



CAVALIER COWBOYS

Sunday October 2nd, 2022
Stages by Bingo Montana

Strange but True Stories of the Old West: Camels Once Roamed Around the American West

Accounts of a 30-foot beast called the “Red Ghost” wreaking havoc in the Arizona Territory in the 1880s seem far-fetched now, and they clearly are.

But the kernel of truth in this story is that this so-called ghost was actually a red-haired camel. When it was caught munching on a rancher’s tomatoes, it was shot and killed. How did wild camels get to the American frontier?

Thinking camels were essential for America’s westward expansion, Secretary of War Jefferson Davis allocated \$30,000 for “the purchase and importation of camels and dromedaries to be employed for military purposes.” The U.S. Army traveled to the Middle East and purchased 75 camels, believing they could carry supplies and personnel long distances to remote destinations.

The foreign animals were brought to Camp Verde in central Texas and were used to travel to and from San Antonio. Then, the herd was split when 24 camels were sent to California for an expedition.

The trip spanned over 1,200 miles of dry, barren terrain, and the difficulty of the journey and the success of the camels seemed to prove Davis right. Back in Texas, some of the camels there were tasked with searching for new routes along the Mexican border.

But while the camels appeared to have done everything they were expected to, the U.S. Government declined to purchase more. The powerful mule lobby — yes, that was very much a thing back then — pushed hard against the budding American camel relationship which they saw as detrimental for their interests.

When Texas seceded from the Union shortly before the Civil War, Confederate soldiers didn’t know what to do with the camels, so they released them. Some were caught and sold at auction. Others wandered down to Mexico, and there’s at least one account of a Confederate soldier pushing a camel off a cliff.

The California camels were sold at auction, and some were sent to Nevada while others were used for racing in Sacramento. From there, commercially imported camels began mating with the army ones, and the story gets a lot murkier as to which camels ended up where.

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

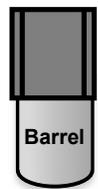
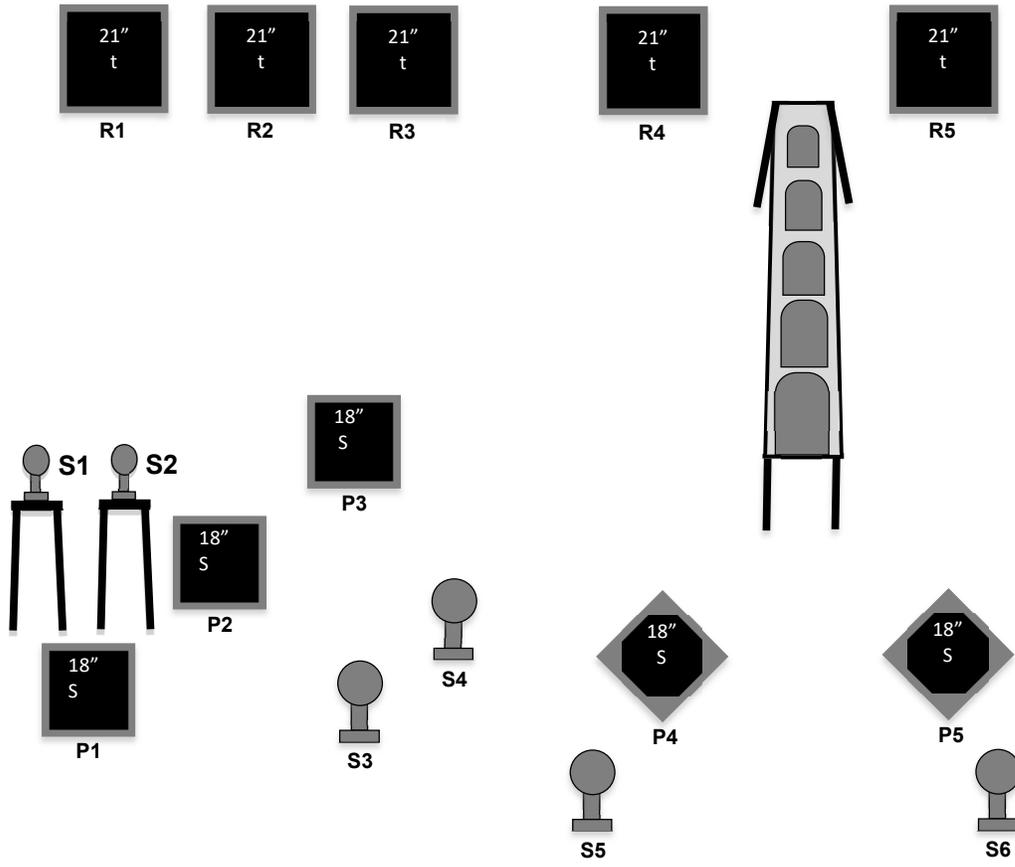
If you know that it's a Miss...It's a Miss

