

SASS Presents:
Smoke on the Mattaponi X
The Virginia State Black Powder Shootout
June 24th, 2017



Hosted By
The West Point Gun Club &
The Mattaponi Sundowners

Main Match Sponsor
Reb's Bullets

Smoke on the Mattaponi X

Saturday June 24th, 2017

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Smoke on the Mattaponi X

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Welcome Cowboys & Cowgirls,

On behalf of the West Point Gun Club and the Mattaponi Sundowners I would like to welcome everyone to Smoke on the Mattaponi X, the seventh annual SASS Virginia State Black Powder Shootout. I would like to thank Sassy Shooting Sours (aka Pat Graves), and Potter County Kid (aka Gary Graves) for their help with this match. I would like to recognize and sincerely thank all of our Smoke on the Mattaponi Sponsors!!, they make this match possible. We can all thank them by supporting their businesses. May everyone here today have fun, shoot straight, be safe, and come back again.

Les Lillge, aka Striker
Match Director
President, West Point Gun Club



WWW.WESTPOINTGUNCLUB.COM



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Match Officials

Striker

Match Director
WPGC President

Sassy Shooting Sours

Assistant Match Director
Sponsorship Czar

Potter County Kid

Assistant Match Director
WPGC Range Director

Major B.S. Walker

TG Mattaponi Sundowners



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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

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SASS Sanctioned Black Powder Shootout

This match has been sanctioned by SASS as "The SASS Virginia State Black Powder Shootout". It will be operated according to SASS Rules and the sanctioning agreement between SASS and the West Point Gun Club.

In order to differentiate the black powder match from the standard state level match, SASS requires us to refer to the state black powder match as the "Virginia State Black Powder Shootout". Whereas the standard state level match is referred to as the "Virginia State Championship".

SASS requires us to only recognize Category Winners and not to recognize nor award any Overall Shooters for the match.

SASS is awarding the official *SASS Black Powder Shootout Winner Pin* to every Category Winner.

The following are rules specific to the Black Powder Shootout:

- All ammunition must be black powder or an approved substitute
- Scored as a Total Time Match
- Category Winners may be from any state
- All Shooters must be a current SASS member
- Category Awards Only, No Overall Awards will be Presented



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The West Point Gun Club and the Mattaponi Sundowners would like thank all of our sponsors, without their generosity and support this match would not be possible, Thank You!! We call on all of our cowboy friends to support our sponsors.

Main Match Sponsor

Reb's Bullets – Reb Roberts

Presenting Sponsors

DeGoff's Inc.

Liberty Safes of Richmond

Nick's Spaghetti & Steak House

Wistful McClintock & Inita Shoot

Stage Sponsors

Cody Maverick

Hopkins Gun and Tackle

Manakin Masonry – Major B.S. Walker

Missouri Marshal's Loading Blocks

Old Hickory Gun Club

Sassy Shooting Sours & Potter County Kid

Six Rivers Armory

Door Prize Sponsors

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Colonial Firearms

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John Henry Quick

Pamunkey River Guns

Sodan Armament

Trapper Dan Trading

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Main Match Sponsor

Reb's Bullets



Will Roberts aka "Reb Roberts"
1124 Bethel Prospect Rd
Prospect TN 38477
757.358.1082
long_range45@hotmail.com

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Liberty Safe of Richmond



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Presenting Sponsors

Nick's Spaghetti & Steak House



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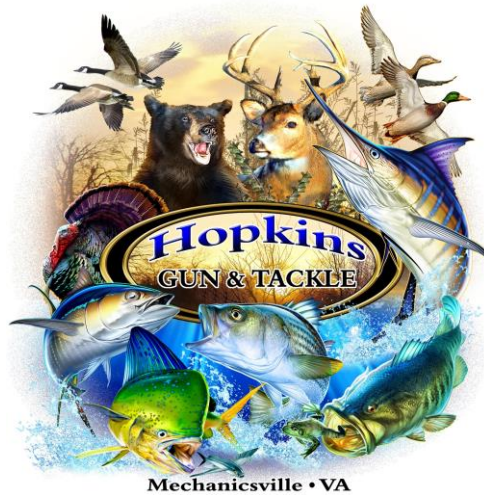
**Wistful McClintock
&
Inita Shoot**

