



Sunday, August 3rd 2025

Stages by Bingo Montana

How Much Did Ammo Cost in the Old West?

The price of ammunition in the Old West, roughly spanning the mid-19th century, was far from static. It fluctuated wildly depending on several factors, including **availability, caliber, location, and the purchasing power** of the time. While pinpoint accuracy is impossible to achieve, a general estimate places the cost of a **single cartridge between 5 and 25 cents**. This might seem insignificant today, but considering the average daily wage for a cowboy was around \$1, it represents a substantial investment.

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

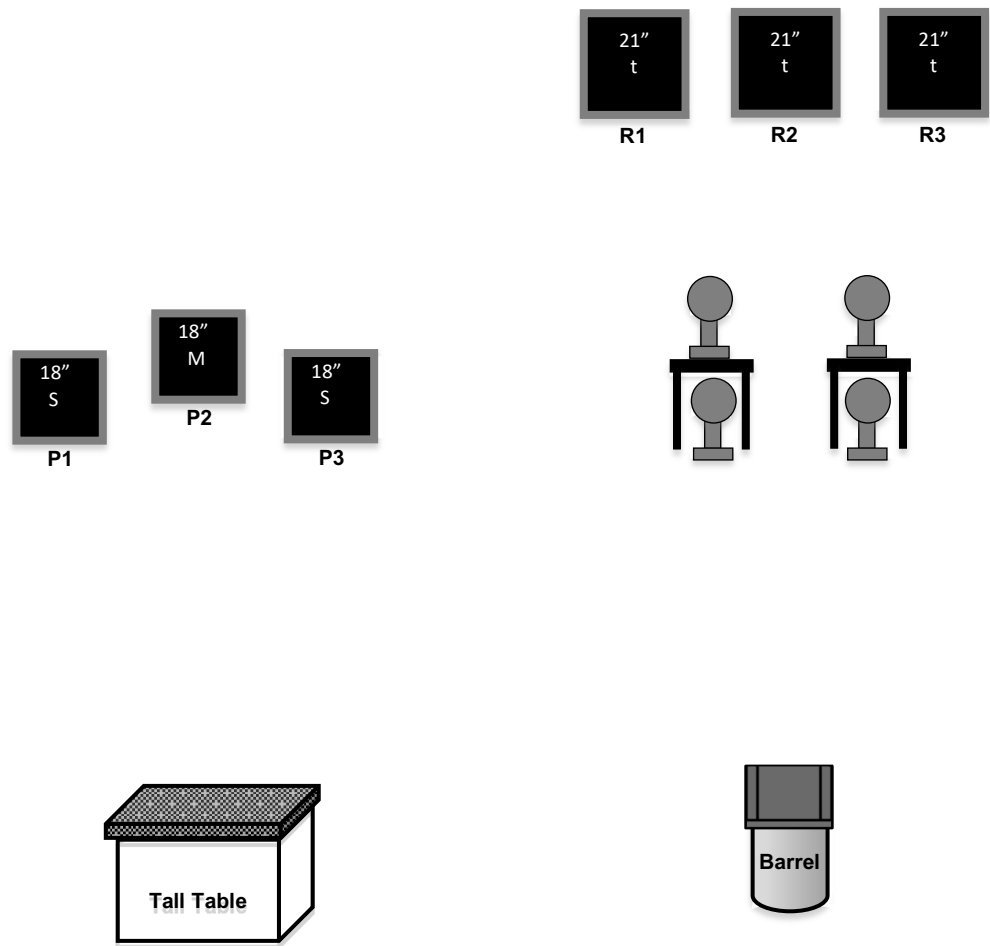
If you know that it's a Miss...It's a Miss

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

Start at the tall table with hands at default. When ready say “Eat Lead!”. At the beep with **Pistols** shoot P1 – P3 with a double tap Nevada Sweep starting on either end, (e.g., P1, P1, P2, P2, P3 – P3, P2, P2, P1, P1). Next move to barrel and with **Rifle** shoot R1 – R3 with the same instructions as the pistols. Last with **Shotgun** shoot the 4 shotgun KD’s in any order.

Stage: 2

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

Rifle and shotgun staged on barrel; Pistols holstered

Start at barrel with shotgun in hand. When ready say “Eat Lead!”. At the beep with **Shotgun** shoot the 4 shotgun KD’s in an “X” pattern. Next with **Rifle** shoot R1 – R3 with a **2 – 3 – 5** sweep starting on either end. For example: R1, R1, R2, R2, R2 – R3, R3, R3, R3, R3. Last with **Pistols** move to the tall table and shoot P1 – P3 with the same instructions as the rifle.

