

# **The Mattaponi Sundowners**

## **Saturday – July 22<sup>nd</sup>, 2017**

### **"Colt Lighting"**

*Stages Written by: Striker*

*--Revised--*

The Colt Lightning Carbine or Colt Lightning Rifle was a slide-action (pump-action) rifle manufactured by Colt from 1884 to 1904 and was originally chambered in .44-40 caliber. Colt eventually made the Lightning Rifle in three different frame sizes, to accommodate a wide range of cartridges, from .22 Short caliber and .38-40 to .50-95 Express. Its profile somewhat resembles the pump-action rimfire rifles made by the Winchester Repeating Arms Company and Remington Arms. The Lightning Carbine saw use as a sporting arm in America and was adopted for use by the San Francisco Police Department, but was never as popular or as reliable as the various lever-action rifles of its day.

#### **Variants**

The medium-frame Lightning was manufactured between 1884 and 1904. It was the first slide-action rifle offered by Colt. Colt records indicate 89,777 were produced, in calibers .32-20, .38-40, and .44-40 as a companion arm to the Colt Single Action Army revolver. Two versions were offered: a rifle, with a 26 in (66 cm) barrel and 15-round magazine, and a carbine, with a 20 in (51 cm) barrel and 12-round magazine. The .44-40 carbine was used by the San Francisco Police Department as a longarm.

The small-frame Lightning (also referred to as "Second Model Colt Lightning") was the first rimfire rifle made by Colt and was manufactured between 1887 and 1904 as a gallery gun. Colt records indicate 89,912 were made, in .22 Short and .22 Long. Barrel length was 24 in (61 cm) and the rifles had a blued finish, case-hardened hammer, and a walnut stock.

The large-frame Lightning (also called the "Express Model") was manufactured between 1887 and 1894. Colt records indicate 6,496 were made in big game calibers such as .38-55 Winchester and .50-95 Express. Barrel length was 22 or 28 in (56 or 71 cm).



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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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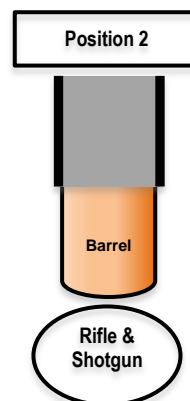
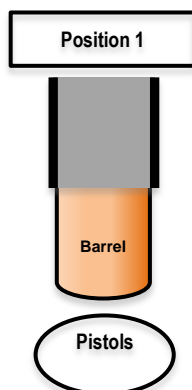
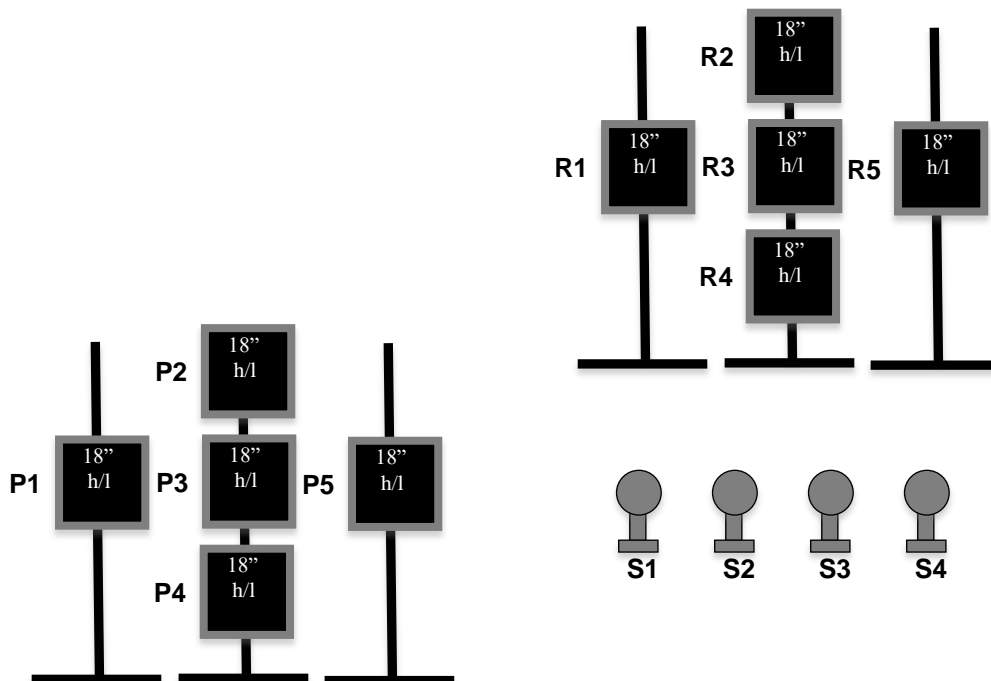
### STAGE ONE (Bay #2)

