

# Cavalier Cowboys

April 3, 2022  
Stages by Ripsaw

## **Bet you didn't know this about Butch Cassidy**

He was baptized Robert Leroy Parker and was born in Beaver, Utah. He was the oldest of thirteen children in a family of Mormons. Both his parents were immigrants from England. They met and married in the United States.

For a while, Robert worked as a butcher in Wyoming. There he acquired the nickname "Butch" which seemed to stay with him. He wanted to carve out a better life for himself, so he left home as a teenager. Working on farms and ranches, he met rancher Mike Cassidy who did not have a stellar reputation. Butch took a liking to Cassidy and in time, added Cassidy's last name to his nickname and, thus, he became Butch Cassidy.

Between 1880 and 1887, Butch Cassidy had his first run-ins with the law. The first offense was minor. He broke into a closed store, took a pair of jeans and left an IOU for the owner to find, fully intending to pay for the jeans. The owner did not appreciate the way Butch handled this situation and pressed charges against him. The case ended in acquittal.

After that, the robberies took a serious turn and Butch Cassidy, along with three other men robbed the San Miguel Valley Bank in Telluride, Colorado. He had romantic interests with Ann Bassett and became involved with Ann's older sister Josie as well. He formed a gang, the "Wild Bunch" and robbed another bank.

With his friend and partner in crime, Henry Alonzo Longabaugh, the Sundance Kid, he traveled to Argentina. From there, they fled to Chile.

While the exact circumstances of Cassidy's death are not known, it is believed he died on November 6, 1908 from a gunshot.

# Cavalier Cowboys – Club Match Rules & Conventions

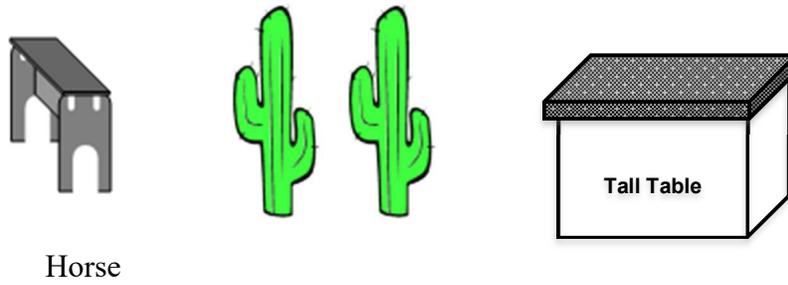
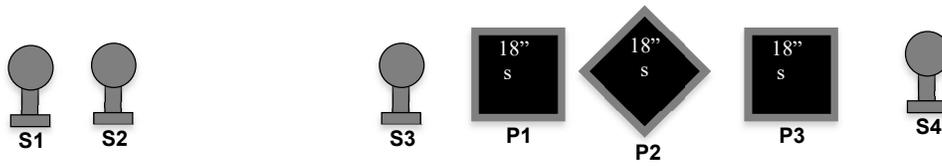
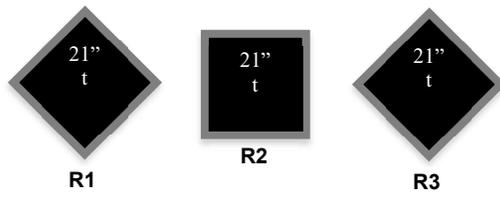
- **SASS Rules:** All SASS Rules are in affect; unless documented herein, addressed during the Shooter Safety Meeting or specifically stated in the stage directions for a given stage.
- **SASS Stage Conventions:** All SASS Stage Conventions are in affect; unless specifically stated in the stage directions 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



**STAGE: 1**

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

SO: Rifle not last

Pistols holstered, Rifle and Shotgun staged safely

Shooter starts standing at default at position of choice. When ready, says “Here’s my IOU.” At the beep

1. With rifle, from either position, shoot the 3 rifle targets, R1 through R3 by double tapping each of the two outside (diamond) targets then single tapping the center (square) target, then repeat.
2. From the Tall Table, with pistols, shoot the 3 pistol targets P1 through P3 with the same instructions as the rifle.
3. With shotgun, shoot the 4 knockdowns S1-S4 in any order, moving between the barrel and table.

**STAGE: 2**

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

Pistols holstered, Rifle staged on tall table, Shotgun staged on tall table.

Shooter starts standing at the Tall Table with hands on shoulders and when ready, says “Here’s my IOU.” At the beep, with shotgun, shoot the 2 shotgun targets S3 and S4 in any order. Next, with rifle, double tap each of the 3 rifle targets (in any order) then double tap each of the two outer targets. No quadruple tap permitted. For example, R1, R1, R2, R2, R3, R3, R1, R1, R3, R3. Last, with pistols shoot the pistol targets P1 through P3 with the same instructions as the rifle.

