

Cavalier Cowboys

Remember the Alamo!

The Battle of the Alamo (February 23 – March 6, 1836) was a pivotal event in the Texas Revolution. Following a 13-day siege, Mexican troops under President General Antonio López de Santa Anna launched an assault on the Alamo Mission near San Antonio de Béxar (modern-day San Antonio, Texas, United States), killing the Texian defenders. Santa Anna's cruelty during the battle inspired many Texians—both Texas settlers and adventurers from the United States—to join the Texian Army. Buoyed by a desire for revenge, the Texians defeated the Mexican Army at the Battle of San Jacinto, on April 21, 1836, ending the revolution.

Cavalier Cowboys – Club Match Rules & Conventions

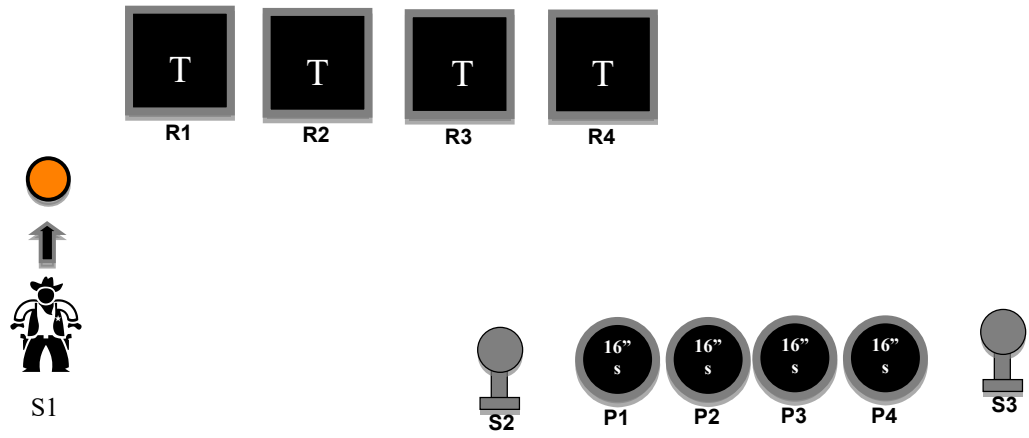
- **SASS Rules:** All SASS Rules are in affect; unless documented herein, addressed during the Shooter Safety Meeting or specifically stated in the stage directions for a given stage.
- **SASS Stage Conventions:** All SASS Stage Conventions are in affect; unless specifically stated in the stage directions 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 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:

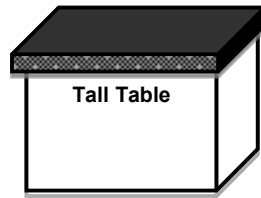
If you know that it’s a Hit...It’s a Hit
If you know that it’s a Miss...It’s a Miss
If you think it’s a Hit...It’s a Hit
If you think it’s a Miss...IT’S A HIT
Benefit of the doubt always goes to the shooter

Stages 1-3 Diagram

Rifle targets are 21 inch squares, Pistol targets are 16 inch circles



Barrel



STAGE: 1

RC/SO: Rifle-10, Pistols-5 each, Shotgun 4+

Pistols holstered, Rifle held at cowboy port arms, Shotgun staged on Tall Table

Shooter starts standing at the barrel with the rifle at cowboy port arms and when ready, says "Remember the Alamo!" At the beep, with rifle, shoot the 4 rifle targets, R1 through R4 with a progressive sweep from either direction, for example, R1, R2, R2, R3, R3, R3, R4, R4, R4, R4. Make rifle safe. Move to the tall table. Next, with pistols, shoot the 4 pistol targets P1 through P4 with the same instructions as the rifle. Next, with shotgun, shoot the 2 knockdowns S2 and S3 in any order until down. Finally, move to the Barrel and with shotgun, shoot the popper and the clay bird. Hitting the clay bird in the air is a 5 second bonus.

STAGE: 2

RC/SO: Shotgun- 2+, Rifle-10, Pistols-5 each,

Pistols holstered, Rifle staged on tall table, Shotgun staged on tall table.

Shooter starts standing at the Tall Table with hands on shoulders and when ready, says "Remember the Alamo!" At the beep, with shotgun, shoot the 2 shotgun targets S2 and S3 in any order. Make shotgun safe. Next, with rifle double tap each of the 4 rifle targets (in any order) then single tap each of the two outer targets. No triple tap permitted. For example, R1, R1, R2, R2, R3, R3, R4, R4, R1, R4. Last, with pistols shoot the pistol targets P1 through P4 with the same instructions as the rifle.

