

MATTAPONI SUNDOWNERS

September 22, 2018

Written by: Potter County Kid

SGT. STUBBY

Sergeant Stubby was an American dog that served as the mascot in the US Army in World War I. Stubby was injured in a gas attack but managed to make a full recovery. He would later use his knowledge of deadly gases to warn sleeping troops of an attack before the alarms could sound. Stubby would also track down injured troops in the trench, listening for English words and barking to alert nearby medics. His most astounding achievement was the capture of a German spy, whom he caught making a map of the allied trenches. He managed to subdue the soldier until troops showed up. After the incident he was given the rank of Sergeant, the first animal in the United State to receive an official rank. Sgt. Stubby survived the war and Gen. John Pershing personally awarded him a gold medal in 1921 for his efforts. By the end of his career, Sergeant Stubby had served in 17 battles, won numerous commendations, and met with three different presidents.

Story provided by PA State SASS Championship

With a

Salute to

Military Working Animals.

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

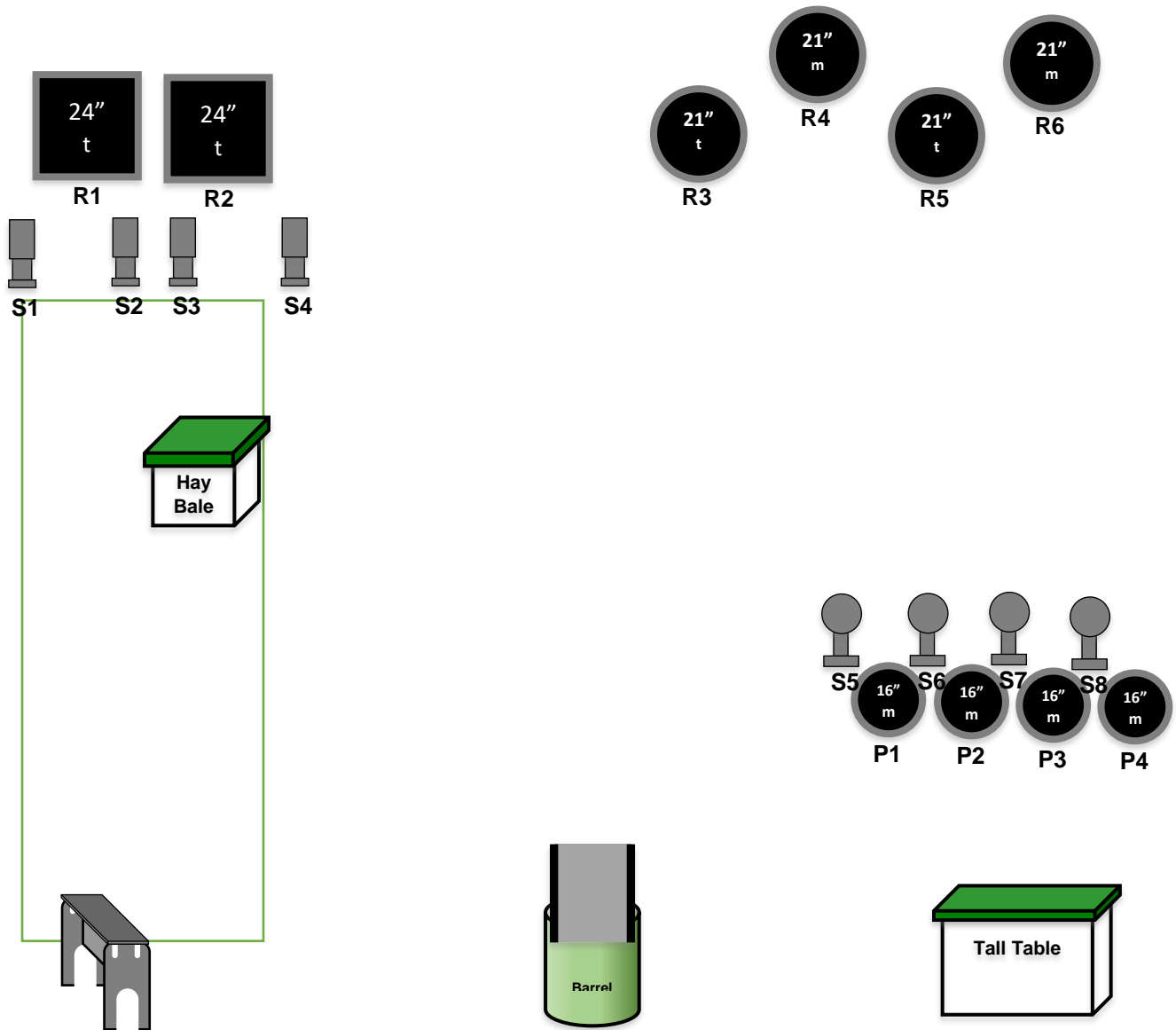
STAGE 1: Bay #2

Round Count: Rifle 10, Pistols with 5 each, Shotgun 4+

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle held at Cowboy Port Arms at position 1, Shotgun staged on horse at position 1, Pistols holstered

Procedure: Shooter starts at position 1 with rifle held at Cowboy port arms. When ready shooter says, "Gas, gas, gas". At the beep, engage the R/P targets, 1 and 2 in a progressive sweep starting on R/P 1 target. (ex.1,22,111,2222). Make rifle safe on horse, pick up shotgun and move through tunnel to haybale at position 2. Engage shotgun knockdown targets S1-S4 in any order, all must fall. Make shotgun safe. Draw pistols, per category, engage R/P targets 1 and 2 with the same instructions as the rifle. Pick up long guns and move to the unloading table.



