

Cavalier Cowboys

February 4, 2024

Stages by Ripsaw

Why do cowboys rope cattle?

Many people are familiar with timed rodeo events such as calf roping and team roping where the fastest roper to catch their calf, wins. These events are competitive versions of activities that still occur on ranches across North America.

The number one reason you rope an animal out on the ranch is because it's sick. And because our [cowboying] job is on really big areas of land, it might be 10 miles to a corral. If the animal is sick, [getting him to a corral] is not going to happen. The alternative is to rope them... so we can treat them.

We might take five or ten minutes... to gradually sneak up close to the animal and then try to rope it," he explains. "Since it's sick, we don't want to chase it and further stress it more than it already is. If we can rope it standing still or just walking along, that's more beneficial to the animal because the idea is to get them caught, treated, and released with the least amount of stress possible.

Reducing stress is important for many reasons — not just for the health and welfare of the animals — but for financial reasons, too. Cattle are generally raised to be sold and slaughtered, so gaining weight is a priority and stress can cause cattle to lose weight.

Usually, it's preferable to have two people to rope a cow. One person ropes the head, then the other person ropes the back feet. You get the cow on the ground and then usually the header ties his rope off to the saddle horn, then gets off and ties the animal up. Then you can do whatever you need to. Then you have to get your ropes back off it once you let the cow go, which is often hard to do.

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

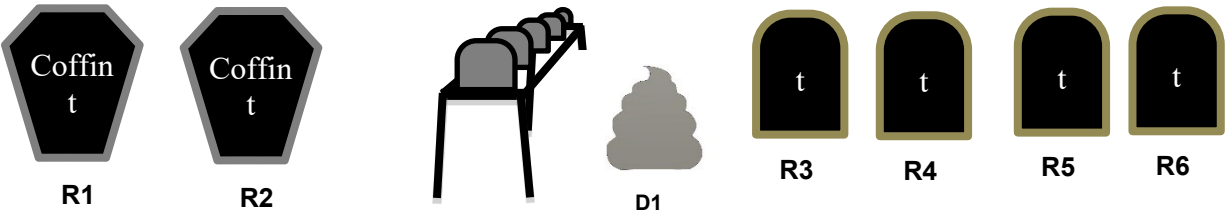
If you know that it’s a Miss...It’s a Miss

