

# **Cavalier Cowboys**

**Sunday – June 3<sup>rd</sup>, 2018**

Stages Written by: Striker

## **Old West Sayings**

Always drink upstream from the herd.-- Will Rogers

If you find yourself in a hole, the first thing to do is stop digging. -- Will Rogers

Why should I obtain by force that which I can obtain by cheating? ~ Doc Holiday

Conflict follows wrongdoing as surely as flies follow the herd. ~ Doc Holiday

Don't interfere with something that ain't bothering' you none. ~ Judge Roy Bean

The bigger a man's gun the smaller his doodlewick. ~ Calamity Jane

You can't tell how good a man or a watermelon is 'til they get thumped. ~ Judge Roy Bean

Never miss a good chance to shut up.~ Judge Roy Bean

Don't squat with your spurs on. -- Will Rogers

If you get to thinking you're a person of some influence, try ordering somebody else's dog around. -- Will Rogers

It don't take a genius to spot a goat in a flock of sheep. -- Old West Proverb

Never ask a barber if you need a haircut. -- Old West Proverb

Careful as a naked man climbin' a barbed wire fence -- Old West Proverb

Never drop your gun to hug a grizzly. -- Old West Proverb

Never approach a bull from the front, a horse from the rear or a fool from any direction. -- Old West Proverb

Broke is what happens when a cowboy lets his yearnin's get ahead of his earnin's. -- Old West Proverb

Any cowboy can carry a tune. The trouble comes when he tries to unload it. -- Old West Proverb

When in doubt, let your horse do the thinkin'. -- Old West Proverb

When a cowboy's too old to set a bad example, he hands out good advice. -- Old West Proverb

Worry is like a rockin' horse. It's something to do that don't get you nowhere. -- Old West Proverb

Poor is having to sell the horse to buy the saddle. -- Old West Proverb

Letting the cat out of the bag is a whole lot easier than putting it back in. -- Will Rogers

The quickest way to double your money is to fold it over and put it back in  
your pocket. -- Old West Proverb

There are three kinds of men: The ones that learn by reading. The few who learn by observation. The rest of them have to  
pee on the electric fence.-- Will Rogers

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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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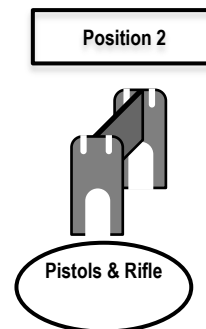
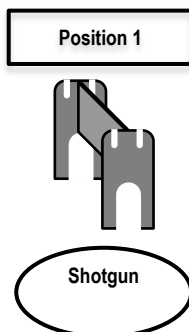
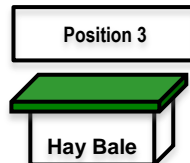
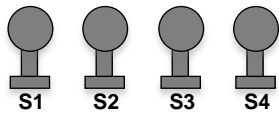
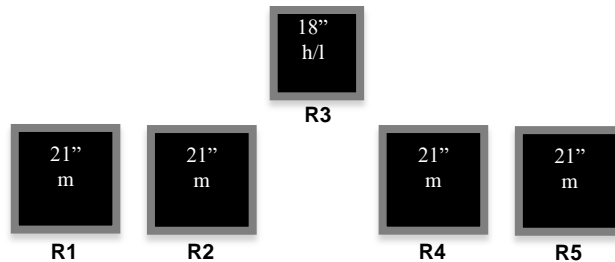
## STAGE ONE

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

**Shooting Order:** Pistols, Rifle, Shotgun

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

**Procedure:** Shooter starts at Position #2 holding pistol(s) and when ready says “Never miss a good chance to shut up”. At the beep with pistol(s) shoot at the two pistol targets (P1,P2) with a Progressive Sweep, for example (P1, P2, P2, P1, P1, P1, P2, P2, P2, P2). Next with rifle shoot at the four rifle targets (R1,R2,R4,R5) with a Progressive Sweep, for example (R1, R2, R2, R4, R4, R4, R5, R5, R5, R5). Move to Position #1. Last with shotgun shoot at the four knockdown targets (S1,S2,S3,S4) in any order.



