

Cavalier Cowboys

June 12, 2024

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

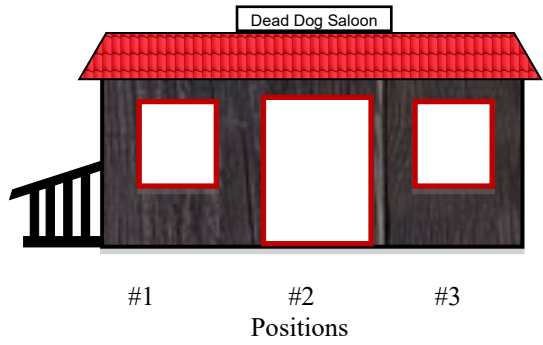
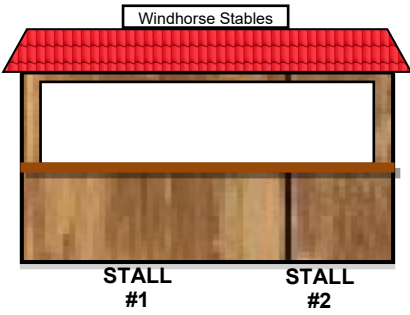
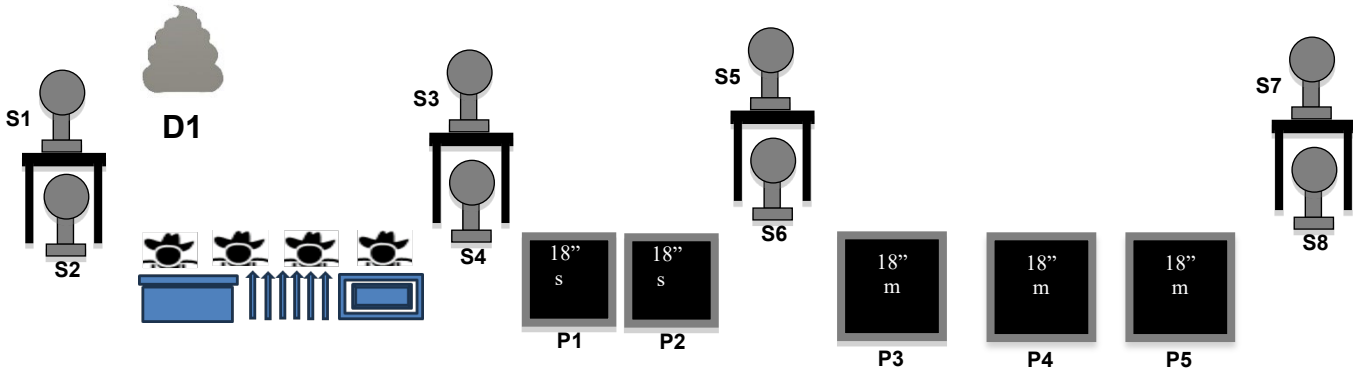
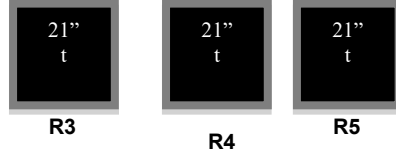
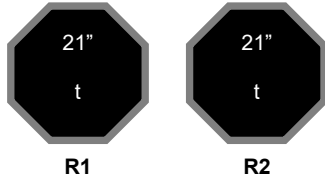
If you know that it's a Miss...It's a Miss

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 4+, Rifle-10, Pistols-5 each****Pistols holstered, Shotgun and Rifle staged on Barrel,**

Shooter starts standing at Barrel at default. At the beep, with Shotgun, shoot S3-S6 in any order. Next, with Rifle shoot rifle targets R1-R2 by alternating double taps for 10 rounds. Last, with pistols, shoot P1-P2 with the same instructions as rifle.

STAGE: 2**RC/SO: Rifle-10, Pistols-5 each, Shotgun 4+****Pistols holstered, shotgun staged on Barrel, rifle pointed safely downrange**

Shooter starts standing at the barrel with rifle pointed safely downrange. At the beep, with rifle, put 5 rounds on the two targets on the left (R1-R2) and then put 5 rounds on the three targets on the right (R3-R5). All targets engaged. Next, with pistols, put 5 rounds on the target on the left (P1) then 5 rounds on the target on the right (P2). Finally, with shotgun shoot S3-S6 in any order.

STAGE: 3**RC: Shotgun 6+, Rifle-10, Pistols, 5 each SO: Rifle not last****Pistols holstered, Rifle staged in stall 2, shotgun staged safely**

Shooter starts standing at default. At the beep, from Stall 2, shoot R1 and R2 with a progressive sweep starting on either target. For example, R1, R2, R2, R1, R1, R1, R2, R2, R2, R2. From Stall 2 with the shotgun, shoot S1 and S2. With shotgun, from the Barrel, shoot S3-S6. From Stall 2, with pistols, shoot the Hat Rack and place remaining rounds on the dump target. No shotgun make-up on the Hat Rack.

STAGE: 4**RC: Rifle-10, Pistols-5 each, Shotgun- 4+; SO: Rifle not last****Pistols holstered, shotgun staged safely, Rifle staged at position 2**

Shooter starts at chosen location at default. At beep,

With shotgun, from Position 1 shoot S5-S6 and from Position 3 shoot S7-S8

From position 2, with rifle, shoot R3-R5 with a 2-2-1 sweep from one direction then a 1-2-2 sweep from the other direction. Alternately, you may shoot it as a double tap Nevada Sweep.

From Position 2, with pistols, shoot P3-P5 with the same instructions as the rifle.

STAGE: 5**RC: Rifle-10, Pistols-5 each, Shotgun 4+; SO: Rifle not last****Pistols holstered, Rifle staged on barrel, shotgun staged safely**

Shooter starts standing at default. At beep, from the barrel, with rifle shoot the 5 rifle targets, R1-R5 by alternating double taps on a square and then on a stop sign until all targets are engaged. For example, R3, R3, R1, R1, R4, R4, R2, R2, R5, R5. With pistol(s) from the barrel shoot P1 and P2 with a 4-1 sweep from left to right. With pistol(s) from Stall 2 shoot the Hat Rack from left to right and place the fifth round, if needed, on the dump target. With shotgun from Stall 2 shoot S1 and S2 and from the barrel shoot S3 and S4. No shotgun make-up on the Hat Rack.

STAGE: 6**RC: Shotgun 2+, Rifle-10, Pistols-5 each; SO: Rifle not last****Pistols holstered, Rifle staged at position 1, Shotgun staged safely**

Shooter starts from default, at beep:

From Position 1, with rifle shoot R3-R5 as follows: R4, R4, R3, R3, R4, R4, R5, R5, R4, R4

From Doorway, with pistols, shoot P3-P5 with same instructions as Rifle

From Position 3, with shotgun, shoot S7-S8 in any order.