THE MATTAPONI SUNDOWNERS - PRESENTS -



ON THE WATTAPONI

10TH ANNIVERSARY



(Inside Front Cover)

Cowboys & Cowgirls,

Welcome to our tenth annual Gathering on the Mattaponi, our two day Club Championship match at the West Point Gun Club.

On Saturday we will be shooting six stages, followed by a lunch of hamburger, hot dogs and all the fixings and then finish off the day with our Side Match Competitions. The gates will open and registration will start at 8:00 am, the mandatory safety meeting will be at 9:30 am and the match itself will start at 10:00 am.

On Sunday we will shoot another six stages, then clean up the range and finish the weekend off with our Awards Ceremony. On Sunday the gates will open and registration starts at 10:00 am, the mandatory safety meeting will be at 12:00 Noon and the shooting starts at 12:30 pm.

We hope you enjoy our annual championship match and use it to start the cowboy shooting season off on a good foot. If you have any ideas or suggestions for our match, please let myself or one of the other match officials know, we are always looking to make our match better.

Thank You, Shoot Straight, Have Fun and Be Safe!!!!!!

Striker

aka Les Lillge Match Director Mattaponi Sundowners Chief West Point Gun Club President

The 10th Anniversary of the Gathering on the Mattaponi

The 12 stages for this year's match are a sampling of what happened over the last ten years of Gathering on the Mattaponi matches, with only minor changes to work with our current target/prop inventory and to provide a well-balanced match.

Stages #1 and #2: Revised from Gathering on the Mattaponi IV 2011 "Yuma Territorial Prison"

Stages #3 and #4: Revised from Gathering on the Mattaponi VI 2013 "The Lone Ranger"

Stages #5 and #6: Revised from Gathering on the Mattaponi IX 2016 "Rio Bravo"

Stages #7 and #8: Revised from Gathering on the Mattaponi VIII 2015 "Bonanza"

Stages #9 and #10: Revised from Gathering on the Mattaponi V 2012 "Poker Wild West Style"

Stages #11 and # 12: Revised from Gathering on the Mattaponi VII 2014 "Have Gun – Will Travel"

Here is a sampling of what actually happened over ten years in the 1860's of the Wild West:

Year	Date	Event					
1860	Apr 14	The Pony Express completes its first westbound and eastbound deliveries between St. Joseph, Missouri and San Francisco, California.					
	Jan 29	Kansas is admitted to the Union as the 34th U.S. state, and a free state.					
	Feb	A series of hostilities involving U.S. Army Lt. George Nicholas Bascom and Chiricahua Apache chief Cochise triggers the Apache Wars, which remain a central conflict in Arizona and New Mexico for the next 25 years.					
	Feb 28	Colorado is organized as a U.S. territory.					
	Mar 2	The Nevada Territory and Dakota Territory are organized.					
1861	Mar 16	Governor of Texas Sam Houston is evicted from office for refusing to take an oath of loyalty to the Confederate States of America. Texas had voted to secede from the Union several weeks earlier. [48]					
	Mar 28	The southern half of the New Mexico Territory nominally joins the Confederacy as the newly defined Provisional Confederate Territory of Arizona.					
	Jul 25	250 Confederate troops with the 2nd Texas Mounted Rifles, led by Lieutenant Colonel <u>John R. Baylor</u> , engage Union forces under Major Isaac Lynde at <u>Mesilla, New Mexico</u> , resulting in Lynde's troops retreating into the <u>Organ Mountains</u> , toward <u>Fort Stanton</u> . Lynde is relieved of duty after abandoning his post.					
	Oct 24	The first transcontinental telegraph line is completed near Fort Bridger in present-day Wyoming, the result of an effort by Hiram Sibley and Western Union to connect California to the telegraph networks of the east. The ability to instantaneously send messages from coast to coast immediately makes the Pony Express obsolete. [49]					
	Winter	Months of record precipitation in the far west culminate in the Great Flood of 1862, which turns California's Central Valley into an inland sea and causes millions of dollars in property damage. [50][51]					
	Feb-Apr	Confederate forces under Brigadier General Henry Hopkins Sibley and Colonel Thomas Green undertake what is widely regarded as one of the most ambitious military operations of the American Civil War when they begin the New Mexico Campaign. Their goals include seizing the Colorado gold fields and securing roads by which to invade California and Mexico.					
1862	Feb 20–21	The Battle of Valverde is fought at a ford of Valverde Creek in present-day New Mexico, resulting in a Confederate victory.					
	Mar 26–28	The <u>Battle of Glorieta Pass</u> is fought in the <u>Sangre de Cristo Mountains</u> between Confederate cavalry forces and Univolunteers from <u>Colorado</u> and <u>New Mexico</u> . It marks a turning point in the <u>New Mexico Campaign</u> in favor of the Univolunteers					
	Mar 30	The <u>Battle of Stanwix Station</u> is fought at a <u>Butterfield Overland Mail stagecoach</u> stop 80 miles east of <u>Yuma, Arizona</u> between Capt. William P. Calloway of the <u>California Column</u> and Confederate 2nd Lt. <u>Jack Swilling</u> .					
	Apr 15	The Battle of Picacho Pass is fought between the 1st California Cavalry under Union Lt. James Barrett and a					

