

# Cavalier Cowboys

February 2, 2020

Stages by Ripsaw

## **Luke Short**

Fast-drawing gunslinger and killer Luke Short was born in Mississippi in 1854 but was raised in Texas. Leaving home whilst in his teens, Short worked as a cowboy, an illegal whiskey trader and a professional gambler. He also later invested in various saloons. Short had practiced with a gun in his early years and would acquire a reputation for his skill, but the most famous event he was involved in was probably the so-called Dodge City War.

After buying shares in the Long Branch Saloon, Short was branded “undesirable” by the Dodge City, KS authorities, and they made attempts to get rid of him. However, determined not to go down without a fight, Short reached out to prominent Old West lawman Bat Masterson, who in turn got in touch with Wyatt Earp. Earp then descended on Dodge City with a posse of desperados. And in order to prevent any conflict, Short was allowed back into Dodge and given permission to reopen his saloon – all without a single gunshot sounding. Short is also famous for winning a duel against Jim Courtright on February 8, 1887 in Forth Worth, Texas, where his ability to pull a pistol saved his own life – and ended Courtright’s.

Note, to shoot this match from a single bay, hang the center targets as Diamonds in Bay 2 and substitute Stall 2 for the barrel and the barrel for the Tall Table.

# 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

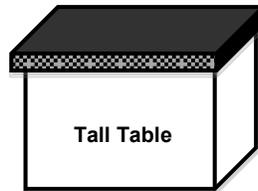
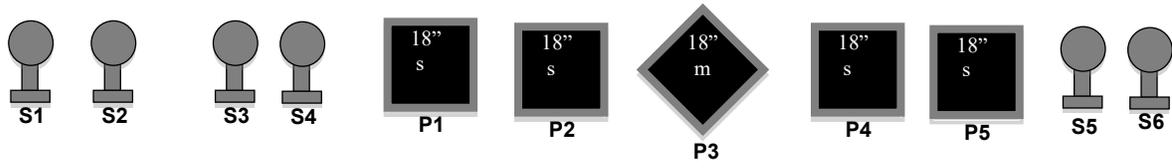
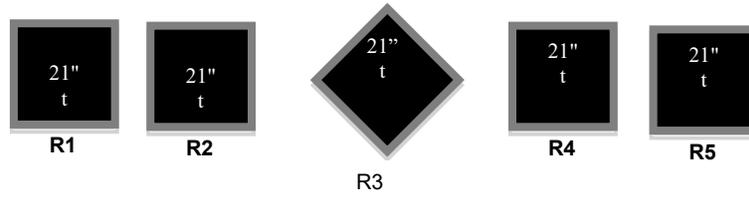
If you know that it’s a Miss...It’s a Miss

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



**STAGE: 1**

Round Count/Shooting Order: Pistols-5 each, Rifle-10, Shotgun 6+

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

Shooter starts standing at tall table with hand/hands on pistol/pistols. When ready say “How about a game of chance, Mr. Short?” At the beep, with pistols, shoot the five pistol targets, P1-P5 with a West Virginia Sweep starting from either direction. Next, with rifle, shoot the five rifle targets, R1-R5 with the same instructions as the pistols. Last, move to the barrel, and with shotgun, shoot the knockdowns, S1- S4 in any order, then move with safe shotgun back to the table and shoot S5-S6 in any order.

**STAGE: 2**

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 shotgun pointed safely downrange and when ready, says “How about a game of chance, Mr. Short?” At the beep, with shotgun, shoot the four knockdown targets S1-S4 in any order, then, with rifle, shoot the 4 “square” rifle targets once each, then double tap the middle “diamond” then shoot the 4 “square” rifle targets once each. For example, R1, R2, R4, R5, R3, R3, R1, R2, R4, R5. Then, move to tall table and with pistols, shoot the five pistol targets, P1-P5 with the same instructions as the rifle.

