

## **Mattaponi Sundowners**

**STAGES FOR SUNDAY, July 21 2019**

*Stages Written by: Frontier Mick*

### **Cattlemen vs Shepherders**

Rivalry for water and grass on the public lands of the West led to many conflicts in which cattlemen took the law into their own hands. The sharpest and most lasting of such conflicts were between cattlemen and shepherders.

Even though the government owned most of the pastures in dispute, cattlemen regarded shepherders as intruders. They were not going to be "sheeped out" or have the flocks devour the grass and pollute the streams. The cowboy, usually mounted and well armed, looked down on the shepherder, who usually traveled on foot, on a burro or in a wagon.

The herder was regarded as "lower down than a thief," and the mutton he raised was viewed with contempt.

Many bands of cattlemen, outraged at the intrusion of the flocks on ranges they claimed, terrorized the herders and killed or drove off the sheep. Their methods included clubbing, shooting, dynamiting, poisoning, burning and stampeding the sheep over cliffs, sometimes called rimrocking. Sheep owners and herders were ordered to leave the ranges, and occasionally some were killed.

Between 1870 and 1920, approximately 120 Range Wars between cattlemen and shepherders occurred in eight different states or territories. At least 54 men were killed and some 50,000 to over 100,000 sheep were slaughtered.

# Mattaponi Sundowners – Rules and Stage Conventions

- Revised 04-24-2013 -

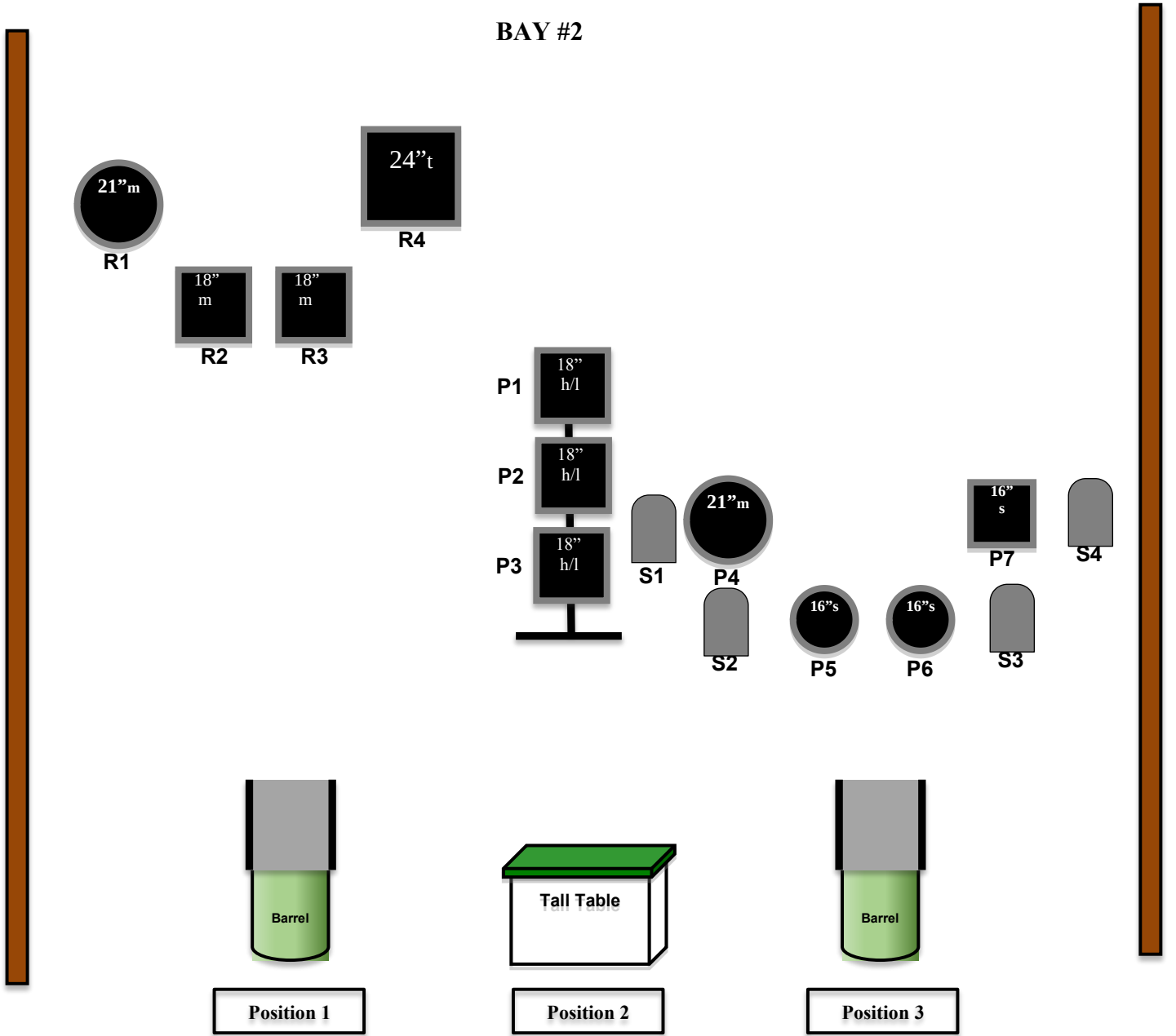
- **SASS Rules:** All SASS Rules are in affect; unless documented here, address during the Shooter Safety Meeting or specifically stated in the stage description for a given stage.
- **Round Over Berm:** A round fired over the berm is a Match DQ, excluding shotguns.
- **“No Alibi”:** All matches at Mattaponi 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 cowboy port arms, Pistols holstered, Shotgun staged safely

**Procedure:** Shooter starts at Position 1 holding rifle at port arms and when ready says **“Your breath smells of sheep dung.”**

At the beep, engage the 4 rifle targets in this order: Double tap outside targets, then triple tap inside targets

Make rifle safe.

