

Mattaponi Sundowners
STAGES FOR SUNDAY, Jan 21, 2018
Stages Written by: Prairie City Slim
Story Written by: Evil City Slim

Prairie City Slim could not come up with a story so I'm bailing him out again by doing the story.

It has been a cold end of December and start of January. Prairie City Slim sat in a chair covered up with a blanket in front of the gas fireplace complaining about how cold it is, like some old person. At one point he said that he was never going to complain about it being too hot (that should last until sometime in July or August when it's damn hot). He decided it was too cold to do anything or go anywhere so he just sat in the chair covered with a blanket and did nothing. Then One Eyed Jane had to go help baby sit the grand kids because the daughter in-law was hurt, I was sure he would starve because it was too cold to go out to eat. But he did manage to fix stuff to eat and surprisingly he did not burn the place down but then it is hard so start a fire using the microwave.

At one point he talked about getting in his Jeep and going somewhere warm but that fell through because 1) it was cold in most of the country, 2) he would have to go to the bank and get loan for gas (15 MPG), and 3) too cold to go outside. So he just sat in chair covered up with a blanket.

He did manage to write these stages but did not get my or Jack Daniel's help and I'm not happy with that. Well now it has warmed up some and it's time to shoot. I hope Prairie City Slim shoots OK because I really do not feel like listening to him complain for days if he does not.

Prairie City Slim told me that he hoped that everyone had a good holiday and wanted to wish everyone a happy and prosperous 2018, also hope you all like the stages.

But for my part **frankly I don't give a damn.**

Lets shoot and have some fun.

Evil City Slim

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

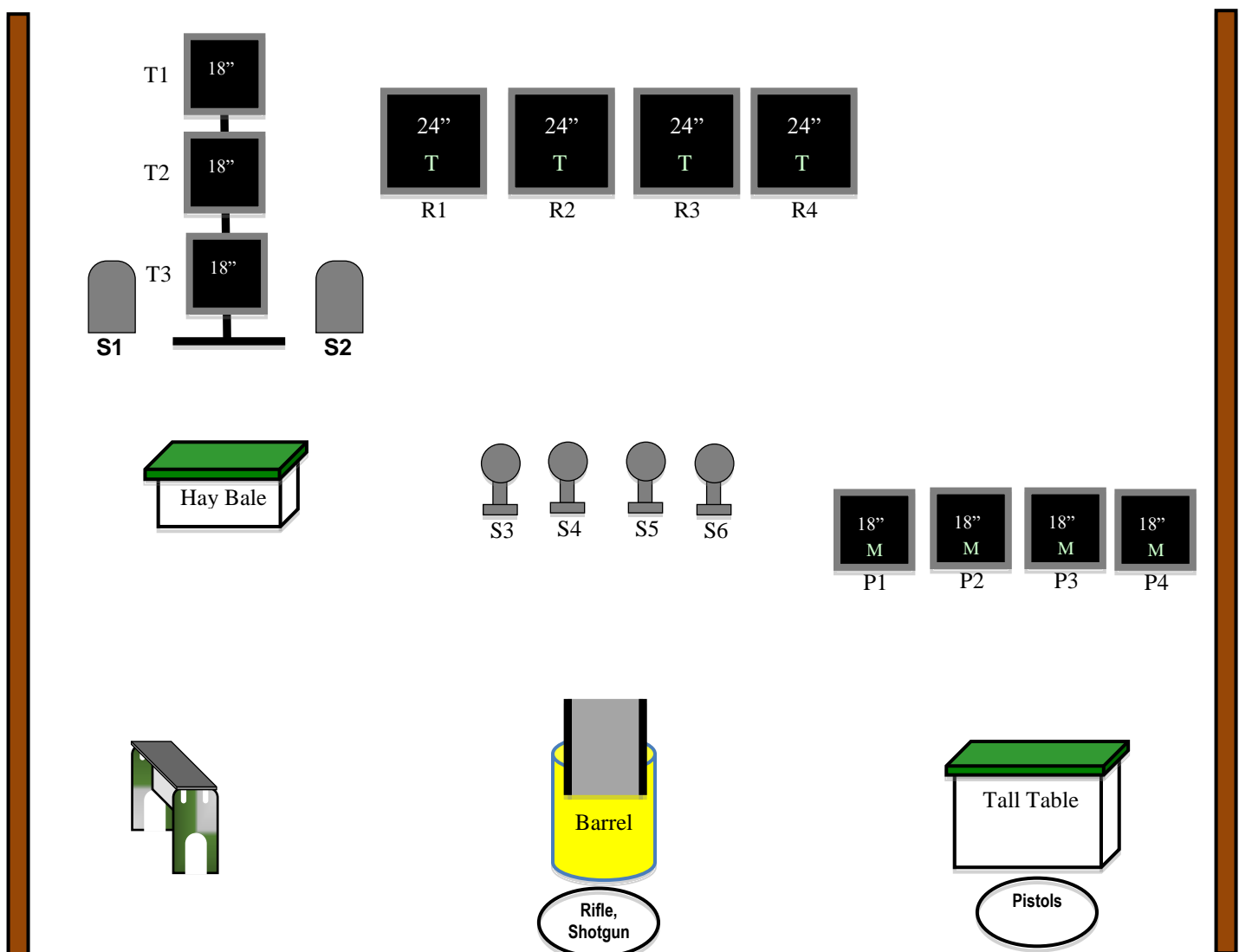
STAGE ONE (Bay #2)

