

Mattaponi Sundowners

STAGES FOR SATURDAY, APRIL 22, 2017

Stages Written by: Cody Maverick

Story Line: Anyway the Wind Blows Rider

Written by David Bryant

Recorded by The Marshall Tucker Band

Lyrics:

I got some money in my pocket
I got some time to kill
I got some sunshine in a blue on blue sky

I got some bad news on my radio
I gotta jam in the south town
I think I'll pick up an old girlfriend
And see can we leave all this behind

'Cos I'm an anyway the wind blows rider
With a dream like the river getting wider
Yes, I'm love lost
And I'm good times and bad gone by

I think I'll go down by the river
It never fails to deliver
That feeling of peace
I can't seem to find in the city

'Cos I'm an anyway the wind blows rider
With a dream like the river getting wider
Oh, I'm sunshine and I'm a blue on blue sky

I'm a line from a low zone
I'm a scene from a faded dream

'Cos I'm an anyway the wind blows rider
With a dream like the river getting wider
Yeah, I'm sunshine and I'm blue on blue sky

'Cos I'm an anyway the wind blows rider
With a dream like the river getting wider
Yeah, I'm love lost
And I'm good times and bad gone by

'Cos I'm an anyway the wind blows rider
With a dream like the river getting wider

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:

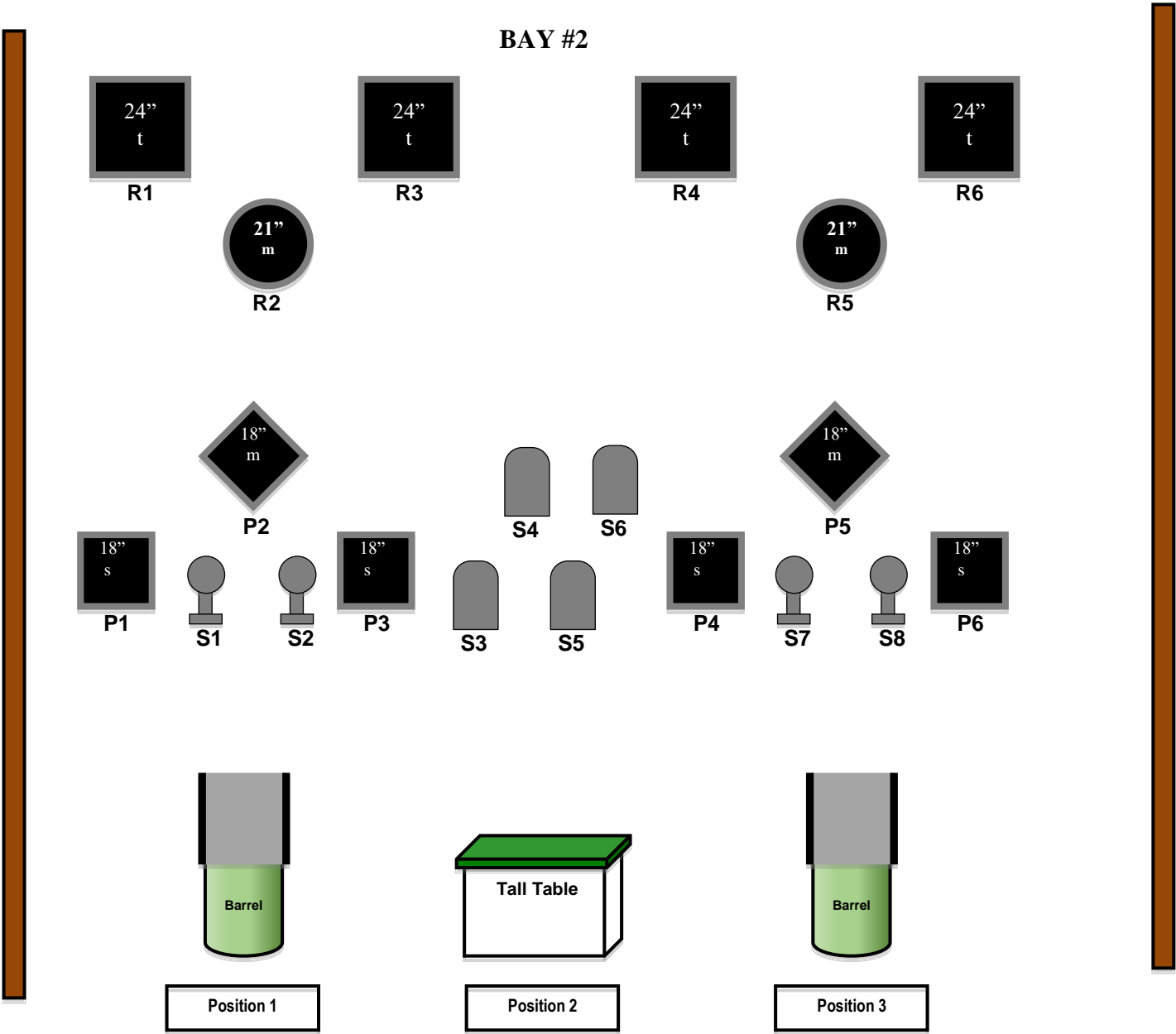
If you know that it’s a Hit...It’s a Hit

