

Cavalier Cowboys

September 19, 2026

Stages by Ripsaw

The Long Branch Saloon

The **Long Branch Saloon** was a well-known saloon in Dodge City, Kansas from about 1874 to 1885. It had numerous owners, most notably Chalk Beeson and gunfighter Luke Short. The establishment provided gambling and live entertainment, including Beeson's five-person orchestra. It was the scene of several altercations, shoot-outs, gunfights, and standoffs often associated with cattle towns in the American wild west. Most famous was the 1879 Long Branch Saloon Gunfight, in which Frank Loving killed Levi Richardson.

Chalkley Beeson, a wealthy farmer and rancher, and William Harris bought the saloon in 1878. Harris named it after his hometown of Long Branch, New Jersey.^[2] It was a plain storefront bar with little ornamentation, typical for frontier saloons of the time. The saloon prospered until the railroad replaced the cattle drive. The establishment burned down in 1885 and was never rebuilt.

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

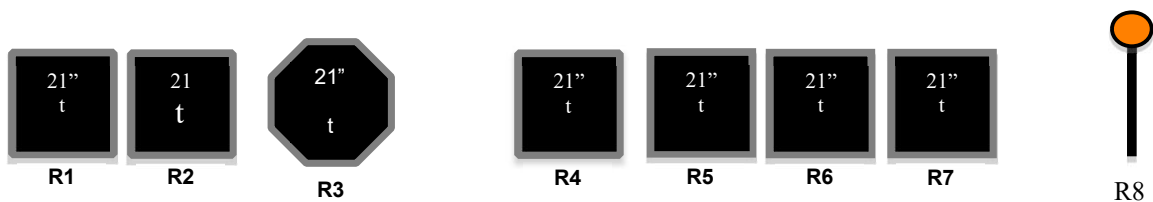
If you think it’s a Hit...It’s a Hit

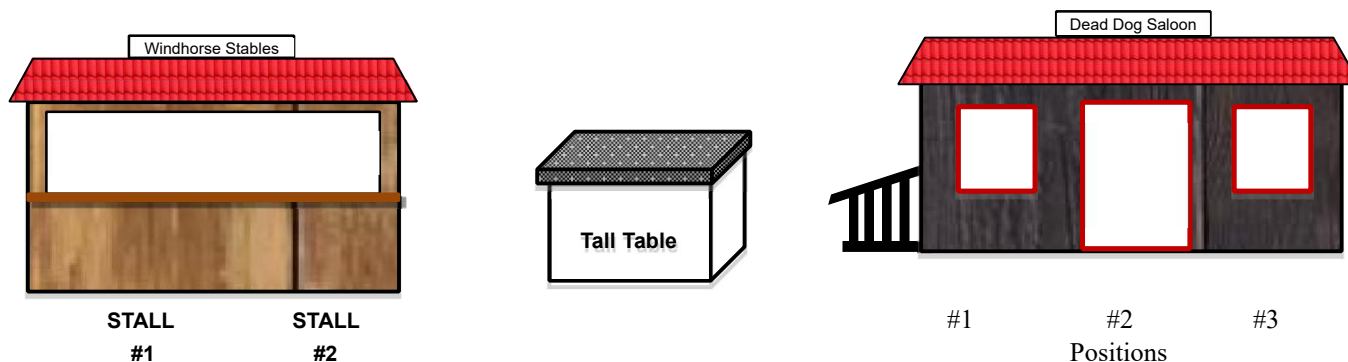
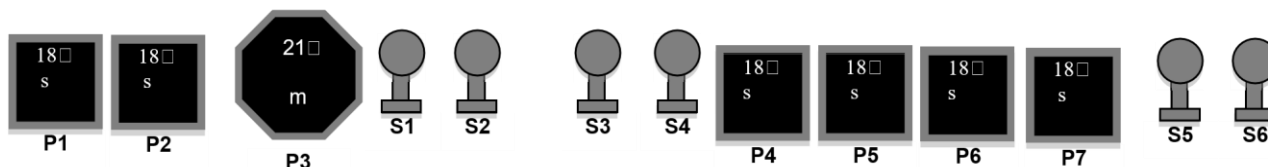
If you think it’s a Miss...IT’S A HIT