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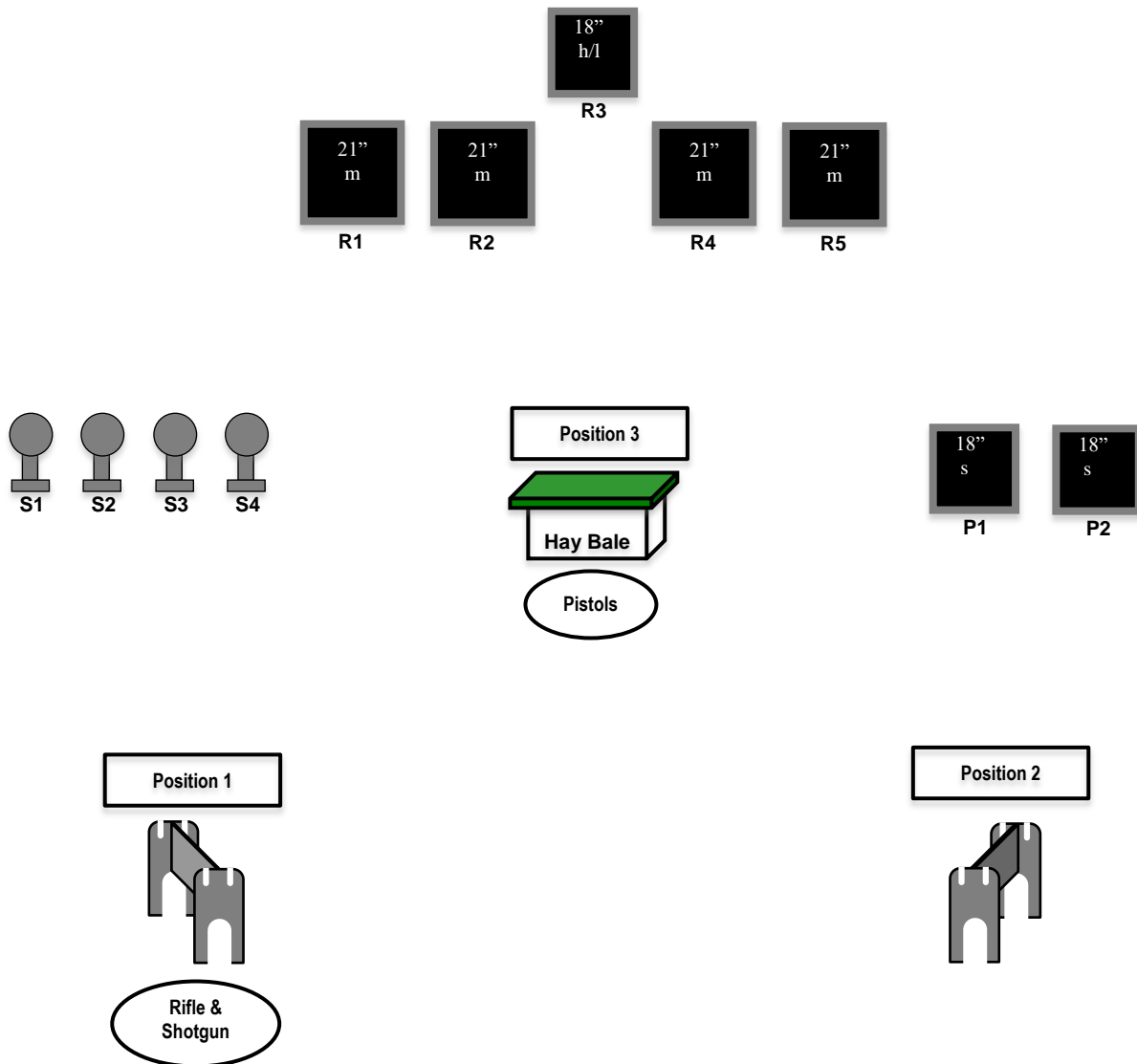
## STAGE TWO

**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 #1. Both pistols are loaded with 5 rounds each and holstered. Shotgun is held at Position #1.

