



Sunday, March 6 2022

Stages by Bingo Montana

“Squeaky Wheel Gets the Grease”
Or
“Axle Grease and Maintaining Your Chuckwagon”



Through the years, the wagon would take on many shapes with as many different usages. Each, requiring maintenance ensuring the smooth spin of the wheel on the axles which they were mounted too. Lubricates were applied to reduce friction transferring heat. Greasing kept parts separated while protecting against wear and corrosion.

On a covered wagon, early pioneers carried the Grease bucket hung off the rear axle but since the chuckwagons often have a boot box, easy access to the grease required hanging either off the front axle or the side braces of the wagon bed.

Early axle grease was Tallow, made from animal fat rendered from Beef or Mutton. At room temperature, Tallow remains as a solid substance that could be stored for long periods of time. Due to not having refrigeration to prevent decomposing, tallow was stored in various airtight containers to prevent oxidation.

SOURCE: <https://cowboyandchuckwagoncooking.blogspot.com/2012/08/axle-grease-maintaining-chuckwagon.html>

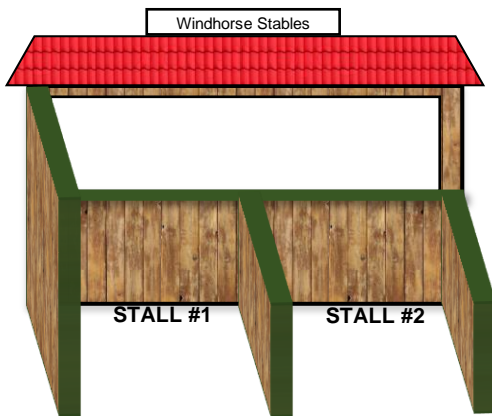
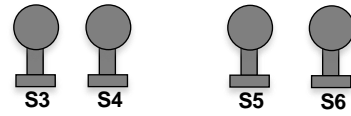
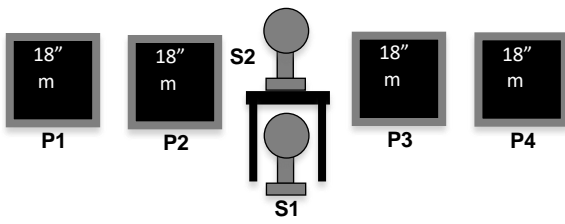
Cavalier Cowboys - Club Match Rules & Conventions

- 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 effect, 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 at with the shotgun. Ground Targets shoot at 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 reshot at 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 (Bay 2, Kubaville)



Stage: 1

**RC/SO: Pistols – 5 each, Rifle – 10, Shotgun – 4+
Rifle and Shotgun staged on Barrel; Pistols holstered**

Starting Position: Stall 2

Hand Position: Default

Line: “Grease that Squeaky Wheel!”

“AT THE BEEP”

1. Pistols: Shoot P1-P4 in this order: P1, P2, P3, P4, P1, P2, P3, P4, P1, P4.
2. Move to Barrel.
3. Rifle: Shoot R1 – R4 with the same instructions as the Pistols.
4. Shotgun: Shoot KD’s S3 – S6 in any order.

Stage: 2

**RC/SO: Pistols – 5 each, Shotgun – 2 +, Rifle – 10, Shotgun – 2+
Shotgun staged at stall 2, Rifle staged on barrel, Pistols holstered**

Starting Position: Stall 1

Hand Position: Low Surrender

Line: “Grease that Squeaky Wheel!”

“AT THE BEEP”

1. With First Pistol from Stall 1: Shoot P1 – P2 in this order, P1, P1, P2, P2, P2.
2. Move to Stall 2 and with Second Pistol: Shoot P3 – P4 in this order, P3, P3, P4, P4, P4.
3. Shotgun: Shoot KD’s S1 and S2 in any order.
4. Move to Barrel and with Rifle shoot R1 – R4 in the same order as the pistols, (2-3-2-3 Sweep starting on R1).
5. Shotgun: shoot any two (2) KD’s from S3 – S6.

Stage: 3

**RC/SO: Pistols – 5 each, Rifle – 10, Shotgun 4+
Rifle and Shotgun staged at the barrel; Pistols holstered**

Starting Position: Stall 2

Hand Position: Default

Line: “Grease that Squeaky Wheel!”

“AT THE BEEP”

1. Pistols: Shoot P1-P4 in the following order: P1, P2, P1, P2, P1 - P4, P3, P4, P3, P4
2. Move to barrel.
3. Rifle: Shoot R1 – R4 with same instructions as the Pistols.
4. Shotgun: Shoot KD’s S3 – S6 in any order.

Stage: 4

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

Pistols holstered, Rifle and Shotgun staged on barrel

Starting Position: Stall 2

Hand Position: Both hands touching left or right stall divider top.

Line: “Grease that Squeaky Wheel!”

“AT THE BEEP”

1. Pistols: In no particular order, shoot outside targets 3 times and inside targets 2 times.
2. Move to barrel.
3. Rifle: Shoot R1 – R4 with the same instructions as the Pistols.
4. Shotgun: Shoot KD’s S3 – S6 in any order.

Stage: 5

RC: Rifle – 10, Pistols – 5 each, Shotgun 6+,

SO: Rifle not last

Pistols holstered; Rifle shotgun staged safely

Starting Position: Shooter’s Choice

Hand Position: Default

Line: “Grease that Squeaky Wheel!”

- Rifle, from barrel: shoot R1-R4 in a “Cat Herders Sweep” starting on either end. For example: R1, R1, R2, R3, R4, R4, R3, R2, R1, R1.
- Shotgun: From the barrel shoot KD’s S3 – S6 in any order and from stall 2 shoot KD’s S1 – S2 in any order.
- Pistols, from Stall 2: Shoot P1 – P4 with same instructions as rifle.

Stage: 6

RC: Rifle – 10, Pistols – 5 each, Shotgun 4+

SO: Rifle not last

Pistols Holstered, Rifle and Shotgun stage safely

Starting Position: Shooter’s Choice

Hand Position: Default

Line: “Grease that Squeaky Wheel!”

“AT THE BEEP”

- Pistols: Shoot P1 – P4 inside, inside, outside, outside, inside, inside, outside, outside, inside, inside. For example: P2, P3, P4, P1, P2, P3, P4, P1, P2, P3
- Rifle: Shoot R1 – R4 with the same instructions as the pistols.
- Shotgun: From stall 2 shoot KD’s S1 – S2 in any order and from the barrel shoot any two (2) KD’s from S3 – S6 in any order.