

Mattaponi Sundowners
STAGES FOR SUNDAY, Aug 21, 2016
Stages Written by: Prairie City Slim

HOW HOT IS IT?

One hot day in the middle of August, a bunch old men were sitting around talking about how hot it was. One old men says it hotter than a \$2 pistol. A second old man says, no it's hotter that a hooker in church. A third says that ain't hot, but it is hotter than Hell's Pepper patch. A fourth old man says really it is so hot you could fry an egg on the asphalt. A fifth old man says if you ask me I think it is so hot it feels like there's nothing but a screen door between here and hell. The last old man says you all may be right but I think it's hotter than a well diggers butt in August in the middle of Texas. They all agreed that that would be dang HOT.

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

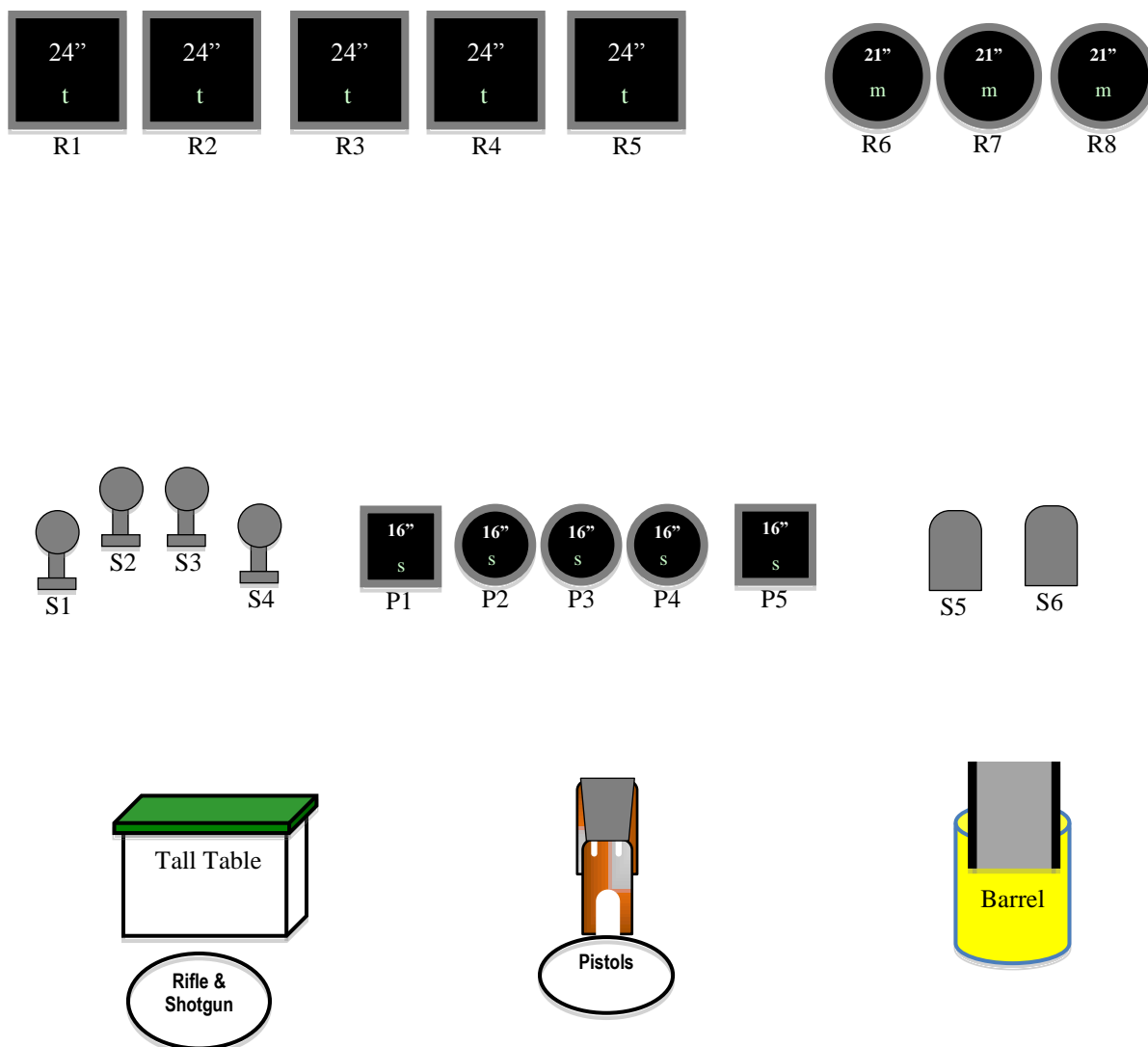
STAGE ONE (Bay #2)

