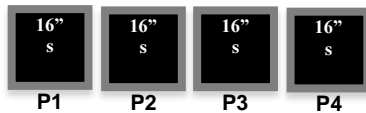
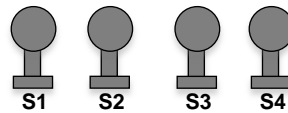
STAGE ONE – BAY #1 – Left Side

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 “Merry Christmas!!”. At the beep with rifle shoot at 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 shoot at the four pistol targets (P1, P2, P3, P4) using the same instructions as the rifle. Move to Position 2. Last with shotgun shoot at the four knockdown (S1, S2, S3, S4) in any order.



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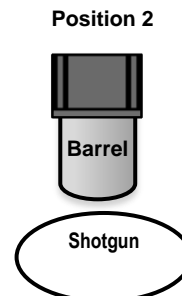
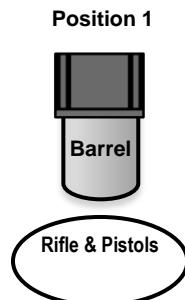
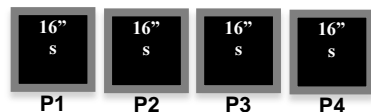
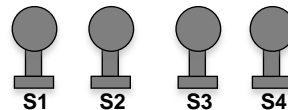
STAGE TWO – BAY #1 – Left Side

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 “Merry Christmas!!”. At the beep with rifle shoot at 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 shoot at the four knockdowns (S1, S2, S3, S4) as follows inside, outside, inside, outside. Move to Position 1. Last with pistols shoot at 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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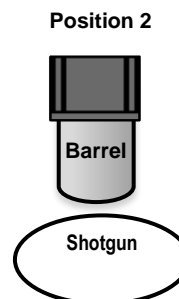
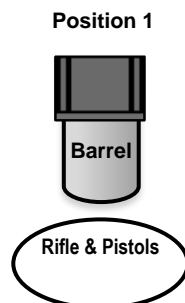
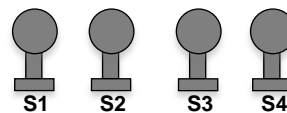
STAGE THREE – BAY #1 – Left Side

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

Shooting Order: Rifle, Pistols, Shotgun

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 “Merry Christmas!!”. At the beep with rifle shoot at 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 shoot at the four pistol targets (P1, P2, P3, P4) using the same instructions as the rifle. Move to Position 2. Next with shotgun shoot at the four knockdown targets (S1, S2, S3, S4) in any order.



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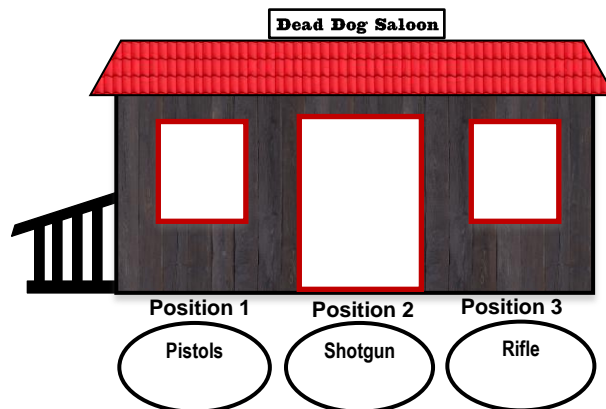
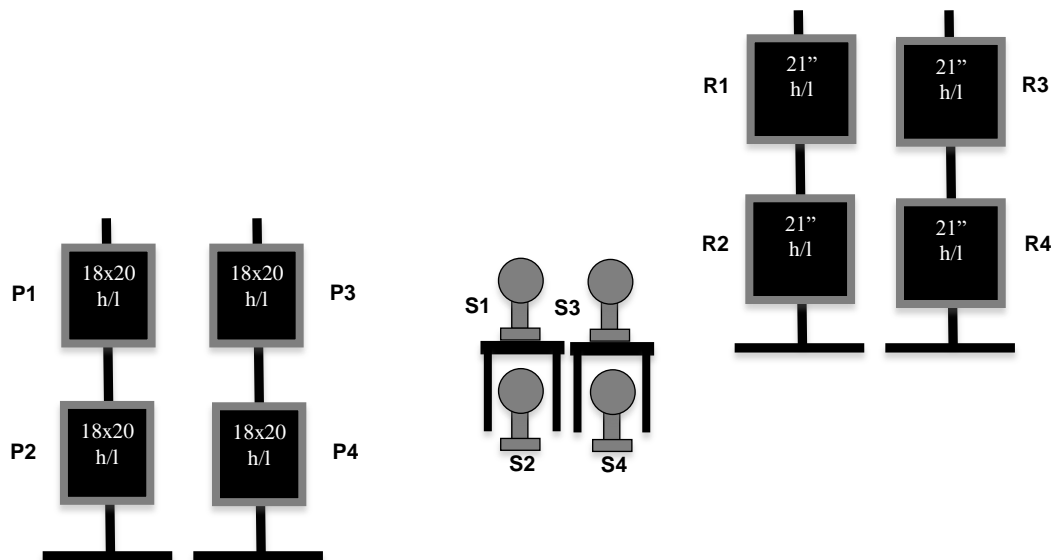
STAGE FOUR – BAY #2 – Right Side

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

Shooting Order: 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 safely.

