

Mattaponi Match

July 28. 2018

By: Flatboat Bob

“ John Kenney “

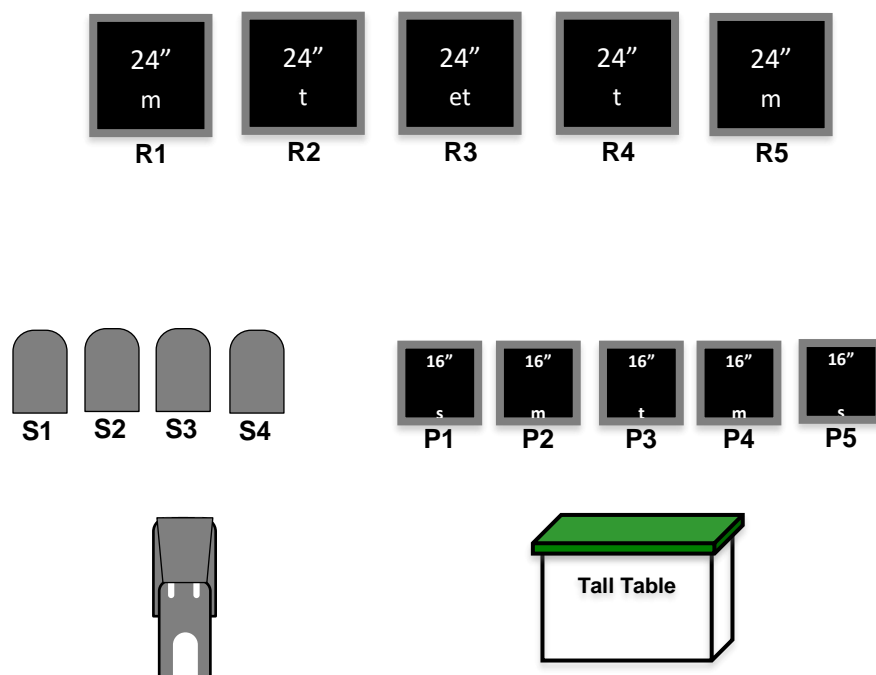
John Kenney was born in Massachusetts in 1847 and his family moved to Iowa in 1852. He joined the Army in 1865 and was mustered out in 1873 where he then settled in New Mexico. It was there he formed the John Kenney Gang. The new gang immediately started robbing banks and rustling cattle. In 1875 Kinney and his gang were drinking in a saloon and got into a fight with some soldiers from a local fort. The soldiers beat them and threw them out of the saloon. They came back in shooting. Three soldiers were killed and two were wounded. Shortly after, the gang then went to Texas and joined the El Paso Salt War. Later, they teamed up with the Murphy - Dolan fraction in the Lincoln County War. Kenney was shot in the face by Billy the Kid during the Battle of Lincoln but lived to be sent to prison in 1883. When John Kenney got out of jail three years later he did not return to the outlaw trail. He fought in the Spanish American War and mined for silver in Arizona before retiring. He died in 1919.

STAGE ONE (Bay 2)

10 pistol, 10 rifle, 4 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle loaded with ten rounds action closed, hammer down on empty chamber and staged on the tall table at the right. Open empty shotgun is staged on the horse to the left.

The shooter starts standing with both hands on the table at the right and says, "You shouldn't have thrown me out". At the beep draw pistols according to category and engage the five pistol targets with a double tap sweep starting on either end. Holster pistols. With rifle, engage the five rifle targets with the same instructions as the pistols. Make rifle safe. Move to the horse on the left and with shotgun engage the four shotgun targets till down. Make shotgun safe. Pick up long guns and move to the unloading table.

