

# Mattaponi Sundowners

## STAGES FOR SATURDAY, February 25, 2017

*Stages Written by: Cody Maverick*

*Story Line: Stage Conventions*

### SASS STAGE CONVENTIONS From Shooter's Handbook v22.3

Stage Conventions, or standard range behaviors, are a list of practices every shooter is expected to know and follow on every stage.

#### STAGE CONVENTIONS

The following stage conventions (stage defaults) should be followed in all SASS matches:

Unless otherwise directed in the stage descriptions.

- All knockdown targets may be reengaged until down.
- All knockdown targets (shotgun, rifle, or revolver) must go down to count.

Any knockdown target still standing once the shooter has engaged the next sequence of the stage will be counted as a miss.

**EXCEPTION:** For Buckaroo/Buckarette shooters shotgun targets do not have to go down to count.

If no starting position is given, the shooter shall stand upright with revolvers holstered, hands at the sides, and not touching any firearm. (SASS default).

Cowboy port-arms is defined as standing upright with the butt of the long gun at or below the waist of the shooter, the muzzle at or above the shoulder, and the long gun held with both hands.

In the event a target fails or is downed, the shooter should "shoot where it was." For safety reasons a target on the ground should never be engaged.

In the case of a suspected squib, the CRO/TO will instruct the shooter to make the firearm safe and continue with the next firearm. If the barrel is later determined to be clear, the shooter will receive a reshoot.

# 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

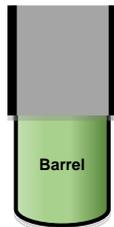
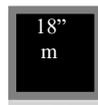
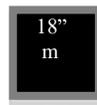
If you know that it’s a Miss...It’s a Miss

If you think it’s a Hit...It’s a Hit

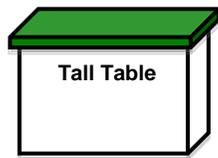
If you think it’s a Miss...IT’S A HIT

Benefit of the doubt always goes to the shooter

### BAY #2



Position 1



Position 2



Position 3

**STAGE ONE (Bay #2)**

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

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

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

**Procedure:** Shooter starts at Position 3 with hands on pistols. When ready says **“Where’d everybody go?”** At the beep, Shoot at the 4 pistol targets P1 thru P4 with a 3,2,2,3 sweep from either direction. Move to Position 2 and with rifle, shoot at the 4 rifle targets R1 thru R4 using the same instructions as with the pistols. Move to Position 1 and knockdown the 4 shotgun targets S1 thru S4 in any order.

**STAGE TWO (Bay #2)**

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

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

**Staging:** Rifle is loaded with 10 rounds, staged at Position 2. Pistols loaded with 5 rounds each, holstered. Shotgun staged at Position 1.

**Procedure:** Shooter starts at Position 1 with hands on hat/head. When ready says **“Sure is awful quiet”** At the beep, knockdown the shotgun targets S1 thru S4 in the following order: inside, inside, outside, outside. Move to Position 2 and with rifle shoot at the 4 rifle targets R1 thru R4 in the following manner; double tap each of the 2 inside targets and then single tap 1 of the outside targets, then double tap each of the 2 inside targets again and single tap the other outside target. Move to Position 3 and with pistols shoot at the 4 pistol targets P1 thru P4 with the same instructions as the rifle.