Stage: 3

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

SO: Rifle not last

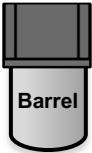
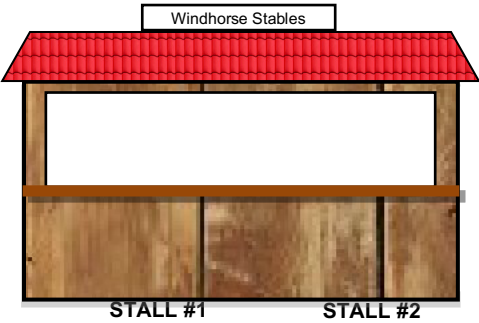
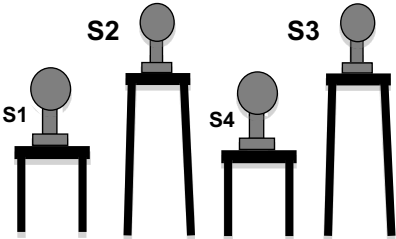
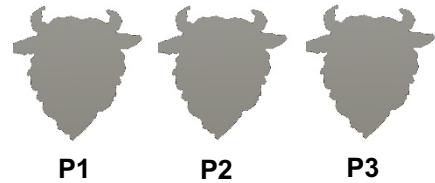
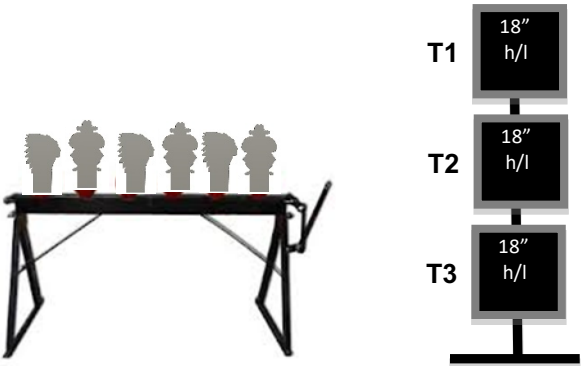
Rifle and Shotgun staged at the barrel; Pistols holstered

Start at position of choice and when ready say “Eat Lead!”. At the beep:

- **Shotgun:** Shoot the 4 shotgun KD’s in any order
- **Rifle:** Shoot P1 – P3 by double tapping the two outside targets, then triple tapping the inside target, then sweep all three targets from either end. For example: R1, R1, R3, R3, R2 – R2, R2, R1, R2, R3.
- **Pistols:** Shoot P1 – P3 with the same instructions as the rifle.

RC/SO= Round Count/Shooting Order

Stages 4-6: Kubaville



Stage: 4 (Only 5 Plate Rack Targets Up)

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

Pistols holstered; Rifle staged at Stall 2, Shotgun stage safely

Start at stall 1 with hands on pistol(s). When ready say “Eat Lead”. At the beep with **Pistols** shoot P1 – P3 with a 3 – 4 – 3 sweep starting on either end. Next move to stall 2 and with **Rifle** alternate between T1 – T3 and the plate rack (PR) targets in this manner: PR, T1, PR, T2, PR, T3, PR, T2, PR, T1. 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. Last with **Shotgun** you may make-up any standing plate rack KD’s left standing, then move to barrel and shoot KD’s S1 – S4 in order. 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 staged at stall 2, shotgun staged safely

Start at position of choice and when ready say “Eat Lead”. At the beep:

- **Shotgun:** From the barrel shoot KD’s S1 – S4 in any order
- **Rifle:** From stall 2 shoot T1 – T3 with a 1 – 2 – 2 sweep top to bottom, then repeat bottom to top.
- **Pistols:** From stall 2 or stall 1, shoot P1 – P3 with a 1 – 2 – 2 sweep starting on one end then repeat starting on the other end. E.g. P1, P2, P2, P3, P3 – P3, P2, P2, P1, P1.

Stage: 6

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

Pistols holstered, Rifle staged at stall 2, Shotgun stage safely.

Start in stall 2 with **Rifle** pointed safely downrange. When ready say “Eat Lead”. At the beep with **Rifle** engage the plate rack then dump remaining rounds on any T target. **Shotgun** may be used to make-up any plate rack KD’s left standing. Next and Last, with **Pistols** from stall 2 or stall 1, engage P1 – P3 by double taping the inside target, single tap both outside targets, double tap the inside target, single tap both outside targets, then double tap the inside target. E.g., P2, P2, P1, P3, P2 - P2, P1, P3, P2, P2. Any Plate Rack targets left standing are scored as a miss.

RC/SO= Round Count/Shooting Order