

# Cavalier Cowboys

January 3, 2021  
Stages by Ripsaw

## Saloons of the Old West

Faro was by far the most popular and prolific game played in Old West saloons, followed by Brag, Three-card-monte and dice games such as High-low, Chuck-a-luck, and Grand Hazard. Before long many of the Old West mining camps such as Deadwood, Leadville, and Tombstone became as well known for gunfights over card games than they did for their wealth of gold and silver ore.

Professional gamblers such as Doc Holliday and Wild Bill Hickok learned early to hone their six-shooter skills at the same pace as their gambling abilities. Taking swift action upon the green cloth became part of the gamblers' code . shoot first and ask questions later.

Eventually, there was every type of saloon that one could imagine. There were gambling saloons, restaurant saloons, billiard saloons, dancehall saloons, bowling saloons, and, of course, the ever-present, plain ole-fashioned, ~~just~~ drinking saloons. They took on names such as the First Chance Saloon in Miles City, Montana, the Bull's Head in Abilene, Kansas and the Holy Moses in Creede, Colorado. In many of the more populated settlements, these saloons never closed, catering to their ever-present patrons 24 hours a day, seven days a week. Some didn't even bother to have a front door that would close.

# 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 ~~leared+~~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 Hitō It’s a Hit

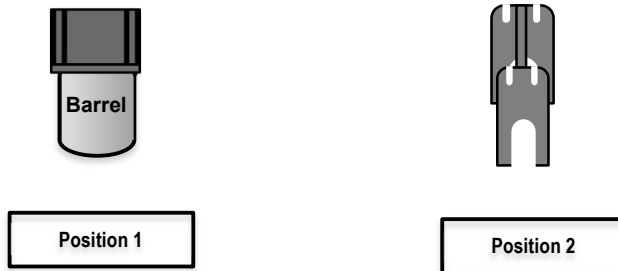
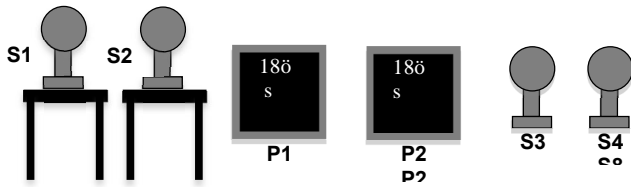
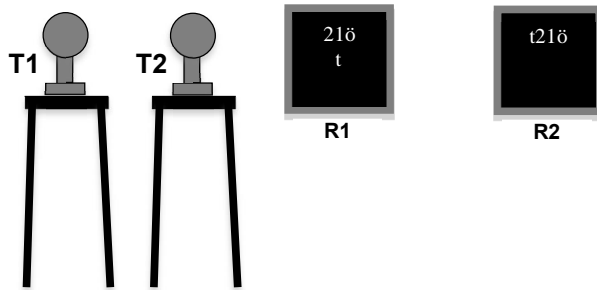
If you know that it’s a Missō It’s a Miss

If you think it’s a Hitō It’s a Hit

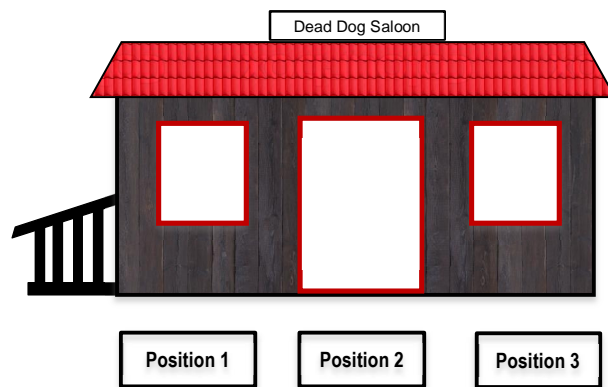
If you think it’s a Missō IT’S A HIT

Benefit of the doubt always goes to the shooter

Stage 1-3 Diagrams  
Bay 1



Stage 4-6 Diagrams  
Bay 2



### **STAGE: 1**

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

Pistols holstered, Rifle and shotgun staged at position 1, barrel

Shooter starts standing at position 1 in default. When ready, says "This saloon stinks!" At the beep, with rifle, shoot the two rifle targets, R1-R2 in two separate 2-3 sweeps from left to right. For example, R1, R1, R2, R2, R2, R1, R1, R2, R2, R2. Next, with pistols, shoot the two pistol targets, P1-P2 with the same instructions as the rifle. Last, with shotgun, shoot S1 and S2 in any order.