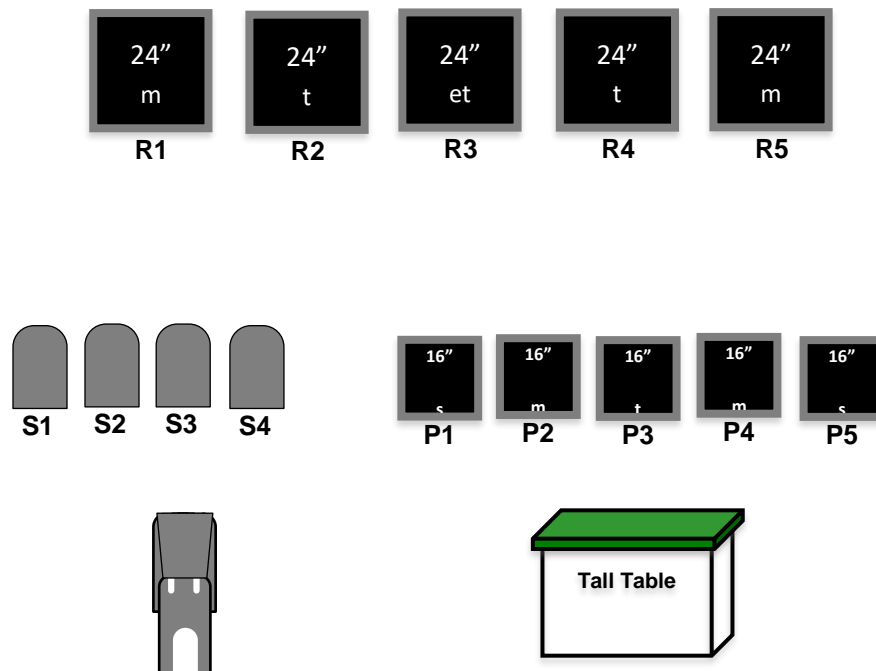


STAGE TWO (Bay 2)

10 pistol, 10 rifle, 4 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle loaded with ten rounds action closed, hammer down on empty chamber and staged on the horse to the left. Open empty shotgun is staged on the horse to the left.

Shooter starts standing at the horse on the left with both hands on their torso and says, "You shouldn't have thrown me out". At the beep with rifle engage the five rifle targets starting at either end with a sweep then engage the three inside targets with a Nevada sweep (ex.1,2,3,4,5,4,3,2,3,4). Make rifle safe. With shotgun engage the four shotgun targets until down. Make shotgun safe. Move to the table at the right and draw pistols according to category then engage the five pistol targets with the same instructions as the rifle. Holster pistols. Pick up long guns and move to the unloading table.

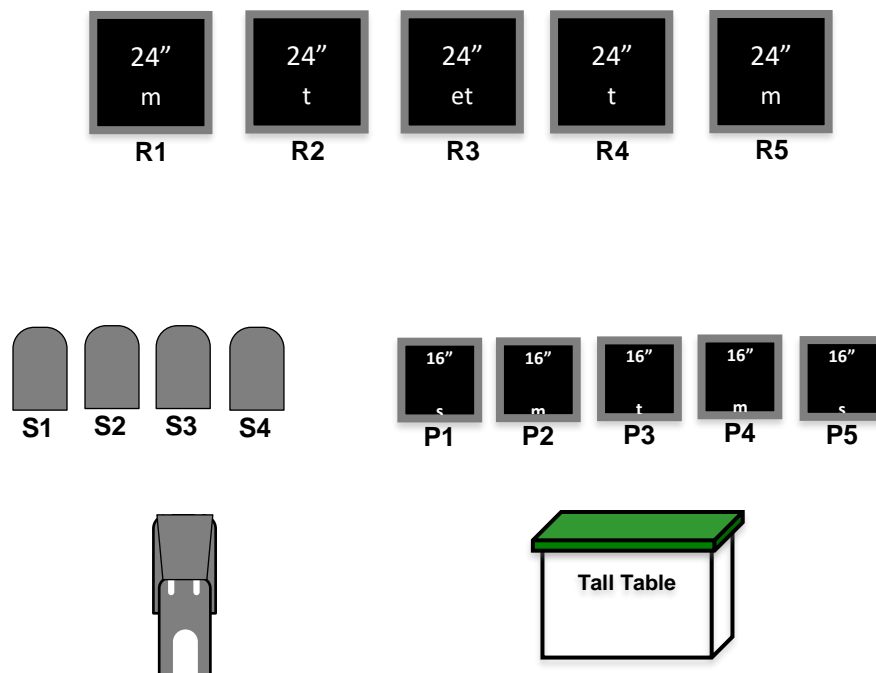


STAGE THREE (Bay 2)

10 pistol, 10 rifle, 4 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle loaded with ten rounds action closed, hammer down on empty chamber and staged on the horse to the left. Open empty shotgun is staged on the horse to the left.

