

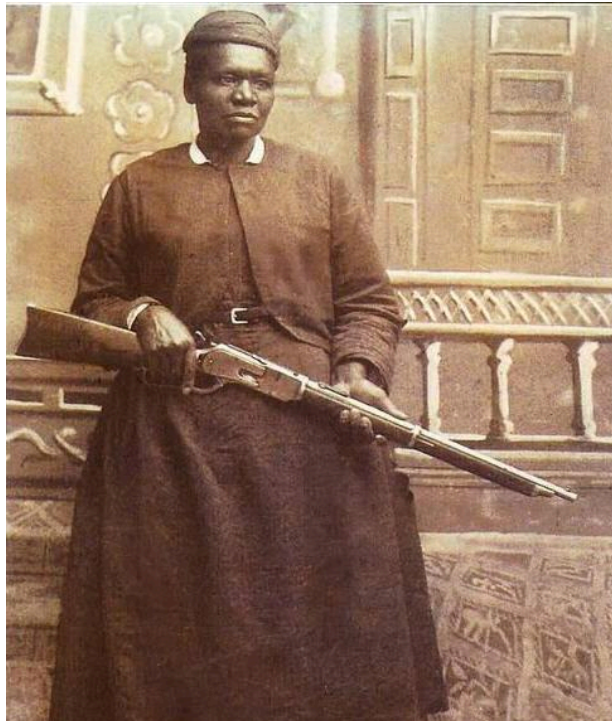


CAVALIER COWBOYS

Sunday March 5th, 2023
Stages by: Bingo Montana

Mary Fields AKA: Stagecoach Mary

<https://www.history.com/news/meet-stagecoach-mary-the-daring-black-pioneer-who-protected-wild-west-stagecoaches>



Known as Stagecoach Mary, Mary Fields was one of the toughest and bravest women in American history. Fields was born into slavery around 1832 and freed after the Civil war. She would go on to work at convents in Ohio and Montana, where she ran a tight ship and became notorious for drinking, smoking, and toting guns. In 1895, she became the first African-American female star route mail carrier, delivering mail by stagecoach. Fields earned the nickname "Stagecoach Mary" for her speed of delivery and reliability. She was also known for being fearless in the face of stagecoach thieves and is rumored to have fought off a pack of wild wolves with a rifle.

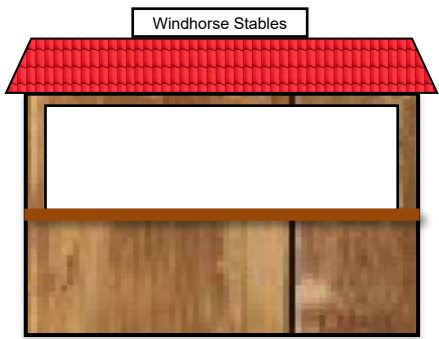
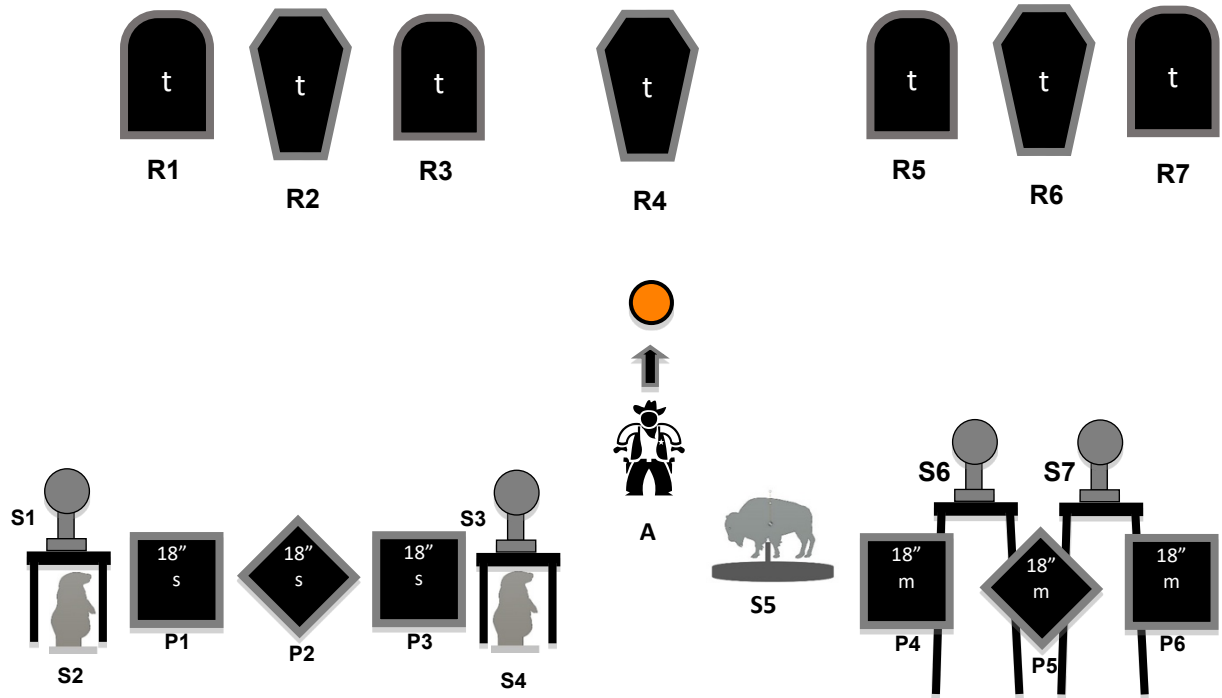
Cavalier Cowboys - Club Match Rules & Conventions