Procedure: Shooter starts at Position 3 and when ready says “Merry Christmas!!”. At the beep with rifle shoot at the four rifle targets (R1, R2, R3, R4) as follows (R1, R4, R2, R3, R1, R4, R2, R3, R1, R4). Move to Position 2. Next with shotgun shoot at the four knockdown targets (S1, S2, S3, S4) in any order. Move to Position 1. Last with pistols shoot at the four pistol targets (P1, P2, P3, P4) using the same instructions as the rifle.



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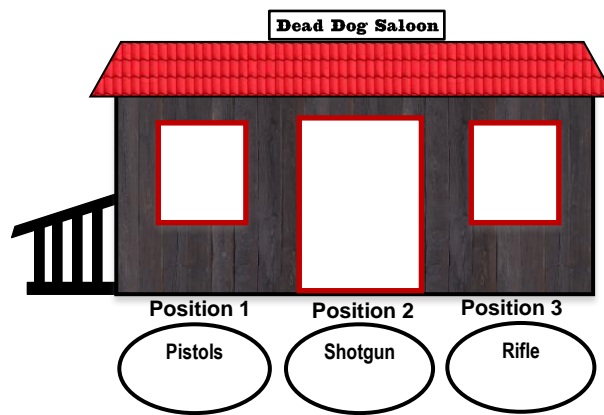
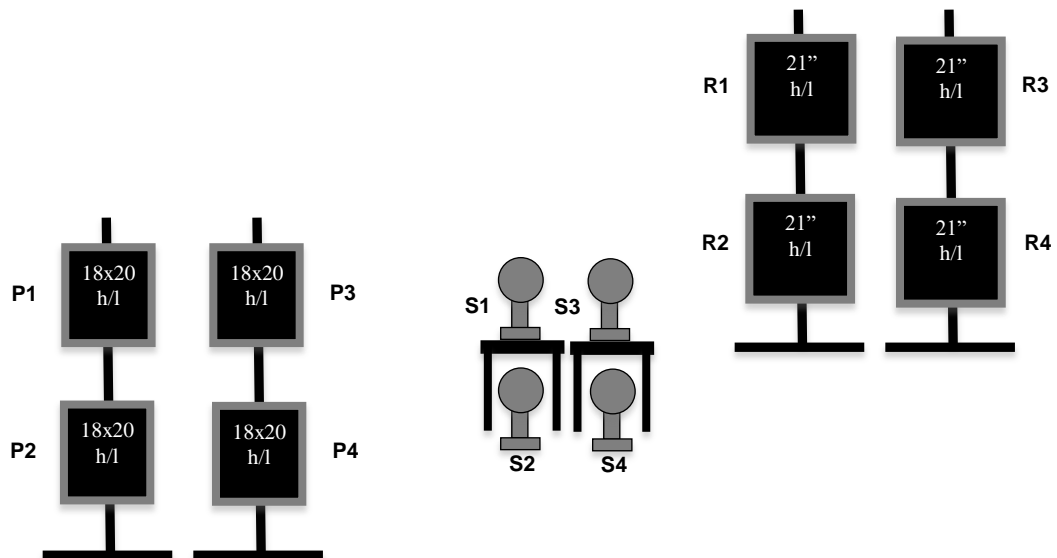
STAGE FIVE – BAY #2 – Right Side

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 staged safely.

Procedure: Shooter starts at Position 1 with hands on pistols and when ready says “Merry Christmas!!”. At the beep with pistols shoot at the four pistol targets (P1, P2, P3, P4) in the following order (P1, P1, P2, P1, P2, P3, P1, P2, P3, P4). Move to Position 3. Next with rifle shoot at the four rifle targets (R1, R2, R3, R4) using the same instructions as the pistols. Move to Position 2. Last with shotgun shoot at the four knockdown targets (S1, S2, S3, S4) in any order.



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STAGE SIX – 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 staged safely.

Procedure: Shooter starts at Position 2 holding shotgun with two hands and when ready says “Merry Christmas!!”. At the beep with shotgun shoot at the four knockdown targets (S1, S2, S3, S4) in any order. Move to Position 3. Next with rifle shoot at the four rifle targets (R1, R2, R3, R4) in a clockwise direction for 10 rounds, for example (R1, R3, R4, R2, R1, R3, R4, R2, R1, R3). Move to Position 1. Last with pistols shoot at the four pistol targets (P1, P2, P3, P4) in a counter-clockwise direction for 10 rounds, for example (P1, P2, P4, P3, P1, P2, P4, P3, P1, P2).