Move to Position 3.

From Position 3, with shotgun, engage the 4 shotgun targets in any order. All must fall.

Make shotgun safe.

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

Holster pistols.

Retrieve long guns and move to unloading table.

## **STAGE TWO (Bay #2)**

5

**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 2 in default position and when ready says **“Your breath smells of sheep dung.”**

At the beep, with pistols engage P5-P6 in the following order. Single tap P1, Triple tap P2, Single tap P3. Then repeat instructions.

Holster pistols

Move to Position 1.

From Position 1, with rifle, engage the 4 rifle targets R1-R4 as follows. Double tap R1, triple tap R3, double tap R4, triple tap R2.

Make rifle safe.

From Position 3 and with shotgun engage S1-S4 in any order, all must fall.

Retrieve long guns and move to unloading table.

## **STAGE THREE (Bay #2)**

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

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

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

**Procedure:** Shooter starts at Position 1 with both hands on barrel and when ready says **“Your breath smells of sheep dung.”**

At the beep, with rifle, engage the 4 rifle targets in the following order, single tap R1, single tap R4, triple tap R2, single tap R4, single tap R1, triple tap R3.

Make rifle safe.

Move to position 3

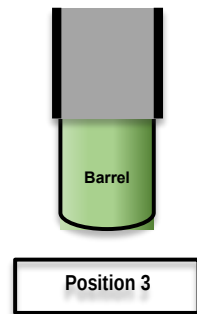
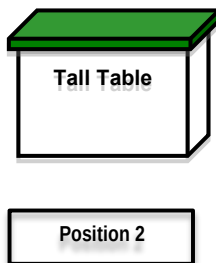
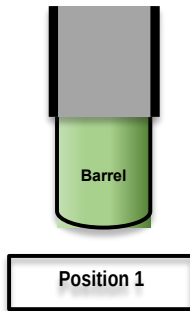
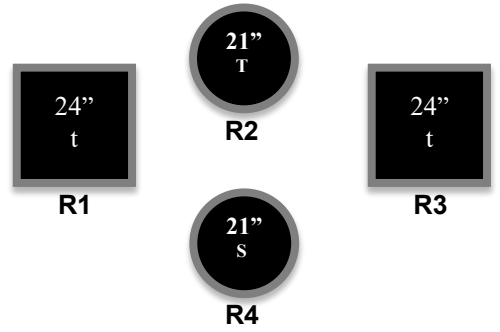
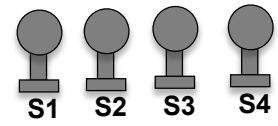
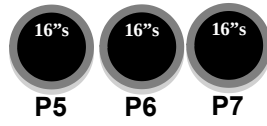
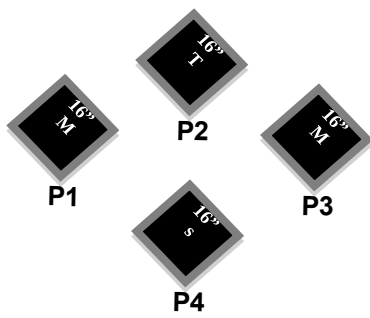
With shotgun engage S1-S4 in any order, all must fall.

Make shotgun safe.

Next, with pistols, engage the 4 pistol targets with same instructions as the rifle.

Holster pistols, retrieve long guns and move to unloading table.

### BAY #3



**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 1 with hands on pistols and when ready says  
**“Get off my lawn.”**

At the beep, with pistols, engage the 4 pistol targets P1-P4 in a Nevada sweep.

Holster pistols.

Move to Position 3 and with rifle, engage the 4 rifle targets with the same instructions as the pistols.

Make rifle safe.

With shotgun, engage the 4 shotgun targets. All must fall.

Retrieve long guns and move to unloading table.

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

8

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

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

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

**Procedure:** Shooter starts at Position 3 with hands on hips and says “**Get off my lawn.**”

At the beep, with rifle, engage R1-R4 in the following order. Double tap the inside targets, Triple tap the outside targets. In any order.

Make rifle safe.

Move to Position 1, with pistols, engage the 4 pistol targets with same instructions as the rifle.

Holster pistols.

Move to Position 3 and with shotgun engage the four targets in any order. All must fall.

Retrieve long guns and move to unloading table.

## **STAGE SIX (Bay #3)**

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

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

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

**Procedure:** Shooter starts at Position 3 with Shotgun held at cowboy port arms and when ready says “**Get off my lawn.**”

At the beep, with shotgun engage shotgun targets S1-S4. All must fall

Make shotgun safe.

With rifle engage R1-R4 for 10 rounds. No double taps, all targets must be engaged.

Make rifle safe.

Move to Position 1 and with pistols engage the 4 pistol targets with the same instructions as the rifle.

Holster pistols.

Retrieve long guns and move to unloading table.