

Cavalier Cowboys

Sunday May 6, 2018

“Gunfighters of Casa Grande”

Stages Written by: Ripsaw

Joe Daylight is on the run along with members of his outlaw gang, The Kid, Doc and Henri. After fleeing from a bank robbery, they manage to elude the posse chasing them after crossing into Mexico. The gang had agreed to meet up later to divide up the money, however Daylight instead tells them that he has used the money to buy a hacienda, the Casa Grande. Although several of them protest, the gang agrees to follow Daylight to the ranch. He also enlists a mystical Mexican gunfighter called "Viajero" (Traveler) – who knows the neighborhood and comes from a haciendero family (though few know this) – to help him fit into the role of a Mexican hacienda owner, a hidalgo.

In effect, Daylight has won the hacienda in a poker game and his plan is to keep the gang together and use the ranch as a cover to rustle cattle from his neighbors and sell them at inflated prices across the border. However, his comrades soon adapt to life on the ranch. The Traveler and The Kid meet two women named Dona Maria de Castellar and Pacesita, with whom they eventually fall in love.

Daylight's plans are temporarily threatened by another bandit gang led by Rojo, who begins stealing cattle from numerous ranches in the area including his own. Organizing the local ranchers against the bandits, they succeed in destroying Rojo and his men. This has an unintended consequence however as Daylight's men have decided to remain at Casa Grande. He and his men begin to argue and, during the course of events, Daylight shoots and kills Doc causing The Traveler to kill Daylight in turn. With their former leader dead, the men stay on the ranch and The Traveler and Maria begin a new life at the Casa Grande.

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Cavalier Cowboys – Club Match Rules & Conventions

- **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.
- **Total Time 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 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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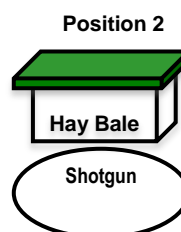
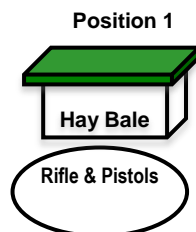
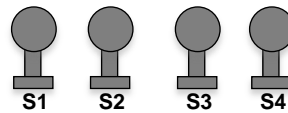
STAGE ONE – BAY #1 – Left Side

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 "Viva Casa Grande!" At the beep with rifle engage the four rifle targets (R1, R2, R3, R4) in the following order (R1, R1, R2, R2, R3, R3, R4, R4, R1, R4). Next with pistols engage the four pistol targets (P1, P2, P3, P4) using the same instructions as the rifle. Move to Position 2. Last with shotgun engage the four knockdown (S1, S2, S3, S4) in any order.



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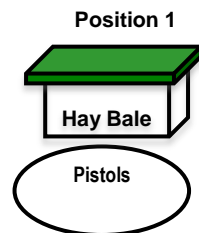
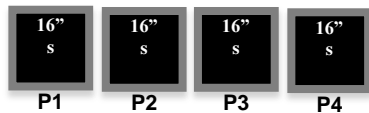
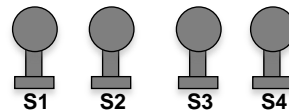
STAGE TWO – BAY #1 – Left Side

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

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds and pointed safely 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 “Viva Casa Grande!” At the beep with rifle engage the four rifle targets (R1, R2, R3, R4) in a Nevada Sweep as follows (R1, R2, R3, R4, R3, R2, R1, R2, R3, R4). Next with shotgun engage the four knockdowns (S1, S2, S3, S4) as follows inside, inside, outside, outside. Move to Position 1. Last with pistols engage the four pistol targets (P1, P2, P3, P4) using the same instructions as the rifle.



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STAGE THREE – BAY #1 – Left Side

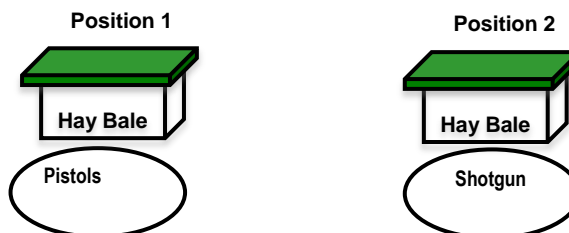
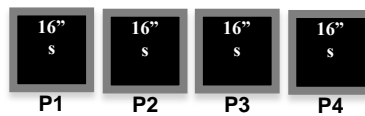
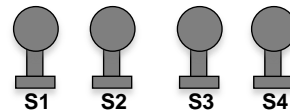
Round Count: 10 pistol, 10 rifle, and 4+ shotgun

Shooting Order: Shooter's choice, rifle cannot be last.

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 or Position 2 and when ready says "Viva Casa Grande!"

