

# Cavalier Cowboys

May 11, 2022  
Stages by Ripsaw

## **It's a Bison, not a Buffalo!**

The American bison was named the national mammal of the United States on May 9, 2016. This majestic animal joins the ranks of the Bald Eagle as the official symbol of our country -- and much like the eagle, it's one of the greatest conservation success stories of all time.

In prehistoric times, millions of bison roamed North America -- from the forests of Alaska and the grasslands of Mexico to Nevada's Great Basin and the eastern Appalachian Mountains. But by the late 1800s, there were only a few hundred bison left in the United States after European settlers pushed west, reducing the animal's habitat and hunting the bison to near extinction. Had it not been for a few private individuals working with tribes, states and the Interior Department, the bison would be extinct today.

**Bison are the largest mammal in North America.** Male bison (called bulls) weigh up to 2,000 pounds and stand 6 feet tall, while females (called cows) weigh up to 1,000 pounds and reach a height of 4-5 feet. Bison calves weigh 30-70 pounds at birth.

# Cavalier Cowboys – Club Match Rules & Conventions

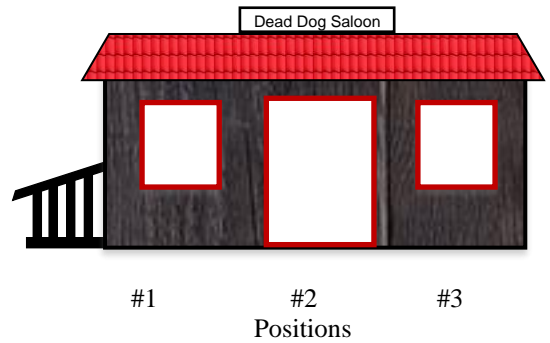
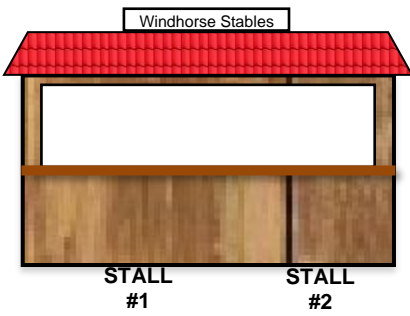
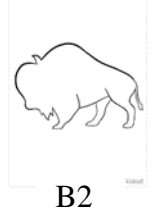
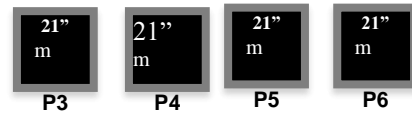
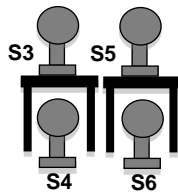
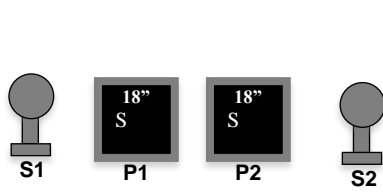
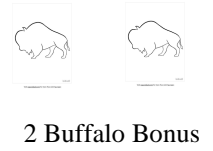
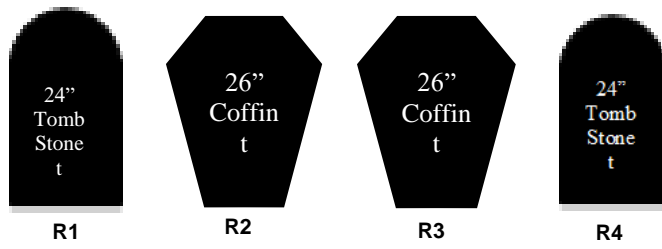
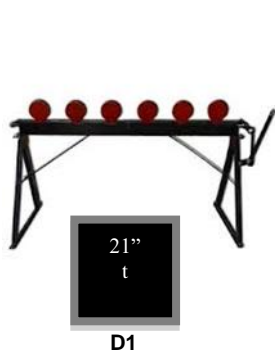
- **SASS Rules:** All SASS Rules are in affect; unless documented herein, addressed during the Shooter Safety Meeting or specifically stated in the stage directions for a given stage.
- **SASS Stage Conventions:** All SASS Stage Conventions are in affect; unless specifically stated in the stage directions 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.”*
- **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: Rifle-10, Pistols-5 each, Shotgun 2+