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, 6+ shotgun

Shooting Order: Rifle, Shotgun, Shotgun, Pistols

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

Procedure: Shooter will start at Position 2 with toy shotgun held at cowboy port arms and when ready says **“Got some time to kill”** At the beep, with rifle, shoot the 6 rifle targets in the following manner: sweep the 4 square targets with 1 round each, then double tap the 2 circles, then shoot R3 and R4 with 1 round each in any order. Next, pick up the real shotgun and shoot the 4 knockdowns S3 – S6 in any order. Move with shotgun to Position 1 or 3 and shoot the 2 knockdowns in any order. Next, with pistols, shoot the 3 pistol targets with ten rounds in any order, no double taps, all targets must be engaged at least twice.

STAGE TWO (Bay #2)

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

Shooting Order: Shotgun, Rifle, Pistols

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

Procedure: Shooter must deposit at least 4 shotgun shells into the bowl at Position 2. Shooter then starts at Position 2 holding the bowl up off of the table with both hands. When ready says **“Blue on Blue Sky”** At the beep, with shotgun, shoot the 4 knockdowns in any order. Shooter may **only** use shotgun shells that were placed in the bowl at the beginning of the stage. Move to Position 1 or 3 and with rifle, shoot the 3 rifle targets directly in front of you with a Nevada style sweep from either end with double taps on the center targets. Ex: R1, R2, R2, R3, R2, R2, R1, R2, R2, R3. Next, with pistols, shoot the 3 pistol targets with the same instructions as the rifle.

STAGE THREE (Bay #2)

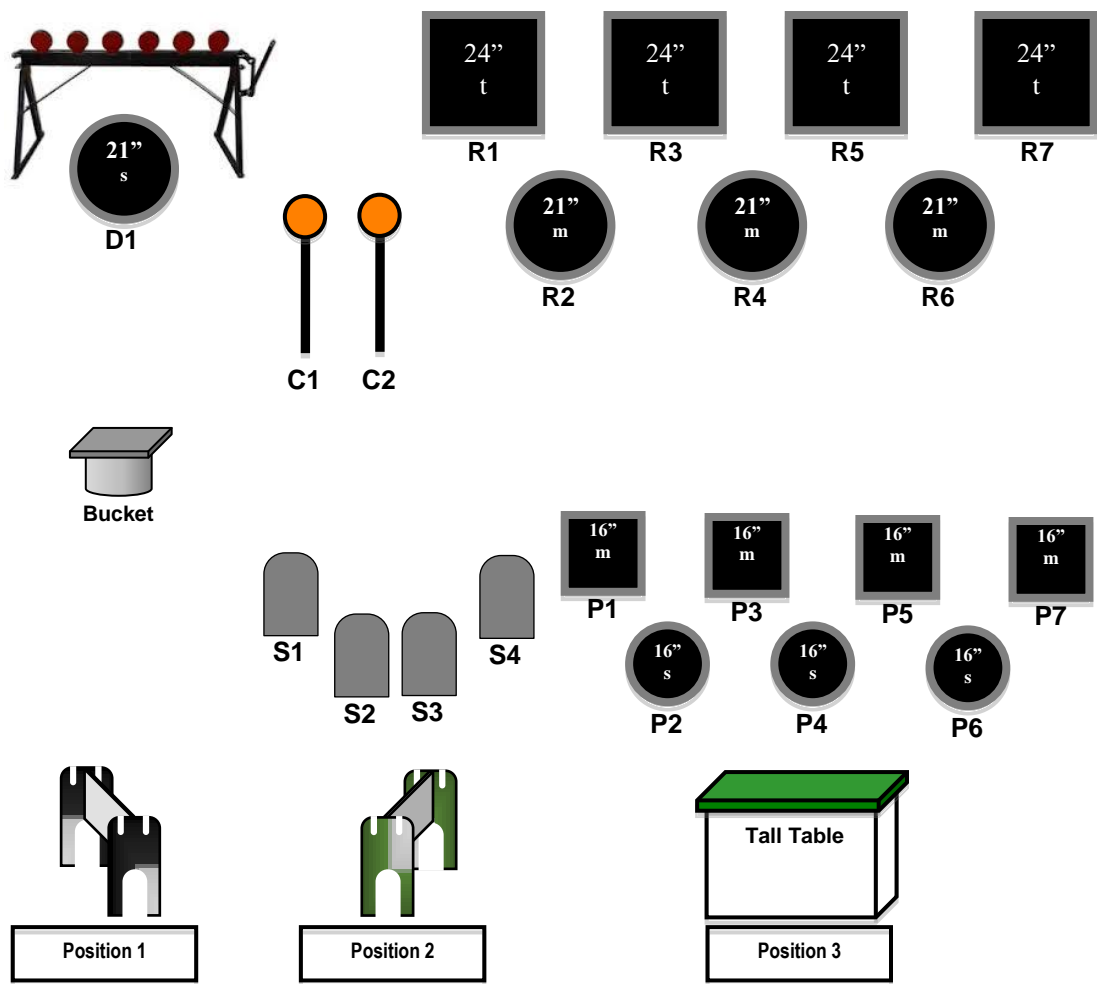
Round Count: 10 pistol, 10 rifle, 6+ shotgun

