

Mattaponi Sundowners

STAGES FOR SATURDAY, February 25, 2017

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Story Line: Stage Conventions

SASS STAGE CONVENTIONS **From Shooter's Handbook v22.3**

Stage Conventions, or standard range behaviors, are a list of practices every shooter is expected to know and follow on every stage.

STAGE CONVENTIONS

The following stage conventions (stage defaults) should be followed in all SASS matches:

Unless otherwise directed in the stage descriptions.

- All knockdown targets may be reengaged until down.
- All knockdown targets (shotgun, rifle, or revolver) must go down to count.

Any knockdown target still standing once the shooter has engaged the next sequence of the stage will be counted as a miss.

EXCEPTION: For Buckaroo/Buckarette shooters shotgun targets do not have to go down to count.

If no starting position is given, the shooter shall stand upright with revolvers holstered, hands at the sides, and not touching any firearm. (SASS default).

Cowboy port-arms is defined as standing upright with the butt of the long gun at or below the waist of the shooter, the muzzle at or above the shoulder, and the long gun held with both hands.

In the event a target fails or is downed, the shooter should "shoot where it was."
For safety reasons a target on the ground should never be engaged.

In the case of a suspected squib, the CRO/TO will instruct the shooter to make the firearm safe and continue with the next firearm. If the barrel is later determined to be clear, the shooter will receive a reshoot.

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

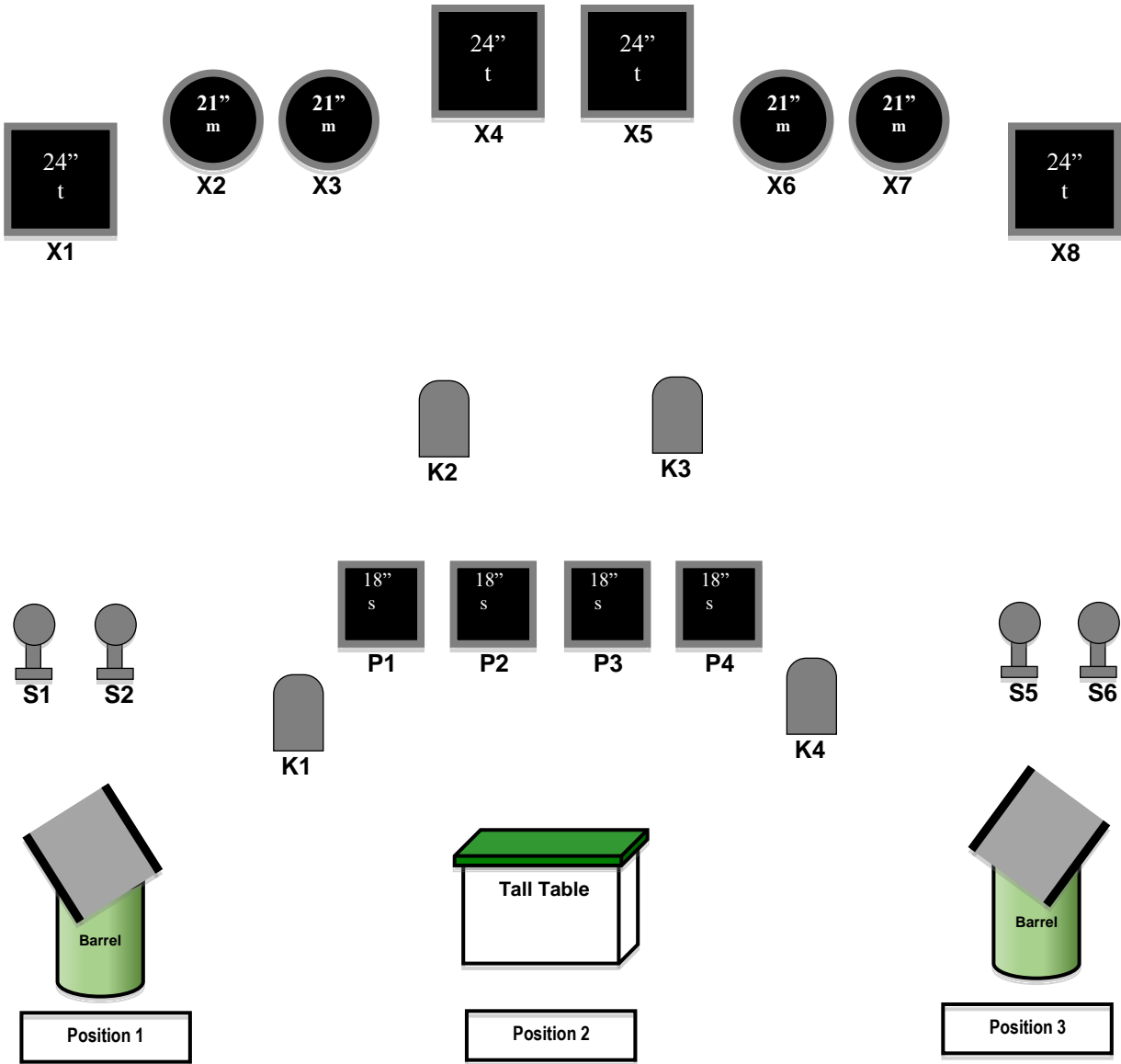
If you know that it’s a Miss...It’s a Miss