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

Shooting Order: Pistols, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds, staged safely. Both pistols are loaded with 5 rounds each, holstered. Shotgun is staged on the Barrel.

Procedure: Shooter starts standing at the Tall Table with hands on pistols butts (both hands may be on one pistol) and when ready says **“WHERE IS MY BLANKET”**. At the beep, with pistols engage the pistol targets P1 through P4 in the following order: P4, P3, P3, P2, P2, P2, P1, P1, P1, P1. Then move to the Barrel and engage the rifle targets R1 through R4 using the same instructions as the pistols. Then make rifle safe and with shotgun engage S3 through S6 shotgun knockdown targets in any order, all must fall. Pick up long guns and move to the unloading table.



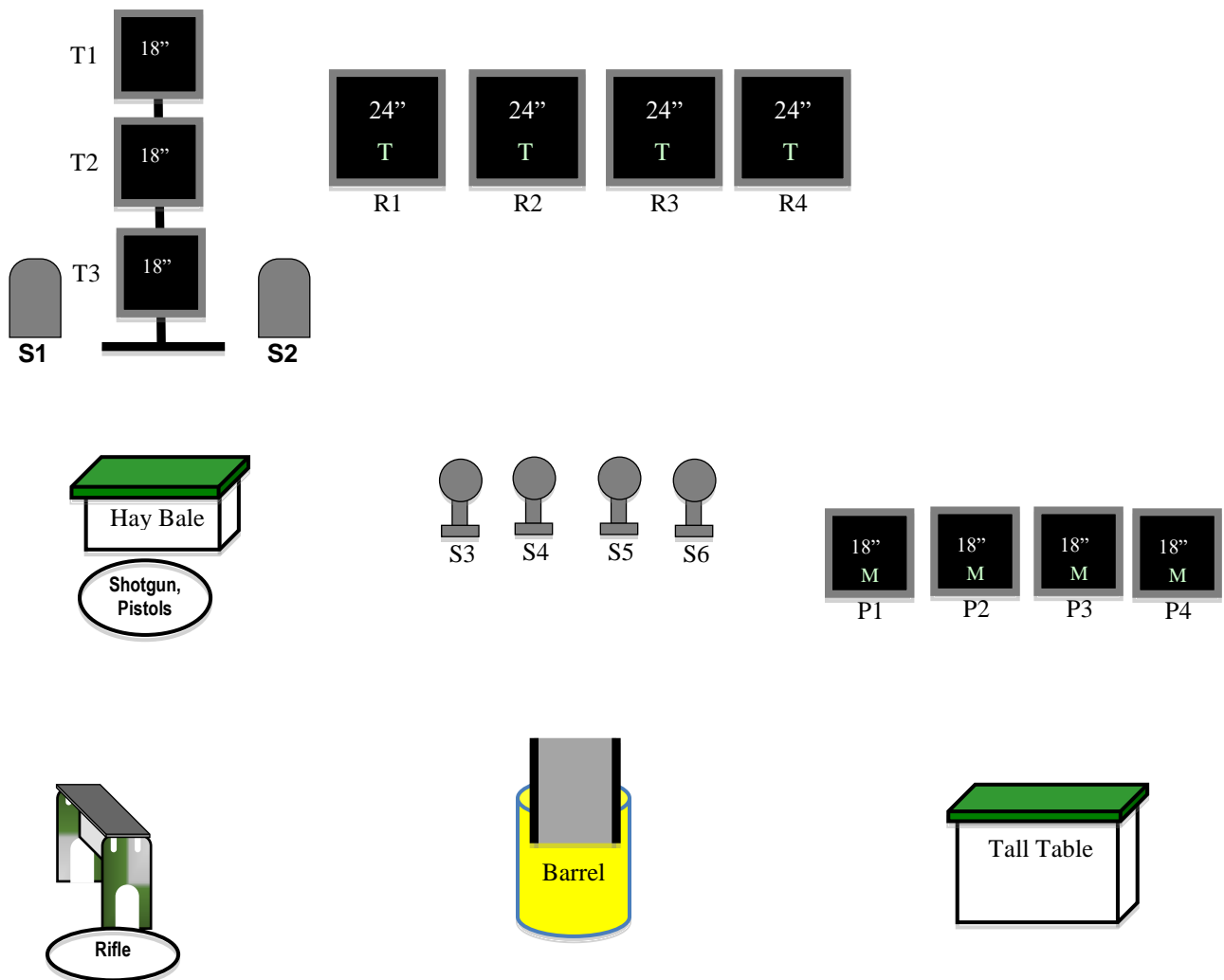
STAGE TWO (Bay #2)

