

# **The Mattaponi Sundowners**

## **Sunday – July 30<sup>th</sup>, 2016**

### **"Old West Saloons"**

*Stages Written by: Striker*

Well, there just ain't no talkin' about the Old West, without mentioning the dozens, no hundreds – er, thousands of saloons of the American West. The very term "saloon" itself, conjures up a picture within our minds of an Old West icon, complete with a wooden false front, a wide boardwalk flanking the dusty street, a couple of hitchin' posts, and the always present swinging doors brushing against the cowboy as he made his way to the long polished bar in search of a whiskey to wet his parched throat.

When America began its movement into the vast West, the saloon was right behind, or more likely, ever present. Though places like Taos and Santa Fe, New Mexico already held a few Mexican cantinas, they were far and few between until the many saloons of the West began to sprout up wherever the pioneers established a settlement or where trails crossed.

The first place that was actually called a "saloon" was at Brown's Hole near the Wyoming-Colorado-Utah border. Established in 1822, Brown's Saloon catered to the many trappers during the heavy fur trading days.

Saloons were ever popular in a place filled with soldiers, which included one of the West's first saloons at Bent's Fort, Colorado in the late 1820s; or with cowboys, such as Dodge City, Kansas; and wherever miners scabbled along rocks or canyons in search of their fortunes. When gold was discovered near Santa Barbara, California in 1848, the settlement had but one cantina. However, just a few short years later, the town boasted more than 30 saloons. In 1883, Livingston, Montana, though it had only 3,000 residents had 33 saloons.

The first western saloons really didn't fit our classic idea of what a saloon looks like, but rather, were hastily thrown together tents or lean-to's where a lonesome traveler might strike up a conversation, where a cowman might make a deal, or a miner or a soldier might while away their off hours. However, as the settlement became more populated, the saloon would inevitably prosper, taking on the traditional trimmings of the Old West.

In those hard scabble days, the whiskey served in many of the saloons was some pretty wicked stuff made with raw alcohol, burnt sugar and a little chewing tobacco. No wonder it took on such names as Tanglefoot, Forty-Rod, Tarantula Juice, Taos Lightning, Red Eye, and Coffin Varnish.

Also popular was Cactus Wine, made from a mix of tequila and peyote tea, and Mule Skinner, made with whiskey and blackberry liquor. The house rotgut was often 100 proof, though it was sometimes cut by the barkeep with turpentine, ammonia, gun powder or cayenne.

The most popular term for the libation served in saloons was Firewater, which originated when early traders were selling whiskey to the Indians. To convince the Indians of the high alcohol content, the peddlers would pour some of the liquor on the fire, as the Indians watched the fire begin to blaze.

But the majority of western saloon regulars drank straight liquor -- rye or bourbon. If a man ordered a "fancy" cocktail or "sipped" at his drink, he was often ridiculed unless he was "known" or already had a proven reputation as a "tough guy." Unknowns, especially foreigners who often nursed their drinks, were sometimes forced to swallow a fifth of 100 proof at gunpoint "for his own good."

Saloons also served up volumes of beer, but in those days the beer was never ice cold, usually served at 55 to 65 degrees. Though the beer had a head, it wasn't sudsy as it is today. Patrons had to knock back the beer in a hurry before it got too warm or flat.

It wasn't until the 1880's that Adolphus Busch introduced artificial refrigeration and pasteurization to the U.S. brewing process, launching Budweiser as a national brand. Before then, folks in the Old West didn't expect their beer to be cold, accustomed to the European tradition of beer served at room temperature

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### **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**