Shooter starts standing at the horse to the left with hands on hat or head and says, "You shouldn't have thrown me out". At the beep with shotgun engage the four shotgun targets outside, outside, inside, inside till down. Make shotgun safe. With rifle engage the five rifle targets outside, outside, inside, inside, middle then repeat instructions. Make rifle safe. Move to the table on the right, draw pistols according to category and engage the pistol targets with the same instructions as the rifle. Holster pistols. Pick up long guns and move to the unloading table.

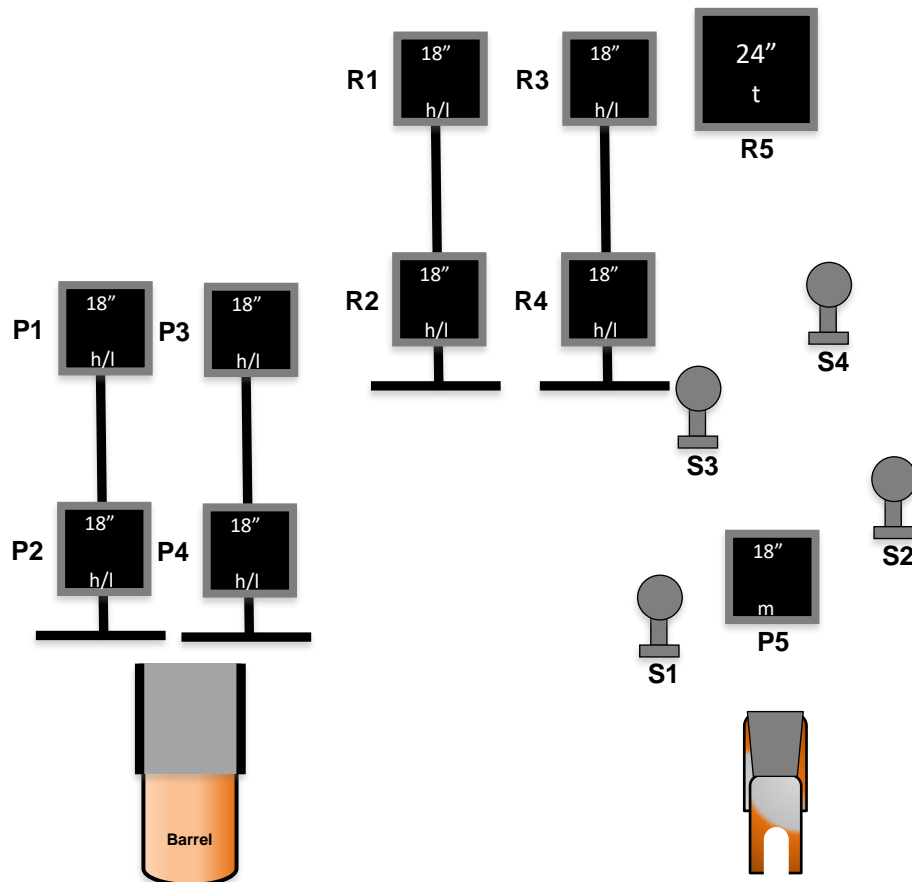


STAGE FOUR (Bay 3)

10 pistol, 10 rifle, 4 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle loaded with ten rounds action closed, hammer down on empty chamber and staged on the steer to the right. Open empty shotgun is staged on the steer to the right.

Shooter starts standing at the barrel on the left with hands on pistol or pistols and says, "I'll shoot you in the face". At the beep draw pistols according to category and engage the four pistol targets starting on any target in any order with four rounds each on any two targets and one round each on the other two targets. **Sorry, no triple taps allowed.** Holster pistols. Move to the steer on the right and with rifle engage the R1 – R4 rifle targets with the same instructions as the pistols. Make rifle safe. With shotgun engage the four shotgun targets in any order till down. Make shotgun safe. Pick up long guns and move to the unloading table.

