

Mattaponi Sundowners
STAGES FOR SATURDAY, June 19, 2016
Stages Written by: Prairie City Slim

The Shootist – movie starting John Wayne

The movie is about an aging gunfighter (shootist), J. B. Books played by John Wayne. Brooks and the west are dying. He arrives in Carson, City on January 22, 1901 seeking a medical opinion from someone he trusts, E. W. "Doc" Hostetler. Hostetler confirms a Colorado doctor's prognosis of a painful and undignified death from cancer so Books rents a room from the widow Bond Rogers and her teenage son Gillom to contemplate his fate.

Once Books' presence in town becomes known a distinctly nervous Marshal Walter Thibido visits the house to order the notorious gunfighter to leave town. Books tells him about his terminal illness. The lawman is both relieved and elated, telling him, "**Don't take too long to die**". Old enemies and glory seekers are drawn to him. Others seek fame by killing the gunfighter, Books being forced to shoot two strangers who try to ambush him in his sleep. Gillom is impressed, but his mother loses boarders and is upset with Books, blaming him for the violence in her home.

Doc Hostetler prescribes laudanum ease Books' pain and advises him not to die a death like he has described. Books sets himself up to die on his birthday rather than die of cancer. He sends Gillom to three specific men: Mike Sweeney (Books killed his brother), Jack Pulford, a professional gambler and pistol marksman and Jay Cobb, Gillom's ill-mannered employer. (Each is unaware that Gillom told the others.) Gillom lets them know Books will be at the Metropole saloon on January 29, his 58th birthday.

In a changing frontier, Books arrives at the saloon by trolley and Sweeney in an Oldsmobile Curved Dash (which debuted in 1901). It is early in the day, so there are no other customers for the bartender besides the four men. Books orders a drink from the bartender, then lifts his glass to each of the three men who are there at his invitation.

Suddenly, one by one, the men draw their guns and open fire. Books easily gets the better of Cobb. He is wounded by Sweeney, but shoots him through a table Sweeney tries to use as a shield. Pulford, who has patiently waited, now fires and Books is hit again. He takes cover behind the bar. Pulford works his way closer, but Books sees his reflection and shoots him dead.

Gillom arrives after the gunfight to find Books seriously injured but still alive. Then, the unexpected -- the bartender sneaks up on Books and empties a shotgun into his back. Gillom picks up Books' gun and kills the bartender. Gillom looks at Books' gun in horror, then tosses it away. Books nods his approval and dies.

