

THE LONE RANGER

April 27, 2019

The Lone Ranger first appeared in 1933 in a radio show conceived either by WXYZ (Detroit) radio station owner George W. Trendle or by Fran Striker, the show's writer. The radio series proved to be a hit and spawned a series of books, an equally popular TV show that ran from 1949 to 1957, comic books, and several movies. Clayton Moore portrayed the Lone Ranger on TV, although during a contract dispute, Moore was replaced temporarily by John Hart from 1952 to 1954, who wore a different style mask. The Lone Ranger TV series aired on ABC Television.

Jay Silverheels, a member of the Mohawk Aboriginal people in Canada played The Lone Ranger's Indian companion Tonto.

The storyline maintains that a patrol of six Texas Rangers is massacred with only one survivor who is rescued and nursed back to health by Tonto. The "lone" survivor disguises himself with a black mask and travels with Tonto throughout the American West to assist those challenged by the lawless elements. A silver mine supplies the Lone Ranger with the name of his horse as well as the funds required to finance his wandering lifestyle and the raw materials for his signature bullets.

BAY 2

STAGE 1

Round count / Shooting order: 10 pistol, 10 rifle, 4+ shotgun

Staging: Pistols holstered, Rifle staged at position1, Shotgun staged at position 1.

Procedure: Shooter starts standing at position 1 with hands on pistols/pistol and when ready says **“Who was that masked man?”** At the beep with pistols engage pistol targets in this order: P1, P3, P1, P2, P1, P1, P3, P1, P2, P1. Holster pistols, pick up rifle and engage plate rack until all are down. Then place remaining rounds on dump target D1. Next with shotgun engage shotgun targets S1-S4 in any order until down. At this time if any plates remain standing the shooter can engage with shotgun until down. Any plates still standing after the stage is completed will be counted as misses. Any misses on the D1 dump target will be counted as misses.

STAGE 2

Round count / Shooting order: 4+ shotgun, 10 rifle, 10 pistol

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

Procedure: Shooter starts at position 2 with hands in the surrender position and when ready says **“Who was that masked man?”** At the beep with shotgun engage shotgun targets S3-S6 in any order until down. Make shotgun safe. Move to position 3 and with rifle engage rifle targets R1-R5 in this order starting on either end. Outside, other outside, inside, other inside, middle, middle, inside, other inside, outside, other outside. Next with pistol engage pistol targets P4-P8 with the same instructions as the rifle.

STAGE 3

Round count / Shooting order: 10 Rifle, 10 Pistol, 6+ Shotgun

Staging: Rifle staged at position 3, Pistols holstered, Shotgun staged safely.

Procedure: Shooter starts at position 3 with hands on bull and when ready says **“Who was that masked man?”** At the beep with rifle engage the rifle targets R1-R5 by double tapping the square targets then double tapping the diamond targets. For example: R1, R1, R3, R3, R5, R5, R4, R4, R2, R2. Next with pistols engage pistol targets P4-P8 with a West Virginia sweep from either end. For example: P4, P5, P6, P7, P8, P8, P7, P6, P5, P4. Holster pistols then move to position 2 and with shotgun engage shotgun targets S3-S6 in any order until down. Then move to position 1 and engage shotgun targets S1 and S2 in any order until down.

BAY 3

STAGE 4

Round count / Shooting order: 4+ Shotgun, 10 Rifle, 10 Pistol

Staging: Shotgun staged at position 2, Rifle staged at position 1, Pistols holstered.

Procedure: Shooter starts standing at position 2 in default position and when ready says **“Hi Ho Silver Away!”** At the beep with shotgun engage shotgun targets S1-S4 in any order until down. Take shotgun with you and stage safely on barrel at position 1. Pick up rifle and engage rifle targets R1-R7 in this order. R3, R1, R2, R4, R4, R6, R7, R5, R4, R4. Stage rifle on barrel at position 1 then move downrange to the bucket and with pistols engage the rifle targets with the same sequence as the rifle.

