

Mattaponi Sundowners

STAGES FOR SATURDAY, February 25, 2017

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Story Line: Stage Conventions

SASS STAGE CONVENTIONS

From Shooter's Handbook v21.8

Stage Conventions, or standard range behaviors, are a list of practices every shooter is expected to know and follow on every stage. These stage conventions should be followed in all SASS matches unless otherwise directed in stage descriptions.

1. All knockdown shotgun targets may be reengaged until down.
2. All knockdown targets (shotgun, rifle, or revolver) must go down to count. Any knockdown target still standing once the shooter has engaged the next sequence of the stage will be counted as a miss.
3. All staged firearms shall have their barrels pointed safely down range. All long guns initially staged on a horizontal flat surface shall be staged lying flat where at least the rear of the trigger guard is on the staging area. All handguns initially staged on a horizontal flat surface must be staged with the entire handgun lying flat on the staging surface.
4. Staged shotguns shall be open and empty.
5. Shooters may not start a stage with ammunition in hand.
6. Long guns will be cleared and discarded with their barrels pointed safely down range. If the action of a long gun closes after being cleared, the shooter will, at the conclusion of the stage, show it to be clear to the TO. No person other than the competitor may handle the long gun prior to opening the action and showing the long gun to be clear. Appropriate penalties will be applied if the long gun is not clear.
7. Revolvers are returned to leather after the shooting string.
8. Revolvers are drawn and used in accordance with the shooter's category.
9. If no starting position is given, the shooter shall stand upright with revolvers holstered and hands at the side, not touching any firearm.
10. Cowboy port arms is defined as standing upright with the butt of the long gun at or below the waist of the shooter, the muzzle at or above the shoulder, and the long gun held with both hands.

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

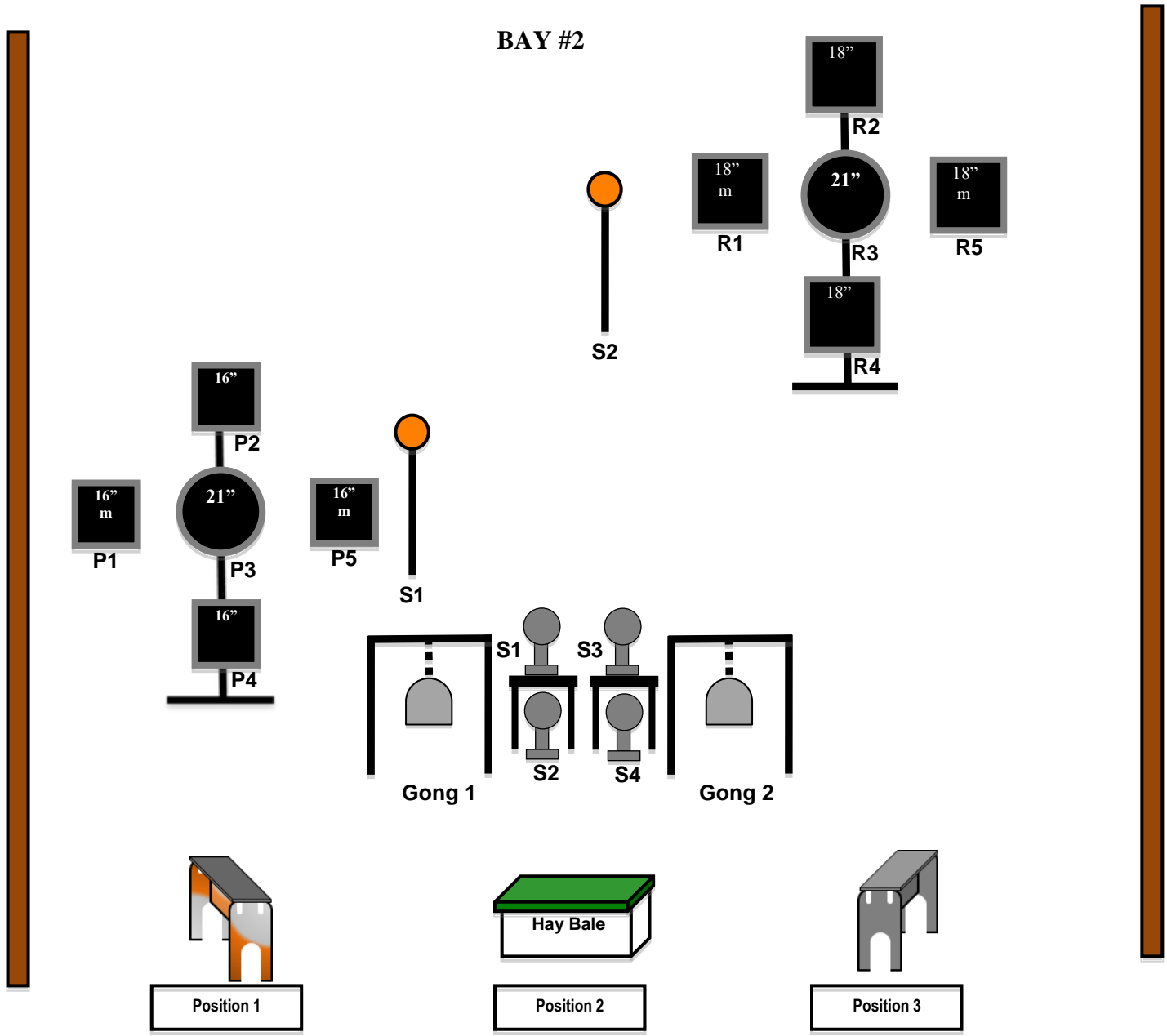
If you know that it’s a Miss...It’s a Miss

