

**SASS AND THE
CAVALIER COWBOYS
PRESENT**



**Big and Close And On The East Coast!
2026**



**Cavalier Rifle and Pistol Club
14151 Boondock Ln
Montpelier, VA 23192
cavrpc.org
cavaliercowboys.org**



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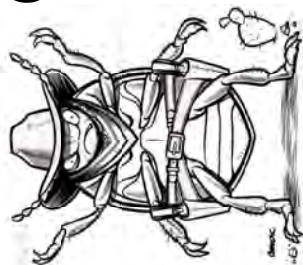


By Ripsaw

**Ripsaw's Target Shed
ftimpano12@gmail.com**

Compliments of

**Cockroach
SASS
26100**



Welcome to the 2026 CAS Virginia State Championship Donner, Party of 6!

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MATCH OFFICIALS

Major B.S. Walker, Regulator

Match Director, Range Master
and Territorial Governor

Bingo Montana

Deputy Match Director
Deputy Range Master

Shinbone

Long Range Match Director

Major B.S. Walker

Wild Bunch Match Director

Ranch Hands

Bucksaw Bob
Butch Montana
Captain R. Hugh Kidnme
Iron Yooper
Kuba Kid
Lefty Spurmaker
Liverpool JD
Madame Anne Bonney
Marshal PC Wabash
Range Hazzard
Red Cavanaugh
Ripsaw
Tree Doc Red
Windhorse Rider

Cavalier Cowboys 2026 Gunfight at the Double-C

The Cavalier Cowboys would like to thank you for attending the 2026 SASS sanctioned Virginia State Cowboy Action Shooting Championship Match, the Gunfight at the Double-C, hosted at the Cavalier Rifle & Pistol Club.



This year's theme is based on the Donner Party tragedy of 1846. While the actual event was a tragedy of epic proportions, it did demonstrate the extreme lengths to which people will go to survive. While we mean no disrespect to those poor souls lost in the Donner Pass, as a resilient species, and with something of a macabre twist, we try to find humor in some way that remembers what people will endure in the most extreme conditions imaginable.

I want to thank my Deputy Match Director and Range Master, Bingo Montana, our target creator, Ripsaw, the Long Range Match Director, Shinbone, and all the other Ranch Hands that put in the extra time and effort to host this event.

Thanks to all,
Your Pard,

**Major B.S. Walker, Regulator, Territorial Governor, Match
Director and Range Master**



The Donner Party: Tragedy and Resilience

The Donner Party started out from Springfield, Illinois with 87 people in April of 1846. Their original plan was to go to California via the Oregon Trail. Somewhere along the way, they became enticed by Lansford Hastings' untested "Hastings Cutoff" a supposed shortcut across the Great Basin.

Plagued by delays and harsh terrain, they made it to the Sierra Mountains in early November. There they got trapped by an early heavy snowfall. As food was being depleted, some members attempted to hike out to try to secure help.

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MATCH SCHEDULE

Friday – Sept 4, 2026

7:00am -- 4:00pm	Registration Open (Small Pavilion across from Bay 2)
12:00pm – 4:00pm	Side matches
4:30pm – 6:00pm	Wild Bunch side match

Saturday – Sept 5, 2026

7:00am	Front Gates Open
7:00 -- 9:00am	Match Registration Open (Registration Small Pavilion, across from Bay 2)
8:00am – 9:00am	Posse Leader Walk thru of Stages (Start at Bay 2)
9:00am – 9:30am	Mandatory Safety Meeting (Bay 2)
9:30am – 2:30pm	Six Main Match Stages (Bays 1 - 5)
3:00pm – 5:00pm	Lunch (Large Pavilion--Camping Area)

Sunday – Sept 6, 2026

7:00am	Front Gates Open
9:05am – 1:00pm (est)	Four Main Match Stages, Bays 1-5
2:00pm – 3:30pm	Awards Ceremony (Large Pavilion at Campground)

Silver Level Sponsors

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Missouri Marshal's Loading Blocks**

Bronze Level Sponsors

Stitches in Time

The Donner Party: Tragedy and Resilience

(continued from page 5)

With everything exhausted, the members eventually resorted to cannibalism to survive, consuming the bodies of those that died of starvation or the cold. They did also murder two Miwok Indian guides and ate them.

