

Mattaponi Sundowners
STAGES FOR SATURDAY March 25, 2017
Stages Written by: Prairie City Slim

Pay Scales for Old West Lawmen

Each marshal received a base annual salary of \$200 through much of the 19th century, per historian Larry Ball. Yet he could earn up to \$4000 annually, by earning a percentage of fees for serving subpoenas, warrants and handling other court matters. However he had to share such fees with his deputies.

Those fees included serving papers, \$2; arrests, \$4; mileage, \$.05 per mile per Texas historian Bill O'Neal.

The income of a local sheriff came primarily from collecting taxes. This could be lucrative in areas where railroads and mines were located.

A Tombstone town deputy marshal earned \$15 to \$25 a week, Ball says. Virgil Earp was hired as town marshal in 1881 at \$150 a month, plus a percent of taxes collected, licenses issued and fines levied.

Regarding Texas Rangers, O'Neal says captains were paid \$100 a month; lieutenants got \$75; sergeants took in \$50 and corporals and privates took home \$40 a month (although the state legislature later cut private pay to \$30 – less than a cowboy made).

The above info was taken for the truewestmagazine.com.

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

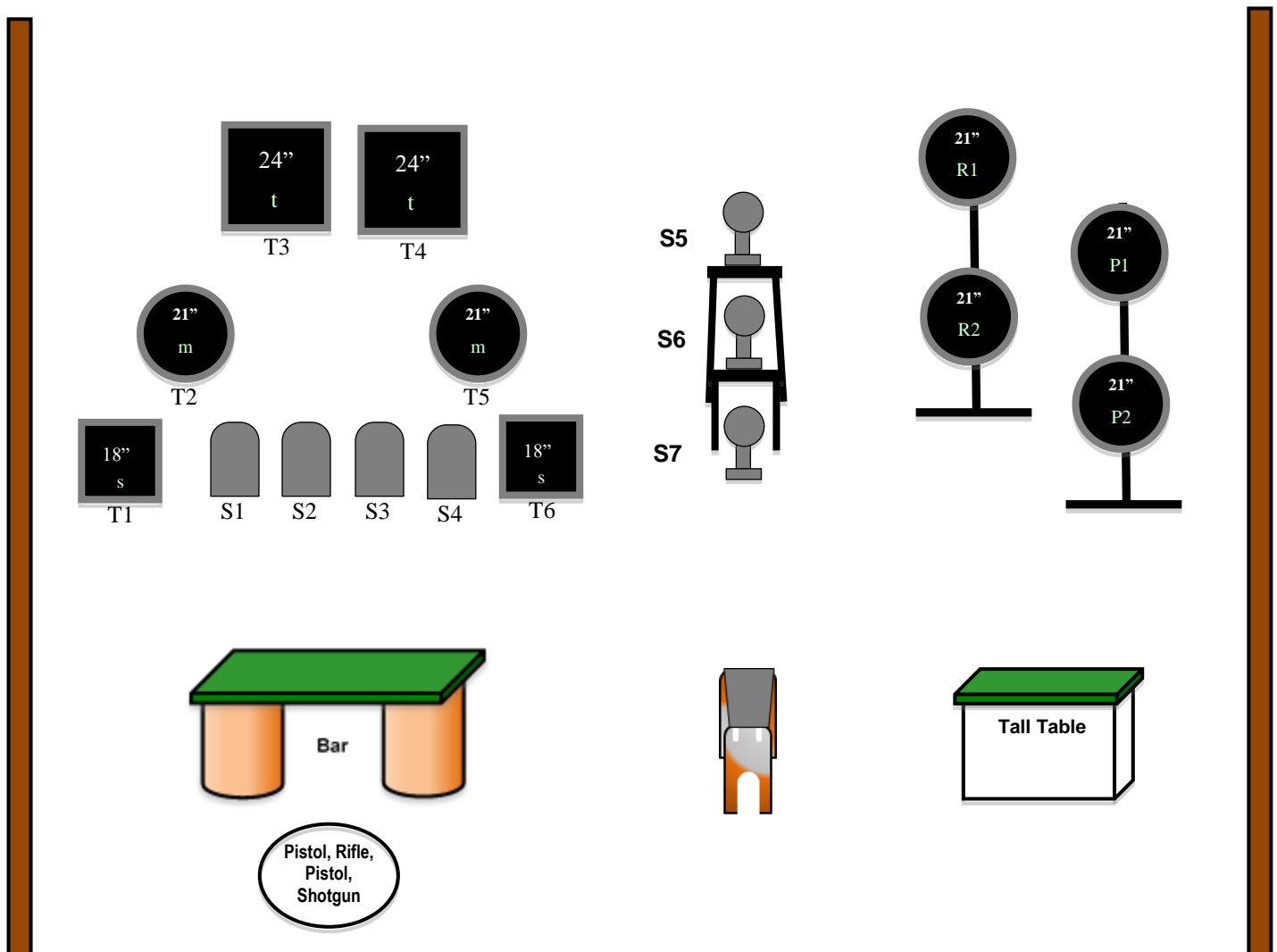
STAGE ONE (Bay #2)

