

# Cavalier Cowboys

December 2, 2018

Stages by Ripsaw

## La Cucaracha (The Cockroach)

La Cucaracha ("The Cockroach") is a traditional Spanish folk song, popular in Mexico, and it is unknown when the song came about. It is very popular in Mexico, and was especially so during the Mexican Revolution. Many alternative stanzas exist. The basic song describes a cockroach who cannot walk. The song has been performed widely.

The Mexican Revolution, from 1910 to about 1920, was a period of great political upheaval during which the majority of the stanzas known today were written. Political symbolism was a common theme in these verses, and explicit and implicit references were made to events of the war, major political figures, and the effects of the war on the civilians in general. Today, few pre-Revolution verses are known, and the most commonly quoted portion of the song[1] is the Villist anti-Huerta[4] stanza:

### Spanish

La cucaracha, la cucaracha,  
ya no puede caminar  
porque no tiene, porque le falta  
marihuana que fumar.

### English

The cockroach, the cockroach,  
can't walk anymore  
because it doesn't have, because it's lacking  
marijuana to smoke.

# 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

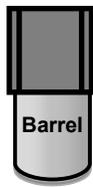
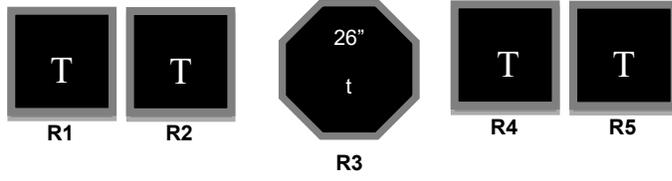
If you think it’s a Hit...It’s a Hit

If you think it’s a Miss...IT’S A HIT

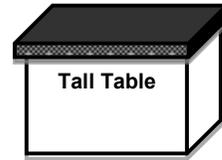
Benefit of the doubt always goes to the shooter

Stages 1-3 Diagram

Rifle targets are 21 inch squares, 26 inch stop sign. Pistol targets are 18 inch squares.



Barrel



**STAGE: 1**

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

Pistols holstered, Rifle held at cowboy port arms, Shotgun staged on the barrel.

Shooter starts standing at the barrel with the rifle at cowboy port arms and when ready, says “La Cucaracha!” At the beep, with rifle, shoot the 5 rifle targets, R1 through R5 with a 1-2-2 sweep from either direction, then a 1-2-2 sweep from the opposite direction. For example, R1, R2, R2, R3, R3, R5, R4, R4, R3, R3. Make rifle safe. Next, with pistols, shoot the three pistol targets P1 through P3 with the same instructions as the rifle. For example, P1, P2, P2, P3, P3, P3, P2, P2, P1, P1. Next, with shotgun, shoot the 2 knockdowns S1 through S2 in any order until down.

**STAGE: 2**

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

Pistols holstered, Rifle staged safely, Shotgun staged on the Tall Table.

Shooter starts standing at the Tall Table with hands on shoulders and when ready, says “La Cucaracha!” At the beep, with shotgun, shoot the 4 shotgun targets S3 - S6 in any order. Make shotgun safe. Move to the barrel and with rifle shoot one or more of the 5 rifle targets, R1-R5 with ten rounds. Last, move back to the Tall Table and with pistols shoot the pistol targets P4 and P5 with the same instructions as the rifle.