### **STAGE: 2**

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

Pistols holstered, Shotgun staged at position 1, Rifle staged at position 2, horse

Shooter starts standing at position 1 with hands at default position. When ready, say "This saloon stinks!" At the beep, with shotgun, shoot S1 and S2 in any order. Next, with pistols, shoot the two pistol targets, P1-P2 with a Progressive Sweep starting on either target. For example, P1, P2, P2, P1, P1, P1, P2, P2, P2, P2. Next, with safe shotgun, move to the tall table and with rifle, shoot the two rifle targets, R1-R2 with the same instructions as the pistols. Last, with shotgun, shoot the two knockdowns, S3-S4 in any order.

### **STAGE: 3**

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

Pistols holstered, Rifle staged at position 2, Shotgun staged at position 1

Shooter starts standing at position 2 with hands at low surrender. When ready, say "This saloon stinks!" At the beep, with rifle shoot the two knockdown targets, T1&T2 and the two rifle targets, R1& R2 in this exact sequence: **T1**, R1, R1, R2, R2- **T2**, R1, R1, R2, R2. Next, move to position 1 and with pistols, shoot the two knockdowns, S1 and S2 and the two pistol targets P1-P2 in this exact sequence: **S1**, P1, P1, P2, P2- **S2**, P1, P1, P2, P2. Last, with shotgun, make up any standing rifle or pistol knockdowns, then shoot S3 and S4 in any order.

**STAGE: 4**

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

Pistols holstered, Rifle held at Cowboy Port Arms, Shotgun staged safely.

Shooter starts standing at position 2, doorway with rifle held at Cowboy Port Arms. When ready say, "This saloon stinks!" At the beep, with rifle, shoot the four rifle targets R1-R4 with a Badger sweep from either direction. For example, R1, R1, R2, R1, R2, R3, R1, R2, R3, R4. Next, move to either window, position and with shotgun, shoot the two knockdowns in any order. Then, move with safe shotgun to the other window position and with shotgun, shoot the two knockdowns in any order. Last, move back to doorway, position 2 and with pistols, shoot the four pistol targets, P1-P4 with the same instructions as the rifle.

**STAGE: 5**

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

Pistols holstered, Rifle staged at position 1, Shotgun staged safely.

Shooter starts standing at position 1, left window at default. When ready, say "This saloon stinks!" At the beep, with rifle, shoot the four rifle targets, R1-R4 outside, outside, inside, inside, outside, outside, inside, inside, outside, outside. For example, R1, R4, R3, R2, R1, R4, R3, R2, R1, R4. Then, move to the doorway, position 2, and with pistols, shoot the four pistol targets P1-P4 with the same instructions as the rifle. Last, with shotgun, shoot the four knockdowns S1-S4 outside, outside, inside, inside. For example, S1, S4, S3, S2

**STAGE: 6**

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

Pistols holstered, Rifle held at Cowboy Port Arms, Shotgun staged safely.

Shooter starts standing in doorway with rifle held at Cowboy Port Arms. When ready say, "This saloon stinks!" At the beep, with rifle, shoot the four rifle targets R1-R4 with a Reverse Badger sweep from either direction. For example, R1, R2, R3, R4, R1, R2, R3, R1, R2, R1. Next, move to either window position and with shotgun, shoot the two S knockdowns in any order. Then, move with safe shotgun to the other window position and with shotgun, shoot the other two S knockdowns in any order. Last, move back to doorway, position 2 and with pistols, shoot the four pistol targets, P1-P4 with the same instructions as the rifle.