



Sunday October 6, 2024
Stages by: Bingo Montana
Deputy Match Director

Pat Graves Memorial Shoot for a Cure
Hosted by the Mattaponi Sundowners at the West Point Gun Club
Shacklefords, VA

Sunday, October 20th 2024
Six Stage Charity Match to benefit the American Cancer Society.

Pat (a.k.a. Sassy Shooting Sours) started the ***Shoot for a Cure*** match in 2012 and it's been held every year since then. A match was held in 2020, but it was not a fund-raiser because the last-minute lifting of Covid-19 restrictions in Virginia left no time for planning.

Last year, 47 registered shooters and raised **\$17,500**, increasing the total since 2012 to **\$92,998**. Every penny is donated to the *American Cancer Society* (ACS), including match fees and a WPGC contribution of \$5 for each pre-registered shooter. The rest comes from: 1) donations by cash or check; 2) sale of raffle tickets; 3) winning bids on silent auctions; and 4) sale of merchandise "flea-market" style. All merchandise (for the raffle, for the auctions, or for direct sale) is donated for that purpose. All donations are tax-deductible and receipts will be available at the match.

Mark October 20th on your calendar and start thinking about how you might help this worthy cause. You don't have to be at the match to make a donation. Contact Gary Graves (Potter County Kid) at 804.241.5418 or at 97graves@gmail.com and let him know your plans. Ship merchandise to Gary at 3030 King William Ave., West Point VA 23181, or give it to him at a match this summer when you have it available. If writing a check, make it payable to "American Cancer Society".

Registration couldn't be easier. Just send Gary an e-mail or text message, or simply reply to this e-mail with the words "I'll be there" or "I'm a definite maybe". I'll use recent history for your category unless you provide one with your message. You can verify it or change it when you check in on match day. Match fee is \$20.

Pat's goal each year was "One Dollar More". Let's make this match the best one yet!

Swifty McDraw

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

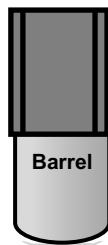
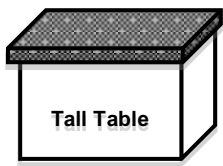
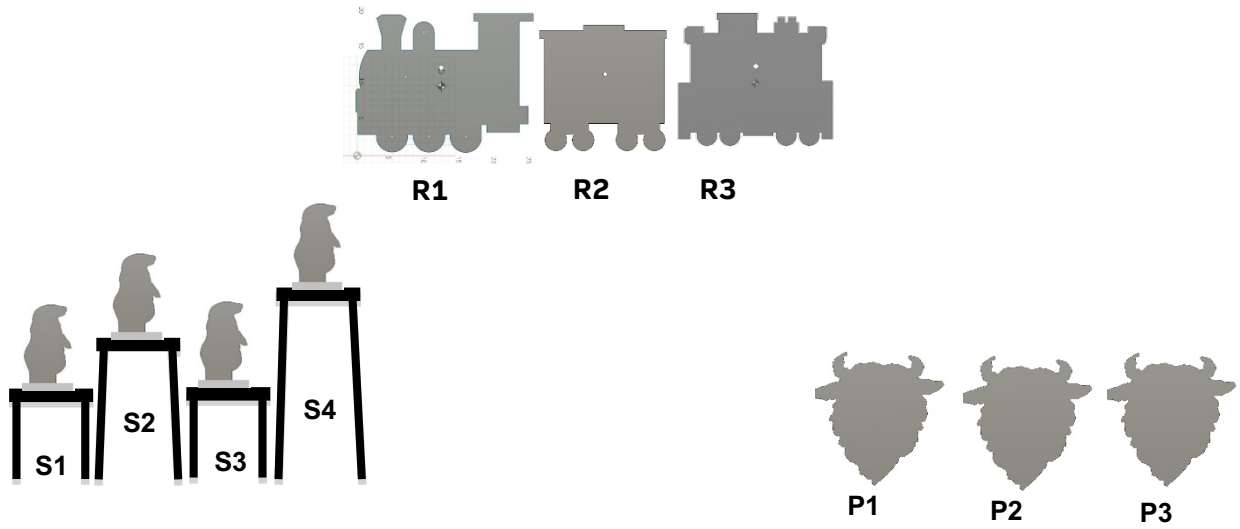
If you know that it’s a Miss...It’s a Miss

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, Range 3)



Stage: 1

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

Rifle staged on barrel, Shotgun staged on tall table, Pistols holstered

Starting Position: At tall table with hands at default

Shooter may indicate ready by saying: “Look! Sod Poodles!”