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

Shooting Order: Pistol, Rifle, Pistol, Shotgun

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

Procedure: Shooter starts standing at the Bar in default position when ready says **"PAID LESS THAN A COWBOY"**. At the beep with first pistol / pistols engage T1, T2 and T3 in the following order: T1, T2, T2, T2, T3. Then with rifle engage T3 and T4 in the following order: 5 rounds on T3 then 5 rounds on T4. Make rifle safe. Then with second pistol / pistols engage T4, T5 and T6 in the following order; T4, T5, T5, T5, T6. Then with shotgun engage S1 through S4 knockdown targets from the right. Holster pistols, pick up long guns and move to the unloading table. (Pistols are placed back on Bar after being shot)



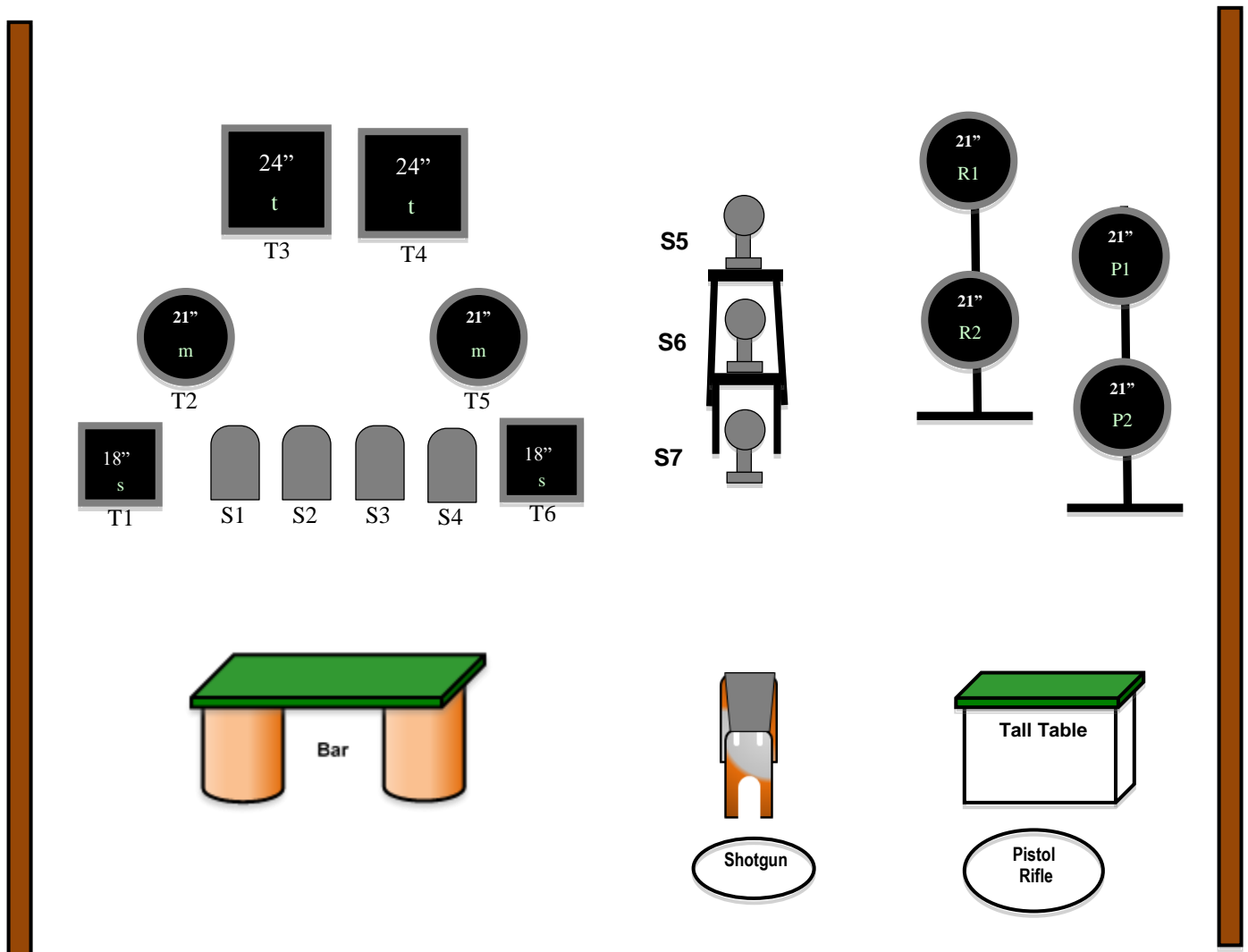
STAGE TWO (Bay #2)

