

# **The Mattaponi Sundowners**

## **Sunday – December 18<sup>th</sup>, 2016**



STAGES FOR DECEMBER, 2016  
REPRISE NO. 10  
BY FLATBOAT BOB



### **The Week Before Christmas in Who-ville**

T'was the week before Christmas and all through the bunkhouse not a creature was stirring, not even a mouse (but you couldn't have heard it anyway because of Longhorn Louie's snoring); when out in the corral there arose such a clatter I sprang from my bed to see what was the matter. And what to my wondering eyes should appear but a slimy green creature in a wagon with a doggy reindeer. It could be Goosefoot or maybe Remo but from this distance it's hard to tell. What was evident, however, was that he was loading up all of the toys that Missouri Marshal had collected for the tots. So, I grabbed my shotgun, tore open the shutters and threw up the sash; but like a flash the slimy green creature and his doggy reindeer flew out of sight.

All the cowboys and cowgirls of Who-ville, Texas, are on the lookout for that monster whose "heart's an empty hole." Missouri Marshal forms a posse of Whos to search for the tots' toys by first looking for Goosefoot (who some suspect is Santa Claus in disguise). Potter County Kid suggests to the marshal's deputy, Striker, and his sidekick Mad Dog Savage, that they follow the wagon tracks with the big dog prints in front when they are ambushed outside of town by several green slimy creatures "as charming as eels". The lead starts to fly!

Back in town Judge N. O. Heart and his bailiff Will Sonnet are holding hearings to issue warrants for the slimy creature (who somewhat resembles Cockroach) whose heart is said to be "two sizes too small". (One-Eyed Jane believes that The Grinch is the one who stole the Judge's heart also.) Doc Pill Filler says it may not have been The Grinch at all but Prairie City Slim, a real badger. So, Red Cavanaugh and Ricochet set out to sweep up all the badgers in the area and put an end to this mystery.

While the posse is out, Wichita Wanda, Cotton Connie, One-Eyed Jane, Cassie La Rue, and Cardinal Wind decide to do some Christmas decorating. They first start to work on the Christmas cactus by hanging a wreath on it. Then out of nowhere comes that "nasty, wasty, skunk" chased by a man in green. Daggone it, that's One-Eyed Rooster. It looks like he and Beartooth are on reindeer patrol, but he's caught a skunk! Quilla Sue (Remember from years past she is Quilla Star's twin sister!) grabs her gun and lights up the sky.

Stogie and Cody Maverick have been tracking this group of toy thieves for some time. Stogie tells Wanda and Barbara Blue Eyes that he and Cody have been undercover posing as buyers of stolen toys; and they think they know who the slimy green creature with the doggy reindeer is. So, they get Tumbleweed Tink and Sassy Shooting Sours to pose as elves buying hot toys. Then Swifty McDraw, JC Phoenix, Cold Blue Mike, Wistful McClintock, Major B. S. Walker and Pony Racer spring the trap on the unsuspecting green creatures and lead starts to fly. After all of the shooting is over, the slimy green creatures (thought to be The Grinch and his henchmen) turn out to be The Gun Grabbing Brady Gang from Foggy Bottom trying to ruin another good Christmas. (However, Foggy Bottom is part of the swamp that's going to be drained by the new sheriff in town!) They actually are very much like the Grinch with hearts that are ten times too small and brains full of spiders. As the cowboys and cowgirls sit around talking about how fortunate they are that the toys for tots have been returned and that the children will have a good Christmas, they hear prancing and pawing of little hooves on the roof and see a jolly old elf spring to his sleigh, to his team give a whistle, and away they all fly like the down of a thistle. But they hear him exclaim ere he drives out of sight "May all your targets be big and near; may your Christmas be merry; and your New Year filled with cheer!"