Rescuers from California finally arrived in mid-February 1847. Of the 87 people that started out, 48 survived. The tragedy of the Donner Party left a lasting mark on American history, symbolizing both the dangers of westward migration and the extreme measures humans may take to survive. Donner Lake and Donner Pass in California are named in memory of the group.

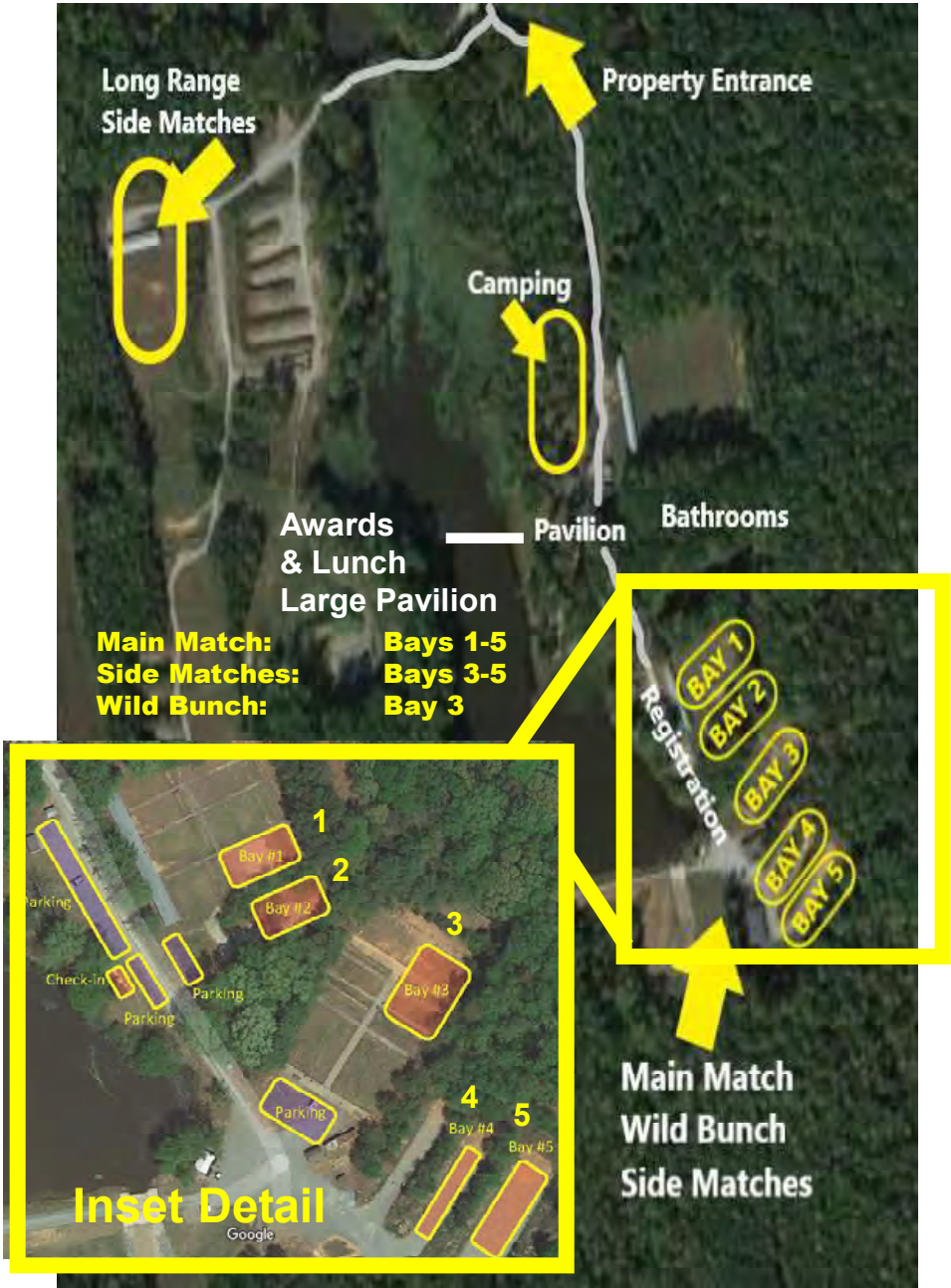


Donner Pass



El Diablo
Don

OVERALL RANGE MAP



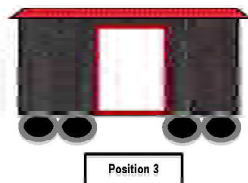
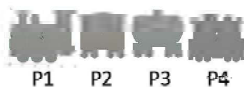
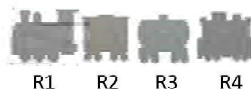
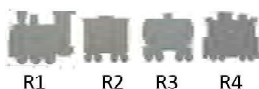
Bay # 3, Two Stage Warm-up, Stage 1

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Shooting Order: Shotgun, Rifle, Pistol

Staging: Pistols holstered, Rifle and Shotgun staged safely

Procedure: Start at position 1 or 3 with hands on prop table not touching firearms. When ready say "I'm Ready." At the beep, with shotgun, shoot the four KD's in any order. Next, with rifle, shoot the four R targets 1, 2, 3, 4, 1, 2, 3, 1, 2, 1. Can shoot from either direction. Move to position 2 and with pistols shoot the four P targets with the same instructions as the rifle.



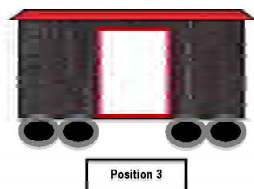
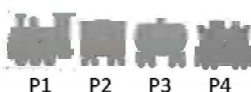
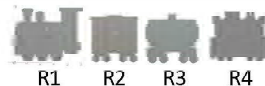
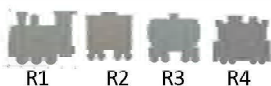
Bay # 3, Two Stage Warm-up, Stage 2