If you think it’s a Hit...It’s a Hit

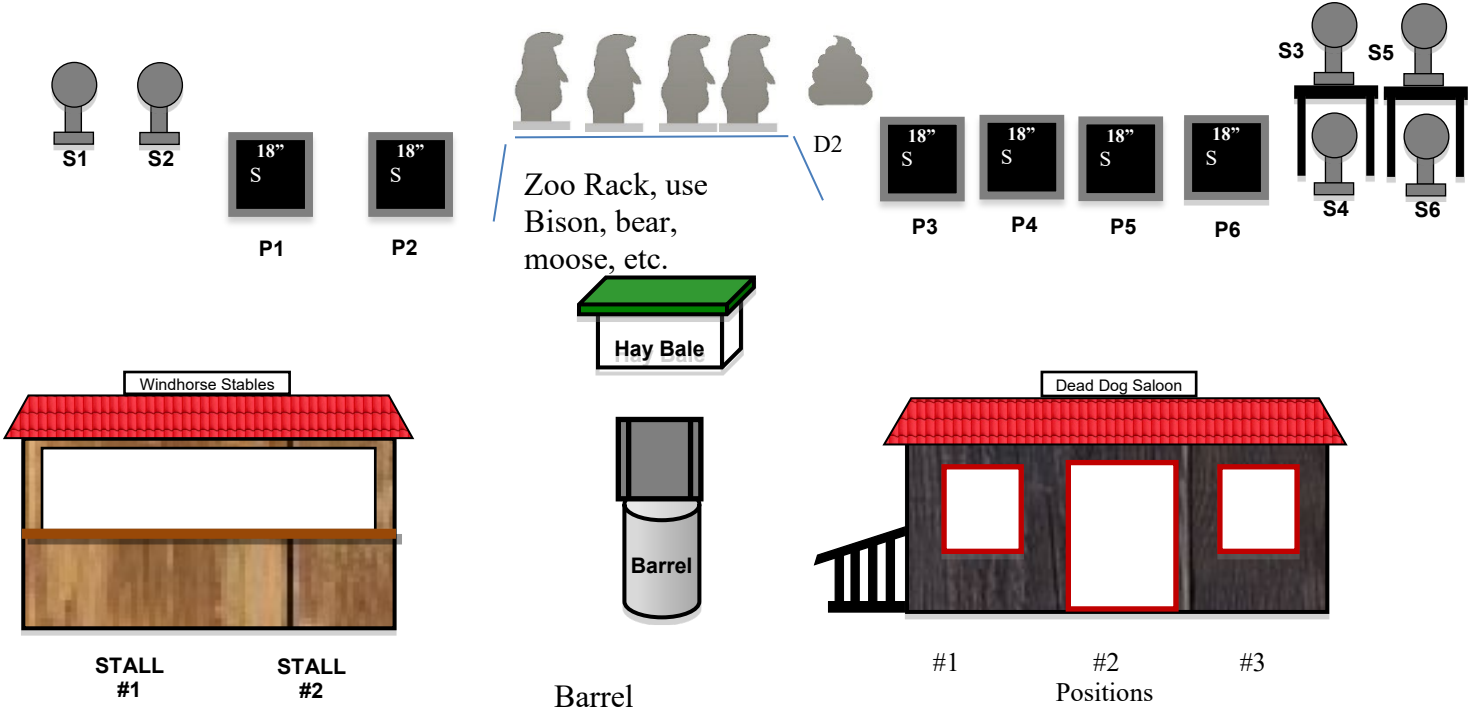
If you think it’s a Miss...IT’S A HIT

Benefit of the doubt always goes to the shooter

Stages 1-6 Diagram



Ducks in a Row



STAGE: 1

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

Pistols holstered, Rifle and shotgun staged in Stall 2

Shooter starts standing in Stall 2 with hand/hands on pistol/pistols. When ready say, "Ready!" At the beep, with pistols, shoot the two pistol targets, P1-P2 with a progressive sweep on two targets. For example, P1, P2, P2, P1, P1, P1, P2, P2, P2, P2. Next, with rifle, shoot R1 and R2 with the same instructions as pistols. Last, with shotgun, shoot the two KDs, S1 and S2.

STAGE: 2

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

Pistols holstered, Rifle and shotgun staged on the barrel

Shooter starts standing at the barrel with hands on hat or head. When ready say, "Ready!" At the beep, with shotgun, shoot the zoo rack (four KDs). Next, with rifle, shoot R1 and R2 with alternating double taps. Last, move to stall 2 and with pistols, shoot P1 and P2 with the same instructions as rifle.

STAGE: 3

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

Pistols holstered, rifle staged on the barrel, shotgun staged in Stall 2.

Shooter starts standing in Stall 2 as you please, not touching ammo or firearms, and when ready, say, "Ready!" At the beep, with shotgun, shoot S1 and S2. Then move to the barrel and with rifle, shoot the Ducks in a Row (graduated KDs) and place any remaining rounds on D1. Last, with pistols, move to the hay bale and shoot the zoo rack and place any remaining rounds on D2.

STAGE: 4

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

Pistols holstered, Rifle & Shotgun staged in the saloon doorway

Shooter starts standing in the doorway with hands at low surrender. When ready, say, "Ready!" At the beep,

1. With rifle, shoot R3-R6 as follows: R3, R4, R5, R6, R5, R5, R5, R4, R4, R3.
2. With pistols, shoot P3-P6 with same instructions as rifle
3. With shotgun shoot S3-S6.

STAGE: 5

RC: Shotgun 2+, Rifle-10, Pistols-5 each, Shotgun 2+ SO: Rifle not last
Pistols holstered, rifle and shotgun staged safely.

Shooter starts standing in the saloon at default. When ready, say "Ready!" At the beep:

1. With shotgun, shoot two (or four) KDs from the Zoo from the left window and two (or 4) KDs from the right window. **Shooting all four KDs at either or both positions earns a 5 sec bonus for each additional pair of KDs.**
2. From the doorway, with rifle shoot R3-R5 and with pistols shoot P3-P6 with a double tap sweep, placing the 9th and 10th rounds on the end targets. No shortcuts. For example, R3, R3, R4, R4, R5, R5, R6, R6, R3, R6.

STAGE: 6

RC: Rifle-10, pistols-5 each, Shotgun 6+
SO: Rifle not last

Pistols holstered, Rifle and Shotgun staged safely

Shooter starts standing with hands at default. When ready, say "Ready!" At the beep:

1. From the barrel, with shotgun, shoot the zoo rack
2. From stall 2, with shotgun, shoot S1 and S2.
3. From Stall 2, with pistols, shoot P1 and P2, three-two from the right and three-two from the left.
4. From either stall 2 or the barrel, with rifle, shoot R1 and R2 with the same instructions as pistols.