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

**Shooting Order:** Shotgun, Rifle, Pistols

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

**Procedure:** Shooter starts at Position 2 and when ready says “Lighting Never Strikes Twice”. At the beep with shotgun shoot at the S1 thru S4 knockdowns in any order. Next with rifle shoot at the R1 thru R5 targets by double tapping each target. Move to Position 1. Last with pistols shoot at the P1 thru P5 targets by double tapping each target.



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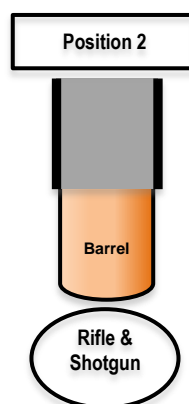
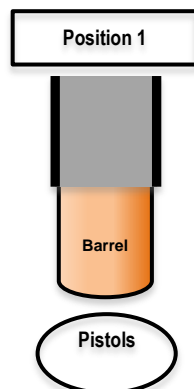
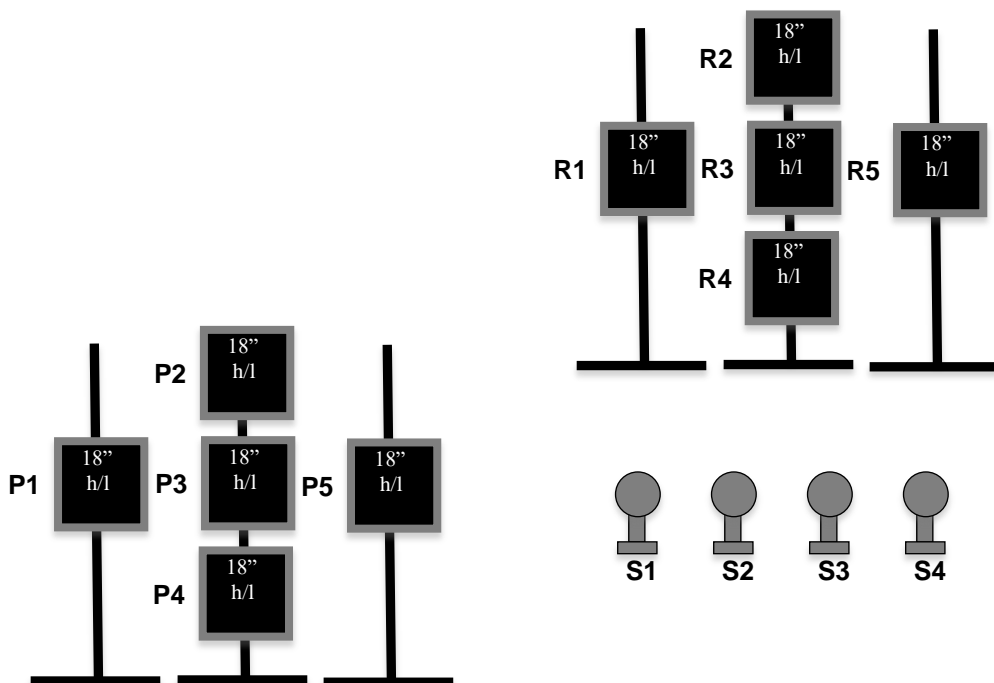
### STAGE TWO (Bay #2)

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

**Shooting Order:** Pistols, Rifle, Shotgun

**Staging:** Rifle is loaded with 10 rounds and staged at Position 2. Shotgun is staged at Position 2. Pistols are loaded with five rounds each and holstered.

