



CAVALIER COWBOYS

Sunday May 3, 2026
Stages by: Bingo Montana

Today's spotlight is on the B-Western/Lady B-Western Category!



SASS Cowboy Action Shooting offers two costume categories, Classic Cowboy/Cowgirl and B-Western/Lady B-Western. B-Western category adds a unique costuming aspect reflecting a time in American film and TV when westerns were very popular. B-Westerns were short 2nd spot films on the bill with children as the target audience. Since the films were aimed at children, they rarely included killing, and most of the plots had an intensely moralistic tone. B-Western shooting category carries rules and guidelines for costuming, leather, and firearms usage. From the SHB, "All costumes are expected to be fancy and flashy."

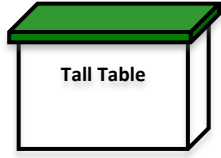
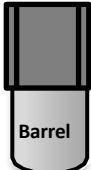
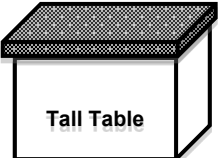
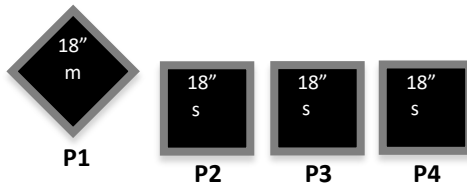
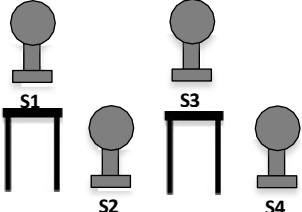
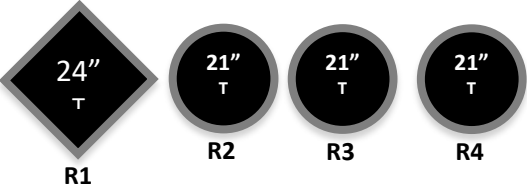
Cavalier Cowboys - Club Match Rules & Conventions

- 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 1-3 Diagram (Kubaville)



Stage: 1

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

Shotgun staged on horse, Rifle staged on the barrel, Pistols holstered.

Start at the barrel with hands at default. When ready say “Smiley Pockets!” At the beep with shotgun shoot KD’s S1 – S4 in any order. Next move to left table and with rifle shoot R1 – R4 Nevada sweep starting on R1. E.g., R1, R2, R3, R4, R3, - R2, R1, R2, R3, R4. Last move to the right table and with pistols shoot P1 – P4 with the same instructions as the rifle.

Stage: 2

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

Rifle staged on the barrel, Shotgun stage on barrel, Pistols holstered.

Start at the barrel with hands at low surrender. When ready say “No Suspenders!” At the beep with shotgun shoot any two KD’s in any order. Next move to left table and with rifle shoot R2 – R4 with a 3 – 4 – 3 sweep starting on R2 or R4. E.g., R2, R2, R2, R3, R3, - R3, R3, R4, R4, R4. Next move to barrel and with shotgun shoot the two remaining KD’s in any order. Last move to right table and with pistols shoot P2 – P4 with the same instructions as the rifle.

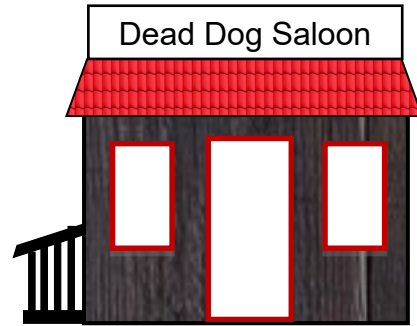
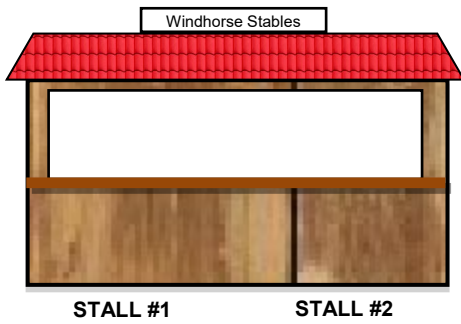
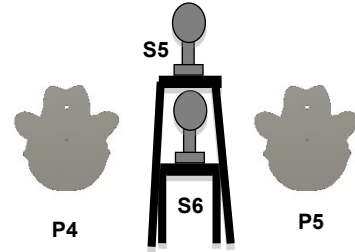
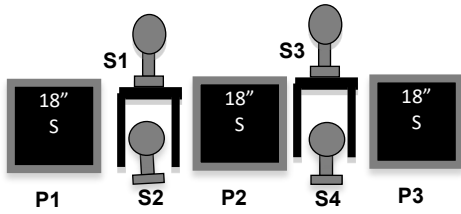
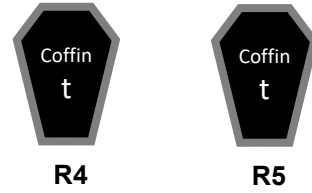
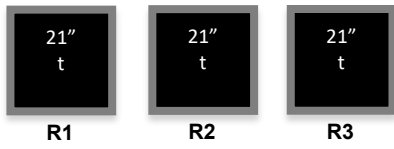
Stage: 3

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

Rifle pointed safely downrange, Shotgun staged safely; Pistols holstered.

Start at the right table with the rifle pointed safely downrange. When ready say “Men gotta have spurs!” At the beep with rifle shoot R1 – R4 in this order: R1, R2, R1, R3, R1, - R4, R1, R3, R1, R2. Next move to barrel and with shotgun shoot KD S1 – S4 in any order. Last move to the right table and with pistols shoot P1 – P4 with the same instructions as the rifle.

Stages 3 – 6 Diagram (Kubaville)



Stage: 4 – Windhorse Stables

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

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

Start at stall 2 with hands at default, when ready say “Buscadero rig for sure!” At the beep with shotgun shoot KD’s S1 – S4 top two, then bottom two. Next with Rifle shoot R1 – R3 with a Cha Cha sweep starting on either end, e.g.; R1, R2, R1, R2, R3 – R1, R2, R1, R2, R3. Last with Pistols shoot P1 – P3 with the same instructions as rifle.

Stage: 5 - Saloon

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

SO: Rifle not last

Rifle and Shotgun staged in doorway; Pistols holstered

Starting Position: Stand and deliver from doorway, hands at default

Shooter may indicate ready by saying: “Look at those conchos!”

- Rifle & Pistols on appropriate targets: shoot R4 & R5 (P4 & P5) with a progressive sweep starting on either end. E.g.; R4, R5, R5, R4, R4, - R4, R5, R5, R5, R5.
- Shotgun: Knock ‘em both down.

Stage: 6 – Windhorse Stables

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

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: “Is that Gene Autry?”

“AT THE BEEP”

- Rifle: from staged location shoot R1 – R3 with a Nevada sweep double tapping the center target, you can start on either end. E.g.; R1, R2, R2, R3, R2, - R2, R1, R2, R2, R3.
- Pistols: from either stall shoot P1 – P3 with same instructions as rifle.
- Shotgun: from staged location stall shoot KD’s S1 – S4 in any order.