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Stage Sponsors

Cody Maverick

Hopkins Gun & Tackle



Major B.S. Walker



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Stage Sponsors

www.MissouriMarshal.net



Old Hickory Gun Club
www.oldhickorygunclub.com

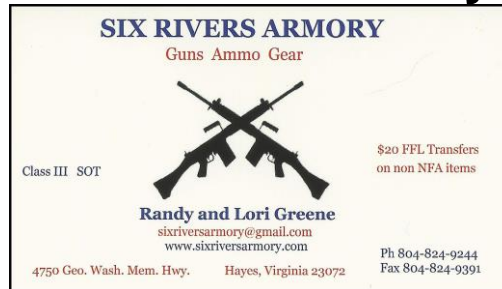
**Sassy Shooting Sours &
Potter County Kid**

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Stage Sponsors

Six Rivers Armory



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Door Prize Sponsors

Cassie La Rue

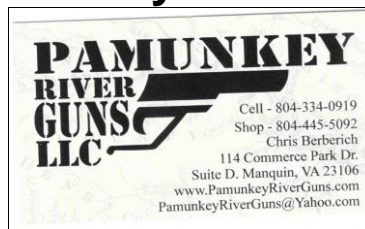
Colonial Firearms



Duke's Smith & Arms
Hotshod & Filthy Five - opsrm@aol.com

John Henry Quick

Pamunkey River Guns



Sodan Armament



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STAGE ONE (Bay #1) – “My Lucky Round”

Sponsored By: Cody Maverick

Story: One morning the notorious gunfighter Cody Maverick was rounding up stray cattle on his ranch when a gang of comancheros descended upon him. Taking the reins of his horse with his teeth, Cody drew his guns with both hands and proceeded to fight the comancheros with everything he had. The fight seemed to last for hours, Cody was emptying gun after gun, dropping comancheros left and right, when suddenly the smoke cleared and it was down to one last comanchero. Cody drew his last gun, aimed at the comanchero and click, click, click, he was out of ammo. The comanchero knew the fight was his and began to celebrate his victory. But Cody with a sly smile on his face, reached towards his hatband, drew a round of ammo and as he shot the comanchero dead, said to himself, “My Lucky Round”.

Round Count: 10 pistol, 10+1 rifle, 6+ shotgun

Shooting Order: Rifle, Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds and staged at Position 1. Both pistols are loaded with 5 rounds each and holstered. Shotgun is staged safely. One rifle reload round is staged at Position 3.

Procedure: Shooter starts at Position 1 with hands holding the horse reins and when ready says “My Lucky Round!!”. At the beep shoot at the five rifle targets (R1,R2,R3,R4,R5) as follows; corner target, double tap the middle, corner target, double tap the middle, corner target, double tap the middle, corner target and all targets engaged. Move to Position 3. Next with rifle retrieve staged reload and shoot at the buffalo bonus target for a five second bonus. Next with pistols shoot at the five pistol targets (P1,P2,P3,P4,P5) using the same instructions as the rifle. Move to Position 2. Last with shotgun shoot at the six knockdown targets (plate rack) in any order.