**Procedure:** Shooter starts at Position 1 and when ready says “Lighting Never Strikes Twice”. At the beep with pistols shoot at the P1 thru P5 targets in this order: (P2, P5, P4, P1, P2, P5, P4, P1, P2, P3). Move to Position 2. Next with rifle shoot at the R1 thru R5 targets using the same instructions as the pistols. Last with shotgun shoot at the S1 thru S4 knockdowns in any order.



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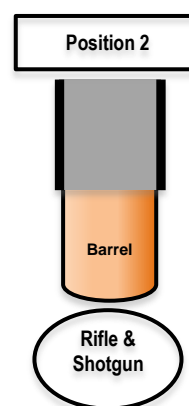
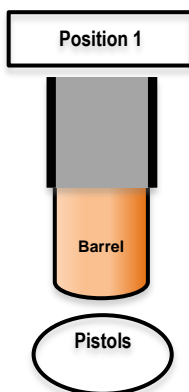
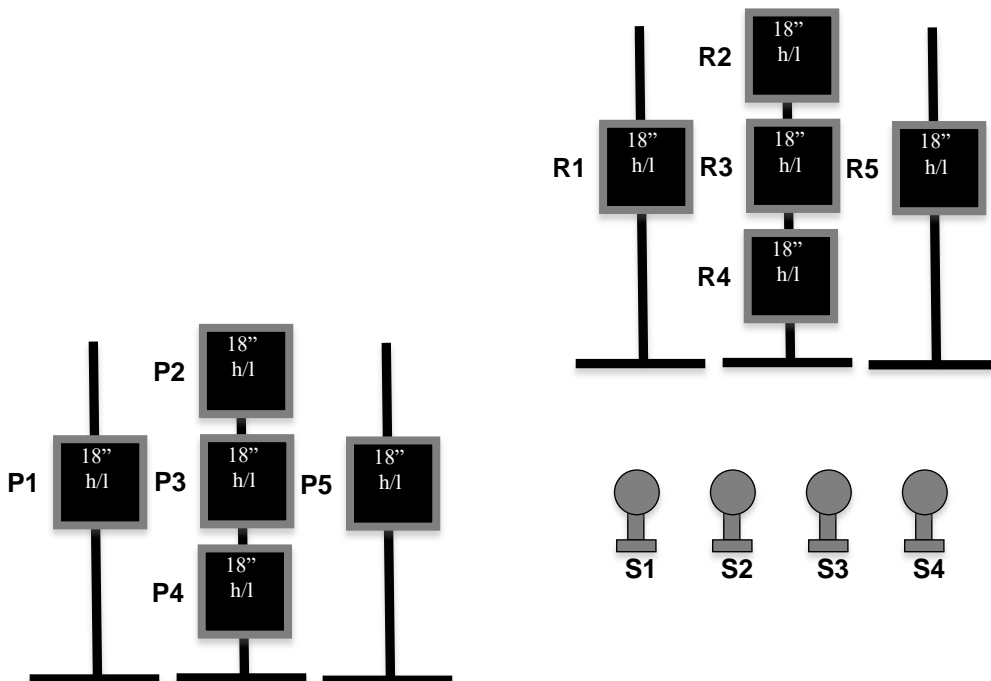
### STAGE THREE (Bay #2)

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

**Shooting Order:** Pistols, Rifle, Shotgun

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

**Procedure:** Shooter starts at Position 1 with hands on pistol(s) and when ready says “Lighting Never Strikes Twice”. At the beep with pistols shoot at the P1 thru P5 targets with a West Virginia Sweep, for example: (P1, P2, P3, P4, P5, P5,P4,P3,P2,P1). Move to Position 2. Next with rifle shoot at the R1 thru R5 targets using the same instructions as the pistols. Last with shotgun shoot at the S1 thru S4 knockdown targets in this order: outside, outside, inside, inside.