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

Shooting Order: Rifle, Shotgun, Pistols

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

Procedure: Shooter starts standing at the Tall Table holding rifle at Cowboy Port Arms, when ready says **"HOW HOT IS IT?"**. At the beep engage the rifle targets R1 through R5 in the following order: single tap the R1, R5, then double tap R2 and R4, then 4 rounds on R5. Make rifle safe then engage shotgun knockdown targets S1 through S4 in any order. Make shotgun safe, move to the Cow and engage P1 through P5 using the same instructions as the rifle, Pick long guns and move to the unloading table.



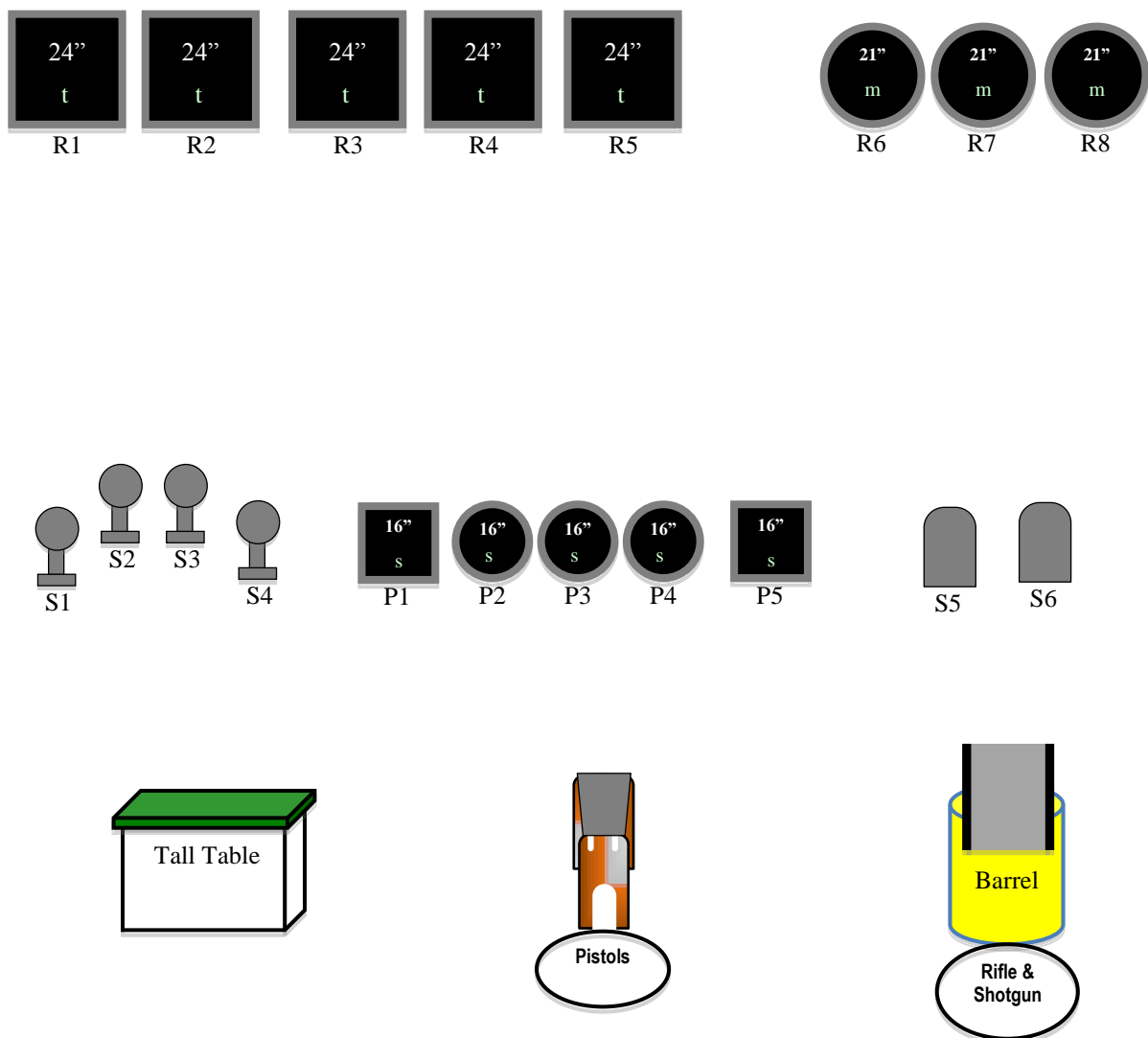
STAGE TWO (Bay #2)