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

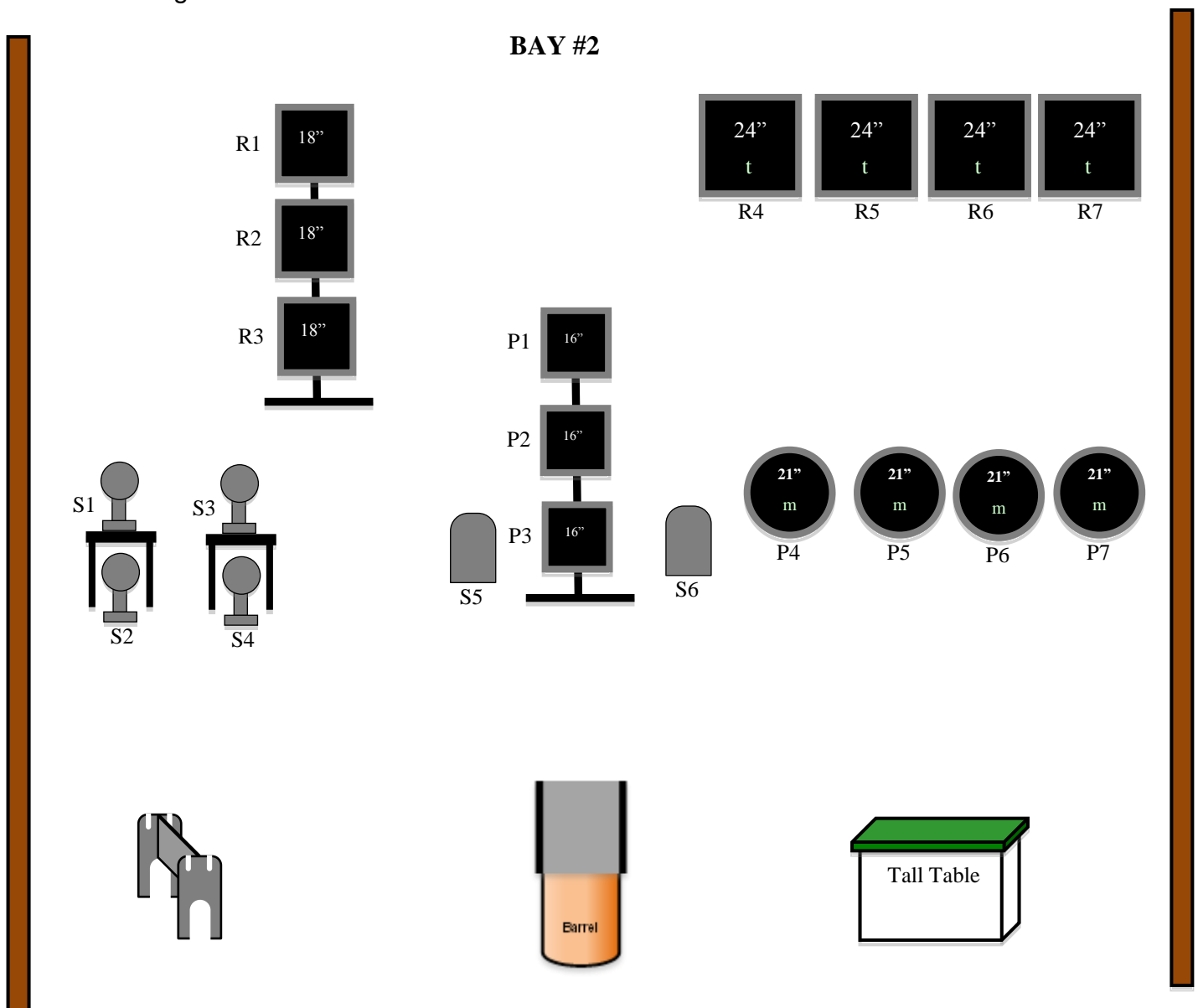
STAGE ONE (Bay #2)

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

Shooting Order: Rifle, Shotgun, Pistols

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

Procedure: Shooter starts standing at the Horse with hands on hat, when ready says **"DON'T TAKE TOO LONG TO DIE"**. At the beep engage the rifle targets R1 through R3 in two Nevada sweeps, the first starting on the top target and the second starting on the bottom target (R1,R2,R3,R2,R1,R3,R2,R1,R2,R3). Make rifle safe, then engage shotgun knockdown targets S1 through S4 in any order. Make shotgun safe, move to the Barrel and engage the pistol target P1 through P3 using same instructions as the rifle. Pick up long guns and move to the unloading table.