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

BAY #2



STAGE ONE (Bay #2)

Round Count: 10 pistol, 10 rifle, 6+ shotgun

Shooting Order: Pistols, Rifle, Shotgun or Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds, staged at Position 3. Pistols loaded with 5 rounds each, holstered. Shotgun staged safely.

Procedure: Shooter may start at Position 1 or 3. When ready says “**There’s rules to this game son**” At the beep, engage the rifle or pistol targets with 2 rounds each in any order. Move to the opposite position and engage those targets with the same instructions. Move to Position 2 with shotgun and engage both gongs and the 4 knockdowns in any order.

STAGE TWO (Bay #2)

Round Count: 10 pistol, 10 rifle, 6+ shotgun

Shooting Order: Pistols, Shotgun, Rifle, Shotgun or Rifle, Shotgun, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds, staged at Position 3. Pistols loaded with 5 rounds each, holstered. Shotgun staged safely.

Procedure: Shooter may start at Position 1 or 3. When ready says “**I’m Justified**” At the beep, engage the rifle or pistol targets as follows: Single tap the center target, then each of the 4 outside targets and repeat. Move to Position 2 and, with shotgun, shoot at one of the gongs, then any 2 of the knockdowns. Move to the opposite position from the start and engage the pistol or rifle targets with the same instructions as before. Move back to Position 2 and shoot the other gong and 2 remaining knockdowns.

STAGE THREE (Bay #2)

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

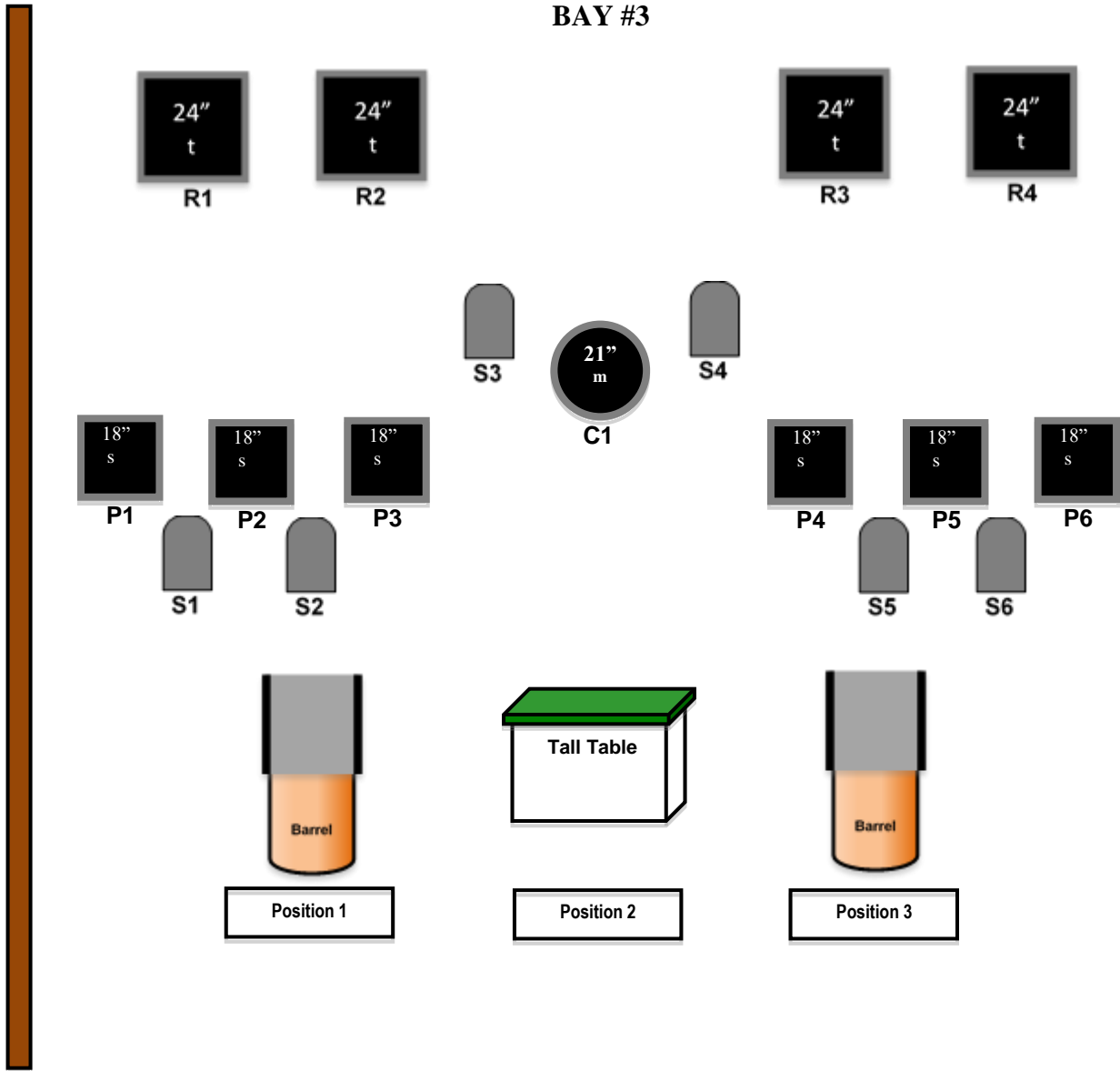
Shooting Order: Pistols, Rifle, Shotgun or Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds, staged at Position 3. Pistols loaded with 5 rounds each, holstered. Shotgun staged safely.

