

Cavalier Cowboys

August 4, 2019
Stages by Ripsaw

The El Paso Gunfight

April 14, 1881

El Paso, Texas

Dubbed the "Four Dead in Five Seconds Gunfight," one of the most famous instant blood baths of the era was triggered by the murders in El Paso, Texas, of two young vaqueros who had been tracking a herd of stolen Mexican cattle.

Spurred by a large, angry Mexican posse seeking an investigation, a search would lead to the bodies of the missing farmhands at the ranch of Johnny Hale, a known cattle thief. This led to an inquest, with El Paso constable Gus Krempkau serving as Spanish interpreter. At a saloon later on, it also led to some heated words between Krempkau and Hale's friend George Campbell, an ex-city marshal, who branded the lawman a "Mexican sympathizer." Also at the saloon was a drunken, unarmed Hale, who suddenly grabbed one of Campbell's pistols and fatally shot Krempkau from a few feet away.

Enter Dallas Stoudenmire, El Paso's new marshal, who heard the ruckus from a nearby restaurant and joined the fray with Colt .45s raised. Stoudenmire's first shot at Hale missed, killing a Mexican bystander. His next fatal shot hit Hale square in the head. Stoudenmire then turned his pistol on Campbell (who had since exited the saloon, claiming this wasn't his fight) pumping three bullets into his stomach. Four dead in five seconds (or so) - and that was Stoudenmire's first week on the job.

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 ~~leared~~ 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.”*

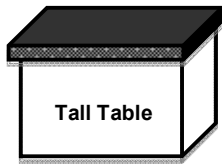
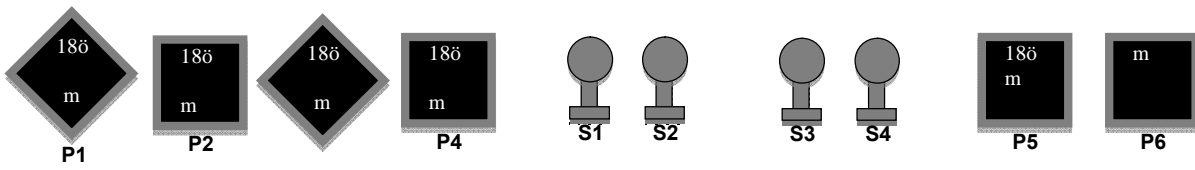
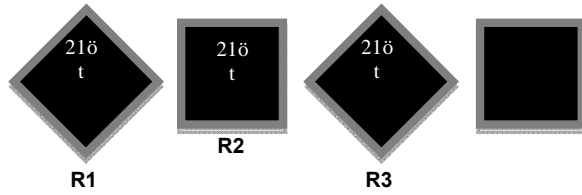
Motorized Vehicles: All motorized vehicles must be operated and parked in designated areas and may not enter pedestrian only areas.

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

Stages 1-3
Bay 1



Barrel

STAGE: 1

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

Pistols holstered, Rifle held pointed safely downrange, Shotgun staged on the tall table.

Shooter starts standing at the tall table, with rifle held pointed safely down range. When ready, say "Four dead in five seconds!" At the beep, shoot the four rifle targets, R1-R4 in a double tap sweep, starting at either end target, then single tapping the two center targets in any order. For example, R1, R1, R2, R2, R3, R3, R4, R4, R3, R2. Next, with pistols, shoot the four pistol targets, P1-P4 with the same instructions as the rifle. Finally, with the shotgun, shoot the two knockdowns, S1 and S2 in any order.

STAGE: 2

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

Pistols holstered, Rifle staged on the barrel, Shotgun at Cowboy Port Arms

Shooter starts standing at the tall table, with shotgun held at Cowboy Port Arms. When ready, say "Four dead in five seconds!" At the beep, shoot the two knockdowns, S1-S2 in any order. Move with safe shotgun to the barrel and shoot the two remaining knockdowns, S3 and S4 in any order. Next, with rifle, shoot the two square rifle targets, R2 and R4 with a progressive sweep. For example, R2, R4, R4, R2, R2, R2, R4, R4, R4, R4. Last, with pistols, shoot the two pistol targets, P5 and P6 with the same instructions as the rifle.

