



Sunday June 5th, 2022
Stages by: Bingo Montana

COWBOY SLANG, LINGO, AND JARGON

“A Lick and a Promise!”

- A hog-killin’ time: a real good time
- A lick and a promise: to do haphazardly. “Bingo just shot that stage with a lick and a promise”
- Above Snakes: If you were “above snakes,” you were above ground – meaning still alive
- Ace-high: first class, respected
- Ace in the Hole: hideout or a hidden gun
- Acknowledge the Corn: admit the truth, to confess a lie, or acknowledge an obvious personal shortcoming
- Adam’s Ale: water
- Airin’ the Lungs: term for cussing. “Bingo sure was airin’ the lungs after that stage!”
- All down but nine: missed the point, not understood. This is a reference to missing all nine pins at ninepin bowling
- At sea: at a loss, not comprehending. “When it comes to understanding women, I am at sea”
- An invite to a dance: could mean shooting at a man’s feet to make him dance

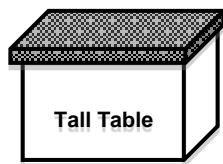
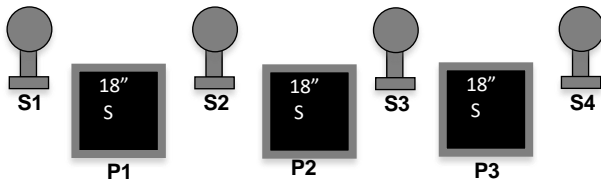
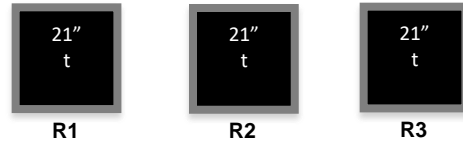
Cavalier Cowboys - Club Match Rules & Conventions

- 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 1-3 Diagram (Bay 1, Range 3)



Stage: 1

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

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

Starting Position: At Barrel with hands at default

Shooter may indicate ready by saying: “A Lick and a Promise!”

“AT THE BEEP”

1. With Rifle from barrel shoot R1- R3 by triple tapping the center target, double tapping one of the outside targets, triple tap center target, and double tapping the other outside target. E.g., R2, R2, R2, R1, R1 - R2, R2, R3, R3.
2. Move to tall table and with pistols shoot P1 – P3 with same instructions as rifle.
3. With shotgun from tall table shoot KD’s S1 – S4 in any order.

Stage: 2

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

Rifle staged on barrel, Shotgun staged safely, Pistols holstered

Starting Position: At Barrel with hands at default

Shooter may indicate ready by saying: “A Lick and a Promise!”

“AT THE BEEP”

1. With Rifle from barrel shoot R1 – R3 with a triple tap sweep starting on either end, then single tap R2. E.g., R1, R1, R1, R2, R2, R2, R3, R3, R3, R2.
2. Move to tall table and with shotgun shoot KD’s S1 – S4 in any order.
3. With Pistols from tall table shoot P1 – P3 with the same instructions as Rifle.