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Shooting Order: Pistol, Rifle, Shotgun

Staging: Pistols holstered, Rifle staged safely, Shotgun staged safely

Procedure: Start standing at position 2 with hands on pistol/pistols. When ready say, "I'm Ready." At the beep with pistols shoot the four P targets starting from either end with a Nevada sweep. Move to position 1 or 3 and with rifle shoot the four R targets with the same instructions as the pistols. Last, with shotgun, shoot the four KD's in any order.



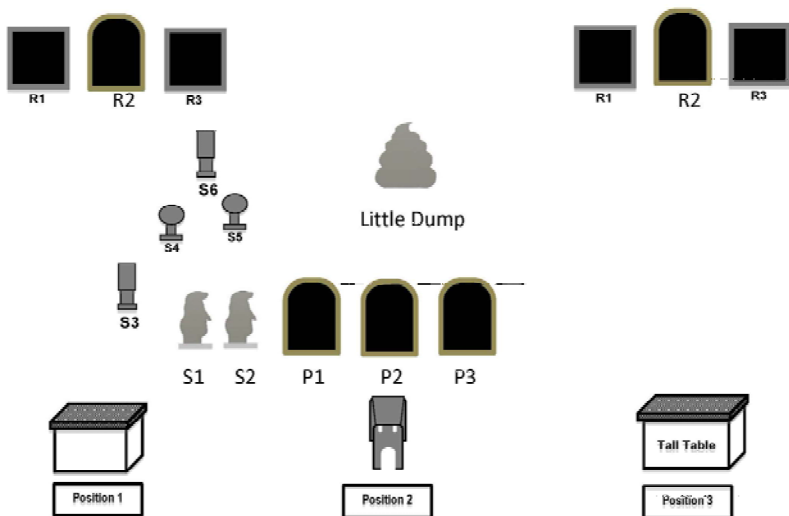
Bay # 5, Wild Bunch, Stage 1

Round Count: 28 Pistol, 10 Rifle, 6 Shotgun

Shooting Order: Rifle, Pistol, Shotgun

Staging: Pistol holstered, Rifle at position 1 or 3, Shotgun staged at position 1

Procedure: Start standing at position 1 or 3 with hands at default. When ready say, "Someone's gonna get their brass kicked." At the beep, with rifle, shoot the three R targets by alternating double taps on the two outside targets for eight rounds then double tap the center. Move to position 2 and with pistol shoot the three P targets by double tapping both outside targets then triple tapping the center, one starting on left and one starting on the right. Next double tap the two outside P targets and then triple tap the dump target. Then quad tap the center P target then triple tap the dump target. Move to position 1 and shoot the six KD's in any order.



