

Cavalier Cowboys

August 2, 2026

Stages by Ripsaw

“Gunfighter”

The terms “gunfighter” or “gunslinger,” as they are often called today, are actually modern words utilized in films and literature of the 20th Century. During the days of the “real” Wild West, men who had gained a reputation as being dangerous with a gun were more commonly called gunmen, pistoleers, shootists, or bad men.

That being said, Bat Masterson, a noted gunfighter himself, who later became a writer for the *New York Morning Telegraph*, sometimes referred to them as “gunfighters,” but, more often, as “man killers.”

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

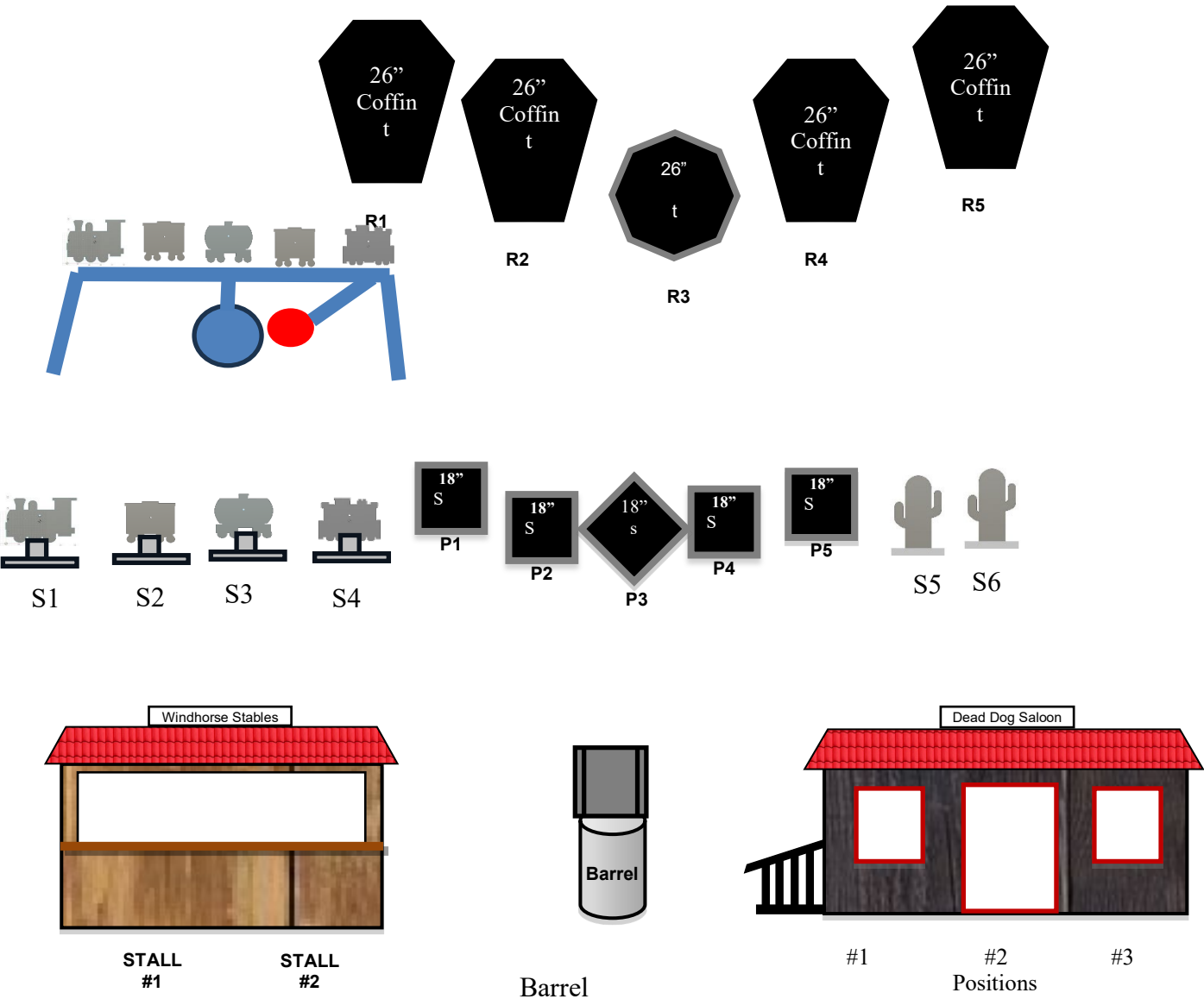
If you know that it’s a Miss...It’s a Miss