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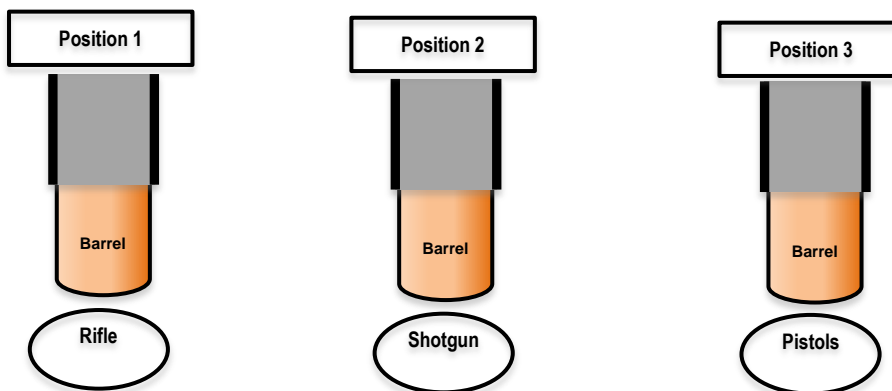
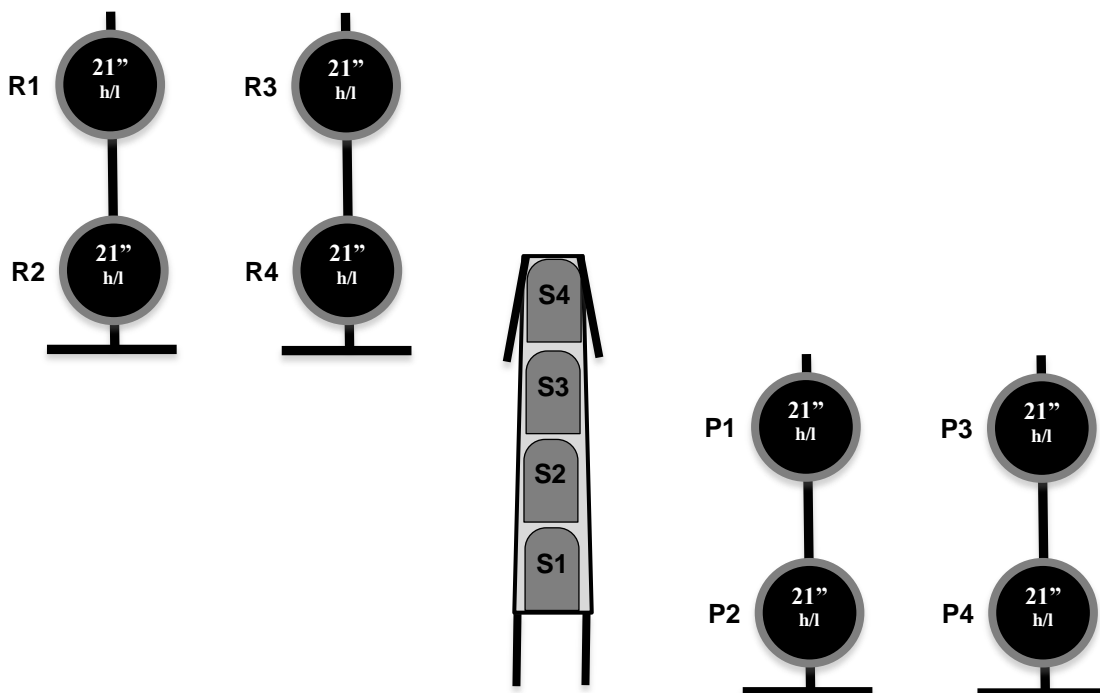
### STAGE ONE (Bay #2)

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

**Shooting Order:** Shotgun, Pistols, Rifle, Shotgun

**Staging:** Rifle is loaded with 10 rounds and staged safely. Shotgun is staged safely.

**Procedure:** Shooter starts at Position 2 with hands on head/hat and when ready says “Barkeep two beers por favor”. At the beep with shotgun shoot at knockdowns (S1, S2, S3, S4) with 2 shots. Move to Position 3 then with pistols shoot at targets (P1, P2, P3, P4) in the following order (P1, P2, P2, P3, P3, P3, P4, P4, P4, P4). Move to Position 1 then with rifle shoot at targets (R1, R2, R3, R4) using the same instructions as the pistols. Move to Position 2 then with shotgun shoot at the remaining knockdown targets (S1, S2, S3, S4).