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

Shooting Order: Pistols, Rifle, Shotgun

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

Procedure: Shooter starts standing at the Cow in default position, when ready says **“HOW HOT IS IT?”**. At the beep engage the pistol targets P2, P3, and P4 (circles) in a two, three, five sweep from either direction (EX: P2, P2, P3, P3, P3, P4, P4, P4, P4, P4). Then move to the Barrel and engage Rifle targets R6 through R8 in a two, three, five sweep from either direction. Make rifle safe then engage shotgun knockdown targets S5 and S6 in any order. Pick up long guns and move to the unloading table.



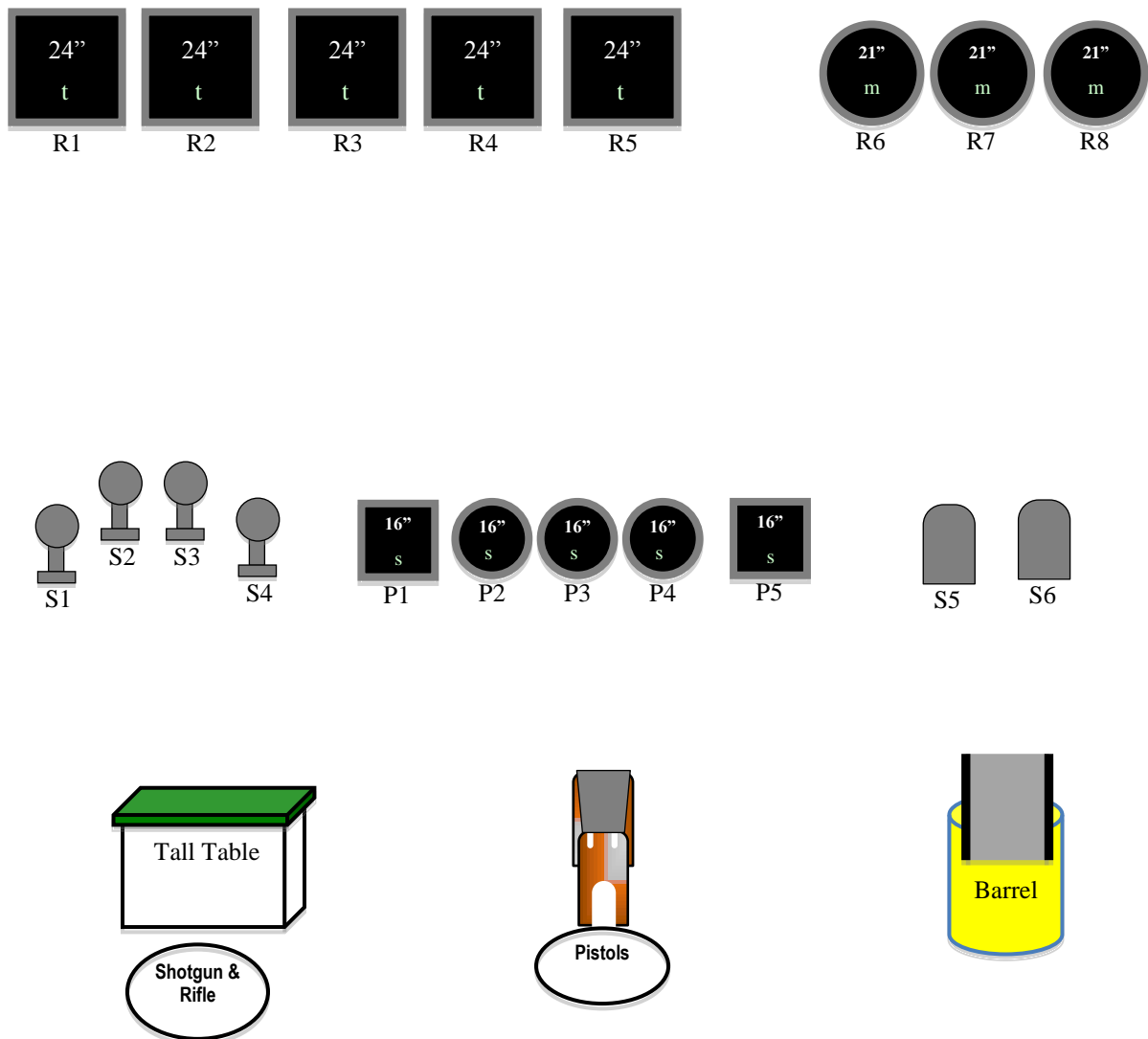
STAGE THREE (Bay #2)

