



Sunday February 2, 2025
Stages by: Bingo Montana

The History of Groundhog Day

The Christian religious holiday of Candlemas Day has become most commonly associated with the current celebration, but its roots are older than that. The celebration started in Christianity as the day, (February 2nd), when Christians would take their candles to the church to have them blessed. This, they felt, would bring blessings to their household for the remaining winter.

As time rolled on the day evolved into another form. The following English folk song highlights the transition to weather prognostication.

***If Candlemas be fair and bright,
Come, Winter, have another flight;
If Candlemas brings clouds and rain,
Go Winter, and come not again.***

This “interpretation” of Candlemas Day became the norm for most of Europe.

As you can read, there is no mention of an animal of any kind in the preceding song. It wasn’t until this traditional belief was introduced to Germany that an animal was introduced into the lore, hence another evolution of February 2nd. If, according to German lore, the hedgehog saw his shadow on Candlemas Day there would be a “Second Winter” or 6 more weeks of bad weather.

As German settlers came to what is now the United States, so too came their traditions and folklore. With the absence of hedgehogs in the United States, a similar hibernating animal was chosen. This leads us to yet another evolution in the legend and to present day Punxsutawney.

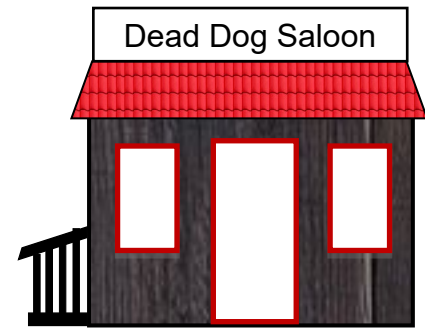
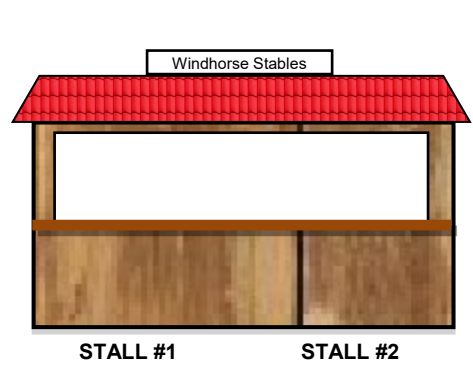
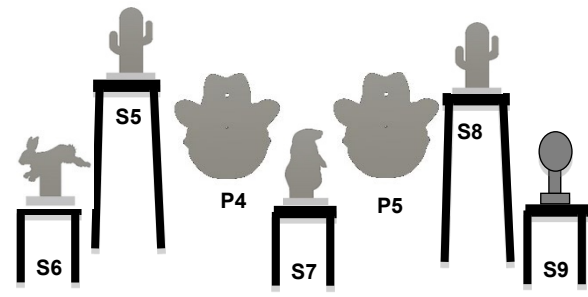
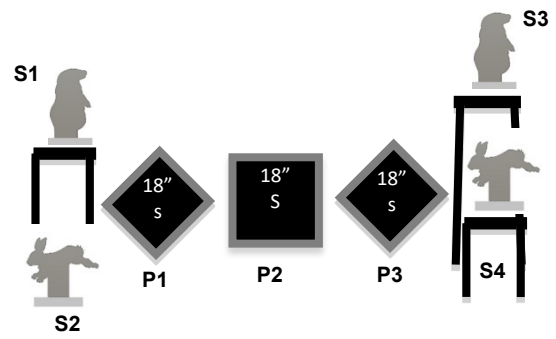
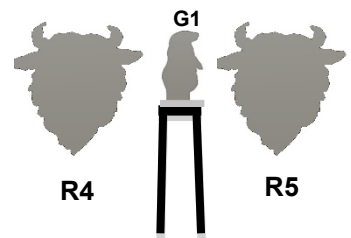
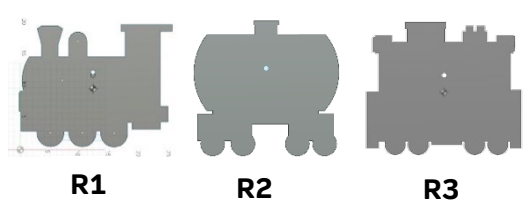
Cavalier Cowboys - Club Match Rules & Conventions

