

Cavalier Cowboys

Wednesday October 21, 2026

Stages by Ripsaw

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

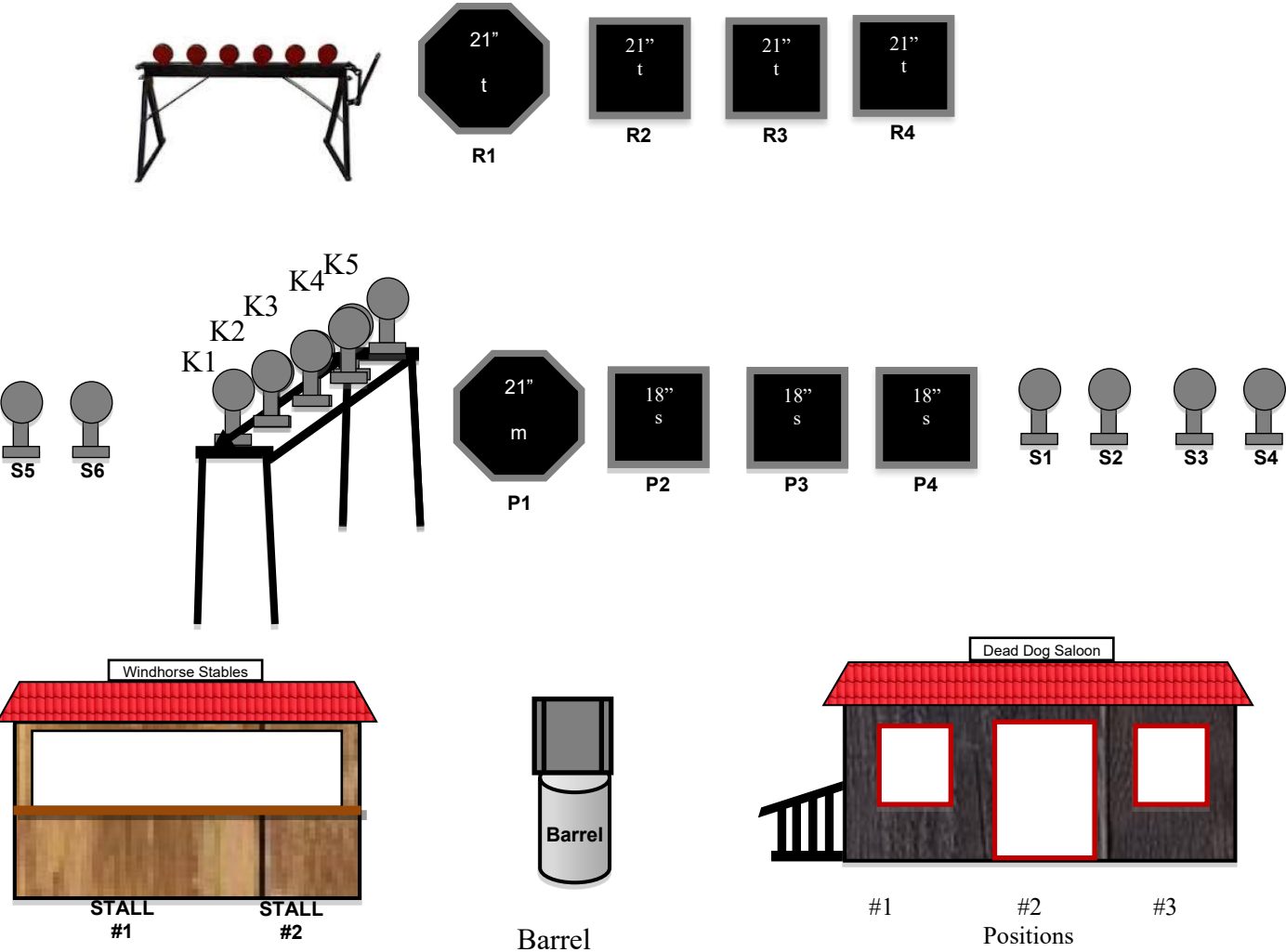
If you know that it's a Miss...It's a Miss

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

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

Pistols holstered, Shotgun staged in Stall 2, Rifle staged on Barrel

Shooter starts standing in Stall 2 at default. At the beep, with Shotgun, shoot S5 and S6. Move to the Barrel and with Rifle shoot rifle targets R1-R4 in this order: R2, R2, R1, R1, R1, R3, R3, R4, R4, R4. Last, with pistols, shoot P1-P4 with the same instructions as rifle.

STAGE: 2

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

Pistols holstered, shotgun staged safely, rifle pointed safely downrange

Shooter starts standing in stall 2 with rifle pointed safely downrange. At the beep, with Rifle, shoot the 3 rifle targets R2-R4 a triple tap sweep, then place the 10th round on R1. Next, move to the barrel and repeat instructions with the pistols on P1-P4. Finally, move back to stall 2 and shot S5 and S6 with the shotgun.

STAGE: 3

RCSO: Shotgun as needed, Rifle-10, Pistols, 5 each

Pistols holstered, Rifle staged on the barrel, shotgun pointed safely downrange

Shooter starts standing in stall 2 with shotgun pointed safely down range. At beep, with shotgun, shoot the 5 knockdowns K1-K5 in any order using as many rounds as needed. Next, with rifle shoot the plate rack and place any remaining rounds on R1. You may then make up any standing plates with the shotgun if necessary. Last, move to the barrel and shoot P1-P4 with double taps and triple taps (only), all targets engaged.

STAGE: 4

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

Pistols holstered, shotgun staged safely, Rifle at Cowboy port arms

Shooter starts at position 1, with rifle held at cowboy port arms. At beep, with rifle, shoot the 4 rifle targets R1-R4 with a Nevada Sweep starting at either end. Next, shoot the 4 pistol targets P1-P4 with the same instructions as rifle. Last, move to Position 3, and with shotgun, shoot the 4 knockdowns S1-S4 in any order.

STAGE: 5

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

Pistols holstered, Rifle staged at Position 2, shotgun staged at position 3

Shooter starts standing in Position 3 at default. At beep, shoot any 2 knockdowns S1-S4 in any order. Move to position 2, the doorway, and with rifle shoot the 4 rifle targets, R1-R4 with 1, 2, 3, 4 (progressive) sweep from either direction. Next, move to position 1 and with pistols repeat rifle instructions on P1-P4. Last, move back to position 3 and with shotgun, engage the remaining two knockdowns in any order.

STAGE: 6

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

Pistols holstered, Rifle staged on barrel, Shotgun at cowboy port arms

Shooter starts standing at barrel with shotgun at cowboy port arms. At the beep, shoot K1-K4 (**K5 not in play**) in any order. (Must fire 4+ rounds). Next, with rifle shoot the 4 rifle targets R1-R4 with two 2, 1, 1, 1 sweeps from left to right. Last, shoot P1-P4 with the same instructions as the rifle.