Benefit of the doubt always goes to the shooter

Stage 1-6 Diagrams

Bay 2





STAGE: 1

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

Pistols holstered, Rifle and shotgun staged in stall 2

Shooter starts standing in stall 2 with hands at low surrender. When ready, say “I’ll meet you at the Long Branch!” At the beep, with rifle, shoot the three rifle targets, R1-R3 in two separate 11-3 sweeps from left to right. For example, R1, R2, R3, R3, R3, R1, R2, R3, R3, R3. Next, with pistols, shoot the three pistol targets, P1-P3 with the same instructions as the rifle. Last, with shotgun, shoot S1 and S2 in any order.

STAGE: 2

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

Pistols holstered, Rifle & Shotgun staged in Stall 2

Shooter starts standing in stall 2 with hands at default position. When ready, say “I’ll meet you at the Long Branch!” At the beep, with shotgun, shoot S1 and S2 in any order. Next with pistols, shoot the two pistol targets, P1-P2 by alternating double taps starting on either target. For example, P1, P1, P2, P2, P1, P1, P2, P2, P1, P1. Next, with rifle, shoot the two rifle targets, R1R2 with the same instructions as the pistols. Last, move with safe shotgun to the tall table and shoot the two knockdowns, S3-S4 in any order.

STAGE: 3

RC/SO: Rifle-10+1, Shotgun- 4+, Pistols-5 each

Pistols holstered, Rifle staged in doorway, Shotgun staged safely.

Shooter starts standing in doorway at default. When ready, say, "I'll meet you at the Long Branch!" At the beep, with rifle, you may load an additional round at any time after the beep, shoot the four rifle targets R4-R7 with a progressive sweep from either direction. For example, R4, R5, R5, R6, R6, R6, R7, R7, R7, R7. Then, with the 11th round, shoot the bonus target R8 for a 5 second Bonus. Next, move to the left window, position 1, and with shotgun, shoot the two knockdowns, S3-S4 in any order. Then, move with safe shotgun to the right window, position 3, and with shotgun, shoot the two knockdowns S5 and S6 in any order. Last, move back to doorway, position 2 and with pistols, shoot the four pistol targets, P4-P7 with the same instructions as the rifle.

STAGE: 4

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

Pistols holstered, Rifle and shotgun staged on Tall Table.

Shooter starts standing at Tall Table with hands on hat or head. When ready, say "I'll meet you at the Long Branch!" At the beep, with rifle, shoot the rifle target, R3 with 10 sequential single shot sweeps. For example, R3, R3, R3, R3, R3, R3, R3, R3, R3, R3. Next, with shotgun, shoot the four knockdowns, S1-S4 in any order. Last, with pistols, shoot the pistol target P3 with the same instructions as the rifle.

STAGE: 5

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

Pistols holstered, Rifle held at Cowboy Port Arms, Shotgun staged safely.

Shoot starts standing in Stall 2 with rifle held at Cowboy Port Arms. When ready, say "I'll meet you at the Long Branch!" At the beep, with rifle, shoot the two rifle targets, R1-R2 with 10 rounds, each target engaged at least once. Then, with pistols, shoot the two pistol targets P1 and P2 with the same instructions as the rifle. Last, move to the tall table and with shotgun, shoot S1-S4 in any order.

STAGE: 6

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

Pistols holstered, Rifle & Shotgun staged in the doorway.

Shooter starts standing in doorway with hands on hat or head. When ready, say “I’ll meet you at the Long Branch!” At the beep, with rifle shoot the four rifle targets, R4-R7 with a Regressive Sweep from either direction. For example, R4, R4, R4, R4, R5, R5, R5, R6, R6, R7. Next, with pistols, shoot the four pistol targets P3-P7 with the same instructions as the rifle. Last, with shotgun, shoot the four knockdowns, S3-S6 in any order.