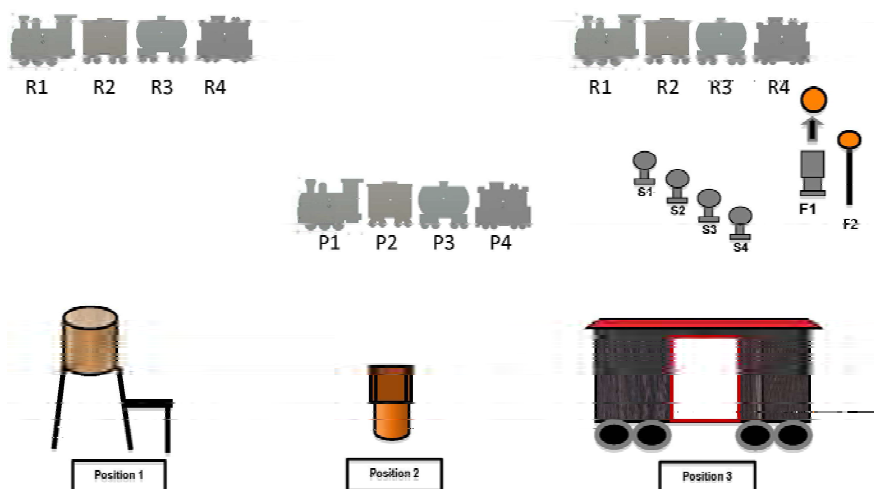
Bay # 3, Wild Bunch, Stage 2

Round Count: 21 Pistol, 9 Rifle, 6 Shotgun

Shooting Order: Pistol, Rifle, Shotgun

Staging: Pistols holstered, Rifle staged at position 1, Shotgun staged safely

Procedure: Shooter starts at position 2 with hands at low surrender. When ready say "Someone's gonna get their brass kicked." At the beep, with pistol, starting on either end, shoot the four P targets with a triple tap Nevada style sweep, i.e. 1,1,1-2,2,2-3,3,3-4,4,4-3,3,3-2,2,2-1,1,1. Next move to position 1, and with rifle, shoot any three R targets with triple taps. Move to position 3, and with shotgun shoot the four KD's in any order. Last, shoot the popper and the clay bird. If the clay bird is missed, then reload and break the static clay to negate the miss.



The Main Match!

Where do I go to shoot??

	Bay 1	Bay 2	Bay 3	Bay 4	Bay 5	Bay 1	Bay 2	Bay 3	Bay 4
Posse 1	Day 1		Day 2						
Posse 2		Day 1		Day 2					
Posse 3		Day 1		Day 2					
Posse 4			Day 1		Day 2				
Posse 5			Day 1		Day 2				

POSSE ASSIGNMENTS DAY 1

<u>Posse</u>	<u>Start</u>	<u>Stages</u>	<u>Go To</u>	<u>For Stages</u>
Posse 1	Bay 1	1, 2	Bays 2, 3	3, 4, 5, 6
Posse 2	Bay 2	3, 4	Bays 3, 4	5, 6, 7, 8
Posse 3	Bay 3	5, 6	Bays 4, 5	7, 8, 9, 10
Posse 4	Bay 4	7, 8	Bays 5, 1	9, 10, 1, 2
Posse 5	Bay 5	9, 10	Bays 1, 2	1, 2, 3, 4

POSSE ASSIGNMENTS DAY 2

<u>Posse</u>	<u>Start</u>	<u>Stages</u>	<u>Go To</u>	<u>For Stages</u>
Posse 1	Bay 4	7, 8	Bay 5	9, 10
Posse 2	Bay 5	9, 10	Bay 1	1, 2
Posse 3	Bay 1	1, 2	Bay 2	3, 4
Posse 4	Bay 2	3, 4	Bay 3	5, 6
Posse 5	Bay 3	5, 6	Bay 4	7, 8