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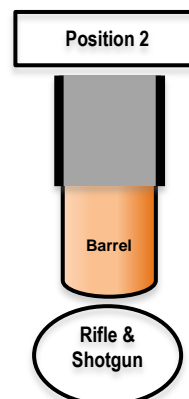
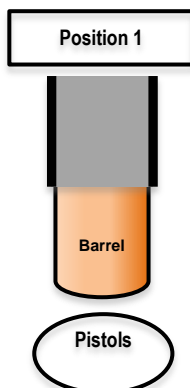
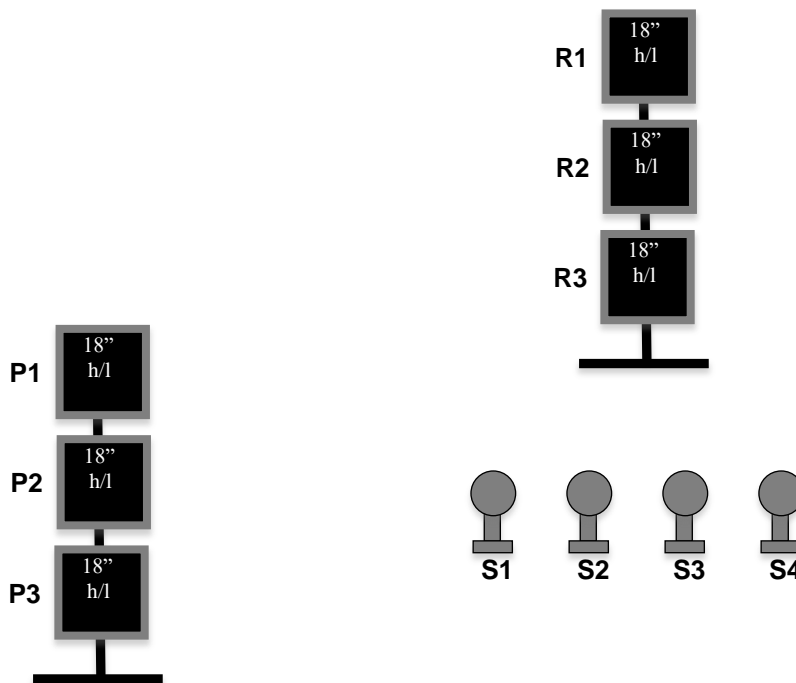
### STAGE FOUR (Bay #2)

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

**Shooting Order:** Rifle, Shotgun, Pistols

**Staging:** Rifle is loaded with 10 rounds and pointed down range. Shotgun is staged at Position 2. Pistols are loaded with 5 rounds each and holstered.

**Procedure:** Shooter starts at Position 2 with the rifle pointed down range and when ready says “Lighting Never Strikes Twice”. At the beep with rifle shoot at the R1 thru R3 targets with a 3-3-3 Sweep, for example: (R1,R1,R1, R2,R2,R2, R3,R3,R3). Next with shotgun shoot at the S1 thru S4 knockdowns in any order. Move to Position 1. Last with pistols shoot at the P1 thru P3 targets with a 3-4-3 Sweep, for example: (P1,P1,P1,P2,P2, P2,P2,P3,P3,P3).