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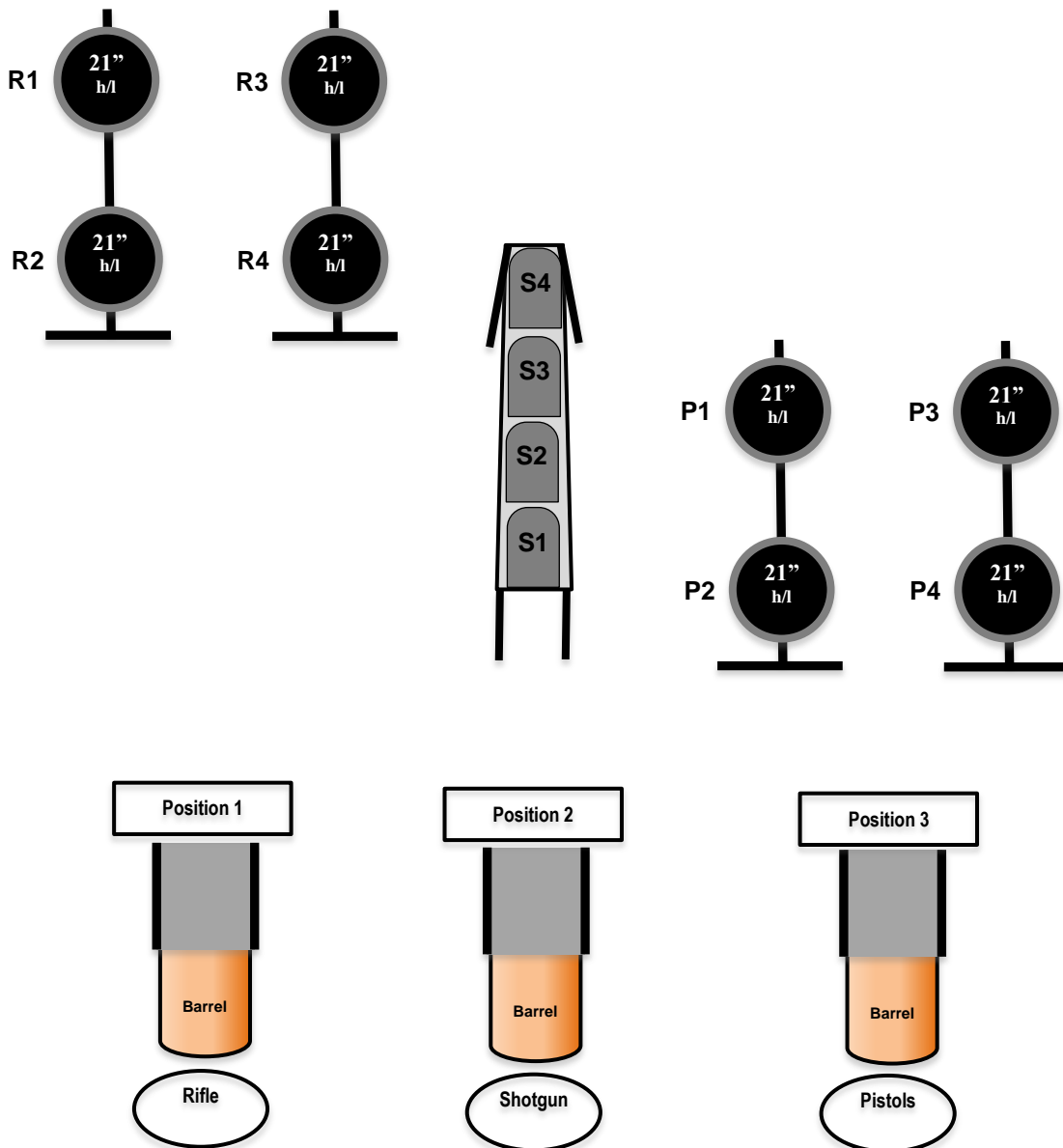
### STAGE TWO (Bay #2)

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

**Shooting Order:** Pistols, Rifle, Shotgun

**Staging:** Rifle is loaded with 10 rounds and staged safely. Shotgun is staged safely.

**Procedure:** Shooter starts at Position 3 with hands on pistol(s) and when ready says "Barkeep two beers por favor". At the beep with pistols shoot at targets (P1, P2, P3, P4) in the following order (P4, P3, P2, P1, P2, P3, P4, P3, P2, P1). Move to Position 1 then with rifle shoot at targets (R1, R2, R3, R4) using the same instructions as the pistols. Move to Position 2 then with shotgun shoot at knockdowns (S1, S2, S3, S4).