Bay # 1, Stage 1

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Shooting Order: Rifle not last

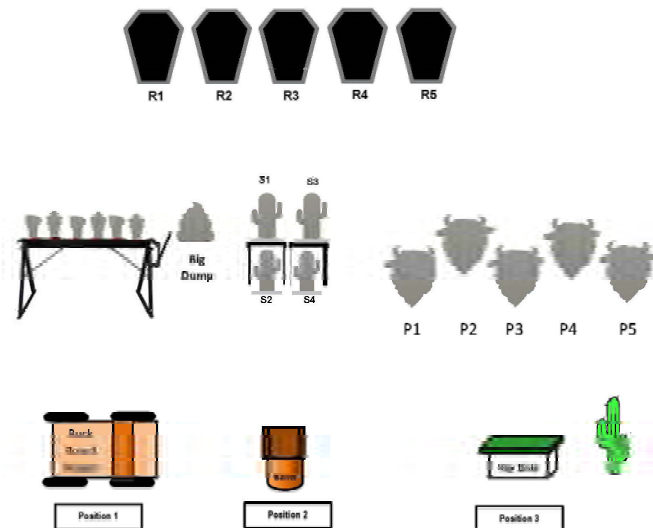
Staging: Pistols holstered, Rifle & Shotgun staged safely

Procedure: Start standing at position 2 or 3 with both hands at low surrender. When ready say, "Donner, party of five." At the beep:

--With rifle, from Position 2, shoot the five R targets in this order (1,2,3,4,5,5,4,3,2,1).

--With shotgun, from Position 2 shoot the four KD's in any order.

--From Position 3, with pistols, shoot the five P targets with the same instructions as the rifle.



Sponsored by Blue Ridge Roundup!

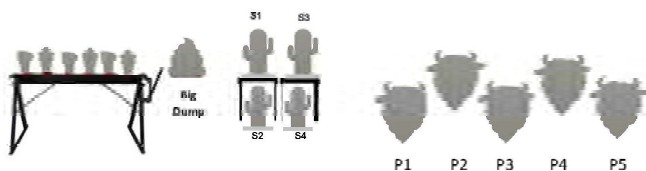
Bay # 1, Stage 2

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Shooting Order: Rifle, Shotgun, Pistols

Staging: Pistols holstered, Rifle staged at position 1, Shotgun staged safely.

Procedure: Start standing at Position 1 with hands at low surrender. When ready say, "You look hungry." At the beep, with rifle, shoot the plate rack and dump target in any order. Plates left standing and misses on the dump target count as misses. Make-up standing plates with shotgun if desired. Next, move to Position 2 and with shotgun, shoot the four KD's in any order. Last, move to Position 3 and shoot the five P targets starting on either end with two single tap sweeps, both from the same direction.



Sponsored by Rivanna Rangers

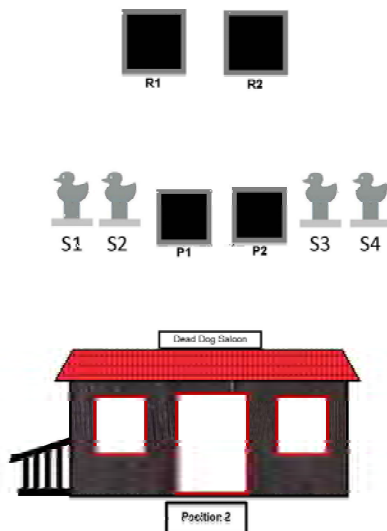
Bay # 2, Stage 3

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Shooting Order: Rifle not last

Staging: Pistols holstered, Rifle & Shotgun staged at position 2

Procedure: Start and stay standing at position 2, the doorway, with hands anywhere on opposite sides of the doorframe. When ready say, "Donner, party of four." At the beep, with rifle on R targets, and pistols on P targets, Rifle and Pistol sequence is: (May start on either target) a progressive sweep on two targets, e.g., 1,2,2,1,1,1,2,2,2,2. Shotgun- shoot the four KDs in any order.



