

Cavalier Cowboys

November 7, 2021
Stages by Ripsaw

INFAMOUS DEADWOOD: POKER ALICE TUBBS



Deadwood was a rough and tumble gaming town not fit for a fine English lady. But that's exactly where Ms. Alice Ivers found herself. Widowed and broke, this lady began playing poker to support herself. Nicknamed "Poker Alice," she became a cigar-smoking, straight-faced, gambler who very rarely lost. She was so legendary that men came from all around just for the chance to beat her—but few of them did.

Reportedly, her favorite saying was "Praise the Lord and place your bets. I'll take your money with no regrets." She met and married a local Deadwood man and had seven children, but she never gave up the game of poker and used her winnings to help support the family. In her later years, Alice claimed she won over \$250,000 at the gaming tables—but never cheated. Poker Alice died in 1930 and is buried in Sturgis, SD.

Note: Match written for either two bays or single bay set up.

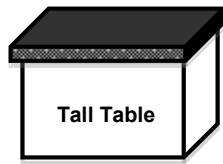
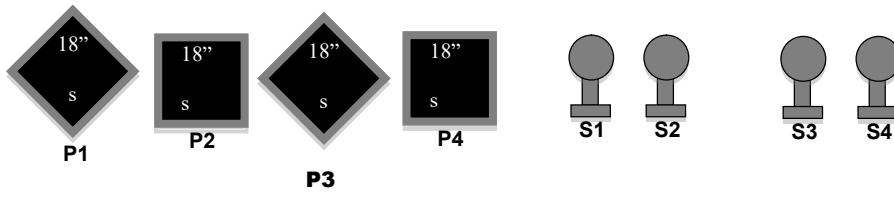
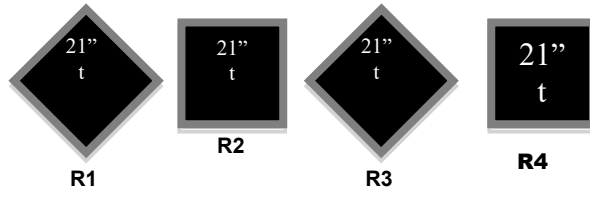
Cavalier Cowboys – Club Match Rules & Conventions

- ❑ **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 1-3 Diagram
Bay 1



Barrel

STAGE: 1

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

Pistols holstered, Rifle held pointed safely downrange, Shotgun staged on the tall table.

Shooter begins standing at the tall table, with rifle held pointed safely down range. When ready, say “Praise the Lord and place your bets!” At the beep, shoot the four rifle targets, R1-R4 in a double tap sweep, starting at either end target, then single tapping the two center targets in any order. For example, R1, R1, R2, R2, R3, R3, R4, R4, R3, R2. Next, with pistols, shoot the four pistol targets, P1-P4 with the same instructions as the rifle. Finally, with the shotgun, shoot the 4 knockdowns, S1-S4 in any order.

STAGE: 2

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

Pistols holstered, Rifle staged on the barrel, Shotgun staged safely

Shooter starts at default. When ready, say “Praise the Lord and place your bets!” At the beep,

1. From tall table, with shotgun, shoot the two knockdowns, S1-S2 in any order.
2. From the Barrel, shoot S3-S4 in any order
3. From the tall table, with rifle, shoot the two square rifle targets, R2 and R4 with a progressive sweep. For example, R2, R4, R4, R2, R2, R2, R4, R4, R4, R4.
4. From the tall table, with pistols, shoot the two pistol targets, P2 and P4 with the same instructions as the rifle.

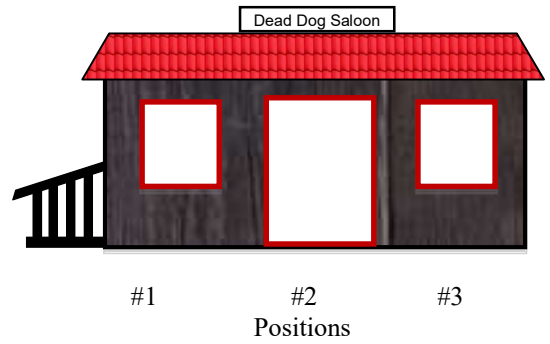
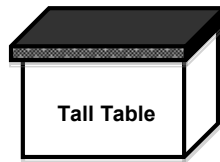
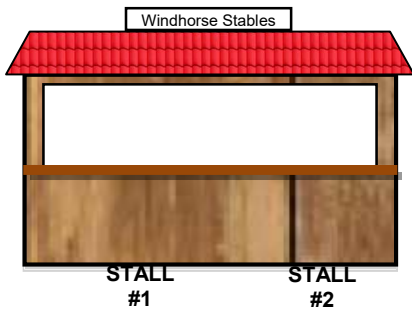
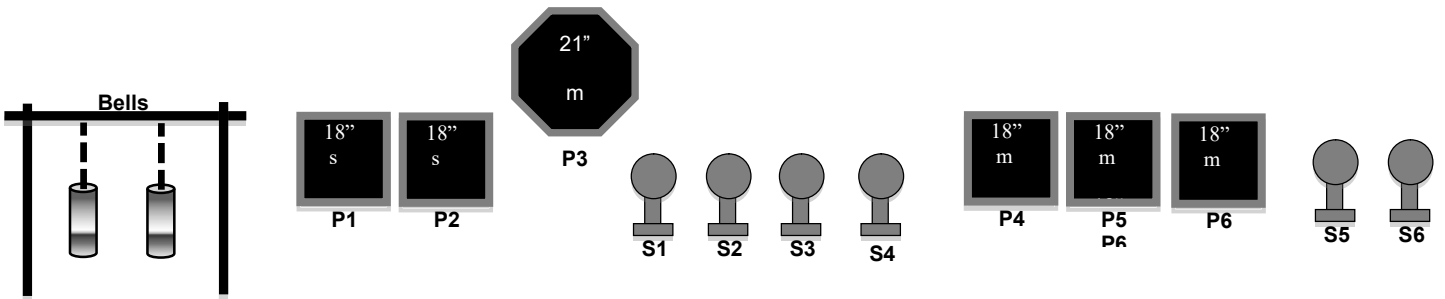
STAGE: 3

