

Mattaponi Sundowners
STAGES FOR SATURDAY, Aug 20 2017
Stages Written by: Prairie City Slim
Gentleman Bandit

Charles Earl Bowles (1829- after 1888), better known as Black Bart, was an English-born American Old West outlaw noted for his poetic messages left after two of his robberies. Also known as Charles Bolton, C.E. Bolton and Black Bart he was a gentleman bandit, and one of the most notorious stagecoach robbers to operate in and around Northern California and southern Oregon during the 1870s and 1880s. The fame he received for his numerous daring thefts is rivaled only by his reputation for style and sophistication.

Boles, as Black Bart, committed 28 robberies of Wells Fargo stagecoaches across northern California between 1875 and 1883. Although he only left two poems, at the fourth and fifth robbery sites, it became his signature and his biggest claim to fame. He was terrified of horses and committed all of his robberies on foot. This, together with his poems, earned him notoriety. Through all his years as highwayman, he never fired a gunshot. He was always courteous and used no foul language. He wore a long linen duster coat and a bowler hat. His head was covered with a flour sack with eye holes, and he brandished a shotgun. These distinguishing features became his trademarks.

On 26 July 1875, Boles robbed his first stagecoach. What made the crime unusual was the politeness and good manners of the outlaw. He spoke with a deep and resonant tone and told the stagecoach driver, "Please throw down the box."

During his final stage robbery, Boles was shot in the hand and forced to flee the scene, he left behind several personal items, including a pair of eyeglasses, food, and a handkerchief with a laundry mark F.X.O.7. Using the laundry mark they were able identify the handkerchief as belonging to Boles. Wells Fargo pressed charges only on the final robbery. Boles was convicted and sentenced to six years in San Quentin Prison, but his stay was shortened to four years for good behavior. When he was released in January 1888, reporters swarmed around and asked if he was going to rob any more stagecoaches. "No, gentlemen," he smilingly replied, "I'm through with crime." Another reporter asked if he would write more poetry. Boles laughed and said, "Now, didn't you hear me say that I am through with crime?"

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)

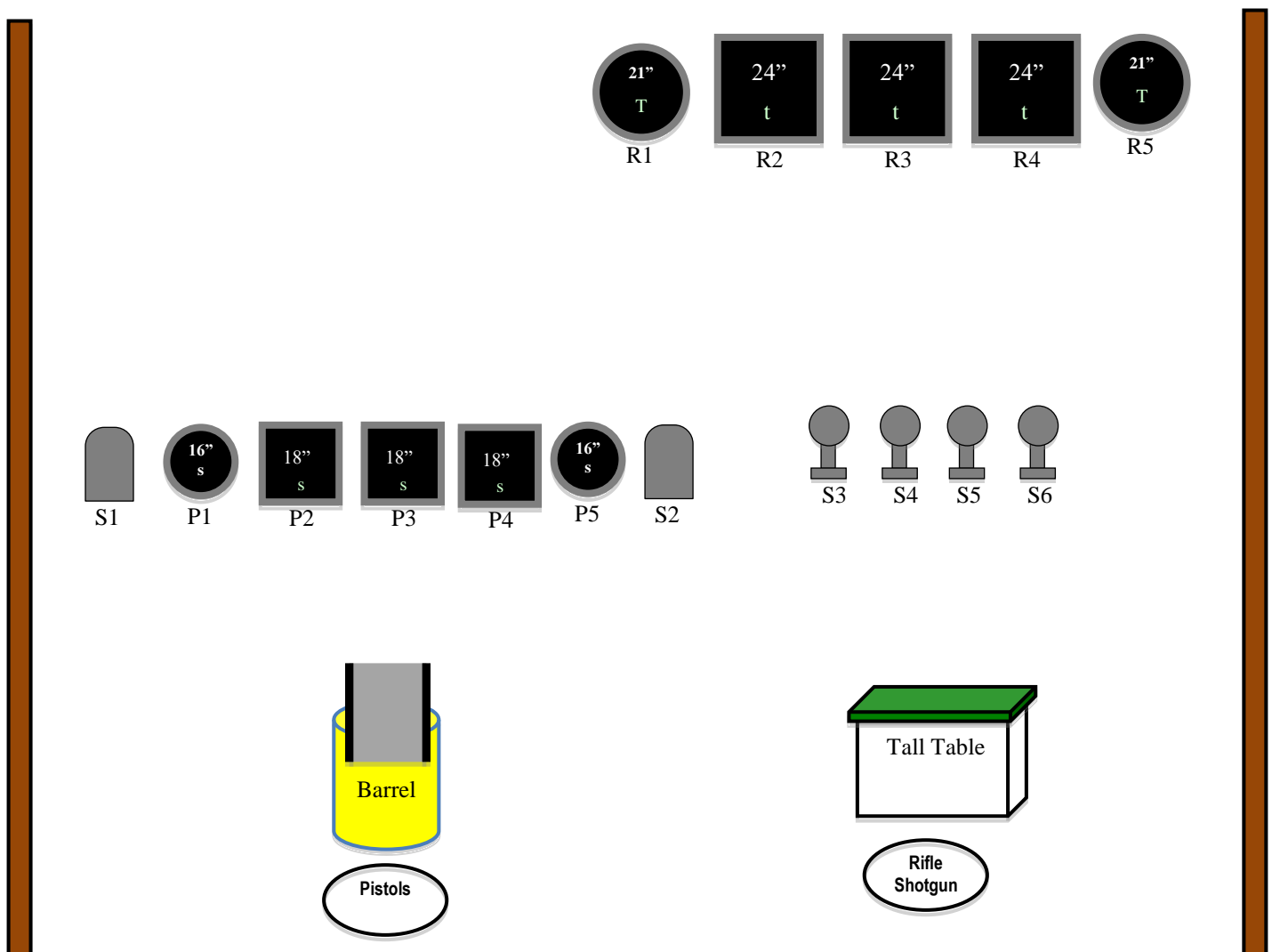
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Pistols, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds, staged on the Tall Table. Pistols loaded with 5 rounds each, holstered. Shotgun is staged safely.