Sponsored by Major Gunz

Bay # 2, Stage 4

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Shooting Order: Rifle not last

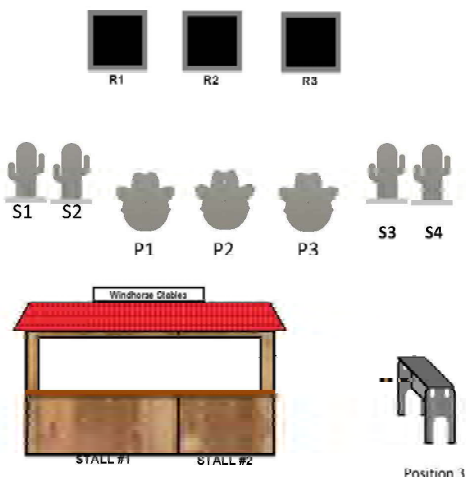
Staging: Rifle and Shotgun staged safely, Pistols holstered

Procedure: Start in stall 2 or at Position 3 with hands at default. When ready say, "I won't taste like chicken." At the beep:

--With rifle, from either position, starting on either end, shoot the three R targets by first double tapping the two outside targets then single tapping the center, repeat instructions, e.g., 1,1, 3,3, 2 - 1,1, 3,3, 2.

--With pistols from Stall 2, shoot the three P targets with the same instructions as the rifle.

--With shotgun, using both positions, shoot S1 and S2 KDs in any order from stall 2 and shoot S3 and S4 KDs in any order from Position 3.



Sponsored by Buena Vista Kid

Bay # 3, Stage 5

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Shooting Order: Rifle not last

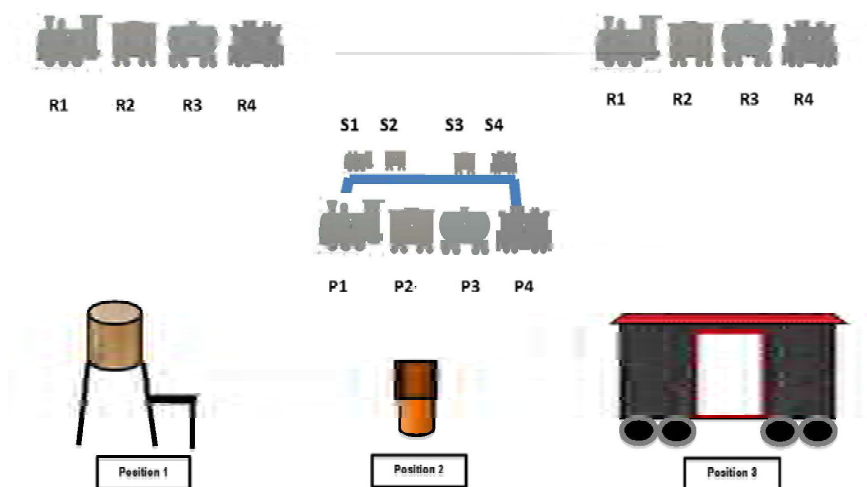
Staging: Pistols holstered, Rifle staged at position 1 or 3, Shotgun staged safely

Procedure: Shooter starts at any of the three positions with hands at low surrender. When ready say, "Donner, party of three." At the beep:

---Rifle from position 1 or 3, shoot a 3, 2, 2, 3 sweep on the R targets starting from either end.

---Pistols from position 2, shoot the P targets with same instructions as the rifle.

---Shotgun from position 2, shoot the four KD's on the plate rack.



