

# Cavalier Cowboys

## Wednesday Match #8 Stages by Ripsaw

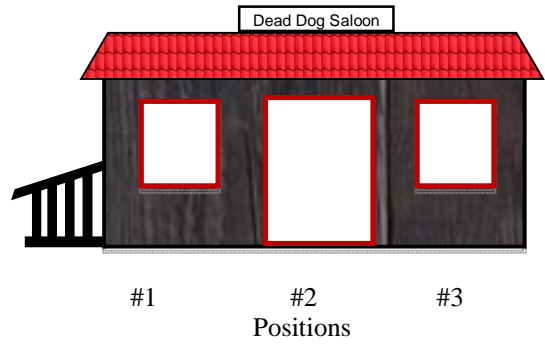
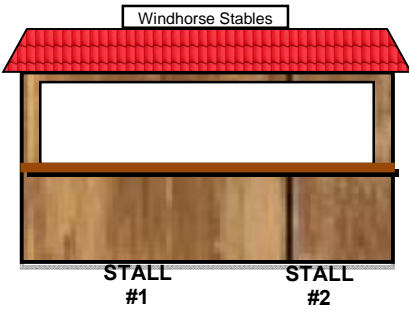
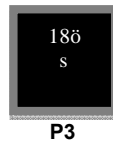
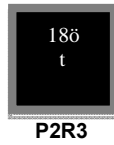
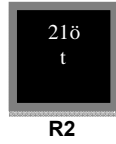
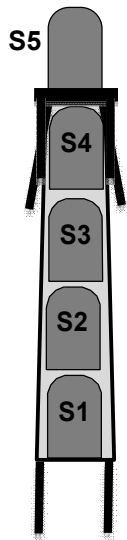
### Cavalier Cowboys – Club Match Rules & Conventions

- ▮ **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 3 rifle targets R1-R3 with a double tap Nevada Sweep starting on either end. For example, R1, R1, R2, R2, R3, R3, R2, R2, R1, R1. Next, with shotgun, knockdown S3-S6 in any order. Last, with pistols, engage P1-P3 with the same instructions as the rifle.

**STAGE: 2****RC/SO: Rifle-10, Pistols-5 each, Shotgun 2+****Pistols holstered, shotgun staged on barrel, rifle pointed safely downrange**

Shooter starts standing at barrel with rifle pointed safely downrange. At the beep, with Rifle, shoot the 3 rifle targets R1-R3 a triple tap sweep, then place the 10<sup>th</sup> round on R2. Next, repeat instructions with the pistols on P1-P3. Finally, shoot any two of the four shotgun targets S3-S6. .

**STAGE: 3****RCSO: Shotgun 4+, Rifle-10, Pistols, 5 each****Pistols holstered, Rifle staged on the barrel, shotgun pointed safely downrange**

Shooter starts standing at barrel with shotgun pointed safely down range. At beep, with shotgun, shoot the 4 knockdowns S3-S6 in any order. Next, with rifle shoot the 3 rifle targets R1-R3 with a 2-1-2 sweep from one direction, then a 2-1-2 sweep from the other direction. Last, with pistols, shoot P1-P3 with the same instructions as the rifle.

**STAGE: 4****RC/SO: Rifle-10, Pistols-5 each, Shotgun- 6+****Pistols holstered, shotgun staged on the barrel, Rifle at Cowboy port arms**

Shooter starts at the barrel, with rifle held at cowboy port arms. At beep, with rifle, shoot the 3 rifle targets R1-R3 outside, outside, inside, inside, outside, outside, inside, inside, outside, outside. Next, shoot the 3 pistol targets P1-P3 with the same instructions as rifle. Last, with shotgun, shoot the 4 knockdowns S3-S6 in any order. Move to Stall 2 with safe shotgun and shoot S1-S2 in any order.

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

Shooter starts standing in Stall 2 at default. At beep, shoot the 2 knockdowns S1-S2 in any order. Move with safe shotgun to the barrel. Next, with rifle, shoot the 2 rifle targets R2-R3 with a progressive sweep starting on either end. For example, R2, R3, R3, R2, R2, R2, R3, R3, R3, R3. Next, with pistols repeat rifle instructions on P2-P3. Last, with shotgun, engage the four knockdowns S3-S6 in any order.

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

Shooter starts standing install 2 with shotgun at cowboy port arms. At the beep, shoot S1- S4 in any order. Next, with rifle shoot the line rack targets till down then place any remaining rounds on R1. Last, move to barrel and with pistols, place 10 rounds on P1 in any order.