

Mattaponi Sundowners
STAGES FOR SUNDAY, Apr 17, 2016
Stages Written by: Prairie City Slim

Excuses shooters have used or could use when they have misses

- "The sun blinded me"
- "I ate a sandwich before the stage"
- "I did not have a good grip on my pistol"
- Quilla Star should use "It's Beartooth's fault"
- One Eyed Jane might use "Where was I shooting"
- Shooter's from the dark side "I could not see the target for the smoke"
- There was some fuzz on the end of my rifle
- A bird shit on my hand
- Slim used targets that were too small
- Slim set put the targets too far away
- I farted
- I was thinking about the next firearm
- I was thinking too much
- The sights on my pistols were tarnished
- The hot brass landed on my hand
- The hot brass went down my blouse / shirt
- The targets were in the shade
- I was tired from all the movement
- I'm cocking my pistols differently now and it is causing me to miss

Mattaponi Sundowners – Rules and Stage Conventions

- Revised 04-24-2013 -

- **SASS Rules**: All SASS Rules are in affect; unless documented here, address during the Shooter Safety Meeting or specifically stated in the stage description for a given stage.
- **Round Over Berm**: A round fired over the berm is a Match DQ, excluding shotguns.
- **“No Alibi”**: All matches at Mattaponi 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. Reshoots/restarts are not awarded for ammunition or firearm malfunctions. However, if there is a range failure (failure of props, timer, or the range officers) beyond the competitor’s control, a restart may be granted. On a reshoot/restart, the competitor starts over clean, carrying only accrued safety penalties forward. Restarts shall be allowed for a competitor to achieve a “clean” start up to the point at which the first round goes down range. Multiple restarts by the same shooter, that in the judgment of the R.O. are seen to be taking advantage, will not be entertained as they are not in the spirit of the game.”*
- **SASS Stage Conventions**: Unless specifically stated in the stage description for a given stage, all SASS Stage Conventions are in affect.
- **Shotgun Knockdown Misses**: Unless specifically stated in the stage description for a given stage and pursuant to SASS rules, all shotgun knockdown targets may be reengaged until down, aka “Comstock Rule”.
- **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.
- **Muzzle Position**: When there is a risk of a prop blocking the muzzle of a firearm, the muzzle must be positioned downrange of the prop, as determined by the Range Officer. For example: shooting through the window of a store front or shooting beside a wall.
- **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 wishes to not receive coaching must state their preference at the beginning of each stage. The Mattaponi Sundowners strongly believe that shooters helping shooters (coaching) is a critical component of the “Cowboy Way” and part of what makes this game great!! Therefore coaching is strongly encouraged and supported.

