

Cavalier Cowboys

Sunday – March 5th, 2017

Stages Written by: Striker

“MY RIFLE, MY PONY AND ME”

From the film "Rio Bravo" (1959)
(Dimitri Tiomkin / Paul Francis Webster)

Dean Martin & Rick Nelson (Film Soundtrack) - 1959
Dean Martin - 1959

Also recorded by: Dionysos; Don Williams; Darrell Higham

The sun is sinking in the west
The cattle go down to the stream
The redwing settles in the nest
It's time for a cowboy to dream

Purple light in the canyons
That's where I long to be
With my three good companions
Just my rifle, pony and me

Gonna hang (gonna hang) my sombrero (my sombrero)
On the limb (On the limb) of a tree (of a tree)
Comin' home (Comin' home) sweetheart darlin' (sweetheart darlin')
Just my rifle, pony and me
Just my rifle, my pony and me

(Whippoorwill in the willow)
(Sings a sweet melody)
(Riding to Amarillo)
Just my rifle, pony and me

No more cows (No more cows) to be ropin' (to be ropin')
No more strays will I see
'Round the bend ('round the bend)
she'll be waitin' (she'll be waitin')
For my rifle, pony and me
For my rifle, my pony and me

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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 #2 – Left Side

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

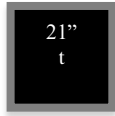
Shooting Order: Shotgun, Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds and staged at Position #2. Both pistols are loaded with 5 rounds each and holstered. Shotgun is held with both hands.

Procedure: Shooter starts at Position #1 with both hands holding the shotgun and when ready says "Whippoorwill". At the beep with shotgun shoot at the S1 and S2 knockdown targets. Move to Position #2. Next with rifle shoot at the R1 thru R4 targets as follows (R1, R4, R4, R1, R3, R3, R1, R2, R2, R1). Next with pistols shoot at the P1 thru P4 pistol targets using the same instructions as the rifle. Move to Position #3. Last with shotgun shoot at the S3 and S4 knockdown targets.



R1



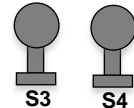
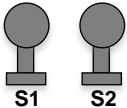
R2



R3



R4



P1



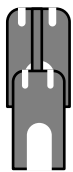
P2



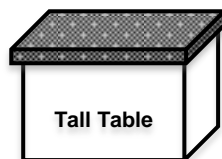
P3



P4



Shotgun



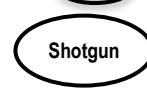
Tall Table



Rifle & Pistol



Barrel



Shotgun

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STAGE TWO – BAY #2 – Left Side

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

Shooting Order: Pistols, Rifle, Shotgun, Shotgun

Staging: Rifle is loaded with 10 rounds and staged at Position #2. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts at Position #2 with hand(s) on pistol(s) and when ready says “Whippoorwill”. At the beep with pistols shoot at the four targets P1 thru P4 as follows (P3, P2, P3, P4, P3, P2, P1, P2, P3, P2). Next with rifle shoot at the R1 thru R4 targets using the same instructions as the pistols. Move to Position #1 or Position #3. Next with shotgun shoot at the two knockdown targets (S1 & S2) or (S3 & S4). Move to the other position. Last with shotgun shoot at the two knockdown targets (S1 & S2) or (S3 & S4).

Hint: The sequence is a 5 shot Nevada sweep on P2, P3, P4 starting on the middle and then a 5 shot Nevada sweep on P1, P2, P3 starting on the middle.



