

Cavalier Cowboys

June 4, 2023

Stages by Ripsaw



The Good, The Bad and The Ugly is not only one of the best Westerns ever made, but it also ranks highly in many "Greatest Movies Of All Time" lists — and for good reason. Director Sergio Leone created an everlasting masterpiece in this final installment of the *Dollars Trilogy*. A perfectionist, he was one of the few filmmakers who believed in bleeding for art, and it's reflected in the carefully constructed and visually stunning postmodern Western. *The Good, the Bad, and the Ugly's* script is terse, but it also includes quite a few great lines of dialogue, ranging from the humorous to the profound.

Some famous lines:

Blondie: "Every gun makes its own tune."

Tuco: "When you have to shoot, shoot, don't talk."

Angel Eyes: "People with ropes around their necks don't always die."

Blondie: "'The Next Town Is 70 Miles... If You Save Your Breath, I Feel a Man Like You Could Manage It."

Tuco: "If You Work For a Living, Why Do You Kill Yourself Working?"

And, perhaps the best line:

Blondie: "You see in the world, there's two kinds of people, my friend. Those with loaded guns and those who dig. You dig."

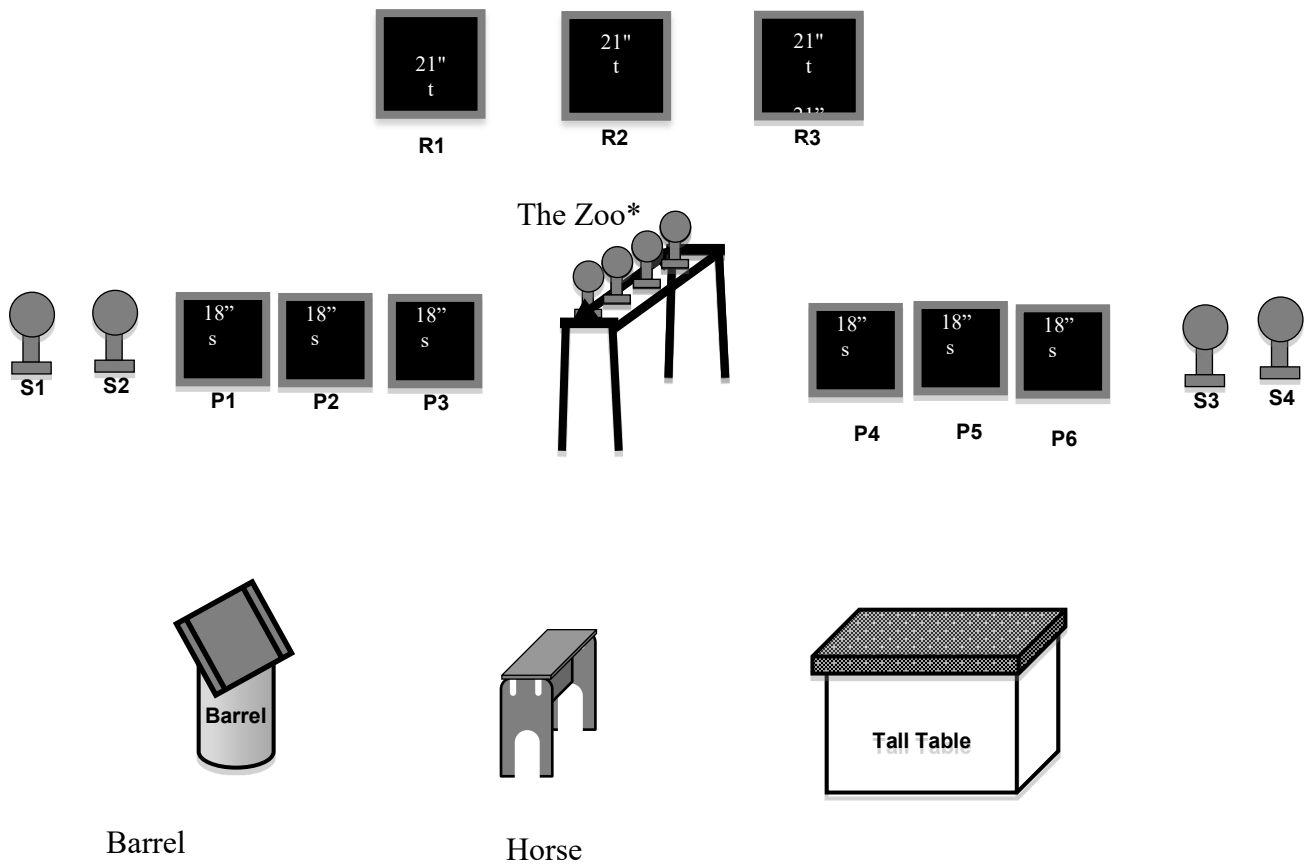
Cavalier Cowboys – Club Match Rules & Conventions

- ❑ **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 1-3 Diagram



*The Zoo is four random animal knockdown targets on a ladder rack.