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

Shooting Order: Shotgun, Rifle, Pistols

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

Procedure: Shooter starts standing at the Tall Table with hands on hat, when ready says **"HOW HOT IS IT?"**. At the beep engage the shotgun knockdown targets S1 through S4 in any order. Make shotgun safe, the engage rifle targets R1 through R5 in two single tap sweeps from the same direction (EX: R1, R2, R3, R4, R5, R1, R2, R3, R4, R5). Make the rifle safe, move to the Cow and engage P1 through P5 using the same instructions as the rifle. Pickup long guns and move to the unloading table.



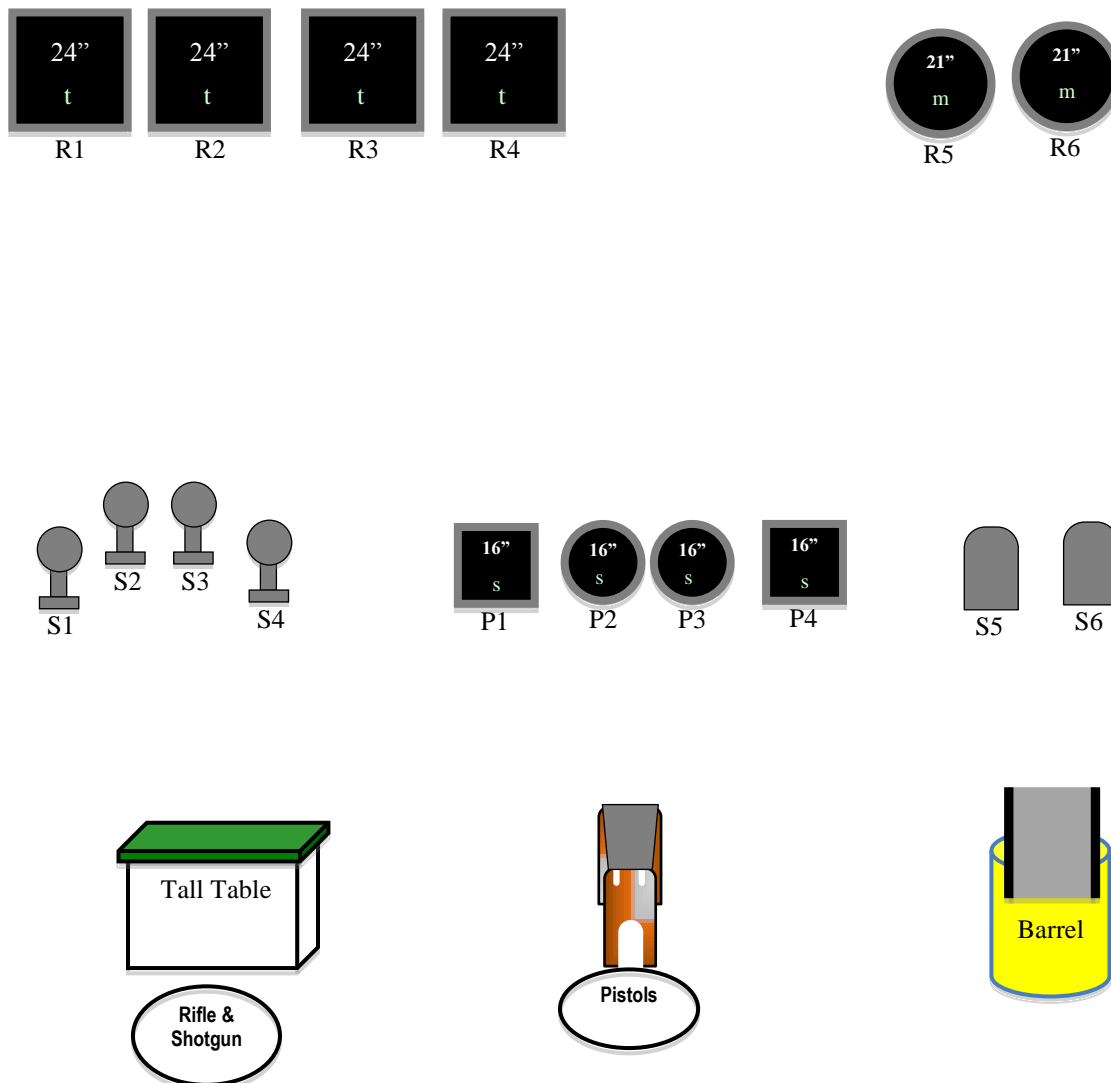
STAGE FOUR (Bay #3)

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

Shooting Order: Pistols, Rifle, Shotgun

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

Procedure: Shooter starts standing at the Cow with hands on pistol butts (both hands may be on one pistol), when ready says **"HOW HOT IS IT?"**. At the beep engage pistol targets P1 through P4 in a progressive sweep starting on P1 (P1, P2, P2, P3, P3, P3, P4, P4, P4, P4). Move to the Tall Table and engage rifle targets R1 through R4 using the same instructions as the pistols. Make rifle safe, then engage shotgun knockdown targets S1 through S4 in any order. Pick up long guns and move to the unloading table.



