

Cavalier Cowboys

June 2, 2019

Stages by Ripsaw

The Origin of the Lone Ranger

John Reid, the real Lone Ranger

The Lone Ranger was so named because the character is the sole survivor of a group of six [Texas Rangers](#). While details differ, the basic story of the origin of the Lone Ranger is the same in most versions of the franchise. A posse of six members of the [Texas Ranger Division](#) pursuing a band of outlaws led by Bartholomew "Butch" Cavendish is betrayed by a civilian guide named Collins and is ambushed in a canyon named Bryant's Gap.

Later, an [Indian](#) named Tonto stumbles onto the scene and discovers one ranger is barely alive, and he nurses the man back to health. In some versions, Tonto recognizes the lone survivor as the man who saved his life when they both were children. According to the television series, Tonto gave Reid a ring and the name [Kemo Sabe](#), which he said means "trustworthy scout".

Among the Rangers killed was the survivor's older brother, Daniel Reid, who was a captain in the Texas Rangers and the leader of the ambushed group. To conceal his identity and honor his fallen brother, Reid fashions a black [domino mask](#) using cloth from his late brother's vest. To aid in the deception, Tonto digs a sixth grave and places at its head a cross bearing John Reid's name so that Cavendish and his gang will believe that all of the Rangers had been killed.

In many versions Reid continues fighting for justice as the Lone Ranger even after the Cavendish gang is captured.

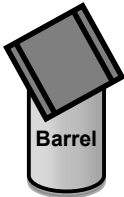
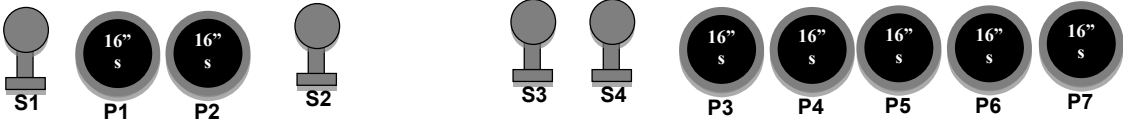
Cavalier Cowboys – Club Match Rules & Conventions

- **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.

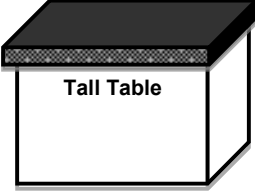
The Spotters Creed:

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



Barrel



STAGE: 1

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

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

Shooter starts standing at the tall table with the rifle at cowboy port arms and when ready, says Hi-O Silver! At the beep, shoot the five rifle targets, R1-R5 in a West Virginia sweep from either end. For example, R1, R2, R3, R4, R5, R5, R4, R3, R2, R1. Next, with pistols, shoot the five pistol targets P3-P7 with the same instructions as the rifle. Last, with shotgun, shoot the two knockdowns, S3 and S4 in any order.

STAGE: 2

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

Pistols holstered, Rifle staged safely, Shotgun staged safely

Shooter starts standing at either the Tall Table **OR** the barrel with hands on shoulders and when ready, says Hi-O Silver! At the beep, with shotgun, shoot the two knockdown targets in any order, then, if at the barrel, shoot the two pistol targets, P1 and P2 in a 10 shot continuous double tap sweep. For example, P1, P1, P2, P2, P1, P1, P2, P2, P1, P1. **OR** with rifle from the tall table, shoot the five rifle targets, R1-R5 in a continuous 10 shot double tap sweep, for example, R1, R1, R2, R2, R3, R3, R4, R4, R5, R5. Move to the appropriate position as needed to complete the course of fire. Finally, with shotgun, shoot the remaining two knockdowns in any order.

