

Cavalier Cowboys

Sunday – August 6th, 2017

Stages Written by: Smackwater

“I’LL MEET YOU IN HELL”

Howdy folks, I’m the Old Ranger with another exiting tall tale of real life in the old west. We will call this episode, “Justice for Harriet”

Our story starts in 1868 in Death Valley Junction, a small town just east of the scorching hot desert it was so aptly named after. From the east ride 3 desperate outlaws, later identified as the Kuba Kid Gang, broke and in need of some loot they were out to rob the first bank they came across. Kuba had learned of the Death Valley Junction Bank, from his cellmates in Yuma Prison, Frontier Mick, and Potter County Kid. Large amounts of cash were on hand, to pay the workers from the local borax mines. Little or no security made this an easy job!

Kuba and his gang, Windhorse Rider, and Smackwater did not bother to case the bank, they were just going to ride up and rob it. Windhorse held the horses and was the lookout, Kuba and Smackwater entered the bank and announced their intentions. Kuba was immediately shot, by the Missouri Marshall’s double barrel shotgun, Smackwater shot the Missouri Marshall and threatened the teller Will Sonnett, with the same if he did not cooperate. The money was stuffed in a bank bag and Smackwater ordered everyone to lay on the floor, the only customers One Eyed Jane, Whisky Mae, and Ripsaw did as they were told, and were left unharmed. Will Sonnett ran for the back door and was shot dead.

Sheriff Striker heard the gunshots and with his deputies Encid City Kid and Wistful McClintock ran for the bank, and after a short gunfight, the sheriff, his deputies and one of the outlaws were dead. Smackwater rode out of town with the cash.

A posse was formed including, The Okoboji Kid, Lefty Spurnaker, Stogie, Chantilly Shooter, and Prairie City Slim. Leaving town after the lone outlaw they nearly ran over Cotton Connie and her wagon full of children on their way home from school. The trail headed north east directly into Death Valley, between the Armargosa and Panamint Mountain Ranges, one the most hostile regions on earth. The posse knowing the dangers and with no provisions decided to send for the only man who could run down the biggest, meanest, ugliest, most wanted outlaw of them all, Major B. S. Walker. Formally of the US Camel Cavalry, station at Camp Verde a United States Army facility established July 8, 1856 in Kerr County Texas along the road from San Antonio to El Paso. He served 5 years as chief camel trainer and grew to love the camels. When he retired he bought three camels and took them to his ranch just outside of Death Valley where they served as tour guides. The Okoboji Kid knew the Major and his camels were the only way to track down Smackwater in this hostile environment. Swiftly McGraw was dispatched to the “Camels Lives Matter Ranch” to fetch the Major. The Major was eager to cooperate because little did they know Smackwater just two years earlier had stolen the Major’s favorite camel Harriet to escape the law and drove her to the ground and left her to die in Death Valley. “There was a score to settle.” The Major took his time knowing the fool could only go so far in the desert. He took his two camels, plenty of provisions and his long time comrade Cody Maverick with his Shiloh Sharps 1874 long range rifle. The next day when they encountered Smackwater from a sizeable distant the Major ordered Cody to shoot only the canteen and not to hurt the outlaw, Cody did as ordered and took out the canteen with one shot. He was no longer needed, and sent home. Now it was only a matter of time, Smackwater was going to die the same death as Harriet, hot and slow. The next day Smackwaters horse gave out, and was dead on the trail, not far was the saddle bags full of money, then his rifle, and gun belt. The Major knew he had him, now he could get close enough to watch him suffer. He gave him a sip of water just to prolong the misery. He sat just feet away drinking wine and eating burritos. Near death Smackwater was whispering and the Major had to put his ear close so he could hear, with his last breath he said **“I’LL MEET YOU IN HELL”**. and bit off his ear. Major B. S. Walker left Smackwater to die and returned to his ranch where nurse Sassy Shooting Sours tended to his injury. Two months later he was stomped to death by his beloved camels, the Corner Cockroach attributed it to the female deer urine he had applied to his clothes prior to his deer hunt. Years later it was reported Smackwater’s ghost was seen at Kubaville and Windhorse Stables on Boondock Lane near Montpelier, VA.

