

Cavalier Cowboys

7 September 2025
Stages by Ripsaw

The “IOU” and the “Bar”

Drinking was such a commonplace practice in the Old West that nearly every adult man in most small towns could be found in the local saloon at least a couple nights each week.

Most of the “disturbances of the peace” would occur on Saturday night, or early Sunday morning, after hours of drinking and games of chance, often at the card table.

The unlucky (or foolish) player who exceeded his financial capabilities at cards often found himself in debt to one or more friends (or enemies). Settling that debt usually started with an “IOU,” an abbreviation of the phrase “I owe you.” It specified the terms of an agreement to pay the debt.

Occasionally, the debt was paid in lead and gunpowder.

It’s time to settle that debt, pard.

Cavalier Cowboys – Club Match Rules & Conventions

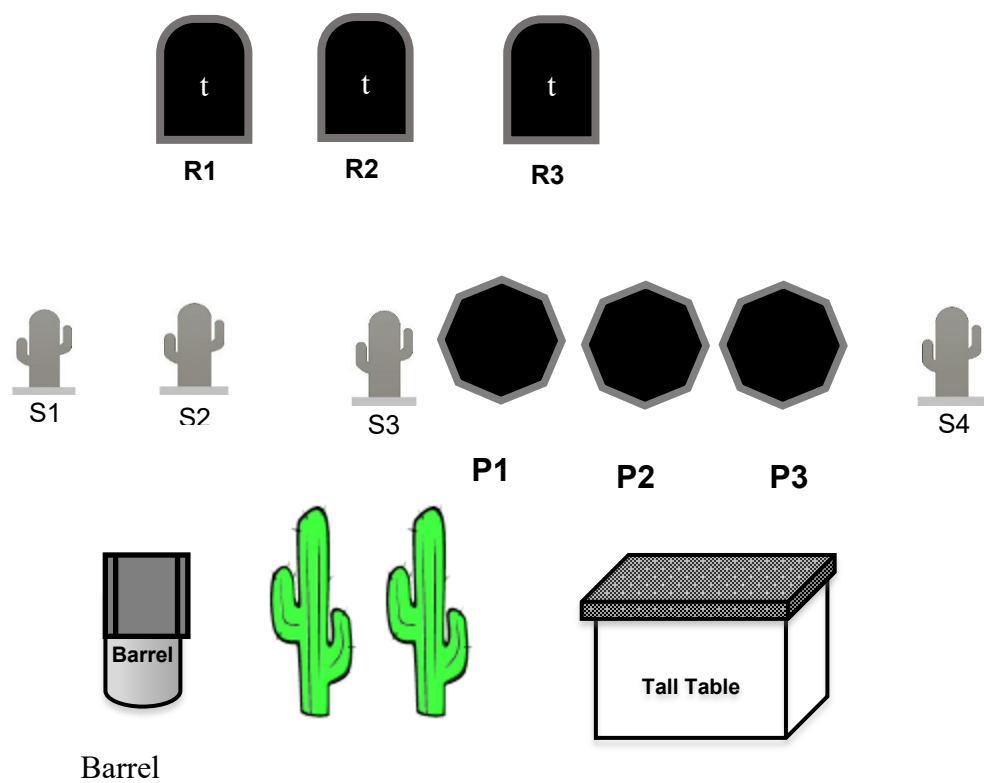
- ❑ **SASS Rules:** All SASS Rules are in affect; unless documented herein, addressed during the Shooter Safety Meeting or specifically stated in the stage directions for a given stage.
- ❑ **SASS Stage Conventions:** All SASS Stage Conventions are in affect; unless specifically stated in the stage directions 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

Stages 1-3 Diagram



STAGE: 1 (State Match Flashback!)

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

SO: Rifle not last

Pistols holstered, Rifle and Shotgun staged safely

Shooter starts standing at default at position of choice. When ready, says “This will settle my IOU!” At the beep

1. With rifle, from either position, shoot the 3 rifle targets, R1 through R3 by double tapping each of the two outside targets then single tapping the center target, then repeat.
2. From the Tall Table, with pistols, shoot the 3 pistol targets P1 through P3 with the same instructions as the rifle.
3. With shotgun, shoot the 4 knockdowns S1-S4 in any order, moving between the barrel and table. (Must use both positions with the shotgun, i.e., at least one target from each location)

STAGE: 2

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

Pistols holstered, Rifle staged on tall table, Shotgun in hands.

Shooter starts standing at the Tall Table holding shotgun safely, with both hands. When ready, say “This will settle my IOU!” At the beep, with shotgun, shoot the 2 shotgun targets S3 and S4 in any order. Next, with rifle, shoot R1-R3 with a double tap Nevada sweep. Last, with pistols shoot the pistol targets P1 through P3 with the same instructions as the rifle.

STAGE: 3

RC: Rifle-10, Shotgun-4+, Pistols-5 each;