**Procedure:** Shooter starts at Position #1 holding the shotgun with both hands and when ready says “Never miss a good chance to shut up”. At the beep with shotgun shoot at the four knockdown targets (S1,S2,S3,S4) in any order. Next with rifle shoot at the five rifle targets (R1,R2,R3,R4,R5) in this order (R1, R3, R3, R2, R3, R3, R4, R3, R3, R5). Move to Position #3. Last with pistols shoot at the five pistol targets (R1, R2, R3, R4, R5) using the same instructions as the rifle.



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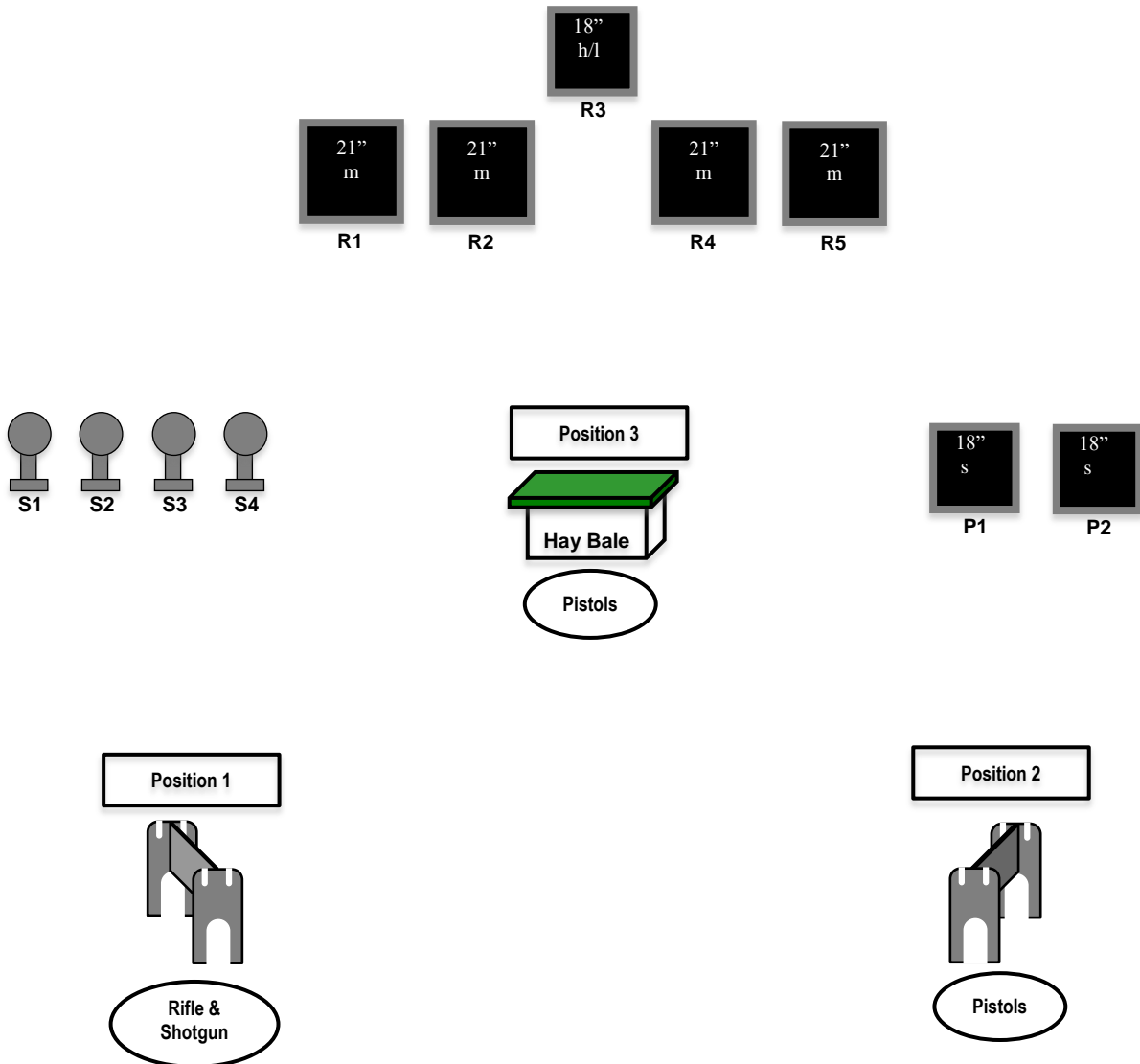
## STAGE THREE