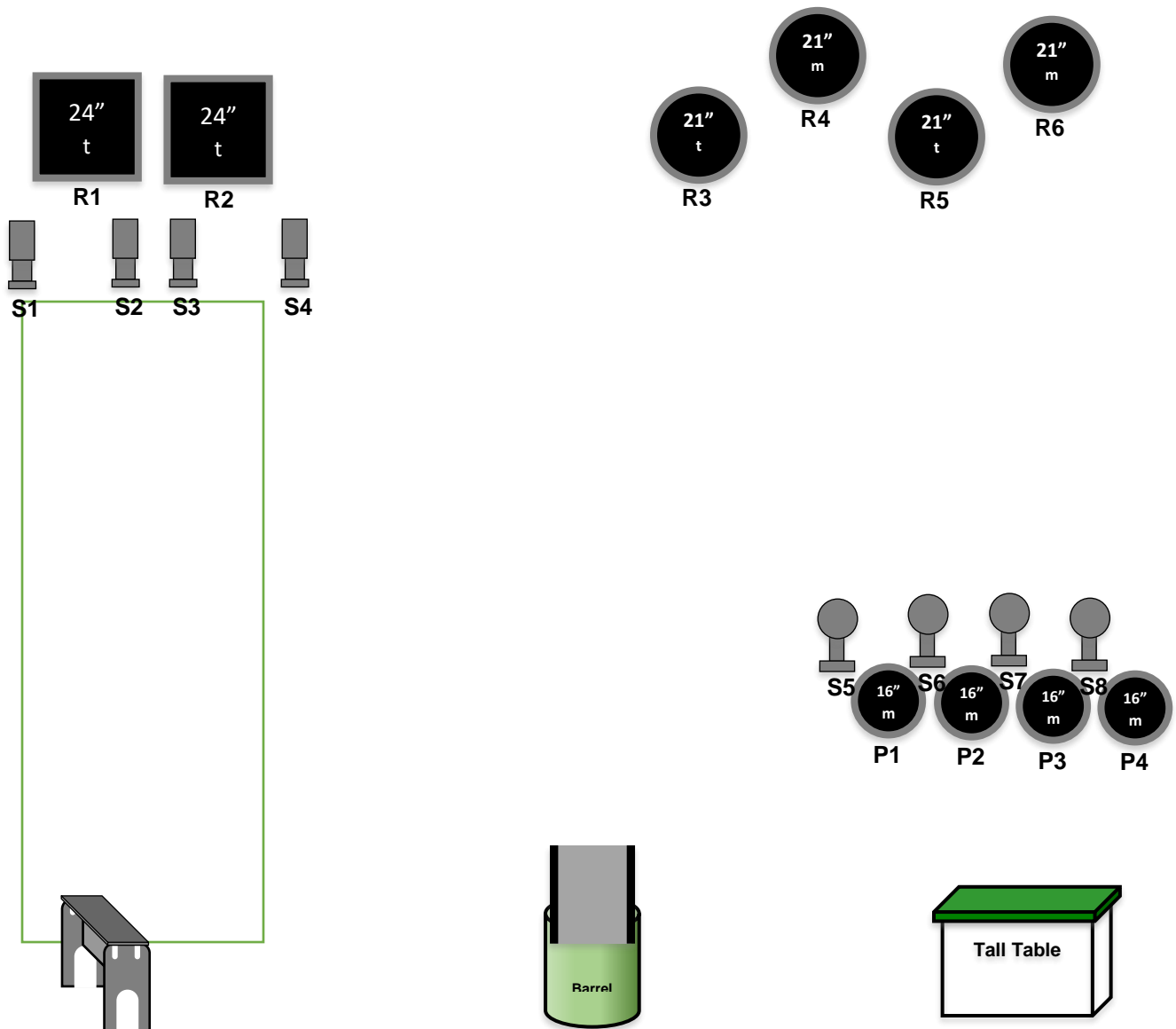
STAGE 2: Bay #2

Round Count: Rifle 10, Pistols with 5 each, Shotgun 4+

Shooting Order: Rifle, Pistol, Shotgun

Staging: Rifle staged at position 3 (barrel), Pistols holstered, Shotgun staged at position 4 (tall table)

Procedure: Shooter starts at position 3 with hands on hat or head. When ready the shooter says, "Gas, gas, gas". At the beep, with rifle engage targets R3-R6 in this order; R3, R3, R4, R5, R6, R6, R5, R4, R3, R3. Make rifle safe, move to position 4, draw pistols according to category and engage pistol P3-P6 with the same instructions as the rifle. Holster pistols, with shotgun engage shotgun knockdown targets S5-S8 in any order, all must fall. Pick up long guns and move to unloading table.



