

STAGES FOR AUGUST 25, 2018
BY FLATBOAT BOB

Taken from SASS Pennsylvania State Championship 2018
A Salute to Military Working Animals

G. I. Joe

G. I. Joe was an American carrier pigeon during World War II. During an attempt to take back the German-occupied town, American bombers were prepping to unleash a payload to support British troops on the ground. However, an unexpected German retreat meant the British could take the village ahead of schedule. The problem was, no one could get a message to the Americans about to bomb the whole town. As a last-ditch effort, Joe was sent back to the base with a message to stop the bombing. Joe was able to fly the 20 miles back to base in just 20 minutes. He arrived just before the planes were scheduled to take off. With only five minutes to spare, the bombing run was canceled, saving the lives of at least 1000 troops. In 1943, G. I. Joe was awarded the Dicken Medal for gallantry at the Tower of London.

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 rifle, 10 pistol, 6+ shotgun

Shooting Order: Rifle, Shotgun, Shotgun, Pistols

Staging: 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 horse. Open, empty shotgun is staged on the horse. Shooter must have at least six shotgun shells on his person.

Procedure: The shooter starts standing at the horse with both hands on the horse and says, "Go, Joe!". At the beep, with rifle engage the rifle targets in the following order: R1, R4, R1, R2, R3, R4, R5, R6, R7, R8. Make rifle safe. With shotgun engage S1, S2, and S3 until down. Make shotgun safe and move to the hay bale down range. Engage S8, trip target, and bird. (All shotgun targets may be shot in any order. If the bird is hit in the air it will be a 5 second bonus.) Make shotgun safe. Draw pistols according to category. Engage the rifle targets with the pistols using the same instructions as for the rifle. Holster pistols. Pick up long guns and move to the unloading table.

STAGE TWO (Bay 2)

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

Shooting Order: Shotgun, Rifle, Pistols

Staging: Both pistols are loaded with five rounds each, hammer down on empty chamber and staged on the tall table. Rifle is loaded with ten rounds, action closed, hammer down on empty chamber, and staged on the tall table. Open, empty shotgun is staged on the barrel. Shooter must have at least four shotgun shells on his person.

Procedure: Shooter starts standing at Barrel and says, "Go, Joe!". At the beep with shotgun engage S4, S5, S6, and S7—far to near until down. Make shotgun safe. Move to Tall Table and with the rifle engage the rifle targets in the following order: R8, R8, R8, R8, R7, R7, R7, R6, R6, R5. Make rifle safe. With pistols engage the pistol targets in the following order: P7, P7, P7, P7, P6, P6, P6, P5, P5, P4. (Pistols may be holstered or returned to the table.) Holster pistols. Pick up long guns and move to the unloading table.

STAGE THREE (Bay 2)

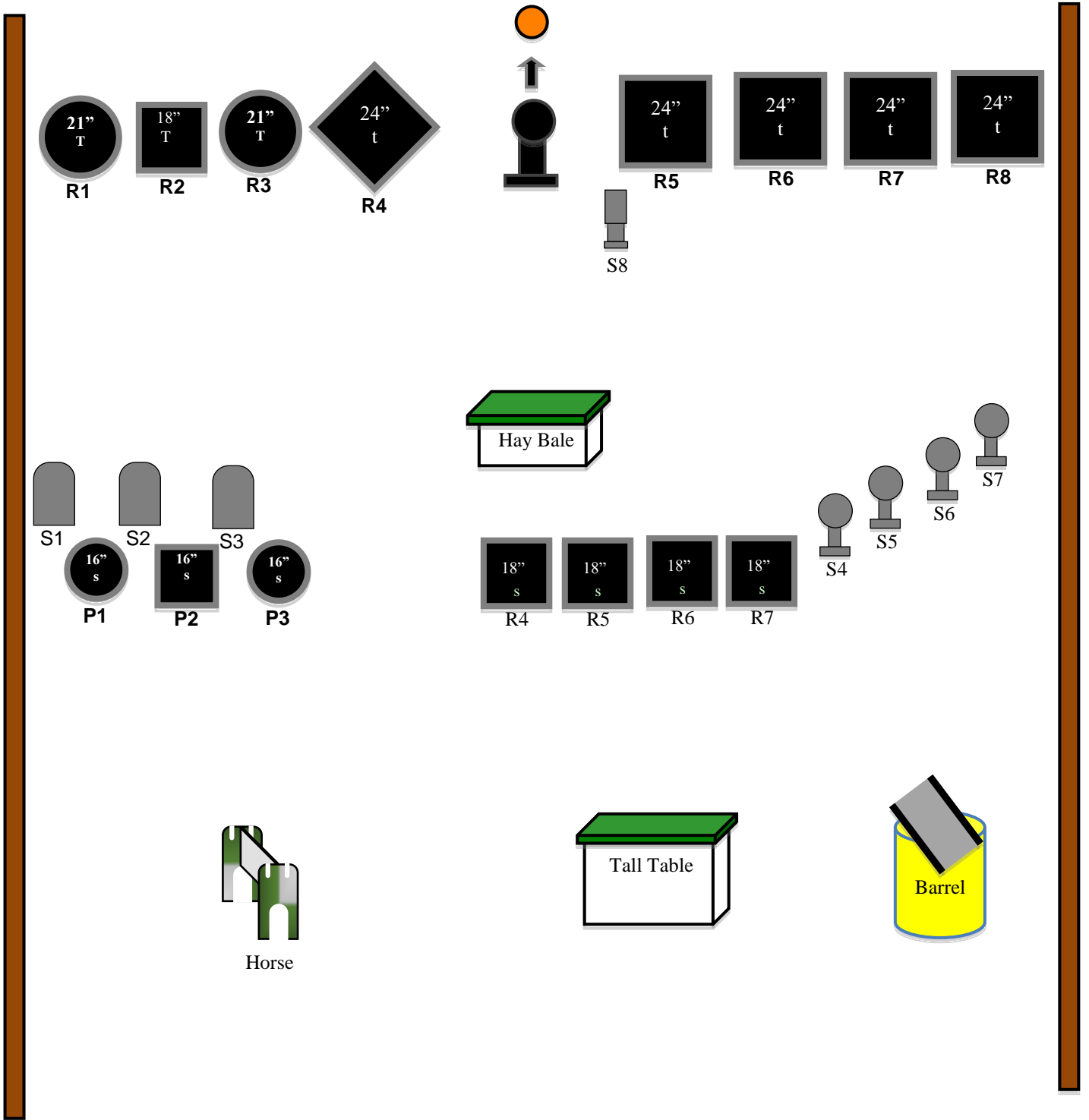
Round Count: 10 pistol, 10 rifle, and 2+ shotgun

