

Mattaponi Sundowners
STAGES FOR Sun November 20, 2016
Stages Written by: Prairie City Slim

Belly Stuffer

Thanksgiving brings a terrible chore,
'Cause I'm forced to eat and eat some more.
If I don't eat it up right down to dessert,
I fear the cook's feelings will surely be hurt,
So I do my part, even though I suffer;
To be a good guest, I'm a belly stuffer.

By Karl Fuchs

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)

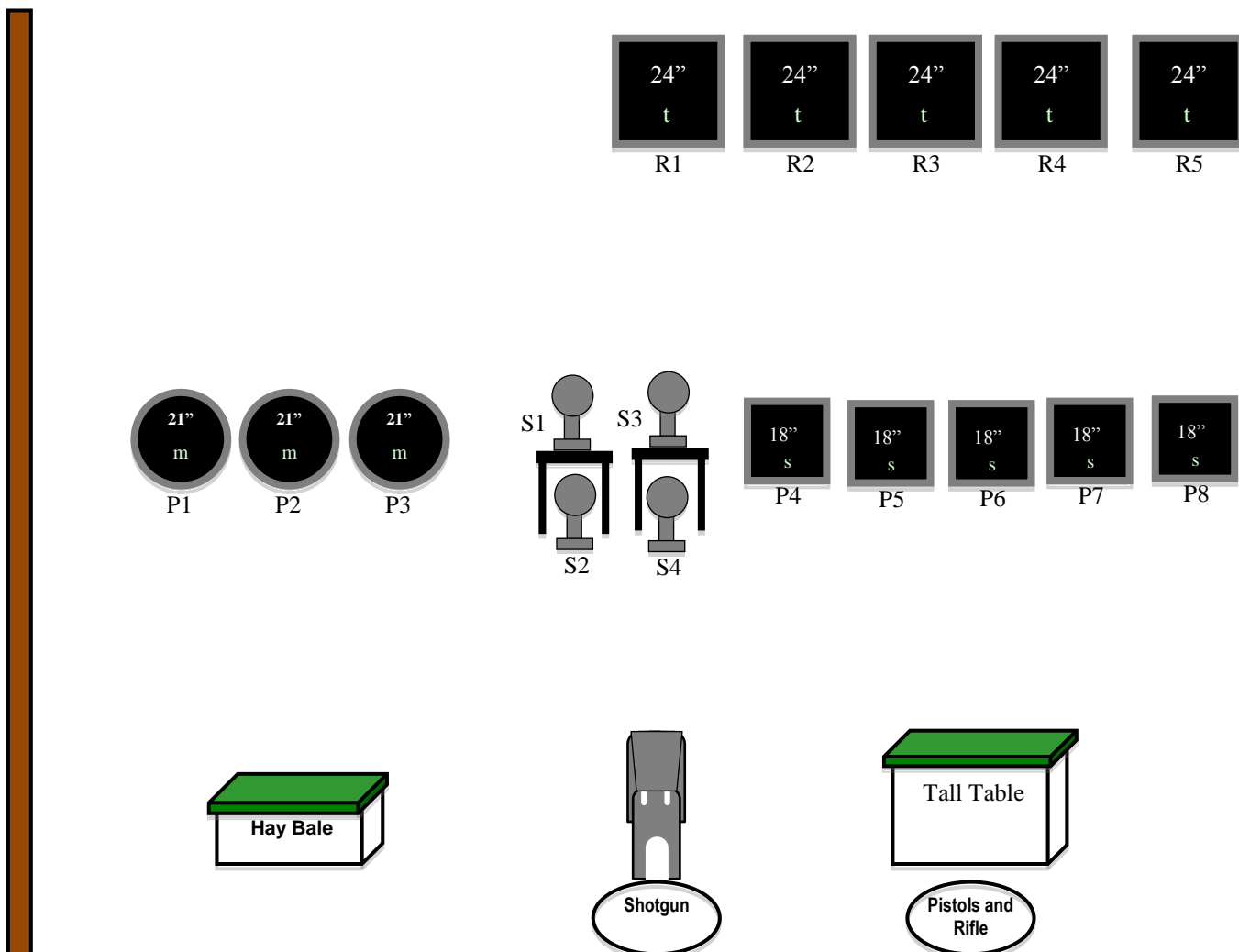
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Note: If shooting Josey Wales class substitute two pistols loaded with 5 rounds each for the rifle.