		detachment of Arizona Confederates led by Sgt. Henry Holmes. It is often cited as the westernmost battle of the					
		American Civil War, occurring 50 miles northwest of Tucson.					
	мау 5	Confederate Sgt. Sam Ford and his men are ambushed by <u>Apache</u> warriors led by <u>Cochise</u> in the <u>Dragoon Mountains</u> , southeast of the present-day town of <u>Benson, Arizona</u> , at the <u>First Battle of Dragoon Springs</u> .					
	May 9	The <u>Second Battle of Dragoon Springs</u> is fought in retaliation for the deaths of the four Confederates killed at the Apache ambush four days earlier. Rebels under Capt. <u>Sherod Hunter</u> take back the cattle stolen by <u>Cochise</u> and his warriors and kill five Apaches.					
	May 20	The <u>Homestead Act of 1862</u> is signed into law by President <u>Abraham Lincoln</u> . It aims to encourage settlement in the West by simplifying the process of land acquisition: <u>homesteaders</u> need only claim, occupy for five years, and improve a minimum of 160 acres of unappropriated land to be granted full ownership. Alternatively, settlers have the option of purchasing the land outright after six months of residency. [52]					
	Jul 15–16	140 Union troops from the <u>California Column</u> are ambushed by about 500 Apaches under <u>Mangas Coloradas</u> and <u>Cochise</u> at the <u>Battle of Apache Pass</u> in Arizona. It is one of the first battles in which the <u>United States Army</u> is able to effectively use artillery against Indians.					
		The <u>Dakota War of 1862</u> begins when a <u>Sioux</u> hunting party slaughters five white settlers, and the tribal council decides to attack white settlements throughout the <u>Minnesota River</u> valley.					
	Nov 5	More than 300 Santee Sioux in Minnesota are sentenced to hang for the rape and murder of white settlers.					
	Jan 1	<u>Daniel Freeman</u> submits the first claim under the <u>Homestead Act of 1862</u> for land near <u>Beatrice, Nebraska</u> .					
	Jan 18	<u>Chiricahua Apache</u> leader <u>Mangas Coloradas</u> is captured, tortured, and killed by U.S. Army sentries after meeting with Brigadier General <u>Joseph Rodman West</u> to call for peace.					
1863		Col. Patrick Edward Connor leads his troops to fight Shoshone Indians in present-day Idaho, resulting in the Bear River Massacre.					
1003	Feb 24	The Arizona Territory is organized from a portion of the New Mexico Territory.					
	Mar 4	Idaho is organized as a U.S. territory.					
	Aug 21	Confederate guerrillas led by William Quantrill set fire to the pro-Union town of Lawrence, Kansas and kill nearly 200 civilians in the Lawrence massacre. Quantrill claims his motive was revenge for the Sacking of Osceola several years earlier.					
		John Bozeman leads a group of about 2,000 settlers along the Bozeman Trail, a new cutoff route connecting the Oregon Trail with the gold fields of southwestern Montana, which he and John Jacobs had blazed the previous year.					
	Jan	Col. <u>Kit Carson</u> accepts the surrender of most of the <u>Navajo</u> nation after the final two years of the bloody <u>Navajo Wars</u> .					
	May 26	Montana is organized as a U.S. territory.					
	Jul	Outlaw Jim Reynolds and his gang plunders and robs settlements in the South Park Basin in the Colorado Territory. He claimed their mission was to loot the gold mines of the region to support the fledgling Confederacy.					
1864		Pro-Confederate <u>bushwhackers</u> led by <u>William "Bloody Bill" Anderson</u> capture and <u>execute</u> 24 unarmed Union soldiers at a rail depot in <u>Centralia, Missouri</u> .					
		In consecutive engagements only hours apart, Union cavalry under <u>Alfred Pleasonton</u> pursue and defeat Confederate forces under <u>Sterling Price</u> at <u>Marais des Cygnes</u> , <u>Mine Creek</u> , and <u>Marmiton River</u> as they retreat through <u>Kansas</u> and <u>Missouri</u> .					
	Oct 31	Nevada is admitted as the 36th U.S. state.					
		Col. <u>John Chivington</u> and his volunteer militia massacre a peaceful <u>Cheyenne</u> village near Sand Creek in the <u>Colorado Territory</u> , in what is later called the <u>Sand Creek massacre</u> .					
	May 12-13	The <u>Battle of Palmito Ranch</u> is fought near <u>Brownsville, Texas</u> . It is the final armed engagement of the <u>American Civil</u> <u>War</u> .					
1865	Jul 21	"Wild Bill" Hickok kills gambler <u>Davis Tutt</u> in <u>a shootout</u> in <u>Springfield, Missouri</u> . The confrontation is sensationalized in <u>Harper's Magazine</u> , making Hickok a household name. It is often considered the archetypal one-on-one <u>quick-draw duel</u> , which later becomes a popular image of the Old West. ^[53]					
	Feb 13	Notorious outlaws Frank and Jesse James rob their first bank in Liberty, Missouri.					
1866	Spring	The period of the great cattle drives begins when <u>Texas</u> ranchers drive more than 260,000 head of cattle to assorted markets. Some travel east to Louisiana, where the animals are shipped to <u>Cairo, Illinois</u> and <u>St. Louis</u> ; others travel west to <u>Fort Sumner, New Mexico</u> and <u>Denver</u> , inaugurating the <u>Goodnight-Loving Trail</u> . But the vast majority follow t <u>Shawnee Trail</u> north to <u>Kansas City</u> or <u>Sedalia, Missouri</u> . [54]					
	Dec 21	Capt. William J. Fetterman and 80 soldiers of the U.S. 2nd Cavalry and 18th Infantry regiments are ambushed and wiped out by Lakota, Cheyenne, and Arapaho warriors near Fort Phil Kearny, Wyoming. A fort built the next year, Fort Fetterman, is named in his honor.					
	Mar 1	Nebraska is admitted as the 37th U.S. state.					
1867	Jun 25	Lucien B. Smith of Kent, Ohio is issued the first patent for barbed wire fencing, an invention which revolutionizes cattle ranching on the open prairies of the West. [55]					
1868	Apr 29	The <u>Treaty of Fort Laramie (1868)</u> is signed between the United States and several bands of <u>Lakota</u> , <u>Dakota</u> , and <u>Arapaho</u> Indians. It results in the abandonment of U.S. military outposts along the <u>Bozeman Trail</u> , the indefinite closure					

