

Mattaponi Sundowners

STAGES FOR SATURDAY, JAN 25 2020

Stages Written by: Cody Maverick

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

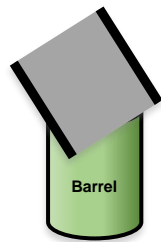
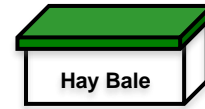
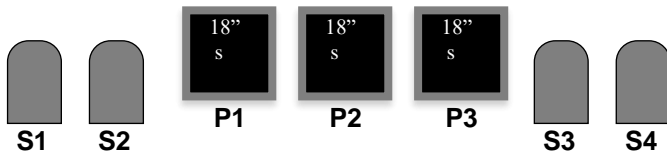
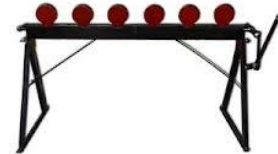
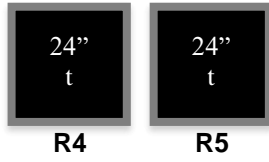
If you know that it’s a Miss...It’s a Miss

If you think it’s a Hit...It’s a Hit

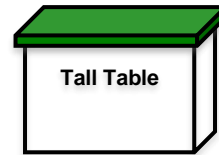
If you think it’s a Miss...IT’S A HIT

Benefit of the doubt always goes to the shooter

BAY #2



Position 1



Position 2

STAGE ONE (Bay #2)

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

Shooting Order: Shotgun, Rifle, Pistols.

Staging: Shotgun is held at Cowboy Port Arms. Pistols holstered. Rifle staged at Position 1.

Procedure: Shooter starts at Position 1 with Shotgun at Port Arms and when ready says **“Let’s do something!”**

At the beep, with Shotgun, engage the 4 knockdowns in any order.

Next, with rifle, engage the five rifle targets in this manner:

Triple tap the center circle and then single tap each of the 2 squares on the left, then triple tap the center circle again and single tap each of the 2 squares on the right.

Last with Pistols, engage the 3 pistol targets in this manner:

Triple tap P2, double tap P1, triple tap P2, double tap P3.

STAGE TWO (Bay #2)

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

Shooting Order: Rifle, Shotgun, Pistols

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

Procedure: Shooter starts at Position 2 in the default position and when ready says **“Let’s do something!”**

At the beep, with rifle, engage the plate rack until all plates have fallen then put any remaining rounds on the dump plate. Any plates remaining after 10 rounds may be made up with rifle reloads or the shotgun if you staged it here.

Move to Position 1 and with shotgun engage the 4 knockdowns in any order.

Next with pistols engage the 3 pistol targets in the following manner:
P1, P2, P3, P1, P1, P2, P2, P2, P3, P3.

STAGE THREE (Bay #2)

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

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle held safely in both hands. Pistols holstered. Shotgun staged at Position 1.

Procedure: Shooter starts with rifle held in both hands pointed safely down range and when ready says **“Let’s do something!”**

