

Mattaponi Sundowners

STAGES FOR SATURDAY, APRIL 22, 2017

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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:

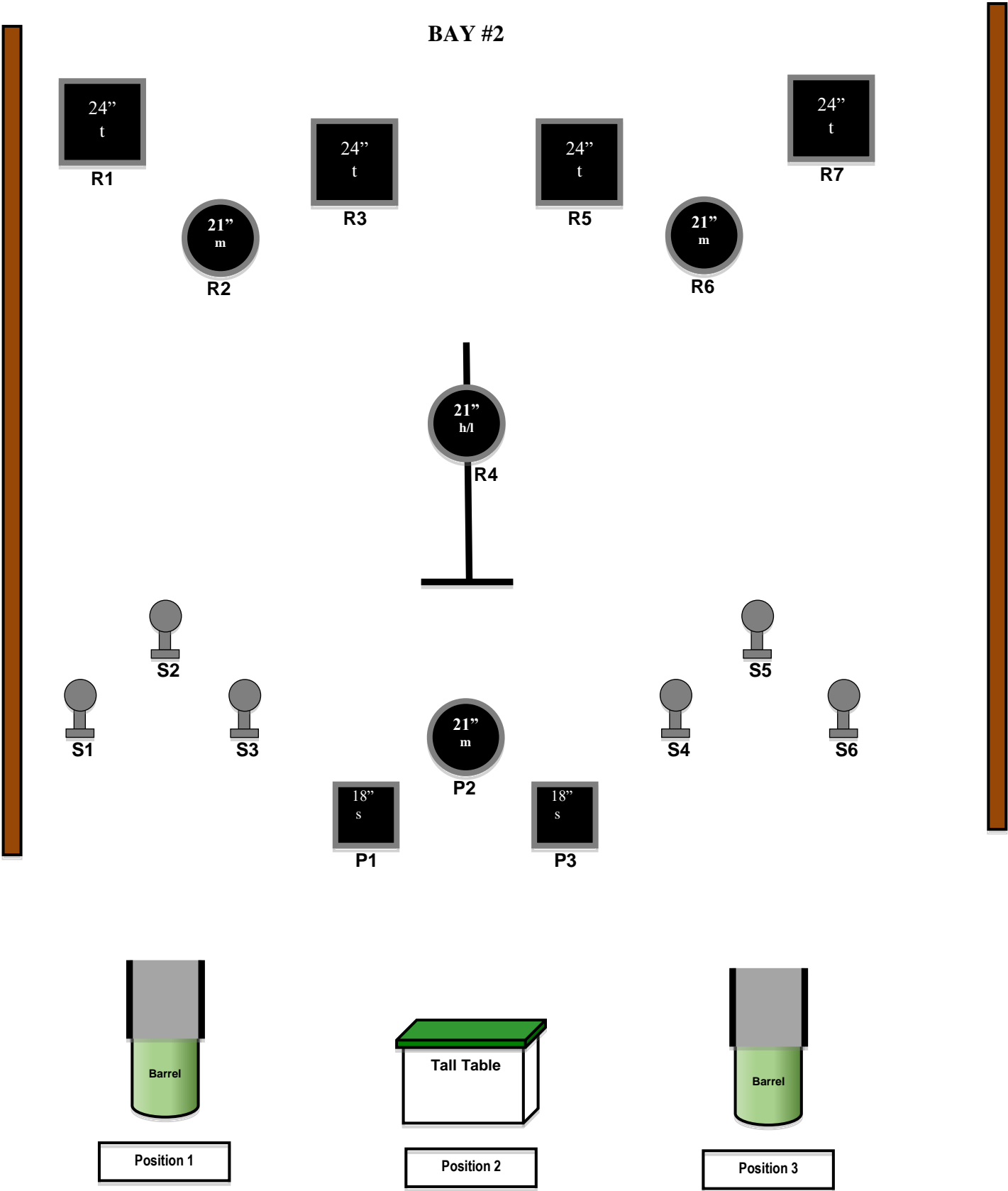
If you know that it’s a Hit...It’s a Hit

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



STAGE ONE (Bay #2)

Round Count: 10 pistol, 10 rifle, 3+ shotgun

Shooting Order: Rifle, Pistols, Shotgun or Pistols, Rifle, Shotgun

Staging: Pistols are holstered, rifle staged at Position 2, Shotgun staged safely.