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

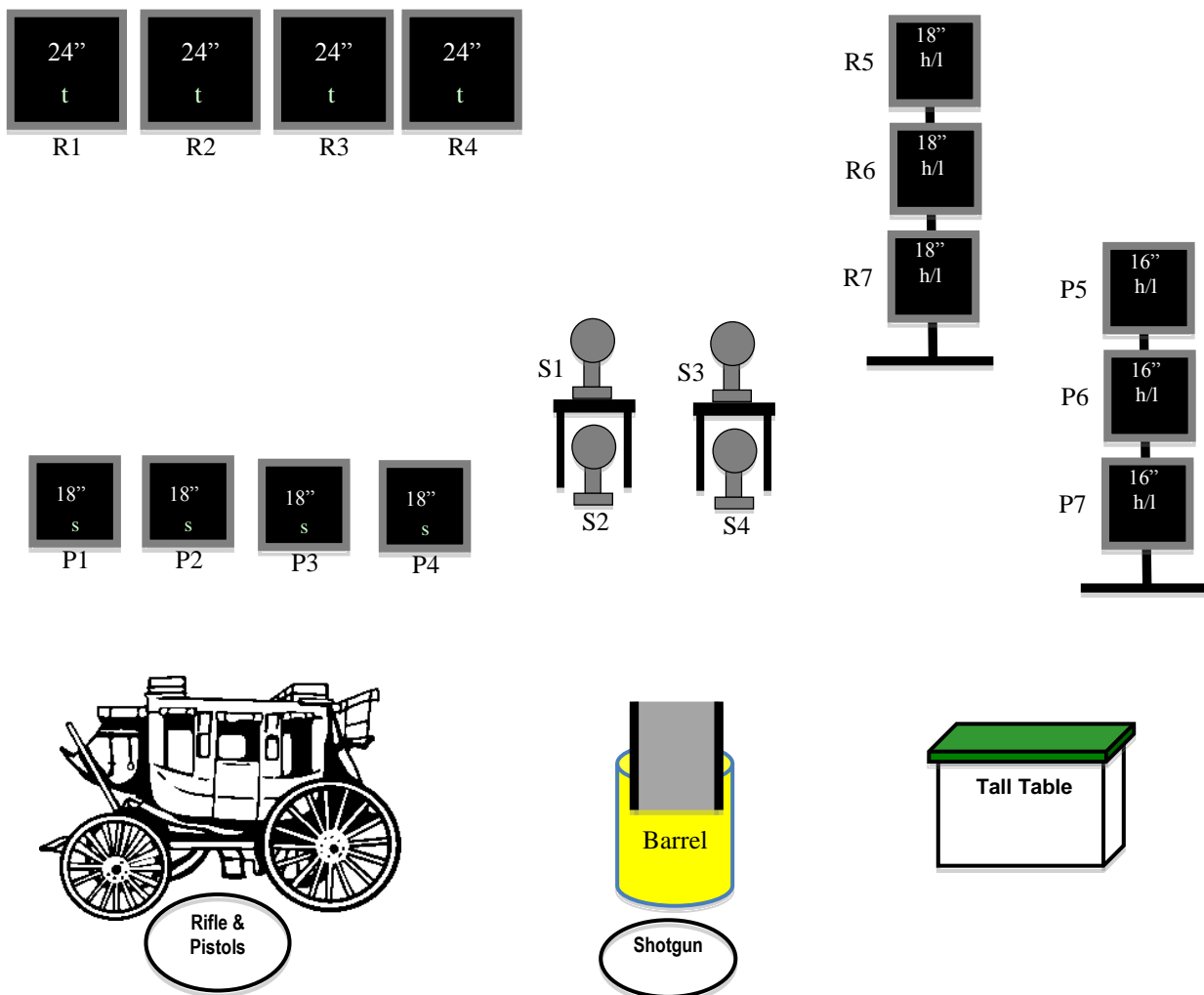
STAGE ONE (Bay #2)

Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds, held at Cowboy Port Arms. Pistols loaded with 5 rounds each, holstered. Shotgun is staged safely.

Procedure: Shooter starts standing at the Stage Coach holding the rifle at Cowboy Port Arms and when ready says **“Cowboys / Cowgirls don’t use excuses”**. At the beep engage the rifle targets R1 through R4 in the following order: R1, R2, R3, R4, R2, R3, R4, R3, R4, R4. Make rifle safe, then engage the pistol targets P1 through P4 using same instructions as the rifle. Move to the Barrel and engage shotgun knockdown targets S1 through S4 in any order. Pick up long guns and move to the unloading table.