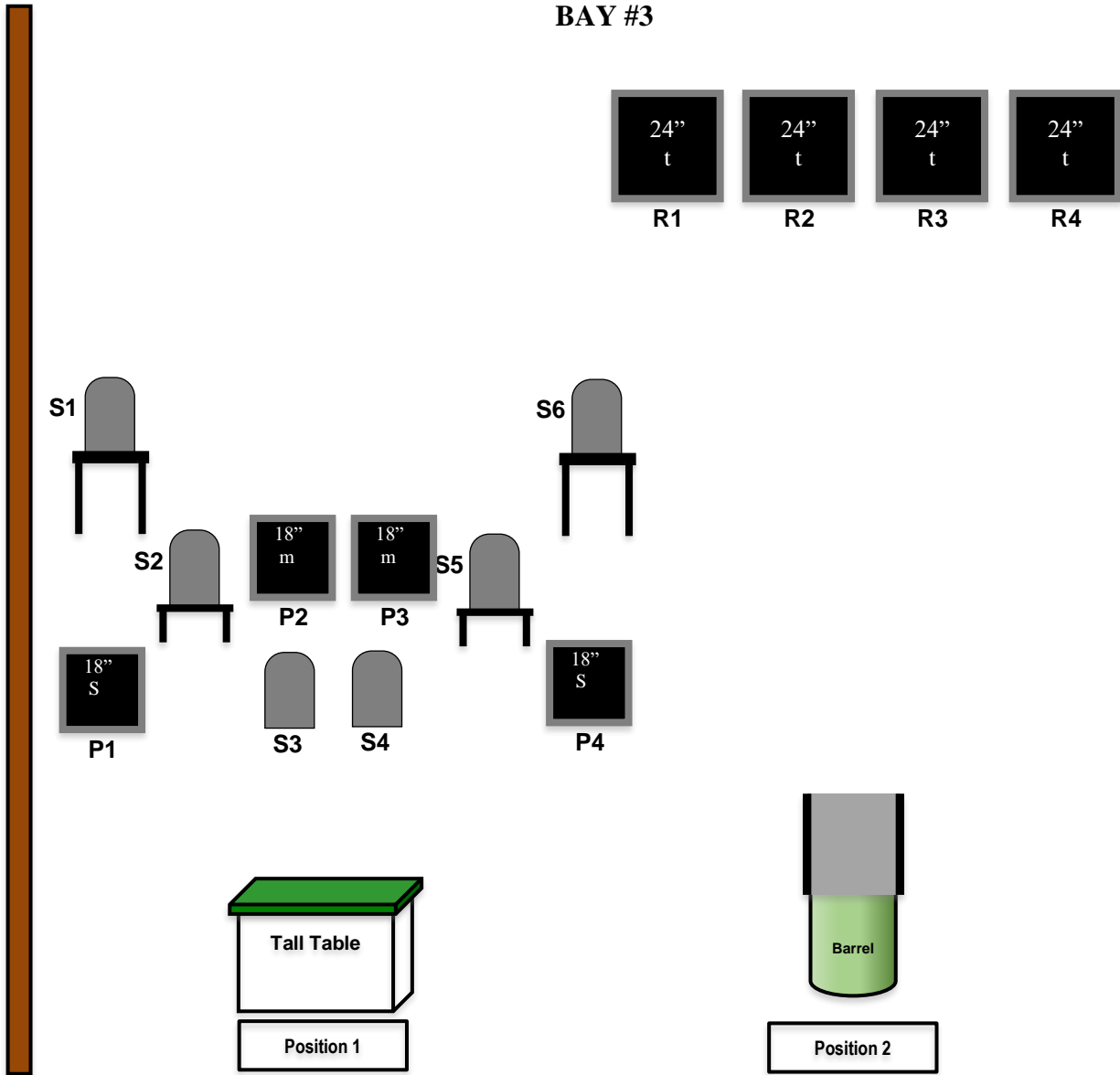
At the beep, with rifle, engage the R and P targets in the following manner:
P1, R1, R2, P2, R3, P2, R3, P3, R4, R5

Next, with shotgun knockdown the 4 shotgun targets in any order.

Move to the hay bale and with pistols engage the plate rack until all plates are down then put any remaining rounds on the dump plate.

Any remaining plates may be made up with pistol reloads or with the shotgun if you thought to bring it with you.

BAY #3



STAGE FOUR (Bay #3)

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

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

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

Procedure: Shooter starts at Position 2 and When ready says “**Let’s do it now!**”.

At the beep, with rifle engage the 4 rifle targets in a Badger sweep from the left. A Badger sweep is: R1, R2, R3, R4, R1, R2, R3, R1, R2, R1.

Move to Position 1. And starting with either the shotgun or the pistols engage the targets as follows:

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

With Shotgun, knockdown all 6 of the shotgun targets in any order.

STAGE FIVE (Bay #3)

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

Shooting Order: Pistols, Rifle, Shotgun

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

Procedure: Shooter starts at Position 1 with hands on pistol(s) and When ready says **“Let’s do it now!”**

At the beep, with pistols engage the 4 pistol targets in a 3, 2, 2, 3 sweep from either end.

Move to Position 2 and with rifle engage the 4 rifle targets with the same instructions as the pistols.

Move back to Position 1 and with shotgun knockdown all 6 shotgun targets in any order.

STAGE SIX (Bay #3)

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

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

Staging: Rifle staged at Position 2. Pistols holstered. Shotgun is staged safely.

Procedure: Shooter starts at Position 2 with hands on prop and when ready says **“Let’s do it now!”**

At the beep, with rifle, engage the 4 rifle targets with 10 rounds in any order.

Move to Position 1 and starting with either the pistols or the shotgun engage the targets as follows:

With Shotgun, knockdown all 6 targets in any order.

With Pistols, engage the 4 pistol targets with the same instructions as the rifle.