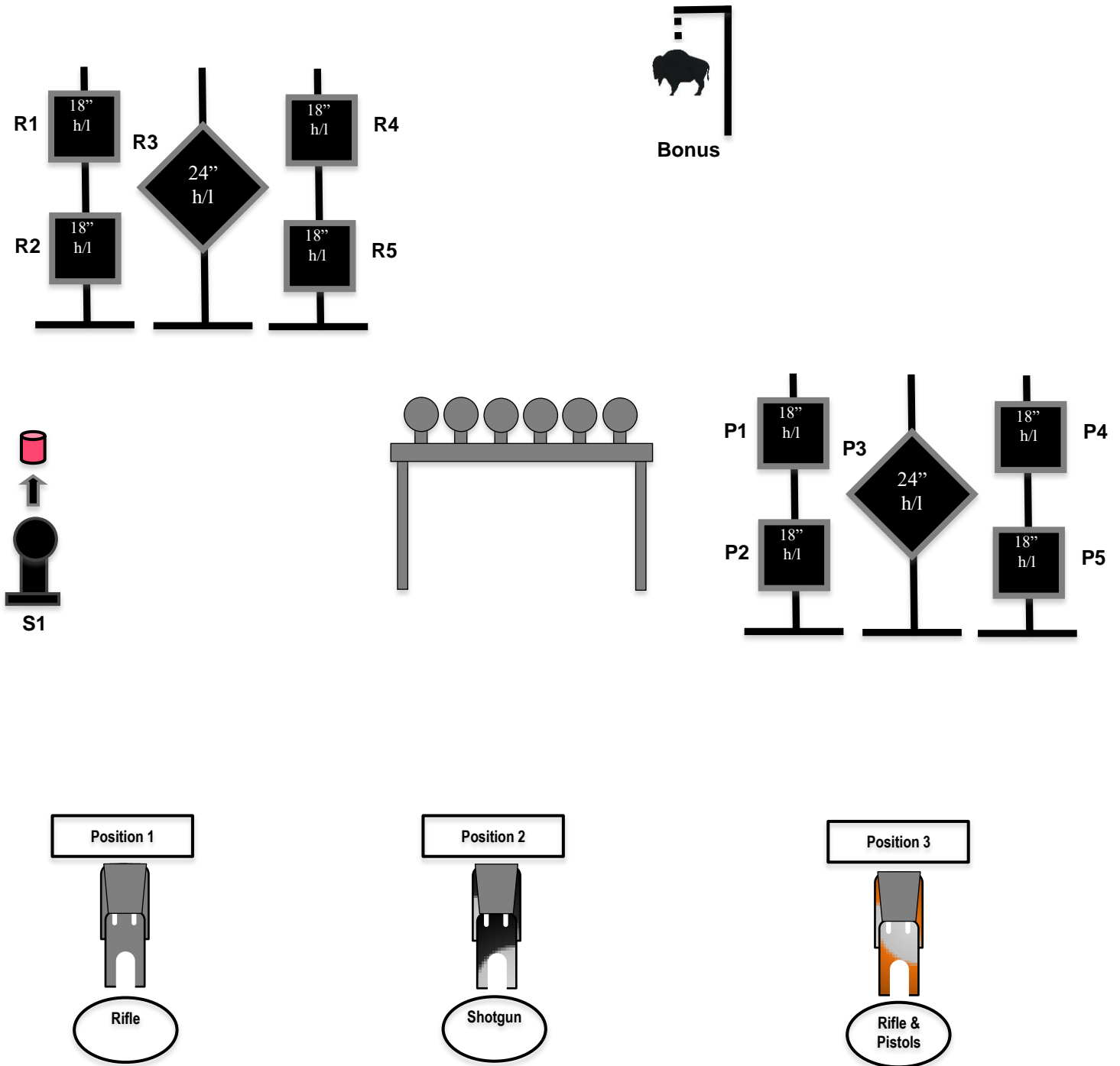
Notes: Misses on bonus target do not count. There is no reload/bonus on pistol sequence. Minimum 6 shotgun rounds.

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STAGE ONE (Bay #1) – “My Lucky Round”

Sponsored By: Cody Maverick



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STAGE TWO (Bay #1) – “Beans ala Buckshot”

Sponsored By: Hopkins Gun and Tackle

Story: A cantankerous old man, Mr. Hopkins, was the cook for a wagon train bringing supplies to the village of Mattaponi. Mr. Hopkins was a good cook but he had an obsession with beans, he fixed them with every meal, beans with breakfast, beans with lunch and beans with dinner, beans, beans, and more beans. The men working the wagon train figured out a way to fix Mr. Hopkins, they would steal his can openers and everything else that could be used to open a can of beans. As the men sat down for dinner that night, they looked around the table and there wasn't a bean anywhere in sight. They were just about to celebrate when Mr. Hopkins, tossed a can of beans into the air, shot at them with his ten gauge and as the can exploded declared “Beans ala Buckshot!!!!”.

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

Shooting Order: Shotgun, Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds and staged at Position 1. Both pistols are loaded with 5 rounds each and holstered. Shotgun is held at Position 2.

Procedure: Shooter starts at Position 2 holding the shotgun with both hands and when ready says “Beans ala Buckshot!!!!”. At the beep with shotgun shoot at the six knockdown targets (plate rack) in any order. Move to Position 1. Next with rifle shoot at the five rifle targets (R1,R2,R3,R4,R5) with a diagonal five shot Nevada Sweep followed by another diagonal five shot Nevada Sweep and all targets engaged. Next with shotgun shoot at the S1 knockdown and then the soda can in the air for a 5 second bonus. Move to Position 3. Last with pistols shoot at the five pistol targets (P1,P2,P3,P4,P5) using the same instructions as the rifle.