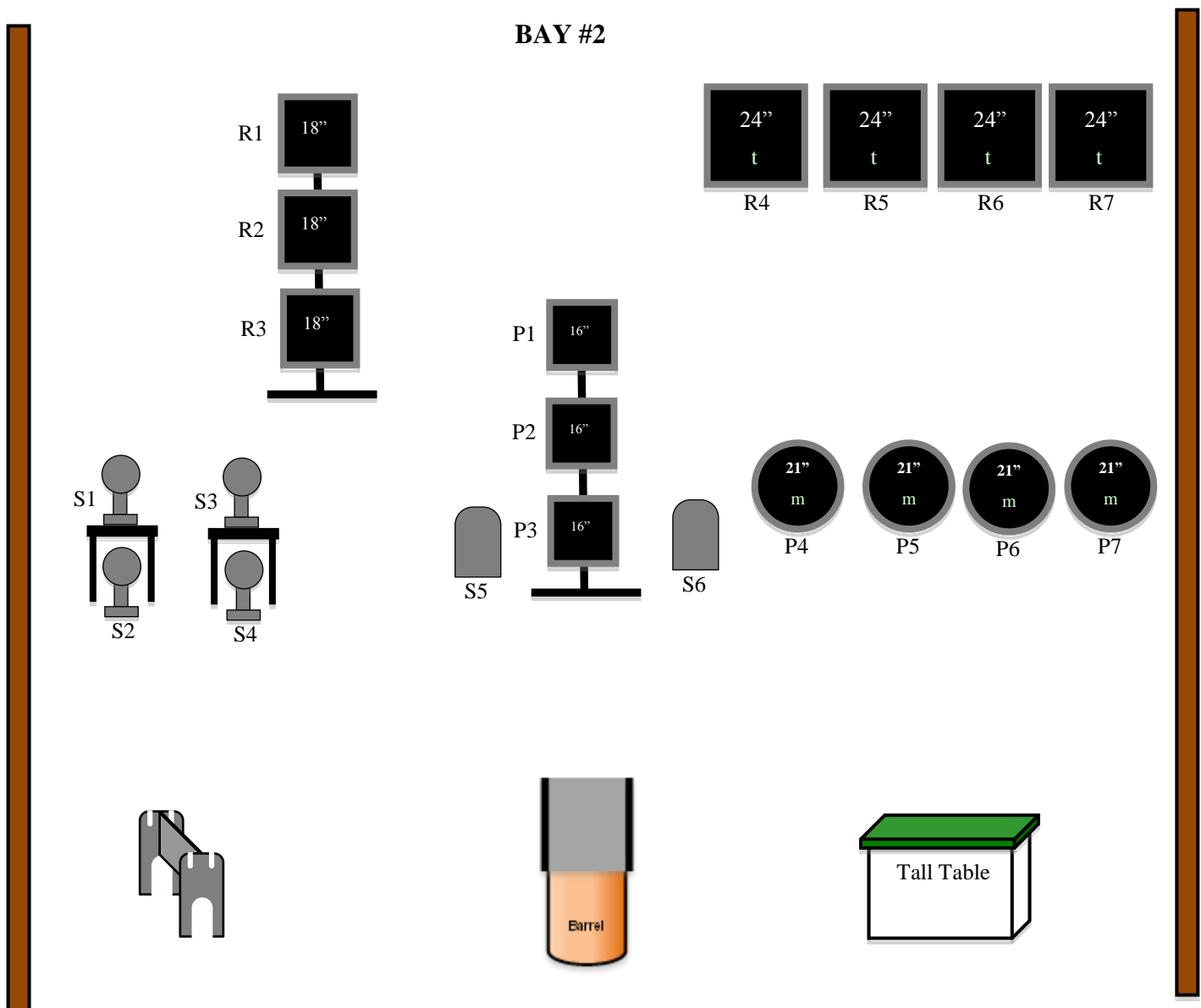
STAGE TWO (Bay #2)

Round Count: 10 pistol, 10 rifle, 2+ shotgun

Shooting Order: Pistols, Rifle, Shotgun

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

Procedure: Shooter starts standing at the Tall Table with hands on the Tall Table, when ready says **"DON'T TAKE TOO LONG TO DIE"**. At the beep engage the pistol targets P4 through P7 in the following order: P4, P5, P6, P7, P4, P5, P6, P4, P5, P4. Then engage rifle targets R4 through R7 same as pistols. Make Rifle safe, move to the Bale and engage shotgun knockdown targets S5 and S6 in any order. Pick up long guns and move to the unloading table.



STAGE THREE (Bay #2)

