

Mattaponi Sundowners, Sept. 24, 2016

Written by Sassy Shooting Sours

### **DAN BLOCKER, THE REAL STORY**

We all know that Dan Blocker played the role of Hoss Cartwright on the TV show, Bonanza. But did you know that he also was a football star in high school and college. He also graduated from college with a master's degree in dramatic arts. He was also a high school English and drama teacher. He later taught and coached a sixth grade elementary class. He worked as a bouncer in a beer bar and he was a rodeo performer which was made easy by his 6'4" and 300 pounds body. He was also known for being good natured despite his intimidating size. He was married to the same woman for 20 years before he died from a blood clot in his lungs following gallbladder surgery in 1972. He had 4 children from this marriage; 2 girls and 2 boys.

**BUT DID YOU KNOW: He was drafted into the United States Army during the Korean War. He served as an infantry sergeant in Korea. He was wounded in battle and received a purple heart. He also received the National Defense Service Medal, Korean Service Medal with 2 bronze campaign stars, Republic of Korea Presidential Unit Citation, United Nations Service Medal and the Korean War Service Medal and the Combat Infantryman Badge.**

The untimely death of Hoss Cartwright was the first time to be addressed by TV series. The character of Hoss Cartwright was killed by an accident on the show. It wasn't mentioned for several years as to how Hoss died but in 1988 it was revealed that he drowned while trying to save another man's life. He said that all of the main characters grieved the death of Dan Blocker as well as the fans of Bonanza and the popular show only lasted another year without Blocker.

Hoss Cartwright, aka Dan Blocker was a TRUE AMERICAN HERO.

# 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**

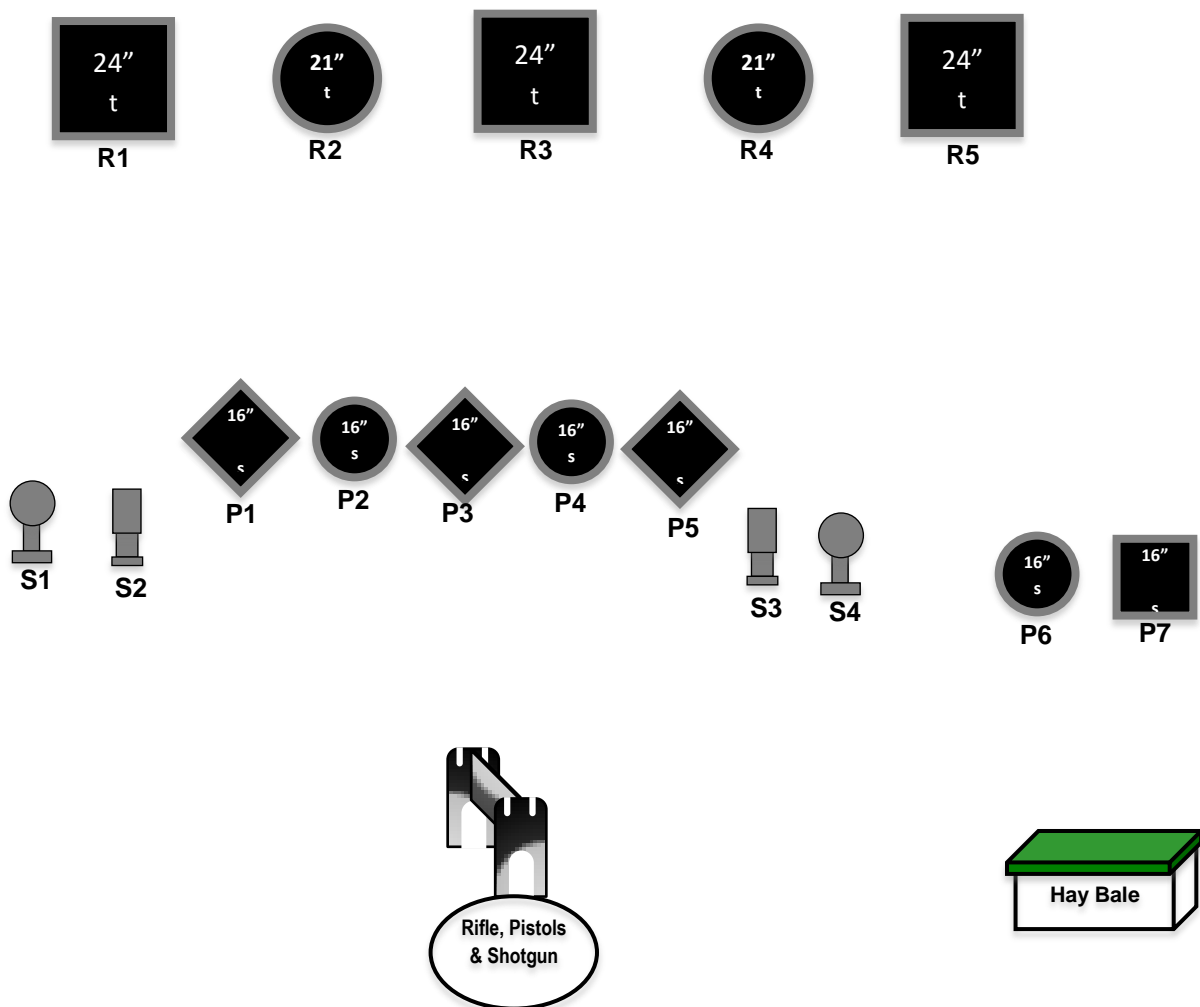
## STAGE 1: (Bay #2)

