

Mattaponi Sundowners

STAGES FOR SUNDAY, JUNE 17 2018

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Story Line:

The History of Father's Day in the United States

There are two stories of when the first Father's Day was celebrated. According to some accounts, the first Father's Day was celebrated in Washington State on June 19, 1910. A woman by the name of Sonora Smart Dodd came up with the idea of honoring and celebrating her father while listening to a Mother's Day sermon at church in 1909. She felt as though mothers were getting all the acclaim while fathers were equally deserving of a day of praise.

Sonora's dad was quite a man. William Smart, a veteran of the Civil War, was left a widower when his wife died while giving birth to their sixth child. He went on to raise the six children by himself on their small farm in Washington. To show her appreciation for all the hard work and love William gave to her and her siblings, Sonora thought there should be a day to pay homage to him and other dads like him. She initially suggested June 5th, the anniversary of her father's death to be the designated day to celebrate Father's Day, but due to some bad planning, the celebration in Spokane, Washington was deferred to the third Sunday in June.

The other story of the first Father's Day in America happened all the way on the other side of the country in Fairmont, West Virginia on July 5, 1908. Grace Golden Clayton suggested to the minister of the local Methodist church that they hold services to celebrate fathers after a deadly mine explosion killed 361 men.

While Father's Day was celebrated locally in several communities across the country, unofficial support to make the celebration a national holiday began almost immediately. William Jennings Bryant was one of its staunchest proponents. In 1924, President Calvin "Silent Cal" Coolidge recommended that Father's Day become a national holiday. But no official action was taken.

In 1966, Lyndon B. Johnson, through an executive order, designated the third Sunday in June as the official day to celebrate Father's Day. However, it wasn't until 1972, during the Nixon administration, that Father's Day was officially recognized as a national holiday.

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

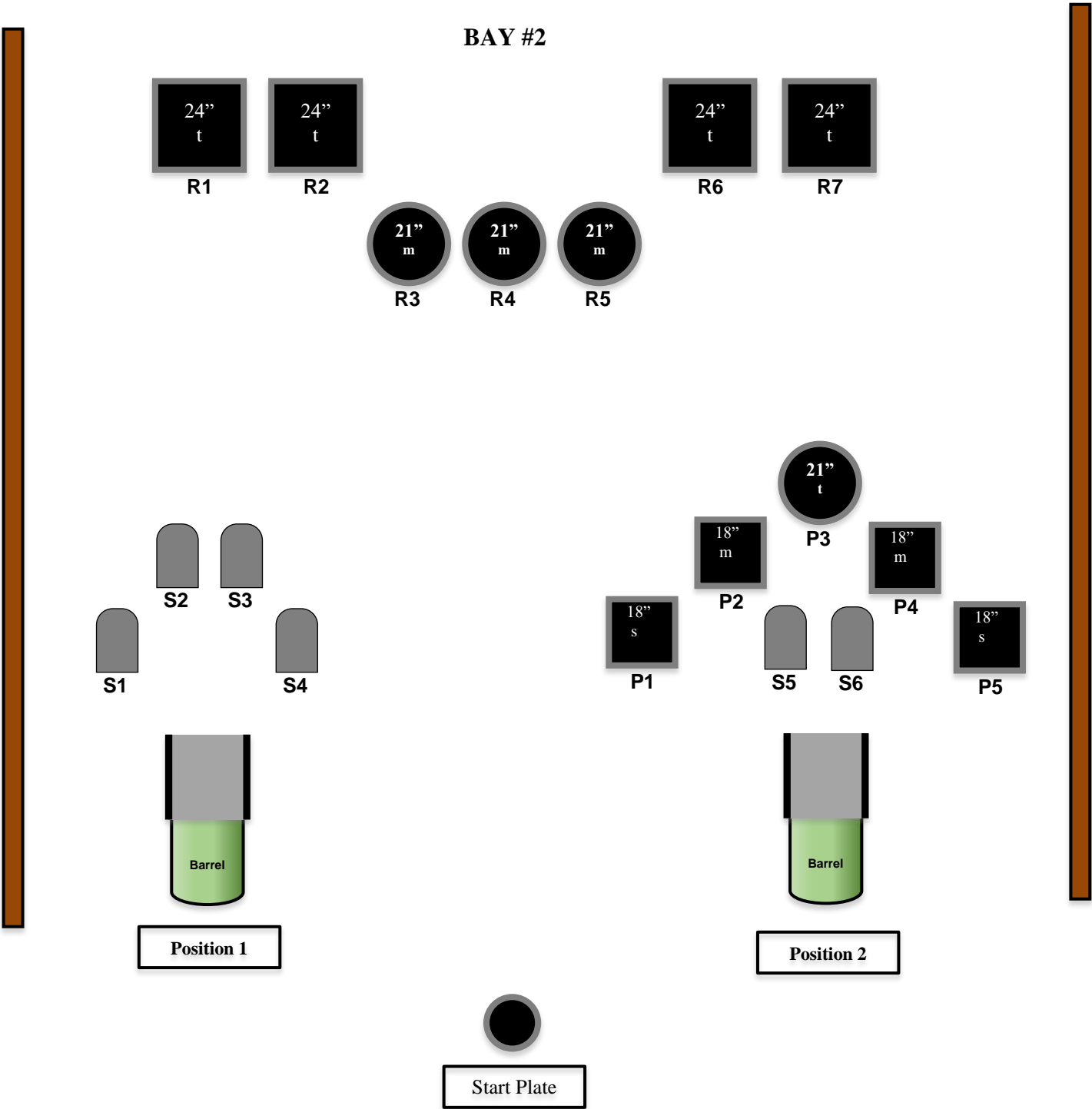
If you know that it’s a Miss...It’s a Miss