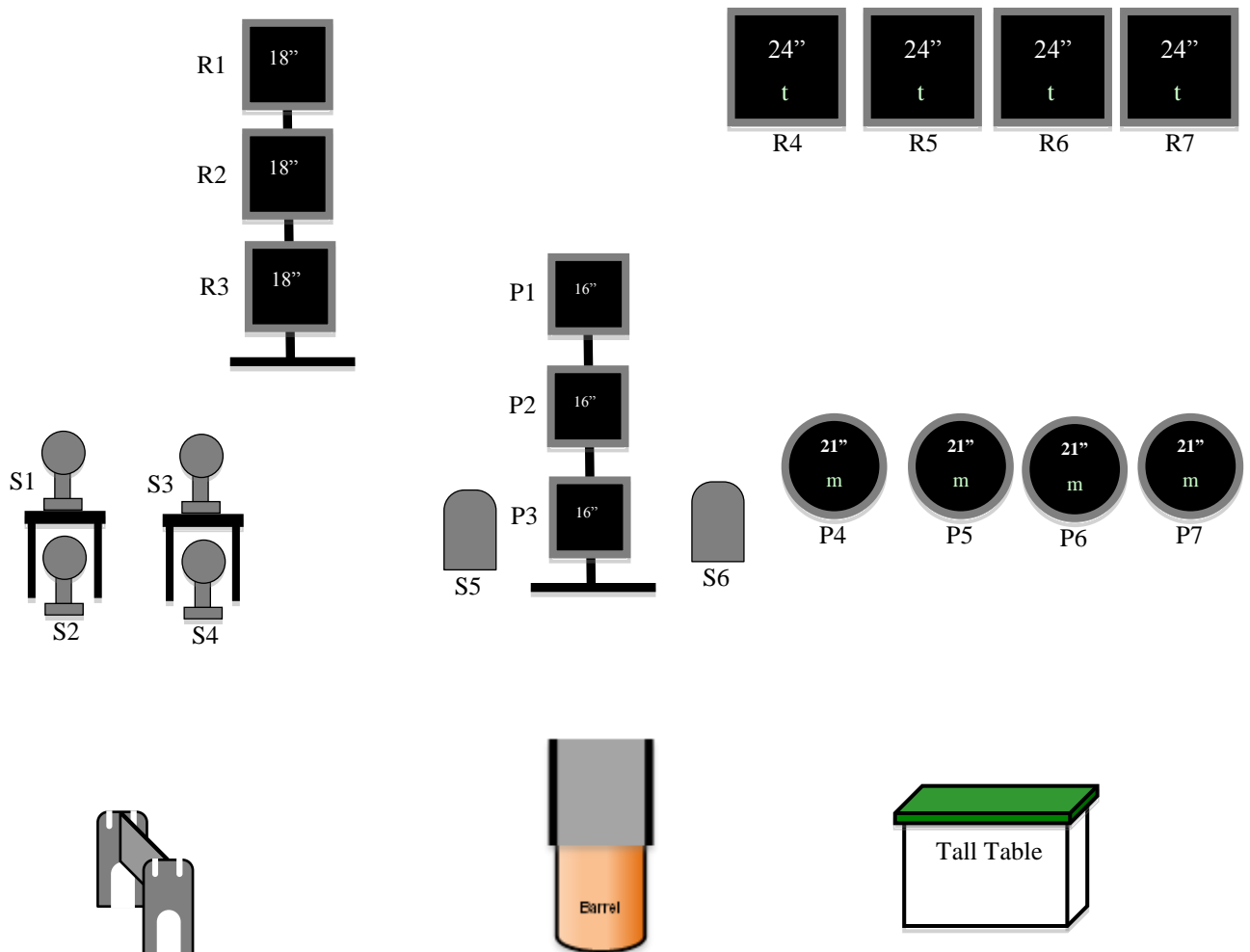
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Rifle, Pistols, Shotgun

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

Procedure: Shooter starts standing at the Tall Table holding the rifle with both hands pointing safely down range, when ready says **“DON'T TAKE TOO LONG TO DIE”**. At the beep engage the rifle targets P4 through P7 in a three, three, three, one sweep from the left (R4, R4, R4, R5, R5, R5, R6, R6, R6, R7). Make rifle safe, move to the Barrel and engage the pistol targets P1 through P3 in the following order: P1, P1, P1, P2, P2, P2, P3, P3, P3, P1. Move to the Horse and engage shotgun knockdown targets S1 through S4 in the following order: bottom targets S2 and S4 in any order, then top targets S1 and S3 in any order. Pick up long guns and move to the unloading table.

BAY #2



STAGE FOUR (Bay #3)