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

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

**Staging:** Rifle is loaded with 10 rounds, staged the horse. Pistols loaded with 5 rounds each, holstered. Shotgun is held in both hand pointed down range.

**Procedure:** Shooter starts standing at the horse holding shotgun with both hands, pointed safely down range, and when ready says **"A TRUE AMERICA HERO"**. At the beep, engage the 4 shotgun targets in any order, till all are down. Make shotgun safe on horse. With rifle, engage the rifle targets in the following order; 1 on R3, 1 on R2, 1 on R1, 1 on R2, 2 on R3, 1 on R4, 1 on R5, 1 on R4 and 1 on R3. Make rifle safe on horse. With pistols, engage the pistols targets using the same instructions as the rifle. Holster pistols. Retrieve long guns and move to the unloading table.



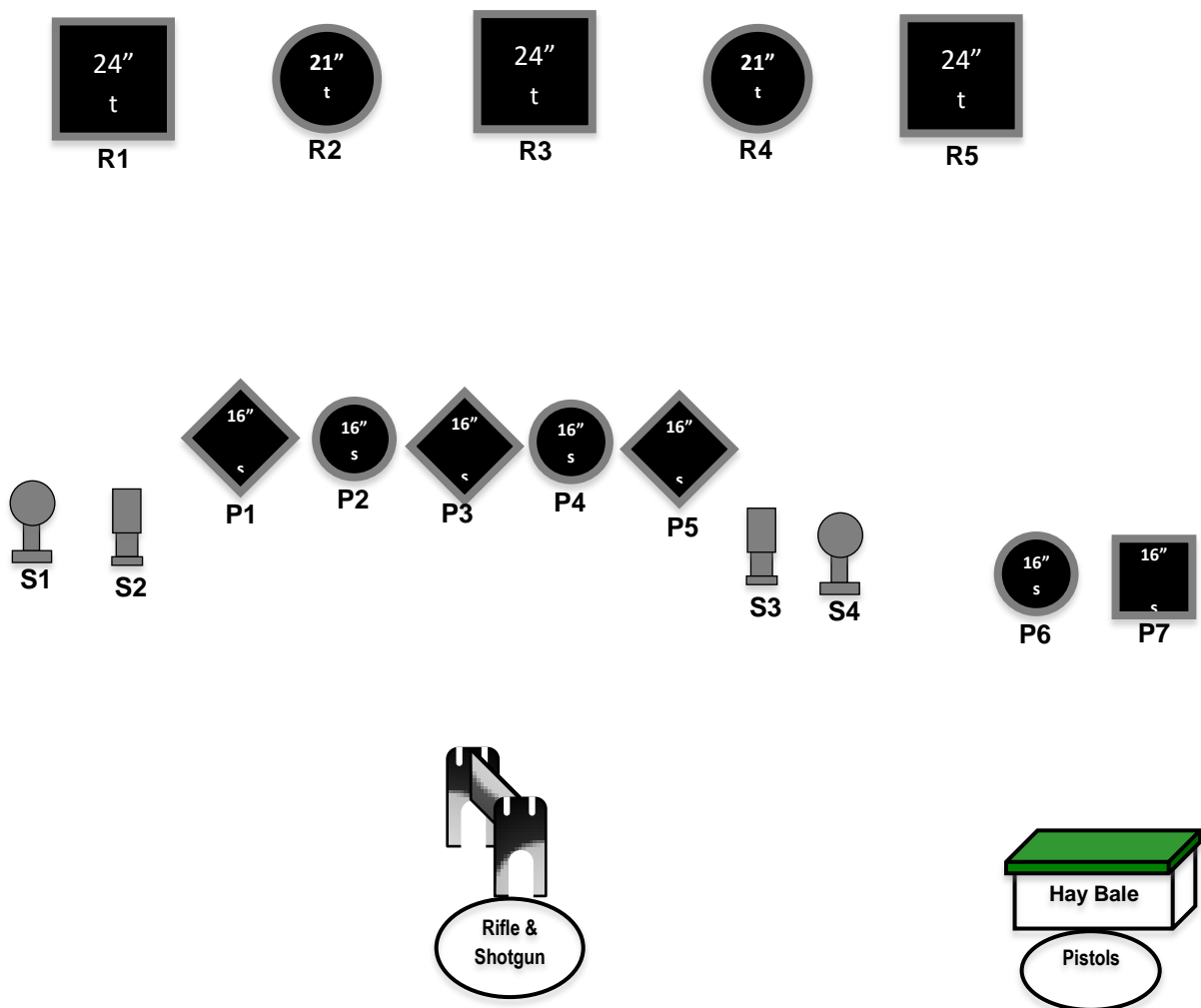
## STAGE 2: (Bay #2)