Sponsored by Mattaponi Sundowners

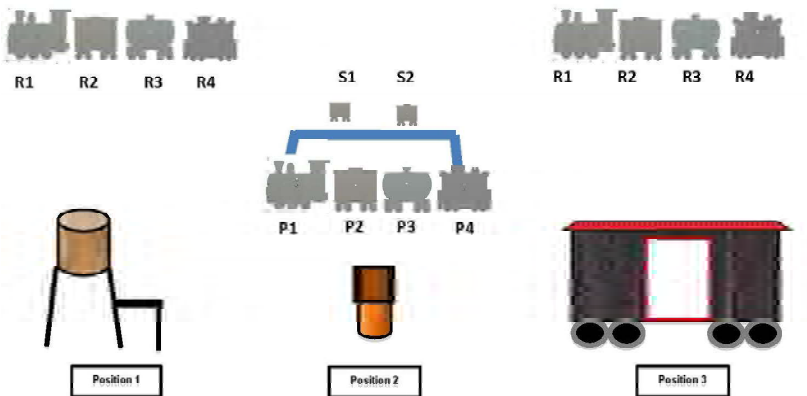
Bay # 3, Stage 6

Round Count: 10 Rifle, 10 Pistols, 2+ Shotgun

Shooting Order: Rifle, Pistols, Shotgun

Staging: Pistols holstered, Rifle staged at position 1 or 3, Shotgun staged safely

Procedure: Start standing at position 1 or 3 with hands on buttocks. When ready say, "Drop the barbeque sauce." At the beep, with rifle, shoot the four R targets (R1, R2, R3, R4) by alternating single taps on any two targets for five rounds then repeat on the other two targets. Move to position 2 and with pistols, shoot the P targets with the same instructions as the rifle. Then, with shotgun, shoot the two plate rack train car KDs in any order.



Sponsored by Pungo Posse

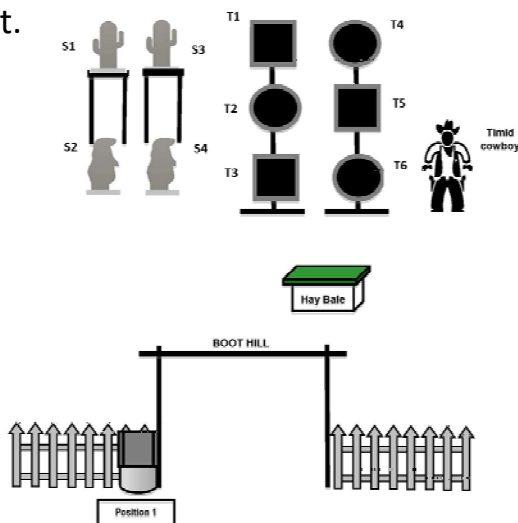
Bay # 4, Stage 7

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Shooting Order: Shotgun, Rifle, Pistol

Staging: Pistols holstered, Rifle & Shotgun staged at position 1

Procedure: Start standing at position 1 with hands on hat or head. When ready say, "Donner, party of two." At the beep, with shotgun, shoot the four KD's in any order. Make safe pointing to the left berm. Next with rifle, shoot the hat off the Shy Cowboy, then place the remaining 9 rounds on the top four targets any way you want. Make rifle safe pointed to the left berm or make safe on bale. Move to the hay bale and with pistols shoot the hat off the Shy Cowboy if you missed with the rifle, then place 9 or 10 rounds on the bottom four targets any way you want.



Sponsored by Starline Brass

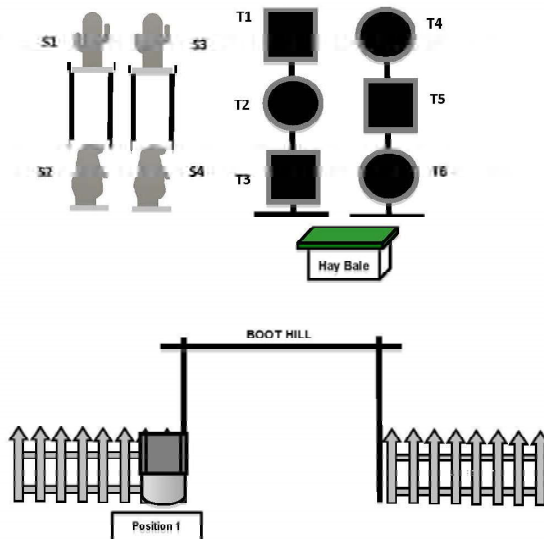
Bay # 4, Stage 8

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Shooting Order: Rifle, Shotgun, Pistol

Staging: Pistols holstered, Rifle staged at position 1, Shotgun staged safely

Procedure: Start standing at position 1 with hands on hat /head. When ready say, "Back away with that salt and pepper!" At the beep, with rifle, starting on top or bottom, shoot the T targets with two five shot vertical Nevada sweeps on the squares **and** on the circles. Make rifle safe facing left berm. Move to hay bale and with shotgun shoot the four KD's in any order. Last with pistols, shoot the T targets with same instructions as the rifle. Pistols do not have to mirror the rifle.



