

Cavalier Cowboys

Wednesday Match 5

Stages by Ripsaw

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

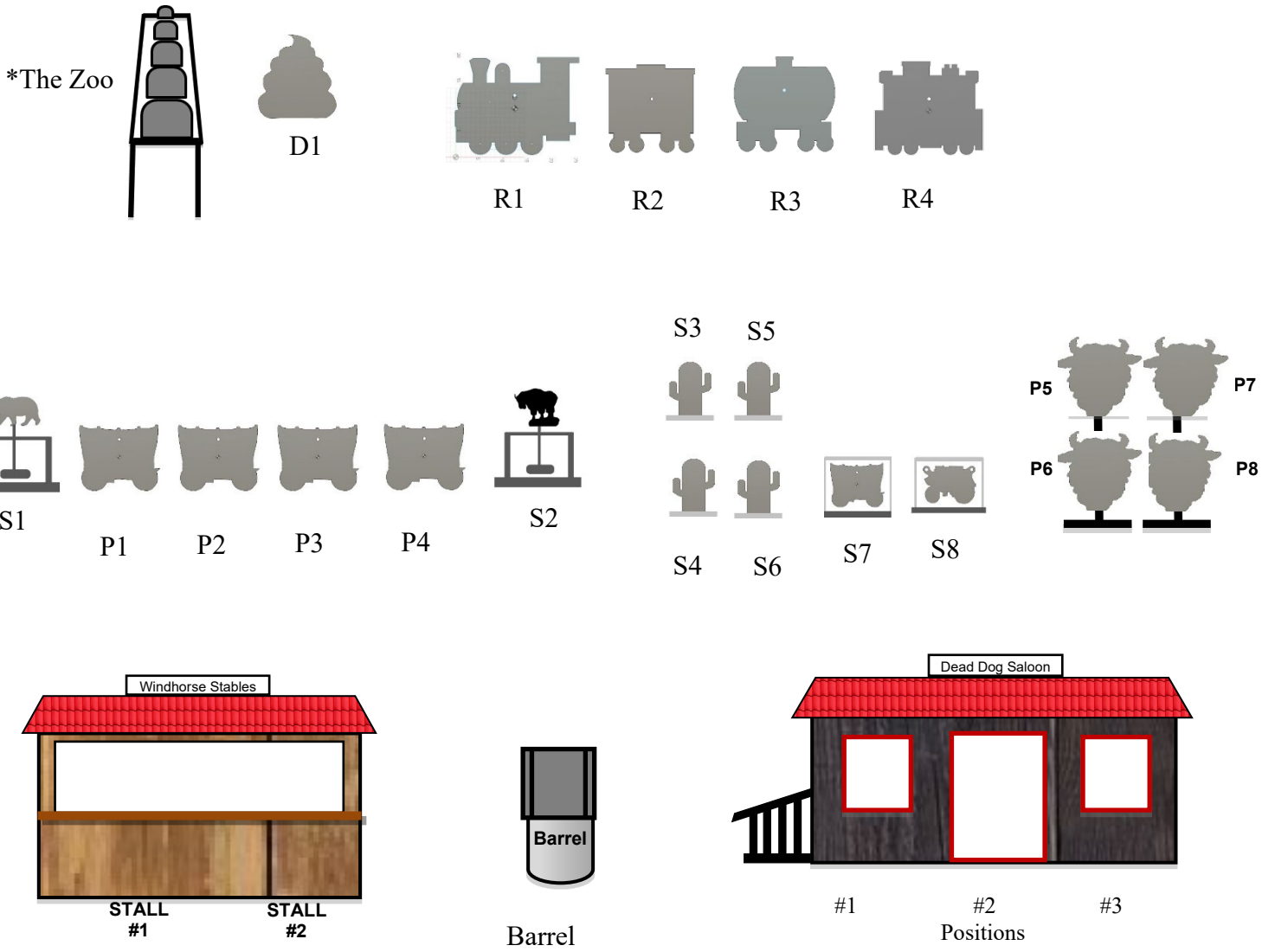
If you know that it's a Miss...It's a Miss

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

Stages 1-6 Diagram



*The Zoo: 5 KDs of various animals, rabbits, ducks, ground hogs.

STAGE: 1

RC: Rifle-10, Shotgun 1+, Pistols-5 each **SO: Rifle not last**

Pistols holstered, Rifle staged on Barrel, Shotgun Staged Safely

Shooter starts standing at default. At the beep,

1. From the barrel, with rifle, shoot the R1-R4 from either end with a Progressive Sweep: R1, R2, R2, R3, R3, R3, R4, R4, R4, R4
2. From either the Barrel OR Stall 2, shoot a single Rocker (S1 OR S2). Hat must fall.
3. From Stall 2, shoot P1-P4 with the same instructions as rifle.

STAGE: 2

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

Pistols holstered, shotgun staged in stall 2, rifle pointed safely downrange

Shooter starts standing in stall 2 with rifle pointed safely downrange. At the beep, with Rifle, shoot the Zoo until all targets are down. Then place any remaining rounds on D1. Make up any Zoo animals with shotgun or rifle reloads as necessary (procedurals will not apply). Next, with shotgun, shoot the 2 Rockers S1 and S2 in any order. Hats must fall. Finally, with pistols, shoot the 4 pistol targets P1-P4 with a Nevada Sweep starting from either end.

STAGE: 3

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

SO: rifle not last

Pistols holstered, Rifle and shotgun staged safely

Shooter starts standing in the Saloon. At the beep, from the left window, with shotgun, shoot S3-S6 in any order. From the doorway, with rifle, shoot R1-R4 in order as follows: R1, R1, R2, R2, R3, R3, R4, R4, R1, R4. From the right window, with pistols, shoot P5-P8 in order as follows: P5, P5, P6, P6, P7, P7, P8, P8, P5, P8. (Similar to rifle).

STAGE: 4

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

Pistols holstered, shotgun staged on the barrel, Rifle at Cowboy port arms

Shooter starts at the barrel, with rifle held at cowboy port arms. At beep, with rifle, shoot the 4 rifle targets R1 and R4 as follows: R1, R2, R3, R4, R3, R3, R3, R2, R2, R1. Next, with shotgun, shoot S3-S6 in any order. Last, move to Stall 2 and with pistols, shoot P1-P4 with the same instructions as the rifle.

STAGE: 5

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

Pistols holstered, Rifle staged in the left window, shotgun in doorway

Shooter starts standing at the left window, at low surrender. At the beep, with rifle, shoot the 4 rifle targets by alternately single tapping any pair of targets then single tapping the other pair of targets for 10 rounds. For example, R1, R4, R3, R2, R1, R4, R3, R2, R1, R4. (R1, R2, R3, R4, R1, R2, R3, R4, R1, R2) Pairs must mirror. Next, move to the doorway and with shotgun, shoot the two swingers, S7 and S8. Then, move to the right window and with pistols shoot P5-P8 with same instructions as rifle.

STAGE: 6

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

SO: Shotgun Last

Pistols holstered, Rifle staged on barrel, shotgun staged safely

Shooter starts standing with hands on hat or head. At the beep:

From the barrel, with rifle, shoot the 4 rifle targets R1, R2, R2, R3, R3, R3, R4, R3, R2, R1

From Stall 2, with pistols, shoot P1-P4 with same instructions as rifle,

From stall 2 with shotgun, shoot the 2 rockers, S1 and S2 and from the barrel the 4 knockdowns S3-S6 in any order.