

## Mattaponi Sundowners

### STAGES FOR SUNDAY DECEMBER 15 2019

*Stages Written by: Cody Maverick*

*Story Line: A Christmas Poem provided by Major BS Walker*

Twas the night before Christmas, and all on the range, not a bullet was whizzing, not even one stage.

The six-guns were hung in the rack with great care, in hopes the next shoot soon would be there. The rifles and shotguns were all cleaned and oiled, tucked in their rugs so not to be soiled.

Ma in her bloomers and I in my chaps had just settled down for a long winter's nap. When out on the range there arose such a clatter, bang, ting, bang, ting. What was the matter?

Away to my pistol I leapt like a hound, opened the gate and threw in a round. The moonlight shining on fresh oiled steel, gave an itch to my finger the trigger to feel.

When what to my wondering eyes should appear but a miniature cart and a shooter quite clear. I saw a little old cowpoke so spunky and slick, I knew in a moment it wasn't Saint Nick.

Two pistols he drew and called them by name, Prancer and Vixen he shot in the game. More rapid than lightning from his holsters they came, he drew them and cocked them and shot them the same.

His rifle was Comet and the shotgun was Cupid, and the way that he shot them, I stood there plum stupid.

Dressed all in leather from his head to his toe, you could tell he had many a shoot yet to go. A bundle of brass he had flung on his back, he's surely a re-loader just trying to keep track.

His eyes how they twinkled at a miss he was spared, caught an edge of the target, just by a hair. He had a tan, crinkled face and a little belly pot, that hung over his belt like a muffin still hot.

He was friendly and kind and oozed all was well, someone to hang with for quite a long spell. A wink of his eye and a shake of his hand showed me I had met someone quite grand.

He spoke not a word but went straight to his work, moved props, set targets then turned with a jerk. Tapping his finger aside of his trig., giving a nod to the stages he rigged.

He sprang to his truck, to his gal gave a whistle and away they flew like the down of a thistle, but I heard him exclaim ere he drove out of sight, MERRY CHRISTMAS to all and to all a GOOD SHOOT.

# Mattaponi Sundowners – Rules and Stage Conventions

- Revised 04-24-2013 -

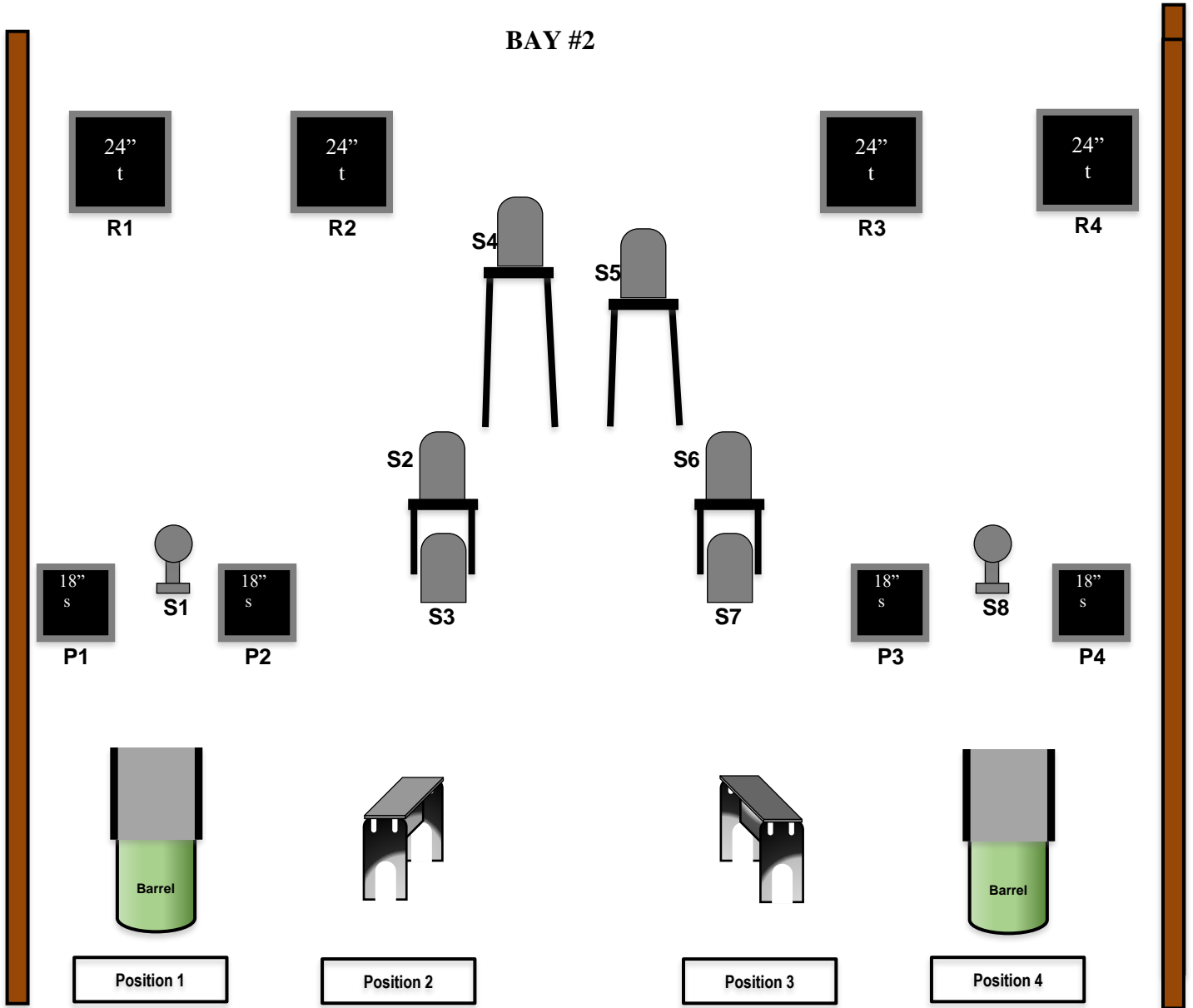
- **SASS Rules:** All SASS Rules are in affect; unless documented here, address during the Shooter Safety Meeting or specifically stated in the stage description for a given stage.
- **Round Over Berm:** A round fired over the berm is a Match DQ, excluding shotguns.
- **“No Alibi”:** All matches at Mattaponi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

