

Cavalier Cowboys

November 6, 2022

Stages by Ripsaw

The Man Who Shot Liberty Valance (movie)

Stoddard (Jimmy Stewart), a lawyer by profession, comes to the town of Shinbone as a lawyer. The stage was robbed on its way in by local ruffian Liberty Valance (Lee Marvin), and Stoddard has nothing left to his name but a few law books. He gets a job in the kitchen at the Ericsons' restaurant, where he meets his future wife, Hallie (Vera Miles).

The territory is vying for Statehood. Stoddard defeats Valance in an election to be representative to the State Senate and a newspaper editorial appears contrasting the goals of statehood with the interests of Valance and the cattlemen.

Valance then baits Stoddard into a gunfight. The showdown between Stoddard and Liberty is the centerpiece of the film and the shot heard round the West allows the victor, Stoddard, to build an entire career as a Senator based on the incident.

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 ~~leared~~ 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 Hitō It’s a Hit

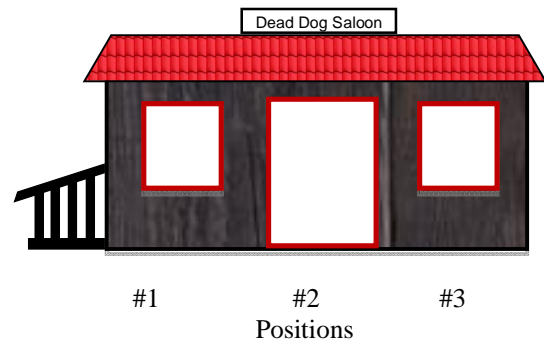
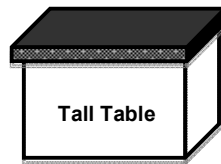
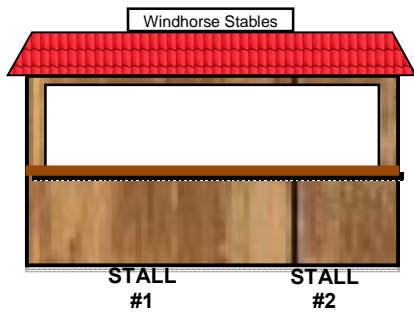
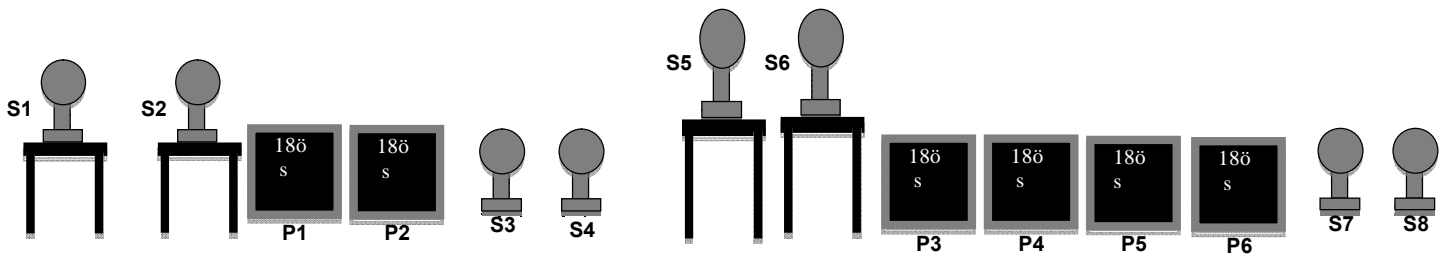
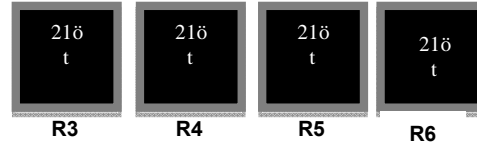
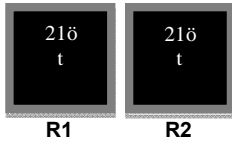
If you know that it’s a Missō It’s a Miss