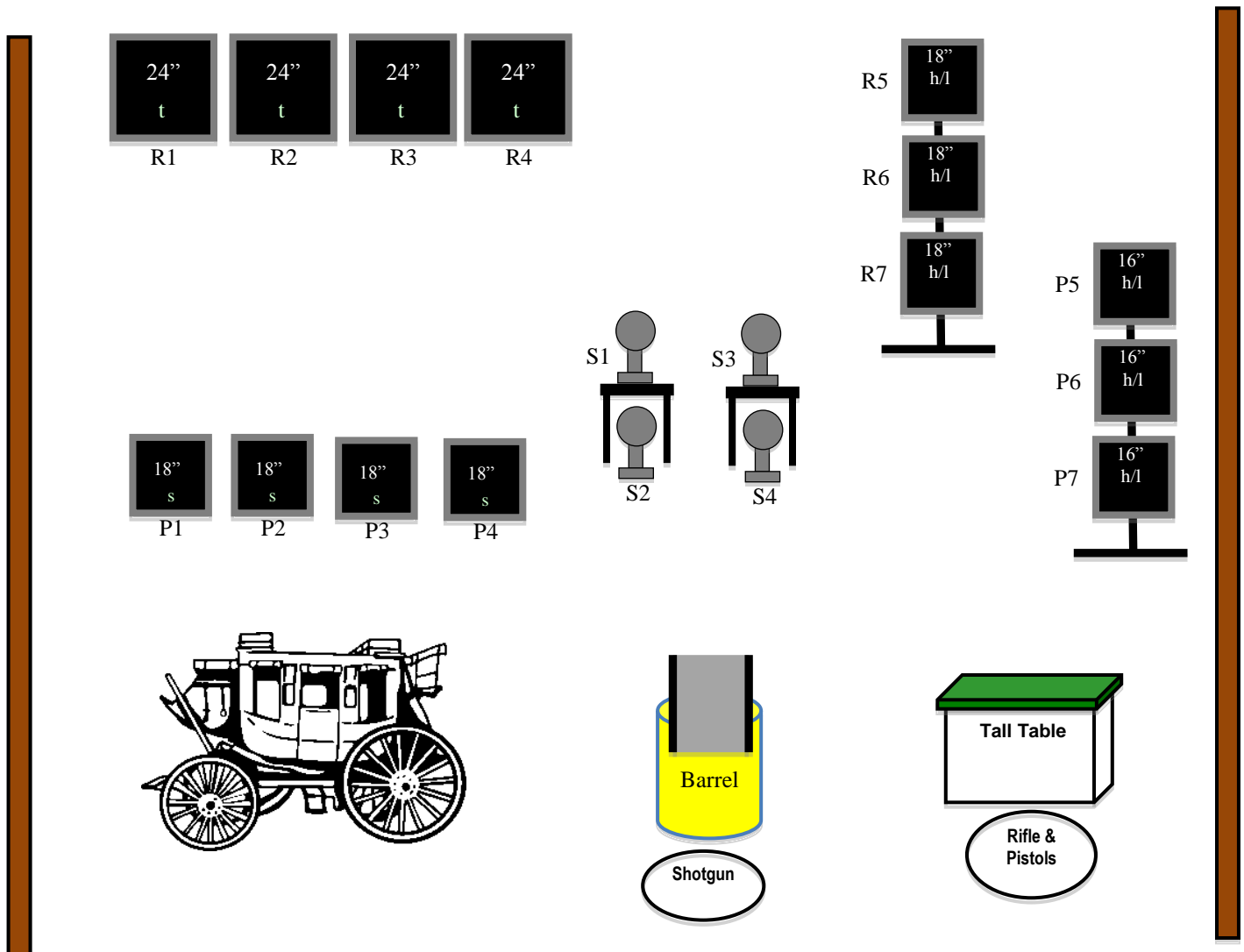
STAGE TWO (Bay #2)

Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Shotgun, Rifle, Pistol

Staging: Rifle is loaded with 10 rounds, staged on the Tall Table. Pistols loaded with 5 rounds each, holstered. Shotgun is staged on the Barrel.

Procedure: Shooter starts standing at the Barrel with hands on hat / head and when ready says **“Cowboys / Cowgirls don’t use excuses”**. At the beep engage the shotgun knockdown targets S1 through S4 in the following order: high targets, then low targets. Make shotgun safe, move to the tall Table and engage rifle targets R5 through R7 in the following order: R5, R6, R5, R6, R7, R7, R6, R7, R6, R5. Make rifle safe, then engage pistol targets P5 through P7 using the same instructions as the rifle. Pick up long guns and move to the unloading table.