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

Staging: Rifle is loaded with 10 rounds, staged at Position 2. Pistols loaded with 5 rounds each, 1 pistol staged at Position 1 and the other at Position 3. Shotgun staged safely.

Procedure: Shooter may start at Position 1 or 3. When ready says “**Any way the wind blows**” At the beep, with first pistol, shoot the diamond with 1 round and then alternate between the 2 squares with 4 rounds. Move to Position 2 and with shotgun, shoot the 4 knockdowns in any order. Next, with rifle, shoot the 6 rifle targets in the following manner: Place 1 round on a circle and then alternate between 2 squares for 4 rounds, then place 1 round on the other circle and alternate between the other 2 squares for 4 rounds. Next move with shotgun to Position 1 or 3 and shoot the 2 knockdowns. Then with second pistol, shoot the 3 pistols targets with the same instructions as the first pistol.

BAY #3



STAGE FOUR (Bay #3)

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

Shooting Order: Rifle, Pistols, Shotgun

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

Procedure: Shooter starts at Position 3 with hands on hat/head. When ready says “**Good times and bad**”. At the beep, with rifle, shoot the 7 rifle targets R1-R7 in the following manner: sweep all 7 targets with 1 round each starting at either end, then sweep the 3 circle targets with 1 round each starting at either end. Next, with pistols shoot the 7 pistols targets in the same sequence as the rifle. Then, move to Position 2 and, with shotgun, shoot the 4 knockdowns in any order.

STAGE FIVE (Bay #3)

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

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds, staged at Position 3. Pistols loaded with 5 rounds each, holstered. Shotgun is staged at Position 2.

Procedure: Shooter starts at Position 3. When ready says “**Down by the river**”. At the beep, with rifle, shoot the 7 rifle targets in the following manner: Sweep the 3 circle targets with 1 round each in either direction and then put 1 round each on any 2 of the square targets, then sweep the 3 circles again 1 round each in either direction and then put 1 round each on the other 2 square targets. Next, move to Position 2 and with shotgun, shoot the 4 knockdowns in any order. Then move to the bucket and with pistols, shoot the plate rack. When all 6 plates are down, put remaining rounds on the dump plate D1. Only misses on the dump plate and plates left standing will count as pistol misses.

STAGE SIX (Bay #3)

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

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds, staged at position 1. Pistols loaded with 5 rounds each, holstered. Shotgun is staged safely.

Procedure: Shooter starts at Position 1 with hands on pistol(s), when ready says “**Any way the wind blows**”. At the beep, with rifle shoot the plate rack, when all the plates are down, shoot the 2 clay pigeons C1 & C2, when both of the clays are broken, put remaining rounds on the dump plate D1. Only misses on the dump plate and plates left standing will count as rifle misses. Next, move to position 2 and with shotgun, shoot the 4 knockdowns in any order. Then shoot the 2 clay pigeons if not already broken. If any of the clays are left unbroken at the end of the shotgun string, they will count as misses. Then, move to position 3 and with pistols sweep the 7 pistol targets from either end with single taps on the squares and double taps on the circles.