

Mattaponi Sundowners

June 18, 2017

Stages by : Sassy Shooting Sours

The Cowboy Life - Poem by Linda Ori



When you wake up in the morning
And the sky is streaked with gold
And the birds begin their chatter in the trees,
You yawn and take a deep breath
And the air is crisp and cold,
So you hunker down to catch a few more z's,
And somewhere in the distance
You can hear the cattle moan,
As a lazy hawk is cawing up above,
And a whiff of good strong coffee
Drifts to tickle up your nose -
Ah, the cowboy life, this is the life I love;

Soon the sun will be ablazin'
And the air will roll with dust
As you move your herd out on the open range,
With a whistle and a whip crack
As you rustle up the strays,
From your saddle you can feel the seasons change,
For the air smells sweet in springtime,
And the sun smells summer hot,
There's an earthy smell of autumn leaves that fall,
And the crystal smell of winter
Makes the hairs stick in your nose -
Ah, the cowboy life, this is the best of all;

Oh, the sunsets in the evening
Are the grandest in the land
When a rainbow streaks the endless western sky,
As you lay down on your bedroll
By the fire as it sparks
And the leaves beneath you smell a musty dry,
You can gaze up to the heavens
And contemplate the stars
As they glitter in the inkiness of night,
And you sigh a sweet contentment
For the blessings you have known -
It's a cowboy's life, and everything's all right.

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:

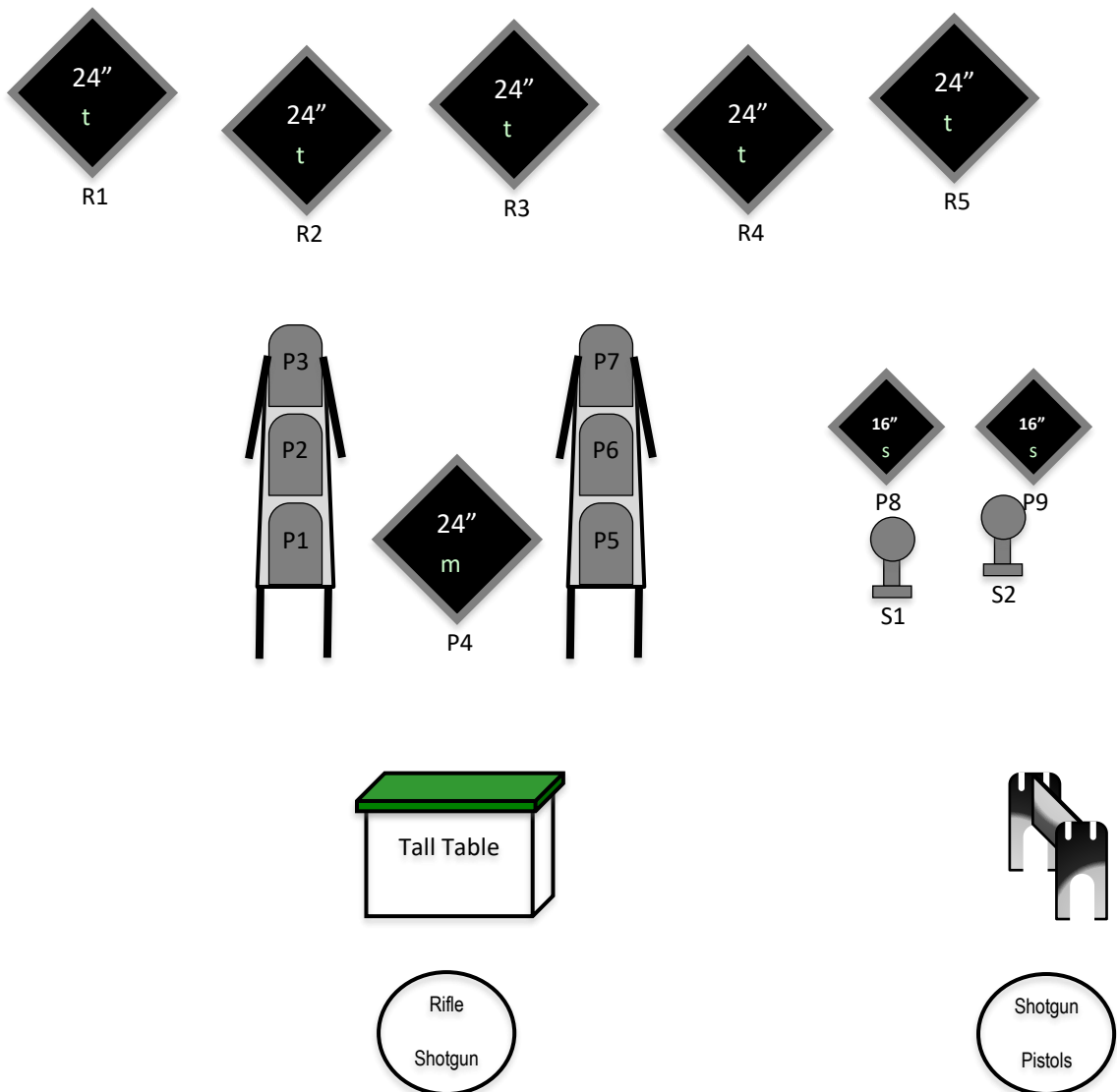
If you know that it’s a Hit...It’s a Hit
If you know that it’s a Miss...It’s a Miss
If you think it’s a Hit...It’s a Hit
If you think it’s a Miss...IT’S A HIT
Benefit of the doubt always goes to the shooter