Round Count: 10 pistol, 10 rifle, 3+ shotgun

Shooting Order: Pistols, Rifle, Shotgun

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

Procedure: Shooter starts standing at the Tall Table with hands on pistols (both hands can be on one pistol) and when ready says **“PAID LESS THAN A COWBOY”**. At the beep engage the pistol targets P1 and P2 in the following order: P1, P1, P2, P2, P2, P1, P1, P2, P2, P2. Then engage the rifle targets R1 and R2 using the same instructions as the pistols. Make rifle safe, and move to the Horse, engage S5 through S7 shotgun knockdown targets in any order. Pick up long guns and move to the unloading table.



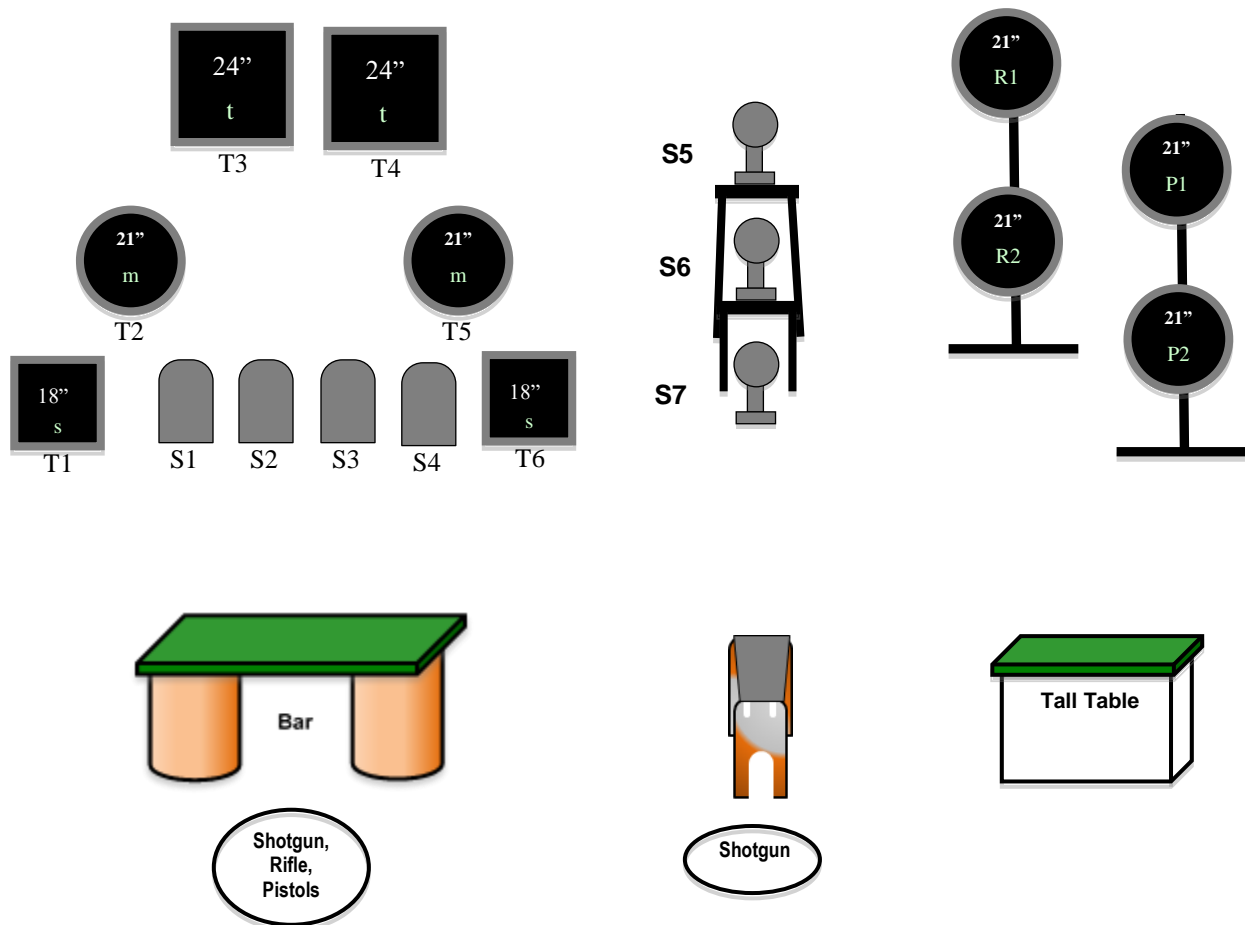
STAGE THREE (Bay #2)