At the beep engage your choice of: 1) the four rifle targets (R1, R2, R3, R4) by engaging all four targets with at least two rounds but not more than 3, with no triple taps. Or, 2) with pistols engage the four pistol targets (P1, P2, P3, P4) using the same instructions as the rifle. Or, 3) with shotgun engage the four knockdown targets (S1, S2, S3, S4) in any order. Move to the other position, engaging the remaining targets per instructions.



Rifle may be fired from either position

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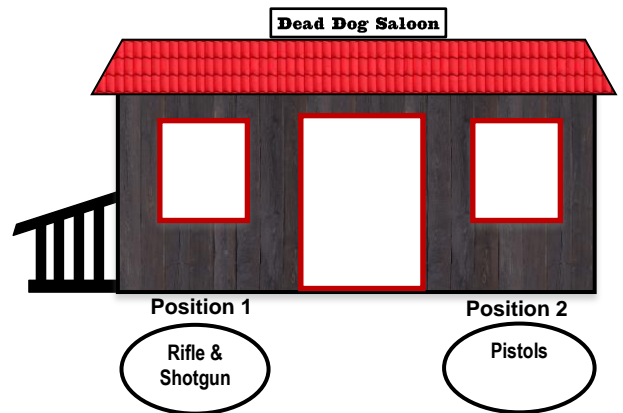
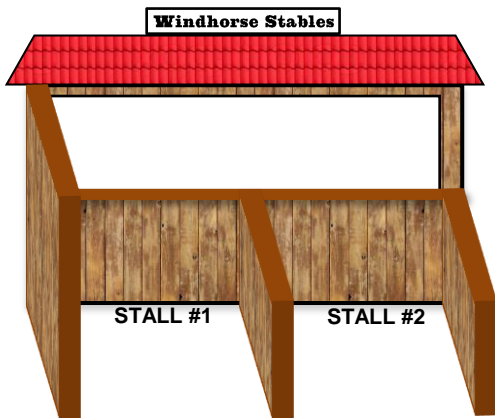
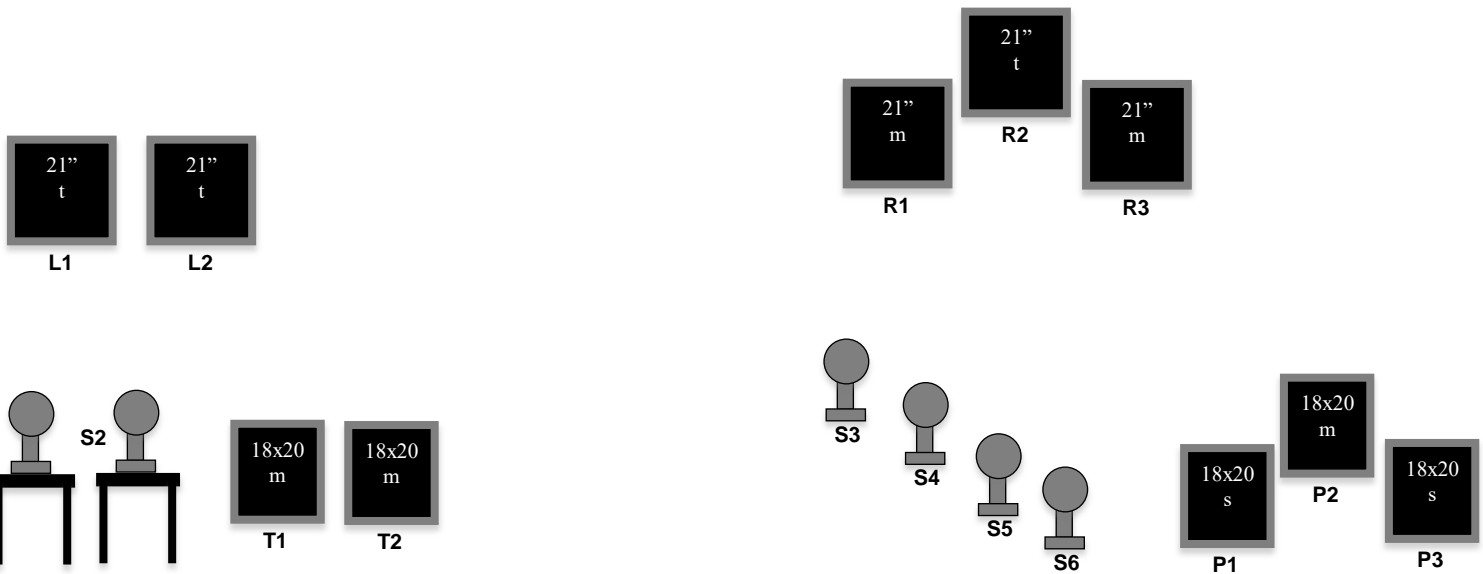
STAGE FOUR – BAY #2 – Right Side

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 at Position 1.