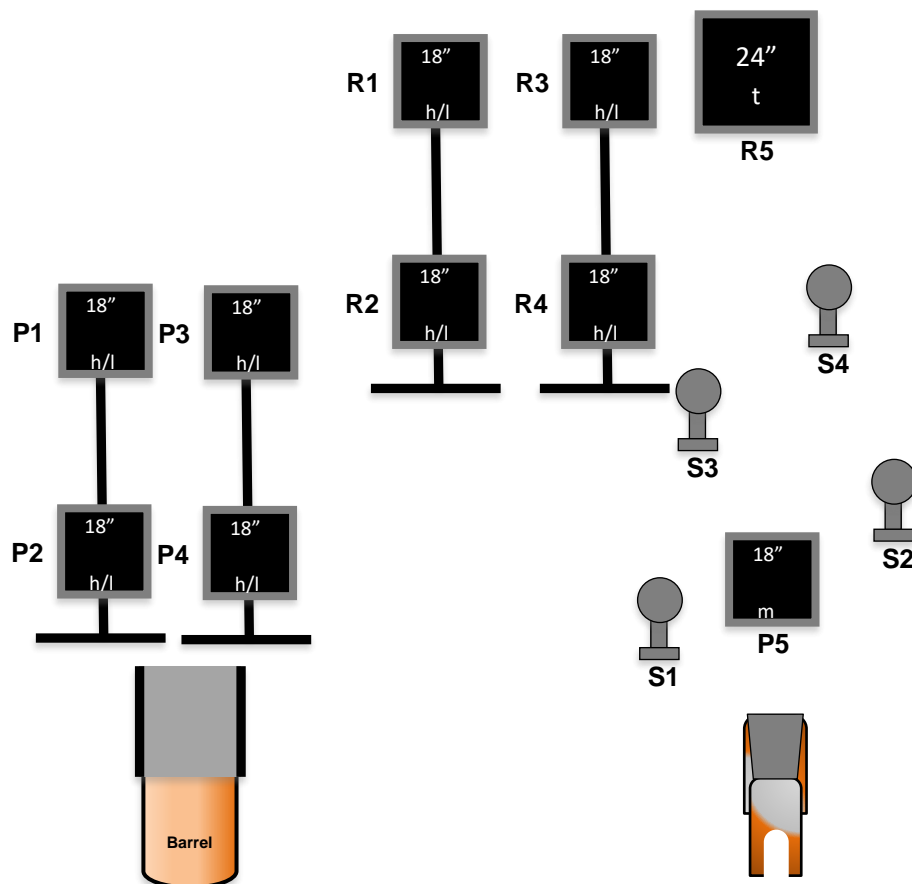


STAGE FIVE (Bay 3)

10 pistol, 10 rifle, 4 shotgun

Procedure: Both pistols are loaded with five rounds each, hammer down on empty chamber and holstered. Rifle loaded with ten rounds action closed, hammer down on empty chamber and staged on the steer to the right. Open empty shotgun is staged on the steer to the right.

Start standing and stay at the steer on the right with both hands on your face and say, "I'll shoot you in the face". At the beep with rifle engage the R-5 rifle target with ten rounds. Make rifle safe. Draw pistol(s) according to category and engage the P-5 target with five rounds. Holster pistol(s) or make safe. With shotgun engage the four shotgun targets in any order till down. Make shotgun safe. Draw/pick up pistol(s) according to category and engage the P-5 target with five more rounds. Holster pistols. Pick up long guns and move to the unloading table.



STAGE SIX (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 loaded with ten rounds action closed, hammer down on empty chamber and staged on the barrel to the left. Open empty shotgun is staged on the steer to the right.

Shooter starts standing at the barrel on the left with rifle held Cowboy Port Arms and says, "I'll shoot you in the face". At the beep with rifle engage the R1 – R4 rifle targets starting on any target and in any order with three single taps and one double tap. Repeat instructions but on the second five rounds the second double tap must be on a different target than with the first five rounds. **Sorry, no triple taps allowed.** Make rifle safe. Draw pistols according to category and engage the four pistol targets with the same instructions as the rifle. Holster pistols. With shotgun engage the four shotgun targets in any order till down. Make shotgun safe. Pick up long guns and move to the unloading table.

