

# Cavalier Cowboys

September 5, 2021

Stages by Ripsaw

## History of Deadwood, SD

The discovery of gold in the southern Black Hills in 1874 set off one of the great gold rushes in America. In 1876, miners moved into the northern Black Hills. That's where they came across a gulch full of dead trees and a creek full of gold and Deadwood was born.

Practically overnight, the tiny gold camp boomed into a town that played by its own rules that attracted outlaws, gamblers and gunslingers along with the gold seekers. Wild Bill Hickok was one of those men who came looking for fortune. But just a few short weeks after arriving, he was gunned down while holding a poker hand of aces and eights – forever after known as the Dead Man's Hand.

Calamity Jane also made a name for herself in these parts and is buried next to Hickok in Mount Moriah Cemetery. Other legends, like Potato Creek Johnny, Seth Bullock and Al Swearengen, created their legends and legacies in this tiny Black Hills town.

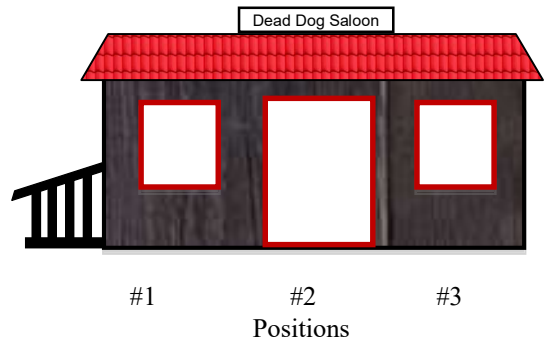
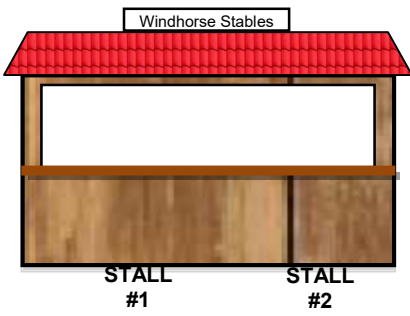
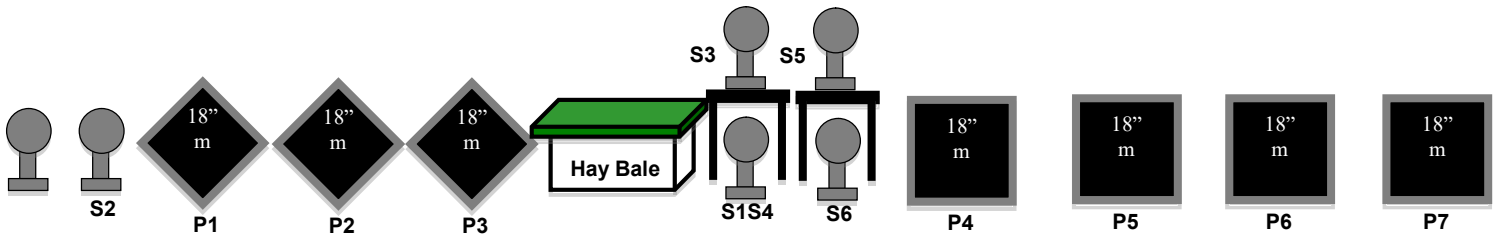
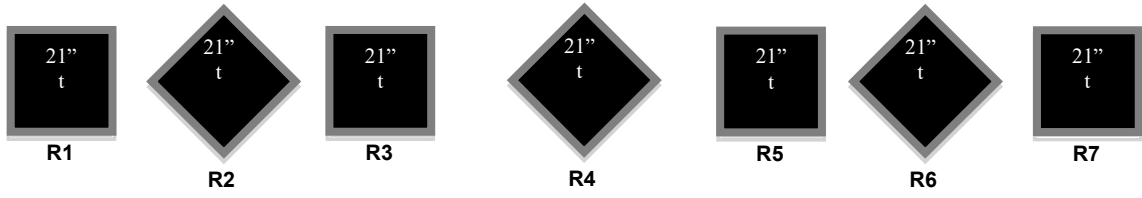
# Cavalier Cowboys – Club Match Rules & Conventions

- **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

Stage 1-6 Diagram



**STAGE: 1**

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

Pistols holstered, Rifle and shotgun staged in Stall 2.

