



STAGES FOR DECEMBER 2017  
REPRISE NO. 11  
BY FLATBOAT BOB

**The Week Before Christmas in Who-ville**

T'was the week before Christmas and all through the bunkhouse not a creature was stirring, not even a mouse (but you couldn't have heard it anyway because of Longhorn Louie's snoring); when out in the corral there arose such a clatter I sprang from my bed to see what was the matter. And what to my wondering eyes should appear but a slimy green creature in a wagon with a doggy reindeer. It could be Goosefoot or maybe Ricochet, but from this distance it's hard to tell. What was evident, however, was that he was loading up all the toys that Missouri Marshal had collected for the tots. So, I grabbed my shotgun, tore open the shutters and threw up the sash; but like a flash the slimy green creature and his doggy reindeer flew out of sight.

All the cowboys and cowgirls of Who-ville, Texas, are on the lookout for that monster whose "heart's an empty hole." Missouri Marshal forms a posse of Whos to search for the tots' toys by first looking for Goosefoot (who some suspect is Santa Claus in disguise). Potter County Kid suggests to the marshal's deputy, Striker, and his sidekick Major B. S. Walker, that they follow the wagon tracks with the big dog prints in front when they are ambushed outside of town by several green slimy creatures "as charming as eels". The lead starts to fly!

Back in town Judge N. O. Heart and his bailiff Will Sonnet are holding hearings to issue warrants for the slimy creature (who somewhat resembles Cockroach) whose heart is said to be "two sizes too small". (One-Eyed Jane believes that The Grinch is the one who stole the Judge's heart also.) Doc Pill Filler says it may not have been The Grinch at all but Prairie City Slim, a real badger. So, Red Cavanaugh and Smackwater set out to sweep up all the badgers in the area and put an end to this mystery.

While the posse is out, Wichita Wanda, Cotton Connie, Inita, and Cassie La Rue, decide to do some Christmas decorating. They first start to work on the Christmas cactus by hanging a wreath on it. Then out of nowhere comes that "nasty, wasty, skunk" chased by a man in green. Daggone it, that's One-Eyed Rooster. It looks like he and Kuba are on reindeer patrol, but he's caught a skunk! Whiskey Mae (The new girl in town!) grabs her shotgun and lights up the sky.

Stogie and Cody Maverick have been tracking this group of toy thieves for some time. Stogie tells Sassy and Barbara Blue Eyes that he and Cody have been undercover posing as buyers of stolen toys; and they think they know who the slimy green creature with the doggy reindeer is. So, they get Tumbleweed Tink and Anne Bonney to pose as elves buying hot toys. Then Swifty McDraw, Mick, Cold Blue Mike, Wistful McClintock, Windhorse Rider and Ripsaw spring the trap on the unsuspecting green creatures and lead starts to fly.

After all the shooting is over, the slimy green creatures (thought to be The Grinch and his henchmen) turn out to be The Gun Grabbing Blumberg Gang from Capitol Square trying to ruin another good Christmas. They actually are very much like the Grinch with hearts that are ten times too small and brains full of spiders. As the cowboys and cowgirls sit around talking about how fortunate they are that the toys for tots have been returned and that the children will have a good Christmas, they hear prancing and pawing of little hooves on the roof and see a jolly old elf spring to his sleigh, to his team give a whistle, and away they all fly like the down of a thistle. But they hear him exclaim ere he drives out of sight "May all your targets be big and near; may your Christmas be merry; and your New Year filled with cheer!"



# 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)**

10 rifle, 10 pistol, 6 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber, and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber and staged on the PDT. Open, empty shotgun is staged safely. Shooter should have at least six shotgun shells on his person.