		of the Powder River Country and western South Dakota to white settlement, and the end of Red Cloud's War. [56]				
	Jul 25	Wyoming is organized as a U.S. territory. [57]				
	Nov 27	The <u>Battle of Washita River</u> is fought when Lt. Col. <u>George Armstrong Custer's 7th Cavalry Regiment</u> attacks a winter encampment of <u>Southern Cheyenne</u> Indians on the <u>Washita River</u> in what is now western <u>Oklahoma</u> . Chief <u>Black Kettle</u> , leader of the Cheyenne, is killed.				
1869		<u>Leland Stanford</u> drives the <u>Golden Spike</u> to join the rails of the <u>Central Pacific</u> and <u>Union Pacific</u> railroads at a speceremony in <u>Promontory Summit</u> , <u>Utah Territory</u> , completing the <u>First Transcontinental Railroad</u> .				
	May 24	John Wesley Powell and nine others embark on a scientific expedition that charts more than 930 miles of the Green River and Colorado River through the canyon country of Wyoming, Colorado, Utah, and Arizona. Powell and his crew become the first recorded white men to travel the length of the Grand Canyon. They reach the mouth of the Virgin River in present-day Nevada on August 30.				
	Dec 10	Wyoming becomes the first U.S. territory to grant women the right to vote.				

Mattaponi Sundowners - Rules and Stage Conventions

- Revised 04-24-2013

- <u>SASS Rules</u>: 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."
- <u>SASS Stage Conventions</u>: Unless specifically stated in the stage description for a given stage, all SASS Stage Conventions are in affect.
- <u>Shotgun Knockdown Misses</u>: 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.
- **<u>Drawing on the Move</u>**: Drawing on the move is permitted pursuant to SASS rules.
- <u>Muzzle Position</u>: 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.
- <u>Coaching</u>: Any shooter who wishes to not receive coaching must state their preference at the beginning of <u>each</u> 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 #1) SATURDAY

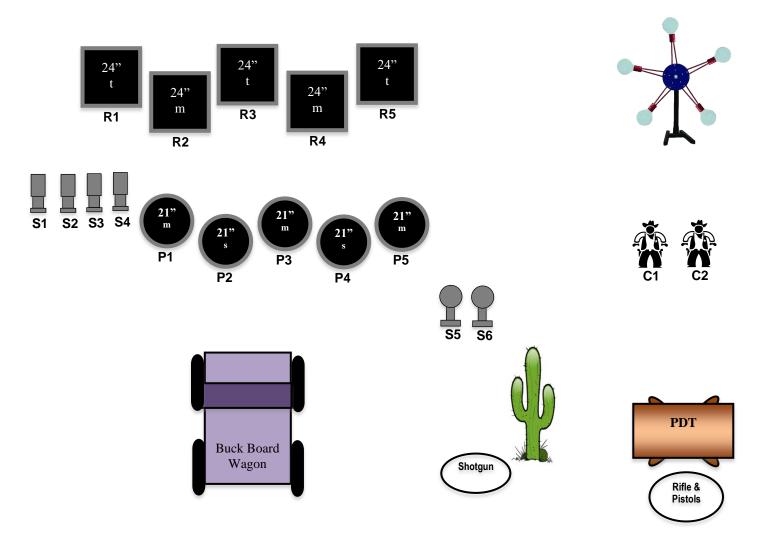
Revised from Gathering on the Mattaponi IV - 2011

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

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds and staged on the PDT. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged on the PDT.

Procedure: Shooter starts standing at the PDT with hands in the air at shoulder height and when ready says "**Jail Break**". At the beep with rifle clear the five plates on the Texas Star and dump remaining rounds on the R5 target. Rifle reloads may be used to clear remaining plates. Misses will be scored on the R5 target and for any plates left on the star at the end of the string. Next with pistols shoot at the C1 and C2 targets by alternating double taps for 10 rounds. Last with shotgun move to the left side of the cactus and shoot at the S5 and S6 knockdown targets in any order.