Shooter starts standing in stall 2 in default position. When ready, say “Aces and Eights!” At the beep, with shotgun, shoot the 2 knockdowns, S1 and S2 in any order. Next, with rifle, shoot the 3 diamond rifle targets, R2, R4, R6 with two 2-1-2 sweeps from left to right. For example, R2, R2, R4, R6, R6, R2, R2, R4, R6, R6. Last, with pistols, shoot the 3 pistol targets P1-P3 with the same instructions as the rifle.

**STAGE: 2**

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

Pistols holstered, rifle and shotgun staged on the barrel, angled to the left

Shooter starts standing at the barrel with hands on hat or head. When ready, say “Aces and Eights!” At the beep, with rifle, shoot the 7 rifle targets R1-R7 with a sweep from either direction, single tapping the squares and double tapping the diamonds. For example, R1, R2, R2, R3, R4, R4, R5, R6, R6, R7. Next, with shotgun, shoot the four knockdowns, S3-S6 in any order. Last, move downrange to the hay bale and with pistols, shoot the 7 rifle targets, now pistol targets, with the same instructions as the rifle.

**STAGE: 3**

RC: Rifle-10, Shotgun 4+, Pistols, 5 each; SO: Rifle not last

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

Shooter starts standing in saloon with hands at low surrender. When ready say “Aces and Eights!” At the beep,

1. From position 1, with rifle, shoot the 4 square rifle targets with a Nevada Sweep. For example, R1, R3, R5, R7, R5, R3, R1, R3, R5, R7.
2. From position 1 or 2, with shotgun, shoot the four knockdowns S3-S6 in any order.
3. From position 2, the doorway, with pistols, shoot the 4 pistol targets P4-P7 with the same instructions as the rifle.

**STAGE: 4**

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

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

Shooter starts standing in stall 2. At TO command, load two rounds into the shotgun, close action if desired, and point it safely down range. Then when ready, say “Aces and Eights!” At the beep, with shotgun, shoot S1 and S2 in any order. Next, with pistols, shoot the 3 pistol targets, P1-P3 with a 4-2-4 sweep from either direction. For example, P1, P1, P1, P1, P2, P2, P3, P3, P3, P3. Then, move to the barrel with safe shotgun and with rifle, shoot the 3 diamond rifle targets R2, R4 and R6 with the same instructions as the pistols. Last, with shotgun, shoot the 4 knockdowns, S3-S6 in any order.

**STAGE: 5**

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

Pistols holstered, Rifle staged in at Position 2 (doorway) shotgun staged Position 1 (left window)

Shooter starts standing at position 1 with hands on the window frame approximately one foot above the table top. When ready, say “Aces and Eights!” At beep, with shotgun, shoot the 4 knockdowns S1-S4, in any order. Next, move to Position 2, the doorway, and with rifle, shoot the 4 square rifle targets, R1, R3, R5, R7 with a progressive sweep from either direction. For example, R1, R3, R3, R5, R5, R5, R7, R7, R7, R7. Last, with pistols, shoot the 4 pistol targets P4-P7 with the same instructions as the rifle.

**STAGE: 6**

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

Pistols holstered, Rifle staged at Position 2, shotgun staged at position 1

Shooter starts standing at position 1 left window. When ready, say “Aces and Eights!” At the beep, with shotgun, shoot any two of the 4 knockdowns, S3-S6, in any order. Next, move to position 2 and with rifle and pistols, shoot the 7 rifle targets R1- R7 and the 4 pistol targets P4-P7 with 20 rounds, all targets engaged at least once. Last, move back to position 1 and shoot the remaining two knockdowns in any order.