- 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 1/2 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.

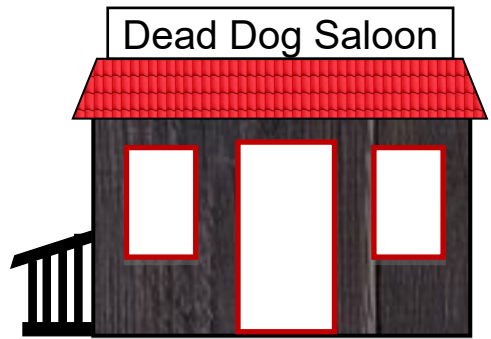
The Spotters Creed:

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)



Stall 2



Stage: 1

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

Rifle and Shotgun staged at Stall 2; Pistols holstered.

Starting Position: At Stall 2 with hands at default (Stand and Deliver!)

Shooter may indicate ready by saying: “Bandits Beware!”

“AT THE BEEP”

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

Stage: 2

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

Rifle staged in left window, Shotgun staged in doorway, Pistols holstered.

Starting Position: At left window with hands at default

Shooter may indicate ready by saying: “Bandits Beware!”

“AT THE BEEP”

1. With Rifle from left window shoot R4 – R7 in the following order: R4, R5, R5, R4, R6, R6, R4, R7, R7, R4.
2. Next move to doorway and with shotgun shoot KD’s S6 – S7 in any order.
3. Last with Pistols shoot P4 – P6 with double tap Nevada sweep.

Stage: 3

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

Shotgun held at barrel, Rifle stage at the barrel, Pistols holstered

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

Shooter may indicate ready by saying: “Bandits Beware!”

“AT THE BEEP”

1. With shotgun from the barrel shoot the activator “A” and engage the clay flier. If you miss the flier shoot S5.
2. Next with rifle shoot the rifle tombstone targets with a Nevada sweep starting on either end. E.g., R1, R3, R5, R7, R5, R3, R1, R3, R5, R7.
3. Last move to stall 2 and with Pistols shoot P1 & P3 with a single tap continuous Nevada sweep starting on either end. ;-)

Stage: 4

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

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: “Bandits Beware!”

“AT THE BEEP”

1. From the doorway with rifle shoot R5 – R7 in the following order: R5, R6, R6, R5, R7, R7, R7, R5, R6, R6.
2. Next with pistols shoot P4 – R6 with the same instructions as the Rifle.
3. Last with shotgun: Shoot KD’s S6 & S7 in any order.

Stage: 5

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

Pistols holstered; Rifle staged on barrel, Shotgun staged safely.

Starting Position: At barrel with hands touching rifle!

Shooter may indicate ready by saying: “Bandits Beware!”

1. With rifle from barrel shoot R1 – R7 by double tapping the coffin targets and single tapping the tombstone targets in any order. E.g., R1, R2, R2, R3, R4, R4, R5, R6, R6, R7.
2. Next move to right stall and with shotgun shoot any 3 KD’s from S1 – S4 in any order.
3. Last with pistols shoot P1 – P3 by double tapping the square targets and single tapping the diamond target in any order. E.g., R1, R1, R2, R3, R3 – R1, R1, R2, R3, R3.

Stage: 6

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

Pistols Holstered, Rifle and Shotgun staged at right stall.

Starting Position: At stall 2 with hands at low surrender. (Stand and Deliver from Stall 2!)

Shooter may indicate ready by saying: “Bandits Beware!”

“AT THE BEEP”

1. With shotgun shoot KD’s S1 – S4 in any order.
2. Next with rifle shoot R1 – R3 by single tapping the center target, then single tap both outside targets, then single tap the center target, then single tap both outside targets, then single tap the center target, then single tap both outside targets, then single tap the center target. E.g., R2, R3, R1, R2, R3, R1, R2, R3, R1, R2.
3. Last with pistols shoot P1 – P3 with the same instructions as the rifle.