



# CAVALIER COWBOYS

**Sunday November 7, 2021**

Stages by Bingo Montana

**“Where in the Heck is Potter County?”**



When you get to stage 6 you find out where in the heck Potter County is located and why it is known as the rooftop of the eastern United States! So, stick around for all 6 stages.

# 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 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 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 (Range 3 Cowboy Bay 1)



R1



R2



R3



R4



B1



B2



P1



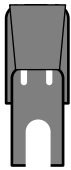
P2



P3



P4



Position 2



Position 3

### **Stage: 1**

**RC: Rifle – 10, Pistols – 5 each, Shotgun – 2+. Shooting Order: Rifle not last.  
Rifle and Shotgun staged safely; Pistols holstered. At least two positions must be used.**

Shooter starts at any position with hands at default. When ready say “Where in the heck is Potter County?”. At the beep:

With Rifle engage R1 – R4 with a Nevada sweep starting on either end.  
With Pistols engage P1 – P4 with a Nevada sweep starting at either end.  
With Shotgun engage any 2 SG KD’s until down.

### **Stage: 2**

**RC: Rifle – 10, Pistols – 5 each, Shotgun – 4+. Shooting Order: Rifle not last.  
Rifle and Shotgun staged safely; Pistols holstered. All three positions must be used.**

Shooter starts at any position with hands at default. When ready say “Where in the heck is Potter County?”. At the beep:

With Rifle engage R1 – R4 with a 1-4-4-1 sweep starting on either end.  
With Pistols engage P1 – P4 with a 1-4-4-1 sweep starting on either end.  
With Shotgun engage S1 – S4 until down.

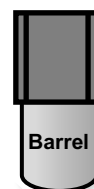
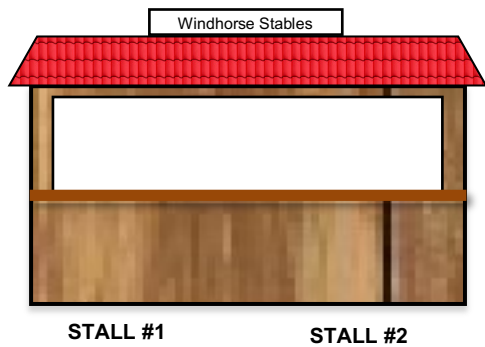
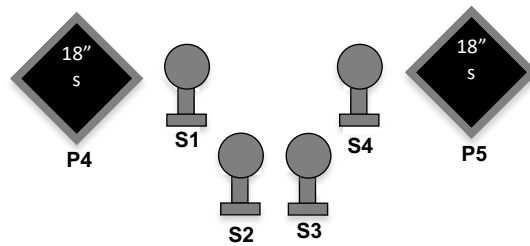
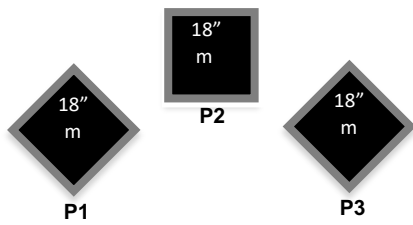
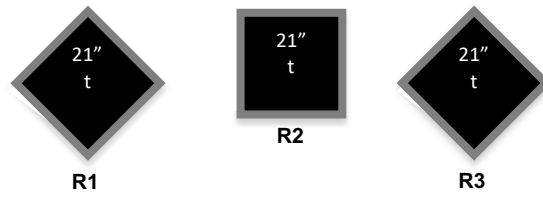
### **Stage: 3**

**RC: Rifle – 10, Pistols – 5 each, Shotgun – 4+. Shooting Order: Rifle not last.  
Rifle and Shotgun staged safely; Pistols holstered. All three positions must be used.**

Shooter starts at any position with hands at default. When ready say “Where in the heck is Potter County?”. At the beep:

With Rifle engage R1 – R4 with a single tap sweep starting at either end, then engage B1 for a 3 second bonus, repeat.  
With first pistol engage P1 – P4 with a single tap sweep starting at either end, then engage B2 for a 3 second bonus, repeat with second pistol.  
With Shotgun, engage S1 – S4 in any order until down.  
A miss on a bonus target is not scored as a miss.

Stages 4-6 Diagram (Bay 2, Kubaville)



#### **Stage: 4**

**RC: Rifle – 10, Pistols – 5 each, Shotgun 4+. Shooting Order: Rifle not last.  
Rifle and Shotgun staged on barrel; Pistols holstered.**

Shooter starts at Barrel or Stall 2 with hands at default. When ready say “Where in the heck is Potter County?”. At the beep:

With rifle engage R1 – R3 with a modified Nevada double tap sweep starting and ending on R2. For example, R2, R2, R3, R3, R2, R2, R1, R1, R2, R2.

With pistols from stall 2 engage P1 – P3 with the same instructions as the rifle.

With shotgun engage S1 – S4 in any order until down.

#### **Stage: 5**

**RC: Rifle – 10, Pistols – 5 each, Shotgun 2+. Shooting Order: Rifle not last.  
Rifle and shotgun staged on barrel; Pistols holstered.**

Shooter starts at Barrel or Stall 2 with hands at default. When ready say “Where in the heck is Potter County?”. At the beep:

With Rifle engage R1 – R3 by double tapping the center target, sweep across all three targets from either direction, then repeat. For example: R2, R2, R1, R2, R3 & repeat.

With Pistols engage P1 – P3 with same instructions as the rifle.

With shotgun engage any 2 KD’s until down.

#### **Stage: 6**

*Potter County is in northern Pennsylvania along the PA/NY boarder and has been called the roof of the Eastern United States, as headwaters of the Ohio/Mississippi rivers, Chesapeake Bay and the St. Lawrence River emanate from the region.*

**RC: Rifle – 10, Pistols – 5 each, Shotgun 4+. Shooting Order: Rifle not last.  
Rifle and shotgun staged on barrel; Pistols holstered.**

Shooter stands at barrel with hands at default. When ready say “I know where Potter County is!” At the beep:

With Rifle engage DIAMOND rifle targets R1 & R3 in any order with 10 rounds.

With Pistols engage DIAMOND pistol targets P4 & P5 in any order with 10 rounds.

With shotgun engage S1 – S4 in any order until down.