STAGE TWO (Bay #1) SATURDAY

Revised from Gathering on the Mattaponi IV - 2011

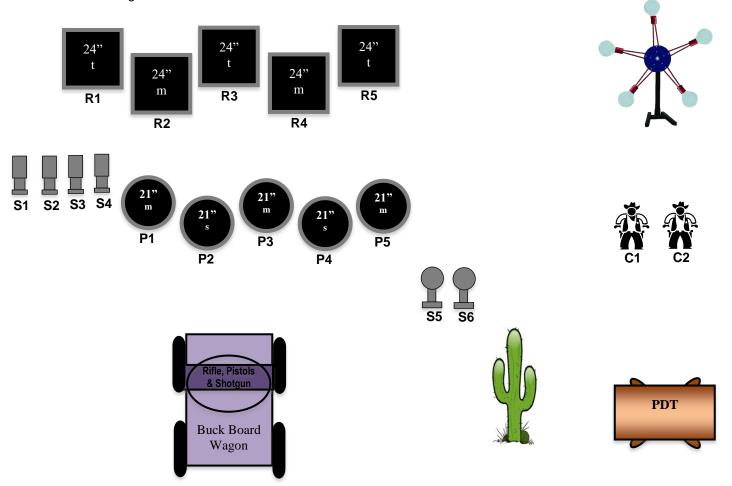
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 10 rounds and staged on the buckboard. Both pistols are loaded with 5 rounds each and staged on the buckboard. Shotgun is held with both hands.

Procedure: Shooter will be seated on the buckboard wagon for the entire stage. Shooter starts sitting on the buckboard wagon with both hands holding the shotgun and when ready says "**Jail Break**". At the beep with shotgun shoot at the S1 thru S4 knockdowns in any order. Next with rifle shoot at the R1 thru R5 and P1 thru P5 targets in any order. Last with pistols shoot at the R1 thru R5 and P1 thru P5 targets in any order.

Note: Shooter must stage pistols before sitting down, must restage pistols on wagon and after stage must standup before holstering.



STAGE THREE (Bay #2) SATURDAY

Revised from Gathering on the Mattaponi VI - 2013

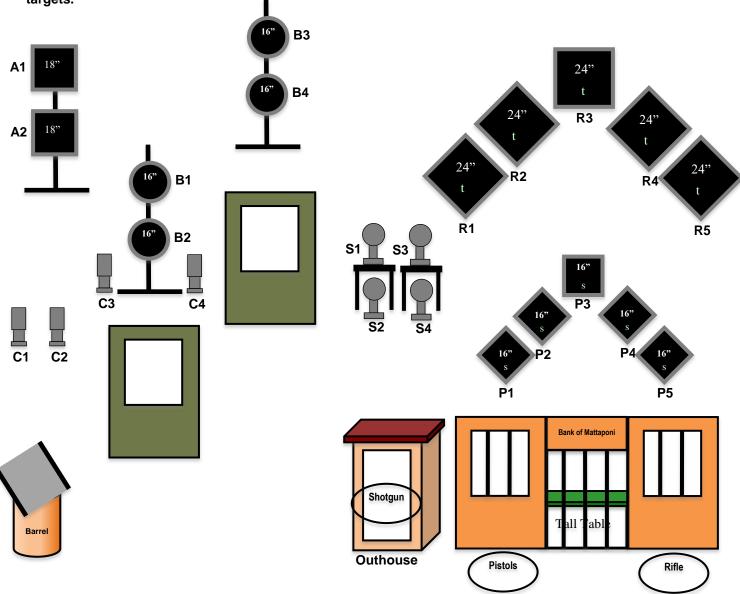
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Shotgun, Rifle, Pistol

Staging: Rifle is loaded with 10 rounds and staged in the right window of bank. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged in the outhouse.

Procedure: Shooter starts standing in the outhouse with both hands holding the money bag and when ready says "**Who was that masked man anyway?**". At the beep, with shotgun shoot at the four knockdown targets (S1, S2, S3, S4) in the following order: High, Low, High, Low. Make shotgun safe in the outhouse. Next, from the right window of the bank with rifle shoot at the five rifle targets (R1, R2, R3, R4, R5) in the following order: Outside, Outside, Inside, Inside, Middle, Middle, Inside, Outside, Outside, for example (R1, R5, R4, R2, R3, R3, R4, R2, R1, R5). Lastly from the left window of the bank with pistols shoot at the five pistol targets (P1, P2, P3, P4, P5) using the same instructions as the rifle.

Note: "Middle, Middle" is the only double tap, All other directions, i.e. "Outside, Outside", are on opposite targets.



STAGE FOUR (Bay #2) SATURDAY

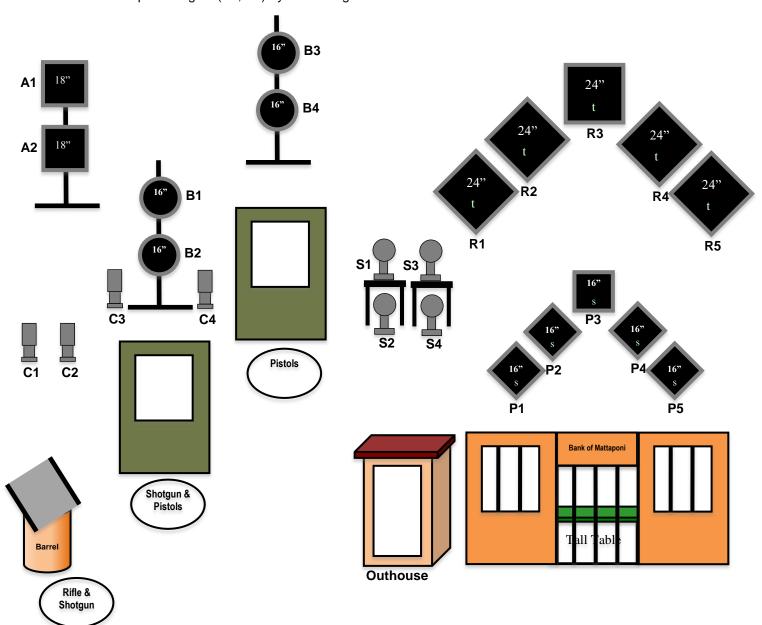
Revised from Gathering on the Mattaponi VI - 2013