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 the Horse.

Procedure: Shooter starts standing at the Horse in default position, when ready says "I RECKON SO". At the beep engage the shotgun knockdown targets S1 through S4 in any order. Make shotgun safe, move to the tall Table and engage rifle targets R1 through R5 in the following order: R1, R2, R3, R2, R1, R5, R4, R3, R4, R5. Make rifle safe, then engage pistols P5 through P8 in the following order: P4, P5, P6, P5, P4, P8, P7, P6, P7, P8. Pick up long guns and move to the unloading table.



STAGE TWO (Bay #2)

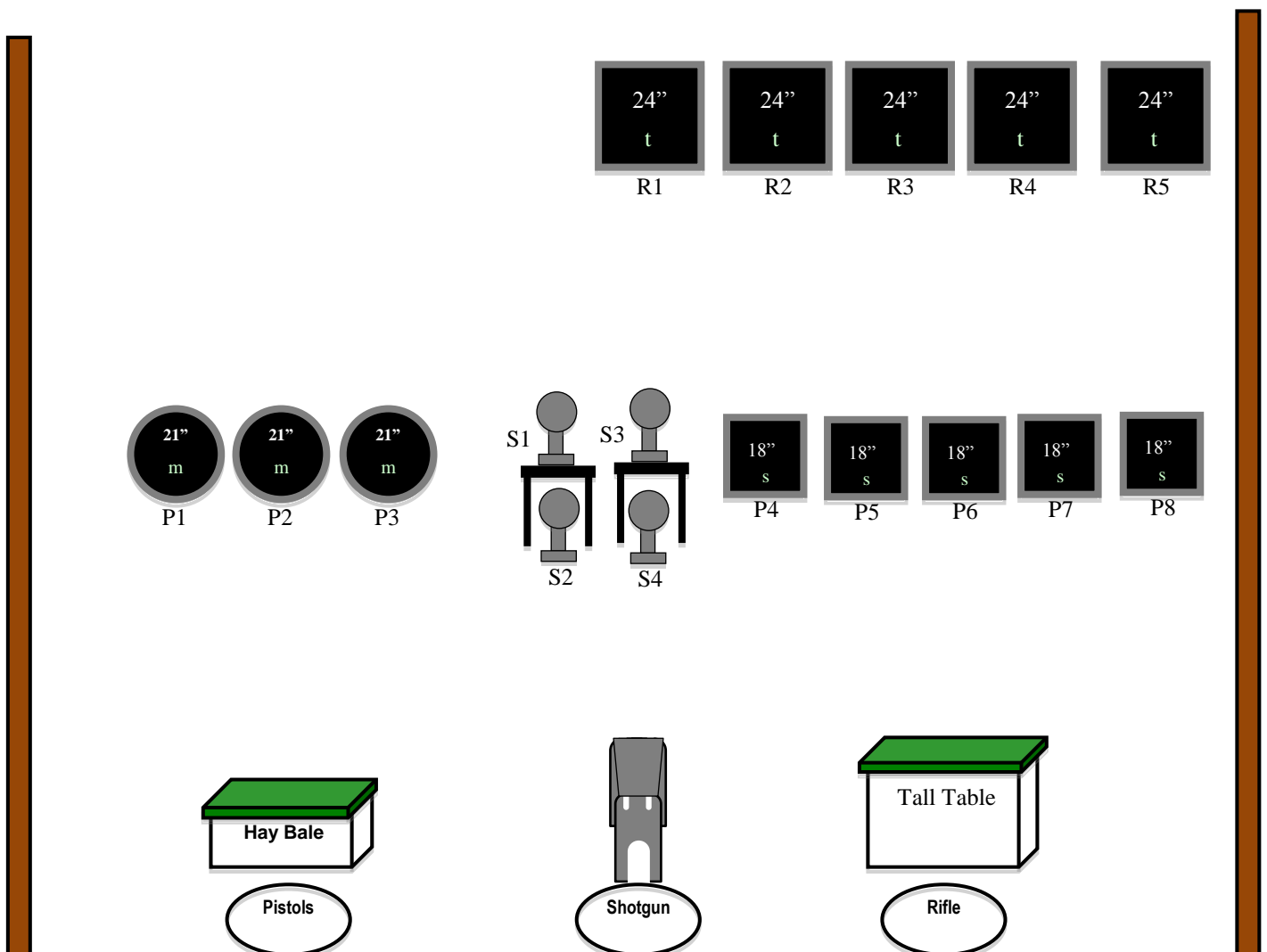
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Note: If shooting Josey Wales class substitute two pistols loaded with 5 rounds each for the rifle.

