

Cavalier Cowboys

Wednesday April 10 2024

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

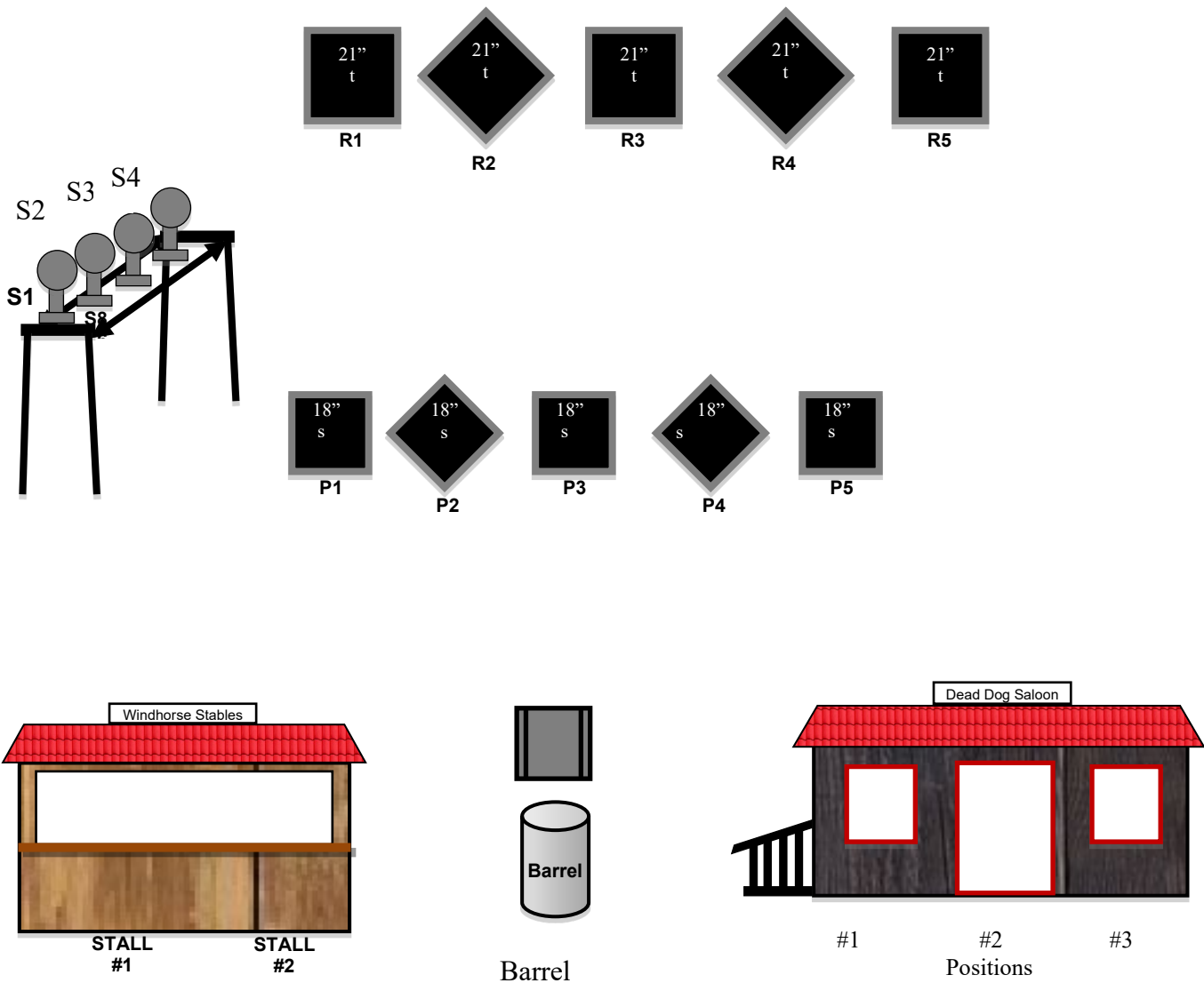
If you know that it's a Miss...It's a Miss

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



STAGE: 1

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

Pistols holstered, Rifle staged in Stall 2, shotgun staged safely/optional

Shooter starts standing in stall 2 at default. At the beep, with rifle, double tap R1, shoot two knockdowns (S1-S4), double tap R3, shoot two more knockdowns, double tap R5. Next, make up any knockdowns still standing with the shotgun. (as needed). Move to the barrel and with pistols, shoot a double tap sweep of P1-P5 from either direction.

STAGE: 2

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

Pistols/Pistol pointed safely downrange, rifle staged on barrel, shotgun staged safely

Shooter starts standing at the barrel with pistol/pistols pointed safely downrange, according to category. At the beep, with pistols, shoot the three square targets P1, P3, P5 with a West Virginia Sweep starting from either end, for example, P1, P3, P5, P5, P3, P1, P1, P3, P5, P5. Next, with rifle, shoot R1, R3 and R5 with the same instructions as pistols. Last, move to stall 2 and with shotgun, shoot S1-S4 in any order.

STAGE: 3**RC/SO: Rifle-10, Pistols, 5 each, Shotgun 4+,****Pistols holstered, Rifle pointed safely downrange, shotgun staged safely**

Shooter starts standing at Barrel with rifle pointed safely down range. At beep, with rifle, shoot the 5 rifle targets R1-R5 with a 1-2-4-2-1 sweep from either direction starting on an end target. Then, with pistols, shoot the 5 pistol targets P1-P5 with same instructions as the rifle. Finally, move to Stall 2 and with shotgun, shoot S1-S4 in any order.

STAGE: 4**RC/SO: Shotgun- 4+, Rifle-10,Pistols-5 each,****Pistols holstered, shotgun at cowboy port arms, rifle staged on barrel**

Shooter starts in Stall 2 with shotgun at cowboy port arms. At the beep, shoot the 4 knockdowns S1-S4 in any order. Move to the barrel and with rifle shoot the 5 rifle targets R1-R5 outside, other outside, inside, other inside, center, center, inside, other inside, outside, other outside. Last, with pistols, shoot the 5 pistol targets P1-P5 with the same instructions as rifle.

STAGE: 5**RC/SO: Pistols-5 each, Rifle-10 +1, Shotgun 4+****Pistols holstered, Rifle staged on the barrel, shotgun staged safely**

Shooter starts standing at the barrel with hands on pistol/pistols. At the beep, with pistols, shoot the 5 pistol targets, P1-P5 by single tapping an outside or inside target then double tapping the center, for 10 rounds, all targets engaged. For example, P1, P3, P3, P2, P3, P3, P4, P3, P3, P5. Next, with rifle, shoot the 5 rifle targets R1-R5 with the same instructions as the pistols. Finally, move to Stall 2 and with shotgun, shoot the 4 knockdowns S1-S4 in any order.

STAGE: 6**RC/SO: Shotgun 4+, Rifle-10, Pistols-5 each****Pistols holstered, shotgun staged in Stall 2, Rifle staged on barrel**

Shooter starts standing in stall 2 at default. At beep, with shotgun, shoot the 4 knockdowns S1-S4 in any order. Next, move to the Barrel and with rifle, shoot R1-R5 with a BS Walker sweep, which is a Nevada sweep except you double tap one of the three middle targets either coming or going, for example, R1, R2, R3, R4, R5, R4, R3, R3, R2, R1. Last, with pistols, shoot the pistol targets P1-P5 with the same instructions as the rifle.