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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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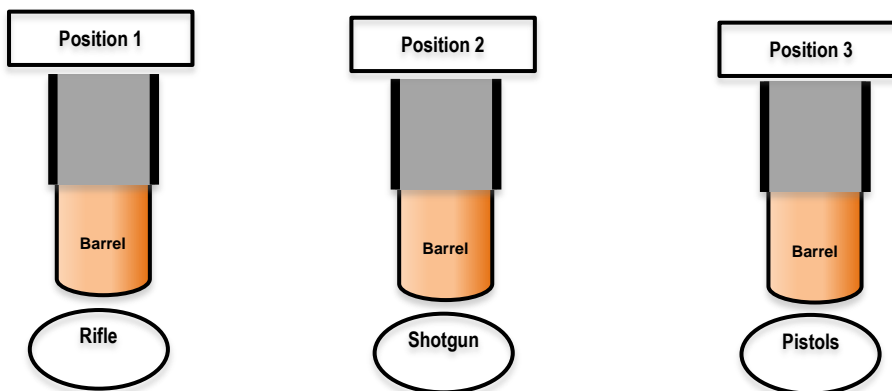
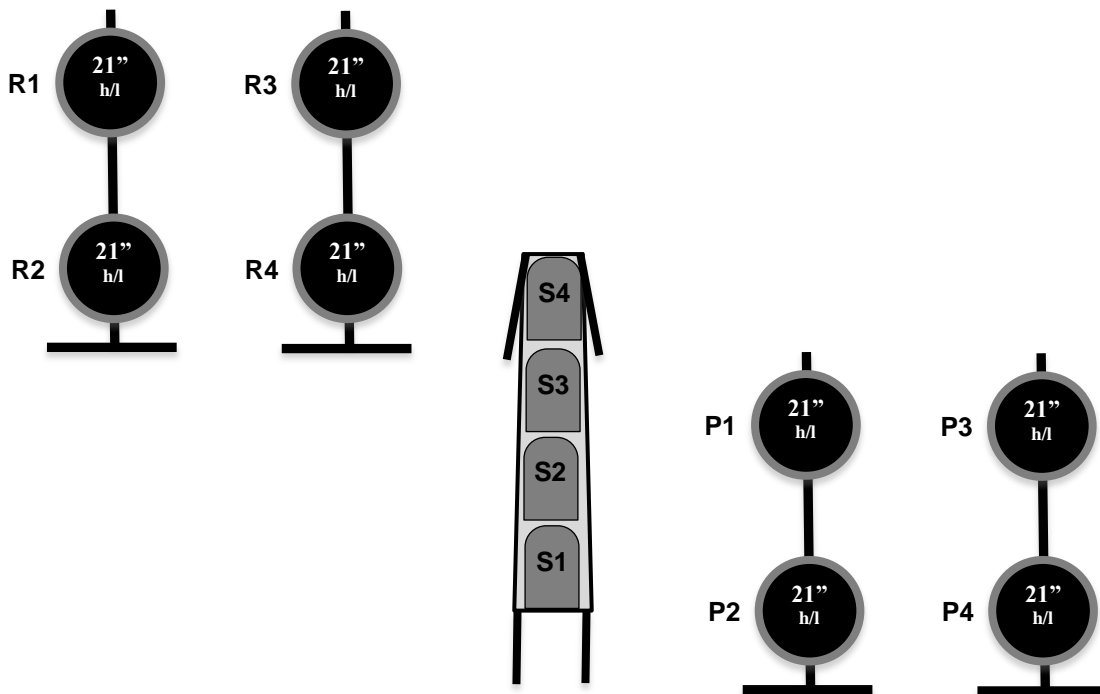
### STAGE ONE (Bay #2)

**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 “You’re a bad banana with a greasy black peel!”. 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), with a minimum of 1 shotgun round being fired.