Shooting Order: Rifle, Shotgun, Pistols

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

Procedure: Shooter starts standing at the Tall Table with hands on hat / head, when ready says **"I RECKON SO"**. At the beep engage the rifle targets R1 through R5 in a West Virginia sweep from either direction. Make rifle safe on Tall Table, move to the Horse and engage shotgun knockdown targets S1 through S4 in any order. Make shotgun safe, move to Hay Bale and engage pistol targets P1 through P3 in a West Virginia sweep from either direction (EX: P1, P2, P3, P3, P2, P1, P1, P2, P3, P3). Pick up long guns and move to the unloading table.



STAGE THREE (Bay #2)

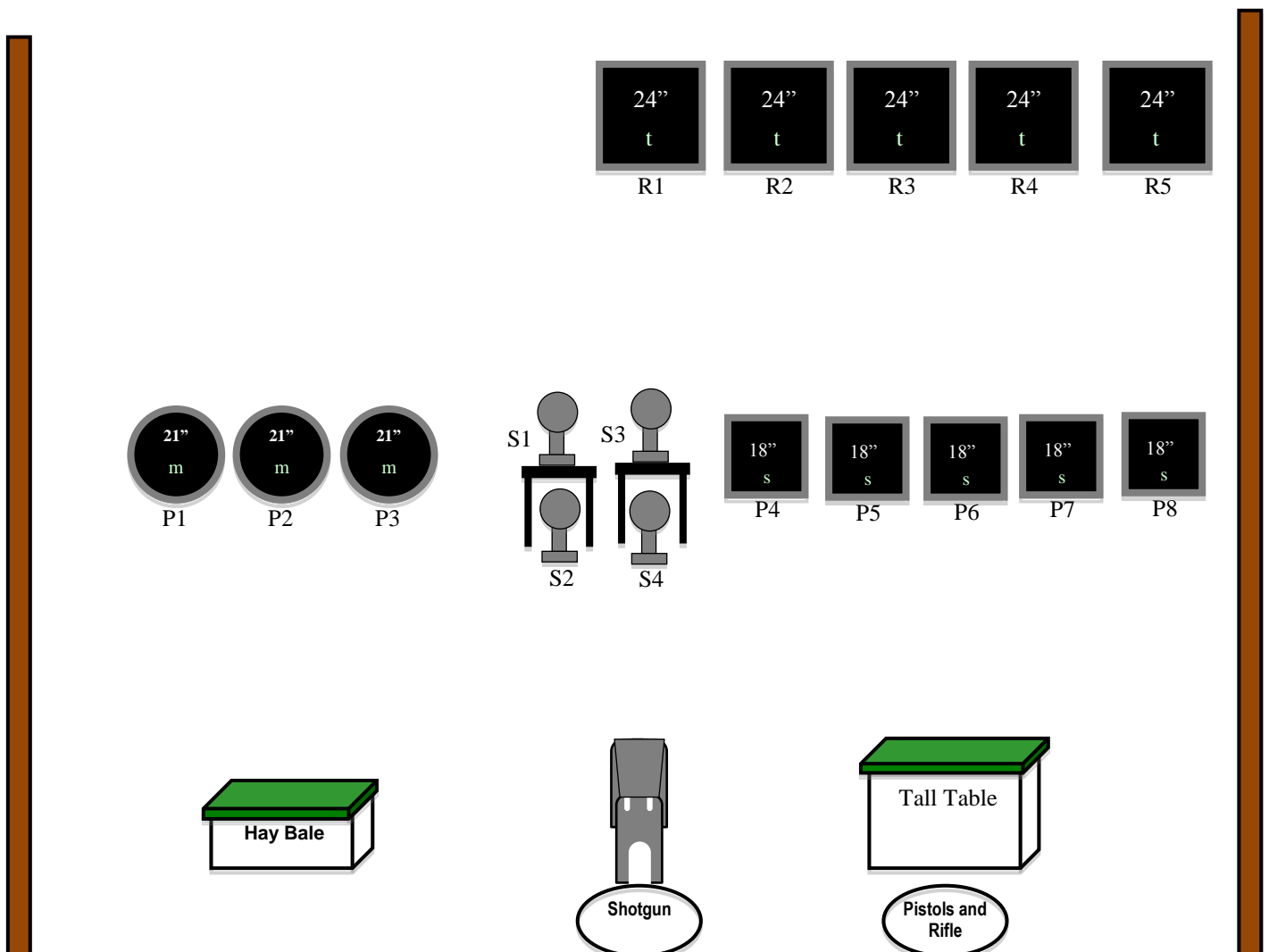
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Note: If shooting Josey Wales class substitute two pistols loaded with 5 rounds each for the rifle.