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

Shooting Order: Rifle, Shotgun, Shotgun, Pistol, Pistol

Staging: Rifle is loaded with 10 rounds and held at cowboy port arms. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged on the barrel.

Procedure: Shooter starts standing at the barrel holding the rifle at cowboy port arms and when ready says "**Who was that masked man anyway?**". At the beep, from the barrel with rifle shoot at the two rifle targets (A1, A2) by alternating 10 rounds between them. Next, with shotgun shoot at the two knockdown targets (C1, C2) in any order. Next, from the left window with shotgun shoot at the two knockdown targets (C3, C4) in any order. Then with pistols shoot at the two targets (B1, B2) by alternating 5 rounds between them. Lastly, from the right window with pistols shoot at the two pistol targets (B3, B4) by alternating 5 rounds between them.



STAGE FIVE (Bay #3) SATURDAY

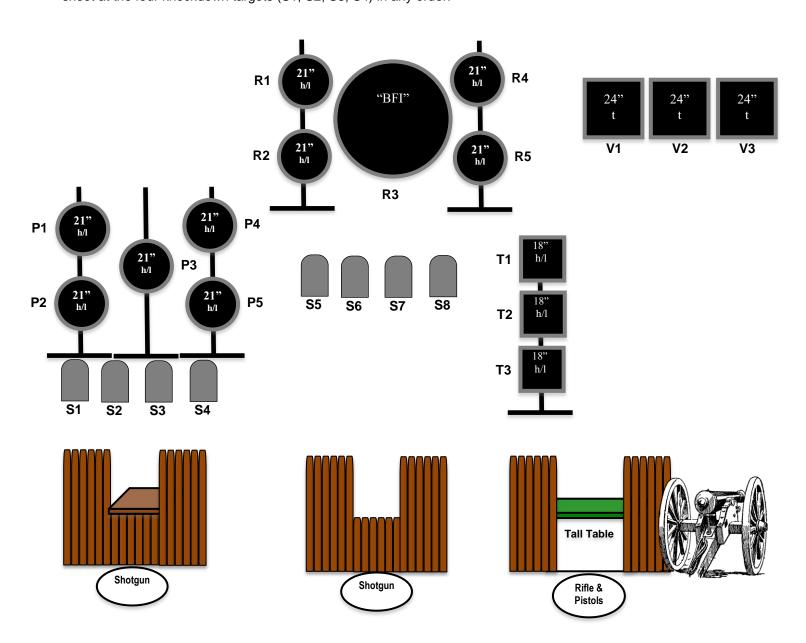
Revised from Gathering on the Mattaponi IX - 2016

Round Count: 10 pistol, 10 rifle, 8+ shotgun

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

Staging: Rifle is loaded with 10 rounds and staged at the right position. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely. Fort Window in the Down Position.

Procedure: Shooter has choice of starting at either the right or left position. Shooter starts standing at their start position and when ready says "**How do ya like them apples?**". At the beep: From the right position with the rifle shoot at the three rifle targets (V1, V2, V3) as follows (V1, V2, V3, V2, V1, V2, V2, V2, V3). Next with pistols shoot at the three pistol targets (T1, T2, T3) using the same instructions as the rifle. From the middle position with shotgun shoot at the four knockdown targets (S5, S6, S7, S8) in any order. From the left position with shotgun shoot at the four knockdown targets (S1, S2, S3, S4) in any order.



STAGE SIX (Bay #3) SATURDAY

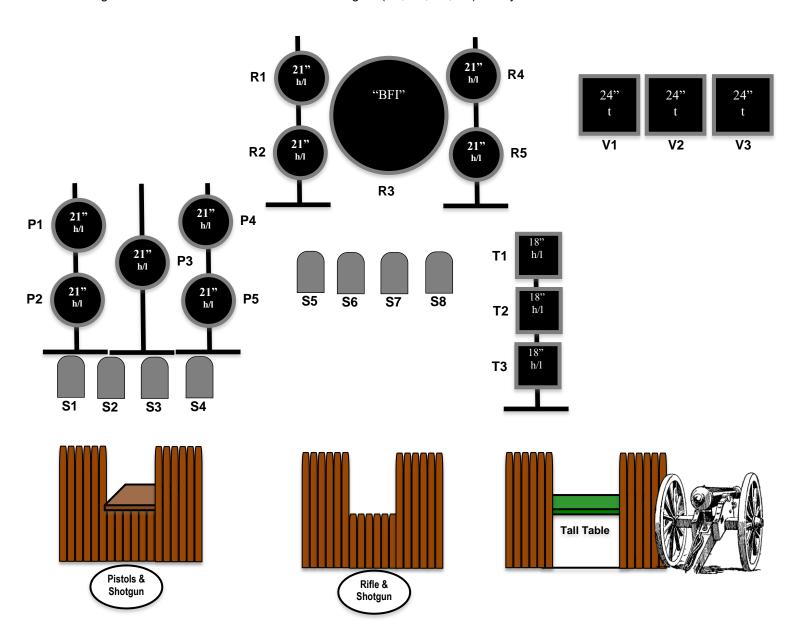
Revised from Gathering on the Mattaponi IX - 2016

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

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

Staging: Rifle is loaded with 10 rounds and staged at the middle position. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely. Fort Window in the Down Position.