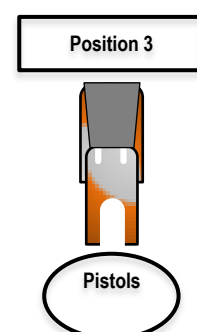
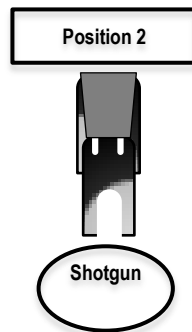
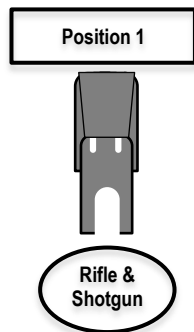
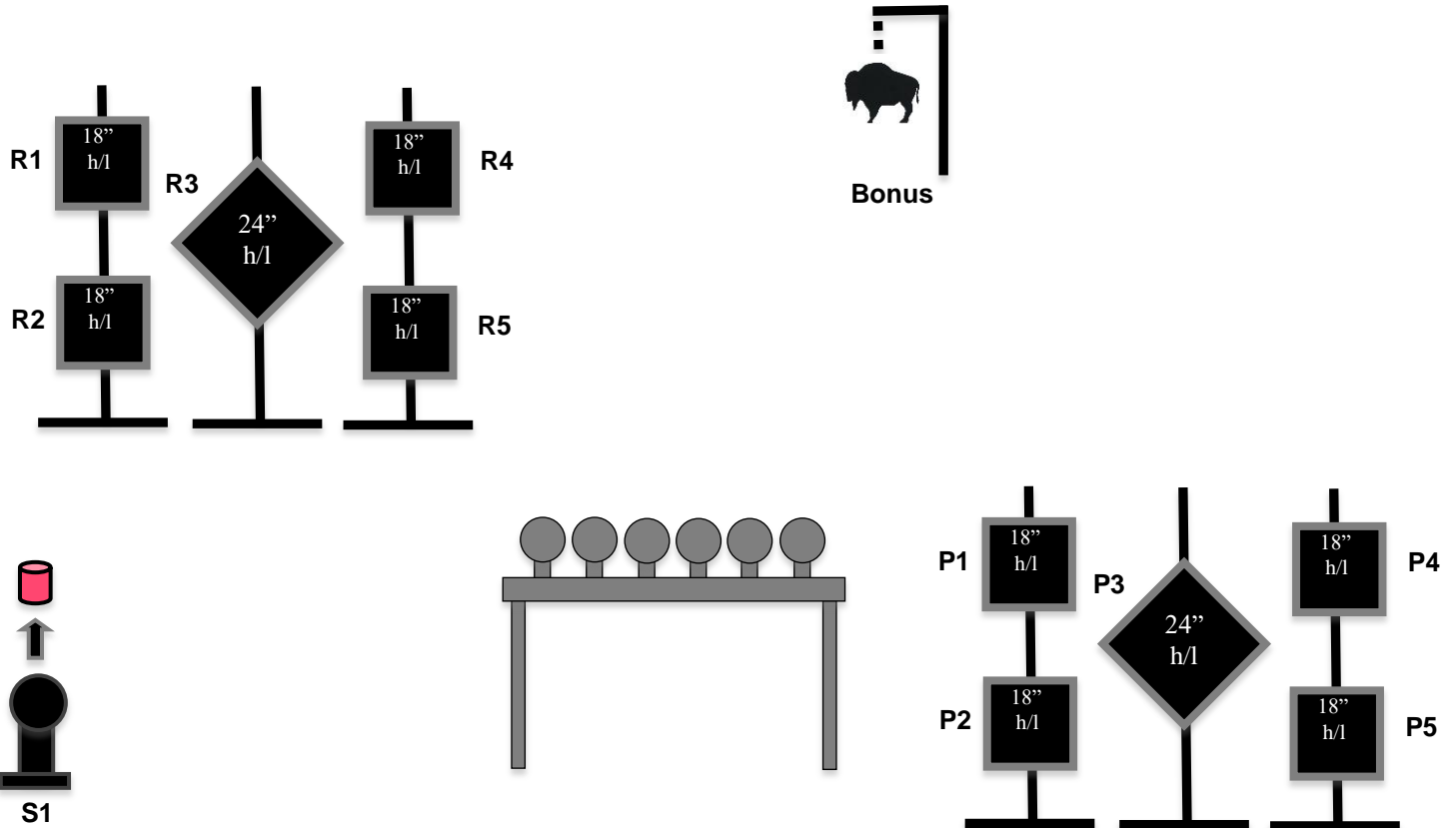
Notes: Misses do not count on the soda can but it must be engaged. Minimum 6 shotgun rounds on plate rack.

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STAGE TWO (Bay #1) – “Beans ala Buckshot”

Sponsored By: Hopkins Gun and Tackle



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STAGE THREE (Bay #2) – “I Can’t Miss!!”