STAGE 5

Round count / Shooting order: 10 Rifle, 10 Pistol, 6+ Shotgun

Staging: Rifle held at Cowboy Port Arms at position 3, Pistols holstered, Shotgun staged at position 3.

Procedure: Shooter starts standing at position 3 with rifle held at Cowboy Port Arms and when ready says **“Hi Ho Silver Away!”** At the beep with rifle engage rifle targets T1 and T2 in this order. T1, T2, T2, T2, T1, T1, T1, T1, T2. Next with pistols engage pistol targets P4 and P5 in this order. P4, P5, P5, P5, P5, P4, P4, P4, P4, P5. Holster pistols then pick up shotgun and engage shotgun targets S5 and S6 in any order until down. Move to position 2 with shotgun and engage shotgun targets S1-S4 in any order until down.

STAGE 6

Round Count / Shooting Order: 10 Pistol, 10 Rifle, 4+ Shotgun

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

Procedure: Shooter starts at position 1 with hand on hat/head and when ready says **“Hi Ho Silver Away!”** At the beep with pistols engage targets P1, P2, and P3 with a 5 round Nevada sweep starting on one end then a 5 round Nevada sweep starting on the other end. For example, P1, P2, P3, P2, P1, P3, P2, P1, P2, P3. Next move to position 2 and with rifle engage rifle targets R1, R2, R3, and R5, R6, R7 in this manner. A 5 round Nevada sweep on targets R1, R2, and R3 starting on any target then a 5 round Nevada sweep on targets R5, R6, and R7 starting on any target. For example: R2, R1, R3, R1, R2, R5, R7, R6, R7, R5. Next with shotgun engage shotgun targets S1-S4 in this order: S1, S3, S2, S4.

Note: The R4 target is not in play in this stage.

Mattaponi Sundowners

– Rules and Stage Conventions

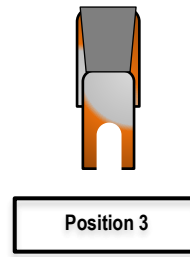
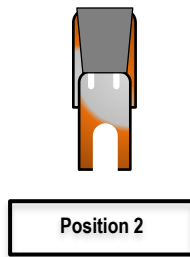
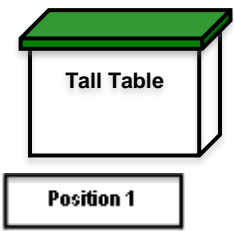
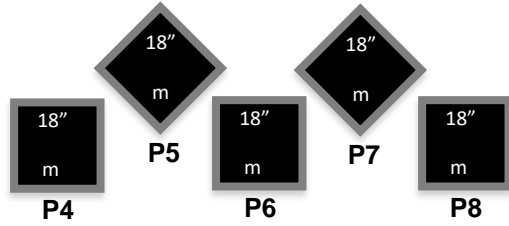
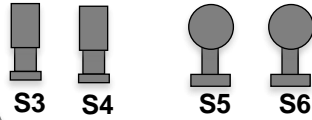
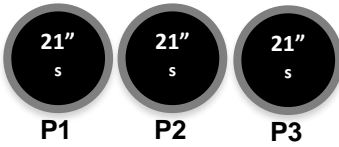
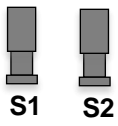
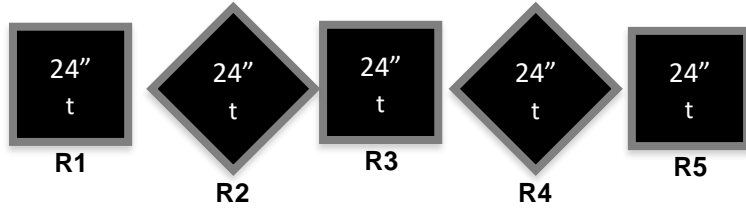
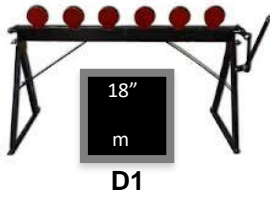
- Revised 04-24-2013 -

- **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



Bay3

