

Cavalier Cowboys

October 1, 2023
Stages by Ripsaw

Saloons of the Old West

Professional gamblers such as Doc Holliday and Wild Bill Hickok learned early to hone their six-shooter skills at the same pace as their gambling abilities. Taking swift action upon the green cloth became part of the gamblers' code – shoot first and ask questions later.

Eventually, there was every type of saloon that one could imagine. There were gambling saloons, restaurant saloons, billiard saloons, dancehall saloons, bowling saloons, and, of course, the ever-present, plain ole' fashioned, "just drinking" saloons. They took on names such as the First Chance Saloon in Miles City, Montana, the Bull's Head in Abilene, Kansas and the Holy Moses in Creede, Colorado. In many of the more populated settlements, these saloons never closed, catering to their ever-present patrons 24 hours a day, seven days a week. Some didn't even bother to have a front door that would close.

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.

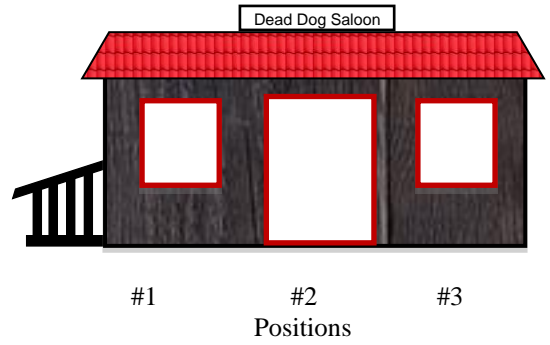
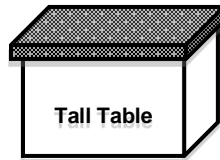
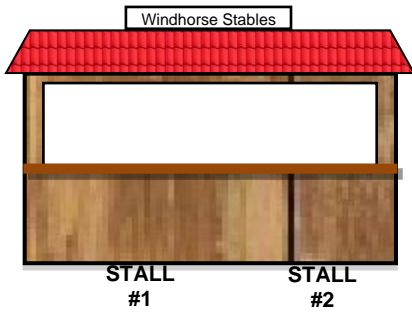
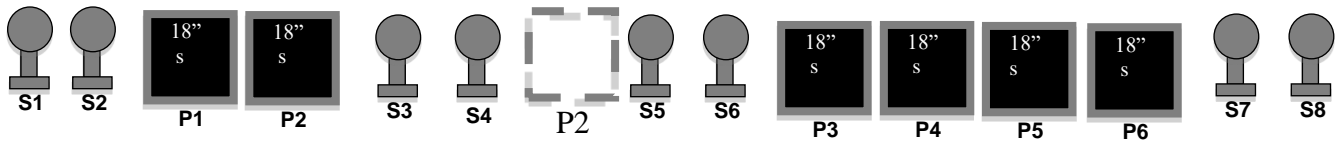
The Spotters Creed:

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

Stage 1-6 Diagrams
Bay 2



Move P2 for
stage 6



STAGE: 1

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

Pistols holstered, Rifle and shotgun staged in stall 2

Shooter starts standing in stall 2 with hands at low surrender. When ready, says “Nobody draws 4 aces!” At the beep, with rifle, shoot the two rifle targets, R1-R2 in two separate 2-3 sweeps from left to right (or right to left). For example, R1, R1, R2, R2, R2, R1, R1, R2, R2, R2. Next, with pistols, shoot the two pistol targets, P1-P2 with the same instructions as the rifle. Last, with shotgun, shoot S1 and S2 **OR** S3 and S4, in any order.

STAGE: 2

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

SO: Rifle not last

Pistols holstered, Rifle and shotgun staged safely

Shooter starts standing with hands at default position. When ready, say “Nobody draws 4 aces!”

At the beep,

--With pistols, from stall 2, shoot the two pistol targets, P1-P2 with a Progressive Sweep starting on either target. For example, P1, P2, P2, P1, P1, P1, P2, P2, P2, P2.

--With rifle, from either Stall 2 or the Tall Table, shoot the two rifle targets, R1-R2 with the same instructions as the pistols.

--With shotgun, shoot the 6 knockdowns in any order: S1-S4 from Stall 2 and S5-S6 from the Tall Table.

STAGE: 3

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

Pistols holstered, Rifle held at Cowboy Port Arms, Shotgun staged safely.

Shooter starts standing in Saloon doorway with rifle held at Cowboy Port Arms. When ready say, “Nobody draws 4 aces!” At the beep, with rifle, shoot the four rifle targets R3-R6 with a Nevada sweep from either direction. For example, R3, R4, R5, R6, R5, R4, R3, R4, R5, R6. Next, shoot S5-S8 by moving to the either the left or right window, position 1 or 3, and with shotgun, shoot the two knockdowns at that position in any order, then move to the other window and shoot the other two knockdowns at that position in any order. Last, move back to doorway, position 2 and with pistols, shoot the four pistol targets, P3-P6 with the same instructions as the rifle.

STAGE: 4

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

Pistols holstered, Rifle staged at position 1 or 3, Shotgun staged safely.

Shooter starts standing at position 1 or 3, left or right window, with both hands on, but not lifting, the rifle. When ready, say "Nobody draws 4 aces!" At the beep, with rifle, shoot the four rifle targets, R3-R6 as follows: R3, R4, R4, R5, R5, R5, R6, R5, R4, R3 (or reverse). Then, move to the doorway, position 2, and with pistols, shoot the four pistol targets P3-P6 with the same instructions as the rifle. Last, with shotgun, shoot any **two** of the knockdowns S5-S8 in any order from the corresponding window.

STAGE: 5

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

Pistols holstered, Rifle held at Cowboy Port Arms, Shotgun staged safely.

Shooter starts standing in doorway with rifle held at Cowboy Port Arms. When ready, say, "Nobody draws 4 aces!" At the beep, with rifle, shoot the four rifle targets R3-R6 with a double tap sweep from either direction, then single tap the two outside targets. For example, R1, R1, R2, R2, R3, R3, R4, R4, R1, R4. Next, move to either window and shoot the two KDs at that window in any order. Last, move back to doorway, position 2 and with pistols, shoot the four pistol targets, P3-P6 with the same instructions as the rifle.

STAGE: 6

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

NOTE: Move P2 to between S4 and S5. (In front of tall table).

Pistols holstered, shotgun staged in Stall 2 or on Tall Table, Rifle staged at opposite position.

Shooter starts standing at position with the rifle, with hands on table not touching a firearm. When ready, say "Shucks! I forgot my shotgun!" At the beep, move to stall 2 or tall table, and retrieve the shotgun and return to the starting position. Shoot S1-S4 if in Stall 2 or S3-S6 if at the tall table. Next, with rifle, shoot the two rifle targets, R1-R2 with alternating double taps for 10 rounds. Last, with pistols, shoot P1 or P2 with 5 consecutive double taps.