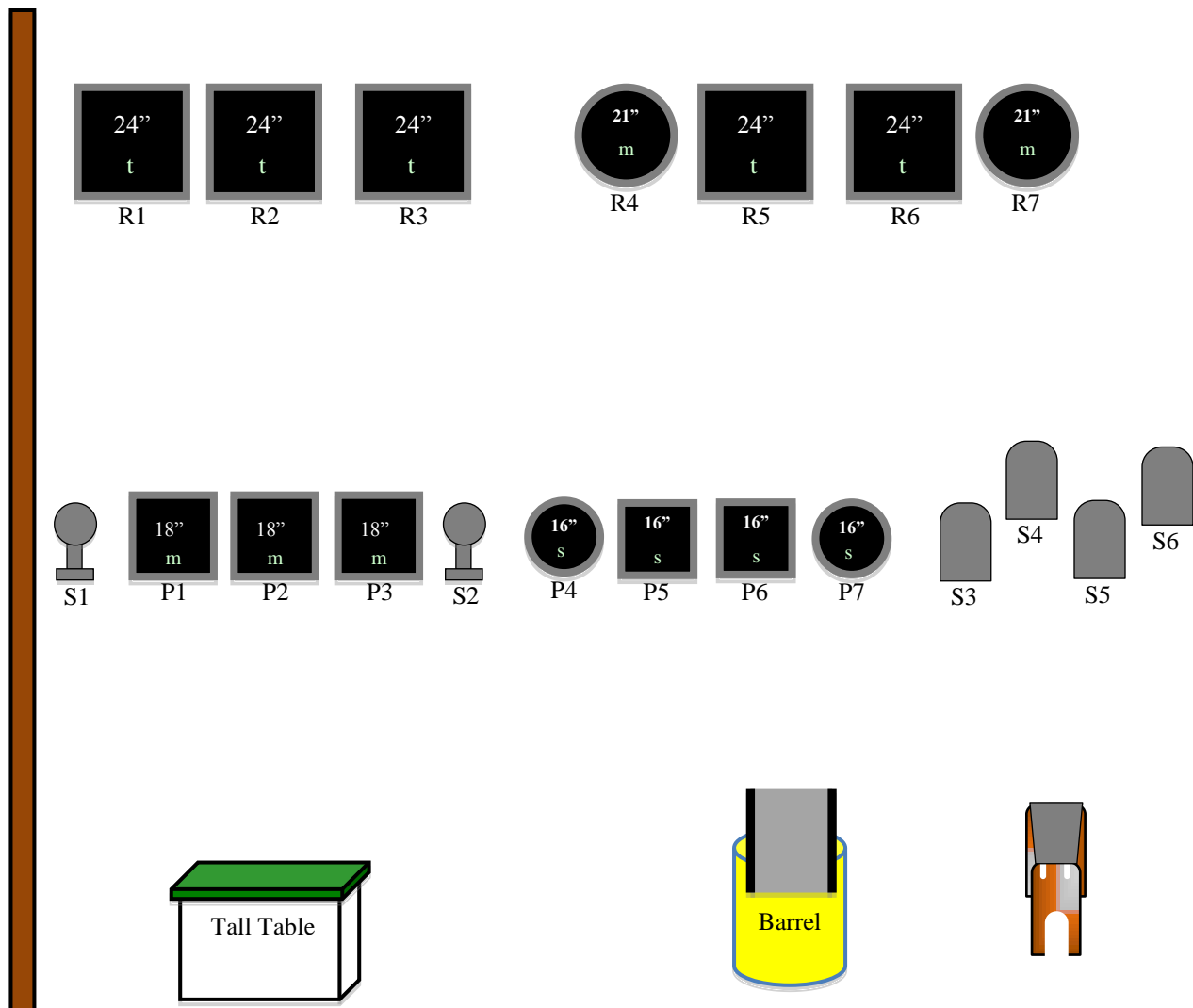
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 10 rounds, staged on 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 Horse holding shotgun with both hands pointing safely down range, and when ready says “**DON'T TAKE TOO LONG TO DIE**”. At the beep engage the shotgun knockdown targets S3 through S6 in any order. Make shotgun safe, move to the Tall Table and engage the rifle targets R1 through R3 in three single tap sweeps from the same direction placing the 10th round on the center target (R2). Make rifle safe, then engage the pistol targets P1 through P3 using same instructions as rifle. Pick up long guns and move to the unloading table.

BAY #3



STAGE FIVE (Bay #3)