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: Rifle – 10, Shotgun – 2+, Pistols – 5 each
Rifle and Shotgun staged at Stall 2, Pistols holstered.

Shooter stands in stall 2 with hands at default. When ready say “I’m off to the camel races!” At the beep with rifle, engage rifle targets R1 – R3 with a 2 – 6 – 2 sweep starting on either end. For example, R1, R1, R2, R2, R2, R2, R2, R2, R3, R3. Next with shotgun engage KD’s S1 – S4 in any order. Last with pistols engage P1 – P3 with the same instructions as rifle.

Stage: 2

RC: Pistols – 5 each, Rifle – 10, Shotgun 6+
SO: Rifle not last
Rifle staged in stall 2, Shotgun staged safely, Pistols holstered.

Shooter starts at either stall 2 or barrel with hands on hat or head. When ready say “I’m off to the camel races!” At the beep;

- With pistols from stall 2 engage P1 - P3 with 10 rounds, placing only single taps on P1, double taps on P2, and triple taps on P3 with all targets engaged.
- With Rifle engage targets R1 – R3 with the same instructions as the pistols.
- With Shotgun using both stall 2 and barrel engage KD’s S1 - S6 in any order.

Stage: 3

RC/SO: Pistols – 5 each, Rifle – 10, Shotgun – 2 +
Pistols holstered, Rifle staged in stall 2, Shotgun staged safely

Shooter starts at stall 2, with hands at default. When ready say “I’m off to the camel races!” At the beep with pistols engage P1 – P3 with a 4 – 2 – 4 sweep starting on either end. For example, P1, P1, P1, P1, P2, P2, P3, P3, P3, P3. Next with rifle engage R1 – R3 with the same instructions as the pistols. Last, move to the barrel and with shotgun engage the KD’s S5 and S6 in any order.

Stage: 4

RC/SO: Rifle – 10, Shotgun 2+, Pistols – 5 each,
Rifle and Shotgun staged on barrel; Pistols holstered

Shooter starts at barrel with hands on the barrel. When ready say “I’m off to the camel races!” At the beep with rifle engage R4 & R5 in this exact order, R4, R5, R5, R4, R4, R4, R5, R5, R5, R5. Next with shotgun engage S5 & S6 in any order. Last with pistols engage P4 & P5 with the same instructions as the rifle.

Stage: 5

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

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

Shooter starts at barrel with hands on rifle pointed safely downrange. When ready say “I’m off to the camel races!” At the beep with rifle engage the “Ducks in a row plate rack”, remaining rounds placed on either R4 or R5 dump targets. With shotgun you may now engage any “Ducks” left standing if the dump target(s) were not engaged. Next with pistols engage P4 & P5 placing five rounds on each in any order. Last with shotgun engage S4 – S6 in any order. *Ducks left standing and misses on dump plate(s) are scored as misses.*

Stage: 6

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

Rifle not last

Rifle staged in stall 2, Pistols holstered, Shotgun staged safely.

Shooter starts in either stall 2 or barrel with hands at default. When ready say “I’m off to the camel races!” At the beep.

- With rifle from stall 2 engage R1 – R3 with a triple tap sweep starting on either end, then place the 10th round on the center target (R2).
- With pistols from stall 2 engage P1 – P3 with the same instructions as the rifle.
- With shotgun engage S1 – S6 in any order using both stall 2 and the barrel positions.