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

Pistols holstered, Rifle & Shotgun staged on the Tall Table

Shooter starts standing at the tall table with hands on hat or head. When ready, say “Praise the Lord and place your bets!” At the beep, with rifle, shoot the four rifle targets R1-R4 by alternating single taps on two different diamonds, then two different squares, then two different diamonds, then two different squares and then two different diamonds. For example, R1, R3, R2, R4, R1, R3, R2, R4, R1, R3. Next, with pistols, shoot the four pistol targets P1-P4 with the same instructions as the rifle. Last, with shotgun, shoot S1 and S2 in any order, then move with safe shotgun to the barrel and shoot S3 and S4 in any order.

Stages 4-6



STAGE: 4

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

Pistols holstered, Rifle and shotgun staged on Tall Table.

Shooter starts standing at Tall Table with hands on the table not touching the either long arm. When ready, say “Praise the Lord and place your bets!” At the beep, with rifle, shoot the rifle target, R3 with 10 sequential single shot sweeps. For example, R3, R3, R3, R3, R3, R3, R3, R3, R3, R3. Next, with shotgun, shoot the four knockdowns, S1-S4 in any order. Last, with pistols, shoot the pistol target P3 with the same instructions as the rifle.

STAGE: 5

RC/SO: Rifle-10, Pistols-5 each, Shotgun 6+,

Pistols holstered, Rifle held at Cowboy Port Arms, Shotgun staged in Stall 2.

Shooter starts standing in Stall 2 with rifle held at Cowboy Port Arms. When ready, say “Praise the Lord and place your bets!” At the beep, with rifle, shoot the two rifle targets, R1-R2 with Regressive Sweep. For example, R1, R1, R1, R1, R2, R2, R2, R1, R1, R2. Next, with pistols, shoot the 2 pistol targets, P1 and P2 with the same instructions as the rifle. Last, with shotgun, ring the two bells in any order and then move with safe shotgun to the Tall table and shoot the four knockdowns S1-S4 in any order.

STAGE: 6

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

SO: Rifle not last

Pistols holstered, Rifle staged in the doorway, shotgun staged safely

Shooter starts standing in saloon with hands on hat or head. When ready, say “Praise the Lord and place your bets!” At the beep,

1. From position 1 with shotgun, shoot the two knockdowns S3-S4 in any order
2. From Position 3, with shotgun, shoot S5-S6 in any order
3. From Position 2, with rifle shoot the three rifle targets, R4-R6 with a West Virginia Sweep starting on either end. For example, R4, R5, R6, R6, R5, R4, R4, R5, R6, R6.
4. From position 2, with pistols, shoot the three pistol targets P3-P6 with the same instructions as the rifle.

Extra stages for a single Bay set up on Bay Right (stable/saloon)

STAGE: 1

RC/SO: Rifle-10, Pistols-5 each, Shotgun- 2+,
Pistols holstered, Rifle and shotgun staged at stall 2

Shooter starts standing at stall 2 with hands at low surrender. When ready, says “Praise the Lord and place your bets!” At the beep, with rifle, shoot the three rifle targets, R1-R3 in two separate 2-2-1 sweeps from left to right. For example, R1, R1, R2, R2, R3, R1, R1, R2, R2, R3. Next, with pistols, shoot the three pistol targets, P1-P3 with the same instructions as the rifle. Last, with shotgun, ring the two bells in any order.

STAGE: 2

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 with hands at default position. When ready, say “Praise the Lord and place your bets!” At the beep, with shotgun, ring both bells in any order. Next with pistols, shoot the two pistol targets, P1-P2 by alternating double taps for 10 rounds. Next, move with safe shotgun to the barrel and with rifle, shoot the two rifle targets, R1-R2 with the same instructions as the pistols. Last, with shotgun, shoot the four knockdowns, S1-S4 in any order.

STAGE: 3

RC/SO: Rifle-10, Shotgun- 6+, Pistols-5 each
Pistols holstered, Rifle held at Cowboy Port Arms, Shotgun staged safely.

Shooter starts standing in doorway, position 2 with rifle held at Cowboy Port Arms. When ready, say, “Praise the Lord and place your bets!” At the beep, with rifle, shoot the three rifle targets R4-R6 by triple tapping each target in any order then single tapping R5. No quadruple tap allowed. For example, R4, R4, R4, R5, R5, R5, R6, R6, R6, R5. Next, move to either the left or right window and shoot the four knockdowns, S1-S4 in any order from left window and the two knockdowns S5 and S6 in any order from the right window. Last, move to doorway, position 2 and with pistols, shoot the three pistol targets, P4-P6 with the same instructions as the rifle.