STAGE: 3

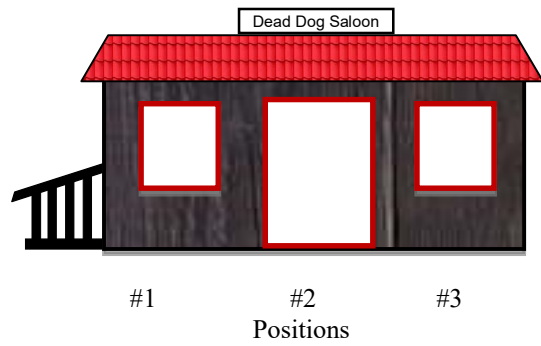
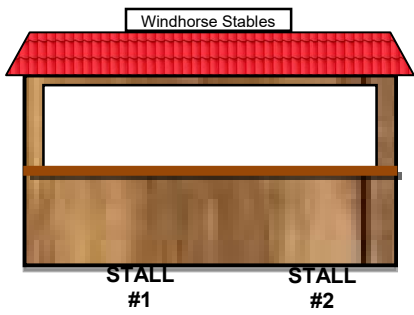
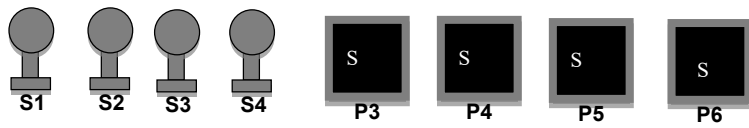
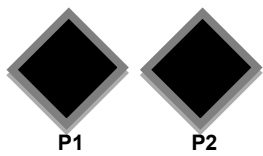
RC/SO: Rifle-10, Shotgun-2+, Pistols-5 each

Pistols holstered, Rifle staged on barrel, Shotgun staged safely

Shooter starts standing at the Barrel at default position and when ready, says "Remember the Alamo!" At the beep, with rifle, shoot the 4 rifle targets, R1-R4, with a 1-4-4-1 sweep from either direction. For example, R1, R2, R2, R2, R2, R3, R3, R3, R3, R4. Make rifle safe. Next, move to the Tall Table, then, with shotgun, shoot the 2 knockdowns, S2 and S3 in any order. Make shotgun safe. Then, with pistols, shoot the 4 pistol targets, P1-P4 with the same instructions as the rifle.

Stage 4-6 Diagrams

Rifle targets are 21 inch squares, pistol targets are 18 inch squares..



STAGE: 4

RC/SO: Rifle-10, Shotgun- 4+, Pistols-5 each

Pistols holstered, Rifle & Shotgun staged at position 1.

Shooter starts standing at the position 1 with hands at default and when ready, says “Remember the Alamo!” At the beep, with rifle, shoot the 6 rifle targets, R1-R4 and RP1 and RP2 with a 1-1-1-1-3-3 sweep from left to right. Exact shooting sequence is: R1, R2, R3, R4, RP1, RP1, RP1, RP2, RP2, RP2. Make rifle safe. Then, shoot the 4 knockdown targets, S1-S4 in any order. Make shotgun safe. Then, move to Position 2, the doorway, and with pistols, shoot the pistol targets P3-P6 and RP1 and RP2 with the same instructions as the rifle.

STAGE: 5

RC/SO: Pistols-5 each, Shotgun- 2+, Rifle-10, Shotgun 2+

Pistols holstered, Rifle staged at position 1, shotgun staged at position 2.

Shooter starts standing at Position 2 (doorway) with hands at low surrender and when ready, says “Remember the Alamo!” At the beep, with Pistols, shoot the 4 pistol targets, P3-P6 with a 1-3-2-4 sweep from either direction. Then, with shotgun, shoot two knockdown targets, in any order. Next, move to Position 1 and with rifle, shoot the left 4 rifle targets, R1-R4 with the same instructions as the pistols. Finally, move back to position 2, and with shotgun, shoot the 2 remaining shotgun knockdowns, in any order.

STAGE: 6

RC/SO: Shotgun- 4+, Rifle-10, Pistols-5 each, shooting order at shooter’s discretion.

Pistols holstered, Rifle & Shotgun staged safely

Shooter starts standing at position of choice with hands at default and when ready, says “Remember the Alamo!” At the beep, begin engaging all targets with at least one round each. Move to Stall 1 or 2, Barrel and Positions 1, 2 or 3 as needed or desired to complete the course of fire. You must empty the rifle and both pistols and fire at least 4 shotgun shells. All knockdowns must fall.

Note: You may only engage the 4 pistol targets P3-P6 and RP1 and RP2 from Positions 1, 2 or 3 and you may only engage the 2 pistol targets P1 and P2 from either Stall 1 or Stall 2. Knockdowns may only be engaged with the shotgun and all rifle or pistol targets may be engaged with either the rifle or the pistols but not the shotgun.