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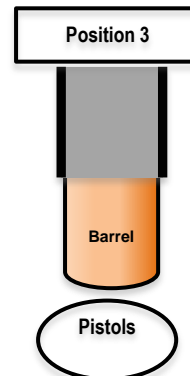
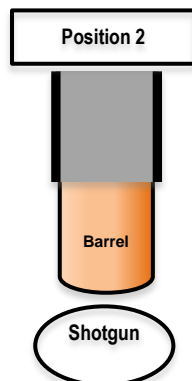
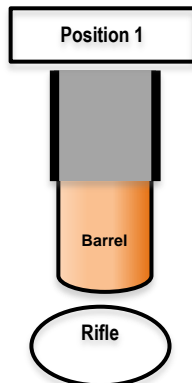
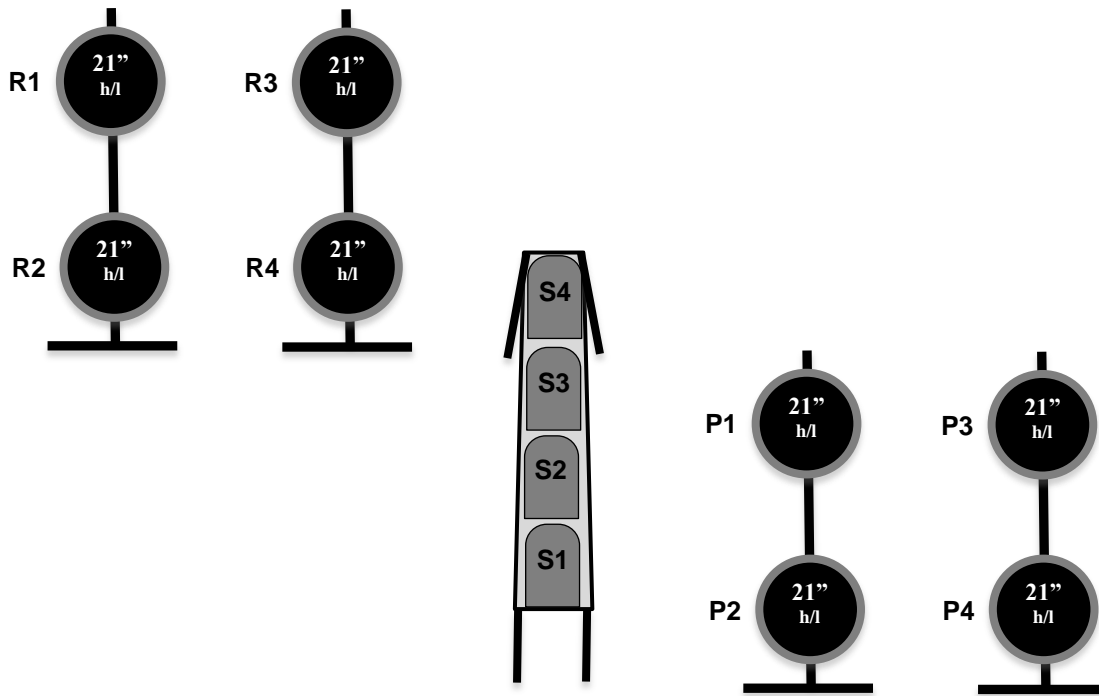
### STAGE THREE (Bay #2)

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

**Shooting Order:** Rifle, Shotgun, Pistols

**Staging:** Rifle is loaded with 10 rounds and held pointed down range. Shotgun is staged safely.

**Procedure:** Shooter starts at Position 1 with rifle pointed down range and when ready says “Barkeep two beers por favor”. At the beep with rifle shoot at targets (R1, R2, R3, R4) in the following order (R1, R1, R2, R1, R2, R3, R1, R2, R3, R4). Move to Position 2 then with shotgun shoot at knockdowns (S1, S2, S3, S4). Move to Position 3 then with pistols shoot at targets (P1, P2, P3, P4) using the same instructions as the rifle.