Sponsored by Slippery Bullets

Bay # 5, Stage 9

Round Count: 10 Pistol, 10 Rifle, 1+ Shotgun

Shooting Order: Rifle not last

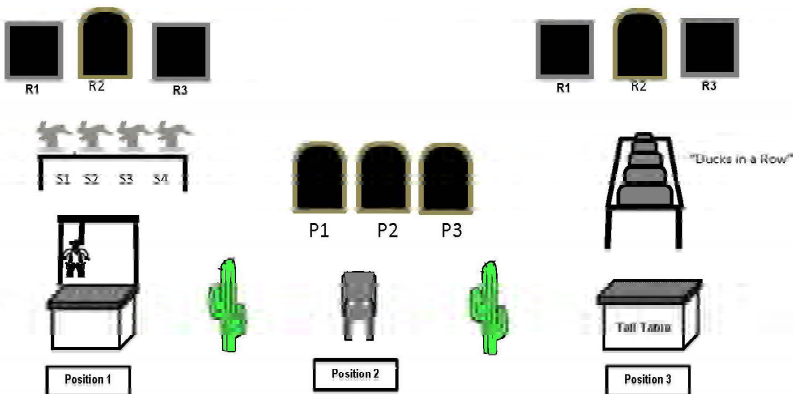
Staging: Pistols holstered, Rifle and Shotgun staged safely

Procedure: Start standing at any position any way you want, not touching any firearm. When ready say, "Donner, party of one." At the beep:

--From position 1 or 3, with rifle, shoot the three R targets starting from either end with a triple tap sweep, then place the tenth round on the center target.

--From position 2, with pistols, shoot the three P targets with the same instructions as the rifle.

--From position 3 with shotgun, shoot the "Ducks in a Row" KDs with as few rounds as needed, in any order.



Sponsored by Valley Vigilantes

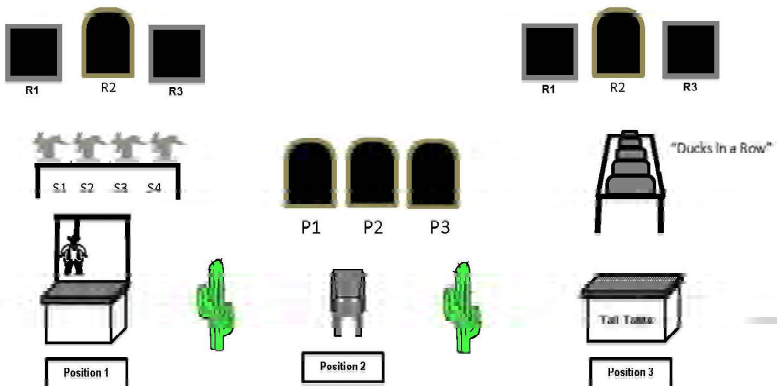
Bay # 5, Stage 10

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Shooting Order: Rifle, Pistols, Shotgun

Staging: Pistols holstered, Rifle staged at position 3, Shotgun staged safely

Procedure: Start standing at position 3 with hands on buttocks. When ready say, "You're not having me over for dinner." At the beep, with rifle, shoot the three R targets starting on either end by alternating single taps on the two outside targets for four rounds then place the fifth round on the center. Repeat instructions for the next five rounds. Next, move to position 2 and with pistols shoot the P targets with the same instructions as the rifle. Last, move to position 1 and with shotgun shoot the four KDs in any order.



Sponsored by North Carolina Cowboys

Personal Score Sheet

Alias: _____

Stage	Raw Time	Miss	Penalty	Bonus	Total
Stage 1					
Stage 2					
Stage 3					
Stage 4					
Stage 5					
Stage 6					
Stage 7					
Stage 8					
Stage 9					
Stage 10					
Totals					

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!



Bobby Mika • BBQ Pitmaster • Owner

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**Thanks to
Bobby-Q
For the Great
Food!**