Sponsored By: Manakin Masonry – Major B.S. Walker

Story: It has been over six months since Major B.S. Walker had started working for Buffalo Bill’s Wild West Show as a master trick shooter. The only problem is that B.S. has missed one shot, one single shot, at every single performance. He knows that his career as a master trick shooter is in jeopardy, so he devises a plan to shoot a clean, no miss, performance. So he hires Sassy Shooting Sours to take his rifle, hide out backstage and if he misses a plate, she will shoot it from backstage. The next night Major B.S. Walker takes the stage, draws his pistols and thinks to himself “I Can’t Miss!!”.

Round Count: 10 pistol, (?) + shotgun

Shooting Order: Any Order

Staging: Rifle is not used on this stage. Both pistols are loaded with 5 rounds each and staged at Position 1. Shotgun is staged at Position 1.

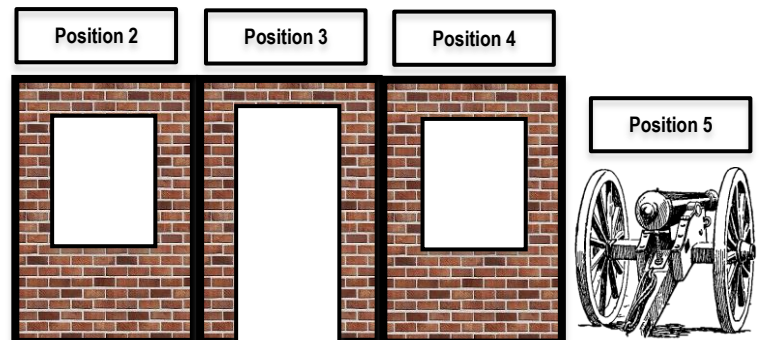
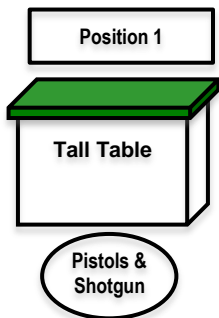
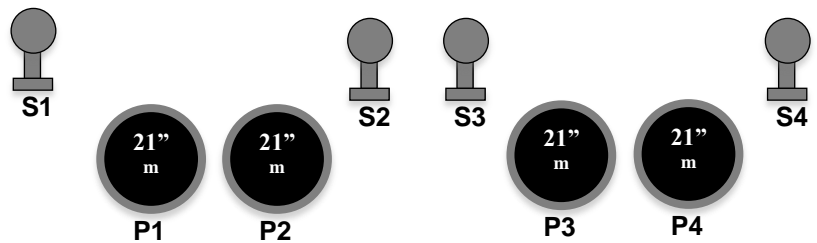
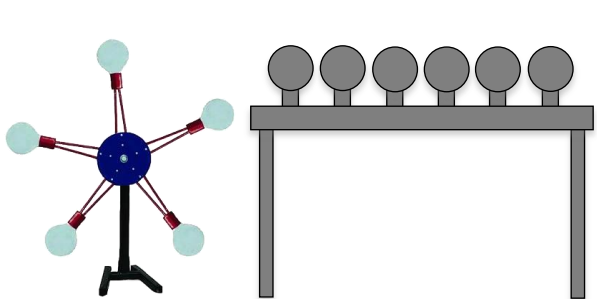
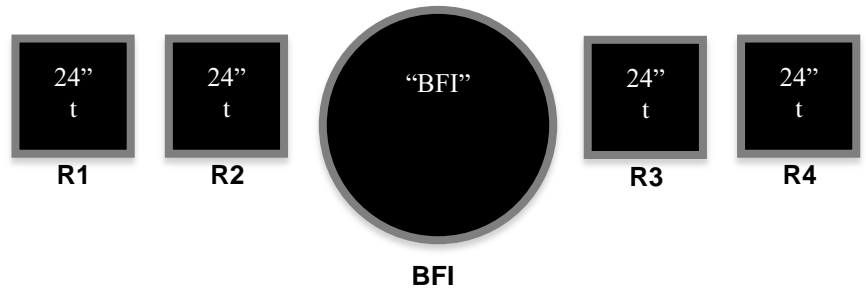
Procedure: The shooter starts seated at Position 1 with hands in their lap and when ready says “I Can’t Miss!!”. At the beep with pistols and shotgun shoot at the plate rack and Texas Star until all plates are down. Shoot any remaining pistol rounds safely into the dirt. The only misses on this stage are for plates left standing at the end of the stage. There is no minimum shotgun round count.

Notes: Safely into the dirt means following all SASS rules including shots being at least 10 feet from firing line. Pistols will be holstered and drawn only while standing.

