

Cavalier Cowboys

Wednesday Sept. 11, 2019

Stages by Ripsaw

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

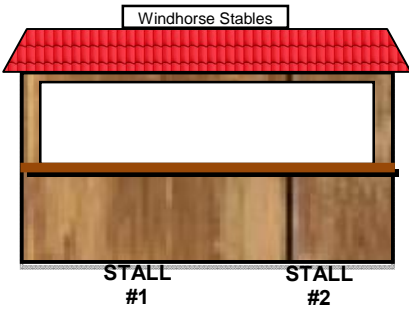
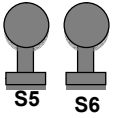
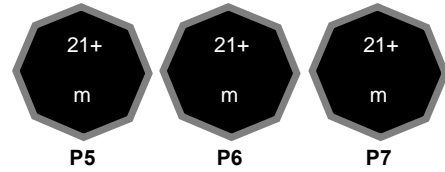
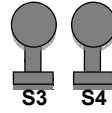
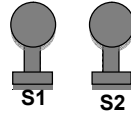
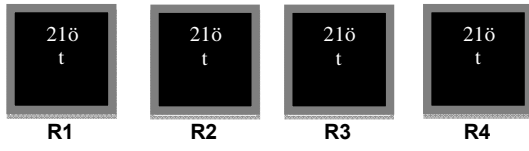
If you know that it's a Miss...It's a Miss

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

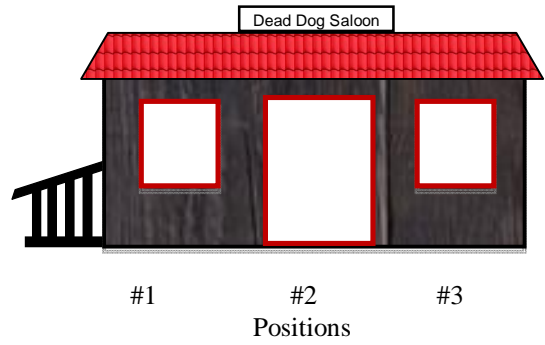
If you think it's a Miss...IT'S A HIT

Benefit of the doubt always goes to the shooter

Stages 1-6 Diagram



Barrel



STAGE: 1**RC/SO: Rifle-10, Shotgun 4+, Pistols-5 each****Pistols holstered, Rifle and shotgun staged on Barrel**

Shooter starts standing at barrel at default. At the beep, with rifle, shoot the 4 rifle targets R1-R4 with a Nevada Sweep from either direction. Next, with shotgun, shoot the 4 knockdowns S1-S4 in any order. Last, move to Stall 2 and with pistols, shoot the 4 pistol targets P1-P4 with same instructions as rifle.

STAGE: 2**RC/SO: Rifle-10, Pistols-5 each, Shotgun 4+****Pistols holstered, rifle in stall 2, shotgun staged safely**

Shooter starts standing in Stall 2 at default. At the beep, with Rifle, shoot the 4 rifle targets R1-R4 with a progressive sweep from either direction. For example R1, R2, R2, R3, R3, R3, R4, R4, R4, R4. Next, with pistols, shoot the 4 pistol targets P1-P4 with same instructions as rifle. Last, move to barrel and shoot the 4 knockdowns S1-S4 in any order.

STAGE: 3**RCSO: Shotgun 4+, Rifle-10, Pistols, 5 each****Pistols holstered, Rifle staged in Stall 2. Shotgun staged on the barrel.**

Shooter starts standing at barrel at default. At beep, with shotgun, shoot the 4 knockdowns S1-S4 in any order. Move to stall 2 and with rifle shoot the 4 rifle targets R1-R4 with a Regressive Sweep from either direction. For example R1, R1, R1, R1, R2, R2, R2, R3, R3, R4. Last, with pistols, shoot the 4 pistol targets P1-P4 with same instructions as rifle.

STAGE: 4**RC/SO: Rifle-10, Pistols-5 each, , Shotgun- 2+****Pistols holstered, Rifle staged left window, Position 1, Shotgun staged in right window, position 3.**

Shooter starts at position 1 at default. At beep, with rifle, shoot the 3 rifle targets R5-R7 with two separate 1-3-1 sweeps from left to right. Next, move to doorway, position 2 and shoot the 3 pistol targets P5-P7 with the same instructions as rifle. Last, move to right window and with shotgun, shoot the two knockdowns S5-S6 in any order.

STAGE: 5**RC/SO: Shotgun 4+, Rifle-10, Pistols-5 each****Pistols holstered, Rifle staged in at Position 2 (doorway) shotgun staged Position 1 (left window)**

Shooter starts standing in doorway at default. At beep shoot the four knockdowns S3-S6 in any order. Next, with rifle, shoot the 3 rifle targets R5-R7 by triple tapping each one in any order then single tapping the middle. No quad tap allowed. Finally, with pistols, shoot the 3 pistol targets P5-P7 with same instructions as rifle.

STAGE: 6**RC/SO: Shotgun 6+, Rifle-10, Pistols-5 each****Pistols holstered, Rifle staged in doorway, position 2**

Shooter starts standing at the barrel with shotgun at cowboy port arms. At the beep, shoot S1 and S2 in any order. Move with safe shotgun to Position 1, shoot S3 and S4 in any order. Move with safe shotgun to position 3, shoot S5 and S6 in any order. Then, move to doorway and with rifle and then pistols, shoot the three rifle and the 3 pistol targets with 20 rounds, all targets engaged.