**STAGE THREE (Bay #2)**

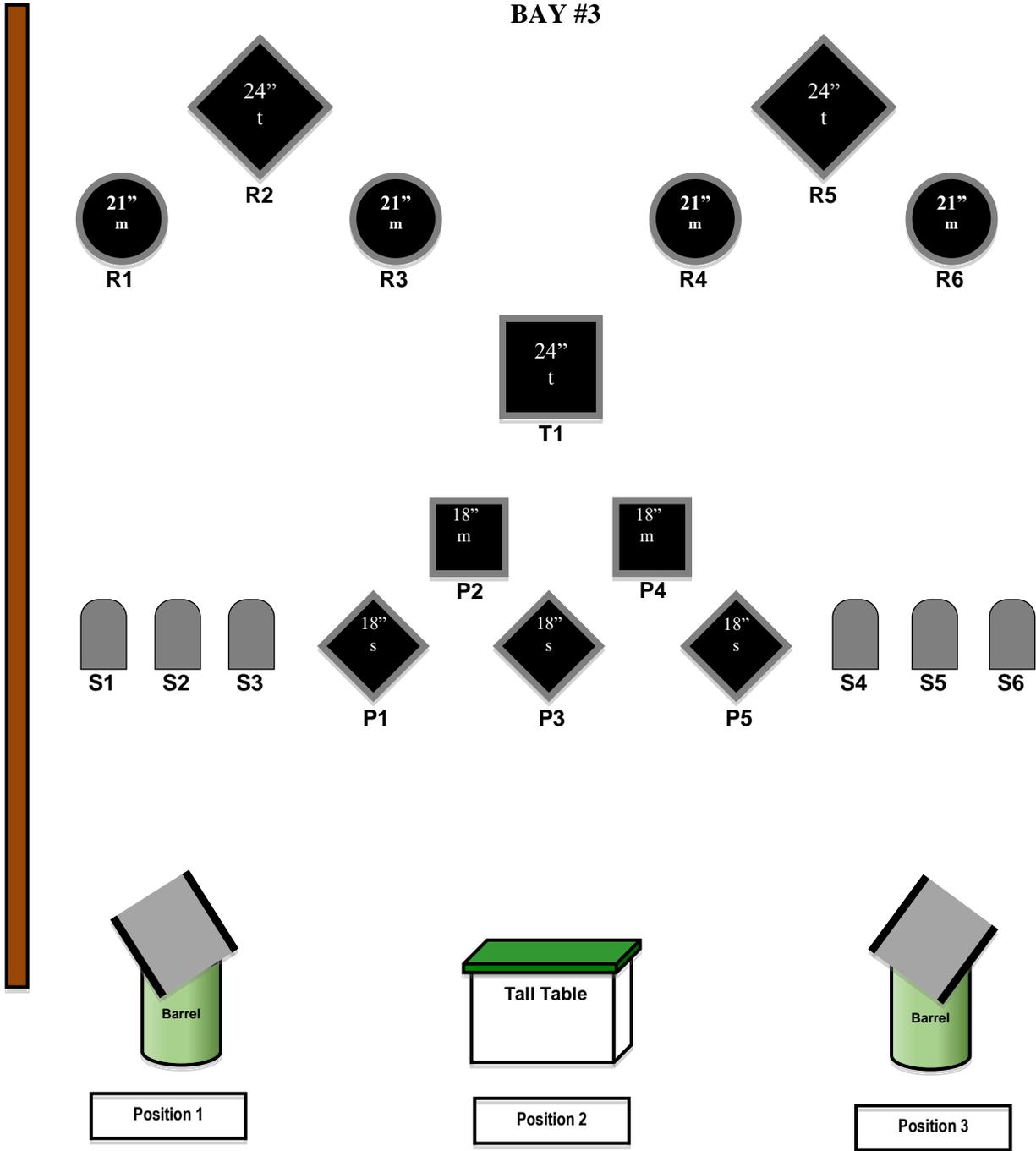
**Round Count:** 10 pistol, 10 rifle, 6+ shotgun

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

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

**Procedure:** Shooter starts at Position 2. When ready says “**Yep, too quiet**” At the beep, with rifle, shoot at the 4 rifle targets R1 thru R4 as follows: R4, R1, R2, R3, R4, R1, R2, R3, R4, R1. Move to Position 1 and with shotgun, knockdown the 4 shotgun targets S1 thru S4 in any order. Move to Position 3 with shotgun and knockdown the 2 shotgun targets S5 & S6 in any order. Next with pistols, shoot at the 4 pistol targets in the same order as with the rifle.

### BAY #3



**STAGE FOUR (Bay #3)**

**Round Count:** 10 pistol, 10 rifle, 3+ Shotgun

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

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

**Procedure:** Shooter starts at Position 1 or 3 with rifle in hand pointed downrange. When ready says “**Kill ‘em all!**”. At the beep with rifle shoot at the 3 rifle targets in front of you, either R1 thru R3 or R4 thru R6 with a 2, 1, 2 sweep from either direction and repeat. Move to Position 2 and with pistols shoot at the 5 pistol targets P1 thru P5 with 2, 5 shot sweeps both from the same direction. Move to either position 1 or 3 and knockdown the 3 shotgun targets, either S1 thru S3 or S4 thru S6 in any order.

**STAGE FIVE (Bay #3)**

**Round Count:** 10 pistol, 10 rifle, 3+ Shotgun

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

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

**Procedure:** Shooter starts at Position 2 with both hands flat on table and may start with rifle or pistol(s). When ready says “**Let God sort ‘em out!**”. At the beep, with rifle double tap T1 and then single tap R1, R2, & R3 then double tap T1 again and single tap R4, R5, & R6. With pistols double tap T1 and then single tap P1, P2, & P3 then double tap T1 again and single tap P3, P4, & P5. Move to position 1 or 3 and knockdown the 3 shotgun targets.

**NOTE:** pistols may shot in a split pistol fashion if desired. For example; 1<sup>st</sup> pistol, rifle, 2<sup>nd</sup> pistol.

**STAGE SIX (Bay #3)**

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

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

**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 2 with hands on pistol(s) and when ready says **“Did anyone find Slim’s blanket?”**. At the beep with Pistols, engage the 6 pistol targets P1 thru P5 with 2 rounds each in any order. Move to position 1 or 3 and with rifle, shoot at the 3 rifle targets R1 thru R3 or R4 thru R6 for ten rounds with double taps only. Next with shotgun knockdown the 3 shotgun targets in front of you and then make shotgun safe and move to the opposite position and knockdown those 3 shotgun targets.