



Wednesday, April 13, 2022

Stages by Bingo Montana

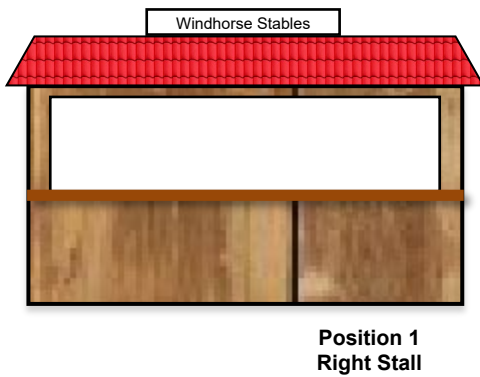
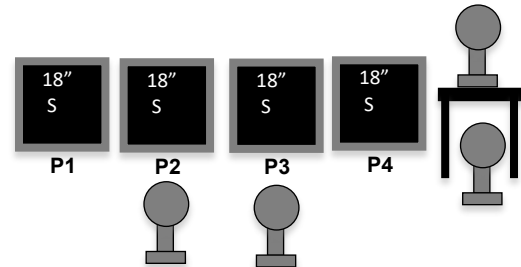
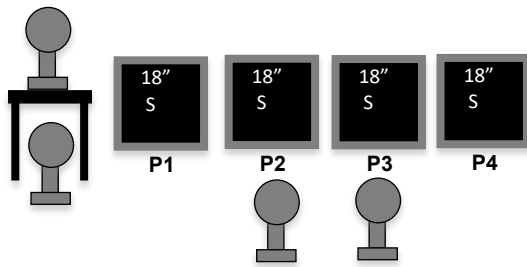
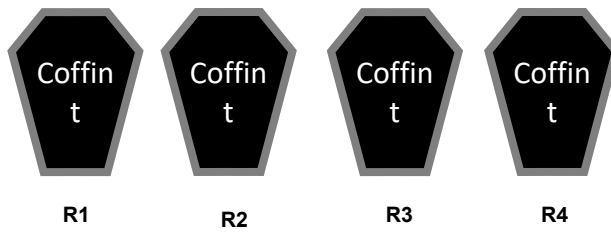
Cavalier Cowboys - Club Match Rules & Conventions

- 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 1-2 Diagram (Bay 2, Kubaville)



Stage: 1

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

SO: Rifle not last.

Rifle and Shotgun safely; Pistols holstered.

Starting Position: Shooter may start at either position 1 or 2, both positions must be used.

Hand Position: Default

Line: It's like shooting ducks at a carnival!

"AT THE BEEP"

- Rifle: From position 1 or 2, shoot the four rifle targets R1 – R4 by alternating between two targets for 5 rds. Repeat the instruction on the other two targets for the next 5 rds. For example, R1, R2, R1, R2, R1, & R3, R4, R3, R4, R3.
- Shotgun: From Position 1 *AND* 2, shoot any four KD's in any order.
- Pistols: From Position 1 or 2 shoot the four pistol targets P1 – P4 with the same instructions as rifle.

Stage: 2

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

SO: Rifle not last.

Rifle and Shotgun safely; Pistols holstered.

Starting Position: Shooter may start at either position 1 or 2, both positions must be used.

Hand Position: Default

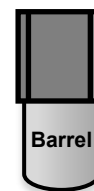
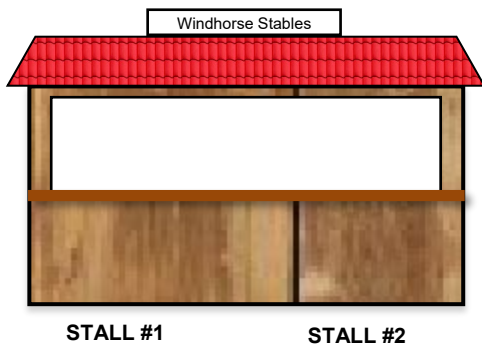
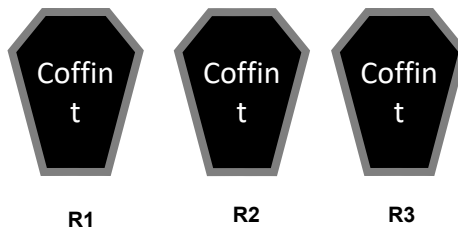
Line: It's like shooting ducks at a carnival!

"AT THE BEEP"

- Rifle: From position 1 or 2, shoot the four rifle targets R1 – R4 with a 2-1-1-1 sweep starting on either end, then repeat the instructions from the other end. For example, R1, R1, R2, R3, R4, & R4, R4, R3, R2, R1
- Shotgun: shoot any four KD's in any order. (Both positions *may* be used)
- Pistols: From Position 1 or 2 shoot the four pistol targets P1 – P4 with the same instructions as rifle.