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

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds, held at Cowboy Port Arms. Both pistols are loaded with 5 rounds each, holstered. Shotgun is staged on the Horse.

Procedure: Shooter starts standing at the Horse holding the rifle at Cowboy Port Arms and when ready says **“WHERE IS MY BLANKET”**. At the beep, with rifle engage the targets, T1 through T3 in the following order: T1, T1, T1, T2, T2, T3, T3, T3, T2, T2 (three rounds on top target, two rounds on middle target, three rounds on bottom target, two rounds on middle target). Make Rifle safe on Horse, move to Hay Bale and with shotgun engage the S1 and S2 shotgun knockdown targets in any order, all must fall. Then make shotgun safe and with pistols, engage the targets T1 through T3 using same instructions as the rifle. Pick up long guns and move to the unloading table.



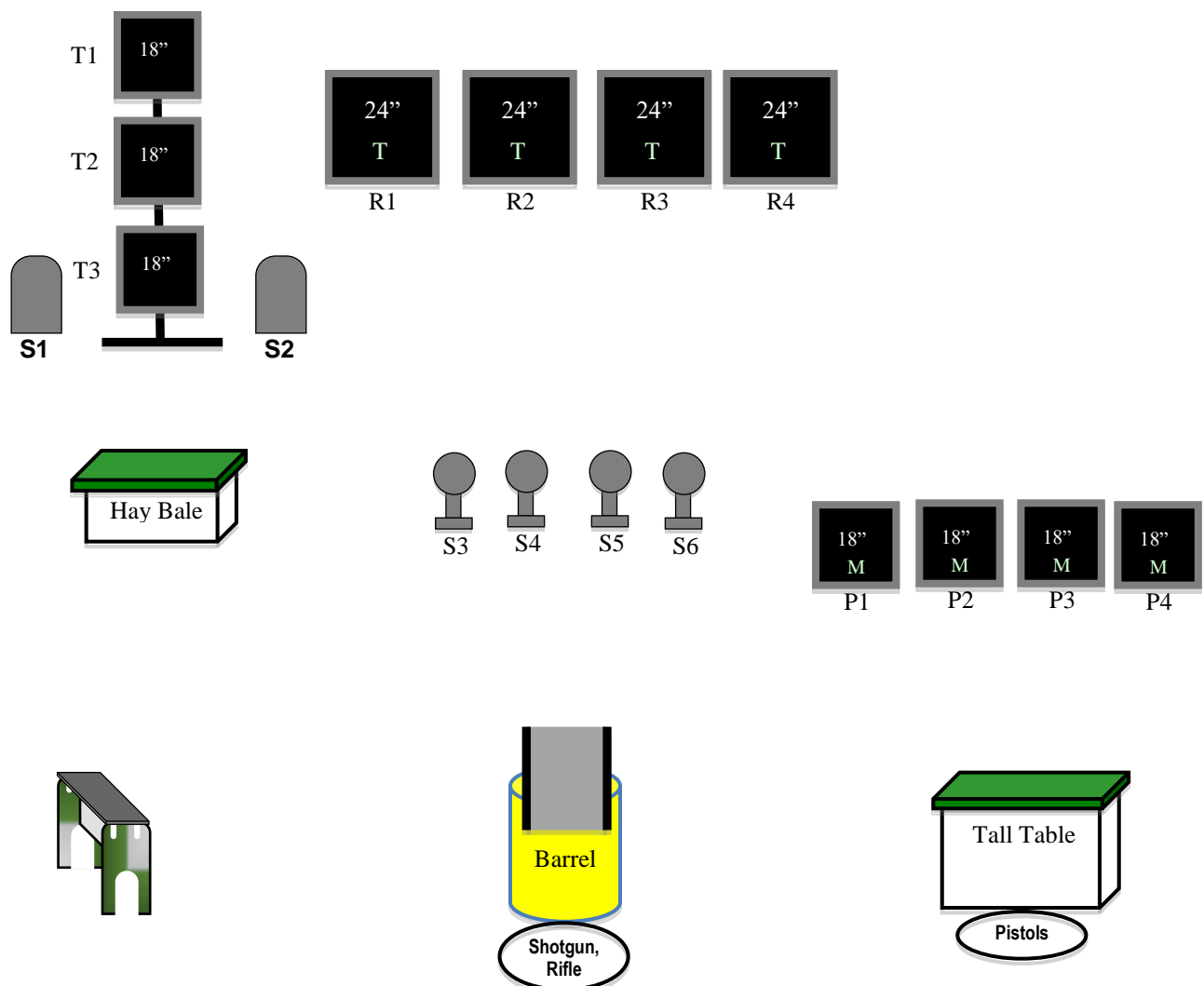
STAGE THREE (Bay #2)

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

Shooting Order: Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 10 rounds staged on the Barrel. Both pistols are loaded with 5 rounds each, holstered. Shotgun is staged on the Barrel.

Procedure: Shooter starts standing at the Barrel with both hands on hat / head and when ready says **"WHERE IS MY BLANKET"**. At the beep, with shotgun engage shotgun knockdown targets S3 through S6 in any order, all must fall. Make shotgun safe then engage rifle targets R1 through R4 for 10 rounds in the following order: each target must be engaged at least twice using only single taps. Make rifle safe, move to the Tall Table and engage pistol targets P1 through P4 using the same instructions as the rifle. Pick up long guns and move to the unloading table.