Procedure: Shooter has the choice of starting at either the left or middle positions. Shooter starts standing at their start position with hands on fort wall and when ready says "**How do ya like them apples?**". At the beep: From the left position with pistols shoot at the five pistol targets (P1, P2, P3, P4, P5) with single taps on the outside targets, double taps on the middle target and all targets engaged, for example (P1, P3, P3, P2, P3, P3, P4, P3, P3, P5). Next with shotgun shoot at two of the four knockdown targets (S1, S2, S3, S4) in any order. From the middle position with rifle shoot at the five rifle targets (R1, R2, R3, R4, R5) using the same instructions as the pistols. Next with shotgun shoot at two of the four knockdown targets (S5, S6, S7, S8) in any order.



STAGE SEVEN (Bay #1) SUNDAY

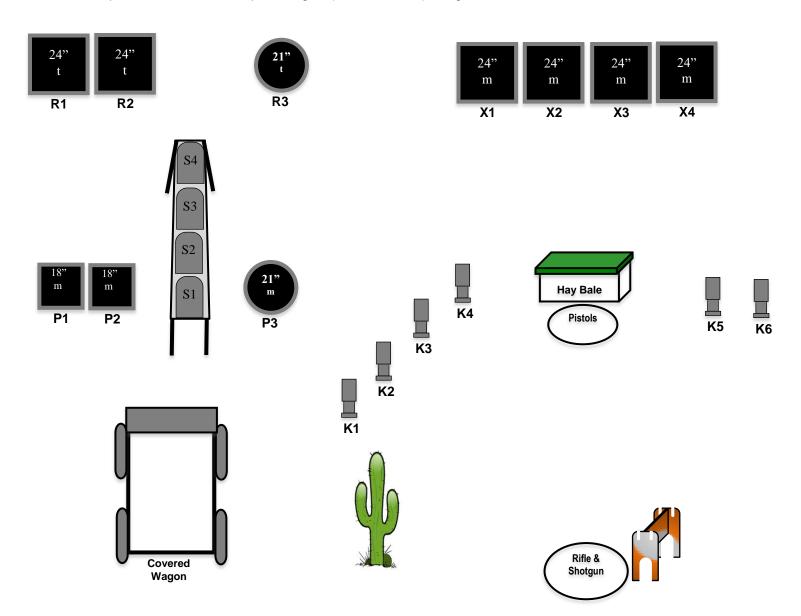
Revised from Gathering on the Mattaponi VIII - 2015

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

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

Staging: Rifle is loaded with 10 rounds and staged on the horse. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged on the horse.

Procedure: Shooter has choice of shooting Rifle, Shotgun, Pistols or Shotgun, Rifle, Pistols. Shooter starts standing at the horse with hands above shoulders and when ready says "We chased Lady Luck, 'till we finally struck, Bonanza!!". At the beep shooter engages rifle then shotgun or shotgun then rifle. With rifle shoot at the four rifle targets (X1, X2, X3, X4) by double tapping the two center targets, then single tap the two outside targets and then double tap the two center targets, for example (X2, X2, X3, X3, X4, X1, X2, X2, X3, X3). With the shotgun shoot at the six knockdown targets (K1, K2, K3, K4, K5, K6) in any order. Next move to the hay bale down range. Last with pistols shoot at the four pistol targets (X1, X2, X3, X4) using the same instructions as the rifle.



STAGE EIGHT (Bay #1) SUNDAY

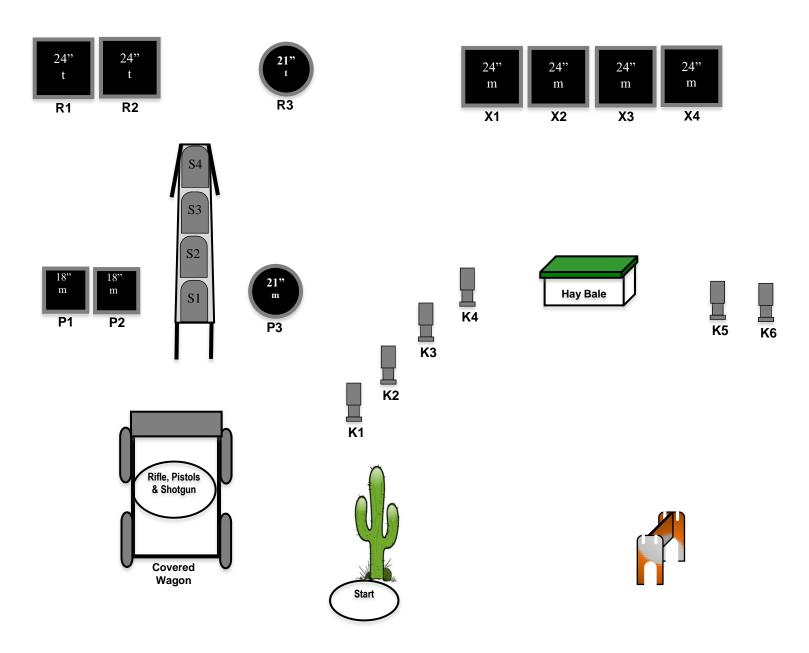
Revised from Gathering on the Mattaponi VIII - 2015

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

Shooting Order: Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 10 rounds and staged on the covered wagon. Both pistols are loaded with 5 rounds each and staged on the covered wagon. Shotgun is staged on the covered wagon.

