



Sunday, May 5<sup>th</sup> 2024

Stages by Bingo Montana

*Old West cowboys and outlaws often preferred bowler hats!*



Conjuring the traditional image of Wild West cowboys and outlaws is easy. Typically, they're shown in leather chaps, a vest, and denim pants, accompanied by boots, spurs, and holsters. Most importantly? There's a cowboy hat: a tall, wide-brimmed head-covering that's become synonymous with gun-slinging legends such as Billy the Kid, Buffalo Bill, or Hollywood's John Wayne. Yet surprisingly, many cowboys and outlaws in the Old West (around 1865 to 1900) actually preferred bowler hats. The casual counterpart to the more formal derby hat, the bowler was designed by London hatmakers and commissioned by English nobility. Domed and hardened by shellac, the felt cap was reliable and sturdy; according to some accounts, it was designed for gamekeepers who kept losing their top hats to low-hanging branches.

A world away from lush English estates, the bowler became a natural choice for life in the American West: The hats didn't fly off in the wind, their durability withstood the elements, and they could be worn for almost any occasion. Favored by the likes of gambler and gunslinger Bat Masterson and the outlaws known as Butch Cassidy and the Sundance Kid, the bowler hat maintained its hold on the Western frontier until the famous Stetson took over as the hat of choice. With a wider brim to help block the sun and the boost Buffalo Bill Cody gave the hat after wearing it in his Wild West shows — the "Boss of the Plains" solidly replaced its British predecessor by the end of the 19th century, and became the hat commonly associated with the Old West today.

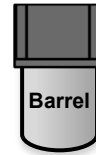
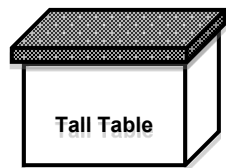
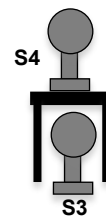
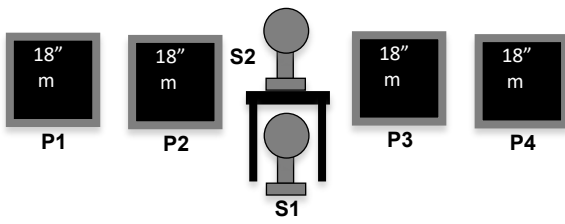
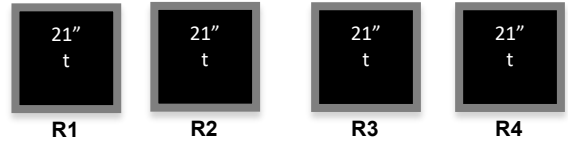
## Cavalier Cowboys - Club Match Rules & Conventions

- 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 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 1-3 Diagram (Bay 1)



### **Stage: 1**

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

**Rifle and Shotgun staged on Barrel; Pistols holstered**

**Starting Position: Tall Table**

**Hand Position: Default**

**Line: “No Bowler hat for me!”**

**“AT THE BEEP”**

1. With **Pistols** shoot P1-P4 in this order: P1, P2, P3, P4, P1 - P2, P3, P4, P2, P3.
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 & S4 in any order.

### **Stage: 2**

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

**Rifle and shotgun staged on barrel; Pistols holstered**

**Starting Position: Barrel**

**Hand Position: Low Surrender**

**Line: “No Bowler hat for me!”**

**“AT THE BEEP”**

1. With **Rifle** shoot R1 – R4 in a **2 – 4 – 1 – 3** sweep starting on either end. For example: R1, R1, R2, R2, R2 – R2, R3, R4, R4, R4.
2. Next with **Shotgun** from right of the cactus shoot KD’s S3 & S4 in any order and from left of the cactus shoot KD’s S1 & S2 in any order. Make shotgun safe on tall table.
3. Last with **Pistols** from tall table shoot P1 – P4 with the same instructions as the rifle.