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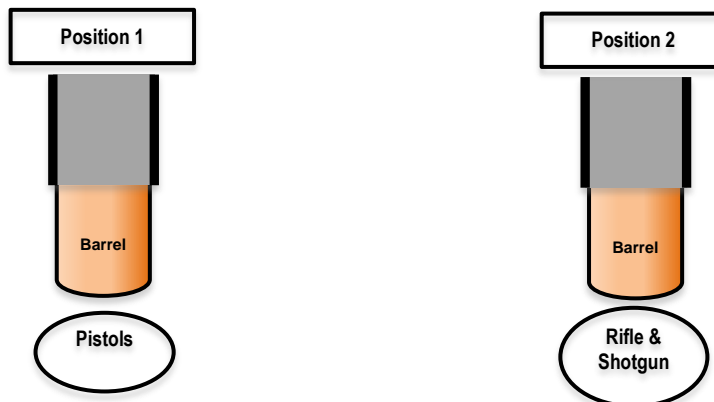
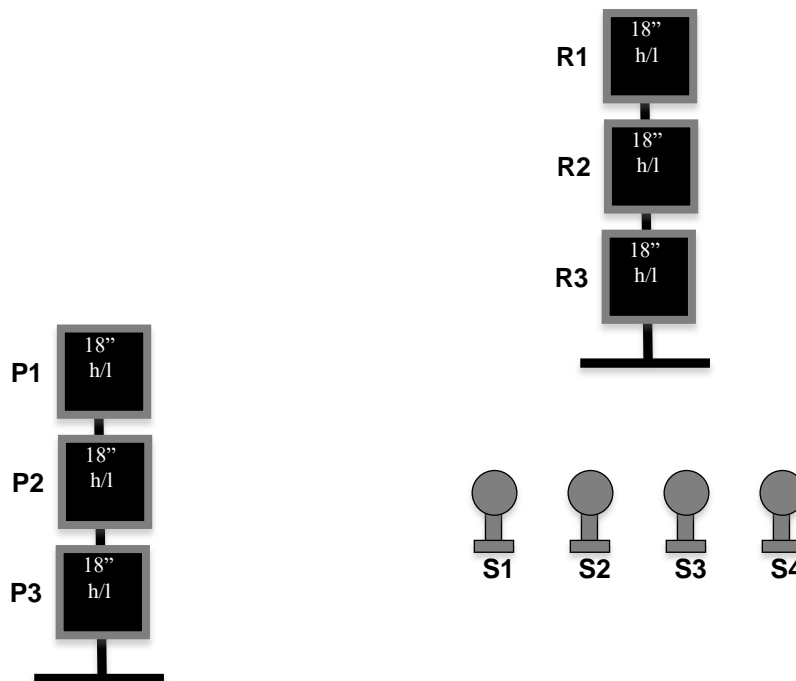
### STAGE FIVE (Bay #3)

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

**Shooting Order:** Shotgun, Rifle, Pistols

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

**Procedure:** Shooter starts at Position 2 and when ready says “Lighting Never Strikes Twice”. At the beep with shotgun shoot at the S1 thru S4 knockdowns in any order. Next with rifle shoot at the R1 thru R3 targets as follows: (R1,R2,R3,R2,R2,R1,R2,R2,R2,R3). Move to Position 1. Last with pistols shoot at the P1 thru P3 targets using the same instructions as the rifle.



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### STAGE SIX (Bay #3)

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

**Shooting Order:** Pistols, Rifle, Shotgun

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

**Procedure:** Shooter starts at Position 1 with hands above shoulders and when ready says “Lighting Never Strikes Twice”. At the beep with pistols shoot at the P1 thru P3 targets with two 5 shot Nevada Sweeps both starting in the middle, for example (P2,P1,P2,P3,P2 P2,P1,P2,P3,P2). Move to Position 2. Next with rifle shoot at the R1 thru R3 targets using the same instructions as the pistols. Last with shotgun shoot at the S1 thru S4 knockdowns in this order: outside, inside, outside, inside.