R1



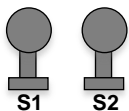
R2



R3

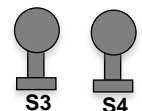


R4



S1

S2



S3

S4



P1



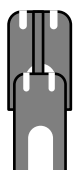
P2



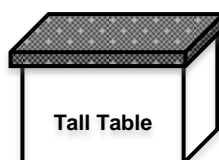
P3



P4



Shotgun



Rifle & Pistol



Shotgun

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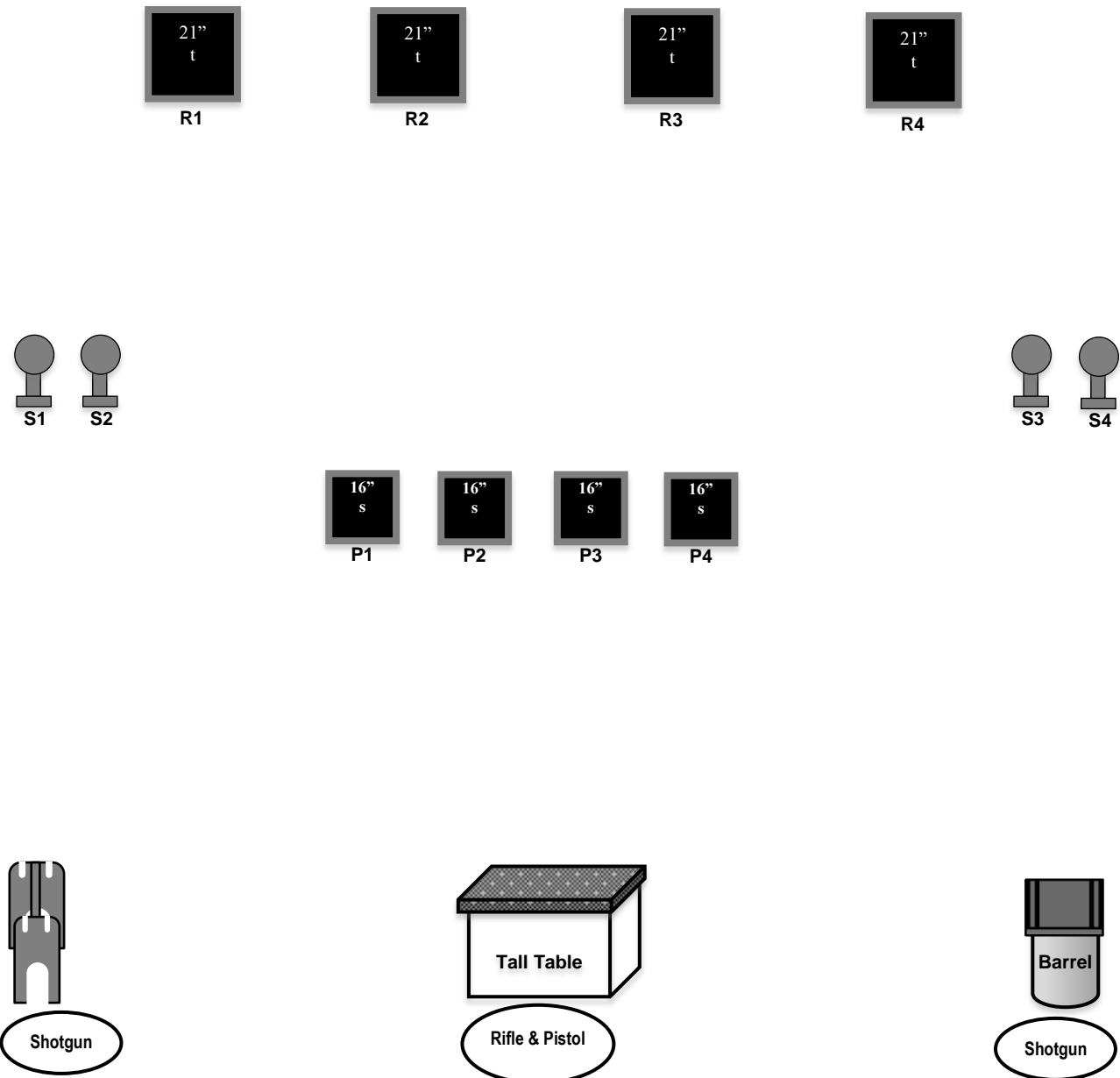
STAGE THREE – BAY #2 – Left Side

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

Shooting Order: Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 10 rounds and staged at Position #2. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts at Position #1 or #3 and when ready says “Whippoorwill”. At the beep with shotgun shoot at the (S1 & S2) or (S3 & S4) knockdown targets. Move to Position #2. Next with rifle shoot at the R1 thru R4 targets as follows (R4, R4, R3, R2, R2, R1, R1, R2, R3, R3). Last with pistols shoot at the P1 thru P4 targets using the same instructions as the rifle.