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

Shooting Order: Shotgun, Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 10 rounds, staged on the Bar. Pistols loaded with 5 rounds each, holstered. Shotgun is held with both hands, pointing safely downrange.

Procedure: Shooter starts standing at the Horse holding the shotgun with both hands, pointing safely downrange and when ready says **“PAID LESS THAN A COWBOY”**. At the beep engage S5 through S7 shotgun knockdown targets in any order, move to the Bar and engage one of the four shotgun knockdown targets. Make the shotgun safe, then with rifle, engage the T3 and T4 targets in the following order: T3, T3, T3, T4, T4, T3, T3, T3, T4, T4. Make rifle safe, then with pistols, engage T1, T2, T5, T6 in the following order: T2, T2, T2, T1, T1, T5, T5, T5, T6, T6. Pick up long guns and move to the unloading table.



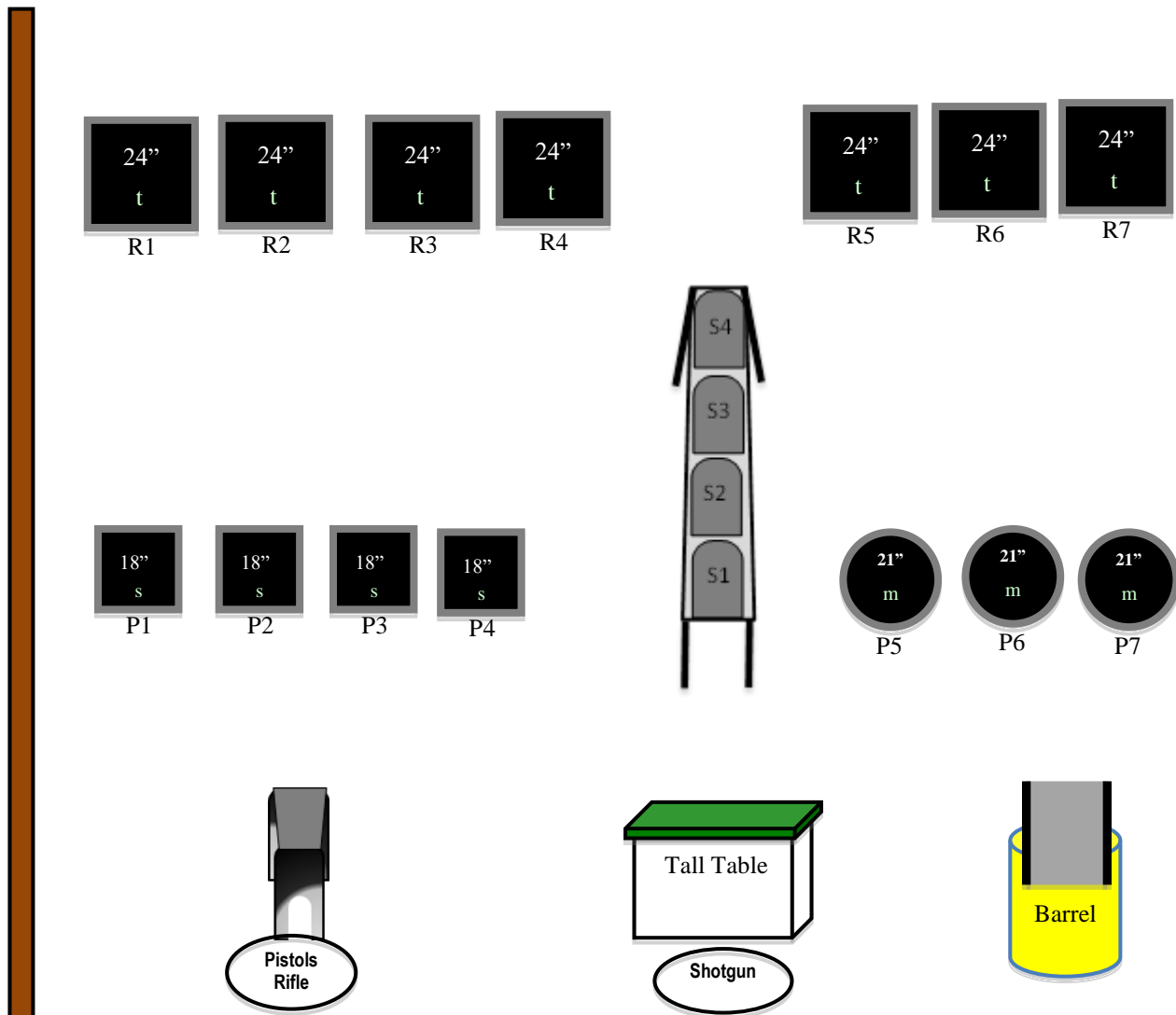
STAGE FOUR (Bay #3)

Round Count: 10 pistol, 10 rifle, 1+ shotgun

Shooting Order: Rifle, Pistols, Shotgun

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

Procedure: Shooter starts standing at the Cow holding the rifle at Cowboy Port Arms and when ready says **"PAID LESS THAN A COWBOY"**. At the beep engage the rifle targets R1 through R4 in the following order: R1, R2, R3, R4, R1, R2, R3, R1, R2, R1. Make rifle safe then engage pistol targets P1 through P4 using the same instructions as the rifle. Move to the Tall Table and engage shotgun knockdown targets S1 through S4 in any order with as few rounds as needed. Pick up long guns and move to the unloading table.



