



Sunday August 6, 2023
Stages by: Bingo
Montana

Frontier Trivia

Judge Roy Bean once killed a Mexican official in a dispute over a girl in California. A friend of the Mexican official hanged Bean; but, before he died, he was cut down by the contested damsel. Ever after, Bean was unable to turn his head due to the injury.

The term “red light district” came from the Red Light Bordello in Dodge City, Kansas. The front door of the building was made of red glass and produced a red glow to the outside world when lit at night. The name carried over to refer to the town’s brothel district.

Rumor has it that the tradition of spreading sawdust on the floors of bars and saloons started in Deadwood, South Dakota due to the amount of gold dust that would fall on the floor. The sawdust was used to hide the fallen gold dust and was swept up at the end of the night.

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 Mattaponi Sundowner 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 Mattaponi Sundowner 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 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

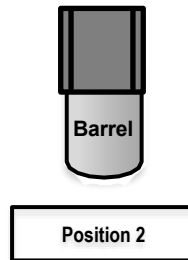
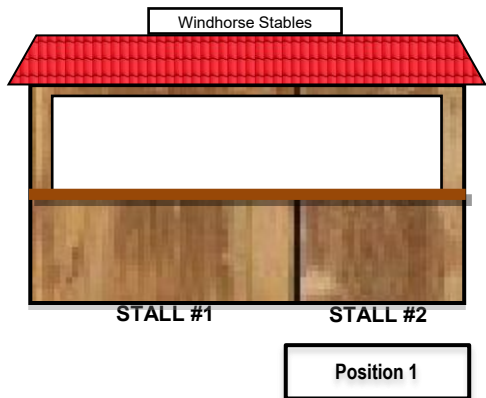
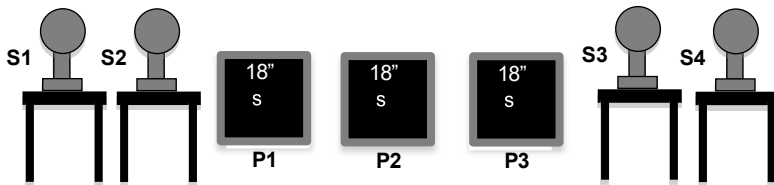
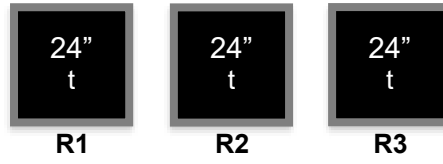
If you know that it's a Miss...It's a Miss

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 (Bay 2)



Stage: 1**RC/SO: Shotgun 4+, Rifle – 10, Pistols – 5 each****Shotgun pointed safely downrange, Rifle staged on the barrel, Pistols holstered.**

Shooter starts at Stall 2 with shotgun pointed safely downrange. When ready say “Sawdust!” At the beep with shotgun shoot KD’s S1 and S2 in any order then move to barrel and shoot KD’s S3 and S4 in any order. Next with rifle, triple tap R1, R2, and R3 in any order, then single tap R2 (no quad tap). For example; R1, R1, R1, R2, R2, R2, R3, R3, R3, R2. Last move back to Stall 2 and with pistols shoot P1 – P3 with the same instructions as the rifle.

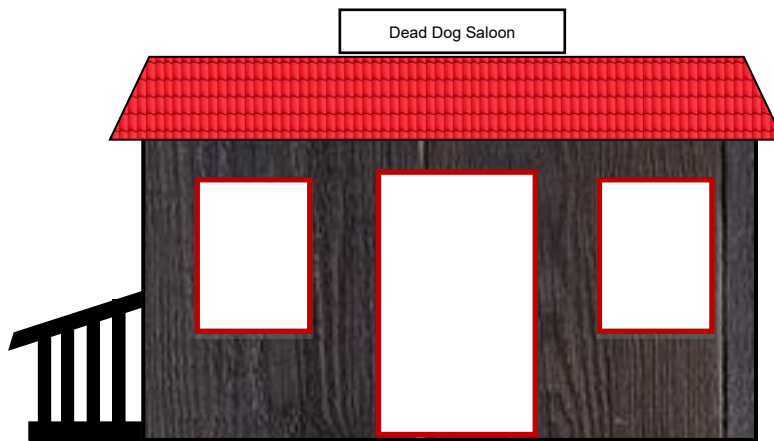
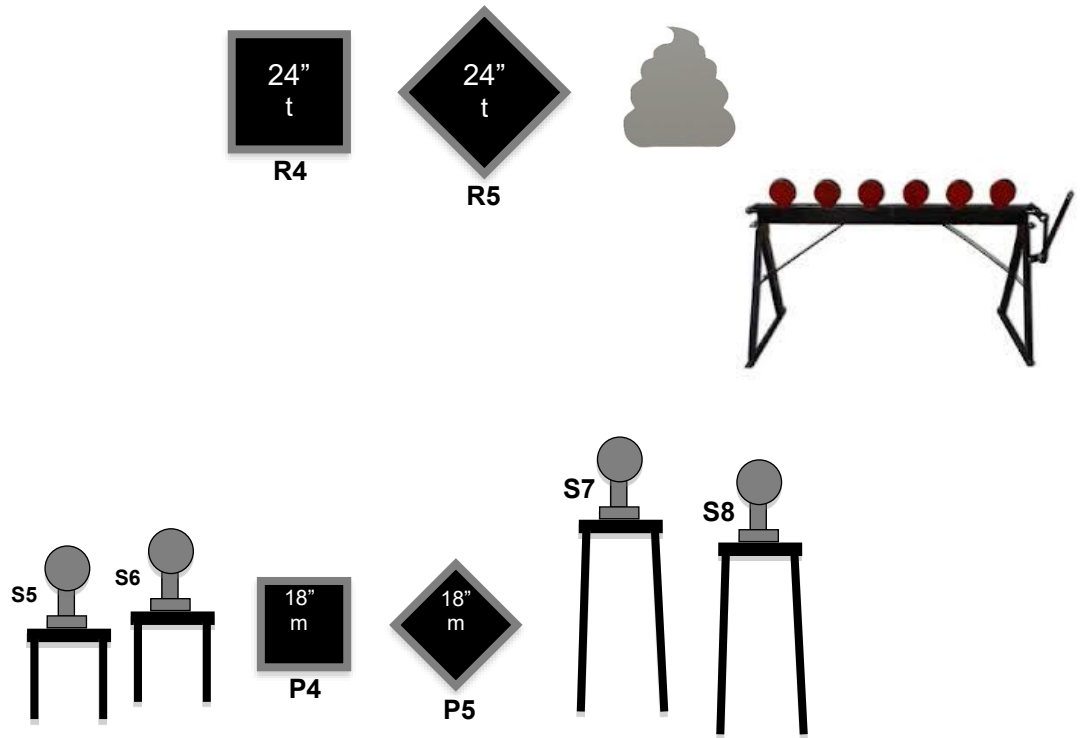
Stage: 2**RC/SO: Rifle – 10, Shotgun – 2+, Pistols – 5 each****Rifle and Shotgun staged on the barrel; Pistols holstered.**