Procedure: Shooter starts at Position 2 with either the rifle or the pistols and when ready says **“Want some?”**

At the beep, with rifle, shoot the 7 rifle targets in the following manner: Single tap the square targets, double tap the circle targets in any order. With pistols, shoot the 3 pistol targets with the same instructions as the rifle.

Move to the left or the right barrel and knock down the 3 targets with your shotgun.

STAGE TWO (Bay #2)

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

Shooting Order: Rifle, Shotgun, Shotgun, Pistols

Staging: Rifle and shotgun staged safely, pistols holstered.

Procedure: Shooter starts at a barrel on left or the right with rifle held at cowboy port arms and when ready says **“Get some!”**

At the beep, with rifle, shoot the 3 rifle targets in front of you in a 1, 1, 3 sequence, then repeat. The sequences do not have to match and you may quadruple tap the third target.

Next with shotgun, knock down the 3 targets in front of you.

Move to the other barrel with safe shotgun and knock down those 3 targets.

Move to position 2 and with pistols shoot the targets P1, P2, P3, and R4 in this order: R4, P1, P2, P3, R4, P3, P2, P1, R4, R4.

STAGE THREE (Bay #2)

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

Shooting Order: Pistols, Rifle, Shotgun, or Rifle, Pistols, Shotgun

Staging: Rifle **and** pistols are staged at Position 2. Shotgun is staged safely.

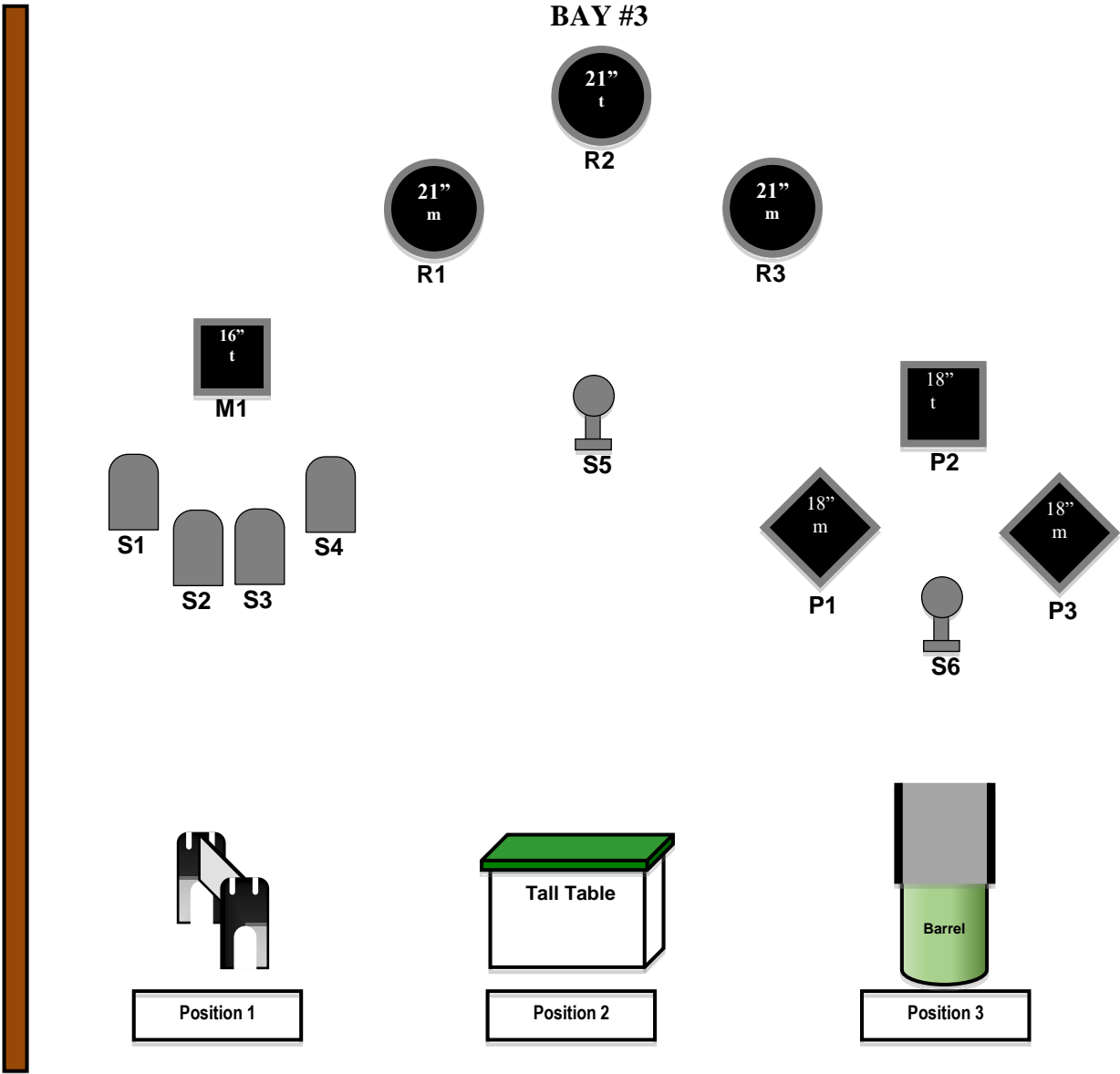
Procedure: Shooter starts at Position 2 with rifle or pistols. Place both hands flat on the table and when ready say **“Rack ‘em up!”**