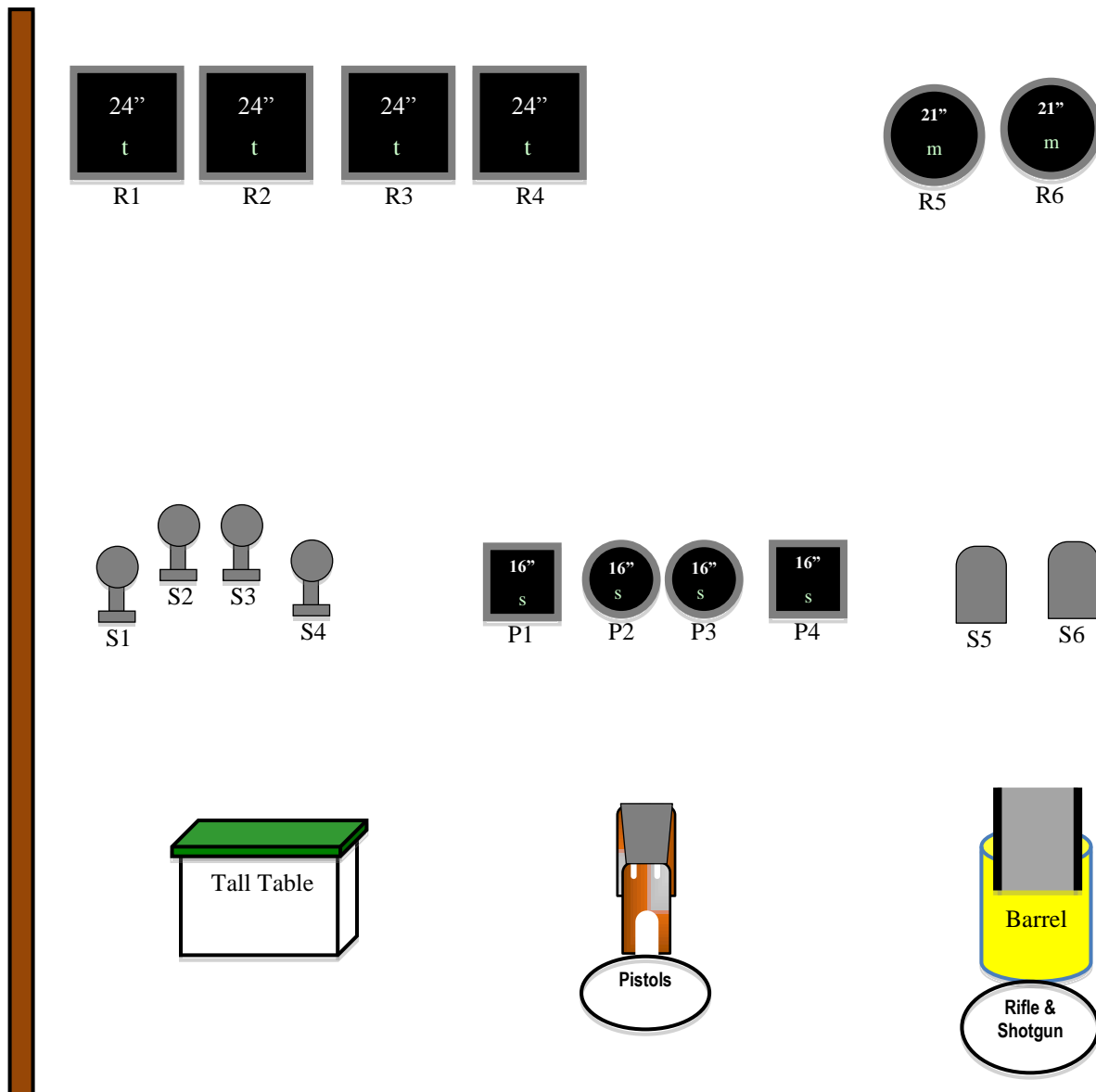
STAGE FIVE (Bay #3)

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

Shooting Order: Rifle, Shotgun, Pistols

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 on Barrel.

Procedure: Shooter starts standing at the Barrel holding the rifle with both hands pointing safely down range, when ready says **“HOW HOT IS IT?”**. At the beep engage pistol targets R5 and R6 alternating between the two targets for 10 rounds. Make rifle safe, then engage shotgun knockdown targets S5 and S6 in any order. Make shotgun safe, move to the Cow and engage pistol targets P2 and P3 (circles) by alternating between the two targets for 10 rounds. Pick up long guns and move to the unloading table.



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 on 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, when ready says **“HOW HOT IS IT?”**. At the beep engage the shotgun knockdown targets S1 through S4 in any order. Make shotgun safe, then engage rifle targets R1 through R4 in the following order: R1, R2, R3, R4, R1, R2, R3, R1, R2, R1. Make rifle safe, move to Cow and engage pistol targets P1 through P4 using the same instructions as the rifle. Pick up long guns and move to the unloading table.