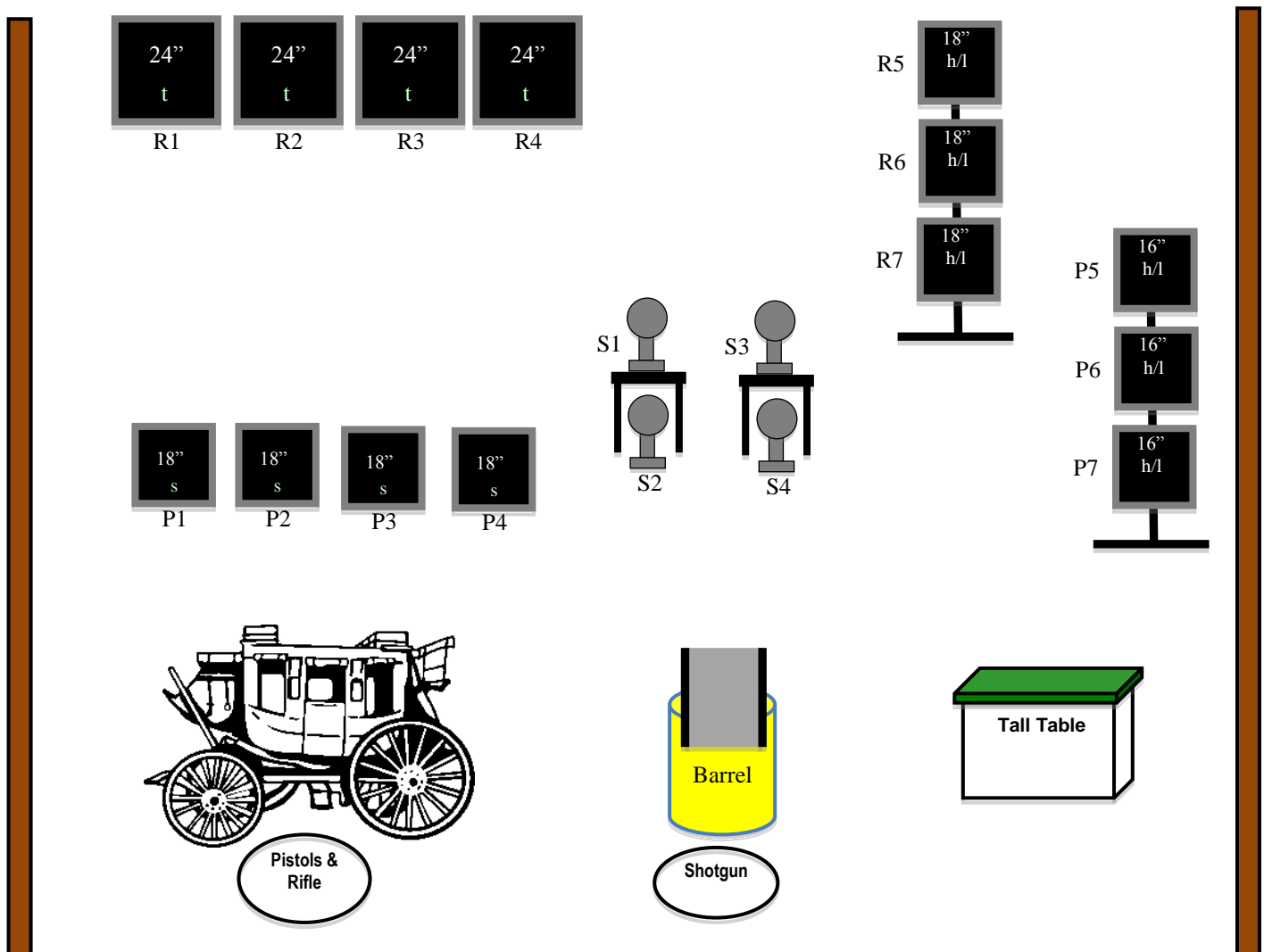
STAGE THREE (Bay #2)

Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Pistols, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds, staged on the Stage Coach. Pistols loaded with 5 rounds each, holstered. Shotgun is safely.

Procedure: Shooter starts standing at the Stage Coach in the default position and when ready says **"Cowboys / Cowgirls don't use excuses"**. At the beep engage the pistol targets P1 through P4 in a one, one, one, two sweep from the right then a one, one, one, two sweep from the left (P4, P3, P2, P1, P1, P1, P2, P3, P4, P4). Then engage rifle targets R1 through R4 using the same instructions as the pistols. Make the rifle safe, move to the Barrel and engage the shotgun knockdown targets S1 through S4 in any order. Pick up long guns and move to the unloading table.