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, 4+ shotgun

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

Staging: Rifle is loaded with 10 rounds, safely in hands. Pistols loaded with 5 rounds each, holstered. Shotgun staged safely.

Procedure: Shooter starts with at least one foot touching the start plate with rifle pointed safely down range and when ready says **“Something”**

At the beep, engage the seven rifle targets in this manner:

Single tap each of the three circles followed by single taps on the two outside squares.

Then;

Single tap the three circles again followed by single taps on the two inside squares.

Move with safe rifle to Position 1 or 2.

From Position 1, with shotgun, knockdown the 4 targets in any order.

From Position 2, with pistols, engage the 5 pistol targets in this manner:

Triple tap the circle P3 followed by single taps on the two outside squares.

Then;

Triple tap the circle again followed by single taps on the two inside squares.

NOTE: A rifle is considered SAFE for movement in the following condition only:

- Action open

Or,

- Action closed with hammer fully down on empty chamber or expended round

STAGE TWO (Bay #2)

Round Count: 10 pistol, 10 rifle, shotgun if needed

Shooting Order: Pistols, Shotgun? Rifle, Shotgun?

Staging: Rifle is loaded with 10 rounds, staged at Position 1. Pistols loaded with 5 rounds each, holstered. Shotgun staged safely.

Procedure: Shooter starts at Position 2 with hands on pistol(s) and when ready says “**Oh! Darling**”.

At the beep, with pistols engage the knockdowns S5 & S6 and the pistol targets P1, 2, 4, & 5 in the following order:

First pistol shoot at S5 then P1, 2, 4, & 5,

Second pistol shoot at S6 then P5, 4, 2, & 1

Any knockdowns still standing may be re-engaged as needed with the shotgun or pistol reloads.

Circle target P3 is not in play for this stage, ANY hit on P3 will be scored as a miss.

Move to Position 1 and with rifle engage the knockdowns S1 – S4 and the two rifle targets R1 and R2 in the following order:

S1, R1, R2, S2, R1, R2, S3, R1, R2, S4

Any knockdowns still standing may be re-engaged as needed with the shotgun or rifle reloads.

BONUS: If the shooter elects not to take their shotgun to the line **and** at the completion of the stage all knockdowns are down they will receive a 3 second bonus.

STAGE THREE (Bay #2)

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

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

Staging: Rifle is loaded with 10 rounds, safely in hands. Pistols loaded with 5 rounds each, holstered. Shotgun staged safely.

Procedure: Shooter starts with at least one foot touching the start plate with rifle pointed safely down range and when ready says **“I want you!”**

At the beep, engage the seven rifle targets as follows: Single taps on the four squares and double taps on the three circles in any order.

Move with safe rifle to Position 1 or 2.

From Position 1, with shotgun, knockdown the 4 targets S1 – S4 in any order.

From Position 2, with pistols, engage the 5 pistol targets in this manner: Outside, other outside, inside, other inside, middle, and repeat. Use shotgun to knockdown S5 & S6 in any order. Shotgun or Pistols may be shot first from this position.