Procedure: Shooter starts standing at the cactus with both hands touching the cactus and when ready says "We chased Lady Luck, 'till we finally struck, Bonanza!!". At the beep move into the covered wagon and then with shotgun shoot at the four knockdown targets (S1, S2, S3, S4) in any order, with as few as rounds as needed. Next with rifle shoot at the three rifle targets (R1, R2, R3) with one round on (R3) and then alternate four rounds between (R1) and (R2), then one round on (R3) and then alternate four rounds between (R1) and (R2), for example (R3, R2, R1, R2, R1, R3, R2, R1, R2, R1). Last with pistols shoot at the three pistol targets (P1, P2, P3) using the same instructions as the rifle.



STAGE NINE (Bay #2) SUNDAY

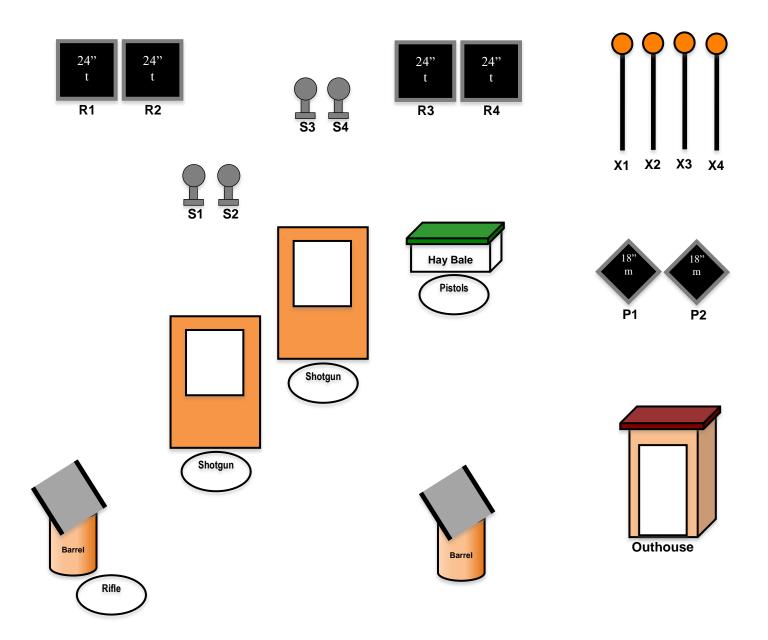
Revised from Gathering on the Mattaponi V - 2012

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

Shooting Order: Rifle, Shotgun, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds and staged on the left barrel. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged on the left barrel.

Procedure: Shooter starts standing at the left barrel with both hands touching the barrel and when ready says "**Here's my other six!!**". At the beep with rifle shoot at the R1 and R2 targets as follows (R1, R2, R1, R1, R1, R2, R2, R2, R1, R2). With shotgun move to the left window and shoot at the S1 and S2 knockdowns in any order. Next with shotgun move to the right window and shoot at the S3 and S4 knockdowns in any order. Move to the hay bale. Last with pistols shoot at the R3 and R4 targets using the same instructions as the rifle.



STAGE TEN (Bay #2) SUNDAY

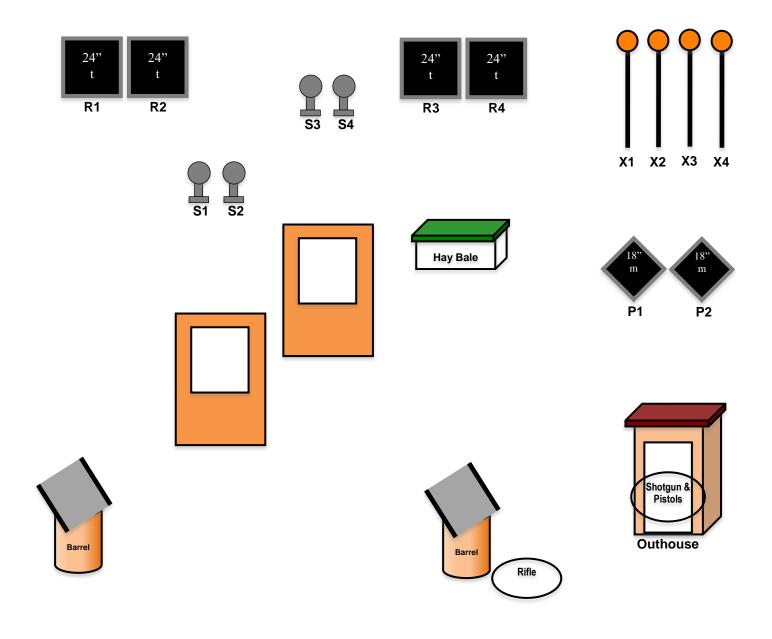
Revised from Gathering on the Mattaponi V - 2012

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

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds and staged on the right barrel. Both pistols are loaded with 5 rounds each and staged in the outhouse. Shotgun is staged in the outhouse.