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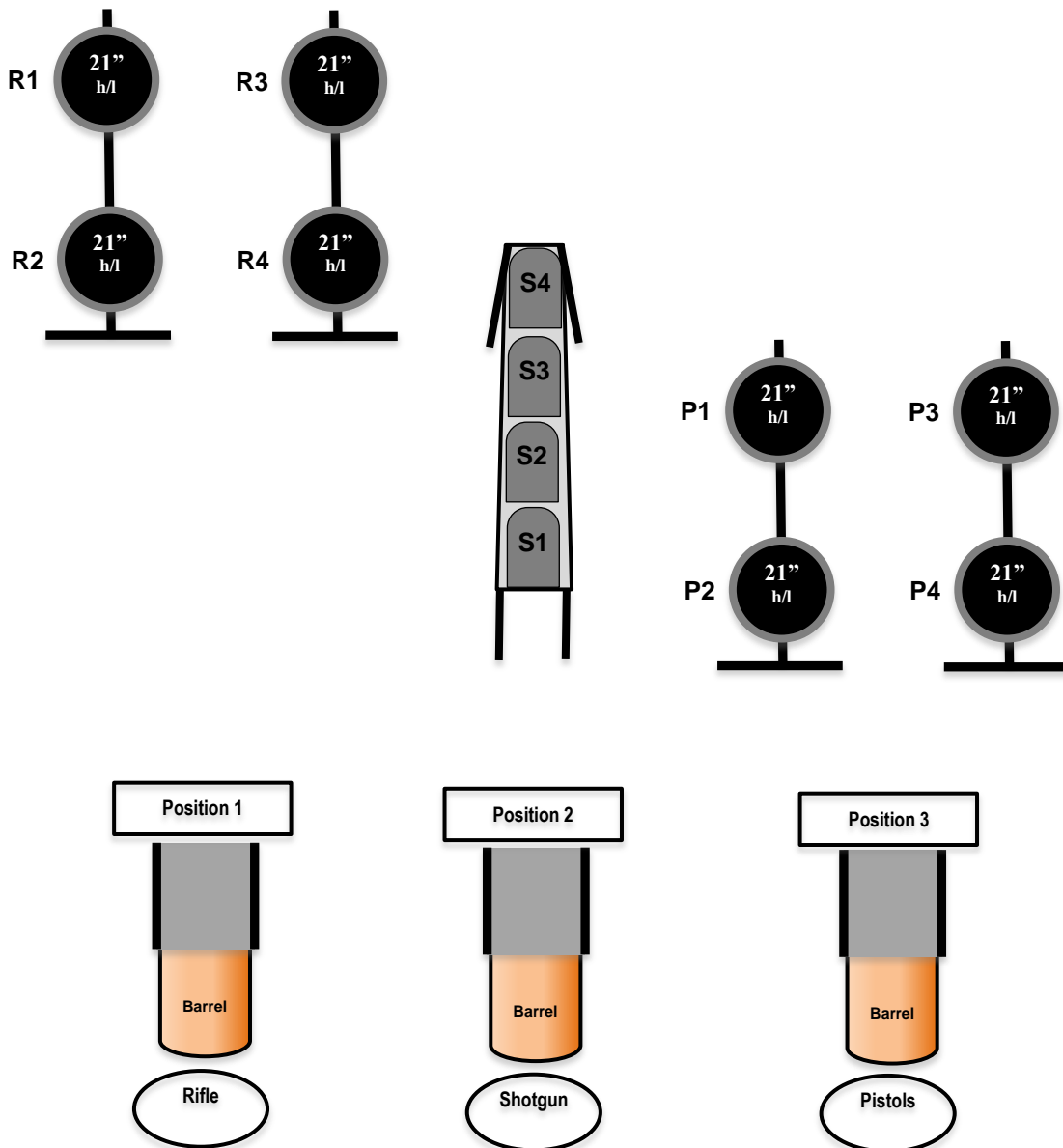
### STAGE TWO (Bay #2)

**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 "You are foul ones!". 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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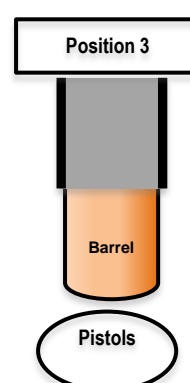
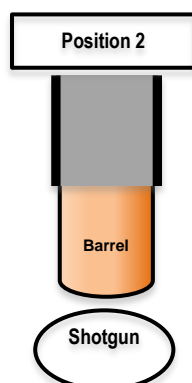
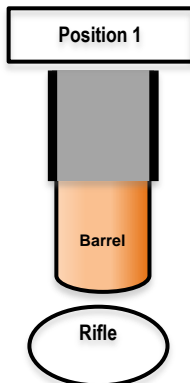
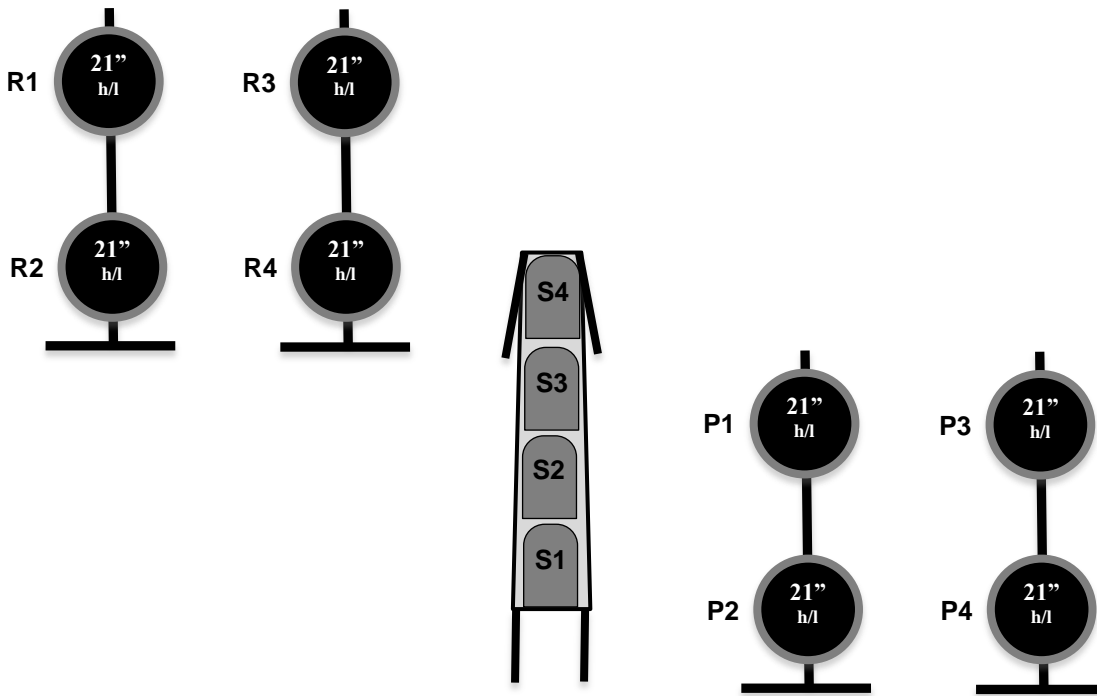
### STAGE THREE (Bay #2)