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STAGE THREE (Bay #2) – “I Can’t Miss!!”
Sponsored By: Manakin Masonry – Major B.S. Walker



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STAGE FOUR (Bay #2) – “KA-BOOM”

Sponsored By: Missouri Marshal's Loadin Blocks

Story: The local craftsman, Missouri Marshal, made his living crafting loading blocks and selling them to the cowboys who live in the village of Mattaponi. He lived directly across the river from the village and could see it from the window of his shop. The only problem was that the river current was too strong to cross and he had to travel twenty miles to a covered bridge to deliver his wares. Then one day an idea came upon him, what if he used his cannon to shoot his products over the river, so he loaded up his next delivery into an old coffee can, placed it in the cannon, yanked the cord and KA-BOOM!! air express was invented...

Round Count: 10 pistol, 9 rifle, 4+ shotgun

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

Staging: Rifle is loaded with 10 rounds and staged at Position 2. Both pistols are loaded with 5 rounds each and holstered. Shotgun staged at Position 4.

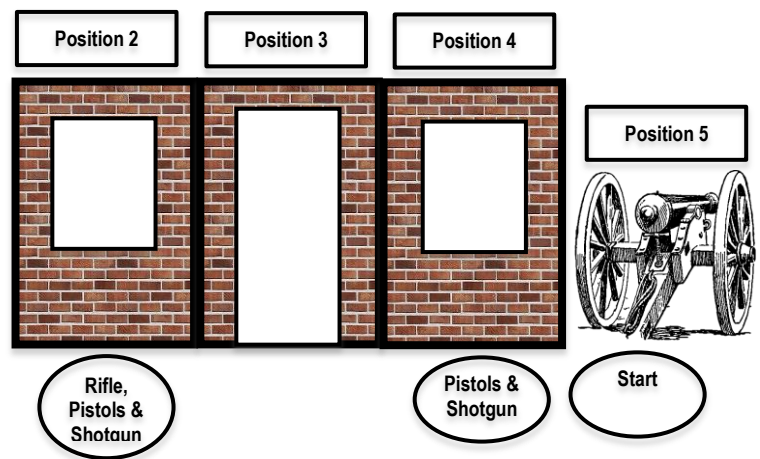
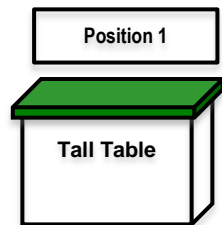
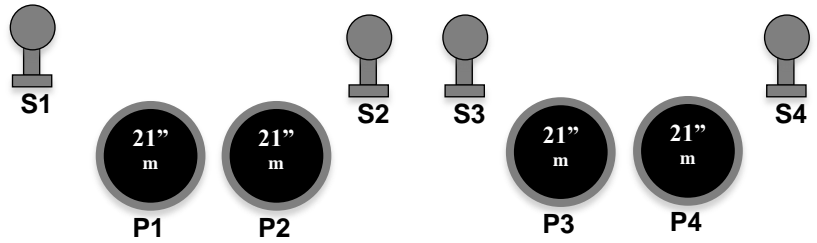
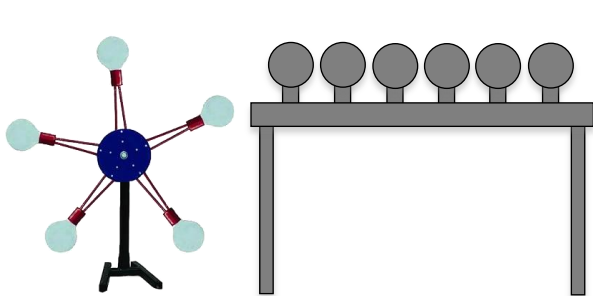
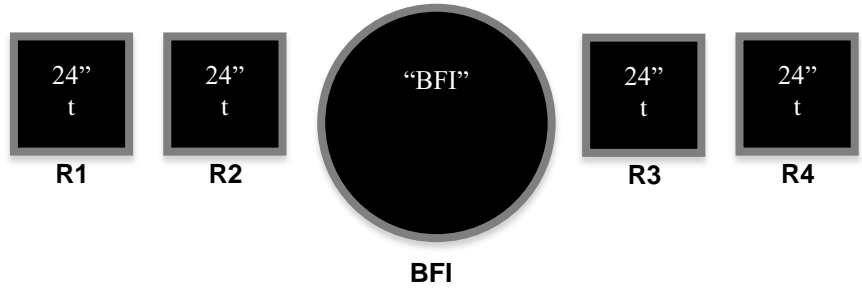
Procedure: Shooter starts at Position 5 with both hands holding the cannon cable and when ready fires the cannon. At the beep move to Position 2. Next with rifle shoot at the five rifle targets (R1,R2,R3,R4,"BFI") with nine rounds by alternating between "BFI" and another target, with all targets engaged. Next with pistols shoot at the three pistol targets (P1,P2,"BFI") with five rounds using the same instructions as rifle. Move to Position 4. Next with pistols shoot at the three pistol targets (P3,P4,"BFI") with five rounds using the same instructions as the rifle. Next with shotgun shoot at the (S3,S4) knockdown targets in any order. Move to Position 2. Last with shotgun shoot at the (S1,S2) knockdown targets in any order.