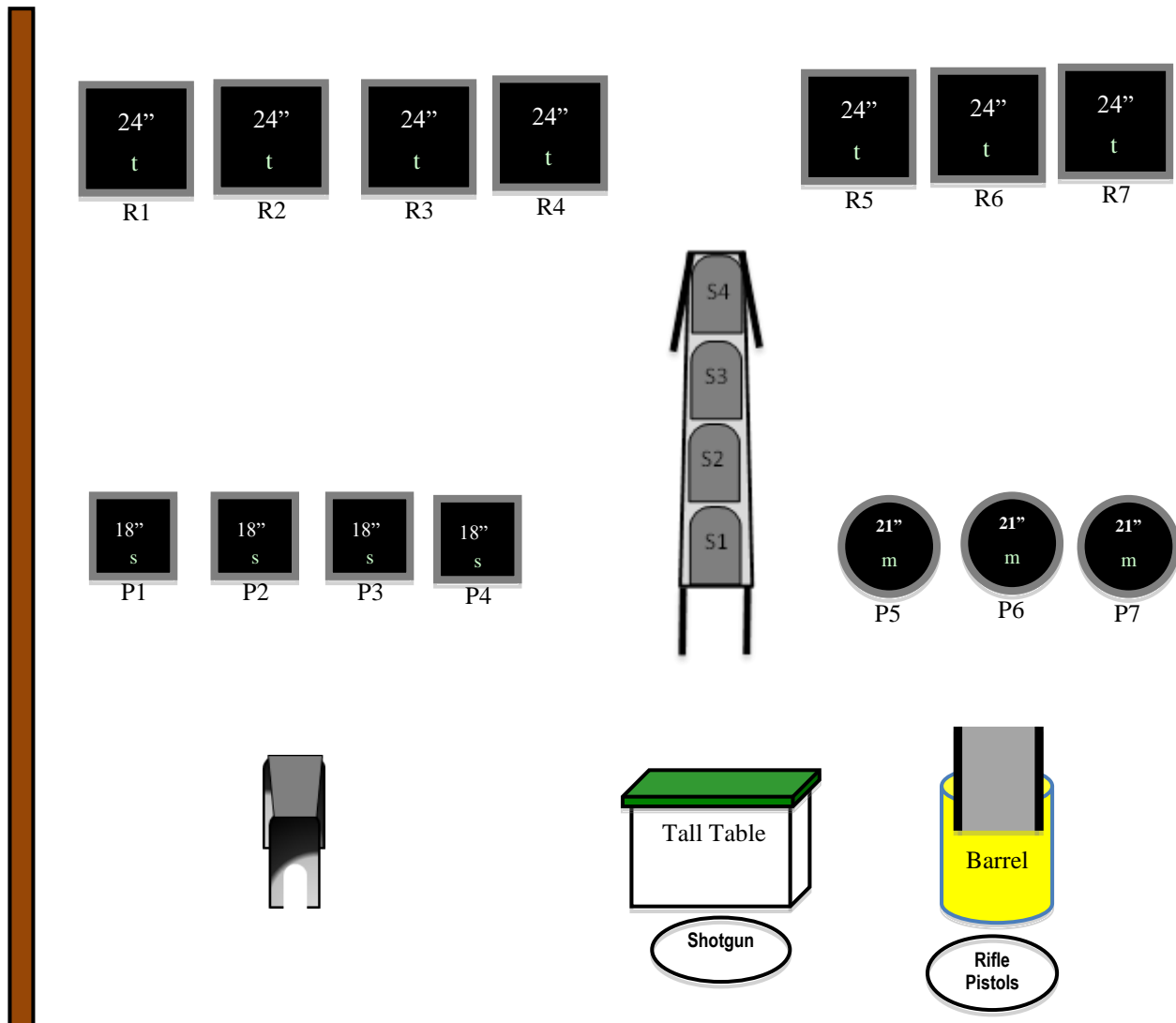
STAGE FIVE (Bay #3)

Round Count: 10 pistol, 10 rifle, 1+ shotgun

Shooting Order: Shotgun, Rifle, Pistols

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

Procedure: Shooter starts standing at the Tall Table with hands on Hat / Head and when ready says **"PAID LESS THAN A COWBOY"**. At the beep engage the shotgun knockdown targets S1 through S4 in any order, with as few rounds as needed. Make shotgun safe, move to the Barrel and engage rifle targets R5 through R7 in the following order: R7, R6, R6, R6, R5, R6, R6, R7, R6, R5. Make rifle safe, then engage pistol targets P5 through P7 using same instructions as rifle. Pick up long guns and move to the unloading table.



STAGE SIX (Bay #3)

Round Count: 10 pistol, 10 rifle, 1+ shotgun

Shooting Order: Pistols, Rifle, Shotgun

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

Procedure: Shooter starts standing at the Cow in the default position, and when ready says **"PAID LESS THAN A COWBOY"**. At the beep engage the pistol targets P1 through P4 in the following order: P1, P1, P2, P3, P4, P4, P3, P2, P1, P1. Then engage rifle targets R1 through R4 using the same instructions as the pistols. Make rifle safe, move to the Tall Table and engage shotgun knockdown targets S1 through S4, with as few rounds as needed. Pick up long guns and move to the unloading table.