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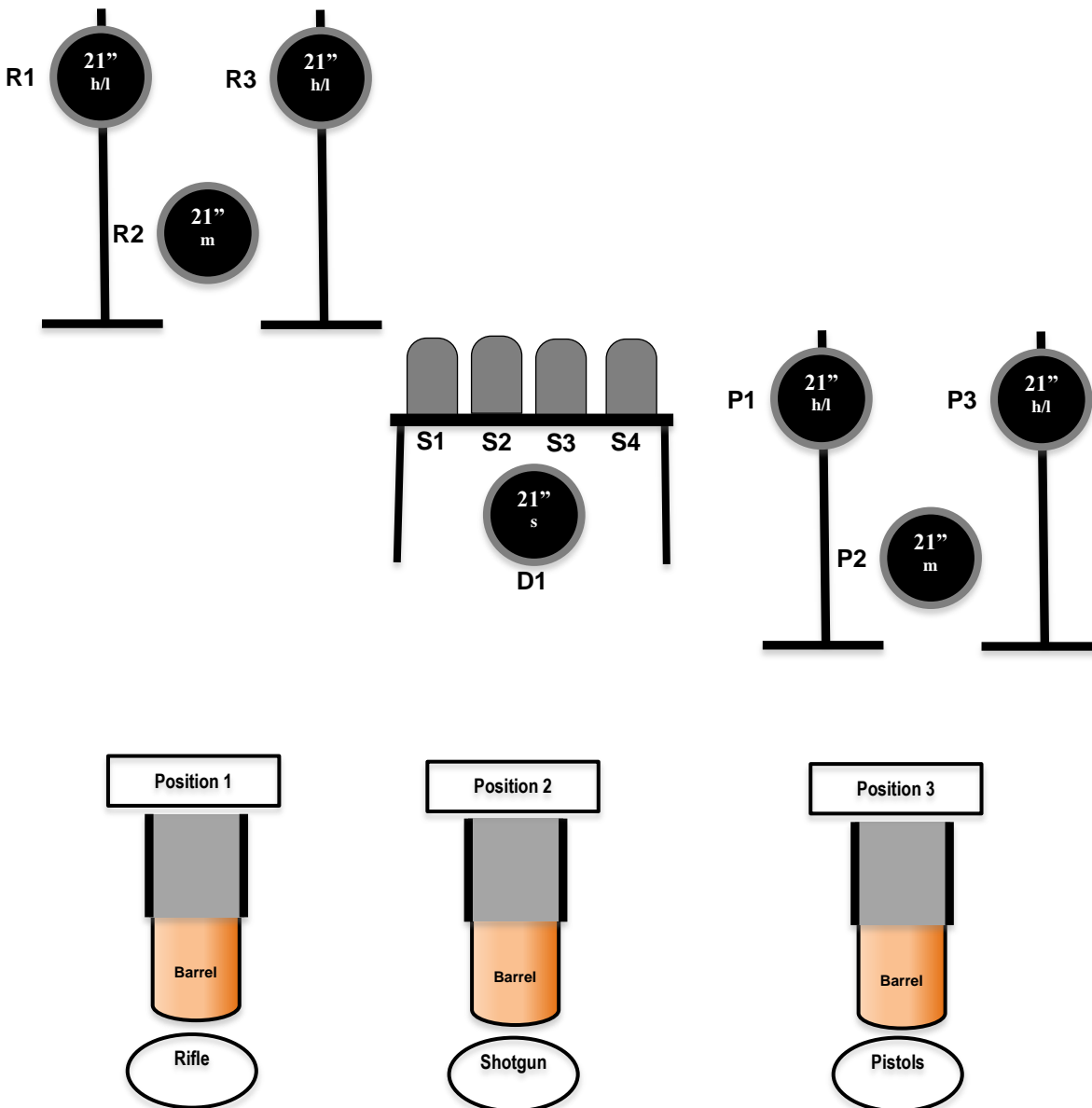
### STAGE FOUR (Bay #3)

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

**Shooting Order:** Rifle, Shotgun, Pistols

**Staging:** Rifle is loaded with 10 rounds and held at cowboy port arms. Shotgun is staged safely.

**Procedure:** Shooter starts at Position 1 with rifle at cowboy port arms and when ready says “Barkeep two beers por favor”. At the beep with rifle shoot at targets (R1, R2, R3) in the following order (R1, R2, R2, R1, R2, R2, R3, R2, R2, R3). Move to Position 2 then with shotgun shoot at knockdowns (S1, S2, S3, S4). Move to Position 3 then with pistols shoot at targets (P1, P2, P3) using the same instructions as rifle.