Stage 1: (bay 2)

10 pistol, 10 rifle, and 2+ shotgun

Procedure: The rifle is loaded with 10 rounds with hammer down, lever closed and staged on the tall table. The shotgun is open, empty and staged on the horse at the right. The pistols are loaded with 5 rounds each with hammer down on empty chamber and holstered.

The shooter starts standing at the table with his hands hanging loosely at their side and when ready says: **"It's a Cowboy's life."** At the beep, retrieve the rifle and engage targets as follows with 1 round each; R1, R3, R5, R4, R2 and repeat. Make rifle safe. Move to horse, draw pistols per your category; place 4 rounds on P8, 1 round on P9, 4 rounds on P8 and 1 round on P9. Holster pistols. With the shotgun, shoot shotgun targets S1 and S2, in any order until all are down then move to tall table and engage any 2 targets till down. Make shotgun safe. Retrieve long guns and move to the unloading table.

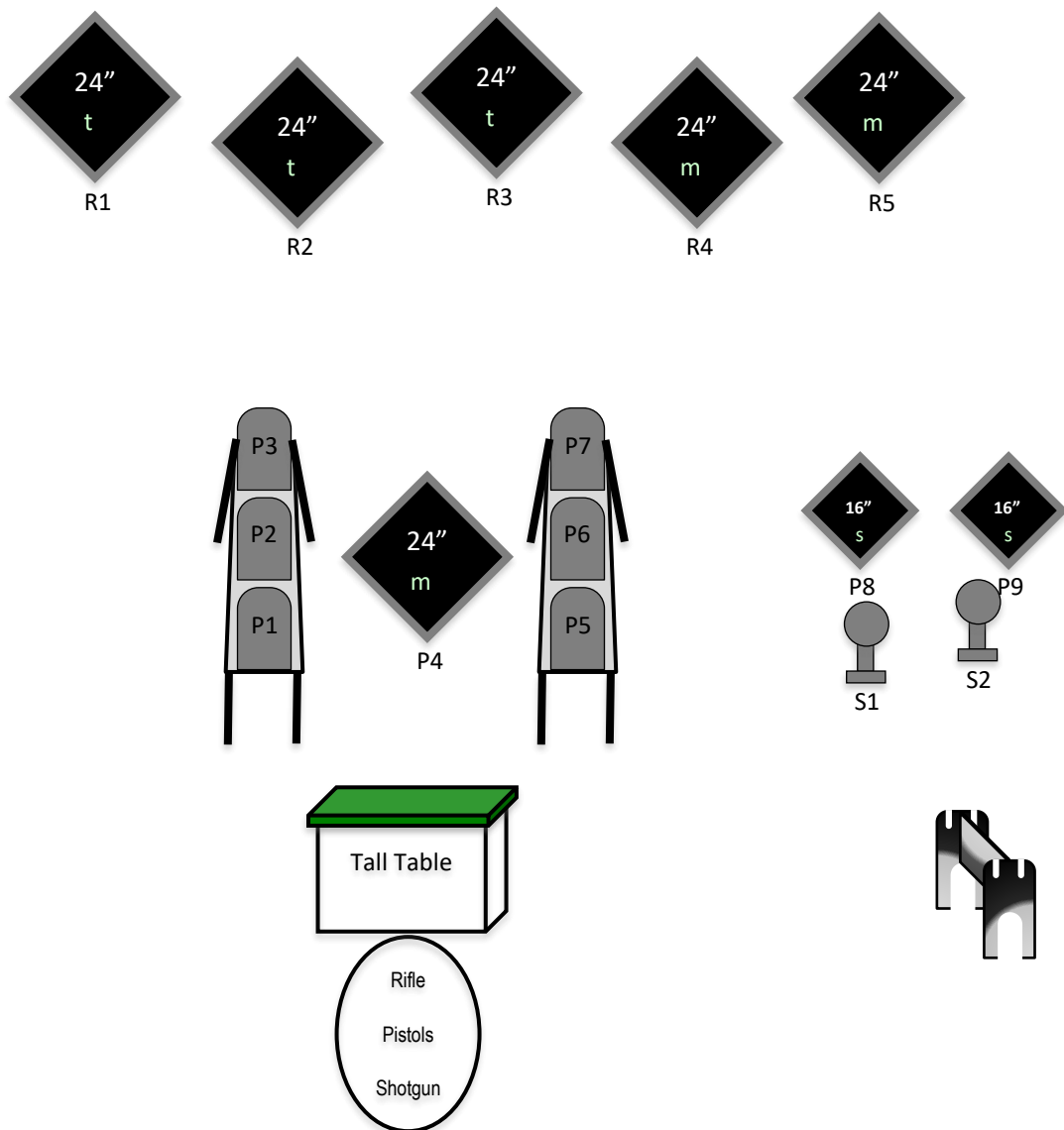


Stage 2: (bay 2)

10 pistol, 10 rifle, and 4+ shotgun or less