Notes: At each position No double taps.

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STAGE FOUR (Bay #2) – “KA-BOOM”
Sponsored By: Missouri Marshal’s Loadin Blocks



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STAGE FIVE (Bay #3) – “One for the Heart!!”

Sponsored By: Old Hickory Gun Club

Story: The Old Hickory Gun Club was the scene for the legendary gunfight between Potter County Kid and Big Fat Irving, the one hundred and forty second fastest gun in the west. The feud between Potter and Irving had been growing for years, ever since Irving had accidentally stepped on Potter's foot, breaking nearly every bone under Irving's tremendous weight. Potter's time for revenge final came that day at the Old Hickory Gun Club, Potter drew his cap & ball pistols and placed all 10 rounds into Big Fat Irving's stomach. The only problem was that all of the rounds bounced off that tremendous belly, so Potter picked up his trusty Marlin rifle, loaded a round and put an end to Big Fat Irving with “One for the Heart!!”.

Round Count: 10 pistol, 10+1 rifle, 4+ shotgun

Shooting Order: Rifle, Pistols, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds and staged at Position 1. Pistol are loaded with 5 rounds and holstered. Shotgun is staged safely.

Procedure: Shooter starts at Position 1 holding the rifle with both hands and the muzzle of the rifle touching the bar, when ready say “One for the Heart!!”. At the beep with rifle shoot at the ten rifle targets (R1,R2,R3,R4,R5,P1,P2,P3,P4,P5) with one shot each. Next with pistols shoot at the ten pistol targets (R1,R2,R3,R4,R5,P1,P2,P3,P4,P5) with one shot each. Next reload one round in rifle and shoot at the five second bonus target, misses do not count on the bonus target. Move to Position 2. Last with shotgun shoot at the four knockdown targets (S1,S2,S3,S4) in any order.

Notes: Minimum of four shotgun rounds

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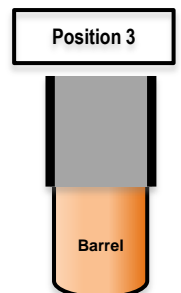
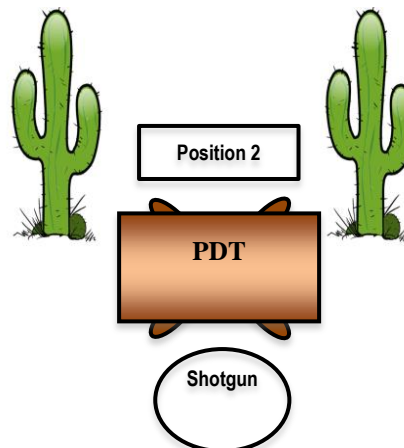
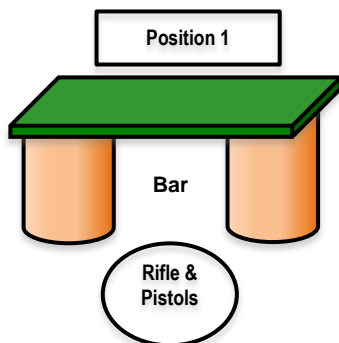
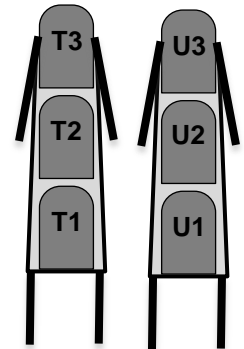
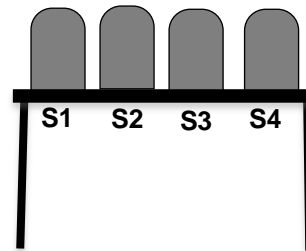
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STAGE FIVE (Bay #3) – “One for the Heart!!”

Sponsored By: Old Hickory Gun Club



Bonus



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STAGE SIX (Bay #3) – “Let’s make some Smoke!!”