**STAGE: 3**

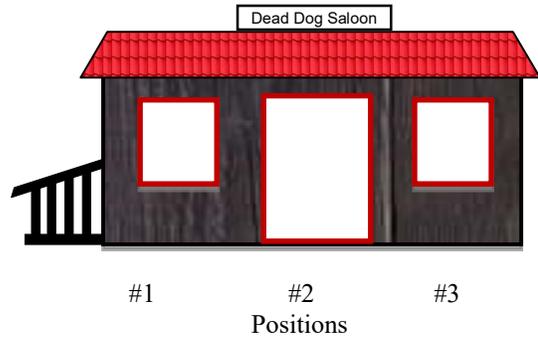
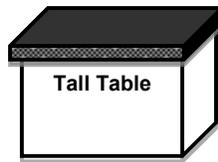
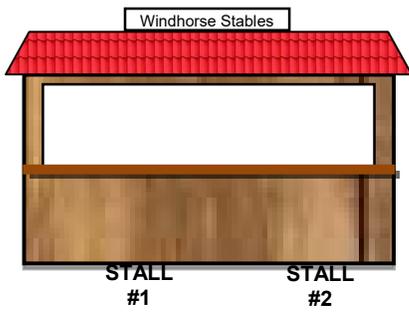
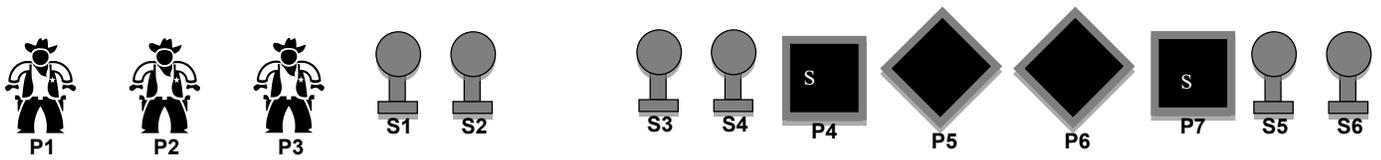
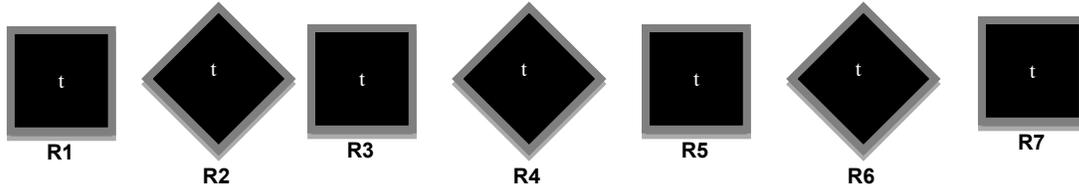
RC/SO: Rifle-10, Shotgun-4+, Pistols-5 each

Pistols holstered, Rifle & Shotgun staged on the Tall Table

Shooter starts standing at the Tall Table at default position and when ready, says “La Cucaracha!” At the beep, with rifle, shoot the 5 rifle targets, R1-R5, by triple tapping R3 then single tapping R1 then R2, then triple tapping R3 then single tapping R4 then R5. For example, R3, R3, R3, R1, R2, R3, R3, R3, R4, R5. Make rifle safe. Then, with shotgun, shoot the 4 knockdowns, S3-S6 in any order. Make shotgun safe. Then, move to the barrel, and with pistols, shoot the 3 pistol targets, P1-P3 by triple tapping P3 then single tapping P1 then P2, then triple tapping P1 and then single tapping P2 then P3. For example, P3, P3, P3, P1, P2, P1, P1, P1, P2, P3.

# Stage 4-6 Diagrams

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



**STAGE: 4**

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

Pistols holstered, Rifle & Shotgun staged on the Tall Table.

Shooter starts standing at the Tall Table with hands at default and when ready, says “La Cucaracha!” At the beep, with rifle, shoot the 7 rifle targets, R1-R7 with 10 rounds, all targets engaged. For example, R1, R2, R2, R3, R4, R4, R5, R6, R6, R7. Make rifle safe. Then, shoot the 4 knockdown targets, S1-S4 in any order. Make shotgun safe. Then, move to Stall 2 and with pistols, shoot the 3 pistol targets P1-P3 with the same instructions as the rifle.

**STAGE: 5**

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

Pistols holstered, Rifle & Shotgun staged at position 2

Shooter starts standing at Position 2 (doorway) with hands at default and when ready, says “La Cucaracha!” At the beep, with shotgun, shoot the four knockdown targets, S3-S6 in any order. Make shotgun safe. Then, with rifle, shoot the 7 rifle targets, R1-R7 by single tap sweeping them from either end then single tapping the three diamonds. For example, R1, R2, R3, R4, R5, R6, R7, R6, R4, R2. Make rifle safe. Then, with pistols, shoot the 4 pistol targets P4-P7 by single tap sweeping them from either direction, then single tapping one of the diamonds. Then single tap sweep them again from either direction and then single tap the other diamond.

**STAGE: 6**

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

Pistols holstered, shotgun staged on the Tall Table, rifle staged safely.

Shooter starts standing at Tall Table at low surrender and when ready, says “La Cucaracha!” At the beep, with shotgun, shoot the 4 knockdowns, S1-S4 in any order. Move to Position 1, the left window. Then, with rifle, shoot the 7 rifle targets, R1-R7 by placing 10 rounds on the square targets. For example, R1, R1, R1, R3, R3, R3, R5, R5, R5, R7. Make rifle safe. Next, move to Position 2, the doorway, and with pistols, shoot the pistol targets, P4-P7 with the same instructions as the rifle.