Procedure: Shooter starts standing at the Barrel with hands on pistol butts (both hands may be on one pistol), and when ready says “**I am through with crime**”. At the beep engage the pistol targets P1 through P5 in the following order: single tap three inside targets P2, P3, P4 in any order, then double tap two outside targets P1 and P5 in any order, then single tap three inside targets P2, P3, P4 in any. Move to the tall Table and with rifle engage the rifle targets R1 through R5 using the same instructions as the pistols. Make rifle safe then engage shotgun knock down targets S3 through S6 in any order, all must fall. Pick up long guns and move to the unloading table.

BAY #2



STAGE TWO (Bay #2)

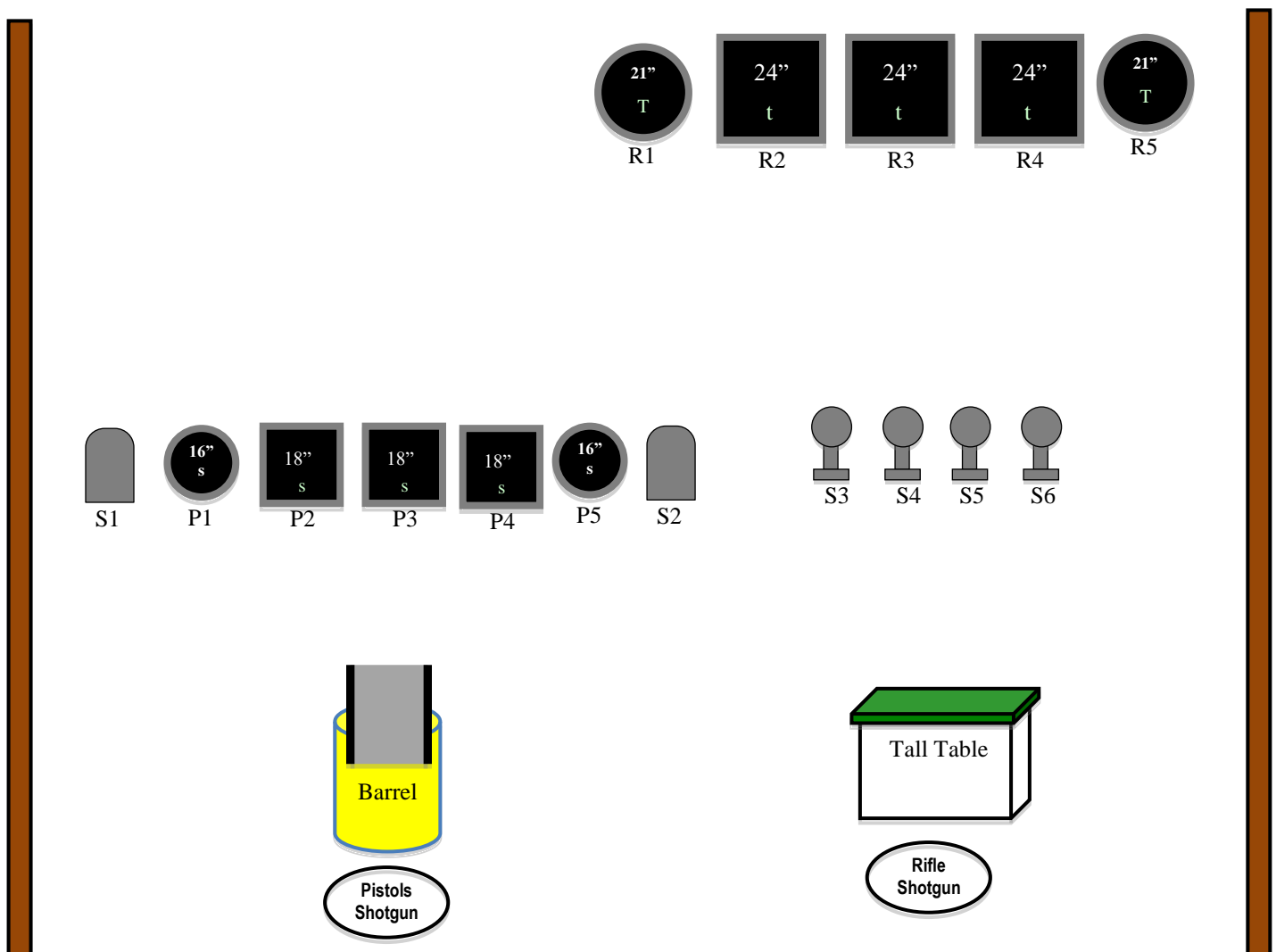
Round Count: 10 pistol, 10 rifle, 6+ shotgun