Shooting Order: Pistols, Rifle, Shotgun

Staging: 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 horse. Open, empty shotgun is staged on the horse. Shooter must have at least two shotgun shells on his person.

Procedure: The shooter starts standing at the Horse with both hands on his hat and says, "Go, Joe!" At the beep, draw pistols according to category and place ten rounds on P1, P2, and P3 (All targets must be engaged—no triple taps). Holster pistols. With the rifle use the same instructions as the pistols on R1, R2, and R3. Make rifle safe. With shotgun engage S1 and S3 in any order until down. (Look out for the procedural trap.) Make shotgun safe. Pick up rifle and move to the unloading table

BAY #2



STAGE FOUR (Bay 3)

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

Shooting Order: Rifle, Shotgun, Pistol, Pistol

Staging: 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 held at port arms. Open, empty shotgun is staged on the Cow. Shooter must have at least four shotgun shells on his person.

Procedure: The shooter starts standing at Cow with the rifle at port arms and says “Go, Joe!” At the beep engage the Y target and three Plate Rack targets by alternating between them for five rounds, starting on the Plate Rack. Then engage the Z target and three Plate Rack targets by alternating between them for five rounds, starting on the Plate Rack. (Any plates left standing on the rack may be engaged in any order with the rifle until down.) Make rifle safe. With shotgun engage S3, S4, S5, and S6 near to far until down. Make shotgun safe. Move to the Hay Bale. Draw pistols according to category and place five rounds on P4. Make pistols safe. Move to the Horse and place five rounds on P1, P2, and P3—all targets must be engaged. Holster pistols. Pick up long guns and move to the unloading table.

STAGE FIVE (Bay 3)

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

Shooting Order: Pistols, Rifle, Shotgun, Shotgun

Staging: 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 Horse. Open, empty shotgun is staged safely. Shooter must have at least six shotgun shells on his person.

Procedure: Shooter starts standing at The Horse and says, “Go, Joe!” At the beep draw pistols according to category and engage the pistol targets in the following order: X, P1, P2, P3, X, X P1, P2, P3, X. Holster pistols. With the rifle engage the rifle and X targets using the same instructions as the pistols. Make rifle safe. Move to the Hay Bale and with the shotgun engage S1 and S2 until down. Make shotgun safe. Move to the Cow and engage S3, S4, S5, and S6 until down. (All shotgun targets may be shot in any order.) Make shotgun safe. Pick up rifle and move to the unloading table.

STAGE SIX (Bay 3)

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

Shooting Order: Shotgun, Rifle, Pistols

Staging; 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 Horse. Open empty shotgun is held with both hands. Shooter must have at least two shotgun shells on his person.

Procedure: Shooter starts standing at the Hay Bale with shotgun held in both hands and says, "Go, Joe." At the beep with the shotgun engage S1 and S2 in any order until down. Make shotgun safe. Move to the Horse. With the rifle engage the two outside rifle targets, R1 and R3 with two rounds each, and the center target, R2, with six rounds. Make rifle safe. Draw pistols according to category and engage the pistol targets, P1, P2 and P3 using the same instructions as for the rifle. Holster pistols. Pick up long guns and move to the unloading table.

BAY #3

