

Cavalier Cowboys

October 6, 2019

Stages by Ripsaw

The James Brothers

Frank and Jesse James rose to fame on December 7, 1869, when they rode into Gallatin, Missouri to avenge a friend's death. They entered the Daviess County Savings Association where former Union captain John Sheets was talking to a lawyer named William McDonald. As they walked in, the lawyer started to leave and the James brothers cornered John Sheets and shot him twice. They robbed the bank's safe and till and ran off.

A Posse went after the James Brothers, and managed to get several shots off. One of the brothers fell off his horse, but the other brother managed to hoist him up on his horse and they eventually outpaced and eluded the posse.

The Kansas City Daily newspaper reported, "There is a boldness and recklessness about this robbery and murder that is almost beyond belief."

Jesse James had been part of a group of Confederate soldiers that slaughtered a large group of Union soldiers during the Civil War. He was sought by the North for war crimes, and turned to his outlaw ways as a result. This made him something of a hero to the South as he was, in some fashion, avenging their defeat by the North. He became a political hero as a result, despite his crimes.

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

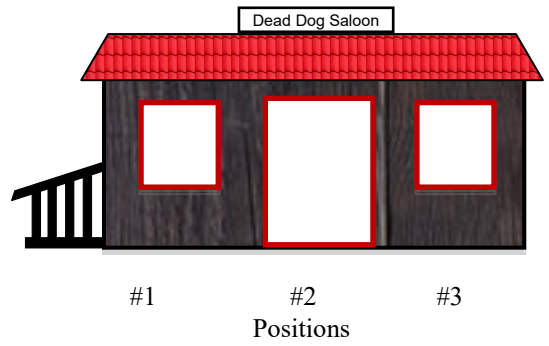
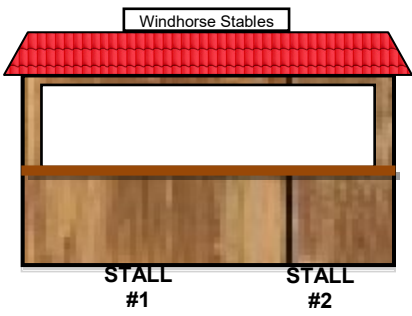
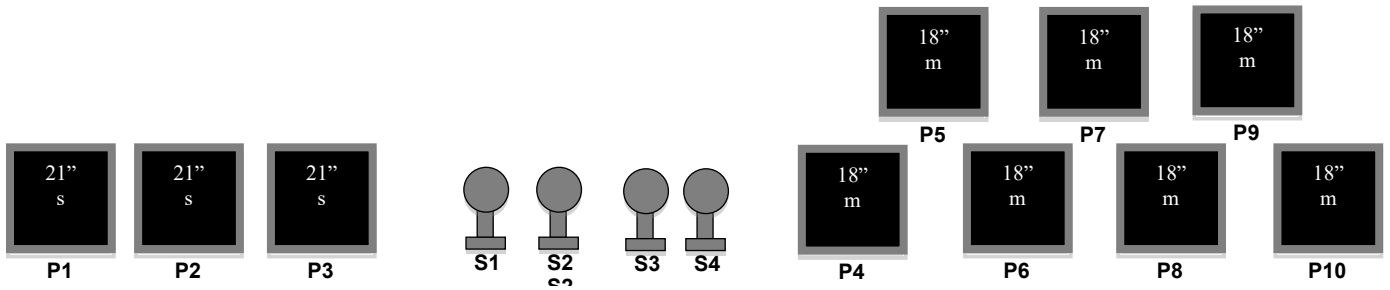
If you know that it’s a Miss...It’s a Miss

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

Stage 1-6 Diagram



STAGE: 1

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

Pistols holstered, Rifle and shotgun staged in Stall 2.

Shooter starts standing in stall 2 in default position. When ready, say “There go the scoundrels!” At the beep, with shotgun, shoot the 2 knockdowns, S1 and S2 in any order. Next, with rifle, shoot the left 3 rifle targets, R1-R3 with two 2-1-2 sweeps from left to right. For example, R1, R1, R2, R3, R3, R1, R1, R2, R3, R3. Last, with pistols, shoot the 3 pistol targets P1-P3 with the same instructions as the rifle.