**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 “Your soul is an appalling dung heap!”. 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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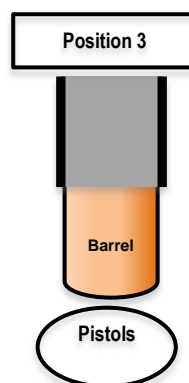
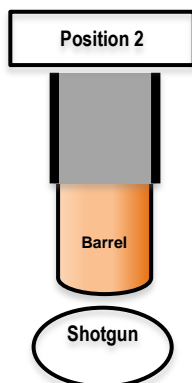
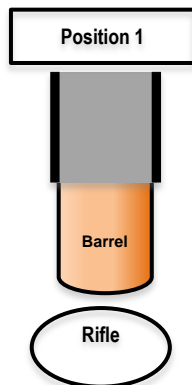
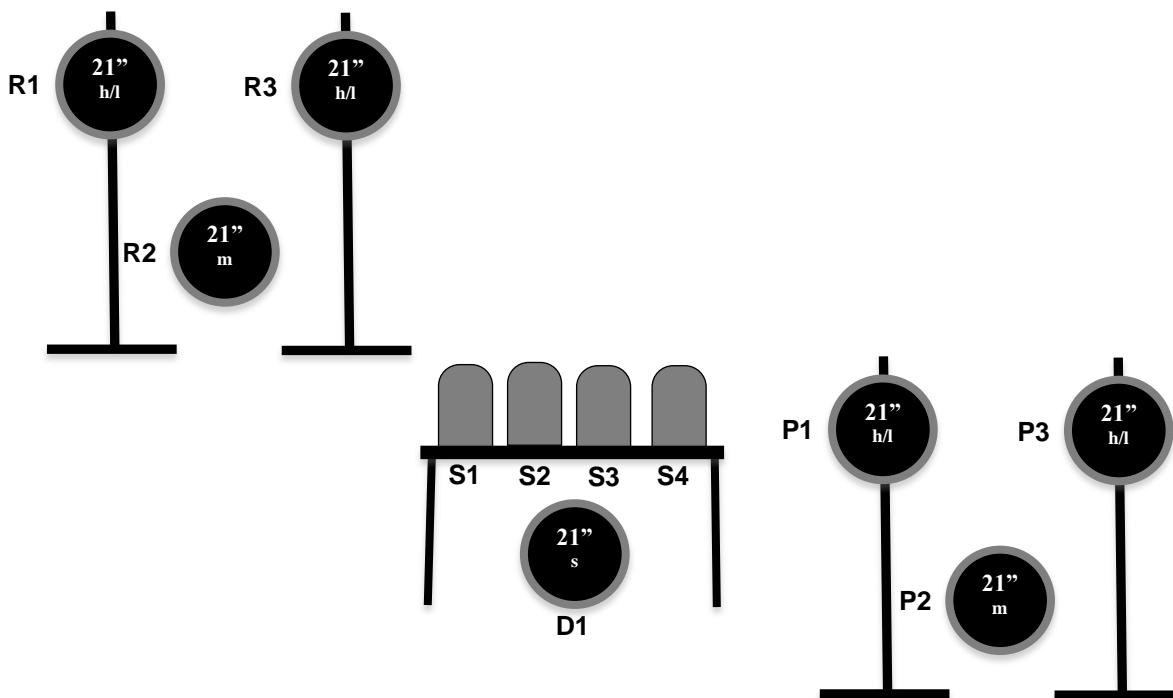
### STAGE FOUR (Bay #3)