Shooting Order: Shotgun, Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds, staged on Tall Table. Pistols loaded with 5 rounds each, holstered. Shotgun is held at Cowboy Port Arms.

Procedure: Shooter starts standing at the Barrel holding the shotgun at Cowboy Port Arms and when ready says “**I am through with crime**”. At the beep engage the shotgun knock down targets S1 and S2 in any order, all must fall. Make shotgun safe on Tall Table and with rifle engage rifle targets R1 through R5 in a one, three, two, three, one sweep from either direction (EX: R1, R2, R2, R2, R3, R3, R4, R4, R4, R5). Make rifle safe, then with shotgun engage shotgun knock down targets S3 through S6 in any order, all must fall. Make shotgun safe, move to Barrell and with pistols engage P1 through P5 using the same instructions as the rifle. Pick up long guns and move to the unloading table.

BAY #2



STAGE THREE (Bay #2)

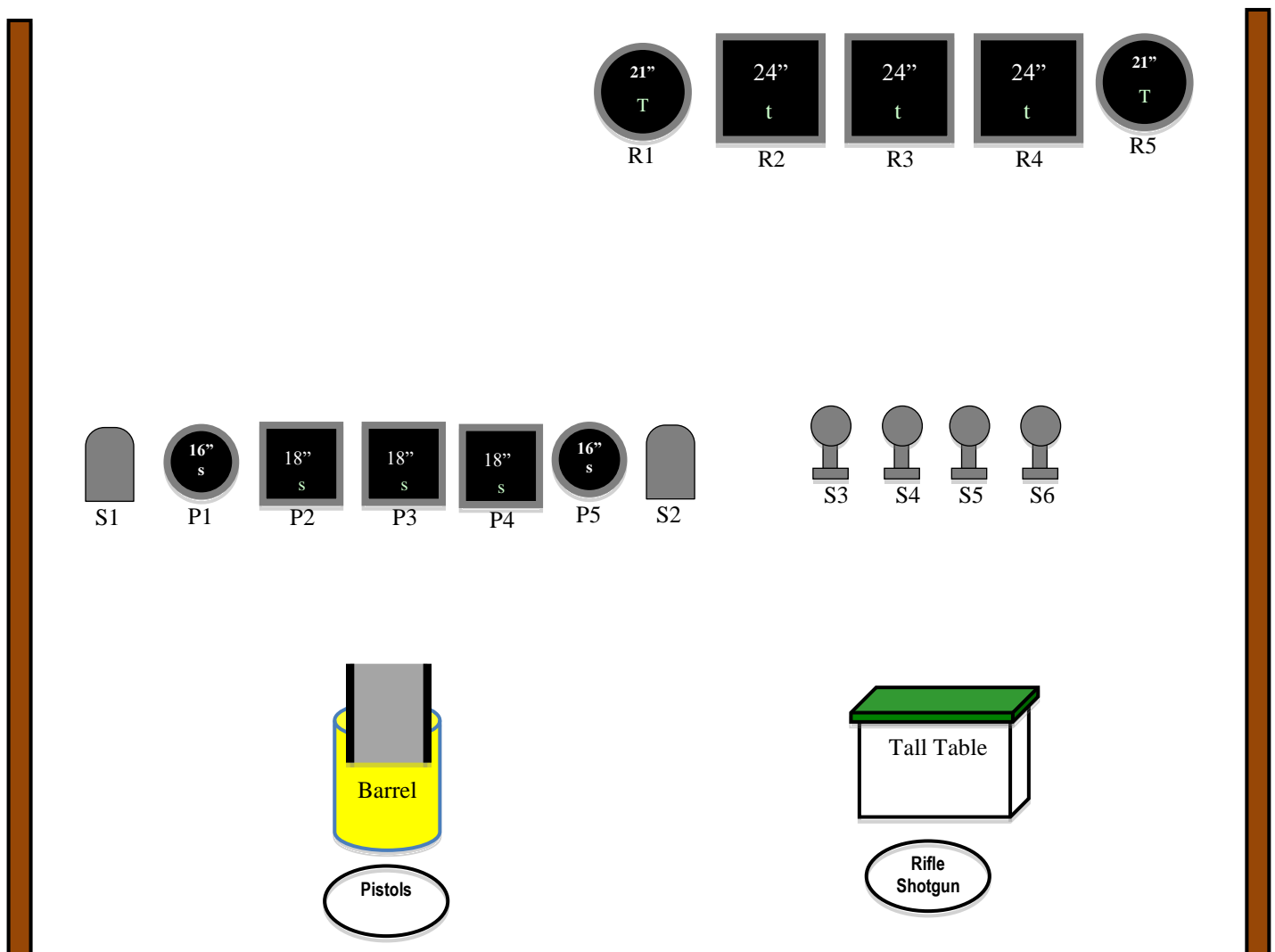
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds, staged on the Tall Table. Pistols loaded with 5 rounds each, holstered. Shotgun is staged on Tall Table.

Procedure: Shooter starts standing at the Tall Table with hands on hat / head and when ready says **"I am through with crime"**. At the beep engage the rifle targets R1 through R5 in two single sweeps from the same direction. Make rifle safe, then engage shotgun knock down targets S3 through S6 in any order, all must fall. Make shotgun safe, move to the Barrel and engage pistol targets P1 through P5 using the same instructions as the rifle. Pick up long guns and move to the unloading table.

BAY #2



STAGE FOUR (Bay #3)

