



CAVALIER COWBOYS

Sunday January 7, 2024
Stages by: Bingo Montana

Happy New Year!



Welcome to the first match of 2024 with the Cavalier Cowboys. The entire posse wishes you a very Happy New Year! We are looking forward to another great year of Cowboy Action Shooting and want to remind you there are only 237 days until the SASS VA State Championship, "Gunfight at the Double-C". Hope to see you all there!

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 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 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 ½ 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

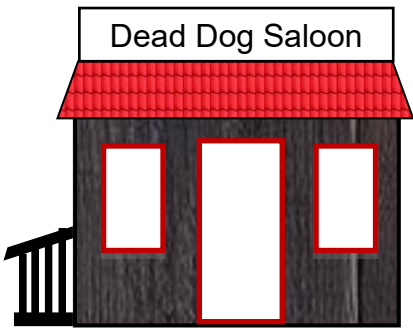
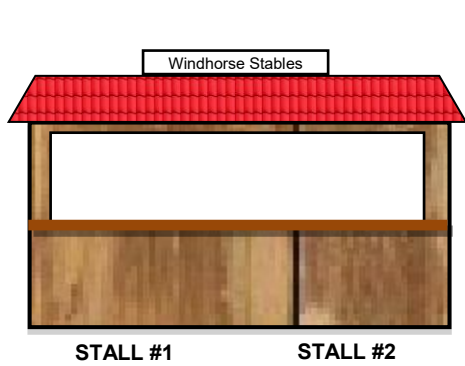
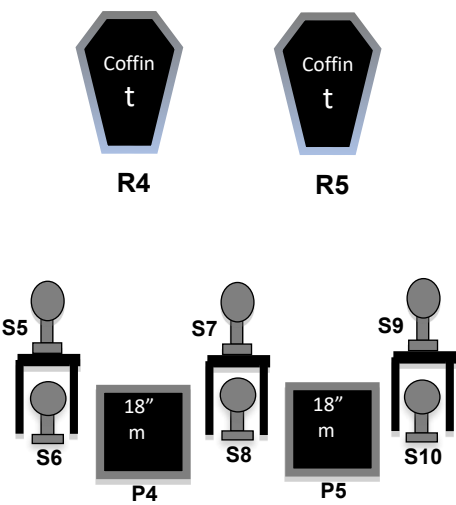
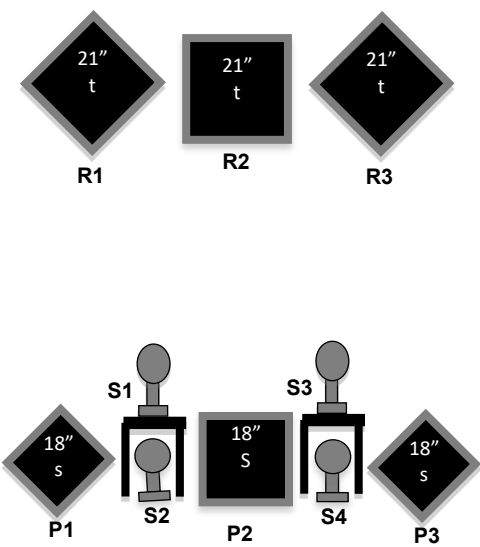
If you know that it's a Miss...It's a Miss

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 (Kubaville)



Stage: 1 – Windhorse Stables

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

Shotgun and Rifle staged in stall 2 of Windhorse Stables; Pistols holstered

Starting Position: Stall 2 with hands at default (Stand & Deliver)

Shooter may indicate ready by saying: “I’ll have whiskey”

“AT THE BEEP”

1. With Shotgun shoot KD’s S1-S4 in any order.
2. Next with Rifle shoot R1 – R3 with a 3-4-3 sweep starting on either end.
3. Last with Pistols shoot P1 – P3 with the same instructions as rifle.

Stage: 2 - Saloon

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

SO: Rifle not last

Rifle and Shotgun staged safely; Pistols holstered

Starting Position: Start at any Saloon position with hands at default

Shooter may indicate ready by saying: “Just leave the bottle!”

- Rifle: from doorway shoot R4 & R5 in this order: R4, R5, R4, R4, R4, R5, R5, R5, R4, R5.
- Pistols: from doorway shoot P4 & P5 with the same instructions as the rifle.
- Shotgun: from left window shoot KD’s S5 & S6 in any order, from doorway shoot KD’s S7 & S8 in any order, and from right window shoot KD’s S9 & S10 in any order. Yes, you can split shotgun.

Stage: 3 – Windhorse Stables

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

SO: Rifle not last

Pistols holstered; Rifle and Shotgun staged in either stall but not in the same stall

Starting Position: Start at either stall with hands at default

Shooter may indicate ready by saying: “Better open another bottle of whiskey”

“AT THE BEEP”

- Rifle: from staged location shoot R1 – R3 in this order: R1, R2, R1, R3, R1, R2, R1, R3, R1, R2.
- Pistols: from either stall shoot P1 – P3 with same instructions as rifle.
- Shotgun: from staged location stall shoot any two KD’s in any order.

Stage: 4 – Saloon

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

Rifle and Shotgun staged safely; Pistols holstered

Starting Position: At Doorway with hands at default

Shooter may indicate ready by saying: “Barkeep, I’ll take a another shot of whiskey!”

“AT THE BEEP”

1. With Rifle from doorway shoot R4 & R5 in this order: R4, R5, R4, R5, R5, R4, R4, R5, R4, R5.
2. Next with Shotgun from Left window shoot KD’s S5 & S6 in any order and from Right window shoot KD’s S9 & S10 in any order.
3. Last with Pistols from the doorway shoot P4 & P5 with the same instructions as the rifle.

Stage: 5 – Windhorse Stables

RC: Rifle – 10, Pistols – 5 each, Shotgun – 4 +,

SO: Rifle not last

Shotgun and Rifle staged safely in stall 1 or 2 of Windhorse Stables; Pistols holstered

Starting Position: Stall 1 or 2 with hands not touching firearms or ammo.

Shooter may indicate ready by saying: “How about a beer for my Pard!”

“AT THE BEEP”

- Rifle: from stall 1 or 2 shoot R1- R3 starting on either end with a continuous single tap sweep for five rounds, then repeat instructions starting on the other end. E.g., R1, R2, R3, R2, R1 – R3, R2, R1, R2, R3.
- Pistols: shoot P1 – P3 with same instructions as rifle.
- Shotgun: from stall 1 shoot KD’s S1 & S2 in any order and from stall 2 shoot KD’s S3 & S4 in any order.

Stage: 6 – Saloon - “Happy New Year!”

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

Pistols Holstered, Rifle and Shotgun staged in doorway (Stand & Deliver from doorway)

Starting Position: At the doorway with hands at default

Shooter may indicate ready by saying: “Happy New Year!”

“AT THE BEEP”

1. With Rifle shoot R4 & R5 in the following order: R4, R4, R5, R5, R5, R4, R4, R4, R5, R5.
2. Next with Shotgun shoot KD’s S7 – S8 in any order.
3. Last with Pistols shoot P4 & P5 with the same instructions as the rifle.