

# Cavalier Cowboys

February 5, 2023

Stages by Ripsaw

## **The Three Second Gunfight**

### **The Canyon Diablo shootout**

was a gunfight between American lawmen and a pair of bandits that occurred on April 8, 1905, in the present-day ghost town of Canyon Diablo, Arizona. On the night before, two men named William Evans and John Shaw robbed a saloon in Winslow and made off with at least \$200 in coins. Two lawmen pursued the bandits and on the following day they encountered each other in Canyon Diablo. A three-second shootout ensued, which was described at the time as "one huge explosion" that resulted in the death of Shaw and the wounding and capture of Evans.

Bonus Question: What song made the town of Winslow famous?

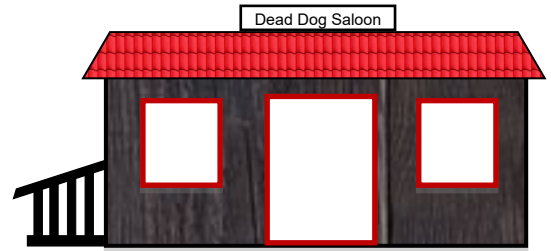
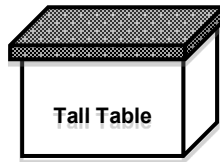
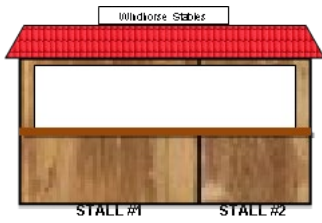
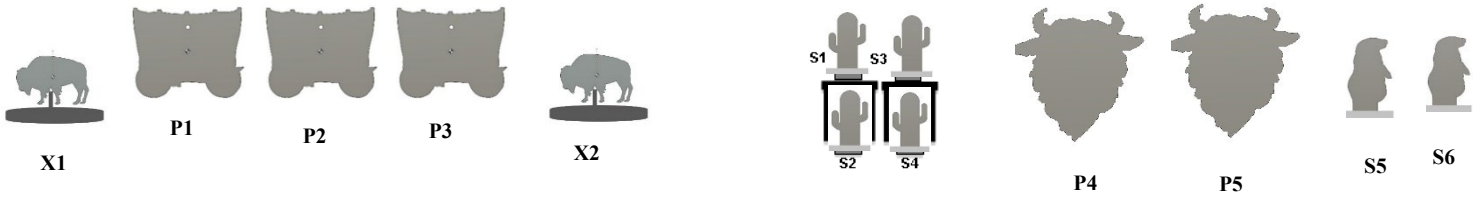
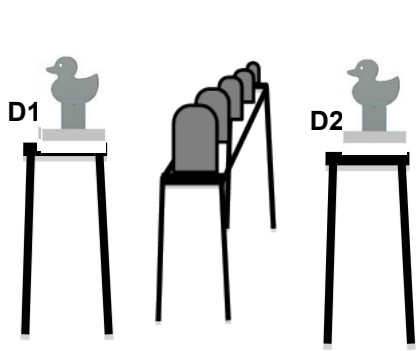
# Cavalier Cowboys – Club Match Rules & Conventions

- **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.”*
- **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

Stage 1-6 Diagrams  
Bay 2



**STAGE: 1**

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

Pistols holstered, Rifle and Shotgun staged on the tall table

Shooter starts standing at the Tall Table with rifle pointed safely down range. When ready, say “Three Seconds is Fast!” At the beep, with rifle, shoot the Tombstone Rifle Targets R1, R3, R5 with a triple tap sweep, from either direction, putting the tenth round on the center target. Next, with shotgun, shoot the Cactus Knockdowns S1-S4 in any order. Last, move to Stall 2 and with pistols, shoot the Wagon Targets P1-P3 with the same instructions as the Rifle.

**STAGE: 2**

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

Pistols holstered, Shotgun and Rifle staged in Stall 2

Shooter starts standing in stall 2 at default position. When ready, say “Three Seconds is Fast!” At the beep, with rifle, shoot the Ducks in a Row, **and** the two stray ducks, D1 and D2 in any order, and finally, place any extra rounds on R1 as a dump target. At this point, you may make up any knockdowns with the shotgun if R1 has not been hit. Next, with shotgun, engage the two Bison Spinners, X1 and X2 in any order. Finally, with pistols, shoot P1-P3 with a double tap Nevada Sweep from either direction.

**STAGE: 3**

RC Rifle-10, Shotgun- 6+, Pistols-5 each

SO: Rifle Not Last

Pistols holstered, Rifle and Shotgun staged safely.

Shooter starts standing at low surrender. When ready say, “Three Seconds is Fast!” At the beep,

1. From Stall 2 and the Tall Table engage X1, X2 and S1-S4 in any order.
2. From Stall 2, shoot P1-P3 with a 3-4-3 sweep from either direction.
3. From either the Tall Table or Stall 2, shoot R1, R3 and R5 with the same instructions as the Pistols.

#### **STAGE: 4**

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

SO: Rifle not last

Pistols either staged safely or holstered. Rifle and Shotgun staged safely. Shooter must use all three shooting positions, 1, 2 and 3 in the saloon. Note: Split pistols, rifle or shotgun are permitted.

Shooter starts at default. When ready, say “Three Seconds is Fast!” At the beep,

1. With rifle, shoot the two rifle targets, R2 and R4 with five rounds on each target in any order.
2. With pistols, shoot the two pistol targets P3-P4 with the same instructions as the rifle.
3. With shotgun, shoot a total of 4 knockdowns in any order.

#### **STAGE: 5**

RC/SO: Rifle-10, Shotgun- 6+, 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, “Three Seconds is Fast!” At the beep, with rifle, shoot the five rifle targets R1-R5 with a double tap sweep from either direction. Next, move to the right and left windows, positions 1 and 3, and with shotgun, shoot the six knockdowns, S1-S6 in any order. Last, move back to doorway, position 2 and with pistols, shoot the two pistol targets, P4-P5 with alternating double taps.

#### **STAGE: 6**

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

SO: Rifle not last

Pistols holstered, Rifle & Shotgun staged safely. You may stand and deliver from any location or use up to three positions. Using two positions will earn a 5 sec bonus. Using all three positions will earn a 10 sec bonus.

Shooter starts standing in the Saloon at default. When ready, say “Three Seconds is Fast!” At the beep:

1. From any position, with rifle, shoot the two rifle targets, R2 and R4 with a **regressive** sweep. For example, R2, R2, R2, R2, R4, R4, R4, R2, R2, R4
2. From any position, with pistols, shoot the Pistol Targets, P4-P5 with the same instructions as the Rifle.
3. From any position, shoot any **two (2) of the** knockdowns, S1-S6.