Stage: 3

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

Rifle stage at the barrel; Pistols holstered

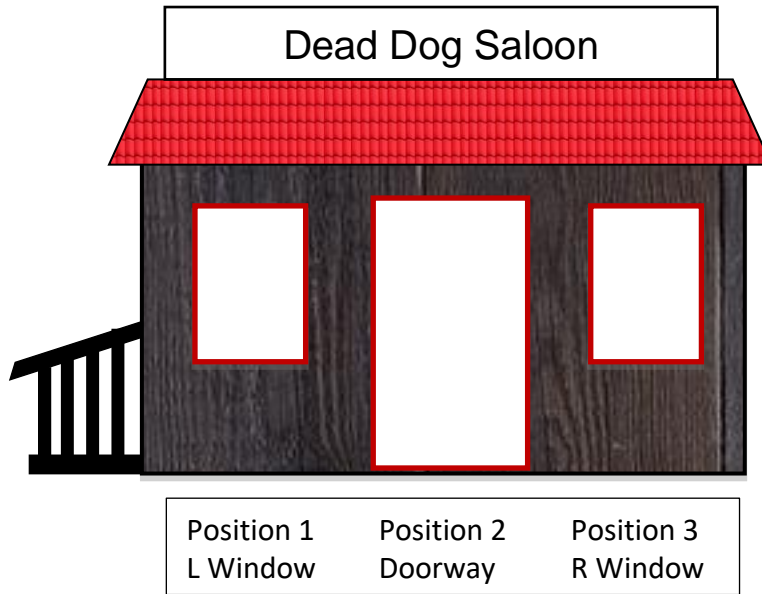
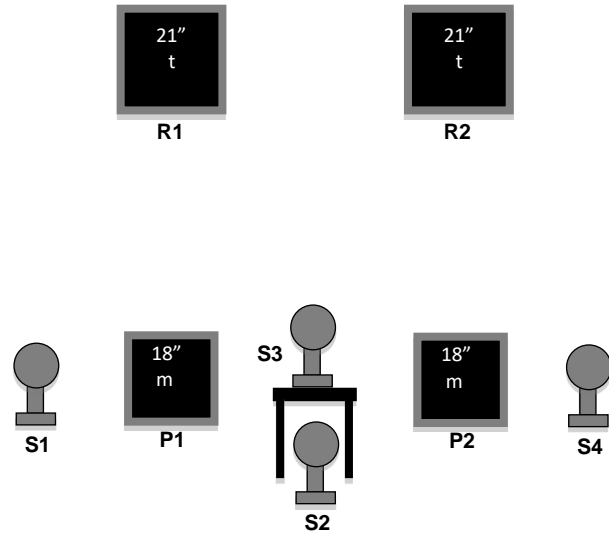
Starting Position: At the Tall table holding shotgun open, empty, and pointed safely downrange

Shooter may indicate ready by saying: “A Lick and a Promise!”

“AT THE BEEP”

1. With shotgun from the tall table shoot KD’s S3 & S4 in any order.
2. Move to barrel and with rifle shoot R1 – R3 in this order: R1, R3, R1, R2, R1 – R3, R1, R3, R2, R3.
3. Move to tall table and with Pistols shoot P1 – P3 with the same instructions as Rifle.
4. With shotgun from tall table shoot KD’s S1 & S2 in any order.

Stages 4 -6 Diagram (Bay 2, The Dead Dog Saloon)



Stage: 4

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

SO: Rifle not last

Pistols holstered, Rifle and Shotgun staged in doorway

Starting Position: In doorway with hands at default (Stand and Deliver from Doorway)

Shooter may indicate ready by saying: “A Lick and a Promise!”

“AT THE BEEP”

- Rifle: From the doorway (Position 2) shoot R1 & R2 with an alternating progressive sweep starting on either end, e.g., R1, R2, R2, R1, R1, R1, R2, R2, R2, R2.
- Pistols: Shoot P1 & P2 with the same instructions as the Rifle.
- Shotgun: Shoot KD’s S1 & S4 in any order.

Stage: 5

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

SO: Rifle not last

Pistols holstered; Rifle and Shotgun staged safely

Start at any position with hands at default

Shooter may indicate ready by saying: “A Lick and a Promise!”

- Rifle: from doorway (Position 2) shoot R1 & R2 with alternating double taps starting on either end.
- Shotgun: from left window shoot KD’s S1 & S2 (left & center bottom) in any order and from right window shoot KD’s S3 & S4 (center top and right) in any order. Yes, you can split shotgun engagements if you feel so inclined.
- Pistols: from doorway shoot P1 & P2 with the same instructions as rifle.

Stage: 6

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

SO: Rifle not last, must use all three positions

Pistols Holstered, Rifle and Shotgun staged safely

Start at any position with hands at default

Shooter may indicate ready by saying: “A Lick and a Promise!”

“AT THE BEEP”

- Rifle: shoot R1 & R2 with a lick and a promise (in any order), both rifle targets engaged.
- Shotgun: shoot KD’s S1 – S4 with a lick and a promise (in any order). Yes, you can split shotgun engagements if you feel so inclined.
- Pistols: shoot P1 & P2 with a lick and a promise (in any order), both pistol targets engaged.