

## **Mattaponi Sundowners**

### **STAGES FOR SUNDAY, AUGUST 19 2018**

*Stages Written by: Cody Maverick*

*Story Line: Winchester Mystery House*

*Not to be read aloud on match day!*

## **Winchester Mystery House**

The **Winchester Mystery House** is a mansion in San Jose, California, that was once the personal residence of Sarah Winchester, the widow of firearm magnate William Wirt Winchester. Located at 525 South Winchester Blvd. in San Jose, the Queen Anne Style Victorian mansion is renowned for its size, its architectural curiosities, and its lack of any master building plan. It is a designated California historical landmark and is listed on the National Register of Historic Places. It is privately owned and serves as a tourist attraction.

Since its construction in 1884, the property and mansion were claimed by many to be haunted by the ghosts of those killed with Winchester rifles. Under Winchester's day-to-day guidance, its "from-the-ground-up" construction proceeded around the clock, by some accounts, without interruption, until her death on September 5, 1922, at which time work immediately ceased.

After her husband's death from tuberculosis in 1881, Sarah Winchester inherited more than \$20.5 million (equivalent to \$520 million in 2017). She also received nearly fifty percent ownership of the Winchester Repeating Arms Company, giving her an income of roughly \$1,000 per day, equivalent to \$25,000 a day in 2017. These inheritances gave her a tremendous amount of wealth which she used to fund the ongoing construction.

A Boston medium told her (while channeling her late husband) that she should leave her home in New Haven and travel West, where she must continuously build a home for herself and the spirits of people who had fallen victim to Winchester rifles. Sources say that Winchester came to believe her family and fortune were haunted by ghosts, and that only by moving West and continuously building them a home could she appease these spirits.

Carpenters worked on the house day and night until it became a seven-story mansion. She did not use an architect and added on to the building in a haphazard fashion. The home contains numerous oddities such as doors and stairs that go nowhere, windows overlooking other rooms and stairs with odd-sized risers.

The home itself is built using a floating foundation that is believed to have saved it from total collapse in the 1906 earthquake and the 1989 Loma Prieta earthquake. This type of construction allows the home to shift freely, as it is not completely attached to its brick base. There are roughly 161 rooms, including 40 bedrooms, 2 ballrooms as well as 47 fireplaces, over 10,000 panes of glass, 17 chimneys, two basements and three elevators. It has gold and silver chandeliers, hand-inlaid parquet floors and trim.

There was only one working toilet for Winchester, but all other restrooms were decoys to confuse spirits. This is also the reason why she slept in a different room each night.

In February 2018 the motion picture "Winchester" starring Helen Mirren was released, loosely based on the story of Sarah and her mansion.

# 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

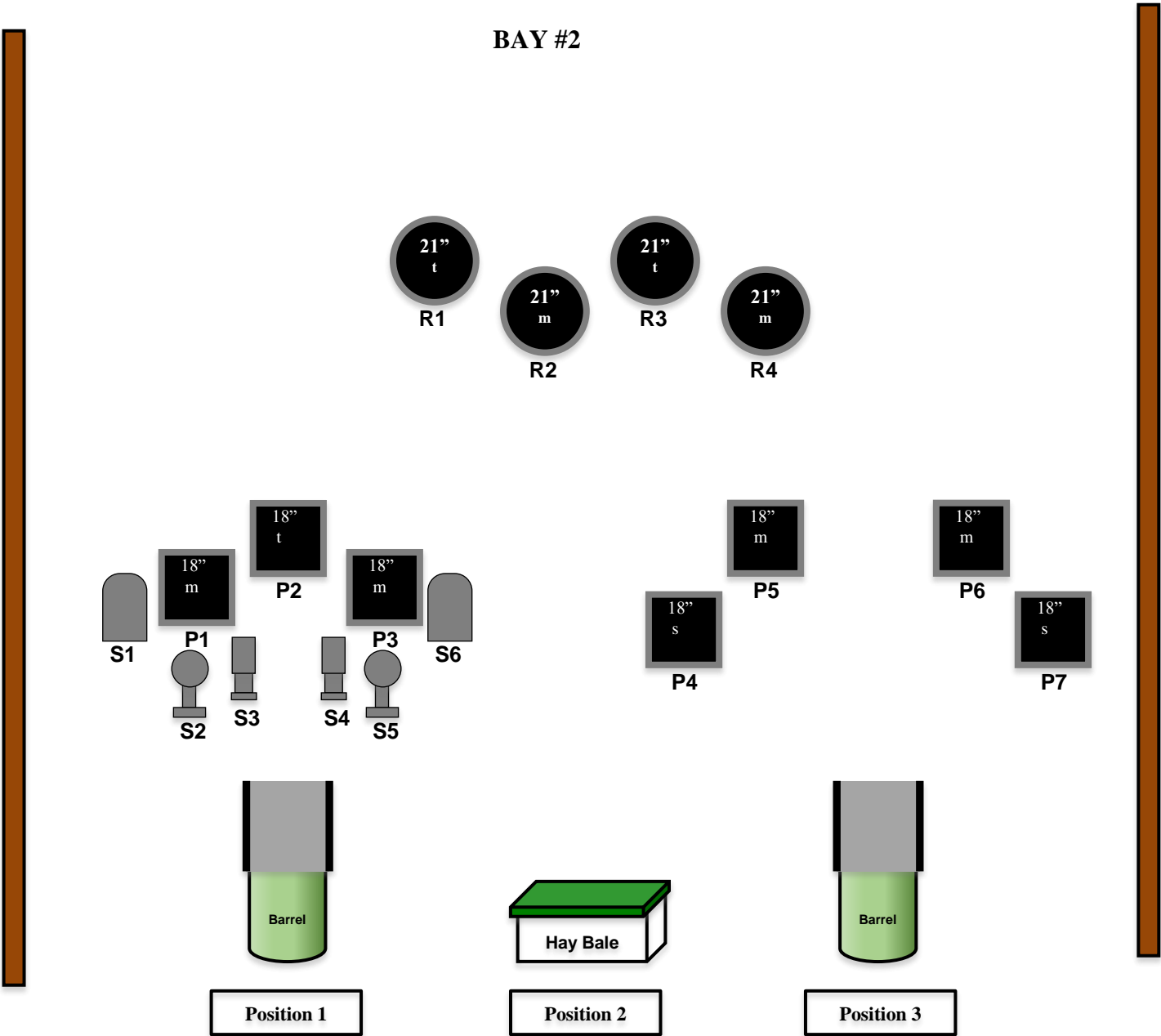
If you know that it’s a Miss...It’s a Miss