Procedure: Shooter may start at Position 1 or 3. When ready says “**I’m Ready to go partner**” At the beep, engage the rifle or pistol targets as follows: Single tap sweep the horizontal targets, then single tap sweep the vertical targets, then single tap sweep the horizontal targets again and then engage the clay. Move to the opposite position from the start and engage those rifle or pistol targets with the same instructions. Move to Position 2 and shoot the 2 gongs with your shotgun.

The horizontal and vertical sweeps may start on either end. Misses on the clays will not count but each hit will earn a 3 second bonus.

BAY #3



STAGE FOUR (Bay #3)

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

Shooting Order: Pistols, Shotgun, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds, staged at position 2. Pistols loaded with 5 rounds each, holstered. Shotgun is staged safely.

Procedure: Shooter starts at Position 1 or 3 with hands on hat/head. When ready says “**Long hard times to come**”. At the beep with Pistols, shoot at the 3 pistol targets in a Nevada style sweep starting at either end, double tapping the center on each pass. Ex. P1, P2, P2, P3, P2, P2, P1, P2, P2, P3. Next with Shotgun, shoot the 2 knockdowns directly in front of you. Move to Position 2. With Rifle, double tap the center target C1 then shoot at the knockdown and the two rifle targets on one side of the center with one round each in any order. Next, double tap the center target C1 then shoot at the knockdown and the two rifle targets on the other side with one round each in any order. If either of the rifle knockdowns are still standing they may be made up with the shotgun at this time. Move to the opposite position from the start and shoot the 2 shotgun targets.

STAGE FIVE (Bay #3)

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

Shooting Order: Shotgun, Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds, staged at position 2. Pistols loaded with 5 rounds each, holstered. Shotgun is held with both hands.

Procedure: Shooter starts at Position 2 with both hands holding shotgun. When ready says “**Trying to make it home**”. At the beep with Shotgun, shoot the 2 knockdowns S3 and S4 any order. Next, with Rifle, shoot the rifle targets in the following manner: Starting on the Center target C1, alternate between the center and the two rifle targets on one side for 5 shots and then repeat for the other side. Ex; C1, R1, C1, R2, C1, C1, R3, C1, R4, C1. Take shotgun to position 1 or 3 and shoot the 2 knockdowns. Then with Pistols, alternate between the Center target C1 and the 3 pistols targets for ten rounds. Ex; P1, C1, P2, C1, P3, C1, P2, C1, P1, C1. No order is specified for the 3 pistol targets but all must be engaged at least once.

STAGE SIX (Bay #3)

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

Shooting Order: Pistols, Shotgun, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds, staged at position 2. Pistols loaded with 5 rounds each, holstered. Shotgun is staged safely.

Procedure: Shooter starts at Position 1 or 3 with hands or pistol(s) and when ready says **“This journey’s too long”**. At the beep with Pistols, engage the 3 pistol targets in any order with single, double, or triple taps only, all must be engaged at least once. Next with Shotgun, shoot at the 2 knockdowns in any order. Take shotgun to Position 2. Then with Rifle engage C1 and the 4 rifle targets with same instructions as the pistols. Last with shotgun engage the 2 knockdowns S3 and S4 in any order.