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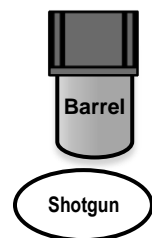
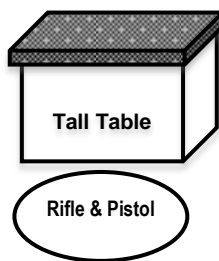
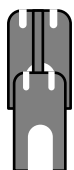
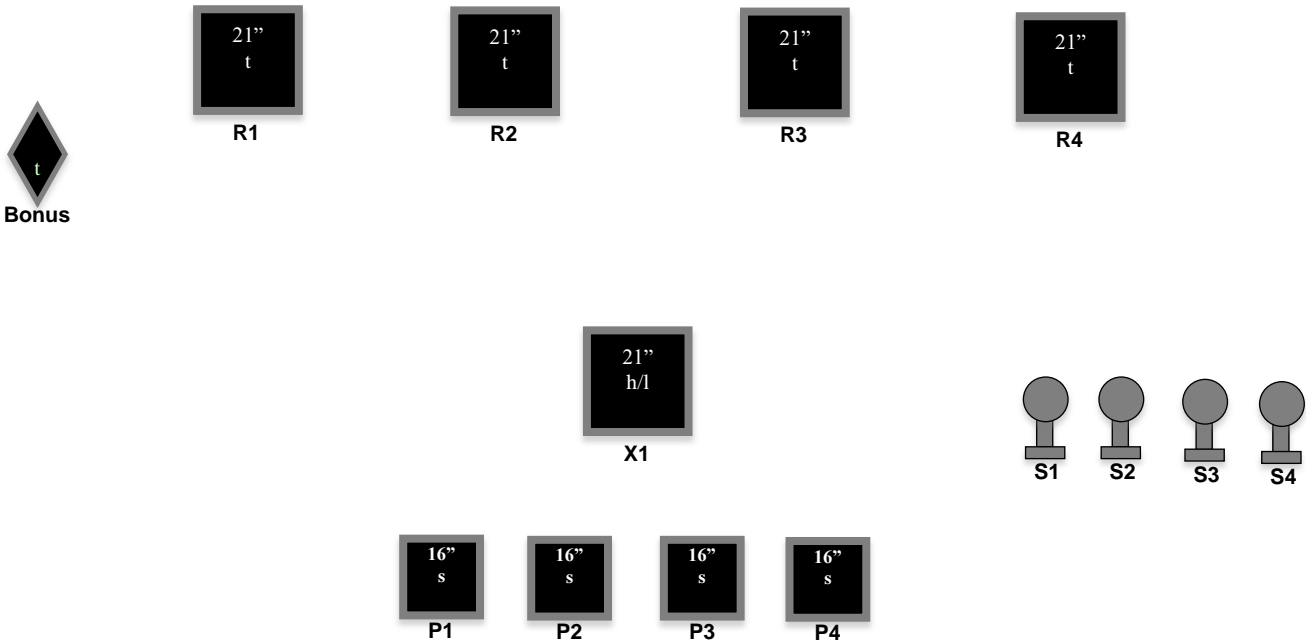
STAGE FOUR – BAY #2 – Left Side

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 #2. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts at Position #2 and when ready says "Whippoorwill". At the beep with rifle shoot at the R1 thru R4 and the X1 targets as follows; shoot at X1, then sweep R1 thru R4 in one direction, shoot at X1, then sweep R1 thru R4 in the other direction. Next with pistols shoot at the P1 thru P4 and the X1 targets using the same instructions as the rifle. Move to Position #3. Last with shotgun shoot at the S1 thru S4 knockdown targets.