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 safely in both hands, Pistols holstered, Shotgun staged safely

**Procedure:** Shooter starts at Position 2 holding rifle with both hands and when ready says “**Best start believing in ghost stories**”

At the beep, engage the 4 rifle targets in this order: 1,2,2,3,4,4,3,2,2,1

Make rifle safe on the hay bale or take it with you.

Move to Position 1 or 3.

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

From Position 3, with pistols, engage the 4 pistol targets same as the rifle.

Then move to the opposite position and complete the stage.

**STAGE TWO (Bay #2)**

**Round Count:** 10 pistol, 10 rifle, 6+ Shotgun

**Shooting Order:** Rifle, Pistols, Shotgun

**Staging:** Rifle at cowboy port arms, Pistols holstered, Shotgun staged safely.

**Procedure:** Shooter starts at Position 2 with rifle at cowboy port arms and when ready says **“Oh Sarah, you see dead people!”**

At the beep, with rifle, engage the 4 rifle targets in a Badger Sweep from the left.  
i.e. 1,2,3,4,1,2,3,1,2,1.

Make rifle safe on the hay bale or carry it safely to Position 3.

At Position 3, with pistols, engage the 4 pistol targets same as the rifle.

Move to Position 1, and with shotgun knockdown the 6 shotgun targets S1 thru S6 in any order.

