

Cavalier Cowboys

Wednesday October 13

Stages by Ripsaw

Double Tap Practice

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

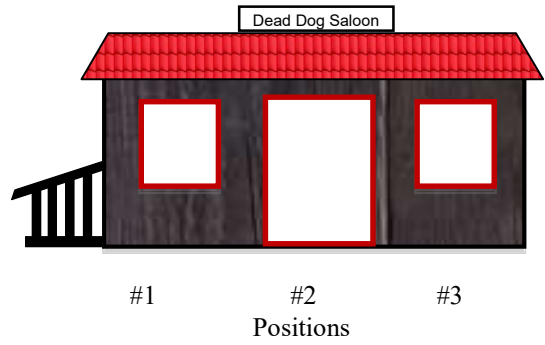
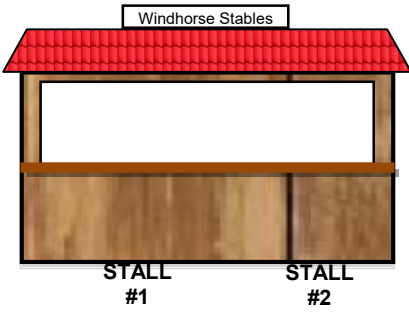
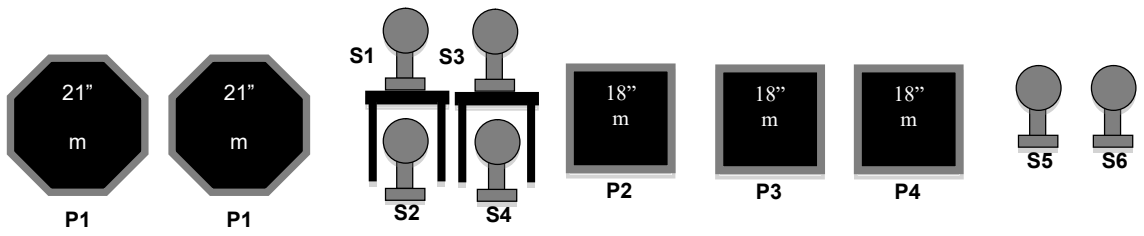
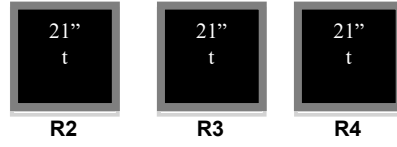
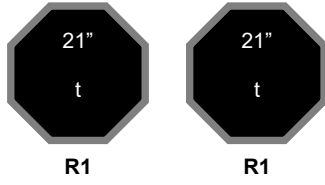
If you know that it's a Miss...It's a Miss

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

Pistols holstered, Shotgun staged on Barrel, Rifle staged in Stall 2

Shooter starts standing at Barrel at default. At the beep, with Shotgun, shoot S1-S4 in any order. Move to stall 2 and with Rifle shoot rifle targets R1-R2 by alternating double taps for 10 rounds. Last, with pistols, shoot P1-P2 with the same instructions as rifle.

STAGE: 2

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

Pistols holstered, shotgun staged on Barrel, rifle pointed safely downrange

Shooter starts standing at the Barrel with rifle pointed safely downrange. At the beep, with Rifle, shoot the 5 rifle targets R1-R5 with a double tap sweep from either direction. Next, repeat instructions with the pistols on P1-P5. Finally, with shotgun shoot S1-S4 in any order.

STAGE: 3

RCSO: Shotgun 4+, Rifle-10, Pistols, 5 each

Pistols holstered, Rifle staged Position 2, the Doorway.

Shooter starts standing at position 1, left window with shotgun pointed safely down range. At beep, with shotgun, shoot the 4 knockdowns S1-S4 in any order. Next, move to doorway, position 2, and with rifle shoot the 3 rifle targets R3-R5 with a Double Tap Nevada Sweep starting on either end target. Last, with pistols repeat rifle instructions on P3-P5.

STAGE: 4

RC: Rifle-10, Pistols-5 each, Shotgun- 6+; SO: Rifle not last

Pistols holstered, shotgun staged safely, Rifle staged at position 2

Shooter starts at chosen location at default. At beep,

With shotgun, from Position 1 shoot S1-S4 and from Position 3 shoot S5-S6

From position 2, with rifle, shoot R3-R5 with a 2-2-1 sweep from one direction then a 1-2-2 sweep from the other direction. (yes, I know)

From Position 2, with pistols, shoot P3-P5 with the same instructions as the rifle.

STAGE: 5

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

Pistols holstered, Rifle and shotgun staged on Barrel

Shooter starts standing at barrel at default. At beep, with rifle shoot the 5 rifle targets, R1-R5 by alternating double taps on a square and then on a stop sign until all targets are engaged. For example, R3, R3, R1, R1, R4, R4, R2, R2, R5, R5. Repeat rifle instructions with pistols on P1-P5. Last, with shotgun, shoot S1-S4 in any order.

STAGE: 6

RC: Shotgun 2+, Rifle-10, Pistols-5 each; SO: Rifle not last

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

Shooter starts from default, at beep:

From Position 1, with rifle shoot R3-R5 as follows: R4, R4, R3, R3, R4, R4, R5, R5, R4, R4

From Doorway, with pistols, shoot P3-P5 with same instructions as Rifle

From Position 3, with shotgun, shoot S5-S6 in any order.