STAGE: 2

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

Pistols holstered, rifle and shotgun staged on the barrel, pointing angled off to the left.

Shooter starts standing at the barrel with hands on hat or head. When ready, say “There go the scoundrels!” At the beep, with rifle, shoot the 7 rifle targets R1-R7 with a sweep from either direction, single tapping the squares and double tapping the stop signs. For example, R1, R2, R2, R3, R4, R4, R5, R6, R6, R7. Next, with shotgun, shoot the four knockdowns, S1-S4 in any order. Last, move downrange to the shotgun targets and with pistols, shoot the 7 rifle targets, now pistol targets, with the same instructions as the rifle.

STAGE: 3

RCSO: Rifle-10, Shotgun 4+, Pistols, 5 each

Pistols holstered, Rifle staged in Stall 2. Shotgun staged on the barrel.

Shooter starts standing in stall 2 with hands at low surrender. When ready say “There go the scoundrels!” At the beep, with rifle, shoot the 7 rifle targets with a single tap sweep from either direction, then single tap the three stop signs in any order. For example, R1, R2, R3, R4, R5, R6, R7, R6, R4, R2. Next, move to the barrel and with shotgun, shoot the four knockdowns S1-S4 in any order. Last, move to position 2, the doorway, and with pistols, shoot the 7 pistol targets P4-P10 with the same instructions as the rifle.

Alternate instructions for rain: Rifle and shotgun staged at position 1. Shooter starts standing at Position 1 with hands at low surrender. When ready say “There go the Scoundrels!” At the beep, with rifle, , shoot the 7 rifle targets with a single tap sweep from either direction, then single tap the three stop signs in any order. For example, R1, R2, R3, R4, R5, R6, R7, R6, R4, R2. Next, with shotgun, shoot the four knockdowns S1-S4 in any order. Last, move to position 2, the doorway, and with pistols, shoot the 7 pistol targets P4-P10 with the same instructions as the rifle.

STAGE: 4

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

Pistols holstered, Rifle & Shotgun staged on the barrel.

Shooter starts standing in stall 2 in default position. When ready, say “There go the scoundrels!” At the beep, with pistols, shoot the 3 pistol targets, P1-P3 with a 4-2-4 sweep from either direction. For example, P1, P1, P1, P1, P2, P2, P3, P3, P3, P3. Then, move to the barrel and with rifle, shoot the 3 stop sign rifle targets R2, R4 and R6 with the same instructions as the pistols. Last, with shotgun, shoot the 4 knockdowns, S1-S4 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 at position 1 with hands on the window frame approximately one foot above the table top. When ready, say “There go the scoundrels!” At beep, with shotgun, shoot the 4 knockdowns S1-S4, in any order. Next, move to Position 2, the doorway, and with rifle, shoot the 7 rifle targets, R1-R7 by first double tapping the stop signs in any order **then** single tapping the squares in any order. For example, R2, R2, R4, R4, R6, R6, R7, R5, R3, R1. Last, with pistols, shoot the 7 pistol targets P4-P10 with the same instructions as the rifle.

STAGE: 6

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

Pistols holstered, Rifle and Shotgun staged at Position 2

Shooter starts standing at position 2 (doorway). When ready, say “There go the scoundrels!” At the beep, with shotgun, shoot any two of the 4 knockdowns, S1-S4, in any order. Next, with rifle, shoot the 4 square rifle targets R1, R3, R5 and R7 with two single tap sweeps from the same direction, starting on either end, then double tap the center target, R4. For example, R1, R3, R5, R7, R1, R3, R5, R7, R4, R4. Next, with pistols, shoot the 7 pistol targets P4-P10 with the same instructions as the rifle. For example, P4, P6, P8, P10, P4, P6, P8, P10, P7, P7. Last, with shotgun, shoot the remaining two knockdowns in any order.