**STAGE THREE (Bay #2)**

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

**Shooting Order:** Rifle, Pistols, Shotgun

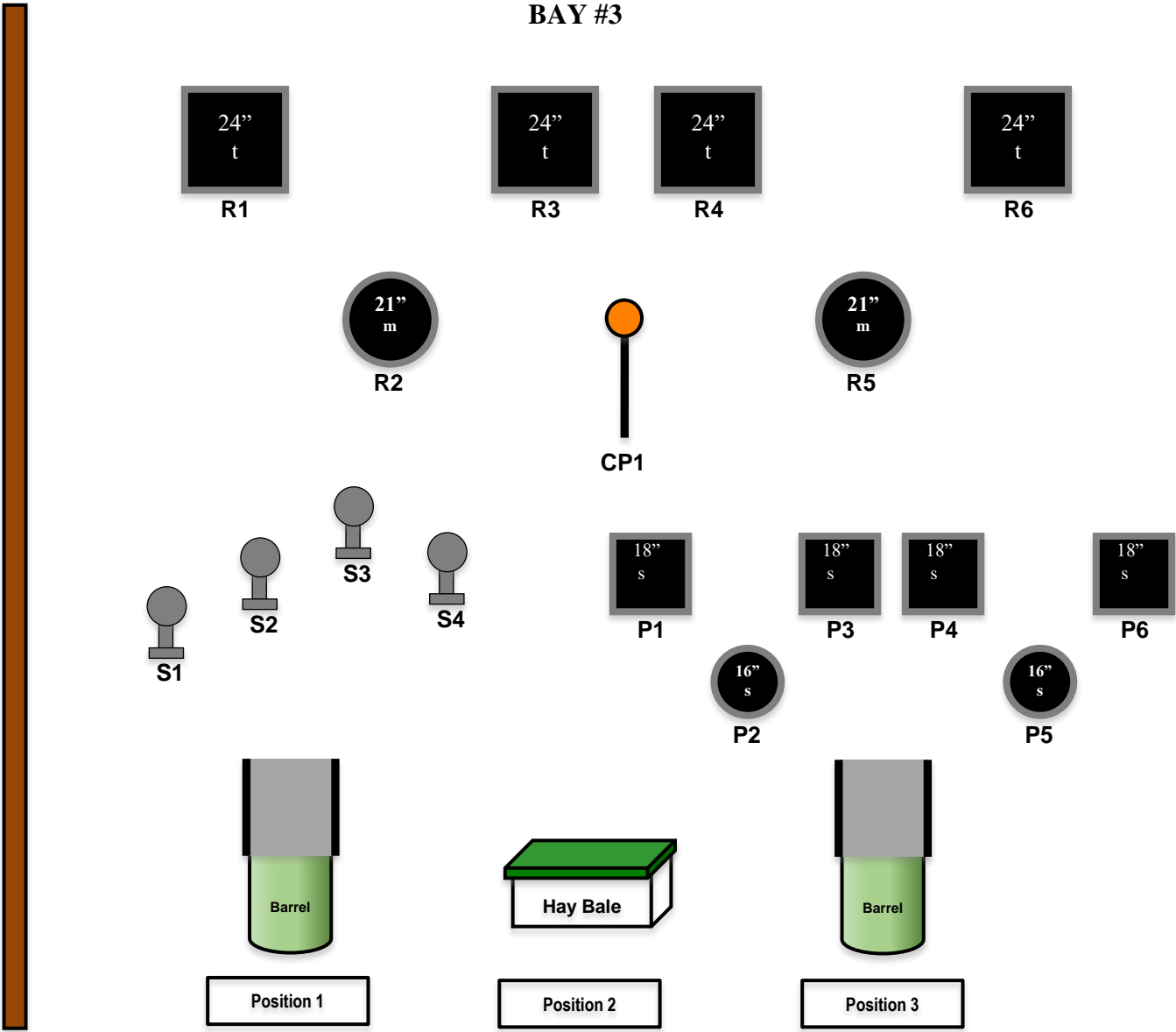
**Staging:** Rifle staged safely, Pistols holstered, Shotgun staged safely

**Procedure:** Shooter starts at Position 1 and when ready says **“Where the heck is the bathroom?”**

At the beep, with rifle, engage the 4 rifle targets in a Nevada Sweep from either end.

Next, with pistols, engage the 3 pistol targets with same instructions as the rifle.

Next, with shotgun, knockdown any 2 shotgun targets.



## **STAGE FOUR (Bay #3)**

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

**Shooting Order:** Pistols, Rifle, Shotgun

**Staging:** Rifle staged safely, Pistols holstered, Shotgun staged safely

**Procedure:** Shooter starts at Position 3 and when ready says **“I ain’t afraid of no ghost!”**

At the beep, with pistols, engage the 6 pistol targets as follows:

Engage the 4 square targets with 1 round each, then the 2 circles with 1 round each and then the 4 squares again with 1 round each.

Move to Position 2 and with rifle, engage the 6 rifle targets with the same instructions as the pistols.

Move to Position 1 and with shotgun, knockdown the 4 shotgun targets.

### **STAGE FIVE (Bay #3)**

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

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

**Staging:** Rifle staged at position 2, Pistols holstered, Shotgun staged safely

**Procedure:** Shooter starts at Position 2 standing upright with one hand making a drinking gesture. When ready says **“How do you get a drink around here?”**

At the beep, with rifle, engage the clay pigeon and the 6 rifle targets as follows: Sweep the 6 steel targets from either end with double taps on the squares and single taps on the circles. Engage the clay target with 1 round.

Make rifle safe on the hay bale or take it with you.

Move to Position 1 or 3.

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

From Position 3, with pistols, engage the 6 pistol targets with same instructions as the rifle.

Then move to the opposite position and complete the stage.

Notes about the rifle sequence:

The 11<sup>th</sup> round may be loaded at any time after the beep

The clay pigeon may be engaged with either the first or the last shot.

A broken clay will reduce the shooter's time by 5 seconds, an unbroken clay will cause shooter to consider additional rifle practice.

If by chance the shooter misses the clay and hits a rifle target instead it will **NOT** be scored as a procedural.



**STAGE SIX (Bay #3)**

**Round Count:** 10 pistol, 10 rifle, 5+ Shotgun

**Shooting Order:** Shotgun, Shotgun, Rifle, Pistols

**Staging:** Rifle staged safely, Pistols holstered, Shotgun at cowboy port arms

**Procedure:** Shooter starts at Position 2 with Shotgun held at cowboy port arms and when ready says **“Guns don’t kill people, People kill people.”**

At the beep, with shotgun, break the clay.

Move with safe shotgun to Position 1 and knockdown all 4 targets in any order.

Move back to Position 2 and with rifle engage the 6 rifle targets as follows:

Triple tap one of the circles, then single tap 2 of the squares. Then; triple tap the other circle followed by single taps on the other 2 squares.

Move to Position 3 and with pistols engage the 6 pistol targets with the same instructions as the rifle.