

Cavalier Cowboys

June 2, 2024
Stages by Ripsaw

Much of our language has developed over the centuries and words sometimes change meanings over time. But more often than not, sayings we use today are the same as those used back in the old west. Of course, not every saying or idiom mirrors the meaning it had 150 or 200 years ago...

See if you can figure out what these saying meant in 1880...

Ace in the Hole – A hideout or a hidden gun.

All Down But Nine – Missed the point, not understood. This referenced missing all nine pins in bowling. (Yes, there was bowling during [Old West](#) times.)

Apple Pie Order – In top shape, perfect order.

Barkin' at a Knot – Doing something useless; wasting your time, trying something impossible.

Five Beans in the Wheel – Five cartridges in the six chambers of a revolver. Westerners often left the chamber under the hammer empty for safety reasons.

Fandango – From the Spanish, a big party with lots of dancing and excitement.

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.”*
- **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

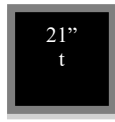
If you know that it’s a Miss...It’s a Miss

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



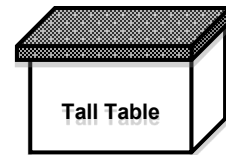
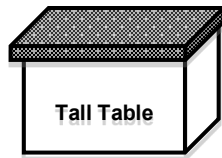
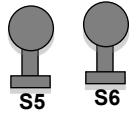
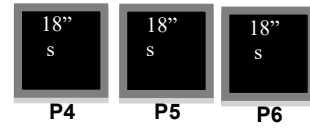
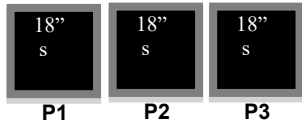
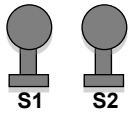
R1



R2



R3



STAGE: 1

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

Pistols holstered, Rifle staged on barrel, shotgun staged safely.

Shooter starts standing at low surrender at barrel. When ready, says “This will be my Ace in the Hole!” At the beep, from the barrel, with rifle, shoot the 3 rifle targets, R1-R3 with a double tap Nevada sweep starting on either end. For example, R1, R1, R2, R2, R3, R3, R2, R2, R1, R1. Then, with shotgun, shoot KDs S3 and S4, and then move with safe shotgun either right or left. At your chosen Tall Table, shoot the other two KDs, (S1 and S2 or S5 and S6). Shotgun pairs are “any order.” Finally, with pistols shoot P1-P3 or P4-P6 with same instructions as rifle.

STAGE: 2

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

SO: Rifle not last

Pistols holstered, Rifle and shotgun staged safely.

Shooter starts at any of the three positions with hands on hat or head. When ready, say “I might be All Down but Nine on this one!” At the beep,

1. From the barrel, with rifle, shoot R1-R3 with a triple tap sweep, starting at either end, placing the tenth round on the center target. For example, R1, R1, R1, R2, R2, R2, R3, R3, R3, R2.
2. From a Tall Table, with shotgun, shoot two KDs.
3. From the other Tall Table, shoot those pistol targets with same instructions as the rifle.

STAGE: 3

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

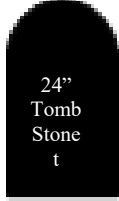
Pistols holstered, shotgun pointed safely downrange, Rifle staged safely.

Shooter will “stand and deliver” from one of the Tall Tables. When ready, say “This will be in Apple Pie Order for sure!” At the beep, with shotgun, engage any two KDs. Then, with rifle, shoot the rifle targets, R1-R3 with only single taps on R1, double taps on R2 and triple taps on R3 for 10 rounds, all targets engaged. For example, one way to do it is: R2, R2, R3, R3, R3, R2, R2, R1, R2, R2. Finally, with pistols, engage the three pistol targets with the same instructions as the rifle. (Need not mirror).

Stages 4-6 Diagram



R1



R2



R3



R4



R5



P1



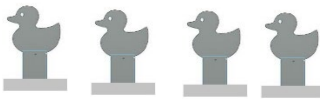
P2



S1



S2



4 Ducks on a ladder S3-S6



S7



S8



P3



P4



P5



S9



S10

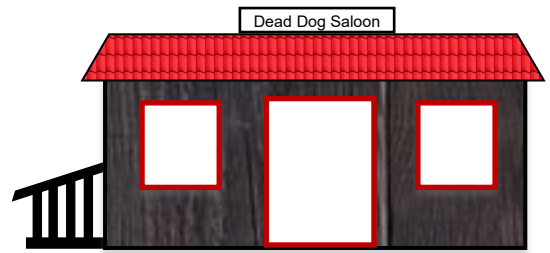


STALL
#1

STALL
#2



Barrel



#1

#2
Positions

#3

STAGE: 4

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

SO: Rifle not last

Rifle and shotgun staged in Stall 2, pistols holstered.

Shooter starts standing in Stall 2 with hands on table not touching guns. When ready, says "I might be Barkin' at a Knot this time!" At the beep,

1. With the shotgun, from Stall 2, shoot the two KDs S1 and S2 in any order.
2. With rifle, from Stall 2, shoot R2 and R4 (the Tombstones) with alternating double taps.
3. From Stall 2 with pistols, shoot P1 and P2 with same instructions as the rifle.

STAGE: 5

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

SO: Rifle not last

Pistols holstered, Rifle staged on the barrel, shotgun staged safely.

Shooter starts standing with hands at default and when ready, says, "I Better have Five Beans in a Wheel!" At the beep:

1. From Stall 2, with pistols, put 5 rounds on each of the two targets, P1 and P2. In any order.
2. From the Barrel, with rifle, put 2 rounds on each of the 5 targets, R1-R5 in any order.
3. From the Barrel, with shotgun, go duck hunting and don't come home without a full limit (4).

STAGE: 6

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

SO: Rifle not last

Pistols holstered, Rifle staged Position 1, left window, Shotgun staged safely

Shooter starts standing with hands at default and when ready, says "Let's Fandango!" At the beep,

1. From Position 1, the left window, shoot the Coffin rifle targets R1, R3 and R5 with a 3-4-3 sweep from either direction.
2. From Position 2, the Doorway, shoot the pistol targets P3-P5 with the same instructions as the rifle.
3. From Positions 1 and 3, the left and right windows, with shotgun, shoot S7-S10 in any order.