

Cavalier Cowboys

Wednesday Match 2

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

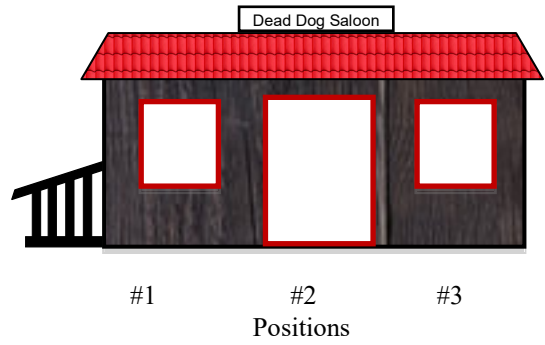
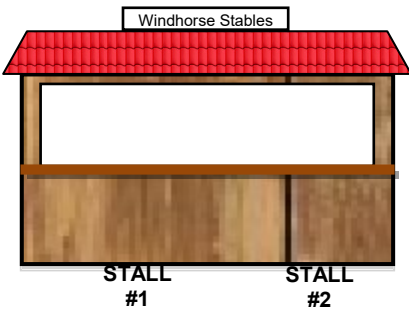
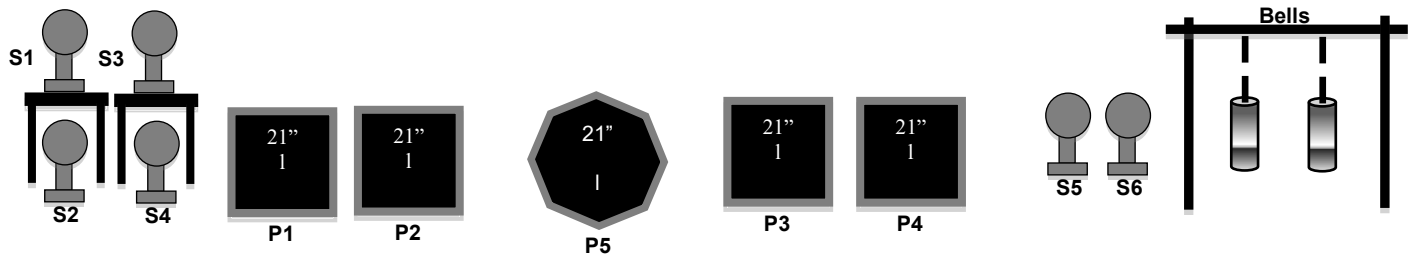
If you know that it's a Miss...It's a Miss

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



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 5 rifle targets R1-R5 with a West Virginia Sweep. Next, with shotgun, shoot the 4 knockdowns S1-S4 in any order. Last, shoot the 5 pistol targets P1-P5 with same instructions as rifle.

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

Shooter starts standing in Stall 2 at default. At the beep, with Rifle, shoot the 2 rifle targets R1-R2 with a progressive sweep from either direction. For example R1, R2, R2, R1, R1, R1, R2, R2, R2, R2. Next, with pistols, shoot the 2 pistol targets P1-P2 with same instructions as rifle. Last, shoot the 4 knockdowns S1-S4 in any order.

STAGE: 3**RCSO: Shotgun 4+, Rifle-10, Pistols, 5 each****Pistols holstered, Rifle and 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. Next, with rifle, shoot the 5 rifle targets R1-R5 with a double tap sweep from either direction. Last, with pistols, shoot the 5 pistol targets P1-P5 with same instructions as rifle.

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

Shooter starts at the barrel at default. At beep, with rifle, shoot the 5 rifle targets R1-R5 with two separate single tap sweeps from left to right. Next, shoot the 5 pistol targets P1-P5 with the same instructions as rifle. Last, move to right window and with shotgun, shoot the two knockdowns S5-S6 in any order, then, finally, ring the two bells in any order.

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

Shooter starts standing in doorway at default. At beep, shoot the 2 knockdowns S5-S6 in any order. Next, with rifle, shoot the 3 rifle targets R3-R5 by with two 2-2-1 sweeps from RIGHT TO LEFT. Next, move to the left window, position 1, and shoot the 3 pistol targets P3-P5 with the same instructions as the rifle. Finally, move back to the doorway, position 2 and with shotgun ring the two bells in any order.

STAGE: 6**RC/SO: Shotgun 4+, Rifle-10, Shotgun 2+, Pistols-5 each, Shotgun 2+****Pistols holstered, Rifle staged at position 1, left window, shotgun at cowboy port arms**

Shooter starts standing at the barrel with shotgun at cowboy port arms. At the beep, shoot S1- S4 in any order. Move with safe shotgun to Position 1. Retrieve rifle and shoot the 4 square rifle targets R1-R2 and R4-R5 with a 3-2 sweep from one end then a 3-2 sweep from the other end, starting on either end. Move with safe shotgun to the doorway and with shotgun, shoot S5 and S6 in any order. Then, with pistols, shoot the 2 pistol targets P4-P5 with same instructions as rifle. Finally, move with safe shotgun to the right window, position 3, and ring both bells in any order.