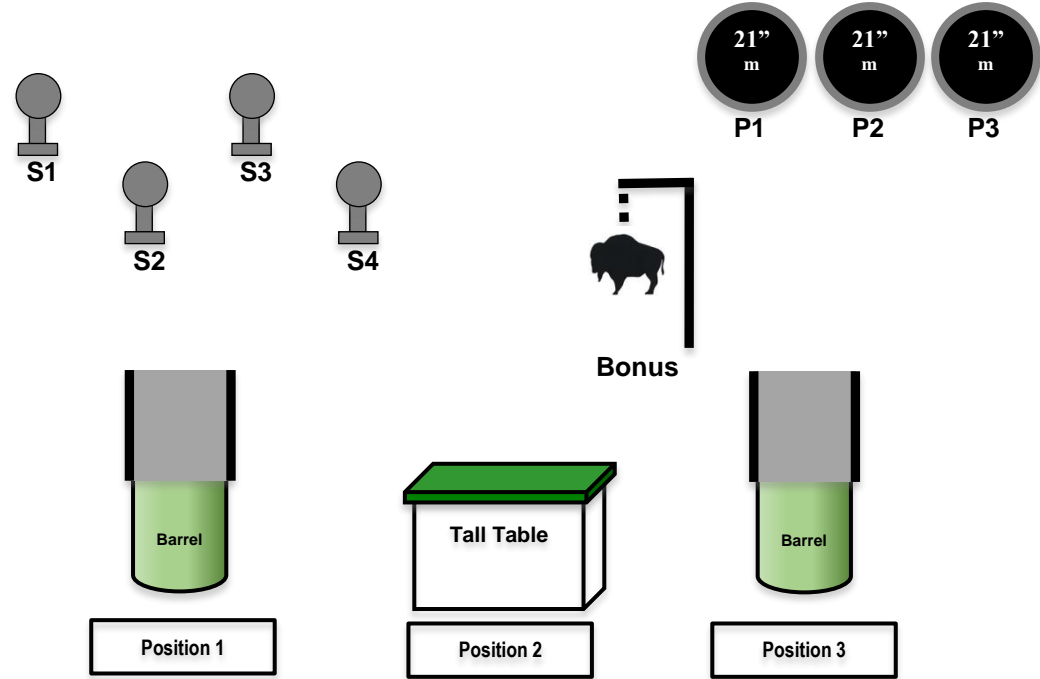
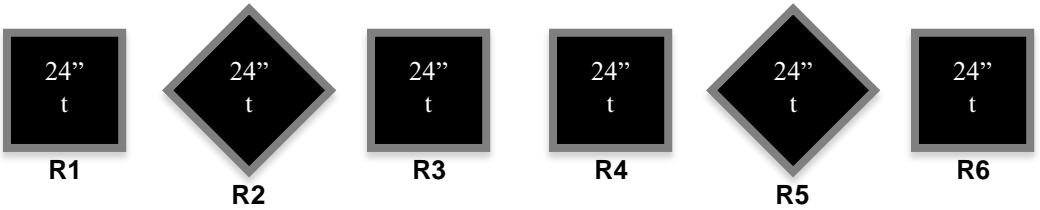
NOTE: A rifle is considered SAFE for movement in the following condition only:

- Action open

Or,

- Action closed with hammer fully down on empty chamber or expended round

BAY #3



STAGE FOUR (Bay #3)

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

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

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

Procedure: Shooter starts at Position 2 with hands held high in the air. When ready says **“Here Comes the Sun”**.

At the beep, with rifle single tap each of the six rifle targets as follows:
Outside, Outside, Inside, Inside, Middle, Middle, Inside, Inside, Outside, Outside.
Yes you can take the shortcuts.

Move to Position 1 or 2.

From Position 1, knockdown the four targets in any order.

From Position 2, engage the three pistol targets in the following manner: A Nevada style sweep starting on either end double tapping the center target on each pass.

STAGE FIVE (Bay #3)

Round Count: 10 pistol, 10 + 1 rifle, 4+ Shotgun

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

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

Procedure: Shooter starts at Position 1 or 3 standing comfortably with hands anywhere except touching guns or ammo. When ready says "**Because**".

At the beep:

From Position 1, knockdown all four of the targets in any order.

From Position 2 with rifle engage the six rifle targets in an eleven round Nevada sweep starting on either end. The eleventh round may be loaded any time after the beep.

From Position 3, engage the pistol targets as follows:

Single tap sweep the three targets from left to right then double tap P1.

Next;

Single tap sweep the three targets from right to left then double tap P3.

STAGE SIX (Bay #3)

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

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

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

Procedure: Shooter starts at Position 1 or 3 with hands either on pistol(s) or on shotgun shells. When ready says **“You Never Give Me Your Money”**.

At the beep,

From Position 1 with Shotgun, knockdown all 4 targets in any order.

From Position 2 with Rifle, shoot a 2, 1, 2, 2, 1, 2 sweep starting on either end.

From Position 3 with Pistols, engage the 3 pistol targets with 3 rounds each, in any order then engage the bonus target.

A miss on the bonus target will not count against you but a hit will take 3 seconds off your stage time.