STAGE: 1

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

Pistols holstered, Rifle held at cowboy port arms, Shotgun staged safely.

Shooter starts standing at the horse with the rifle at cowboy port arms and when ready, says “Every gun makes its own tune.” At the beep, shoot the three rifle targets, R1, R2 and R3 in a 3-4-3 sweep from either end. For example, R1, R1, R1, R2, R2, R2, R2, R3, R3, R3. Next, move to either the table or the barrel. With pistols, shoot the three pistol targets P1-P3 with the same instructions as the rifle **and** with shotgun, shoot the two knockdowns, S1 and S2 or S3 and S4, in any order.

STAGE: 2

RC: Pistols-10, Rifle-10, Shotgun-4+ SO: Rifle Not Last

Pistols holstered, Rifle staged on the horse, shotgun staged safely.

Shooter starts standing at default and when ready, says “Every gun makes its own tune.” At the beep,

--From the horse shoot the zoo with the shotgun

--From any one of the three positions, with rifle, shoot R1-R3 with a 3-2 (two target sweep) from one end, then 3-2 from the other end. For example, R1, R1, R1, R2, R2, R3, R3, R3, R2, R2

--From either the table or the barrel, with pistols, shoot P1-P3 or P4-P6 with the same instructions as the rifle.

STAGE: 3

RC: Rifle-10, Shotgun-4+, Pistols-5 each SO: Rifle not last

Pistols holstered, Rifle and shotgun staged safely

Shooter starts standing with hands on prop not touching firearm(s) and when ready, says “Every gun makes its own tune.” At the beep,

--with rifle, from any position, shoot R1-R3 with a double tap Nevada sweep

--with pistols from either the barrel or the table, shoot P1-P3 or P4-P6 with the same instructions as the rifle

--with shotgun from the horse, shoot the zoo.

Stage 4-6 Diagram



R1



R2



R3



R4

Ducks-in-a-Row



D1



K1



K2



P1



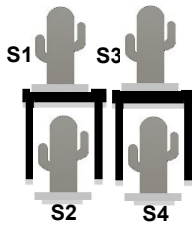
P2



P3



P4



P5



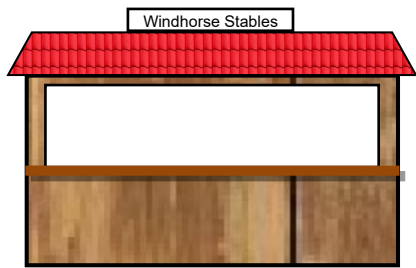
P6



S5

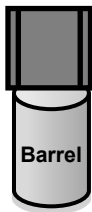


S6

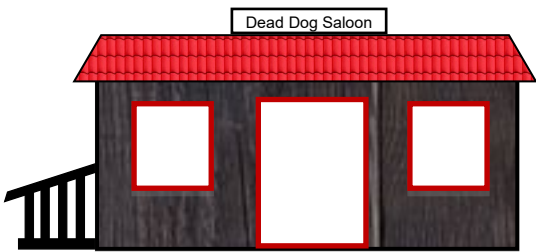


STALL
#1

STALL
#2



Barrel



#1

#2
Positions

#3

STAGE: 4

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

Pistols holstered, Rifle & Shotgun staged in stall 2.

Shooter starts standing in stall 2, with hands at default and when ready, says “When you have to shoot, shoot, don’t talk.” At the beep, with rifle, shoot the four rifle targets R1- R4 with a Cavalier Sweep: R1, R2, R2, R3, R3, R3, R4, R3, R2, R1. Next, with shotgun, shoot the two rockers, K1, K2, in any order. Hats must fall. Finally, with pistols, shoot the 4 pistol targets P1-P4 with the same instructions as the rifle.

STAGE: 5

RC: Shotgun-4+, Rifle-10, Pistols-5 each SO: Rifle not last

Pistols holstered, Rifle & Shotgun staged on the barrel

Shooter starts standing at low surrender. When ready, say, “When you have to shoot, shoot, don’t talk.” At the beep,

--With rifle, from the barrel, shoot R1-R4 as follows: R1, R2, R1, R2, R3, R4, R3, R4, R3, R2

--With pistols, from stall 2 shoot P1-P4 with same instructions as rifle

--With shotgun, from the barrel, shoot S1-S4 in any order

STAGE: 6

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

Rifle staged in Doorway, Shotgun staged safely, pistols holstered

Shooter starts standing at the left window in the saloon with hands on hat or head. When ready, says “When you have to shoot, shoot, don’t talk.” At the beep, with pistols, shoot P5 and P6 with double taps for 10 rounds. Move to the doorway and with rifle, shoot the Ducks in a Row and the dump plate D1 in any order. Make up any standing plates with the shotgun if needed (may do so from either the doorway or the right window). Finally, from the right window, with shotgun, shoot S5 and S6 in any order.