Procedure: The rifle is loaded with 10 rounds with hammer down, lever closed and staged on the tall table. The shotgun is open, empty and staged on the tall table. The pistols are loaded with 5 rounds each with hammer down on empty chamber and holstered.

The shooter starts standing at the tall table with his hands hanging loosely at their side and when ready says: **"It's a Cowboy's life."** At the beep, retrieve the rifle and engage targets in a West Virginia Sweep, starting on either end (ex. R1, R2, R3, R4, R5, R5, R4, R3, R2, and R1). Make rifle safe. Draw pistols per your category; and engage the 2 plate racks until all targets are down and place any remaining rounds on P4. Holster pistols. Retrieve the shotgun and clear any remaining pistol knockdowns, until down. Only misses on P4 and any remaining knockdowns that remain up count as misses Make shotgun safe. Retrieve long guns and move to the unloading table.

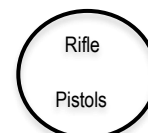
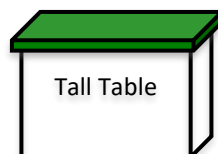
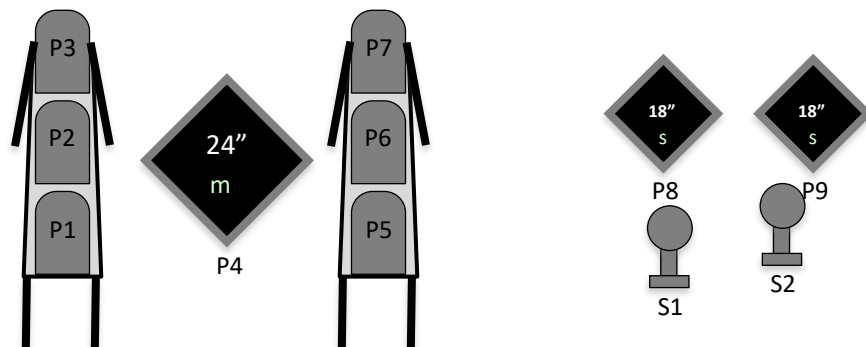
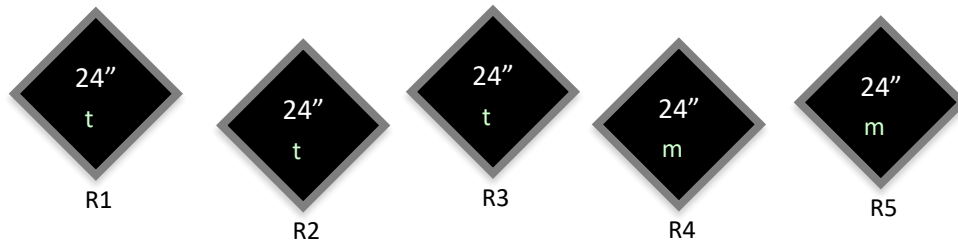