Procedure: Shooter starts at Position 1 and when ready says “Viva Casa Grande!” At the beep with rifle engage the three rifle targets (R1, R2, R3) using a West Virginia Sweep, as follows (R1, R2, R3, R3 R2, R1, R1, R2, R3, R3). Next with shotgun engage the four knockdown targets (S3, S4, S5, S6) in any order. Move to Position 2. Last with pistols engage the three pistol targets (P1, P2, P3) using the same instructions as the rifle.



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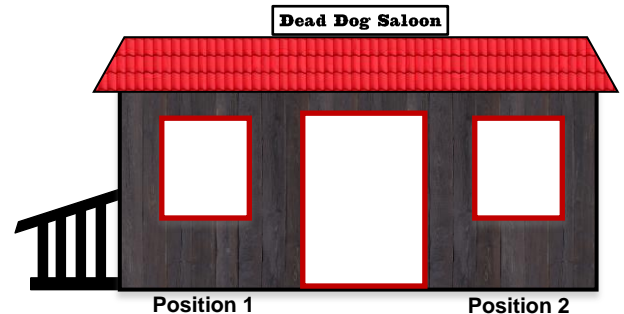
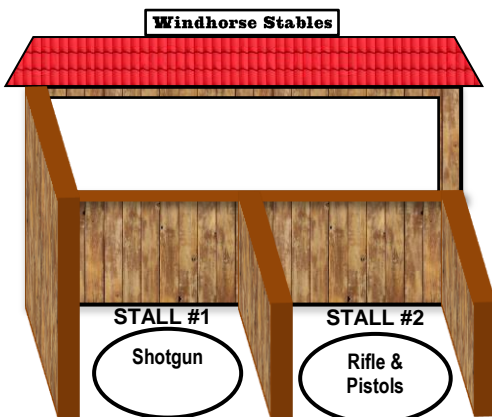
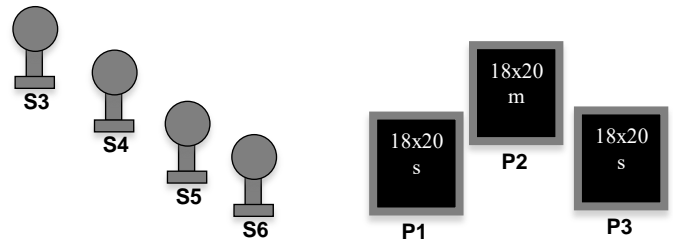
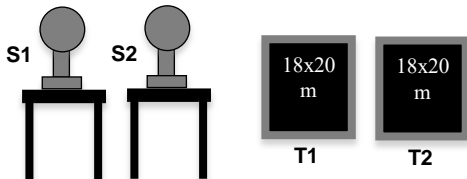
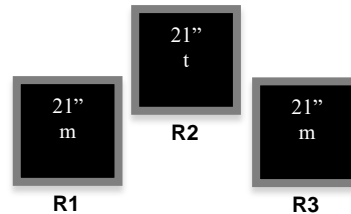
STAGE FIVE – BAY #2 – Right Side

Round Count: 10 pistol, 6 rifle, and 2+ shotgun

Shooting Order: Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 10 rounds and staged at Stall 2. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged at Stall 1.

Procedure: Shooter starts at Stall 1 with hands on left wall and when ready says “Viva Casa Grande!” At the beep with shotgun engage the two knockdown targets (S1, S2) in any order. Move to Stall 2. Next with rifle engage the two rifle targets (L1,L2) with 10 rounds, both targets engaged. Last with pistols engage the two pistol targets (T1, T2) with same instructions as rifle.



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STAGE SIX – BAY #2 – Right Side

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

Shooting Order: Pistol, Rifle, Shotgun, Pistol (Note: both pistols are staged and after firing must be returned to the staging surface, and then holstered only upon completion of the stage.)

Staging: Rifle is loaded with 10 rounds and staged at Position 1. Both pistols are loaded with 5 rounds each and staged at position 2. Shotgun is staged at Position 1.

Procedure: Shooter starts at Position 2 with hands on window frame at shoulder height and when ready says “Viva Casa Grande!” At the beep with pistol(s) engage the three pistol targets (P1, P2, P3) with a 1-3-1 sweep from either direction, for example (P1, P2, P2, P2, P3). Re-stage pistol(s). Move to Position 1. Next with rifle engage the three rifle targets (R1, R2, R3) with two 1-3-1 sweeps, both from the same direction (can be R to L or L to R but must be the same for each sweep) for example, R1, R2, R2, R2, R3 and then repeat. Next with shotgun engage the four knockdown targets (S3, S4, S5, S6) in any order. Finally, move back to position 3 and with pistol(s) repeat the same 1-3-1 sweep on the pistol targets, for example P1, P2, P2, P2, P3.