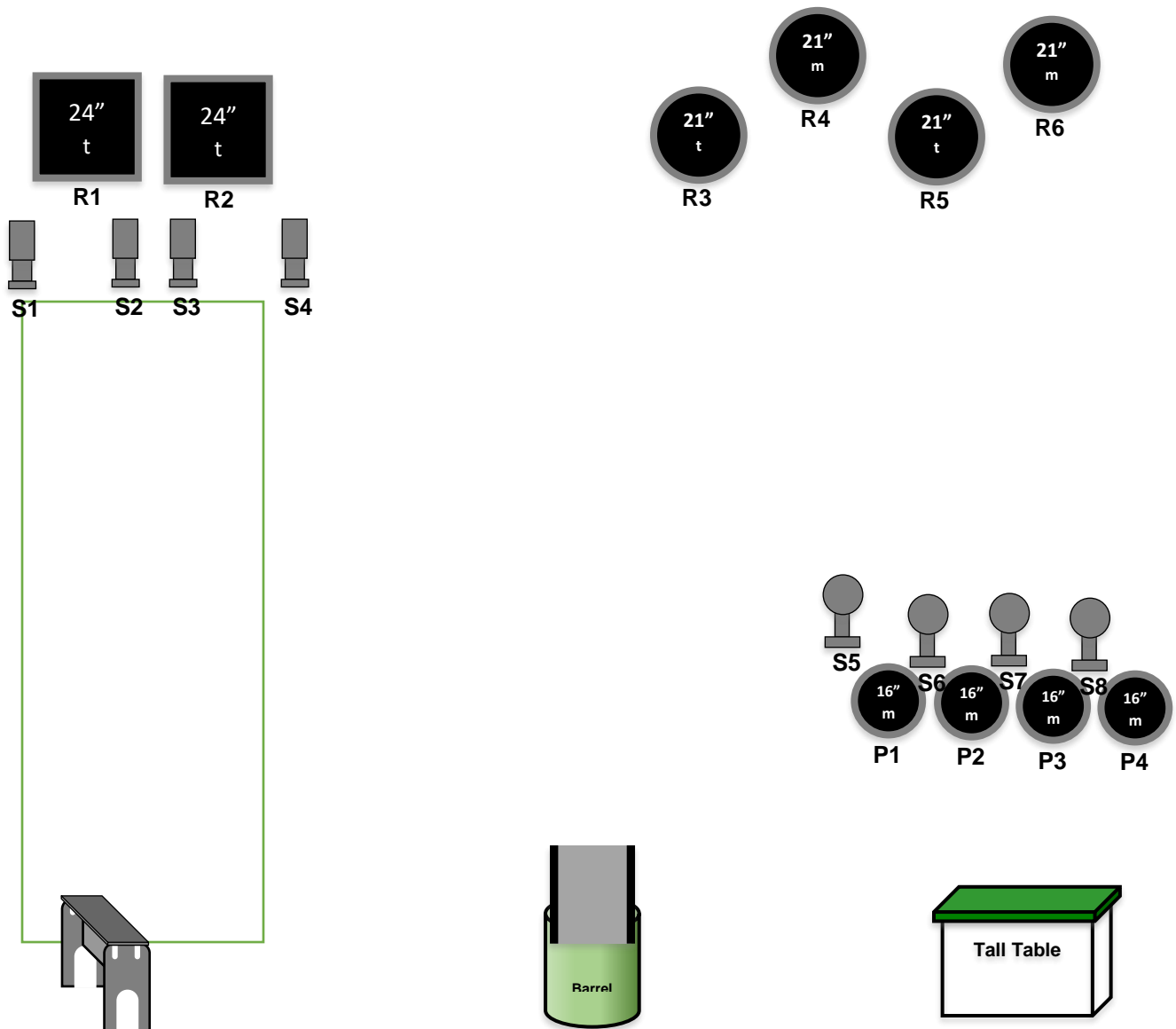
Stage 3: Bay #2

Round Count: Rifle 10, Pistols with 5 each, Shotgun 4+

Shooting Order: Shotgun, Rifle, Pistols

Staging: Shotgun staged at position 4, Rifle staged at position 4, pistols holstered

Procedure: Shooter starts standing at position 4 (tall table) in default position. When ready shooter says, "Gas, gas, gas". At the beep, with shotgun engage knockdown targets S5-S8 in any order, all must fall. Make shotgun safe. With rifle engage targets R3-R6 in this order; R3, R3, R3, R4, R4, R5, R5, R5, R6, R6. Make rifle safe. Draw pistols per category and engage targets P3-P6 with the same instructions as the rifle. Holster pistols. Pick up long guns and move to unloading .