Stage 3: (bay 2)

10 pistol, 10 rifle, and 6+ shotgun

Procedure: The rifle is loaded with 10 rounds with hammer down, lever closed and staged on the horse. The shotgun is open, empty and staged on the tall table at the right. The pistols are loaded with 5 rounds each with hammer down on empty chamber and holstered.

The shooter starts standing at the horse with his hands hanging loosely at their side and when ready says: **"It's a Cowboy's life."** At the beep, retrieve the rifle and do a double tap Nevada Sweep on R1-R3, starting on either end. Make rifle safe. Draw your pistols per your category, engage P8 and P9 with alternating rounds for 5 rounds and then move to tall table and place remaining 5 rounds on P4. Holster pistols. With the shotgun and engage P1, P2, P3, P5, P6, and P7 until all are down (must fire 6 rounds). Make shotgun safe. Retrieve long guns and move to the unloading table.



Stage 4: (bay 3)

10 pistol, 10 rifle, and 4+ shotgun

Procedure: The rifle is loaded with 10 rounds with hammer down, lever closed and staged on the horse at the left. The shotgun is open, empty and staged on the horse at the left. The pistols are loaded with 5 rounds each with hammer down on empty chamber and holstered.

The shooter starts standing at the horse with his hands hanging loosely at their side and when ready says: **"It's a Cowboy's life."** At the beep, retrieve the rifle and place 3 rounds on R1, 4 rounds on R2, and 3 rounds on R4. Make rifle safe. Retrieve shotgun, engage S1, S2, S3 and S4 in any order until all are down. Make shotgun safe. Move to horse at the right, draw your pistols per your category, engage pistol targets P1-P3 using the same instructions as the rifle. Holster pistols. Retrieve long guns and move to the unloading table.



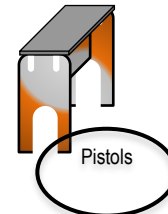
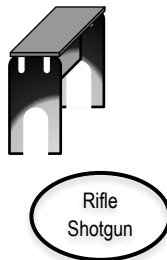
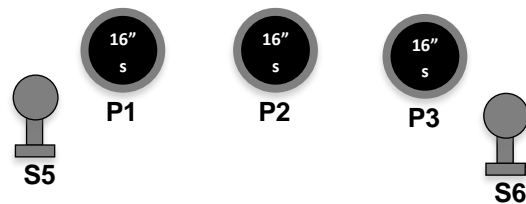
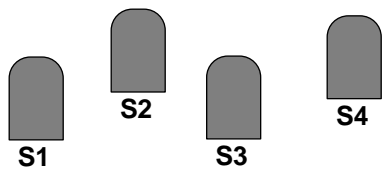
R1