“AT THE BEEP”

1. Starting at the tall table with **Shotgun** shoot KD’s S1 – S4 in any order.
2. Move to barrel and with **Rifle** and shoot R1- R3 by triple tapping the center target then double tapping one of the outside targets, triple tap center target, and then double tapping the other outside target. E.g., R2, R2, R2, R1, R1 - R2, R2, R2, R3, R3.
3. Last move to hale bale and with **Pistols** shoot P1 – P3 with same instructions as rifle.

Stage: 2

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

Rifle staged on barrel, Shotgun staged on tall table, Pistols holstered

Starting Position: At Hay Bale with hands at default

Shooter may indicate ready by saying: “Look! Bison!”

“AT THE BEEP”

1. Starting at the hay bale with **Pistols** shoot P1 – P3 with a triple tap sweep starting on either end, then single tap P2. E.g., P1, P1, P1, P2, P2 - P2, P3, P3, P3, P2.
2. Move to the barrel and with **Rifle** shoot R1 – R3 with the same instructions as Pistol.
3. Last move to tall table and with **Shotgun** shoot KD’s S1 – S4 in any order.

Stage: 3

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

Rifle stage at the barrel, Shotgun staged safely, Pistols holstered

Starting Position: At the barrel with rifle at cowboy port arms

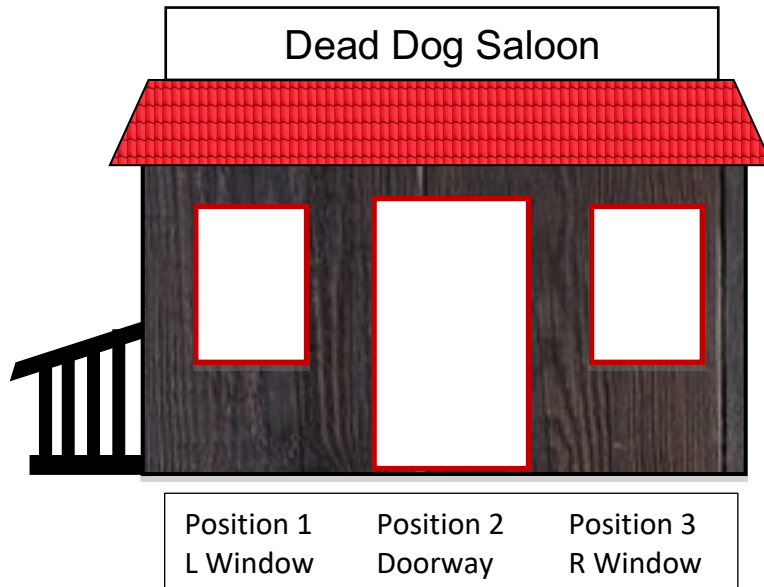
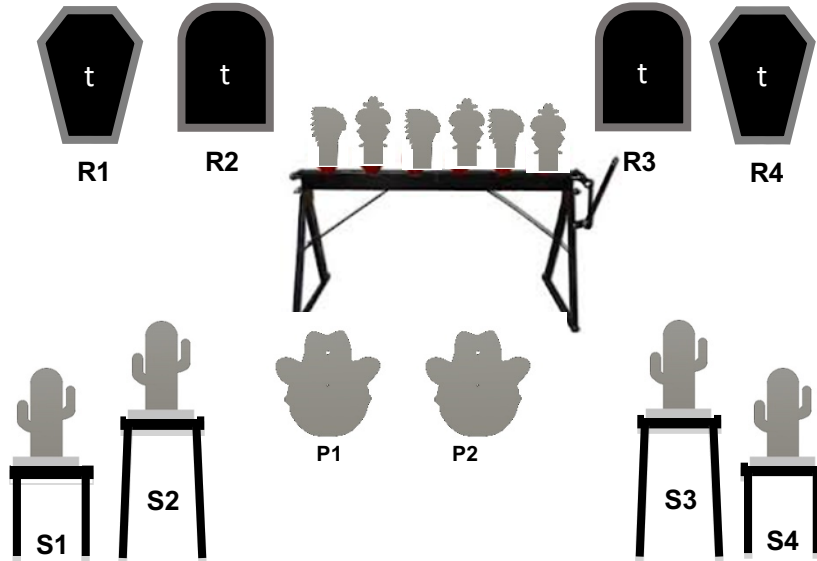
Shooter may indicate ready by saying: “Wonder where that train is going?”