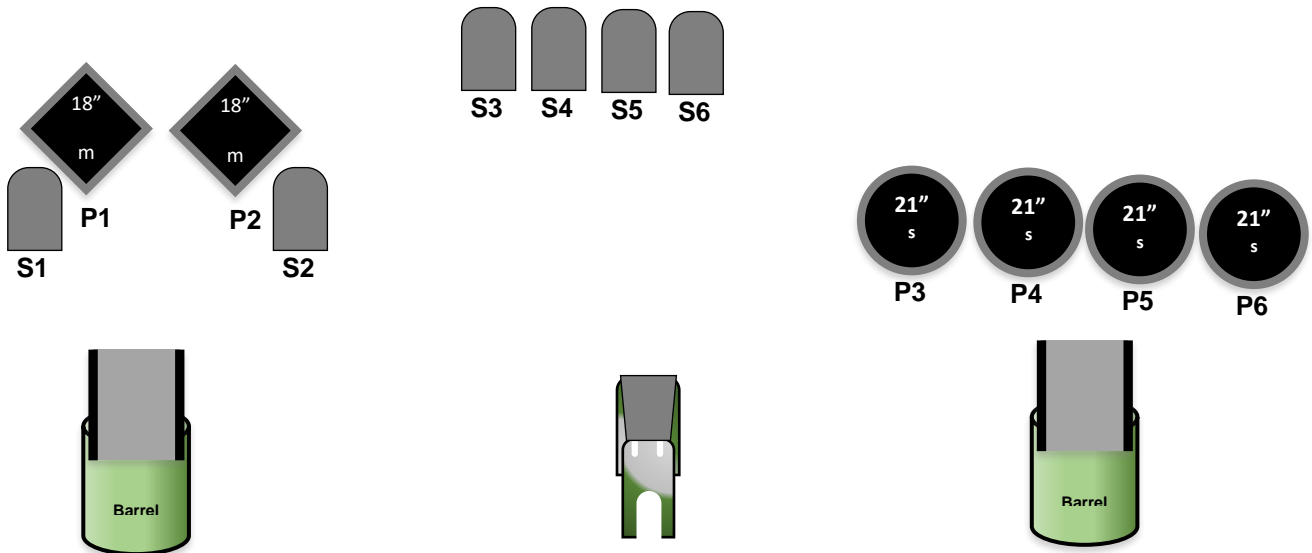
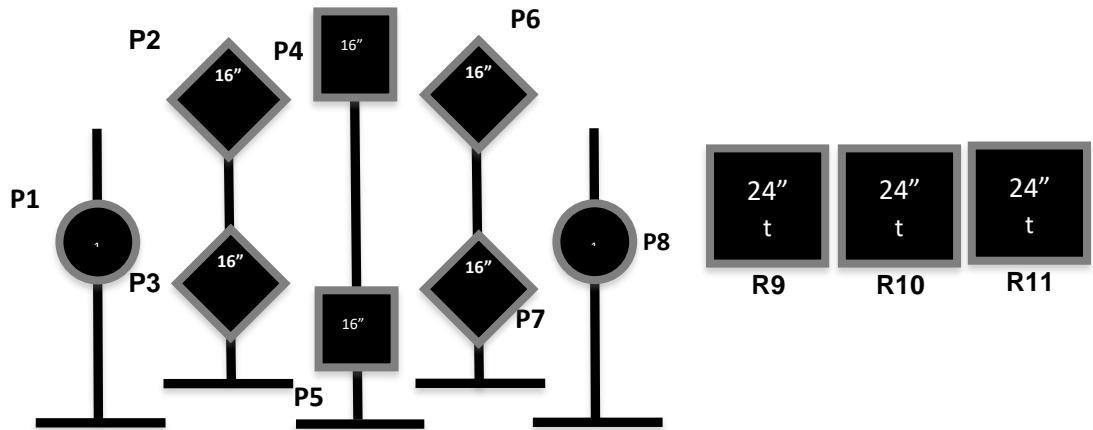
STAGE 4: Bay #3

Round Count: Rifle 10, Pistols with 5 each, Shotgun 6+

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle held with both hands pointed safely down range, pistols holstered, shotgun stage on barrel at position 1.

Procedure: Shooter starts at position 1 (left barrel) with rifle held and pointed safely down range. When ready, shooter say; **"Gas, gas, gas"**. At the beep, engage targets R1-R8 in this order: R1, R8, R2, R7, R4, R5, R6, R3, R8, R1. Make rifle safe. Draw pistols, per category, engage P1 and P2 with continuous single taps for 10 rounds; starting on either target. Holster pistols. With shotgun engage S1 and S2 in any order till down. Make shotgun safe and move to position 2 (horse) and engage S3-S6 in any order, all must fall. Pick up long guns and move to unloading table.