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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 Total Time 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: 1

ROUND COUNT: Pistols-5 each, Rifle-10, Shotgun-4+

SHOOTING ORDER: Rifle, Shotgun, Pistols

STAGING: Rifle held at cowboy port arms, Shotgun staged at position 3, Pistols holstered

PROCEDURE: Shooter starts at position 3 with rifle held at cowboy port arms and when ready says, ***“I’LL MEET YOU IN HELL”***. At the beep with rifle engage targets R1 thru R7 in this order, a sweep from left to right, single tap the square targets, double tap the diagonal targets. (ex. R1 R2 R2 R3 R4 R4 R5 R6 R6 R7). Next, with shotgun engage the S3 thru S6 knock-downs in any order. Last, move to stall #2 and with pistols engage the P1 thru P3 with a 1-2-1 Nevada style sweep (ex. P1 P2 P2 P3 P2 P2 P1 P2 P2 P3).

STAGE: 2

ROUND COUNT: Pistols-5 each, Rifle-10, Shotgun-4+

SHOOTING ORDER: Shotgun, Rifle, Pistols

STAGING: Shotgun staged at position 3, Rifle staged at position 3, Pistols holstered

PROCEDURE: Shooter starts at position 3 with hands on pistols and when ready says, ***“I’LL MEET YOU IN HELL”***. At the beep with shotgun engage the knock-down targets S3 thru S6 in this order, inside, inside, outside, outside. Next, with rifle engage the square rifle targets R1 R3 R5 R7 with a left to right progressive sweep (ex. R1 R3 R3 R5 R5 R5 R7 R7 R7 R7). Last, move to position 5 and with pistols engage targets P4 thru P7 in a right to left progressive sweep (ex. P7 P6 P6 P5 P5 P5 P4 P4 P4 P4).

STAGE: 3

ROUND COUNT: Pistols-5 each, Rifle-10, Shotgun-6+

SHOOTING ORDER: Shotgun, Rifle, Pistols

STAGING: Shotgun staged safely, Rifle staged at position 4, Pistols holstered

PROCEDURE: Shooter starts at stall #2 with hands in default position and when ready says, ***“I’LL MEET YOU IN HELL”***. At the beep with shotgun engage knock-down targets S1 and S2 in any order. Next, move to position 3 and with shotgun engage knock-down targets S3 thru S6 in any order. Next, move to position 4 and with rifle engage targets R1 thru R7 with a single tap sweep from either direction, with remaining 3 rounds engage the bonus targets B1, B2, and B3 in any order, for a 3 second bonus each. Bonus targets still standing do not count as misses. Last, move to position 5 and with pistols engage targets P4 thru P7 with 10 rounds, in any order, with no double taps.

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STAGE: 4

ROUND COUNT: Pistols-5 each, Rifle-10, Shotgun-4+

SHOOTING ORDER: Pistols, Rifle, Shotgun

STAGING: Pistols holstered, Rifle staged safely, Shotgun staged at position 3

PROCEDURE: Shooter starts at stall #2 with hands in default position and when ready says, ***“I’LL MEET YOU IN HELL”***. At the beep with pistols engage targets P1, P2, and P3 with a West Virginia sweep from either direction (ex. P1 P2 P3 P3 P2 P1 P1 P2 P3 P3). Next, move to position 3 and with rifle engage diagonal rifle targets R2, R4, and R6 with same instructions as the pistols. Last, with shotgun engage knock-down targets S3 thru S6 in any order.

STAGE: 5

ROUND COUNT: Pistols-5 each, Rifle-10, Shotgun-4+

SHOOTING ORDER: Rifle, Pistols, Shotgun

STAGING: Rifle staged at position 3, Shotgun staged at position 3, Pistols holstered

PROCEDURE: Shooter starts at position 3 with both hands on prop and when ready says, ***“I’LL MEET YOU IN HELL”***. At the beep with rifle engage targets R1 and R7 with 5 rounds each, in any order. Next, with shotgun engage knock-down targets S3 thru S6 in any order. Last, move to stall #2 and with pistols engage targets P1 and P3 with 5 rounds each, in any order.

STAGE: 6

ROUND COUNT: Pistols-5 each, Rifle-10, Shotgun-2+

SHOOTING ORDER: Rifle, Pistols, Shotgun

STAGING: Rifle staged at position 4, Shotgun staged at position 6, Pistols holstered

PROCEDURE: Shooter starts at position 4 with hands in the default position, and when ready says, ***“I’LL MEET YOU IN HELL”***. At the beep with rifle engage the square rifle targets R1 R3 R5 R7 with a Nevada sweep from either direction (ex. R1 R3 R5 R7 R5 R3 R1 R3 R5 R7). Next, move to position 5 and with pistols engage P4 thru P7 with same instructions as the rifle. Last, move to position 6 and engage knock-down targets S7 and S8 in any order.

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