Shooter starts at the barrel with hands on hat or head. When ready say “Sawdust!” At the beep with rifle shoot R1 – R3 by single tapping both outside targets, then double tap the center target, then single tap both outside targets, then double tap the center target, then single tap both outside targets. For example; R1, R3, R2, R2, R1, R3, R2, R2, R1, R3. Next with shotgun shoot KD’s S3 and S4 in any order. Last move to Stall 2 and with pistols shoot P1 – P3 with the same instructions as the rifle.

Stage: 3**RC/SO: Pistol – 5 each, Rifle – 10, Shotgun 4+****Rifle and Shotgun staged on the barrel; Pistols holstered.**

Shooter starts at the Stall 2 with hands at default. When ready say “Sawdust!” At the beep with pistols shoot P1 – P3 with 5 rounds on the center target (P2) then alternating single taps on the outside targets (P1 & P3) for 5 rounds. For example: P2, P2, P2, P2, P2, P1, P3, P1, P3, P1. Next move to the barrel and with rifle shoot R1 – R3 with the same instructions as the pistols. Last with shotgun shoot KD’s S3 and S4 in any order then move to the Stall 2 and shoot KD’s S1 and S2 in any order.

Stages 4-6 Diagram (Stage 6 - Move Plate Rack to in front of R4 & R5, take down R4 & R5, Hang Dump plate on R5 stand)



Stage: 4**RC/SO: Rifle – 10, Pistols – 5 each, Shotgun 4+****Rifle staged at doorway, Pistols holstered, Shotgun staged safely**

Shooter starts at doorway with hands at default. When ready say “Gold Dust!” At the beep with rifle shoot R4 – R5 by double tapping the Square R target and triple tapping the Diamond R target, then repeat. For Example, R4, R4, R5, R5, R5, R4, R4, R5, R5, R5. Next with pistols shoot P4 – P5 with the same instructions as the rifle. Last with shotgun shoot KD’s S5 – S8 in any order using both the left and right window.

Stage: 5**RC/SO: Shotgun 4+, Rifle -10, Pistols – 5 each.****Shotgun staged in left or right window, Rifle staged in doorway, Pistols holstered.**

Shooter starts at either the left or right window with hands at default. When ready say “Gold Dust!” At the beep shoot the 2 KD’s in front of starting position window, move to the other window and shoot the remaining 2 KD’s. Next move to the doorway and with rifle shoot R4 – R5 in this order; R4, R5, R4, R5, R5, R4, R5, R5, R5, R4. Last with pistols shoot P4 – P5 with the same instructions as the rifle.

Stage: 6 (Stage 6 - Move Plate Rack to in front of R4 & R5, take down R4 & R5, Hang Dump plate on R2 stand)**RC/SO: Rifle – 10, Pistols – 5 each, Shotgun 4+.****Rifle pointed safely downrange; Shotgun staged safely; Pistols holstered.**

Shooter starts at the doorway with rifle pointed safely downrange. When ready say “Gold Dust!” At the beep with rifle using the plate rack shoot the 3 Cowboys, then the 3 Indians, place any remaining rounds on the Dump target. Next with pistols shoot P4 and P5 with alternating single taps. For example; P4, P5, P4, P5, P4, P5, P4, P5, P4, P5. Next with shotgun shoot KD’s S5 – S8 from any position. Last, if needed, make up any Cowboy or Indian left standing. Cowboys and Indians left standing and misses on the Dump target are scored as misses.