

Cavalier Cowboys

November 8, 2023

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

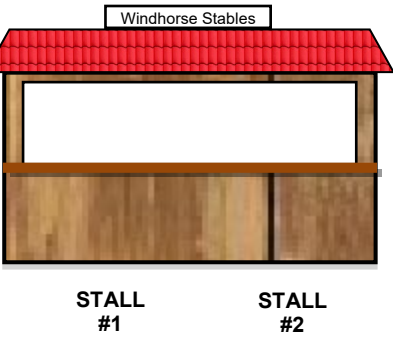
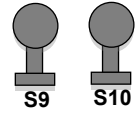
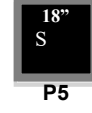
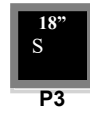
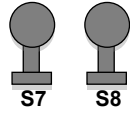
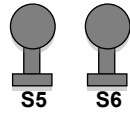
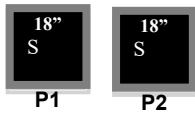
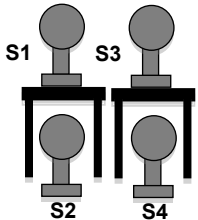
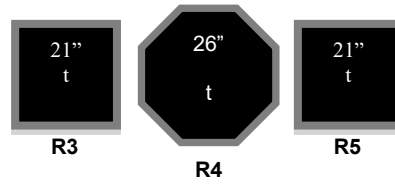
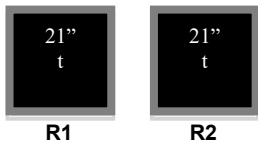
If you know that it’s a Miss...It’s a Miss

If you think it’s a Hit...It’s a Hit

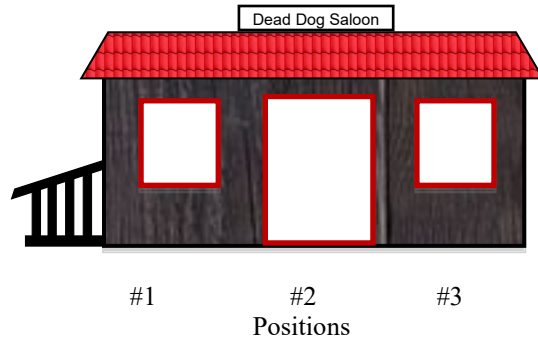
If you think it’s a Miss...IT’S A HIT

Benefit of the doubt always goes to the shooter

Stages 1-6 Diagram



Barrel



STAGE: 1

Round Count/Shooting Order: Pistols-5 each, Rifle-10, Shotgun 6+

Pistols holstered, Rifle and shotgun staged in stall 2

Shooter starts standing in stall 2 with hand/hands on pistol/pistols. When ready say “These pistols will do the talkin’ for me!” At the beep, with pistols, shoot the two pistol targets, P1-P2 by alternating double taps for 10 shots. Next, with rifle, shoot the two rifle targets, R1-R2 with the same instructions as the pistols. Last, with shotgun, shoot the knockdowns, S1- S4 in any order, then shoot S5-S6 in any order.

STAGE: 2

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

Pistols holstered, Rifle staged on barrel, shotgun pointed safely down range

Shooter starts standing in stall 2 with shotgun pointed safely downrange and when ready, say “I got a shotgun, I don’t need no stinkin’ pistols!” At the beep, with shotgun, shoot the four knockdown targets S1-S4 in any order. **Then stage both pistols in Stall 2** and then move to the barrel. At the barrel, with rifle, shoot the two rifle targets R1-R2 with a 1-4 sweep from one direction and then a 1-4 sweep from the other direction. (Yes you can.) Then, move back to Stall 2 and with pistols, shoot the two pistol targets, P1-P2 with the same instructions as the rifle.

STAGE: 3

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

Pistols holstered, Rifle & Shotgun staged on the barrel

Shooter starts standing at the barrel at default position and when ready, says “Just stand on the front porch and fire two rounds into the air. That’ll scare them away!” At the beep, with rifle, shoot the two rifle targets R1-R2 with two 2-3 sweeps from the same direction. For example, R1, R1, R2, R2, R2, R1, R1, R2, R2, R2. Then, with shotgun, shoot S5 and S6 knockdowns in any order. Finally, with safe shotgun move to Stall 2 and with pistols, shoot the two pistol targets P1-P2 with the same instructions as the rifle. Finally, with shotgun, shoot any two of the knockdowns, S1-S4.

STAGE: 4

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

Pistols holstered, Rifle & Shotgun staged Position 2

Shooter starts standing at position 2 with fingers of both hand crossed behind your back. When ready, say, “I promise I won’t shoot nuthin’!” At the beep, with rifle, shoot the three rifle targets R3-R5 with a 3-4-3 sweep from either direction. For example, R3, R3, R3, R4, R4, R4, R4, R5, R5, R5. Next, with Shotgun, shoot the four knockdowns S7-S10 in any order. Last, with pistols, shoot the three pistol targets P3-P5 with the same instructions as the rifle.

STAGE: 5

RC: Shotgun 4+, Rifle-10, Pistols-5 Shooting order: rifle not last

Pistols holstered, rifle staged at position 1, left window, shotgun staged safely

Shooter starts standing in saloon with hands on head/hat. When ready, say "Hot lead comin' your way you scoundrels!" at the beep:

--Shoot knockdowns S7-S8 from the left window and S9-S10 from the right window.

--Shoot the three rifle targets R3-R5 from the left window by alternating 5 rounds on R3-R4 and then alternating 5 rounds on R4-R5, starting each 5 shot string on R4, the middle target. For example, R4, R3, R4, R3, R4, R4, R5, R4, R5, R4

--Shoot the pistol targets P3-P5 from the doorway, position 2, with the same instructions as the rifle.

STAGE: 6

RC: Rifle-10, pistols-5 each first. Shotgun 2+

Pistols holstered, Rifle and Shotgun staged safely in either/both windows.

Shooter starts standing in doorway with hands over ears. When ready, say "Wow! That's some loud shootin!" At the beep, move first to a window and then back to the doorway to shoot the rifle and pistol targets R3-R5 and P3-P5 with 2-6-2 sweeps from either direction. Last, with shotgun, from a window, shoot any two of the S7-S10 knockdowns.