**Staging:** Pistols holstered, Rifle and Shotgun staged on the barrel.

**Shooting Positions:** Shooter may use positions 1 & 2 or 3 & 4

**Procedure:** Shooter starts at the barrel with rifle in both hands and when ready says **“Merry Christmas to all”**

At the beep, with rifle, engage the 2 rifle targets with 5 rounds each in any order.

Next, with pistols, engage the 2 pistol targets with the same instructions as the rifle.

Last with shotgun, knockdown the single shotgun target in front of you and then move with safe shotgun to the horse and knockdown any 3 of the 6 shotgun targets (S2 – S7) in any order.

**STAGE TWO (Bay #2)**

**Round Count:** 10 pistol, 10 rifle, 7+ Shotgun

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

**Staging:** Pistols holstered, Shotgun on either horse, Rifle on either barrel

**Procedure:** Shooter starts at either horse and when ready says **“Where’s my shotgun?”**

At the beep, with shotgun knockdown the 6 shotgun targets S2 thru S7 in any order, then move with safe shotgun to a barrel and knockdown the shotgun target.

Next, with Rifle, engage the 2 rifle targets with 10 rounds starting on either target.  
**No triple taps.**

Last, with Pistols, engage 2 pistol targets with the same instructions as the Rifle.

**STAGE THREE (Bay #2)**

**Round Count:** 10 pistol, 10 rifle, shotgun as desired.

**Shooting Order:** shooter's choice, rifle may be last

**Staging:** one gun at each position

**Procedure:** Shooter starts standing upright at any position with one or both hands pointing downrange and when ready says "**These, those, and them others!**"

At the beep, engage all targets.