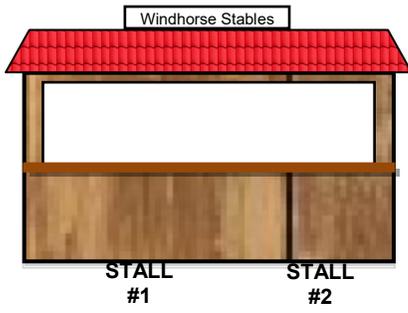
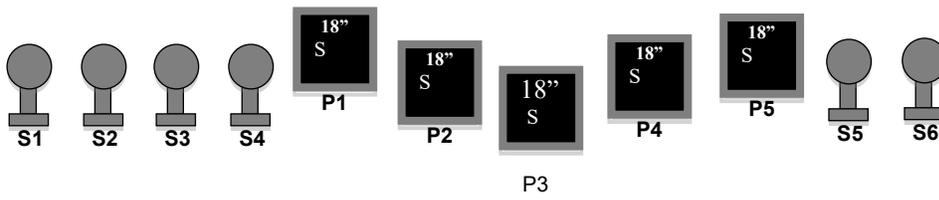
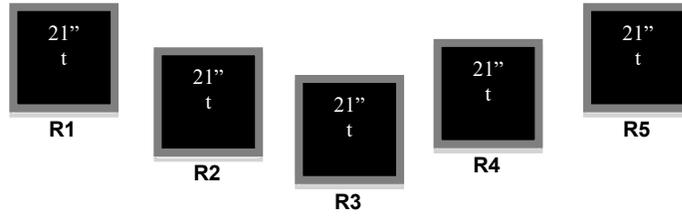
**STAGE: 3**

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

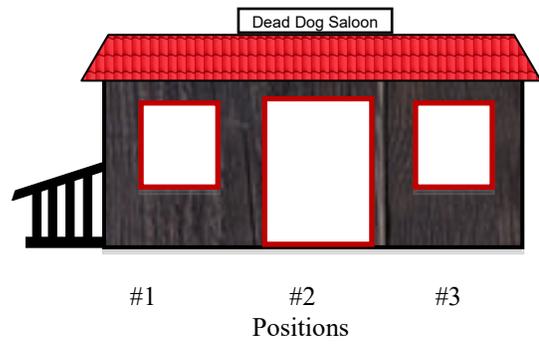
Pistols holstered, Rifle & Shotgun staged on the tall table

Shooter starts standing at the tall table at default position and when ready, says “How about a game of chance, Mr. Short?” At the beep, with rifle, shoot the four square rifle targets R1, R2, R4 and R5 with a Nevada Sweep starting from either end. Then, with shotgun, shoot any two knockdowns in any order. Finally, with pistols, shoot the four square pistol targets P1, P2, P4 and P5 with the same instructions as the rifle.

Stage 4-6 Diagram



Barrel



**STAGE: 4**

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. When ready, say, “How about a game of chance, Mr. Short?” At the beep, with rifle, shoot the five rifle targets R1-R5 from near to far in a double tap sweep. For example, R3, R3, R2, R2, R4, R4, R5, R5, R1, R1. Next, with Shotgun, shoot the four knockdowns S3-S6 in any order. Last, with pistols, shoot the five pistol targets P1-P5 with the same instructions as the rifle.

**STAGE: 5**

RC/SO: Shotgun 4+, Rifle-10, Pistols-5 each, Shotgun 2+

Pistols holstered, shotgun staged in Stall 2, Rifle staged on barrel

Shooter starts standing in stall 2 with hands on head/hat. When ready, say “How about a game of chance, Mr. Short?” At the beep, with shotgun, shoot the four knockdowns S1-S4 in any order. Next, move with safe shotgun to the barrel and make shotgun safe on barrel. With rifle, shoot the 5 rifle targets R1-R5 with a 1-1-6-1-1 sweep from either direction. Next, with pistols, shoot the 5 pistol targets P1-P5 with the same instructions as the rifle. Last, with shotgun, shoot S5 and S6 in any order.

**STAGE: 6**

RC/SO: Shooter’s choice of order rifle-10 or pistols-5 each first. Shotgun is last.

Pistols holstered, Rifle and Shotgun staged on barrel

Shooter starts standing at barrel with hands at default. When ready, say “How about a game of chance, Mr. Short?” At the beep, shoot each rifle and pistol target with at least 1 but no more than 4 rounds. Then, with shotgun, shoot any three knockdowns.