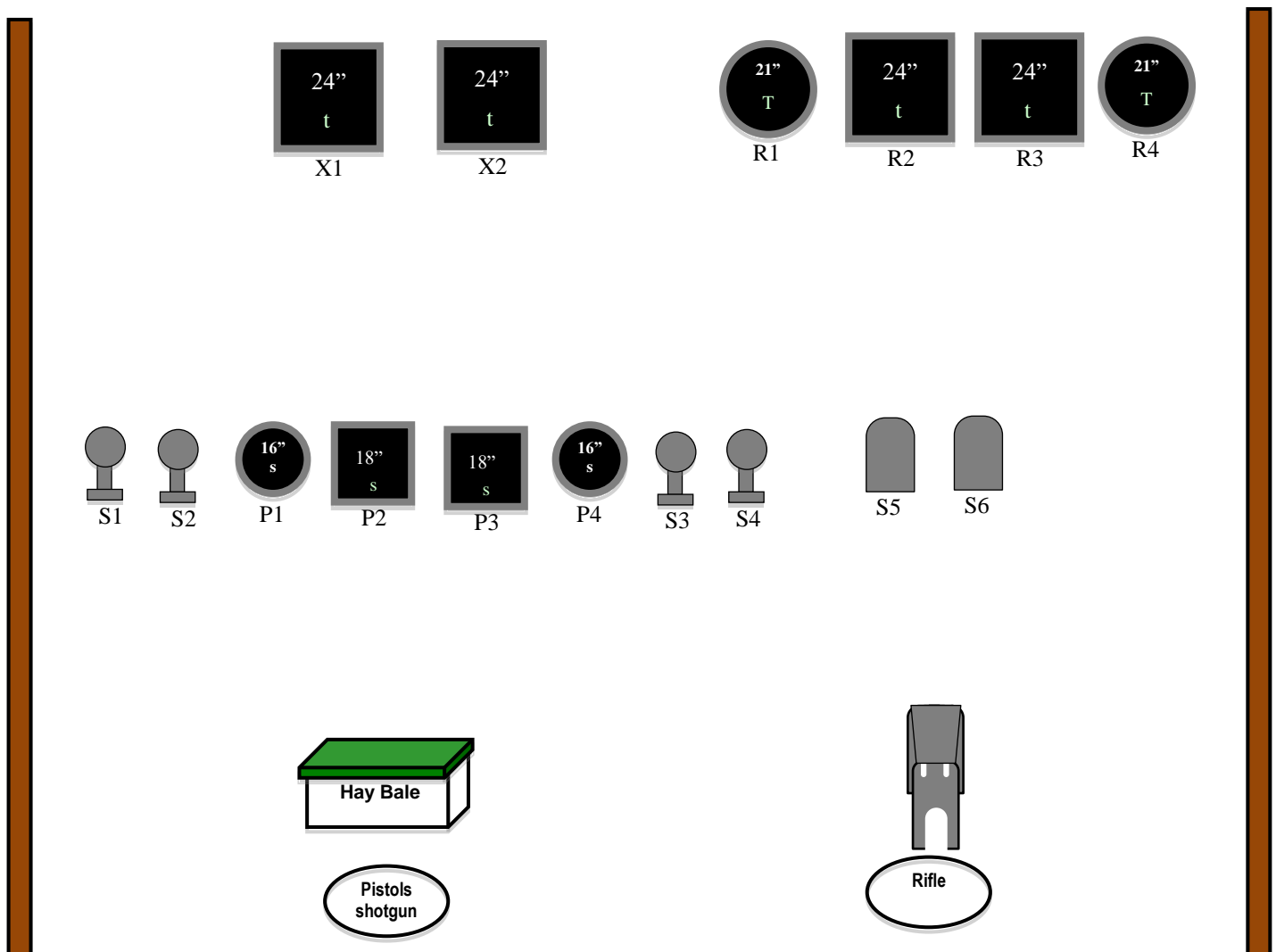
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds, staged on the Horse. Pistols loaded with 5 rounds each, holstered. Shotgun is staged on Hay Bale.

Procedure: Shooter starts standing at the Horse with hands on Horse and when ready says "I am through with crime". At the beep engage the rifle targets R1 through R4 in the following order: R1, R1, R3, R3, R3, R2, R2, R4, R4, R4. Make rifle safe, move to the Hay Bale and with pistols, engage pistol targets P1 through P4 using the same instructions as the rifle. Then engage shotgun knock down targets S1 through S4 in any order, all must fall. Pick up long guns and move to the unloading table.

BAY #3



STAGE FIVE (Bay #3)