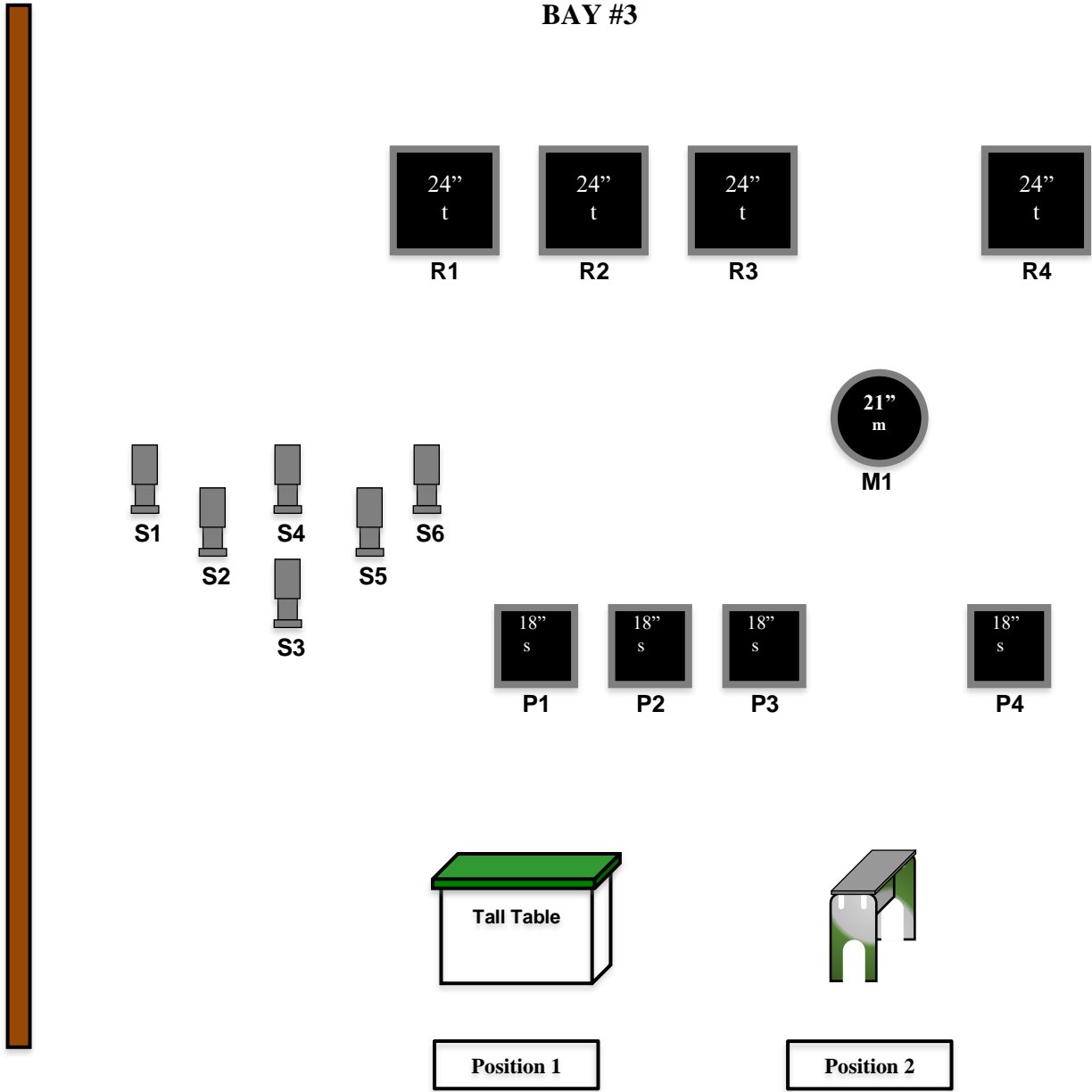
Any gun may be fired from and re-staged at any position. Pistols may be re-staged or holstered.

The front targets on the left may only be engaged from positions 1 & 2, the front targets on the right may only be engaged from positions 3 & 4. (This is too avoid shooting them at an extreme angle).

Any makeups needed may be made with any gun.

Once the shooter is finished, misses will be scored for each static target that was not 'HIT' at least once and for any knockdowns still standing.

### BAY #3



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

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

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

**Staging:** Pistols holstered, Rifle in both hands and Shotgun staged safely

**Procedure:** Shooter starts at Position 2 with rifle in both hands and when ready says **“I’m gonna jingle YOUR bells!”**

At the beep, with rifle engage the R3, R4, and M1 targets as follows: Alternate between R3 and M1 for five rounds and R4 and M1 for five rounds starting on any target.

Next, with pistols, engage the P3, P4, and M1 targets with the same instructions as the rifle.

Move to Position 1 and with shotgun, knockdown all six of the shotgun targets, you must fire at least 6 rounds.

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

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

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

**Staging:** Pistols holstered, Rifle staged at Position 2, Shotgun held at Cowboy Port Arms.

**Procedure:** Shooter starts at Position 1 with Shotgun at Cowboy Port Arms and when ready says **“Bah Humbug this you scoundrels!”**

At the beep, with Shotgun, knockdown any 4 of the shotgun targets with as many or as few rounds as needed.

Move to Position 2 and with Rifle, engage M1 with your first round and then put 2 rounds on each of the 4 rifle targets (R1-R4) in any order and then engage M1 again with your last round.

Last with pistols, engage M1 and the 4 pistol targets (P1-P4) with the same instructions as the rifle.

**STAGE SIX (Bay #3)**

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

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

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

**Procedure:** Shooter starts at Position 1 with one hand waving and when ready says **“To y’all a good night!”**

At the beep, with Rifle, engage the 3 rifle targets (R1-R3) with 10 rounds in any order.

Next, with pistols engage the 3 pistol targets (P1-P3) with the same instructions as the rifle.

Last, with shotgun knockdown any 2 of the 6 shotgun targets in any order with as many or as few rounds as needed.