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

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

**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 horse and when ready says: “**A TRUE AMERICA HERO**”. At the beep, with shotgun, engage any 2 targets till down. Make shotgun safe. Move to hay bale and with pistols engage the pistol targets as follows: 2 on P6, 2 on P7, 1 on P6, 2 on P7, 2 on P6 and 1 on P7. Holster pistols. Move back to horse and with rifle engage targets in the following order: 2 on R1, 2 on R2, 1 on R3, 2 on R5, 2 on R4 and 1 on R3. Make rifle safe. Next with shotgun, engage the 2 remaining target until down. Make shotgun safe. Retrieve long guns and move to unloading table.



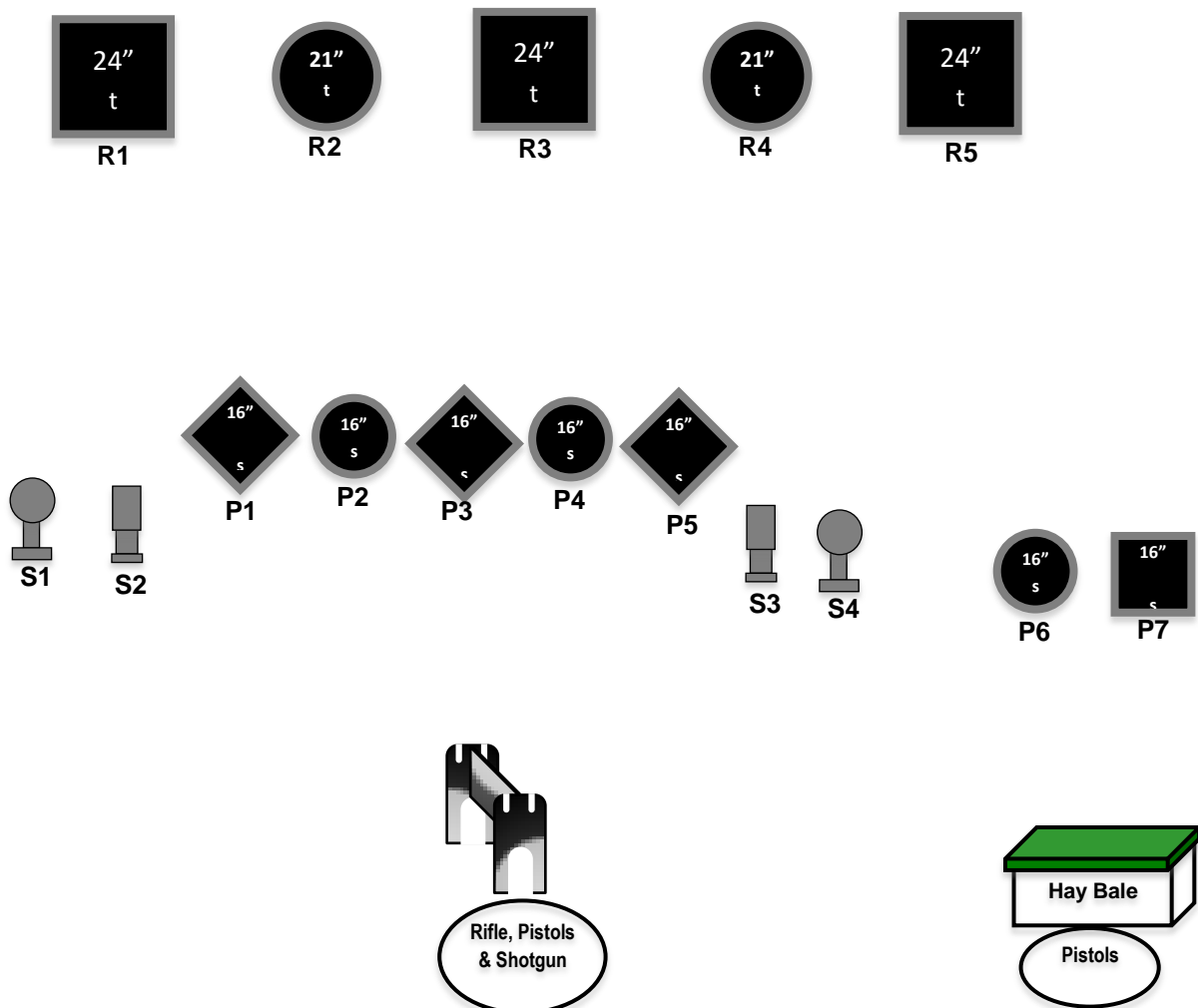
### STAGE 3: (Bay #2)