**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 “Stink. Stank. Stunk!”. 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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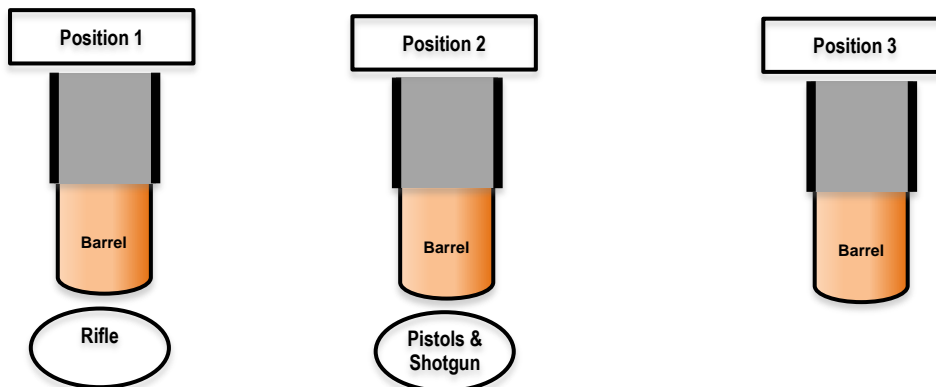
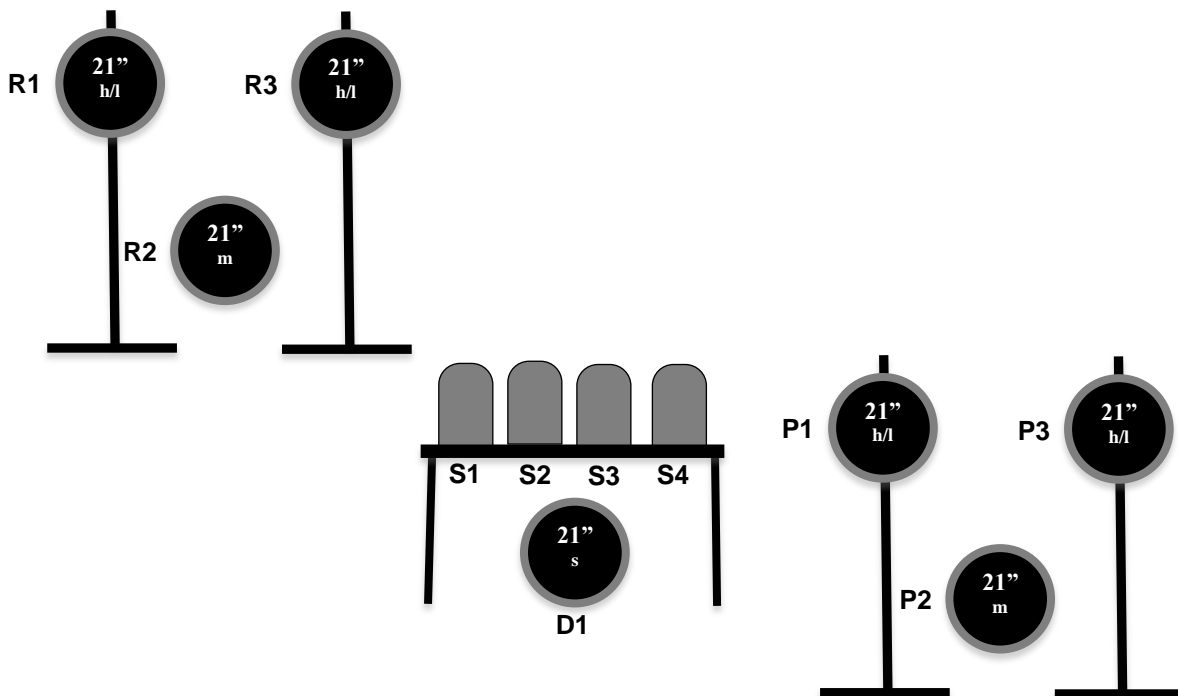
### STAGE FIVE (Bay #3)

**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 "Your heart is full of unwashed socks!". 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), with a minimum of 1 shotgun round being fired.



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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 “Merry Christmas to all, and to all a good night!”. 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.