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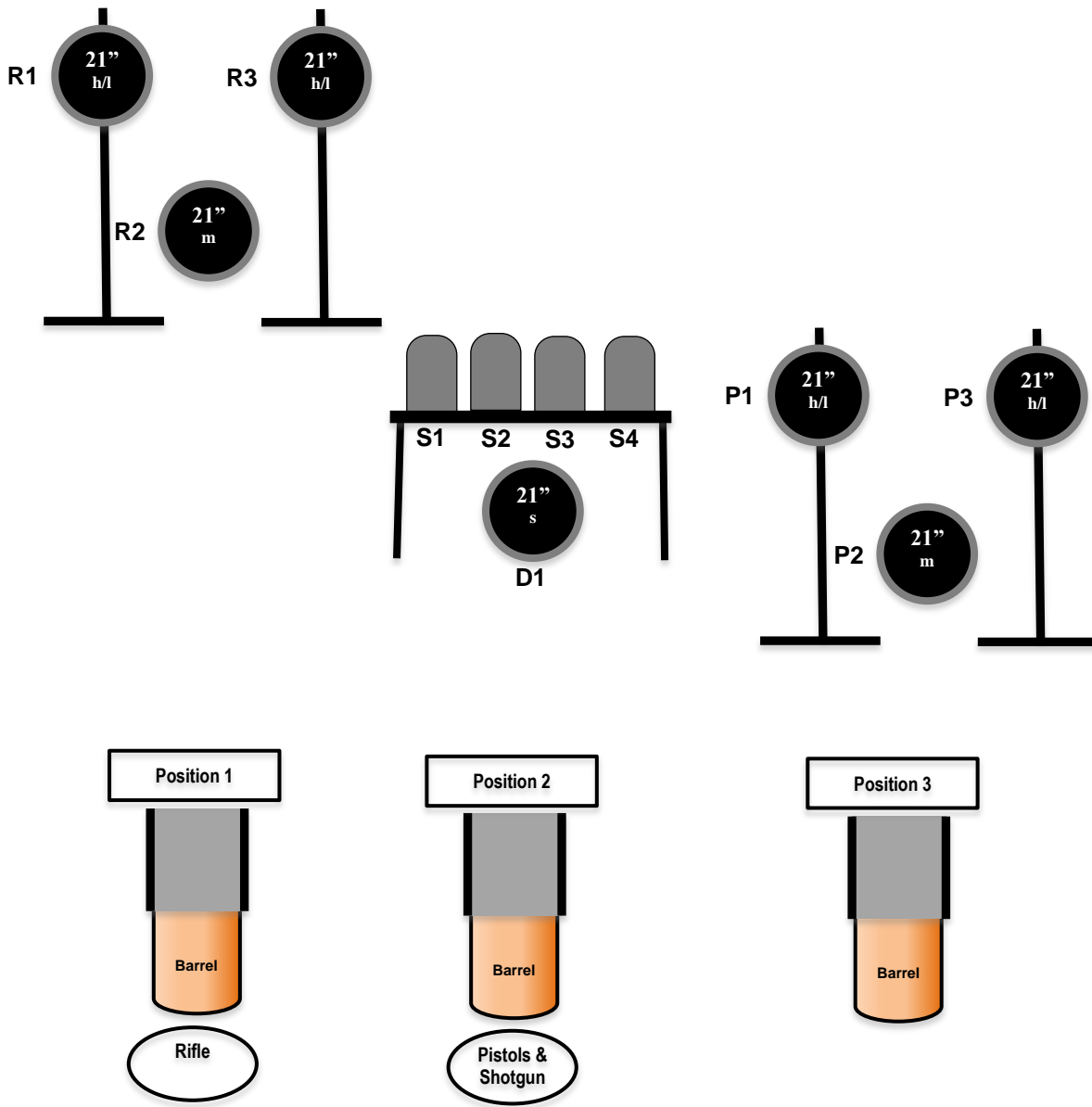
### STAGE FIVE (Bay #3)

**Round Count:** 10 pistol, 10 rifle, ? shotgun

**Shooting Order:** Rifle, Pistols, maybe shotgun

**Staging:** Rifle is loaded with 10 rounds and staged safely. Shotgun is staged safely.

**Procedure:** Shooter starts at Position 1 and when ready says “Barkeep two beers por favor”. At the beep with rifle shoot at targets (R1, R2, R3) in the following order (R1, R2, R2, R2, R1, R3, R2, R2, R2, R3). Move to Position 2 then with pistols shoot at knockdowns (S1, S2, S3, S4) and target (D1) in the following order (knockdown, D1, D1, D1, knockdown, knockdown, D1, D1, D1, knockdown) then with shotgun shoot at remaining knockdowns (S1, S2, S3, S4).



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### STAGE SIX (Bay #3)

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

**Shooting Order:** Rifle, Shotgun, Pistols

**Staging:** Rifle is loaded with 10 rounds and staged safely. Shotgun is staged safely.

**Procedure:** Shooter starts at Position 1 and when ready says “Barkeep two beers por favor”. At the beep with rifle shoot at targets (R1, R2, R3) in a clockwise rotation for 10 shots, for example (R1, R3, R2, R1, R3, R2, R1, R3, R2, R1). Move to Position 2 then with shotgun shoot at knockdowns (S1, S2, S3, S4). Move to Position 3 then with pistols shoot at targets (P1, P2, P3) in a counterclockwise rotation for 10 shots.