If you think it’s a Hitō It’s a Hit

If you think it’s a Missō IT’S A HIT

Benefit of the doubt always goes to the shooter

Stage 1-6 Diagrams
Bay 2



STAGE: 1

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

Pistols holstered, Rifle and shotgun staged in stall 2

Shooter starts standing in stall 2 at default. When ready, says "I'll use this gun if I have to!" At the beep, with rifle, shoot the two rifle targets, R1-R2 in two separate 2-3 sweeps from left to right. For example, R1, R1, R2, R2, R2, R1, R1, R2, R2, R2. Next, with pistols, shoot the two pistol targets, P1-P2 with the same instructions as the rifle. Last, with shotgun, shoot S1 and S2 in any order.

STAGE: 2

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

Rifle Not Last, must use both Stall 2 and the Barrel

Pistols holstered, Shotgun and rifle staged safely

Shooter starts standing with hands at default. When ready, say "I'll use this gun if I have to!" With shotgun, shoot S3-S6 from two different positions: Stall 2 and Barrel.

With pistols, from Stall 2, shoot the two pistol targets, P1-P2 with a Progressive Sweep starting on either target. For example, P1, P2, P2, P1, P1, P1, P2, P2, P2, P2.

With rifle, from either position, shoot the two rifle targets, R1-R2 with the same instructions as the pistols.

STAGE: 3

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

Pistols holstered, Rifle held at Cowboy Port Arms, Shotgun staged safely.

Shooter starts standing in doorway with rifle held at Cowboy Port Arms. When ready say "I'll use this gun if I have to!" At the beep, with rifle, shoot the four rifle targets R3-R6 with a Badger sweep from either direction. For example, R3, R3, R4, R3, R4, R5, R3, R4, R5, R6. Next, shoot S5-S8 by moving to either the left or right window, position 1 or 3, and with shotgun, shoot the two knockdowns at that position in any order, then move to the other window and shoot the other two knockdowns at that position in any order. Last, move back to doorway, position 2 and with pistols, shoot the four pistol targets, P3-P6 with the same instructions as the rifle.

STAGE: 4

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

Pistols holstered, Rifle staged at position 1, Shotgun staged safely.

Shooter starts standing at position 1, left window at default. When ready, say "I can use this gun if I have to!" At the beep, with rifle, shoot the four rifle targets, R3-R6 as follows: R3, R4, R4, R5, R5, R4, R4, R5, R5, R6. Then, move to the doorway, position 2, and with pistols, shoot the four pistol targets P3-P6 with the same instructions as the rifle. Last, with shotgun, shoot the knockdowns S5-S8 in any order from any position(s).

STAGE: 5

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

Pistols holstered, Rifle pointed safely down range, Shotgun staged safely.

Shooter starts standing in doorway with rifle held pointed safely down range. When ready, say, "I can use this gun if I have to!" At the beep, with rifle, shoot the four rifle targets R3-R6 as follows: R3, R4, R5, R6, R5, R5, R5, R4, R4, R3. Next, move to both windows, positions 1 and 2, and with shotgun, shoot the four knockdowns, S5-S6 and S7-S8 in any order. Last, move back to doorway, position 2 and with pistols, shoot the four pistol targets, P3-P6 with the same instructions as the rifle.

STAGE: 6

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

Pistols holstered, Rifle and Shotgun staged on the Barrel

Shooter starts standing at barrel 2 at default. When ready, say "I can use this gun if I have to!" At the beep, with rifle shoot the six rifle targets, R1-R6 in this exact sequence: R1, R3, R4, R5, R6, R6, R5, R4, R3, R2. Next with pistols, shoot the two knockdowns, S5 and S6 and the four pistol targets P3-P6 in this exact sequence: **S5**, P3, P4, P5, P6, P6, P5, P4, P3, **S6**. Last, with shotgun, make up any standing knockdowns S5 or S6, then shoot S3 and S4 in any order.

(Note: S5 and S6 set over S3 and S4. Pistol targets 3 ó 6 shifted to the left)