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

BAY #2



STAGE ONE (Bay #2)

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

Shooting Order: Pistols, Rifle, Shotgun

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

Procedure: Shooter starts at Position 2 with hands on pistols. When ready says **“All For One!”** At the beep, Shoot at the 4 pistol targets P1 thru P4 in the following order: P1,P2,P3,P4,P1,P2,P3,P4,P4,P1. Next, with rifle, shoot at the 8 rifle targets X1 thru X8 in the following order: Single tap sweep all 8 targets starting on the left, then single tap X4 followed by a single tap on X1. Move to Position 1 or Position 3 and knockdown the 2 shotgun targets in any order.

STAGE TWO (Bay #2)

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

Shooting Order: Rifle, Pistols, Shotgun

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

Procedure: Shooter starts at Position 2 with hands flat on table. When ready says **“One For All!”** At the beep, with rifle shoot at the 8 rifle targets X1 thru X8 in the following manner; Single tap X1, Single tap X4, then single tap sweep all 8 targets starting on the left. Next, with pistols shoot at the 4 pistol targets P1 thru P4 in the following order: Single tap P1, Single tap P4, then single tap sweep all 4 targets twice from the left. Move to position 1 or 3 and knockdown the 2 shotgun targets.

STAGE THREE (Bay #2)

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

Shooting Order: Pistols, Rifle, Shotgun

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

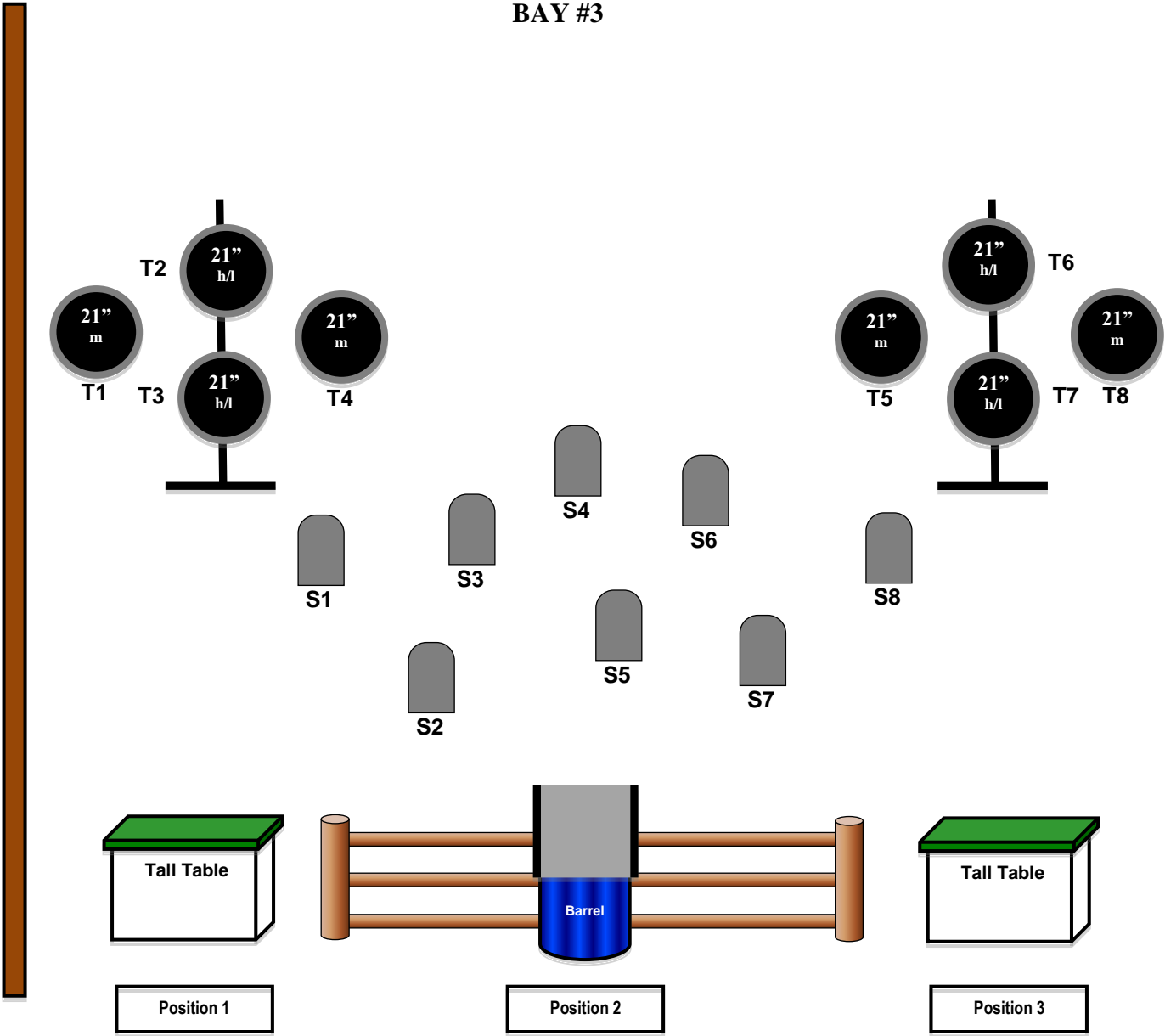
Procedure: Shooter starts at Position 2. When ready says **“Y’all are goin’ down!”** At the beep, with first pistol, knockdown K1 and then single tap sweep P1 thru P4 from the left. With second pistol, knockdown K4 and then single tap sweep P1 thru P4 from the right. Next with rifle, knockdown K2 and single tap sweep the left 4 rifle targets X1 thru X4 from the left. Then knockdown K3 and single tap sweep the right rifle targets X5 thru X8 from the right.