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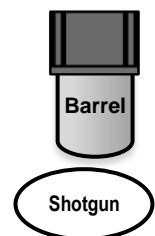
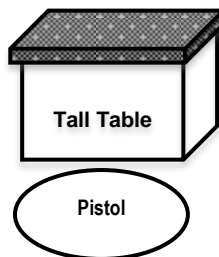
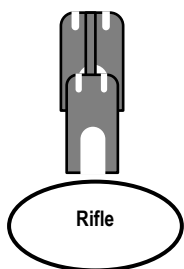
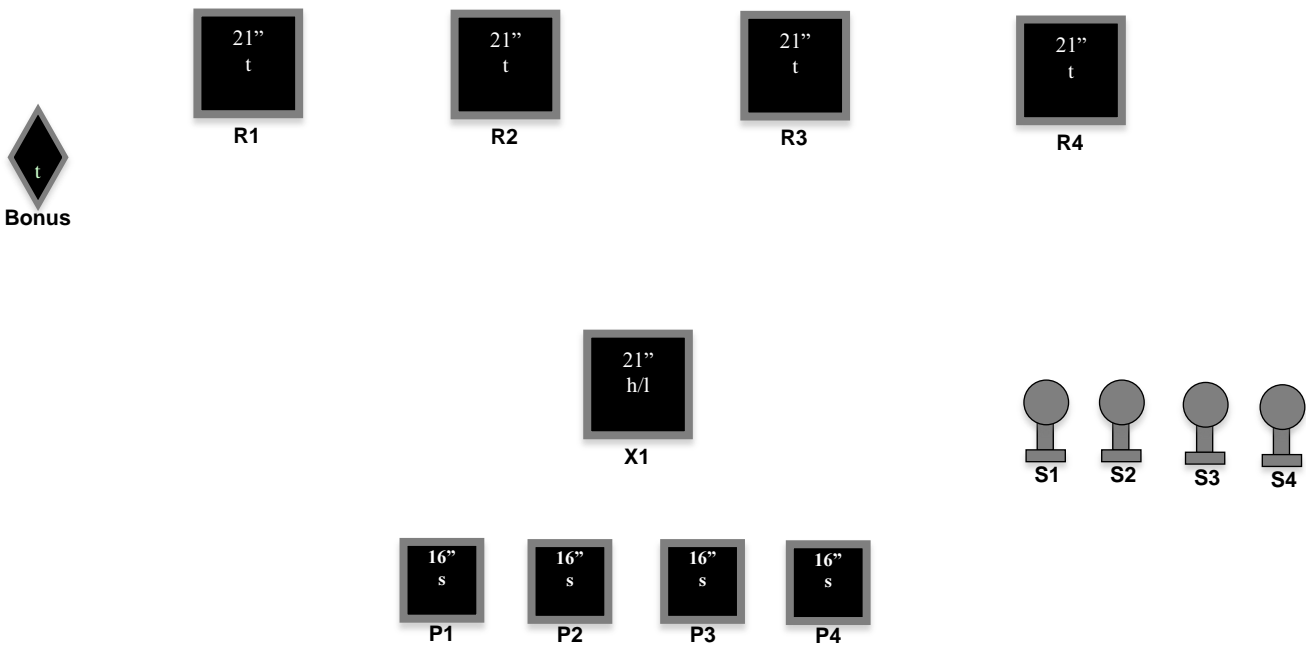
STAGE FIVE – BAY #2 – Left Side

Round Count: 10 pistol, 8+1 rifle, and 4+ shotgun

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds and held at cowboy port arms. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts at Position #1 with rifle at cowboy port arms and when ready says "Whippoorwill". At the beep with rifle shoot at the R1 thru R4 targets with two shots each and then with rifle reload shoot at the bonus target for a 5 second bonus. Misses do not count on the bonus target. Rifle reload may be done any time after the beep. Move to Position #2. Next with pistols shoot at the P1 thru P4 and the X1 targets with two shots each. Move to Position #3. Last with shotgun shoot at the S1 thru S4 knockdown targets.



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STAGE SIX – BAY #2 – 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 at Position #2.. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged at Position #3.

Procedure: Shooter starts at Position #3 and when ready says "Whippoorwill". At the beep with shotgun shoot at the S1 thru S4 knockdown targets. Move to Position #2. Next with rifle shoot at the R1 thru R4 and the X1 targets as follows (R1, X1, X1, R2, X1, X1, R3, X1, X1, R4). Last with pistols shoot at the P1 thru P4 and the X1 targets using the same instructions as the rifle.