The shooter starts standing behind the barrel and yells, "You're a bad banana with a greasy black peel!" At the beep draw pistols according to category and place five rounds on P1, P2, and P3. (All targets must be engaged.) Move to the PDT and place five rounds on P4 and P5. Holster pistols. Pick up the rifle and engage the Texas Star, if you clear the star with the first five rounds, then complete a Nevada Sweep on R4, R5, and R6 with no misses for a five second bonus. Or clear the star placing the remaining rounds on any rifle target (remaining plates and rifle targets misses are counted as misses). Make rifle safe. Move to the reindeer and with the shotgun engage the shotgun targets in the following order: S1 S6, S4, S3, S2 and S5. Make shotgun safe. Pick up long guns and move to the unloading table.

## **STAGE TWO (bay 2)**

10 pistol, 10 rifle, 6 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber and staged safely. Open, empty shotgun is held at port arms. Shooter must have at least six shotgun shells on his person.

Shooter starts standing at the reindeer and yells, "You are foul ones!" At the beep engage the six shotgun targets in any order. Make shotgun safe. Move to the PDT and with the rifle engage the rifle targets in the following order: R3, R2, R1, R2, R3, R4, R5, R6, R5, R4. Make rifle safe. Move to the barrel and with pistols place three rounds on P1, two rounds on P2, three rounds on P3, and two rounds on P2. Holster pistols. Pick up long guns and move to the unloading table.