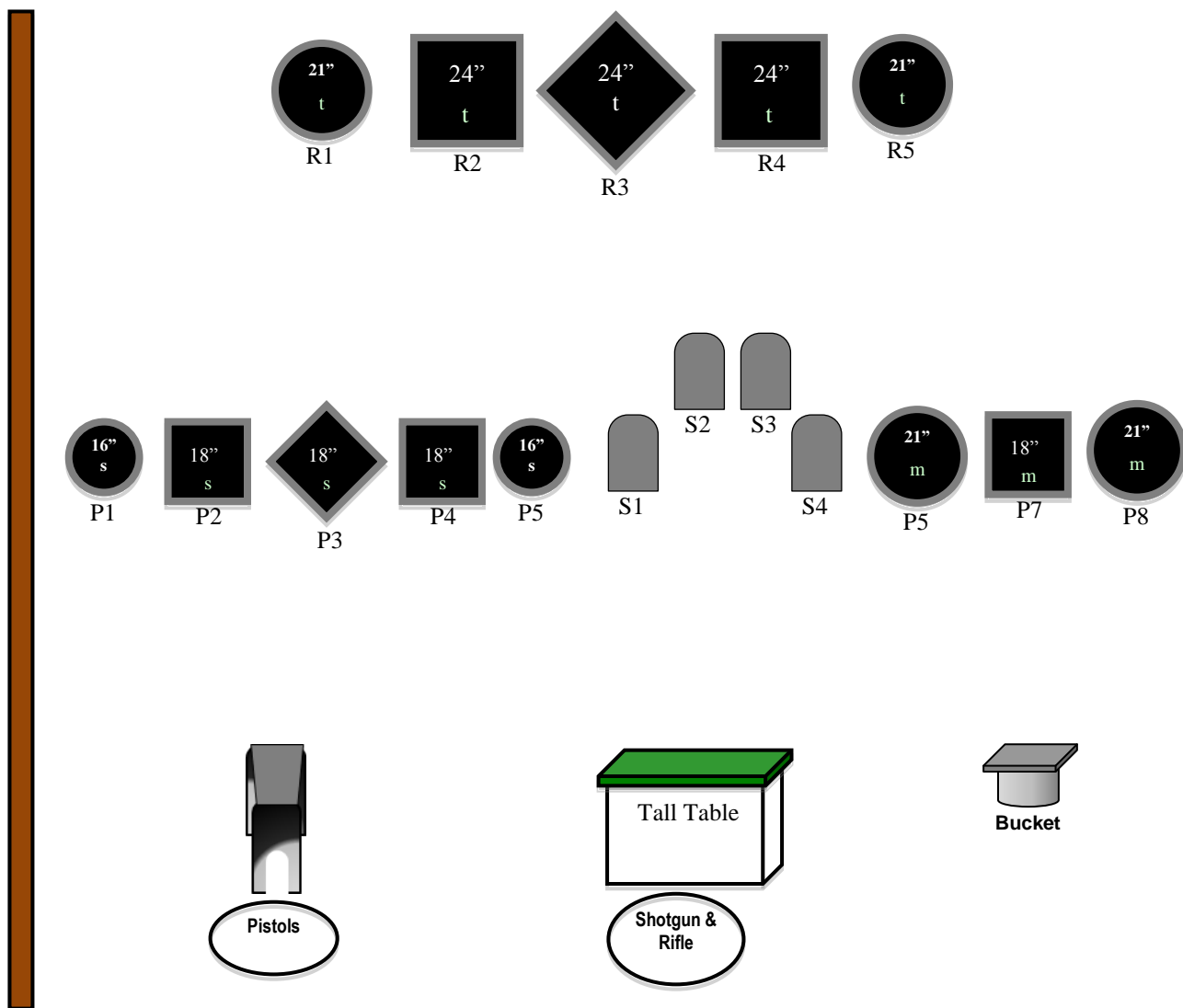
STAGE FOUR (Bay #3)

Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 10 rounds, staged in the Tall Table. Pistols loaded with 5 rounds each, holstered. Shotgun is held with both hands pointing safely down range..

Procedure: Shooter starts standing at the Tall Table holding the shotgun with both hands pointing safely down range, and when ready says **"Cowboys / Cowgirls don't use excuses"**. At the beep engage the shotgun knock down targets S1 through S4 in any order. Make shotgun safe, then engage rifle targets R1 through R5 in a one, three, two, three, one sweep from either direction (EX: R1, R2, R2, R2, R3, R3, R4, R4, R4, R5). Make rifle safe, move to the Cow and engage the pistol targets P1 through P5 using the same instructions as the rifle. Pick up long guns and move to the unloading table.



