

Cavalier Cowboys

Remember the Alamo!

The Battle of the Alamo (February 23 – March 6, 1836) was a pivotal event in the Texas Revolution. Following a 13-day siege, Mexican troops under President General Antonio López de Santa Anna launched an assault on the Alamo Mission near San Antonio de Bédar (modern-day San Antonio, Texas, United States), killing the Texian defenders. Santa Anna's cruelty during the battle inspired many Texians—both Texas settlers and adventurers from the United States—to join the Texian Army. Buoyed by a desire for revenge, the Texians defeated the Mexican Army at the Battle of San Jacinto, on April 21, 1836, ending the revolution.

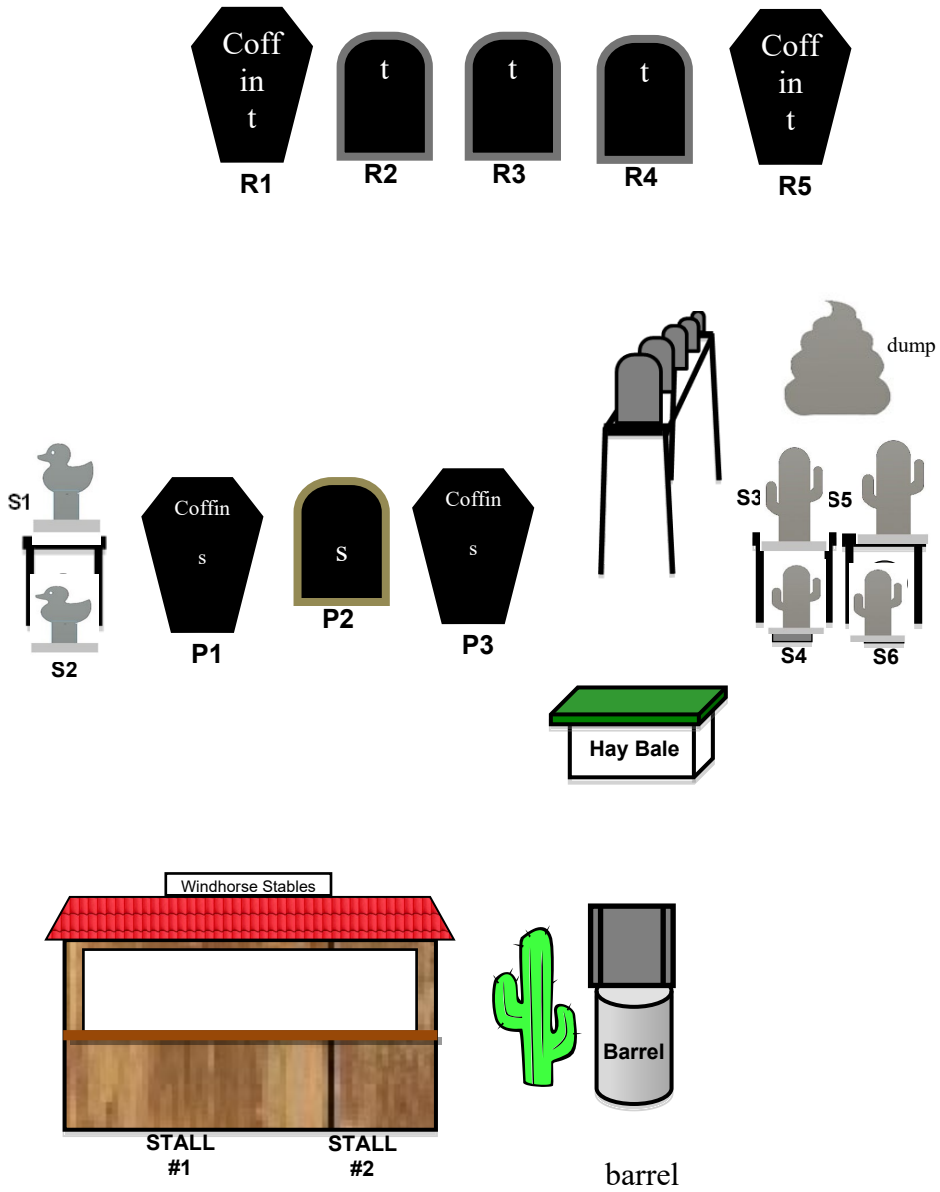
Cavalier Cowboys – Club Match Rules & Conventions

- ❑ **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

Stage 1-6 Diagram



STAGE: 1

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

Pistols holstered; Rifle & Shotgun staged in stall 2.

Shooter starts standing in Stall 2 with hands at default and when ready, says “Remember the Alamo!” At the beep, with rifle, shoot R2, R3 and R4 with a 3-4-3 sweep from either direction. Next, with shotgun, shoot S1 and S2 in any order. Last, with pistols, shoot P1, P2 and P3 with the same instructions as rifle.

STAGE: 2

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 hands at Texas Surrender and when ready, says “Remember the Alamo!” At the beep, with Pistols, shoot P1, P2 and P3 with a 5 shot Nevada Sweep from one end, then a 5 shot Nevada Sweep from the other end. For example, P1, P2, P3, P2, P1, P3, P2, P1, P2, P3. Next, with rifle shoot R2, R3, R4 with same instructions as Pistols. Last, with shotgun, shoot S1 and S2 in any order.

STAGE: 3

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

Pistols holstered, Rifle & Shotgun staged safely

Shooter starts standing with hands at default and when ready, says “Remember the Alamo!” At the beep, from the barrel, shoot R1-R5 with a double tap sweep starting on either end target. From Stall 2, Shoot P1-P3 with a double tap Nevada Sweep from either direction. Last, from either the Stall or the barrel, shoot any two KDs.

STAGE: 4

RC: Rifle 10, Pistols 5 each, Shotgun 6+; SO: Rifle not last

Shooter starts standing with hands at default and when ready says, "Remember the Alamo!" At the beep, from the barrel, shoot the graduated tombstones plate rack with the rifle and place any remaining rounds on the dump plate. From Stall 2, shoot P1-P3 with a 1-3-1 sweep from either direction, then repeat instructions. From Stall 2, shoot S1 and S2 and from the barrel shoot S3-S6 in any order. You may, finally, clean up any plates still standing, with the shotgun.

STAGE:5

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

Shooter starts standing at the barrel with hands on hat or head. When ready say, "Remember the Alamo!" At the beep, with rifle, shoot R1-R5 with two 5 round single tap sweeps, both from the same direction. Next, with shotgun, shoot S3-S6 low, high, low, high. Last, move to hay bale and with pistols, shoot the graduated tombstone plate rack and place remaining rounds on the dump target. You may reload pistols to finish off the plate rack if necessary. (No shotgun makeups.)

STAGE: 6

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

Shooter starts standing with hands at low surrender. When ready, say "Remember the Alamo!" At the beep, from Stall 2 with the rifle, shoot R1 and R5 with 5 rounds each. With pistols, from Stall 2, shoot P1 and P3 with 5 rounds each. With shotgun, from the barrel, shoot S3-S6 in any order.