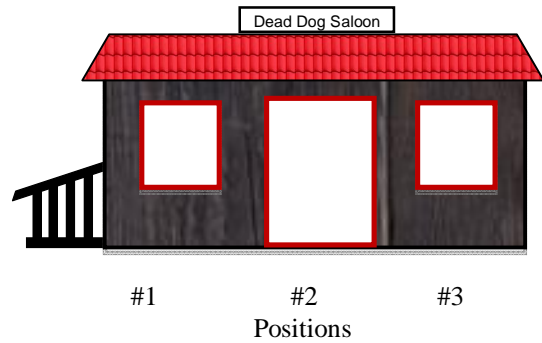
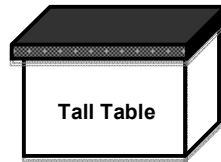
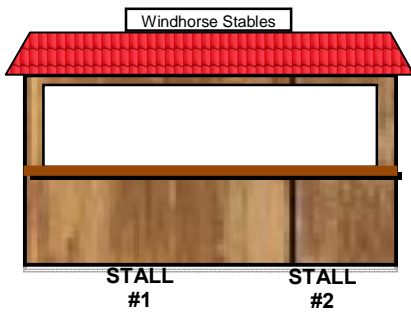
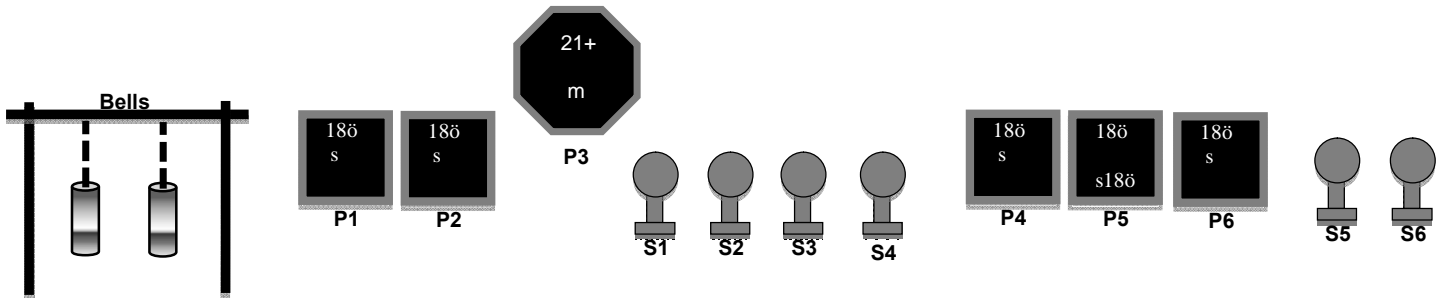
STAGE: 3

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

Pistols holstered, Rifle & Shotgun staged on the Tall Table

Shooter starts standing at the table with hands on hat or head. When ready, say "Four dead in five seconds!" At the beep, with rifle, shoot the four rifle targets R1-R4 by alternating single taps on two different diamonds, then two different squares, then two different diamonds, then two different squares and then two different diamonds. For example, R1, R3, R2, R4, R1, R3, R2, R4, R1, R3. Next, with pistols, shoot the four pistol targets P1-P4 with the same instructions as the rifle. Last, with shotgun, shoot S1 and S2 in any order, then move with safe shotgun to the barrel and shoot S3 and S4 in any order.

Stages 4-6
Bay 2



STAGE: 4

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

Pistols holstered, Rifle and shotgun staged on Tall Table.

Shooter starts standing at Tall Table with hands on the table not touching firearms. When ready, say "Four dead in five seconds!" At the beep, with rifle, shoot the rifle target, R3 with 10 sequential single shot sweeps. For example, R3, R3, R3, R3, R3, R3, R3, R3, R3, R3. Next, with shotgun, shoot the four knockdowns, S1-S4 in any order. Last, with pistols, shoot the pistol target P3 with the same instructions as the rifle.

STAGE: 5

RC/SO: Rifle-10, Pistols-5 each, Shotgun- 6+

Pistols holstered, Rifle held at Cowboy Port Arms, Shotgun staged at Stall 2.

Shooter starts standing in Stall 2 with rifle held at Cowboy Port Arms. When ready, say "Four dead in five seconds!" At the beep, with rifle, shoot the three rifle targets, R1-R3 with 10 rounds, each target engaged at least once. Then, with pistols shoot the three pistol targets, P1-P3 with the same instructions as the rifle. Next, with shotgun, ring the two bells in any order. Move with safe shotgun to the Tall table. Shoot the four knockdowns S1-S4 in any order.

STAGE: 6

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

Pistols holstered, Rifle & Shotgun staged in the doorway.

Shooter starts standing in doorway with hands on each side of the door frame at any height. When ready, say "Four dead in five seconds!" At the beep, with shotgun, shoot the two knockdowns S3-S4 in any order. Next, with rifle shoot the three rifle targets, R4-R6 with a West Virginia Sweep starting on either end. For example, R4, R5, R6, R6, R5, R4, R4, R5, R6, R6. Next, with pistols, shoot the three pistol targets P3-P6 with the same instructions as the rifle. Last, with shotgun, shoot the two knockdowns, S5 and S6 in any order.