Sponsored By: Six Rivers Armory

Story: The folks at Six Rivers Armory are famous throughout the territory for two things; making the best black powder within 100 miles and having fun shooting their own powder. One day they came up with the crazy idea of getting 100 of their friends together, loading up 100 shotguns with their black powder ammunition, and creating the world’s largest cloud of sweet smelling black powder. So on a calm Saturday morning in June, they did just that, lined up their friends and when everything was ready yelled “Let’s make some Smoke!!”.

Round Count: 10 pistol, 10 rifle, (10?)+ shotgun

Shooting Order: Shotgun, Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 10 rounds and staged at Position 1. Both pistols are loaded with 5 rounds each and holstered. Shotgun is held at Position 3.

Procedure: Shooter starts at Position 3 with loaded shotgun held with both hands and when ready say “Let’s make some Smoke!!”. At the beep with shotgun shoot at the six knockdown targets (T1,T2,T3,U1,U2,U3) in any order with as few rounds as needed. Move to Position 2. Next with shotgun shoot at the four knockdown targets (S1,S2,S3,S4) in any order with as few rounds as needed. Move to Position 1. Next with rifle shoot at the five rifle targets (R1,R2,R3,R4,R5) in this order (R3,R3,R2,R3,R4 – R1,R2,R3,R4,R5). Last with pistols shoot at the five pistol targets (P1,P2,P3,P4,P5) using the same instructions as the rifle.

Notes: Before the start of the stage but only under the timer operators direction, the shooter will load 1 or 2 rounds into their shotgun and make it ready to fire. Shooter may stage extra shotgun rounds at the shooting positions.

Smoke on the Mattaponi X

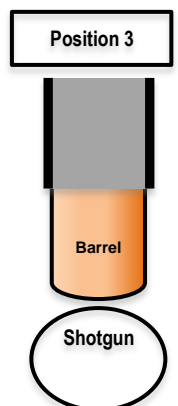
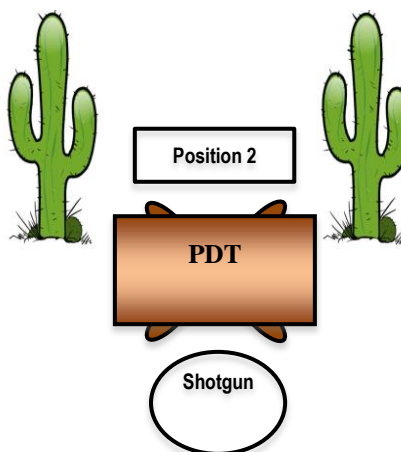
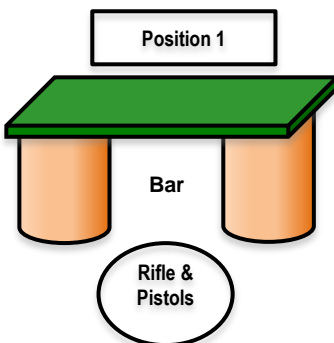
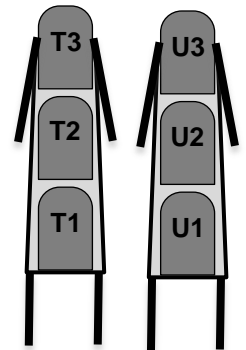
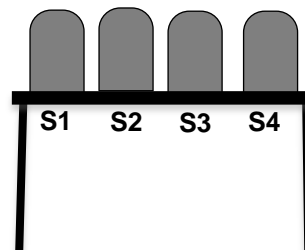
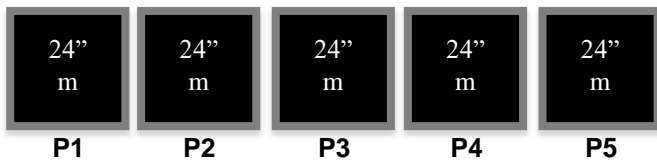
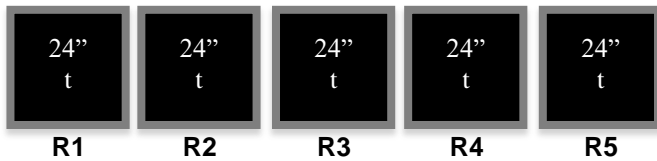
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STAGE SIX (Bay #3) – “Let’s make some Smoke!!”

Sponsored By: Six Rivers Armory



Bonus



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Personal Score Sheet

Alias: _____

Stage	Raw Time	Miss	Penalty	Bonus	Total
Stage 1					
Stage 2					
Stage 3					
Stage 4					
Stage 5					
Stage 6					
Totals					

Have Fun!!
Yee-Haa!!