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

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

**Staging:** Rifle is loaded with 10 rounds and held 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 holding the rifle with both hands and when ready says “Never miss a good chance to shut up”. At the beep with rifle shoot at the five rifle targets (R1,R2,R3,R4,R5) with 10 single taps and all targets engaged. Next with shotgun shoot at the four knockdown targets (S1,S2,S3,S4) in any order. Move to Position #2. Next with pistol(s) shoot at the two pistol targets (P1,P2) with 5 single taps and all targets engaged. Move to Position #3. Last with pistol(s) shoot at the five pistol targets (R1,R2,R3,R4,R5) with 5 single taps and all targets engaged.



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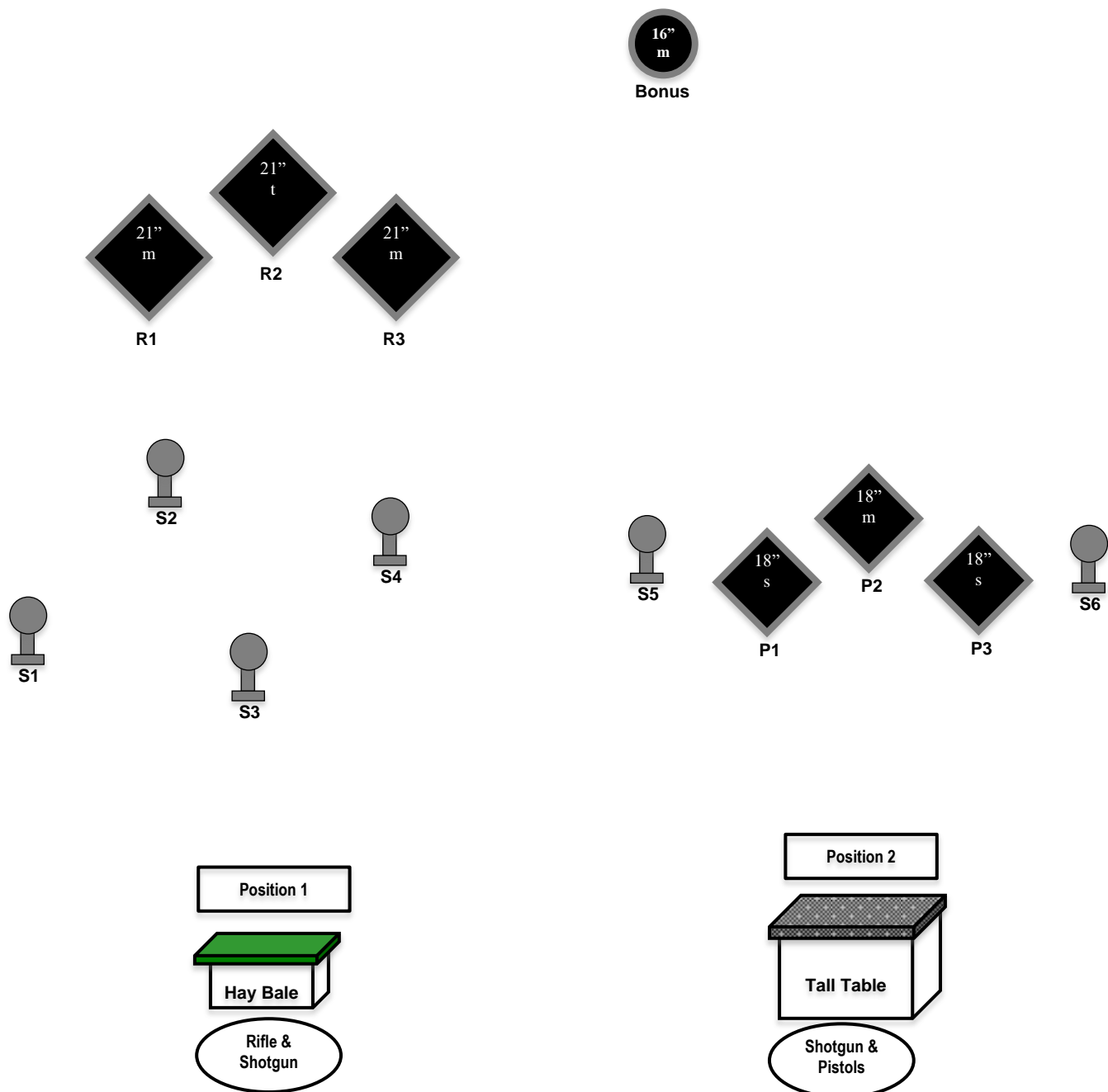
## STAGE FOUR