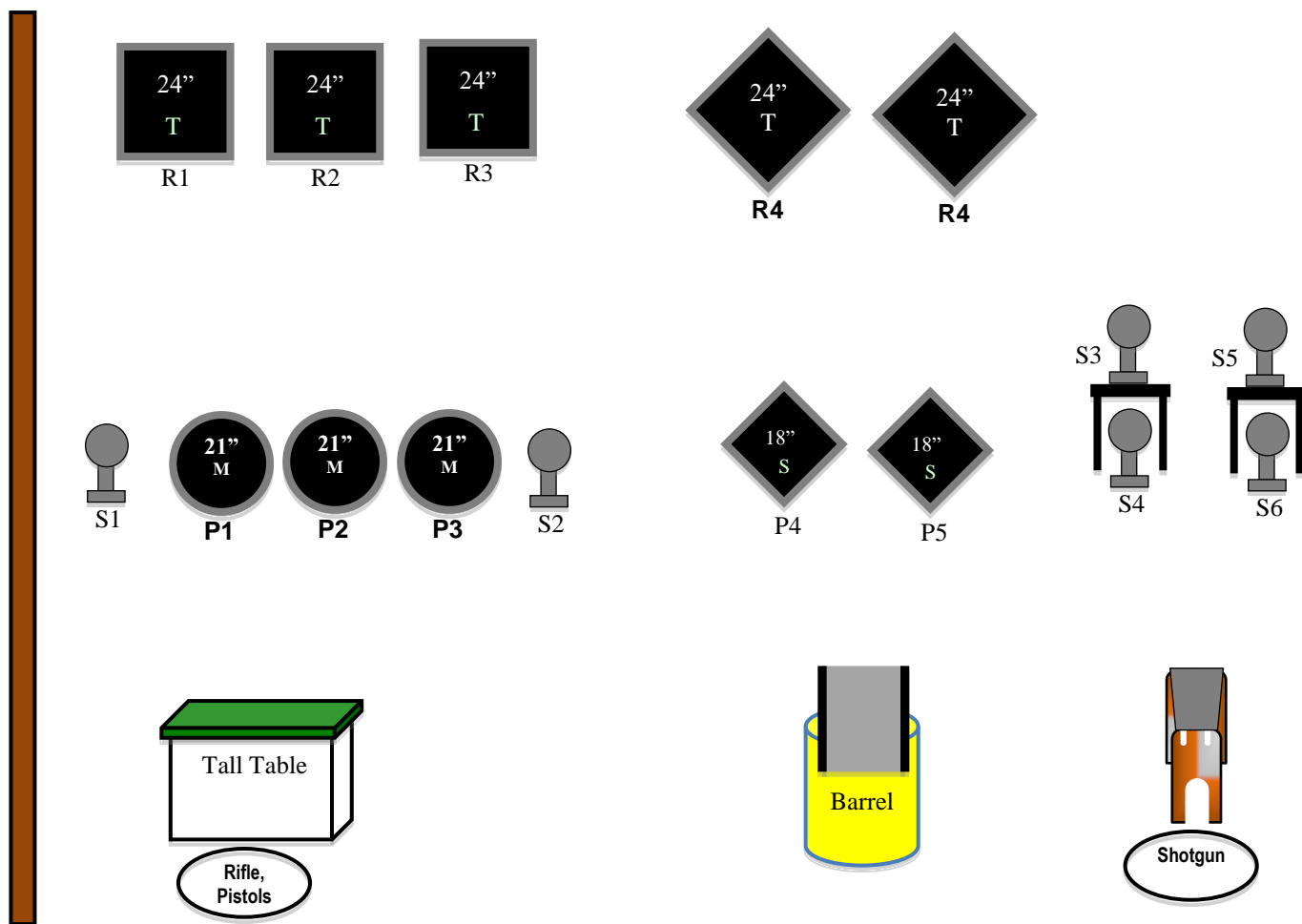
STAGE FOUR (Bay #3)

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

Shooting Order: Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 10 rounds, staged on the Tall Table. Both pistols are loaded with 5 rounds each, holstered. Shotgun is staged on the Cow.

Procedure: Shooter starts standing at the Cow with both hands on the Cow and when ready says **"WHERE IS MY BLANKET"**. At the beep engage the S3 through S6 shotgun knockdown targets in any order, all must fall. Make shotgun safe, move to the Tall Table and engage the rifle targets R1, through R3 in a West Virginia style sweep (Ex: R1, R2, R3, R3, R2, R1, R1, R2, R3, R3). Make rifle safe then engage pistol targets P1 through P3 using the same instructions as the rifle. Pick up long guns and move to the unloading table.