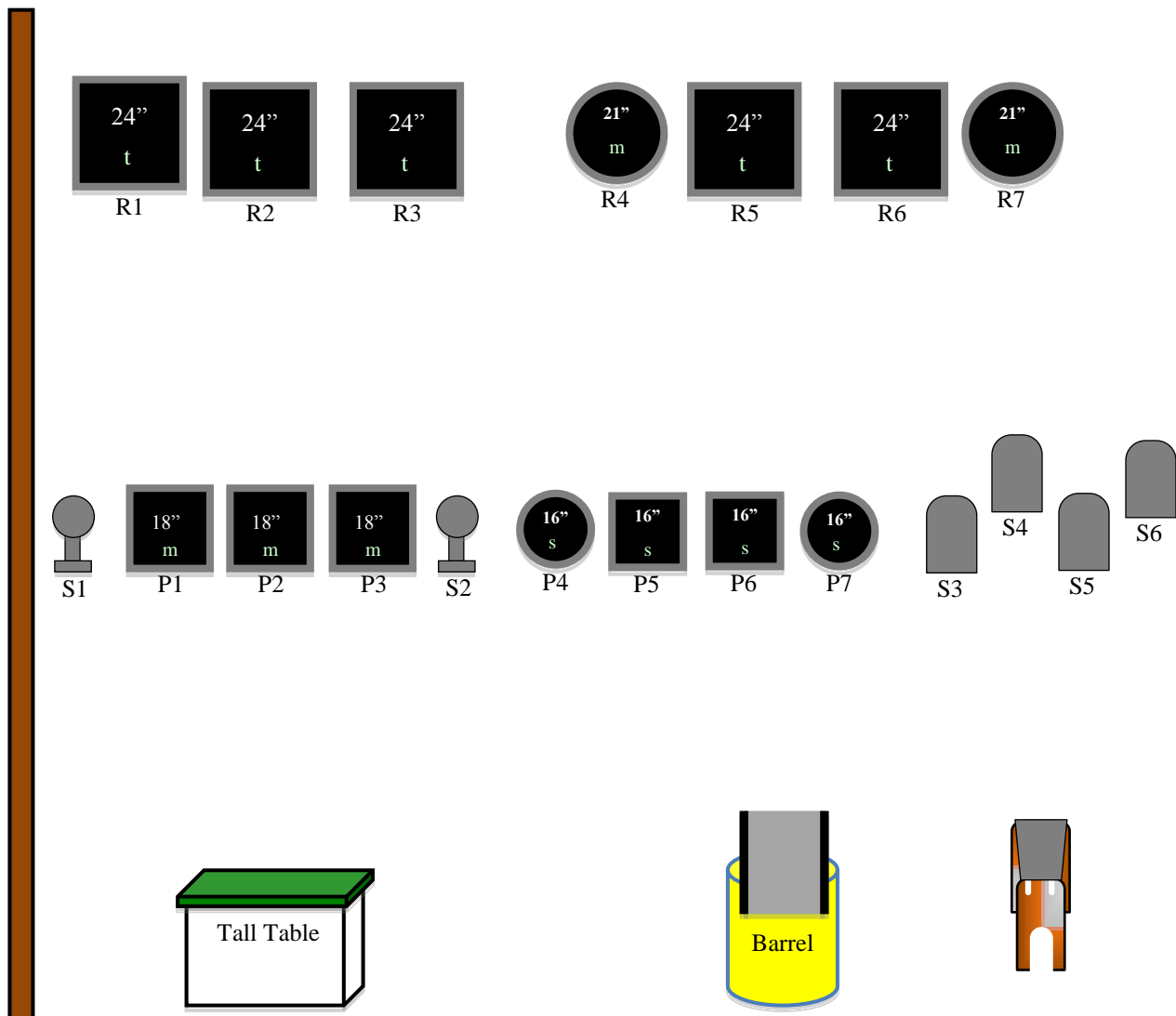
Round Count: 10 pistol, 10 rifle, 2+ shotgun

Shooting Order: Pistols, Rifle, Shotgun

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

Procedure: Shooter starts standing at the Barrel with hands on pistol butts (both hands may be on one pistol), when ready says **“DON’T TAKE TOO LONG TO DIE”**. At the beep engage the pistol targets P4 through P7 in the following order: double tap P4 and P7, then single tap P5 and P6, then double tap P4 and P7. Then engage the rifle targets R4 through R7 using same instructions as the pistols. Make rifle safe and move to the Tall Table, engage the shotgun knockdown targets S1 and S2 in any order. Pick up long guns and move to the unloading table.

BAY #3



STAGE SIX (Bay #3)

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

Shooting Order: Shotgun, Rifle, Pistols

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

Procedure: Shooter starts standing at the Horse in default position, when ready says **“DON’T TAKE TOO LONG TO DIE”**. At the beep engage the shotgun knockdown targets S3 through S6 in any order. Make shotgun safe, move to Barrel and engage the rifle targets R4 through R7 in a two, three, three, two sweep from either direction (Ex: R4, R4, R5, R5, R5, R6, R6, R6, R7, R7). Make rifle safe then engage the pistol targets P4 through P7 using the same instructions as the rifle. Pick up long guns and move to the unloading table.

BAY #3