Procedure: Shooter starts standing at the right barrel with both hands on the barrel and when ready says "**Here's my other six!!**". At the beep with rifle shoot at the R3 and R4 targets as follows (R3, R3, R3, R3, R4, R4, R4, R3, R3, R4). Move inside the outhouse. Next with pistols shoot at the P1 and P2 targets as follows (P1, P1, P1, P1, P2, P2, P2, P3, P3, P4). Last with shotgun shoot at the X1 thru X4 clays in any order until all are broken.



STAGE ELEVEN (Bay #3) SUNDAY

Revised from Gathering on the Mattaponi VII - 2014

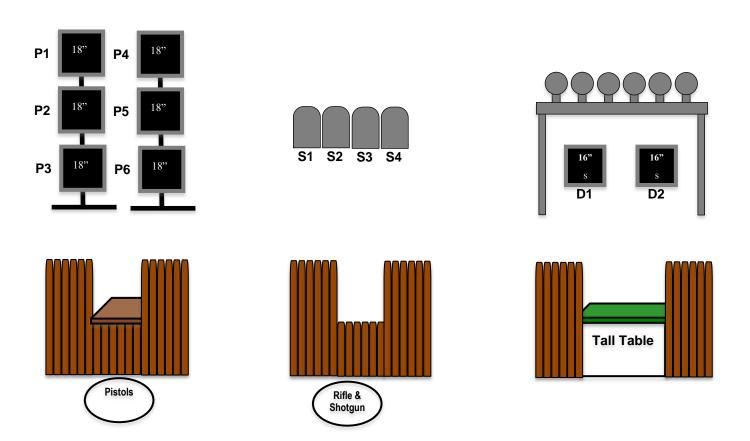
Round Count: 10 pistol, 10 rifle, 1+ shotgun

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely.

Procedure: Shooter starts standing at the middle fort with hands on hat/head and when ready says "**Have Gun --Will Travel**". At the beep, with rifle shoot at the seven rifle targets (R1,R2,R3,R4,R5,R6,R7) by double tapping the R4 diamond target, then sweeping three circle targets, then double tapping the R4 diamond target and then sweeping the other three circle targets, for example (R4, R4, R3, R2, R1, R4, R4, R5, R6, R7). Move to the left fort. Next with pistols shoot at the six pistol targets (P1,P2,P3,P4,P5,P6) by double tapping four targets and single tapping two targets and all targets engaged, for example (P3, P2, P2, P1, P1, P6, P5, P5, P4, P4). Move to the middle fort. Last with shotgun shoot at the four knockdown targets (S1,S2,S3,S4) in any order, with as few as rounds as needed.





STAGE TWELEVE (Bay #3) SUNDAY

Revised from Gathering on the Mattaponi VII - 2014

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

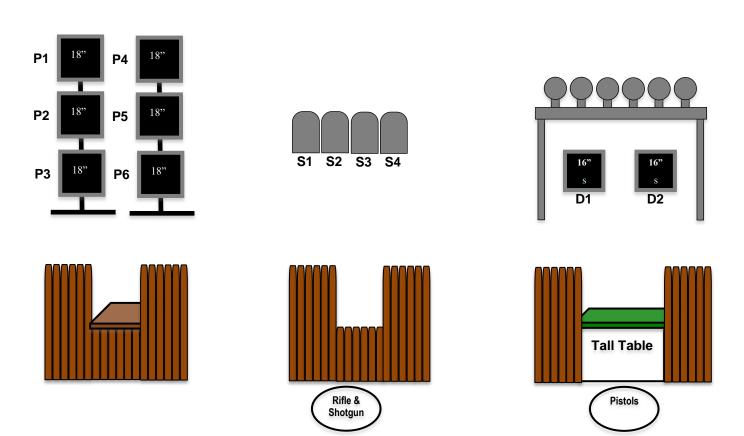
Shooting Order: Rifle, Shotgun, Pistols, (Shotgun?)

Staging: Rifle is loaded with 10 rounds and staged safely. Both pistols are loaded with 5 rounds each and

holstered. Shotgun is staged safely.

Procedure: Shooter starts standing at the middle fort with hands holding toy shotgun and when ready says "Have Gun -- Will Travel". At the beep, with rifle shoot at the six rifle targets (R1,R2,R3,R5,R6,R7) in the following order; (R1, R1, R7, R7, R2, R2, R6, R6, R3, R5). Next with shotgun shoot at the four knockdown targets (S1,S2,S3,S4) in any order, with as few as rounds as needed. Move to the right fort. Last with pistols shoot at the six plates on the plate rack in any order and dump remaining rounds on any of the dump targets (D1,D2). After pistols are shot remaining plates may be cleaned up with the shotgun. Misses only count on knockdowns left standing at end of stage. Misses count on the dump target.





Personal Score Sheet

Alias:	

Stage	Raw Time	Miss	Penalty	Bonus	Total
Stage 1					
Stage 2					
Stage 3					
Stage 4					
Stage 5					
Stage 6					
Stage 7					
Stage 8					
Stage 9					
Stage 10					
Stage 11					
Stage 12					
Totals					

Have Fun!! Yee-Haa!!