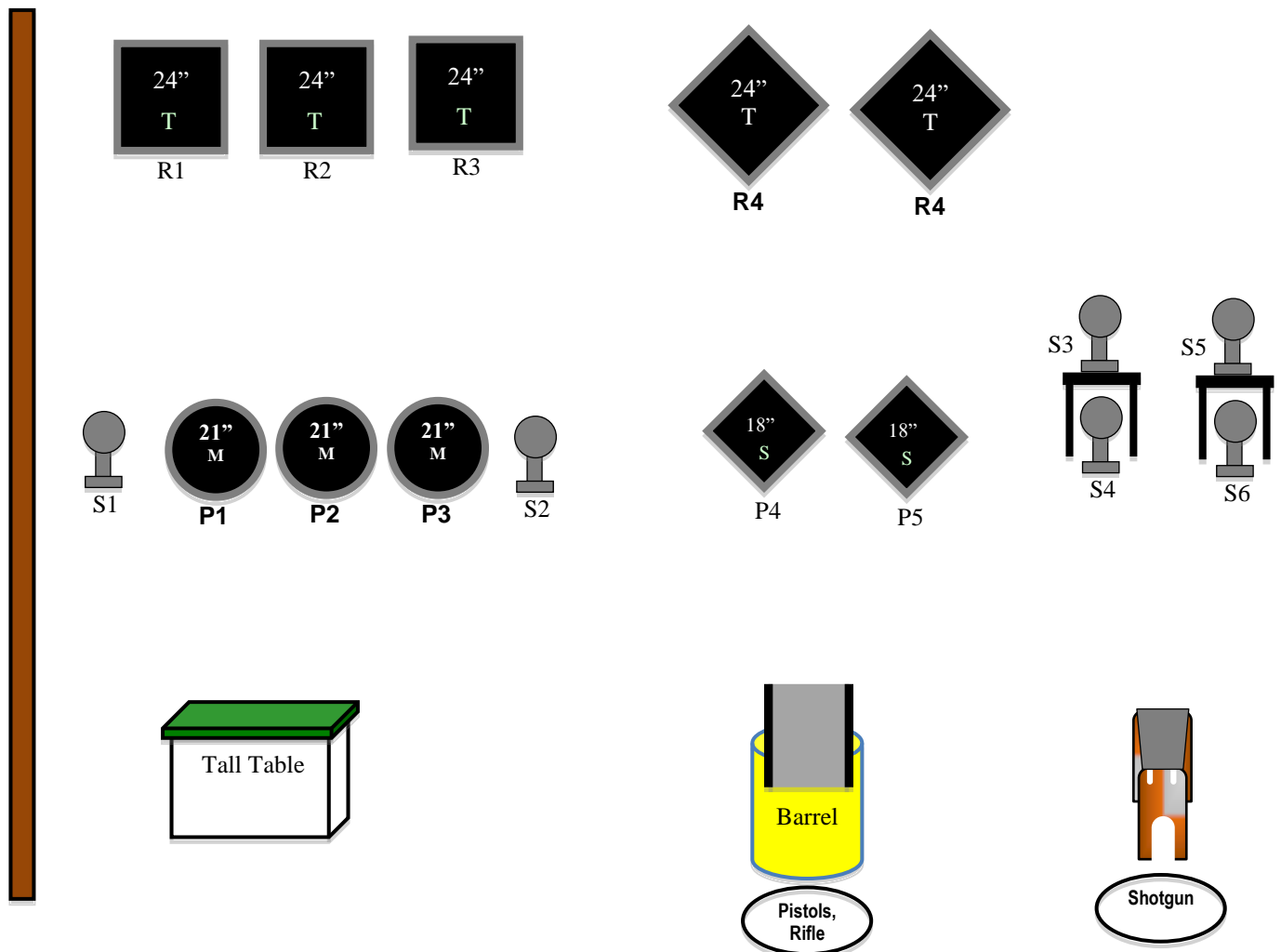
STAGE FIVE (Bay #3)

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

Shooting Order: Pistols, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds staged on the Barrel. Both pistols are loaded with 5 rounds each, holstered. Shotgun is staged safely.

Procedure: Shooter starts standing at the barrel in default position and when ready says **"WHERE IS MY BLANKET"**. At the beep, engage the two pistol targets (P4, P5) by putting 5 rounds on each target using single and double taps only, both targets must be double tapped at least once (Ex; P4, P4, P5, P5, P4, P5, P5, P4, P4, P5). Then engage rifle targets R4 and R5 using the same instructions as the pistols. Make rifle safe, move to the cow and engage shotgun knockdown targets S3 through S6 in any order, all must fall. Pick up long guns and move to the unloading table.



STAGE SIX (Bay #3)

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

Shooting Order: Rifle, Pistols, Shotgun

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

Procedure: Shooter starts standing at the Tall Table holding the rifle pointing safely downrange and when ready says **“WHERE IS MY BLANKET”**. At the beep engage rifle targets R1 through R3 in a three, three, four sweep from either direction (Ex: R1, R1, R1, R2, R2, R2, R3, R3, R3, R3). Make rifle safe, then engage pistol targets P1 through P3 using same instructions as the rifle. Then engage shotgun knockdown targets S1 and S2 in any order, all must fall. Pick up long guns and move to the unloading table.