R2



R3

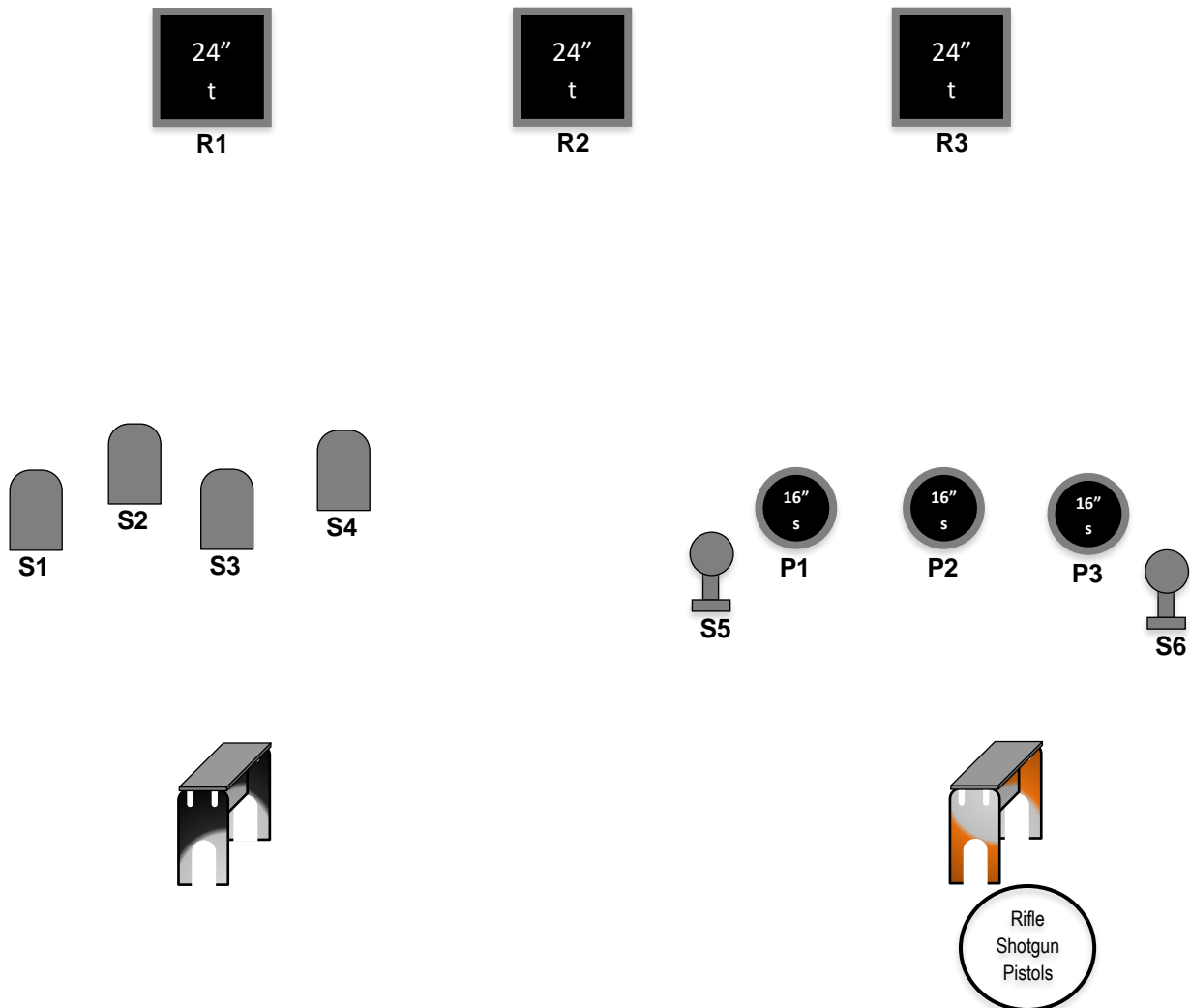


Stage 5: (bay 3)

10 pistol, 10 rifle, and 2+ shotgun

Procedure: The rifle is loaded with 10 rounds with hammer down, lever closed and staged on the horse at the right. The shotgun is open, empty and staged on the horse at the right. The pistols are loaded with 5 rounds each with hammer down on empty chamber and holstered.

The shooter starts standing at the horse with his hands hanging loosely at their side and when ready says: **"It's a Cowboy's life."** At the beep, draw your pistols per your category, engage pistol targets P1-P3 in a 5 shot Nevada Sweep from one end and then a 5 shot Nevada Sweep from the opposite end. Holster pistols. Retrieve the rifle and repeat the same instructions as the pistols (it does not have to mirror the rifle). Make rifle safe. Retrieve shotgun, engage S5, and S6 in any order until all are down. Make shotgun safe. Retrieve long guns and move to the unloading table.



Stage 6: (bay 3)

10 pistol, 10 rifle, and 4+ shotgun

Procedure: The rifle is loaded with 10 rounds with hammer down, lever closed and staged on the horse at the left. The shotgun is open, empty and staged on the horse at the left. The pistols are loaded with 5 rounds each with hammer down on empty chamber and holstered.

The shooter starts standing at the horse with his hands hanging loosely at their side and when ready says: **"It's a Cowboy's life."** At the beep, draw your pistols per your category, engage pistol targets P1-P3 with 2 rounds on P1, 1 round on P2, and 2 rounds on P3 and repeat. Holster pistols. Move to horse, at left, retrieve the rifle and repeat the same instructions as the pistols. Make rifle safe. Retrieve shotgun, engage S1-S4 in any order until all are down. Make shotgun safe. Retrieve long guns and move to the unloading table.



R1



R2



R3