“AT THE BEEP”

1. Starting at the barrel with **Rifle** at cowboy port arms shoot R1 – R3 in this manner. Double tap the inside target, then single tap both outside targets, double tap the inside target, single tap both outside targets, double tap the inside target. E.g., R2, R2, R3, R1, R2 - R2, R3, R1, R2, R2.
2. Next move to tall table and with **Shotgun** shoot KD’s S1 - S4 in any order.
3. Last move to hay bale and with **Pistols** shoot P1 – P3 with the same instructions as Rifle.

RC/SO = Round Count / Shooting Order

Stages 4 -6 Diagram (Bay 2, The Dead Dog Saloon)



Stage: 4

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

SO: Rifle not last

Rifle and Shotgun staged in doorway, Pistols holstered

Starting Position: In doorway with hands at default (Stand and Deliver from Doorway)

Shooter may indicate ready by saying: “Say When!”

“AT THE BEEP”

- Rifle: From the doorway (Position 2) shoot R2 & R3 (Tombstones) with an alternating progressive sweep starting on either end, e.g., R2, R3, R3, R2, R2, R2, R3, R3, R3, R3.
- Pistols: Shoot P1 & P2 with the same instructions as the Rifle.
- Shotgun: Shoot KD’s S2 & S3 in any order.

Stage: 5

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

Rifle staged in doorway; Shotgun staged safely, Pistols holstered

Start at position 2 (Doorway) with hands on hat or head

Shooter may indicate ready by saying: “Say When!”

“AT THE BEEP”

1. Starting with at position 2 the doorway with **Rifle** shoot the plate rack until all plates fall, then dump any remaining rounds on either tombstone R target. Any standing plates may be engaged with shotgun at this time. Remaining standing plates are counted as misses.
2. Next with **Shotgun**, from position 1 the left window shoot KD’s S1 & S2 in any order and from position 3 the right window shoot KD’s S3 & S4 in any order. Shotgun positions may be shot in any order.
3. Last move back to the position 2 the doorway and with first **Pistol** shoot P1 & P2 with a 2 – 3 sweep starting on P1, then with second **Pistol** a 2 – 3 sweep starting on P2. E.g., P1, P1, P2, P2, P2, - P2, P2, P1, P1, P1.

Stage: 6

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

Rifle and Shotgun staged in position 2, Pistols Holstered

Start at position 2 (Doorway) with hands at low surrender

Shooter may indicate ready by saying: “Say When!”

“AT THE BEEP”

1. Starting at position 2 the doorway with **Shotgun** shoot KD’s S1 – S4 in any order.
2. Next with **Rifle** shoot R1 & R2 with the first 5 rounds in this order: R1, R2, R1, R2, R2 then shoot R3 & R4 with the next 5 rounds in this order: R3, R4, R3, R4, R4
3. Last with **Pistols** shoot P1 & P2 in this order: P1, P2, P1, P2, P2 – P1, P2, P1, P2, P2.

RC/SO = Round Count / Shooting Order