### **Stage: 3**

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

**Rifle and Shotgun staged at the barrel; Pistols holstered**

**Starting Position: Tall Table**

**Hand Position: Hands touching pistol or pistols**

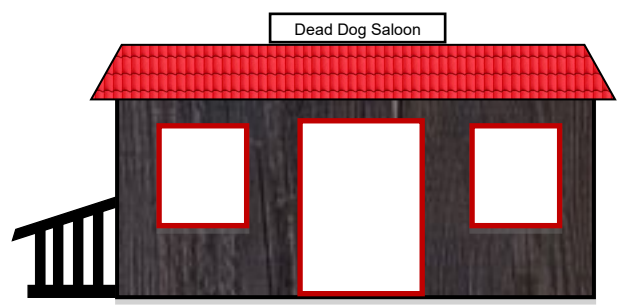
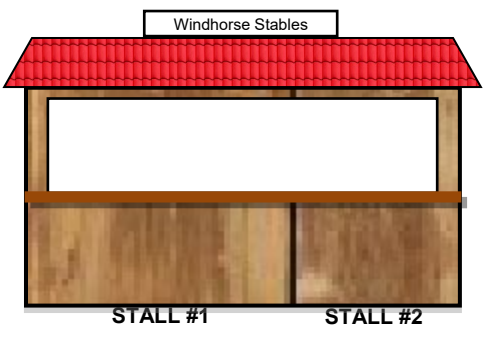
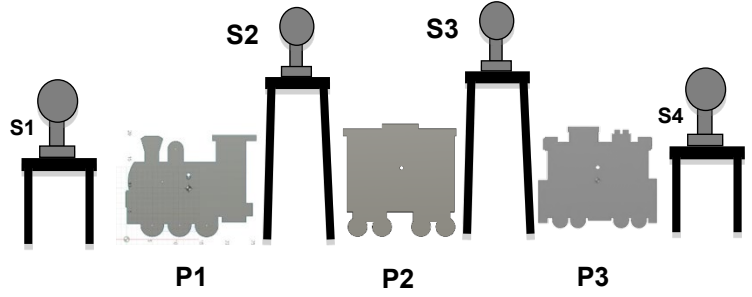
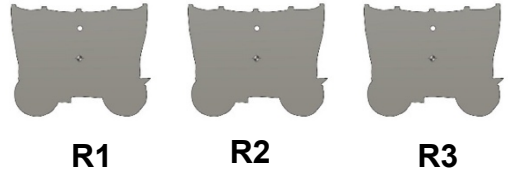
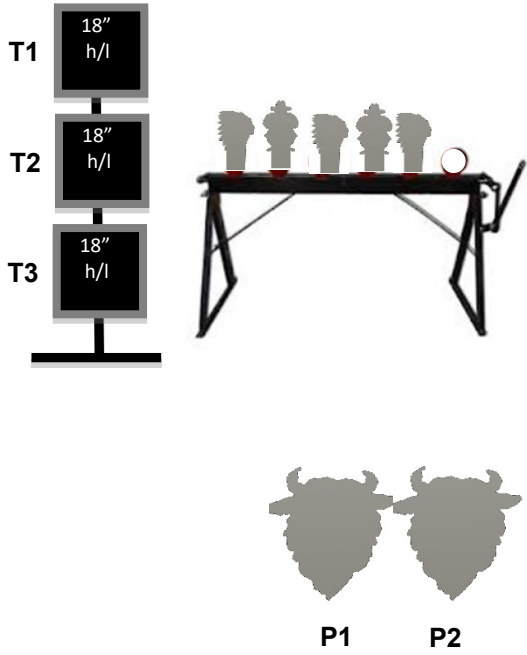
**Line: “No Bowler hat for me!”**

**“AT THE BEEP”**

1. With **Pistols** shoot P1-P4 in the following order: P1, P2, P1, P2, P1 - P4, P3, P4, P3, P4.
2. Next move to barrel and with **Rifle** shoot R1 – R4 with same instructions as the Pistols.
3. Last with **Shotgun** shoot KD’s S3 & S4 in any order then from left of the cactus shoot KD’s S1 & S2 in any order.

RC/SO= Round Count/Shooting Order

Stages 4-6: Kubaville



## **Stage: 4**

**RC/SO: Rifle – 10, Pistols – 5 each, Shotgun 0+**

**Pistols holstered, Rifle pointed safely downrange standing in Stall 1, and Shotgun staged in Stall 2**

**Starting Position: Stall 1**

**Hand Position: Rifle pointed safely downrange**

**Line: “No Bowler hat for me!”**

**“AT THE BEEP”**

1. With **Rifle** alternate between T1 – T3 and the plate rack targets (PR) in this manner: T1, PR, T2, PR, T3, PR, T2, PR, T1, PR. Plate rack may be engaged in any order, T1-T3 must be engaged in a Nevada like sweep. You may start on PR or T target.
2. Move to Stall 2 and with **Pistols** engage P1 & P2 with five rounds on each target any order all targets engaged.
3. Last with **Shotgun** you may make-up any standing Plate Rack targets. Any Plate Rack targets left standing are scored as a miss.

## **Stage: 5**

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

**SO: Rifle not last**

**Pistols holstered; Rifle shotgun staged safely**

**Starting Position: Shooter’s choice**

**Hand Position: Hands on hat or head.**

**Line: “No Bowler hat for me!”**

- **Rifle:** from doorway: shoot R1-R3 in is order: R2, R1, R3, R1, R3 - R1, R3, R1, R3, R2
- **Shotgun:** From left window shoot KD’s S1 – S2 in any order and from right window shoot KD’s S3 – S4 in any order.
- **Pistols:** from doorway shoot P1 – P3 with same instructions as rifle.

## **Stage: 6**

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

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

**Hand Position: Hands touching doorframe**

**Line: “Happy Birthday Mrs. Jane!”**

**“AT THE BEEP”**

1. With **Shotgun** shoot KD’s S1 – S4 in any order.
2. Next with **Rifle** shoot R1 – R3 in a double tap Nevada sweep starting on either end.  
For example: R1, R1, R2, R2, R3, R3, R2, R2, R1, R1.
3. Last with **Pistols** shoot P1 – P3 with the same instructions as rifle.
4. Wish One Eyed Jane a Happy Birthday!

RC/SO= Round Count/Shooting Order