If any of the K1 thru K4 targets are still standing, you can use your shotgun on them at this time.

Move to Position 1 or 3 and knockdown the 2 shotgun targets and then move to the opposite position and knockdown those 2 targets.

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BAY #3



STAGE FOUR (Bay #3)

Round Count: 10 pistol, 10 rifle, 8+ Shotgun

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds, pointed downrange. Pistols loaded with 5 rounds each, holstered. Shotgun is staged safely. Shooter may stage extra shotgun shells on barrel at Position 2 if desired.

Procedure: Shooter starts at Position 1 or 3 with rifle in hand pointed downrange. When ready says **“Ok, Let’s Go!”** At the beep with rifle shoot at the 4 targets in front of you in the following manner using the left targets as an example: T3,T1,T1,T3,T2,T2,T3,T4,T4,T3. Next with shotgun move along the fence line and engage the 8 knockdown targets. Targets may be engaged in any order but shooter must be completely within the fence boundaries. Next, move to Position 1 or 3 and engage the targets with pistols same as with the rifle.

A friendly reminder of SASS rules concerning movement with a shotgun:

A shotgun is considered SAFE for movement (in hand, while moving through a stage in the following condition only:

- Action open, round in chamber or on carrier.
 - Hammer(s) fully down on an empty chamber(s) or expended round(s), action closed.
- Fr. SHB v22.3 pg. 15

STAGE FIVE (Bay #3)

Round Count: 10 pistol, 10 rifle, 8+ Shotgun

Shooting Order: Rifle, or Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds, staged safely. Pistols loaded with 5 rounds each, holstered. Shotgun is held at Cowboy Port Arms. Shooter may stage extra shotgun shells on barrel at Position 2 if desired.

Procedure: Shooter starts anywhere along the fence line with shotgun at Cowboy Port Arms. When ready says: **“Who wants to be first?”** At the beep, fire at least 2 shotgun shells, make shotgun safe at Position 2 or take it with you. Move to Position 1 or 3 and with pistols or rifle shoot at the 4 targets in the following order: single tap each of the bottom and top targets, then triple tap each of the side targets, then single tap each of the bottom and top targets again. Then move back in to the fence boundaries and fire at least 4 shotgun shells. Move to Position 1 or 3 and shoot at the 4 targets with the same instructions as before. Then move back along the fence line and fire at least 2 shotgun shells.

STAGE SIX (Bay #3)

Round Count: 10 pistol, 10 rifle, Shotgun as needed

Shooting Order: Rifle, Pistols, Shotgun?

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

Procedure: Shooter starts at Position 2 with both hands waving above head level and when ready says “**Free For All!**” At the beep, starting with rifle and then pistols, engage each target at least once in any order. If any of the knockdowns are still standing you may make them up with your shotgun.

All Rifle and Pistol rounds must be expended before using the shotgun. Any knockdowns still standing and any static targets not hit at least once will count as misses.