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

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

**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 hay bale and when ready says: “**A TRUE AMERICA HERO**”. At the beep, with pistols per your category; starting on either target, engage P6 and P7 alternating for 5 rounds. Move to horse and with pistols, place 1 round each on P1-5. Holster pistols. With rifle engage R1-5 with 1 round each and then alternate 5 rounds on R2 and R4, starting on either target. Next with shotgun, engage targets in a Potter County sweep in this order: S1, S3, S2 and S4. Make shotgun safe. Retrieve long guns and move to unloading table.



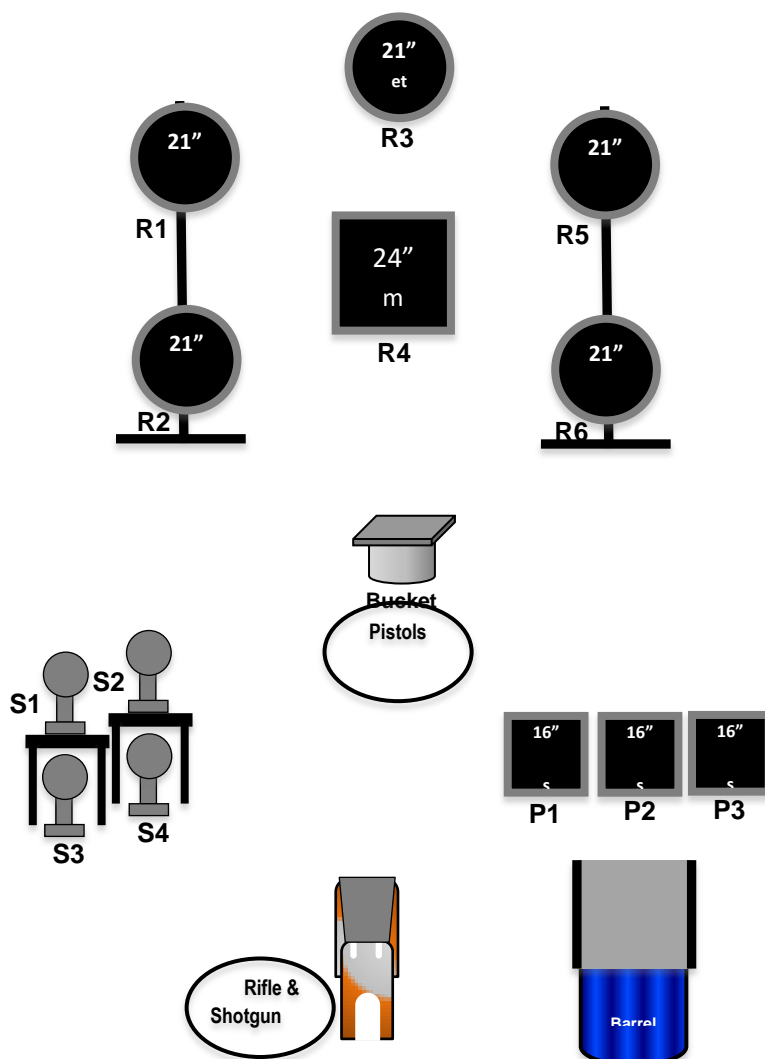
#### STAGE 4: (Bay #3)

**Round Count:** 10 pistol, 10 rifle, 2+ 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 horse with hands on pistols and when ready says: **"A TRUE AMERICA HERO"**. At the beep, with rifle engage the targets in the following order: 1 on R4, 1 on R3, 1 on R4, 1 on R5, 1 on R4, 1 on R6, 1 on R4, 1 on R2, 1 on R4 and 1 on R1. Make rifle safe. With shotgun, engage any 2 shotgun targets in any order till down. Move to bucket, and with pistols engage targets the same order as the rifle. Holster pistols. Retrieve long guns and move to the unloading table.