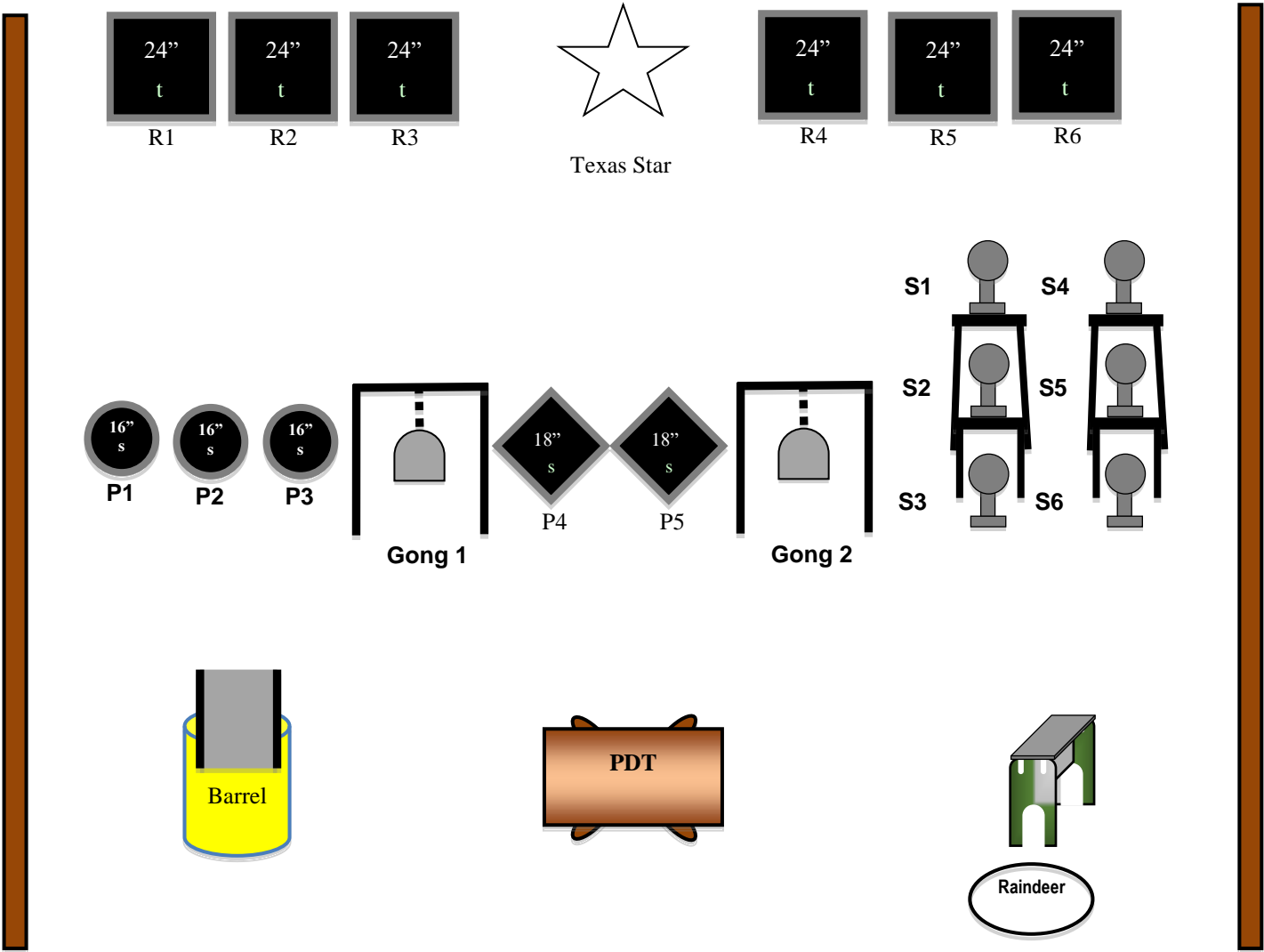
**STAGE THREE (bay 2)**

10 pistol, 10 rifle, 2 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber, and staged on the PDT. Open, empty shotgun is staged on the PDT. Shooter must have at least two shotgun shells on his person.

The shooter starts standing at the PDT with both hands on his pistols and yells, "Your soul is an appalling dung heap!" At the beep the shooter picks up the rifle and engages the rifle targets in the following order: R1, R2, R2, R3, R3, R4, R4, R5, R5, R6. Make rifle safe. Draw pistols according to category and place five rounds each on P4 and P5 with no more than a quad tap on each target. Holster pistols. Pick up the shotgun and ring the two bells. Make shotgun safe. Pick up rifle and move to the unloading table.

BAY #2



## **STAGE FOUR (bay 3)**

10 pistol, 10 rifle, 4 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber and staged in the sleigh. Open empty shotgun is pointed safely down range. The shooter should have at least four shotgun shells on his person.

The shooter starts standing at the reindeer with shotgun pointing down range and yells, "Stink. Stank. Stunk!" At the beep, engage the shotgun targets in the following order: S6, S5, S4, S3. Make shotgun safe on reindeer. Move inside the sleigh and with the rifle engage the rifle targets in the following order: R1, R4, R4, R2, R2, R2, R3, R3, R3, R3. Make rifle safe. Draw pistols according to category and using the same instructions as for the rifle, engage the pistol targets. Holster pistols. Pick up long guns and move to the unloading table.

## **STAGE FIVE (bay 3)**

10 pistol, 10 rifle, 4 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber, and staged on the barrel. Open, empty shotgun is staged safely. Shooter should have at least four shotgun rounds on his person.

The shooter starts standing behind the barrel with both hands over his heart and yells, "Your heart is full of unwashed socks!" At the beep draw pistols according to category, clear the star, then place remaining rounds on X target, if plates are still on the star, you may use the shotgun to clean them up (remaining plates and X target misses are counted as misses). Holster pistols. With rifle engage the rifle targets in the following sequence: R4, R3, R2, R1, R4, R3, R2, R4, R3, R4. Make rifle safe. Move to the reindeer and engage S3, S4, S5, and S6 in any order. Make shotgun safe. Pick up rifle and move to the unloading table.

**STAGE SIX (bay 3)**

10 pistol, 10 rifle, 2 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and staged on the sleigh. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber and staged on the sleigh. Open, empty shotgun is staged on the sleigh also. The shooter must have at least two shotgun rounds on his person.

(Guns may be shot in any order, but the rifle cannot be last.) Shooter starts standing in the sleigh pointing down range with his trigger finger and yells, "Merry Christmas to all, and to all a good night!" At the beep—Rifle: R1, R2, R3, R4, R4, R4, R4, R3, R2, R1. Make rifle safe. Pistols: same instructions as rifle on the pistol targets. Pistols may be returned to holsters or the sleigh. With shotgun engage S1 and S2 in any order. Holster pistols, pick up long guns and move to the unloading table.



BAY #3