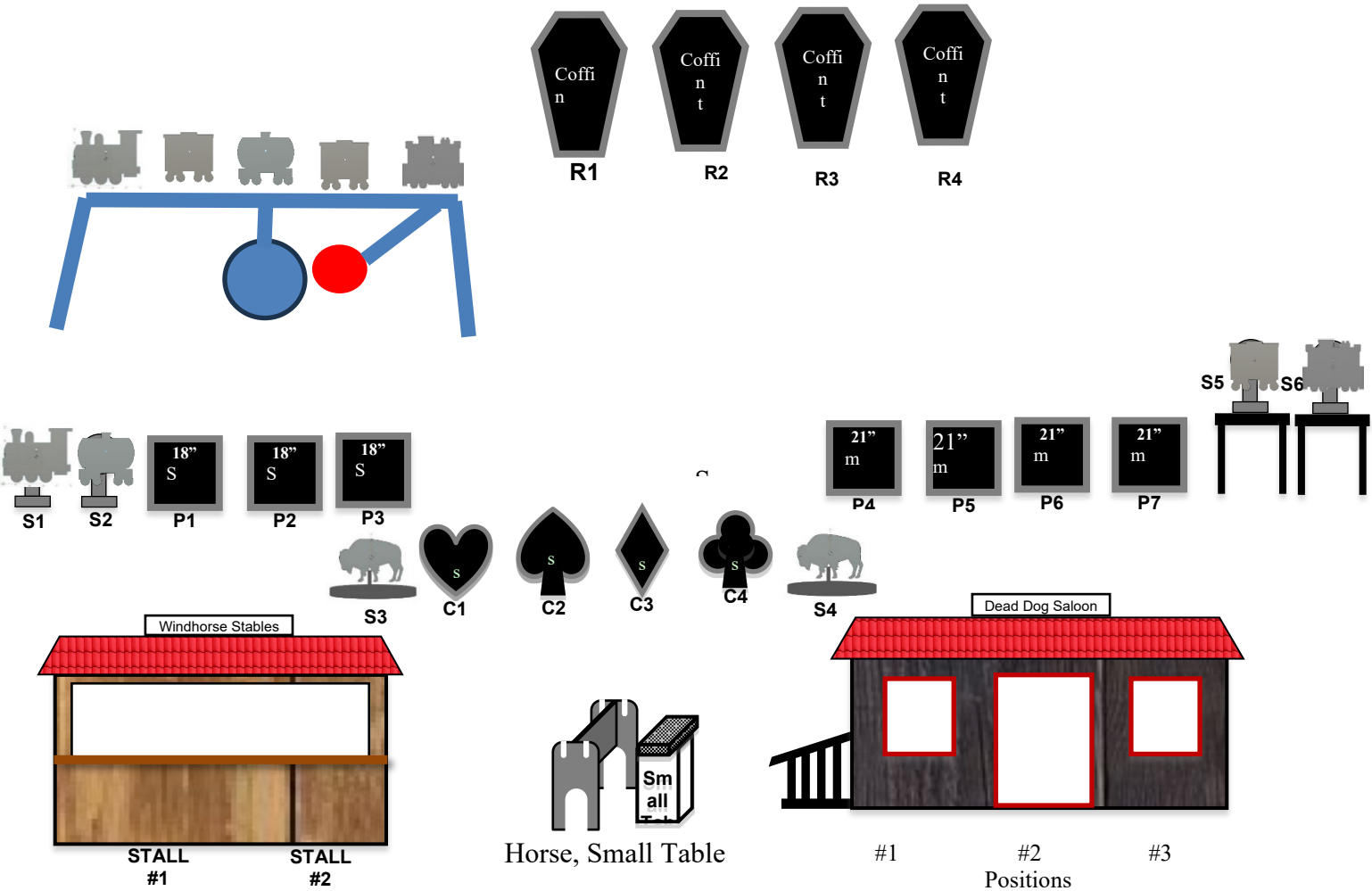
SO: Rifle not last

Pistols holstered, Rifle staged on barrel, Shotgun staged safely

Shooter starts standing at default and when ready, says “This will settle my IOU!” At the beep,

1. From the Barrel, with rifle, shoot the 3 rifle targets, R1-R3, with a 3-4-3 sweep from either direction.
2. From the Tall Table, with shotgun, shoot the 2 knockdowns, S3 and S4 in any order and from the Barrel shoot the 2 knockdowns S1 and S2 in any order.
3. From the Tall Table, with pistols, shoot the 3 pistol targets, P1-P3 with the same instructions as the rifle.

Stage 4-6 Diagrams



STAGE: 4

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

SO: Rifle not last

Pistols holstered, Rifle & Shotgun staged in the Stable

Shooter starts standing in the Stable with hands at default and when ready, says “This will settle my IOU!” At the beep,

1. From Stall 1, with the shotgun, shoot S1 and S2.
2. From Stall 2, with rifle, shoot the train rack and place remaining rounds on the swinging dump plate. May use shotgun to clear plate rack as needed.
3. From Stall 2 with pistols, shoot the pistol targets P1-P3 with triple taps in any order then place the 10th round on P2. (Short cut/quad tap is permitted.)

STAGE: 5

RC: Pistol-5 (one pistol), Shotgun- 2+, Rifle-10,

SO: Pistol, Rifle, Shotgun

Pistol(s) holstered, Rifle and shotgun staged on the horse, small table placed at shooter’s preference (either side of horse).

Shooter starts standing with pack of playing cards on the small table. When ready, cut the deck and show the card to the TO and spotters. Place the cards back on the deck. Place hands at low surrender and when ready, says “This will settle my IOU!” At the beep,

Shoot the C1-C4 card suit targets with a “flush” of the suit revealed by cutting the deck. (Five shots on the same suit target.) Next, with rifle, shoot the four coffin targets, R1-R4 with two different “full house” hands—two different pairs of targets shot 3-2 or 2-3, all four targets engaged. Last, with shotgun, shoot the two bison spinners (Any movement counts as a hit.)

STAGE: 6

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

SO: Rifle not last

Pistols holstered, Rifle and Shotgun staged safely

Shooter starts standing with hands at default and when ready, says “This will settle my IOU!” At the beep,

1. From any Position 1 or 2, shoot the rifle targets R1-R4 with a progressive sweep, starting on either end target.
2. From Position 2, the doorway, shoot the pistol targets P4-P7 with the same instructions as the rifle.
3. From Position 2 or 3, with shotgun, shoot S5-S6 in any order.