At the beep, with the first pistol, shoot the 3 pistols targets by alternating between the center and one of the outside targets for 4 rounds then shoot the other outside target. Repeat the instruction with the second pistol.

Ex: P1, P2, P1, P2, P3 - P3, P2, P3, P2, P1. Pistols may be holstered or restaged.

With rifle, shoot the rifle targets R3, R4 & R5 using the same instructions as the pistols.

Move to either the left or the right barrel and with shotgun, knockdown any 2 of the 3 targets.



STAGE FOUR (Bay #3)

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

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle is staged at Position 2. Pistols are holstered, shotgun is staged safely.

Procedure: Shooter starts at Position 2 with back to the targets and both fists clenched in front of you. When ready says **“Slowly I turned!”**

At the beep, with rifle, shoot the 3 rifle targets in a Nevada style sweep, starting on either end, double tapping the center on each pass. Ex. R1, R2, R2, R3, R2, R2, R1, R2, R2, R3.

Move to Position 3 and use pistols to shoot the 3 pistol targets with the same instructions as the rifle.

Move to Position 1 and use the shotgun to shoot the 4 knockdowns in this order: Outside, inside, inside, other outside.

STAGE FIVE (Bay #3)

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

Shooting Order: Shooter's Choice

Staging: Rifle is staged at position 2. Pistols are holstered. Shotgun is staged safely.

Procedure: Shooter starts at Position 2 with shotgun and rifle, **or** at Position 3 with shotgun and pistols. The shotgun may be shot first or second at either position but must be open and empty when restaged.

Shooter starts with first gun(s) of choice in both hands and when ready says **“Come on now, make it stop!”**

At the beep, with rifle at Position 2, shoot the 3 rifle targets in a clockwise rotation with one shot each for ten rounds starting on any target and shoot the S5 knockdown with the shotgun.

At Position 3 with pistols shoot the 3 pistols targets with the same instruction as the rifle and shoot the S6 knockdown with the shotgun.

Move to Position 1 with shotgun and shoot the 4 knockdowns in any order.

STAGE SIX (Bay #3)

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

Shooting Order: Pistols, Rifle, Shotgun

Staging: Rifle and Shotgun are staged safely. Pistols are holstered.

Procedure: Shooter starts at Position 3 with hands on pistol(s), when ready says **“Got your lead, right here!”**

At the beep, shoot at the S6 Knockdown with your first round only, then single tap sweep the 3 pistol targets 3 times starting on the same end each time.

Move to Position 2 and with rifle, shoot at the S5 Knockdown and the 3 rifle targets with same instructions as the pistols.

Move to Position 1 and with shotgun, shoot the 4 knockdown targets in any order.

If either one or both of the S5 and S6 knockdowns are still standing the shooter must fire 1 or 2 shotgun rounds at the make-up target M1.

If the shooter fails to hit the M1 target, it will **not** be scored as a miss.