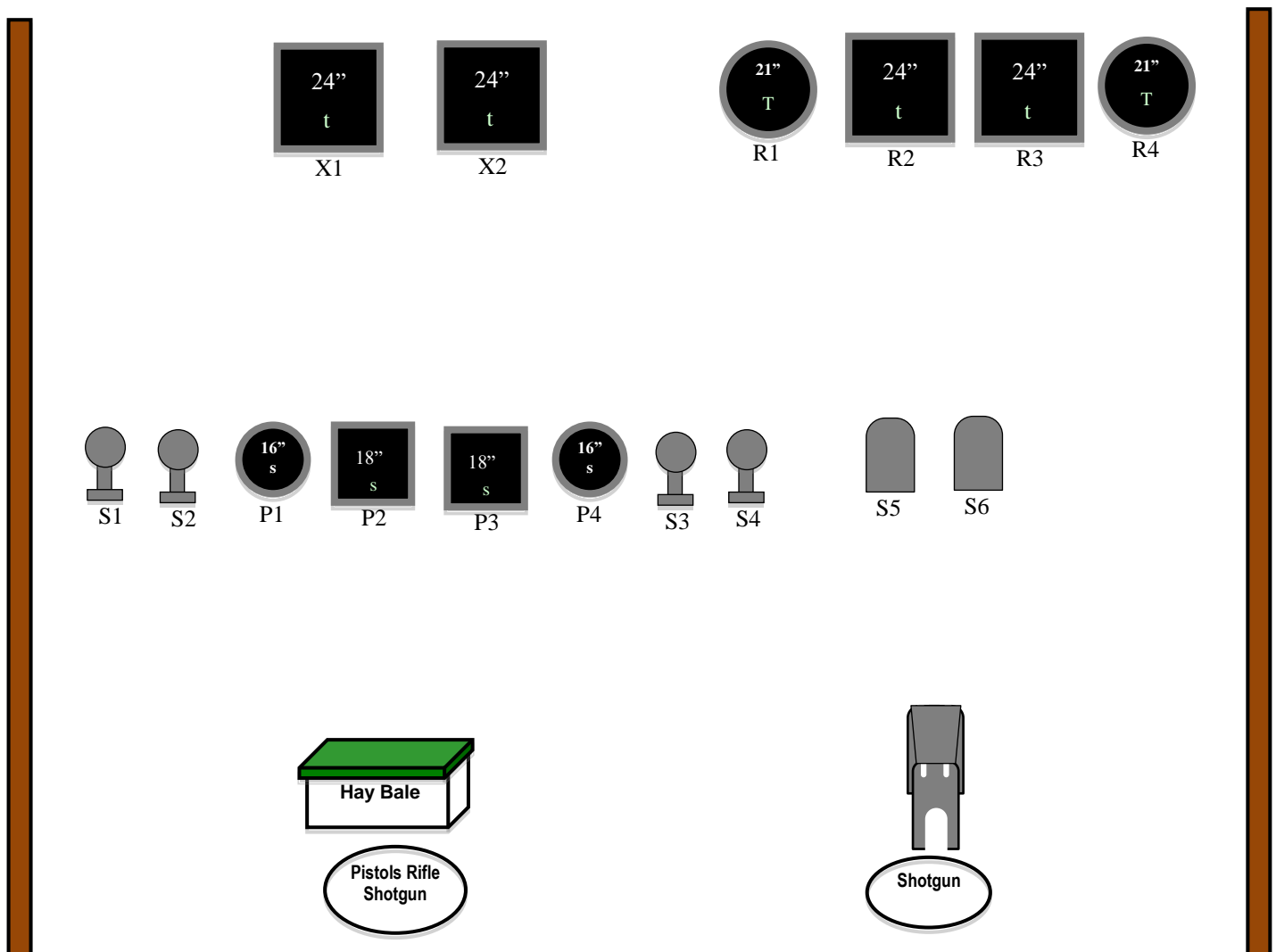
Round Count: 10 pistol, 10 rifle, 6+ shotgun

Shooting Order: Shotgun, Pistols, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds, staged on the Hay Bale. Pistols loaded with 5 rounds each, holstered. Shotgun is held with both hands pointing safely down range.

Procedure: Shooter starts standing at the Horse holding shotgun with both hands pointing safely down range, and when ready says “**I am through with crime**”. At the beep engage the shotgun knockdown targets S5 and S6 in any order, all must fall. Make shotgun safe on the Hay Bale and with pistols engage P1 through P4 in a progressive sweep from the left (P1, P2, P2, P3, P3, P4, P4, P4). Then with rifle engage rifle targets X1 and X2 in the following order: X1, X2, X2, X1, X1, X1, X2, X2, X2, X2 (progressive sweep on two targets). Make rifle safe then with shotgun engage shotgun knock down targets S1 through S4 in any order, all must fall. Pick up long guns and move to the unloading table.

BAY #3



STAGE SIX (Bay #3)

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

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds, staged on the Horse. Pistols loaded with 5 rounds each, holstered. Shotgun is on the Horse.

Procedure: Shooter starts standing at the Horse in the default position, and when ready says **"I am through with crime"**. At the beep engage rifle targets R1 through R4 in a one, four, four, one sweep from either direction (Ex R1, R2, R2, R2, R3, R3, R3, R3, R4). Make rifle safe then with shotgun engage shotgun knock down targets S5 and S6 in any order, all must fall. Make shotgun safe, move to the Hay Bale and engage pistol targets P1 through P4 using the same instructions as the rifle. Pick up long guns and move to the unloading table.

BAY #3