SO: Rifle not last

Pistols holstered, Rifle and Shotgun staged safely

Shooter starts standing at default at position of choice. When ready, says “It’s a Bison, not a Buffalo!” At the beep:

1. From horse, with rifle, shoot the 2 Coffin rifle targets, R2 and R3 by alternating double taps for 10 rounds.
2. From stall 2, with pistols, shoot the 2 pistol targets P1 and P2 with the same instructions as the rifle.
3. From the horse, with shotgun, shoot the 4 knockdowns S3-S6 in any order.

**STAGE: 2**

RC/SO: Shotgun- 2+, Rifle-10, (shotgun if needed), Pistols-5 each,

Pistols holstered, Rifle and shotgun staged in stall 2

Shooter starts standing in stall 2 with hands on shoulders and when ready, says “It’s a Bison, not a Buffalo!” At the beep, with shotgun, shoot the 2 shotgun targets S1 and S2 in any order. Next, with rifle, clear the plate rack and put any remaining rounds on D1. You may use the shotgun to clear the plate rack if the dump target was not engaged. Last, with pistols shoot the pistol targets P1 and P2 with 10 rounds, both targets engaged.

**STAGE: 3**

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

SO: Rifle first

Pistols holstered, Rifle pointed safely downrange, shotgun staged safely.

Shooter starts standing in the doorway with rifle pointed safely downrange and when ready, says “It’s a Bison, not a Buffalo!” At the beep:

1. With rifle, shoot the 4 rifle targets, R1-R4 with a sweep, placing (or attempting to place) the fifth round on a bison bonus. Then sweep R1-R4 from the opposite direction, engaging the other bison bonus with the 10<sup>th</sup> round. Each bonus worth 3 seconds.
2. From the doorway, with pistols, shoot the 4 pistol targets P3-P6 with a Nevada Sweep.
3. From Positions 1 and 3, the left and right windows, with shotgun, engage the two bison spinners in any order.

**STAGE: 4**

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

SO: Rifle not last, shooter must use at least two (2) different shooting positions.

Pistols holstered, Rifle & Shotgun staged safely.

Shooter starts standing with hands at default and when ready, says “It’s a Bison, not a Buffalo!”

At the beep,

1. With the shotgun, from any position, shoot any 4 shotgun targets.
2. With rifle, from any position, shoot the 4 rifle targets R1-R4 with 3-2-2-3 sweep from either direction
3. From Stall 2 with pistols, shoot the pistol targets P1 and P2 with a 3-2 sweep from one direction, then a 3-2 sweep from the other direction **or** from Position 2, the doorway, shoot P3-P6 with same instructions as rifle.

**STAGE: 5**

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

SO: shotgun last

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

Shooter starts standing with hands at low surrender and when ready, says “It’s a Bison, not a Buffalo!” At the beep,

1. From Stall 2, with pistols, shoot P1-P2 with progressive sweep from either end, for example, P1, P2, P2, P1, P1, P1, P2, P2, P2, P2.
2. From the Horse, with rifle, shoot R1-R4 with a progressive sweep from either end.
3. From Stall 2, with shotgun, shoot S1 and S2 and from the horse, shoot any two of S3-S6.

**STAGE: 6**

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

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 “It’s a Bison, not a Buffalo!”

At the beep,

1. From Position 1, the left window, shoot the rifle targets R1-R4 by placing two double taps on each tombstone (outer targets) and one single tap on each coffin (inner targets), in any order.
2. From Position 2, the Doorway, shoot the pistol targets P3-P6 with the same instructions as the rifle.
3. From Positions 1 and 3, the left and right windows, with shotgun, shoot B1 and B2 in any order.