Shooting Order: Pistols, Rifle, Shotgun

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

Procedure: Shooter starts standing at the Tall Table with hands on pistol butts (both hands can be on the same pistol), when ready says **"I RECKON SO"**. At the beep engage the pistol targets P4 through P8 in a one, two, four, two, one sweep from either direction (EX: P4, P5, P5, P6, P6, P6, P6, P7, P7, P8). Then with rifle engage rifle targets R1 through R5 in a one, two, four, two, one sweep from either direction (EX: R1, R2, R2, R3, R3, R3, R3, R4, R5, R5). Then make rifle safe on Tall Table, move to Horse and engage shotgun knockdown targets S1 through S4 in any order. Pick up long guns and move to the unloading table.



STAGE FOUR (Bay #3)

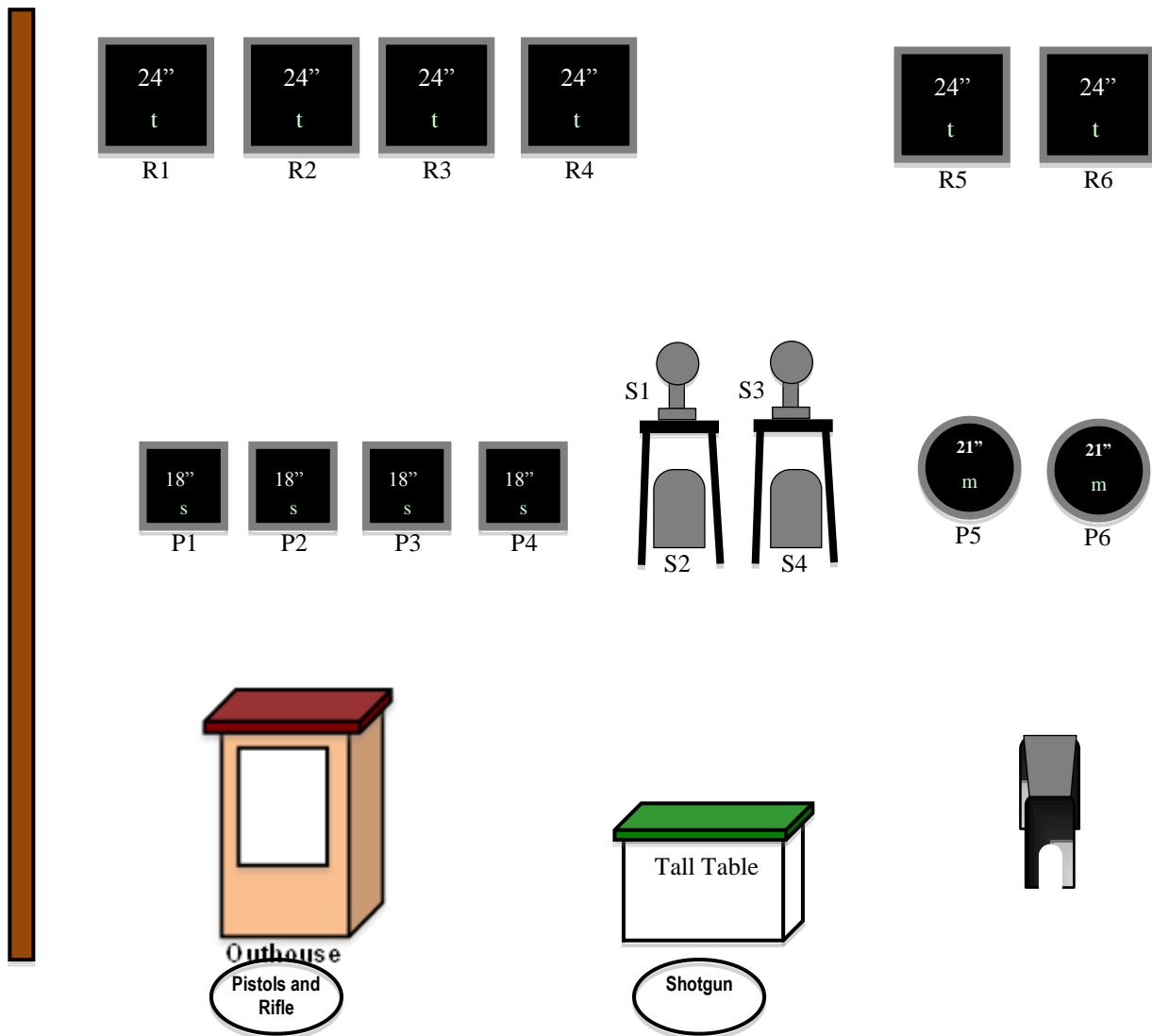
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Note: If shooting Josey Wales class substitute two pistols loaded with 5 rounds each for the rifle.

Shooting Order: Shotgun, Rifle, Pistols

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

Procedure: Shooter starts standing at the Tall Table holding shotgun at Cowboy Port Arms, when ready says "I RECKON SO". At the beep engage the shotgun knockdown targets S1 through S4 in any order. Make shotgun safe, move to the Outhouse and engage rifle targets R1 through R4 in a three, two, three, two sweep form either direction (EX: R1, R1, R1, R2, R2, R3, R3, R3, R4, R4). Make rifle safe then engage pistol targets P1 through P4 using same instructions as rifle. Pick up long guns and move to the unloading table.



STAGE FIVE (Bay #3)

