

Cavalier Cowboys

Wednesday Match #9

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

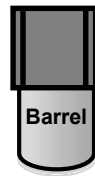
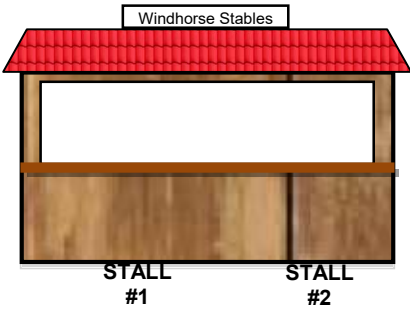
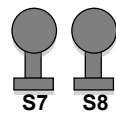
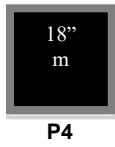
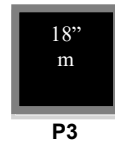
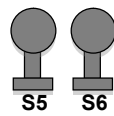
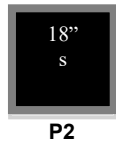
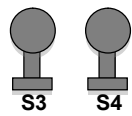
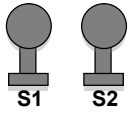
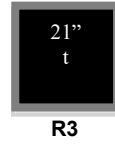
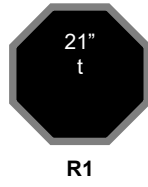
If you know that it’s a Miss...It’s a Miss

If you think it’s a Hit...It’s a Hit

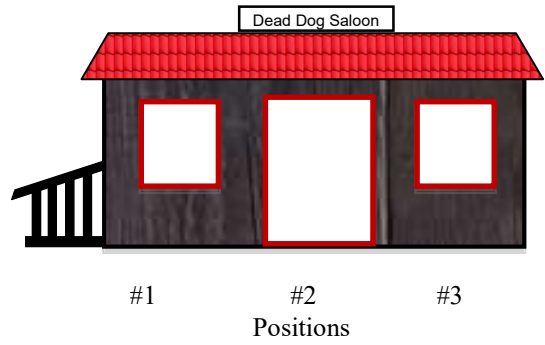
If you think it’s a Miss...IT’S A HIT

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 Barrel**

Shooter starts standing at barrel at default. At the beep, with rifle, shoot the 2 rifle targets R1-R2 with 10 rounds. Next, with shotgun, knockdown S3-S6 in any order. Last, with pistols, engage P1-P2 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 in stall 2 with rifle pointed safely downrange. At the beep, with Rifle, shoot the 2 rifle targets R1-R2 with 10 rounds, alternating between targets. Next, move to barrel and repeat instructions with the pistols on P1-P2. Finally, with shotgun, 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 2 rifle targets R1-R2 with a 2-3 sweep from either direction, then another 2-3 sweep from the same direction. Last, with pistols, shoot P1-P2 with the same instructions as the rifle.

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

Shooter starts at position 2 with rifle held at cowboy port arms. At beep, with rifle, shoot the 2 rifle targets R3-R4 in this order: R3, R4, R4, R3, R4, R4, R4, R3, R4, R4. Next, with pistols, repeat the rifle instructions on P3-P4. Last, with shotgun, engage S5-S8 in any order.

STAGE: 5**RC/SO: Shotgun 4+, Rifle-10, Split Pistols-5 each****Pistols holstered, Rifle staged at Position 2, shotgun staged Position 1 or Position 3**

Shooter starts standing at Position 1 or 3 (shooter's choice) at default. At beep, shoot the 2 knockdowns S5-S6 or S7-S8 in any order. Move with safe shotgun to the other window and engage the remaining two knockdowns. Move to Position 2. Next, with rifle, shoot the 4 rifle targets R1-R4 with ten rounds, all targets engaged.. Next, with pistols repeat rifle instructions on P1-P4. You must move to the barrel (with safe pistols) to engage P1-P2.

STAGE: 6**RC/SO: Rifle-10 or Pistols-5 each, then, last, Shotgun 2+****Pistols holstered, Rifle staged on barrel, Shotgun staged on barrel**

Shooter starts standing at barrel at default. At the beep, with rifle and pistols engage R1-R4 and P1-P2 with 20 rounds, all six targets engaged. Last, with shotgun, engage any two knockdown, S3-S6.