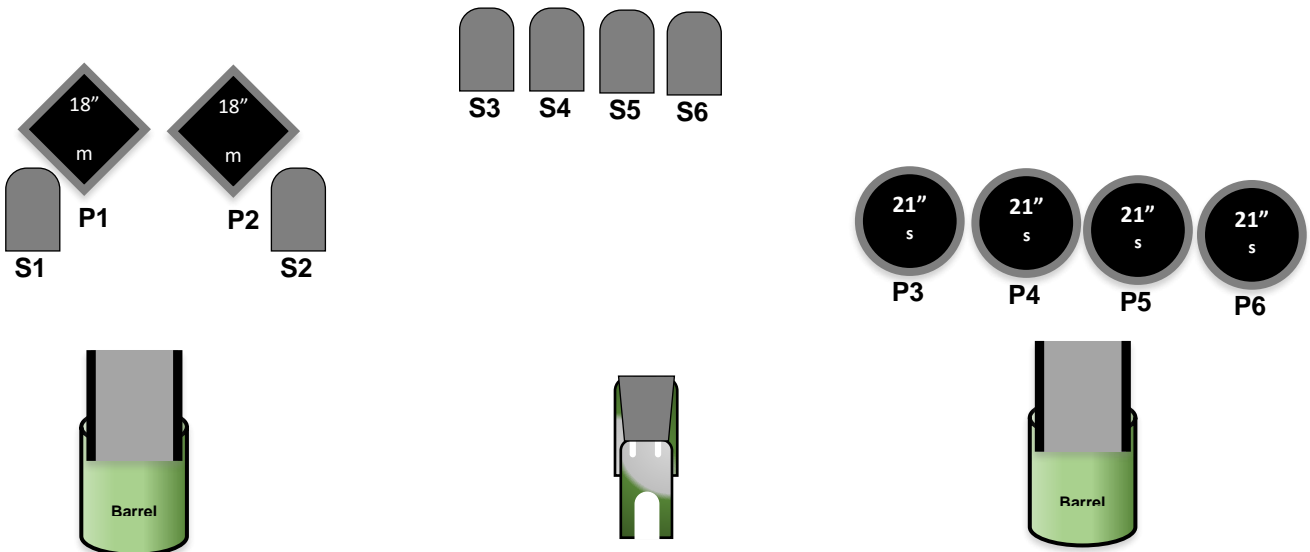
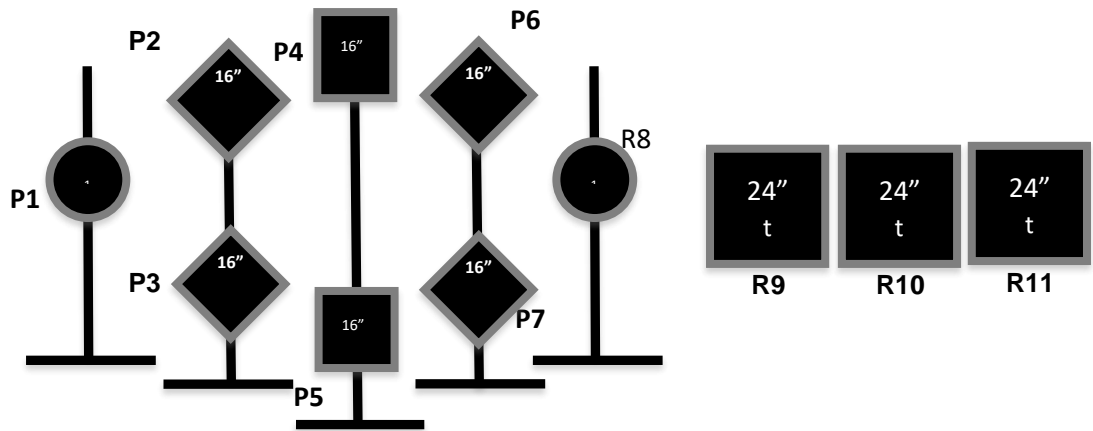
STAGE 5: Bay #3

Round Count: Rifle 10, Pistols with 5 each, Shotgun 4+

Shooting Order: Shotgun, Rifle, Pistols

Staging: Shotgun stage at position 2 (horse), Rifle staged safely, Pistols holstered

Procedure: Shooter starts at position 2 with hands at default position. When ready, shooter says; "Gas, gas, gas". At the beep, pick up shotgun, engage S3-S6 in any order until down, all must fall. Make shotgun safe. Move to position 3 (right barrel), with rifle engage the R9-R11 targets in this order: R9, R10, R11, R10, R9, R11, R10, R9, R10, R11. Make rifle safe. With pistols engage P3-P6 with a Badger Sweep from the left (ex. P3, P4, P5, P6, P3, P4, P5, P3, P4, P3. Holster pistols. Pick up long guns and move to unloading table.



STAGE 6: Bay#3

Round Count: Rifle 10, Pistols with 5 each, Shotgun 4+

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle staged at position 1 (left barrel), Shotgun staged safely, Pistols holstered

Procedure: Shooter starts at position 1 (left barrel) with hands on barrel. When ready, shooter says; "Gas, gas, gas". At the beep, pick up rifle, engage R1-R8 targets in this order: R1, R2, R3, R4, R4, R5, R5, R6, R7, R8. Make rifle safe. Move to position 2 (horse), with shotgun engage S3-S6 in any order, all must fall. Make shotgun safe. Move to position 3(right barrel), draw pistols, per category; engage P3-P6 in a continuous Nevada Sweep for either direction. (ex. P3, P4, P5, P6, P5, P4, P3, P4, P5, P6) Holster pistols. Pick up long guns and move to unloading table.