Reset Rifle & Pistol Targets – Remove R1, left P1, and right P4.

Stages 3-4 Diagram (Bay 2, Kubaville)



Stage: 3

RC: Rifle – 10, Shotgun – 3+, Pistols – 5 each

SO: Rifle not last.

Rifle and Shotgun safely; Pistols holstered.

Starting Position: Shooter may start at either position 1 or 2, both positions must be used.

Hand Position: Default

Line: It's like shooting ducks at a carnival!

"AT THE BEEP"

- Rifle: From position 1 or 2, shoot the three rifle targets R1 – R3 with 4 rounds on the center target then double tap sweep all three targets from either direction. For example, R2, R2, R2, R2, R1, R1, R2, R2, R3, R3.
- Shotgun: shoot any three KD's in any order. (Both positions *may* be used)
- Pistols: From position 1 or 2 shoot the three pistol targets P1 – P3 with the same instructions as rifle.

Stage: 4

RC: Rifle – 10, Shotgun – 3+, Pistols – 5 each

SO: Rifle not last.

Rifle and Shotgun safely; Pistols holstered.

Starting Position: Shooter may start at either position 1 or 2, both positions must be used.

Hand Position: Default

Line: It's like shooting ducks at a carnival!

"AT THE BEEP"

- Rifle: From position 1 or 2, shoot the three rifle targets R1 – R3 in this order R1, R2, R2, R3, R2, R2, R1, R2, R2, R3.
- Shotgun: shoot any three KD's in any order. (Both positions *may* be used)
- Pistols: From position 1 or 2 shoot the three pistol P1 – P3 with the same instructions as rifle.

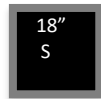
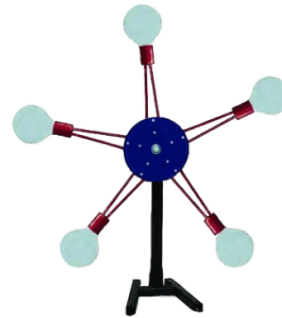
Reset Rifle, Pistol, and shotgun targets – Remove R1, right P4, and KD's in front of pistol targets, KD's on right of pistol targets remain.

Stages 5-6 Diagram (Bay 2, Kubaville)

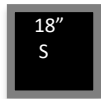


R1

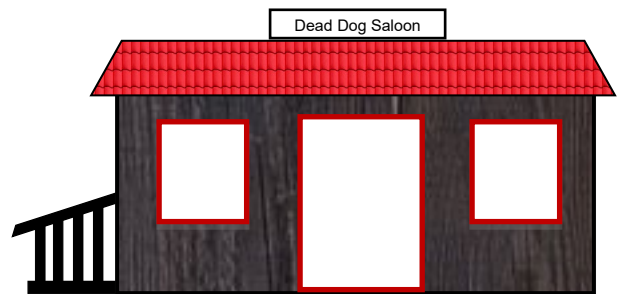
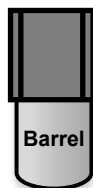
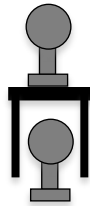
R2



P1



P2



Stage: 5

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

SO: Rifle not last.

Rifle and Shotgun staged on barrel; Pistols holstered.

Starting Position: Barrel (stand and deliver the goods)

Hand Position: Default

Line: It's like shooting ducks at a carnival!

"AT THE BEEP"

- Rifle: shoot the two rifle targets R1 – R2 with a progressive sweep starting on either target. For example, R1, R2, R2, R1, R1, R1, R2, R2, R2, R2.
- Shotgun: shoot the two KD's in any order.
- Pistols: shoot the two pistol targets P1 – P2 with the same instructions as rifle.

Stage: 6

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

Rifle and shotgun staged at saloon doorway; pistols staged on barrel.

Starting Position: Saloon doorway.

Hand Position: Both fists clinched out in front of you shaking at the star.

Line: It's like shooting ducks at a carnival!

"AT THE BEEP"

1. Rifle: From the saloon doorway, shoot the Texas Star, dumping any remaining rounds on either rifle target. At this point you may make up remaining plates with shotgun. Misses on the dump target are counted as misses.
2. Shotgun: Move to left saloon window and shoot the two KD's in any order. Make shotgun safe at left saloon window.
3. Pistols: Move down the saloon stairs to barrel and shoot the two pistol targets in any order with 5 rounds each.