

# Cavalier Cowboys

July 2, 2023

Stages by Bucksaw Bob



In the second half of the 1800's, 4<sup>th</sup> of July picnics were an annual favorite. Like the movie *McLintock*, the Annual celebration often included the local ranches competing in roping and riding. Prescott, Arizona claims the first organized Rodeo with prize money on July 4, 1888. Other claims were Cheyenne, Wyoming in 1872, Winfield, Kansas in 1882, and Pecos, Texas in 1883. So let's all whoop it up, celebrate our freedoms and eat.

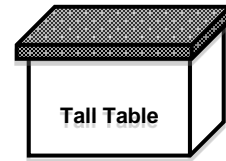
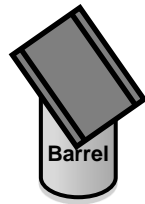
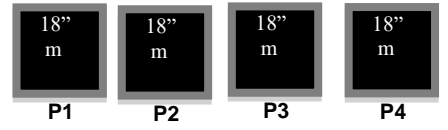
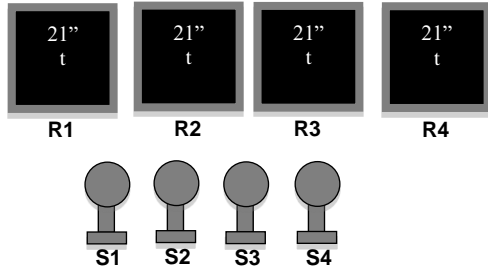
# Cavalier Cowboys – Club Match Rules & Conventions

- **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



**STAGE: 1**

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

Pistols holstered, Rifle and Shotgun on barrel.

Shooter starts standing at the barrel with hands at default and when ready, says “Yeehaw” At the beep,

- with rifle sweep R1 – R4 from either end, then alternate the two inside targets for 6 rounds.
- with shotgun shoot 4 knockdowns in any order.
- move to table, and with pistols, shoot using the same instructions as the rifle.

**STAGE: 2**

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

Pistols holstered, Rifle on barrel, Shotgun in hand.

Shooter starts standing at the barrel holding shotgun safely downrange and when ready, says “Yeehaw” At the beep,

- with shotgun shoot any 2 shotgun knockdowns.
- with rifle shoot a 3-2-2-3 sweep from either direction.
- move to table, and with pistols, shoot using the same instructions as the rifle.

**STAGE: 3**

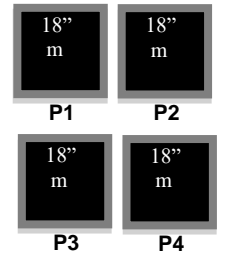
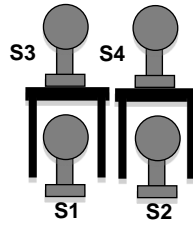
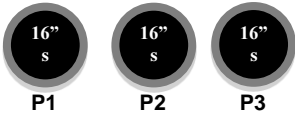
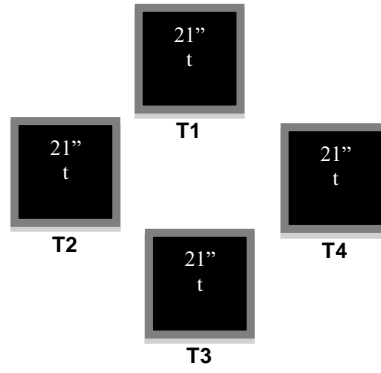
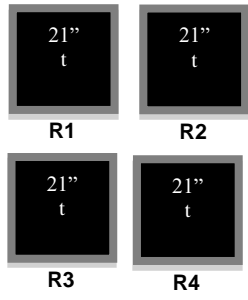
RC: Rifle-10, Pistols-5 each, Shotgun 4+      SO: Pistol, Rifle, Shotgun

Pistols holstered, Rifle and Shotgun staged safely

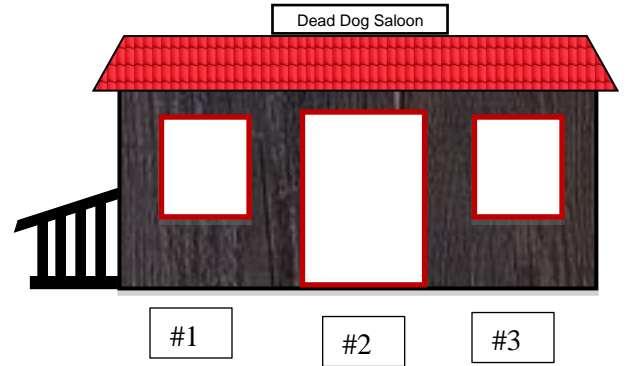
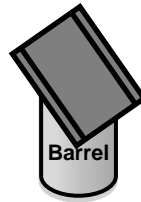
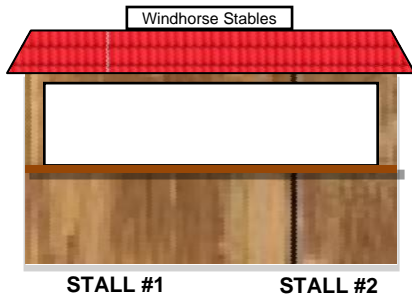
Shooter starts standing at the table with hands on pistol butts and when ready, says “Yeehaw” At the beep,

- with pistols shoot a Progressive Sweep from the left (P1-P2-P2-P3-P3-P3-P4-P4-P4-P4).
- move to barrel and with rifle shoot rifle targets using the same instructions as the pistols.
- with shotgun shoot a Potter County Sweep (S1-S3-S2-S4).

Stages 4-6 Diagram



#1



**STAGE: 4**

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

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

Shooter starts standing in Stall 2 with hands on table and when ready, says “Yeehaw” At the beep,

- with pistol shoot a 3-4-3 sweep from either direction.
- move to barrel and with rifle alternate single taps on R1 & R4 for 5 rounds, and single taps alternate R2 & R3 for 5 rounds.
- with shotgun shoot S1-S4 in any order.

**STAGE: 5**

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

Pistols holstered, Rifle in doorway and Shotgun staged safely.

Shooter starts standing in the doorway at the default position and when ready, says “Yeehaw” At the beep,

- with rifle shoot clockwise single taps for 10 rounds starting on any target (ex. T1-T4-T3-T2-T1-T4-T3-T2-T1-T4).
- shotgun from left window S3-S6 in any order.
- or pistols from right window using the same instructions as the rifle.

**STAGE: 6**

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

Pistols holstered, Rifle and Shotgun staged safely

Shooter starts standing at the doorway with hands on pistol butts and when ready, says “Yeehaw” At the beep,

- with rifle alternate single taps from side to side then top and bottom, side to side, top and bottom, side to side. (ex. T1-T3-T4-T2-T1-T3-T4-T2-T1-T3).
- with shotgun shoot bottom-top-bottom-top.
- with pistols put 10 rounds on 4 targets.