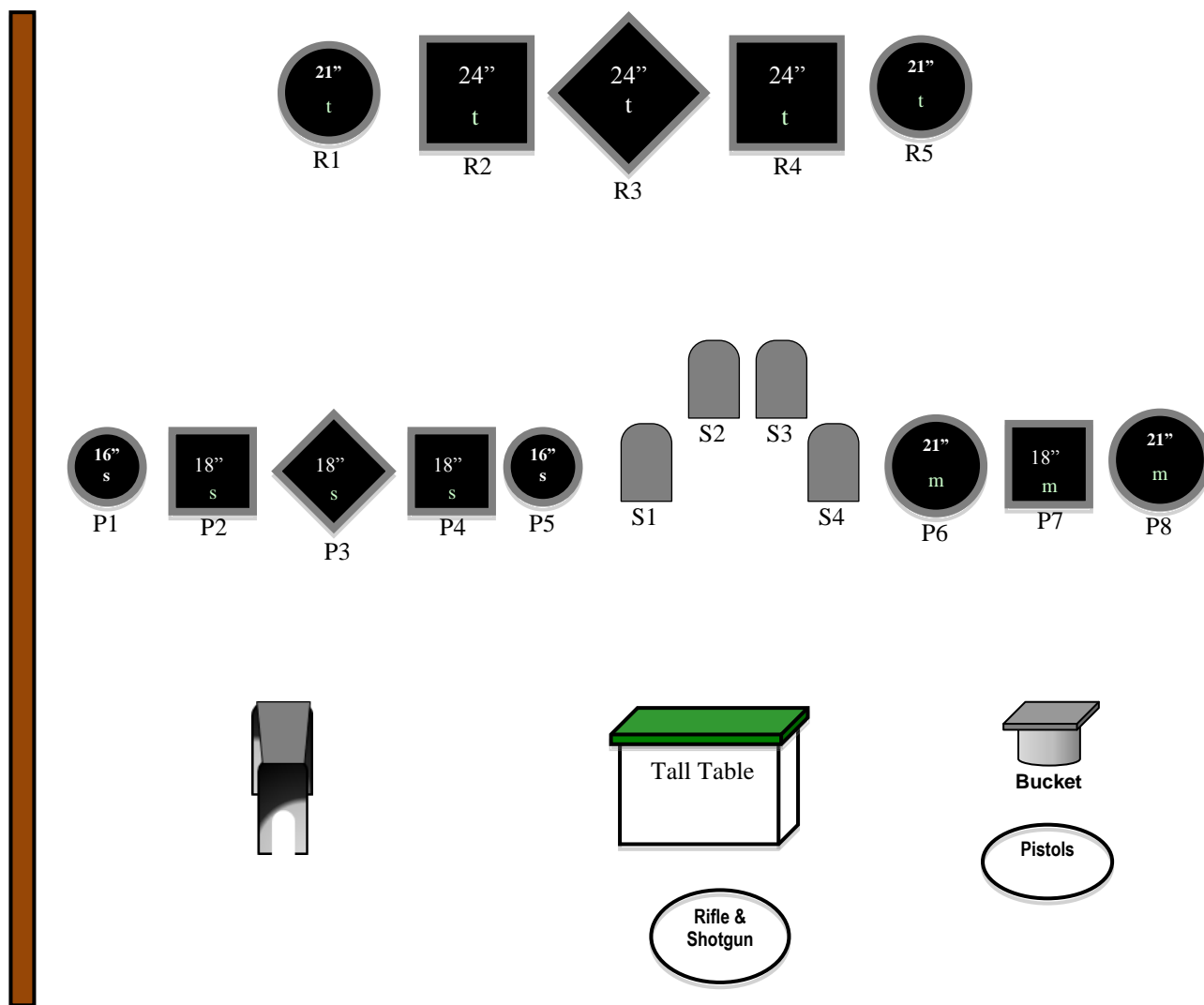
STAGE FIVE (Bay #3)

Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Pistols, Rifle, shotgun

Staging: Rifle is loaded with 10 rounds, staged on the Tall Table. Pistols loaded with 5 rounds each, holstered. Shotgun is staged on the Tall Table.

Procedure: Shooter starts standing at the Bucket with hands on pistol butts (both hands may be on one pistol), and when ready says “**Cowboys / Cowgirls don’t use excuses**”. At the beep engage the pistol targets P6, P7 and P8 in a two, two, one sweep from one direction and then a two, two, one sweep from the other direction (Ex: P6, P6, P7, P7, P8, P8, P7, P7, P6). Move to the Tall Table and engage the rifle targets R1 through R5 in a two, two, one sweep from one direction, then a two, two, one sweep from the other direction (Ex: R1, R1, R2, R2, R3, R5, R5, R4, R4, R3). Make the rifle safe then engage the shotgun knock down targets in the following order: two outside targets then two inside targets. Pick up long guns and move to the unloading table.



STAGE SIX (Bay #3)

Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds, staged on the Tall Table. Pistols loaded with 5 rounds each, holstered. Shotgun is staged on Tall Table.

Procedure: Shooter starts standing at the Tall Table in the default position, and when ready says **“Cowboys / Cowgirls don’t use excuses”**. At the beep engage the rifle targets R1 through R5 in two single tap sweeps for the same direction (Ex: R1, R2, R3, R4, R5, R1, R2, R3, R4, R5). Make the rifle safe then engage the shotgun knock down targets S1 through S4 in any order. Make the shotgun safe, move to the Cow and engage the pistol targets P1 through P5 using the same instructions as the rifle. Pick up long guns and move to the unloading table.