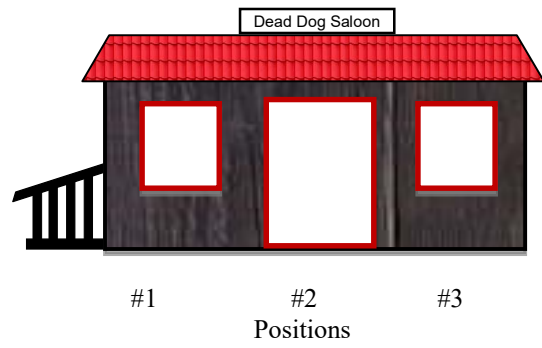
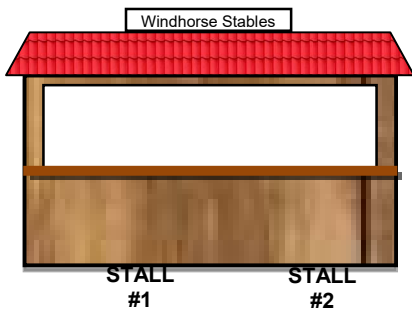
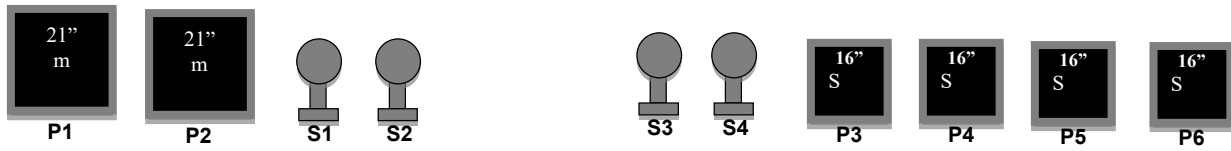
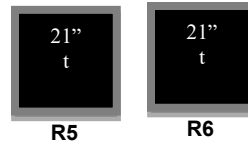
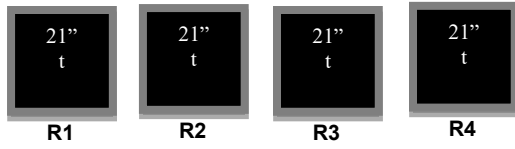
STAGE: 3

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

Pistols holstered, Rifle & Shotgun staged on the barrel

Shooter starts standing at the Barrel at default position and when ready, says Hi-O Silver! At the beep, with rifle, shoot the five rifle targets R1-R5 with two single tap sweeps from the same direction, starting at either end. For example, R1, R2, R3, R4, R5, R1, R2, R3, R4, R5. Then, with shotgun, shoot the two knockdowns, S1 and S2 in any order. Move with safe shotgun to the Tall Table and shoot the remaining two knockdowns, S3 and S4 in any order. Finally, with pistols, shoot the five pistol targets P3-P7 with the same instructions as the rifle.

Stage 4-6 Diagrams



STAGE: 4

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

Pistols holstered, Rifle & Shotgun staged at position 2, the doorway.

Shooter starts standing at position 2, the doorway, with hands at default and when ready, says Hi-O Silver! At the beep, with rifle, shoot the two rifle targets R5 and R6 each with a triple tap and a double tap. For example, R5, R5, R5, R6. R6, R5, R6, R6, R6. Next, with shotgun, shoot the two knockdowns, S3 and S4 in any order. Finally, with pistols, shoot the 4 pistol targets P3-P6 with two triple taps and two double taps, all targets engaged.

STAGE: 5

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

Pistols holstered, Rifle & Shotgun staged on the barrel

Shooter starts standing in Stall 2 with hands at low surrender and when ready, says Hi-O Silver! At the beep, with pistols, shoot the two pistol targets, P1 and P2 with two 4-1 sweeps from opposite directions, starting at either end. For example, P1, P1, P1, P1, P2, P2, P2, P2, P2, P1. Next, move to the barrel, and with rifle, shoot the four rifle targets, R1-R4 with two 4-1 sweeps from opposite directions, starting at either end. For example, R1, R1, R1, R1, R2, R4, R4, R4, R4, R3. Finally, with shotgun, shoot the four knockdowns S1-S4 outside, inside, outside, inside.

STAGE: 6

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

Pistols holstered, Rifle and Shotgun staged on the Barrel.

Shooter starts standing at the Barrel with hands at default and when ready, says Hi-O Silver! At beep, with shotgun, shoot the four knockdowns S1-S4 in any order. Then, with rifle, shoot the 6 rifle targets R1-R6 with five rounds on the targets R1-R4 and five rounds on the targets R5 and R6 with no double taps. Next, move to either Stall 2 or Position 2 and engage the pistol targets P1-P6 with five rounds on P1, P2 and five rounds on P3-P6 with no double taps, moving to the other position as needed.