

Cavalier Cowboys

Wednesday Match 7

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

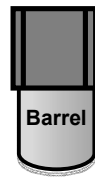
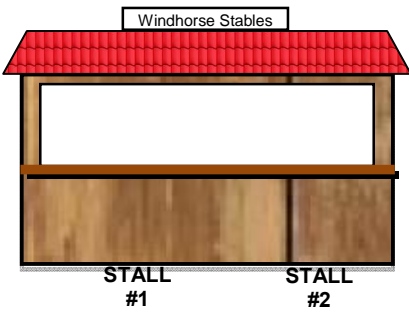
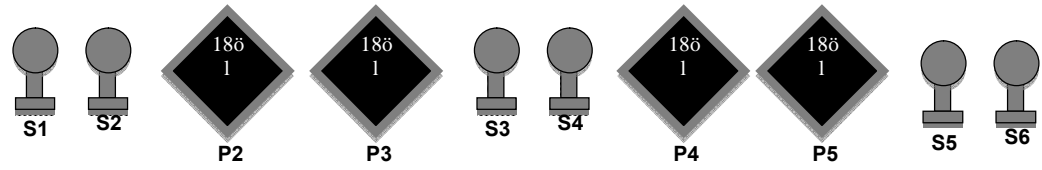
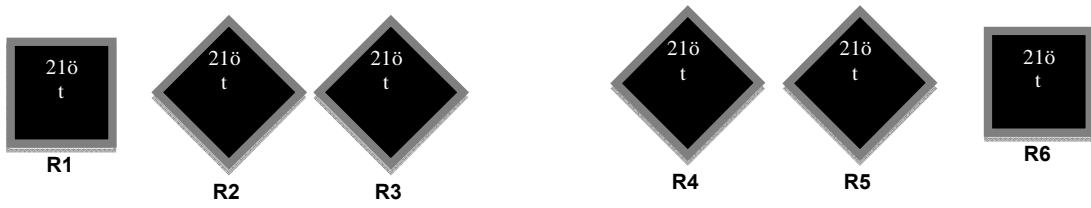
If you know that it’s a Miss...It’s a Miss

If you think it’s a Hit...It’s a Hit

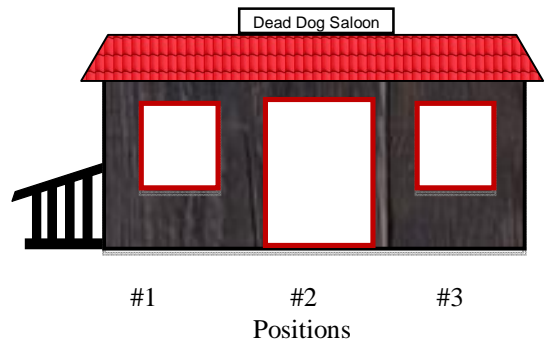
If you think it’s a Miss...IT’S A HIT

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 the barrel

Shooter starts standing at the barrel at default. At the beep, with rifle, shoot the 4 diamond rifle targets R2-R5 with a double tap sweep from either direction, then single tap the two outside targets in any order. Next, with shotgun, shoot the 4 knockdowns S1-S4 in any order. Last, with pistols, shoot the three pistol targets P1-P3 by double tap sweeping the two diamonds then single tapping the octagon. Do this twice. For example P2, P2, P3, P3, P1, P2, P2, P3, P3, P1.

STAGE: 2

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

Pistols/Pistol pointed safely downrange, shotgun staged safely, rifle staged on barrel

Shooter starts standing at the barrel with pistol/pistols pointed safely downrange, according to category. At the beep, with pistols, shoot the 2 diamond pistol targets P2 and P3 with 10 rounds, both targets engaged. Next, with rifle, shoot the 2 left diamond rifle targets R2 and R3 with same instructions as pistols. Last, with shotgun, shoot the 4 shotgun targets S1-S4 in any order.

STAGE: 3

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

Pistols holstered, Rifle staged in stall 2, shotgun held at cowboy port arms

Shooter starts standing in Stall 2 with shotgun at cowboy port arms. At the beep, shoot S1 and S2 in any order. Next, with rifle, shoot the 6 rifle targets with a 1-1-3-3-1-1 sweep from left to right. Last, move to barrel and with pistols shoot the three pistol targets P1-P3 with a 1-1-3 sweep from right to left, then a 3-1-1 sweep from right to left.

STAGE: 4

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

Pistols holstered, shotgun staged in stall 2, rifle staged in doorway, position 2

Shooter starts in Stall 2 with hands at low surrender. At the beep, shoot the 2 knockdowns S1-S2 in any order. Move with safe shotgun to the barrel and shoot the two knockdowns S3-S4 in any order. Then, with pistols, shoot the 3 pistol targets P1-P3 with a 4-3-3 sweep from either direction. Move with safe shotgun to the doorway, and with rifle shoot the 3 rifle targets R4-R6 with the same instructions as pistols. Last, with shotgun shoot the 2 remaining knockdowns S5-S6 in any order.

STAGE: 5

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

Pistols holstered, Rifle staged in the doorway, position 2, shotgun staged on barrel

Shooter starts standing at the barrel at default. At the beep, with shotgun, shoot the knockdowns S1-S4 in any order. Move to the doorway, position 2, and with rifle shoot the six rifle targets with a 3-1-1-1-1-3 sweep from either direction. Last, with pistols, shoot the 3 pistol targets P4-P6 a 3-1-1 sweep from either direction, then a 113 sweep from either direction. Double tap permitted. For example P4, P4, P4, P5, P6, P6, P5, P4, P4, P4

STAGE: 6

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

Pistols holstered, Rifle and shotgun staged in doorway, position 2

Shooter starts standing in doorway, position 2, at default. At beep, with rifle, shoot the 3 rifle targets R4-R6 with a West Virginia Sweep from either direction. Next, with shotgun, shoot the 4 knockdowns S3-S6 in any order. Last, with pistols, shoot the 3 pistol targets P4-P6, with the same instructions as the rifle.