**STAGE: 3**

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

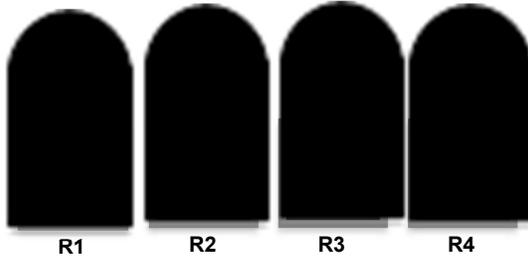
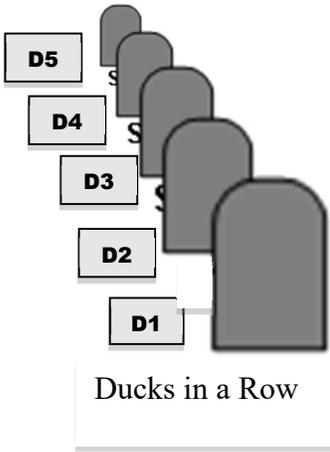
SO: Rifle not last

Pistols holstered, Rifle staged on barrel, Shotgun staged safely

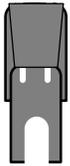
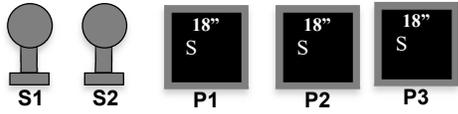
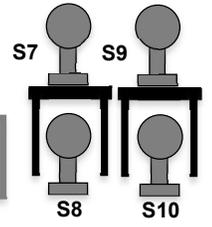
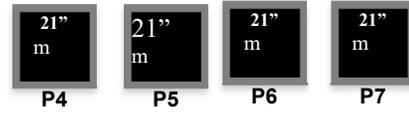
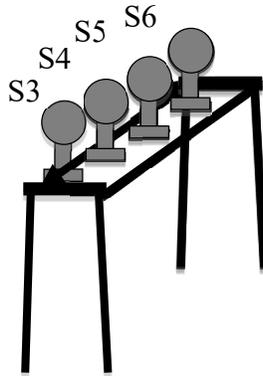
Shooter starts standing at default and when ready, says “Here’s my IOU.” At the beep,

1. From the Barrel, with rifle, shoot the 3 rifle targets, R1-R3, with a 3-4-3 sweep from either direction.
2. From the Tall Table, with shotgun, shoot the 2 knockdowns, S3 and S4 in any order and from the Barrel shoot the 2 knockdowns S1 and S2 in any order.
3. From the Tall Table, with pistols, shoot the 3 pistol targets, P1-P3 with the same instructions as the rifle.

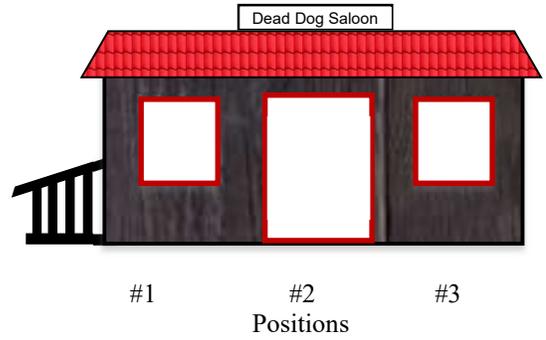
Stage 4-6 Diagrams



Large Tombstones!



HORSE



**STAGE: 4**

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

SO: Rifle not last

Pistols holstered, Rifle & Shotgun staged in the Stable

Shooter starts standing in the Stable with hands at default and when ready, says “Here’s my IOU.” At the beep,

1. From Stall 1, with the shotgun, shoot S1 and S2.
2. From Stall 2, with rifle, shoot the “Ducks-in-a-Row plate rack, and place excess rounds on the D1 Dump Plate. May use shotgun to clear plate rack as needed, if the dump plate has not been engaged, any time after the rifle is shot.
3. From Stall 2 with pistols, shoot the pistol targets P1-P3 with a double tap Nevada Sweep from either end: e.g., R1, R1, R2, R2, R3, R3, R2, R2, R1, R1.

**STAGE: 5**

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

SO: rifle not last

Pistols holstered, Rifle staged on the horse, shotgun staged safely.

Shooter starts standing with hands at low surrender and when ready, says “Here’s my IOU.” At the beep,

1. From Stall 2, with pistols, shoot P1-P3 with a 1-2-1 sweep from one end, putting the 5<sup>th</sup> round on the D1 Dump Target, then sweep P1-P3 from the other end, 1-2-1, and place the 10<sup>th</sup> round on the D1 Dump Target.
2. From the Horse, shoot R1-R4 with a single tap sweep from one end, and place the 5<sup>th</sup> round on the D1 Dump Target. Then sweep R1-R4 from the other end and place the 10<sup>th</sup> round on D1.
3. From the Horse, clear the KD array, S3-S6, with at least 4 rounds.

**STAGE: 6**

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

SO: Rifle not last

Pistols holstered, Rifle staged Position 1, left window, Shotgun staged safely

Shooter starts standing with hands at default and when ready, says “Here’s my IOU.” At the beep,

1. From Position 1, the left window, shoot the rifle targets R1-R4 with a Nevada Sweep from either direction.
2. From Position 2, the Doorway, shoot the pistol targets P4-P7 with the same instructions as the rifle.
3. From Position 3, the right window, with shotgun, shoot S7-S10 in any order.