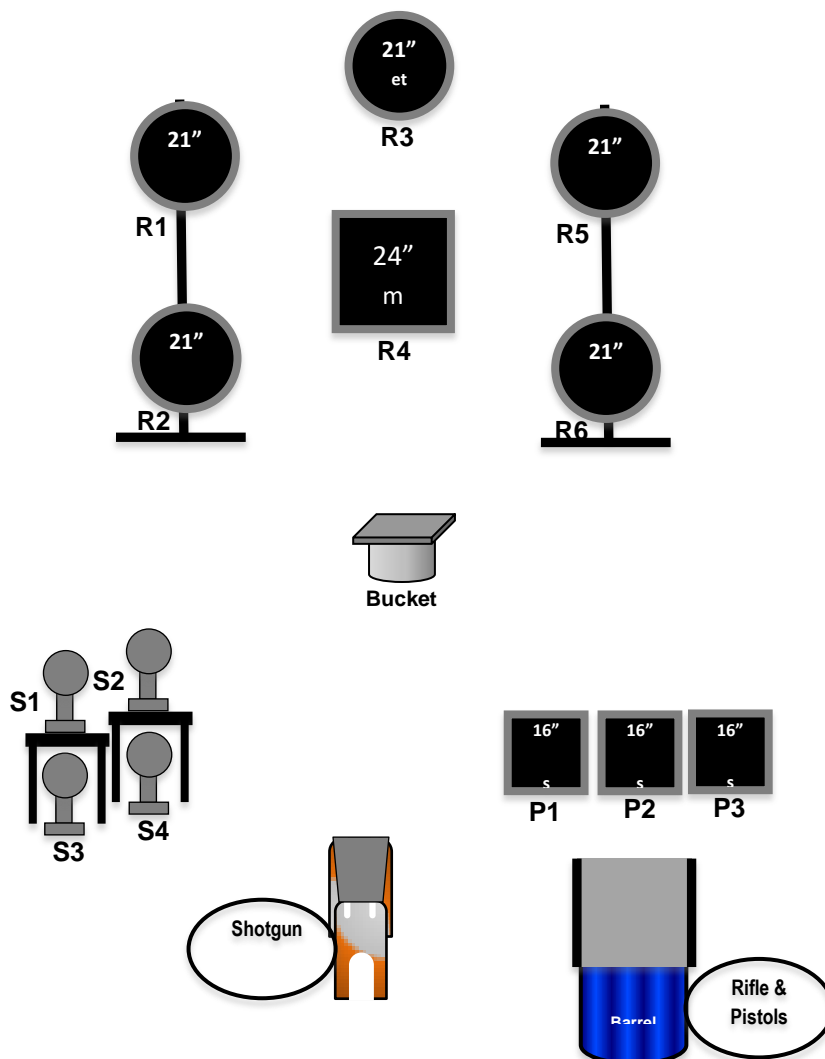
## STAGE 5: (Bay #3)

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

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

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

**Procedure:** Shooter starts standing at barrel with hands at default and when ready says: **"A TRUE AMERICA HERO"**. At the beep, with rifle engage the targets with 1 round on each outer target and 5 rounds on the square target. Make rifle safe. With pistols, shooter may start on either end, engage targets with 1 round on each outer target and 3 rounds on the middle; second 5 shots needs to repeat same as the first 5. Holster pistols. Move to shotgun and engage the 4 targets till all are down. Retrieve long guns and move to the unloading table.



## STAGE 6: (Bay #3)

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

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

**Staging:** Rifle is loaded with 10 rounds, staged the horse. Pistols loaded with 5 rounds each, holstered. Shotgun is held at port arms.

**Procedure:** Shooter starts standing at barrel with hands holding shotgun and when ready says: **"A TRUE AMERICA HERO"**. At the beep, engage the shotgun targets high/high/low/low till all are down. Make shotgun safe. With rifle engage the 6 rifle targets in any order, all targets must be engaged with at least one round for a total of 10 rounds. Make rifle safe. Move to barrel, with pistols engage the 3 pistol targets in any order, all targets must be engaged with at least one round for a total of 10 rounds. Retrieve long guns and move to unloading table.