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

**Shooting Order:** Rifle, Shotgun, Shotgun, Pistols

**Staging:** Rifle is loaded with 10 rounds and held 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 holding the rifle with both hands and when ready says “Never miss a good chance to shut up”. At the beep with rifle shoot at the three rifle targets (R1,R2,R3) with a double tap Nevada Sweep, for example (R1,R1,R2,R2,R3,R3,R2,R2,R1,R1). Next with shotgun shoot at the four knockdown targets (S1,S2,S3,S4) in any order. Move to Position #2. Next with shotgun shoot at the two knockdown targets (S5,S6) in any order. Last with pistols shoot at the three pistol targets (P1,P2,P3) using the same instructions as the rifle.



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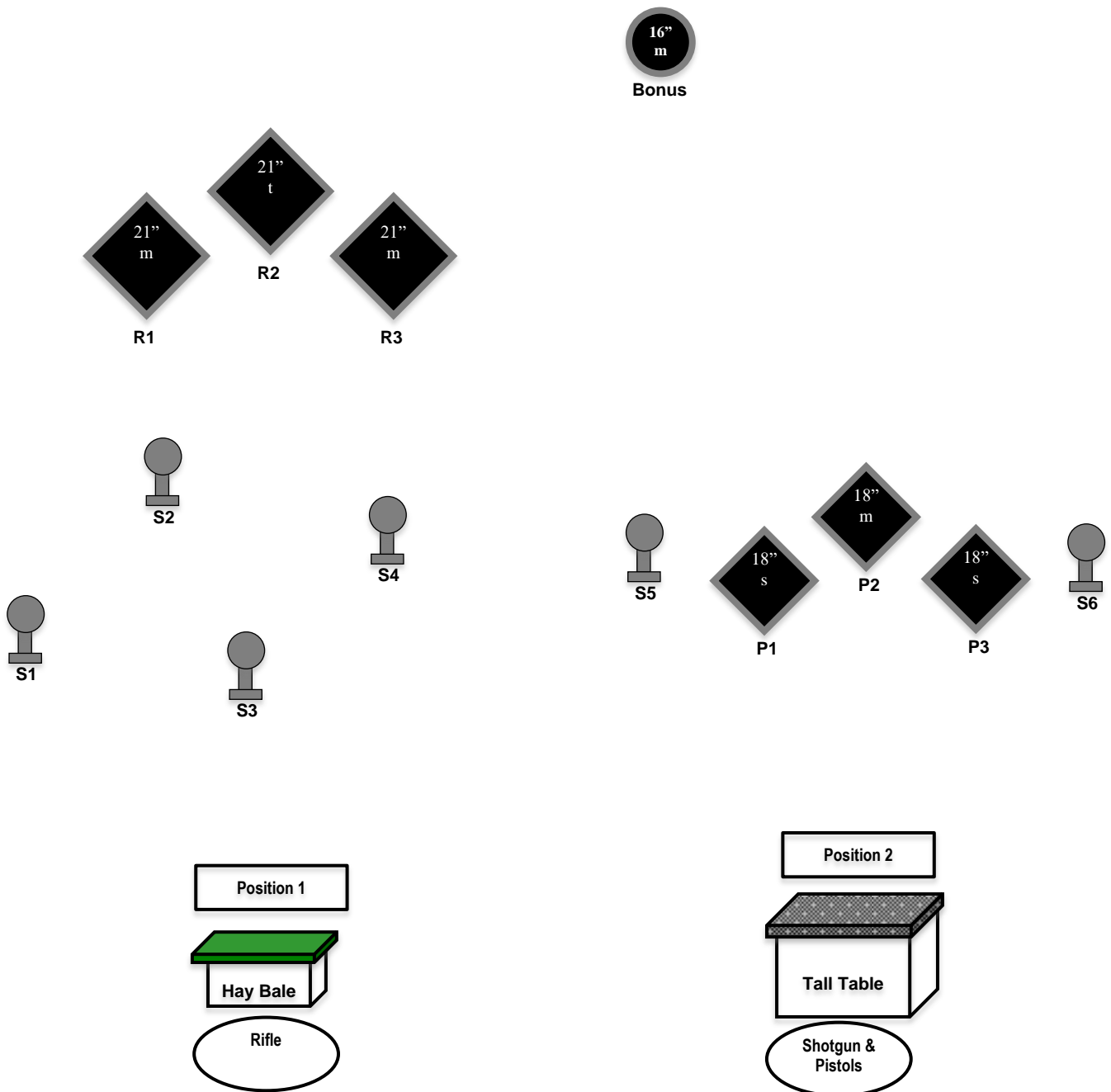
## STAGE FIVE

**Round Count:** 10 pistol, 9+1 rifle, and 2+ shotgun

**Shooting Order:** Rifle, Shotgun, Pistols

**Staging:** Rifle is loaded with 10 rounds and held 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 with rifle held at waist level with both hands and when ready says “Never miss a good chance to shut up”. At the beep with rifle shoot at the three rifle targets (R1,R2,R3) in this order (R2,R1,R1,R1,R2,R3,R3,R3,R2). Next load one round into the rifle and shoot at the Bonus Target for a 5 second bonus if hit and 0 second for a miss. Move to Position #2. Next with shotgun shoot at the two knockdown targets (S5,S6) in any order. Last with pistols shoot at the three pistol targets (P1,P2,P3) in this order (P2,P1,P1,P1,P2,P3,P3,P3,P2) and then with the 10<sup>th</sup> round shoot at the Bonus Target for a 5 second bonus if hit and 0 second for a miss.



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## STAGE SIX

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

**Shooting Order:** Pistols, Rifle, Shotgun, Shotgun

**Staging:** Rifle is loaded with 10 rounds and staged at safely. 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 above pistol(s) and when ready says “Never miss a good chance to shut up”. At the beep with pistol(s) shoot at the three pistol targets (P1,P2,P3) as follows: double tap middle, sweep all three, double tap middle, and then sweep all three. Move to Position #1. Next with rifle shoot at the three rifle targets (R1,R2,R3) using the same instructions as the pistols. Next with shotgun shoot at the four knockdown targets (S1,S2,S3,S4) in any order. Move to Position #2. Last with shotgun shoot at the two knockdown targets (S5,S6) in any order.