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 1-6 Diagram



STAGE: 1

Round Count: Pistols-5 each, Rifle-10, Shotgun 2+

Shooting Order: Rifle Not Last

Pistols holstered, Rifle and shotgun staged on the barrel

Shooter starts standing at barrel with hands at default. When ready say, "I ain't no gunslinger!"

At the beep:

1. With pistols, shoot the five pistol targets, P1-P5 with a West Virginia Sweep starting from either direction.
2. With rifle, shoot the five rifle targets, R1-R5 with the same instructions as the pistols.
3. With shotgun, shoot the knockdowns, S5- S6 in any order.

STAGE: 2

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

Pistols holstered, Rifle and shotgun staged in Stall 2

Shooter starts standing in stall 2 with shotgun pointed safely downrange and when ready, says "I ain't no gunslinger!" At the beep, with shotgun, shoot the four knockdown targets S1-S4 in any order, then, move to the barrel and with rifle, shoot the 4 "tombstone" rifle targets once each, then double tap the middle "stop sign" then shoot the 4 "tombstone" rifle targets once each. For example, R1, R2, R4, R5, R3, R3, R1, R2, R4, R5. Then, with pistols, shoot the five pistol targets, P1-P5 with the same instructions as the rifle (single tap the outside targets than double tap the center then single tap the outside targets).

STAGE: 3

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

Pistols holstered, Rifle & Shotgun staged on the barrel

Shooter starts standing at the barrel at default position and when ready, says "I ain't no gunslinger!" At the beep, with rifle, shoot the four tombstone rifle targets R1, R2, R4 and R5 with a Nevada Sweep starting from either end. Then, with shotgun, shoot any two knockdowns in any order. Finally, with pistols, shoot the four square pistol targets P1, P2, P4 and P5 with the same instructions as the rifle.

STAGE: 4

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

Pistols holstered, Rifle & Shotgun staged on the barrel

Shooter starts standing at the barrel at low surrender. When ready, say, "I ain't no gunslinger!" At the beep, with rifle, shoot the five rifle targets R1-R5 from near to far with double taps. For example, R3, R3, R2, R2, R4, R4, R5, R5, R1, R1. Next, with pistols, shoot the five pistol targets P1-P5 with the same instructions as the rifle. Last, with Shotgun, shoot the four knockdowns S3-S6 in any order.

STAGE: 5

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

SO: Rifle not last

Pistols holstered, shotgun and rifle staged in Stall 2

Shooter starts standing with hands on head/hat. When ready, say "I ain't no gunslinger!" At the beep:

1. With shotgun from stall 2, shoot the four knockdowns S1-S4 in any order.
2. With rifle from stall 2, shoot the plate rack and dump target D1.
3. From Barrel, with pistols, shoot the 5 pistol targets with 10 rounds all targets engaged.
Note: you can make up plate rack targets at any time with the shotgun.

STAGE: 6

RC: Rifle-10, pistols-5 each, Shotgun optional

SO: Rifle not last

Pistols holstered, Rifle and Shotgun staged safely

Shooter starts standing with hands at default. When ready, say "I ain't no gunslinger!" At the beep:

1. Shoot each rifle, shotgun and pistol target with at least 1 but not more than 4 rounds. KDs must be knocked down.
2. Plate rack is not in play
3. Shoot the four train KDs from Stall 2
4. R targets from either position
5. P targets from the barrel
6. S5 and S6 from the barrel