- SASS Rules: All SASS Rules are in effect; 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 (Kubaville)



Stage: 1 – Windhorse Stables

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

Shotgun and Rifle staged in stall 2 of Windhorse Stables; Pistols holstered

Starting Position: Stall 2 with hands at default (Stand & Deliver)

Shooter may indicate ready by saying: “I’m over winter!”

“AT THE BEEP”

1. With Shotgun shoot KD’s S1 – S4 in any order.
2. Next with Rifle shoot R1 – R3 with a 3-4-3 sweep starting on either end.
3. Last with Pistols shoot P1 – P3 with the same instructions as rifle.

Stage: 2 - Saloon

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

SO: Rifle not last

Rifle and Shotgun staged safely; Pistols holstered

Starting Position: Start at any Saloon position with hands at default

Shooter may indicate ready by saying: “No Second Winter for me!”

- Rifle: from doorway shoot R4 & R5 in this order: R4, R5, R4, R4, R5, R4, R5, R5, R5.
- Pistols: from doorway shoot P4 & P5 with the same instructions as the rifle.
- Shotgun: from any two positions shoot any 4 KD’s in any order.

Stage: 3 – Windhorse Stables

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

SO: Rifle not last

Pistols holstered; Rifle and Shotgun staged in either stall but not in the same stall

Starting Position: Start at either stall with hands at default

Shooter may indicate ready by saying: “Six more weeks?”

“AT THE BEEP”

- Rifle: from staged location shoot R1 – R3 in this order: R1, R2, R1, R3, R1, R2, R1, R3, R1, R2.
- Pistols: from either stall shoot P1 – P3 with same instructions as rifle.
- Shotgun: from staged location stall shoot any 2 KD’s in any order.

Stage: 4 – Saloon

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

Rifle and Shotgun staged safely; Pistols holstered

Starting Position: At Left or Right window with hands at default

Shooter may indicate ready by saying: “I’m ready for spring!”

“AT THE BEEP”

1. With Shotgun from Left window shoot KD’s S5 & S6 in any order and from Right window shoot KD’s S8 & S9 in any order.
2. Next with Rifle from doorway shoot R4 & R5 in this order: R4, R5, R4, R5, R5, R4, R5, R5, R5, R4.
3. Last with Pistols from the doorway shoot P4 & P5 with the same instructions as the rifle.

Stage: 5 – Windhorse Stables

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

SO: Rifle not last

Shotgun and Rifle staged safely in stall 1 or 2 of Windhorse Stables; Pistols holstered

Starting Position: Stall 1 or 2 with hands not touching firearms or ammo.

Shooter may indicate ready by saying: “Come on early spring!”

“AT THE BEEP”

- Rifle: from stall 1 or 2 shoot R1- R3 starting on either end with a continuous single tap sweep for five rounds, then repeat instructions starting on the other end. E.g., R1, R2, R3, R2, R1 – R3, R2, R1, R2, R3.
- Pistols: shoot P1 – P3 with same instructions as rifle.
- Shotgun: from stall 1 shoot KD’s S1 & S2 in any order and from stall 2 shoot KD’s S3 & S4 in any order.

Stage: 6 – Saloon

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

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

Starting Position: At the doorway with hands at default

Shooter may indicate ready by saying: “I got your shadow, take this you stinkin’ woodchuck!”

“AT THE BEEP”

1. With Rifle shoot R4 & R5 in a 5 – 4 sweep starting on either end and with the 10th round shoot G1.
2. Next with Shotgun shoot KD’s S5 & S8 in any order.
3. Last with Pistols shoot P4 & P5 with the same instructions as the rifle and with the 10th round shoot S7. At this time any standing Groundhogs (G1 and S7) may be made-up with shotgun. Groundhogs left standing will count as misses.