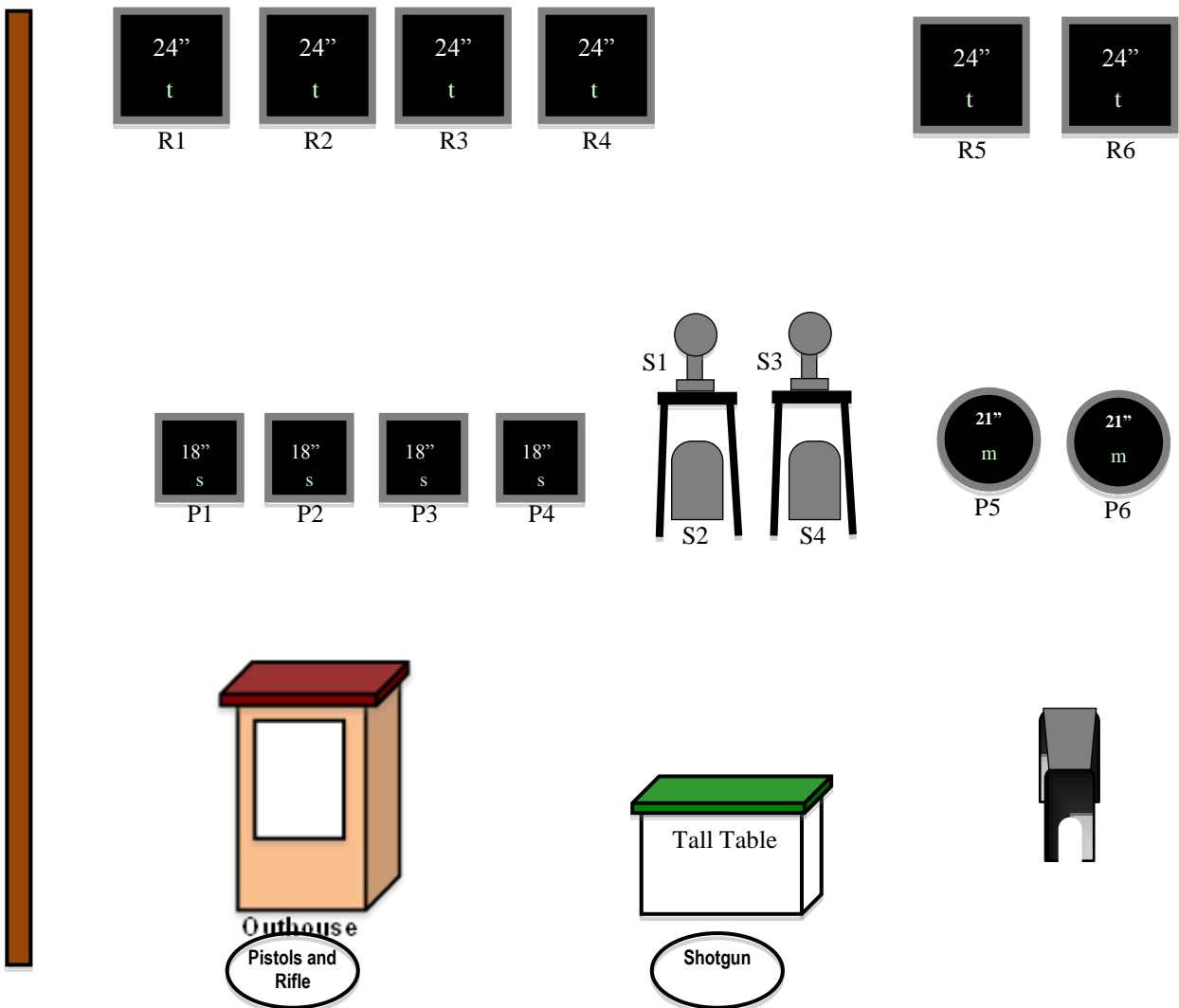
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Note: If shooting Josey Wales class substitute two pistols loaded with 5 rounds each for the rifle.

Shooting Order: Pistols, Rifle, Shotgun

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

Procedure: Shooter starts standing at the Outhouse in default position, when ready says "I RECKON SO". At the beep engage the pistol targets P1 through P4 in the following order: P1, P2, P3, P4, P2, P3, P4, P3, P4, P4. Then engage rifle targets using same instructions as pistols. Make rifle safe on Outhouse, move to Tall Table and engage shotgun knockdown targets S1 through S4 in any order. Pick up long guns and move to the unloading table.



STAGE SIX (Bay #3)

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

Note: If shooting Josey Wales class substitute two pistols loaded with 5 rounds each for the rifle.

Shooting Order: Rifle, Shotgun, Pistols

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

Procedure: Shooter starts standing at the Horse with hands on Horse, not touching firearms, when ready says **"I RECKON SO"**. At the beep engage the rifle targets R5 and R6 by alternating between the two targets for 10 rounds starting on R5. Make rifle safe on Horse, move to Tall Table and engage shotgun knockdown targets S1 through S4 in any order. Make shotgun safe, move to Horse and engage pistol targets P5 and P6 by alternating between the two targets for 10 rounds starting on P5. Pick up long guns and move to the unloading table.

