



CAVALIER COWBOYS

Wednesday March 13, 2024

Stages by: Bingo Montana

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

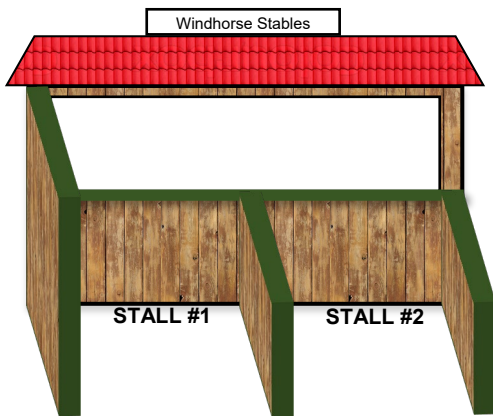
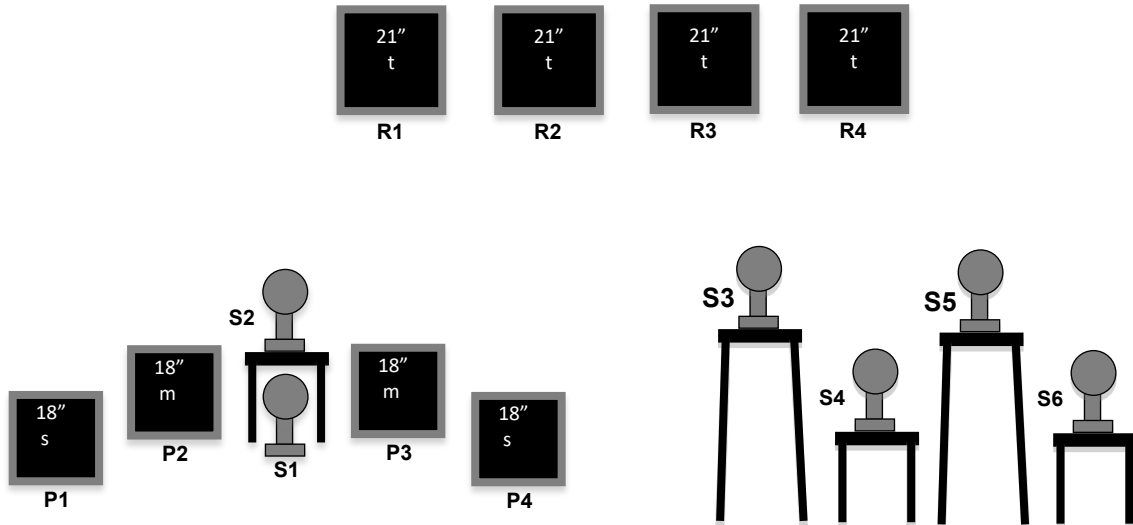
If you know that it's a Miss...It's a Miss

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 (Bay 2, Kubaville)



Stage: 1

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

Rifle and Shotgun staged on Barrel; Pistols holstered

Starting Position: Barrel with hands at default.

Line: “Alive or dead? It’s your choice.”

“AT THE BEEP”

1. With Rifle shoot R1 – R4 with a 3-2-2-3 sweep starting on either end.
2. Next with shotgun shoot KD’s S3 – S6 in any order.
3. Last move to stall 2 and with Pistols shoot P1-P4 with the same instructions at the rifle.

Stage: 2

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

Rifle and Shotgun staged on Barrel; Pistols holstered

Starting Position: Stall 2 with hands at default.

Line: “So many problems to solve.”

“AT THE BEEP”

1. With Pistols shoot P1-P4 with two single tap sweeps starting on ether end and then single tap both outside targets, no double taps. For example: P1, P2, P3, P4, P1, P2, P3, P4, P1, P4.
2. Next move to Barrel and with Rifle shoot R1 – R4 with the same instructions as the Pistols.
3. Last with Shotgun shoot KD’s S3 – S6 in any order.

Stage: 3

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

Rifle and Shotgun staged at the barrel; Pistols holstered

Starting Position: Barrel with hands at default.

Line: “No amore, no dinero, no sun.”

“AT THE BEEP”

1. With Shotgun shoot KD’s S3 and S5 in any order (the two tall ones).
2. Next with Rifle shoot R1-R4 in 1-2-1-2-1-2-1 continuous sweep starting on either end. For example: R1, R2, R2, R3, R4, R4, R3, R2, R2, R1.
3. Next with shotgun move to Stall 2 and shoot KD’s S1 & S2 in and order
4. Last with Pistols shoot P1-P4 with the same instructions as the rifle.

Stage: 4

**RC/SO: Pistols – 5 each, Shotgun – 2 +, Rifle – 10, Shotgun – 2 +
Shotgun staged at stall 2, Rifle staged on barrel, Pistols holstered**

Starting Position: Stall 1 with hands at low surrender.

Line: “It’s easy enough to steal. The trouble is in keeping the loot!”

“AT THE BEEP”

1. With first Pistol from Stall 1 shoot P1 – P2 in this order, P1, P1, P2, P2, P2.
2. Move to Stall 2 and with second Pistol shoot P3 – P4 in this order, P3, P3, P3, P4, P4.
3. Next with Shotgun shoot KD’s S1 and S2 in any order.
4. Move to Barrel with shotgun, then with Rifle shoot R1 – R4 with a 2-3-3-2 Sweep starting on either end.
5. Last with Shotgun shoot any two (2) KD’s in any order from S3 – S6.

Stage: 5

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

SO: Rifle not last

Pistols holstered; Rifle shotgun staged safely

Starting Position: Shooter’s choice, hands at default.

Line: “I think you people need a new sheriff.”

- Shotgun: From stall 2 shoot KD’s S1 – S2 in any order and from the barrel shoot KD’s S3 – S6 in any order.
- Rifle: shoot R1-R4 in a “Cat Herders Sweep” starting on either end. For example: R1, R1, R2, R3, R4, R4, R3, R2, R1, R1.
- Pistols: from Stall 2 shoot P1 – P4 with same instructions as rifle.

Stage: 6

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

SO: Rifle not last

Pistols Holstered, Rifle and Shotgun stage safely

Starting Position: Shooter’s Choice, hands at default.

Line: “When the chimes end, pick up your gun.”

“AT THE BEEP”

- Shotgun: From stall 2 shoot KD’s S1 – S2 in any order and from the barrel shoot any two (2) KD’s from S3 – S6 in any order.
- Rifle: Shoot R1 – R4 inside, inside, outside, outside, inside, inside, outside, outside, inside, inside. For example: P2, P3, P4, P1, P2, P3, P4, P1, P2, P3
- Pistols: Shoot P1 – P4 with the same instructions as the pistols.