

Mattaponi Sundowners

STAGES FOR SATURDAY, February 22, 2020

Stages Written by: Frontier Mick

ELMER MCCURDY'S AFTERLIFE WAS STRANGER THAN HIS LIFE AS AN OUTLAW.

Elmer McCurdy is not exactly a household name. Unlike Butch Cassidy and the Sundance Kid, Jesse and Frank James, or Billy the Kid, his exploits as a train and bank robber never gained him much infamy. Neither did his status as one of the last real Wild West outlaws, killed in a shootout with the law. (He'd never be taken alive, he said.)

No, Elmer McCurdy gained his fame more than 60 years after his death, in 1976, when memories of those wild days on the frontier were dying with the last people who'd lived them.

That's when the crew of *The Six Million Dollar Man* borrowed an amusement park funhouse to shoot an episode. As one of the crew members moved a dummy, its arm fell off—revealing that the dummy was actually a mummy. McCurdy, specifically, as an autopsy later revealed.

It seems that after being shot, someone had gone to the funeral home and identified themselves as McCurdy's long-lost brother in order to take the body. In fact, he was a carnival owner. (Carnivals did a brisk trade in outlaw corpses to attract crowds in the early days of the 20th century.) McCurdy's body also spent time as repayment for a bad debt, playing a mummy in a freak show, and collecting dust in a wax museum storage space before he became a funhouse prop.

McCurdy was finally laid to rest on Boot Hill in Guthrie, Oklahoma, 66 years after he was killed. Were it not for a clumsy prop crew member, who knows where he'd be today.

Mattaponi Sundowners – Rules and Stage Conventions

- Revised 04-24-2013 -

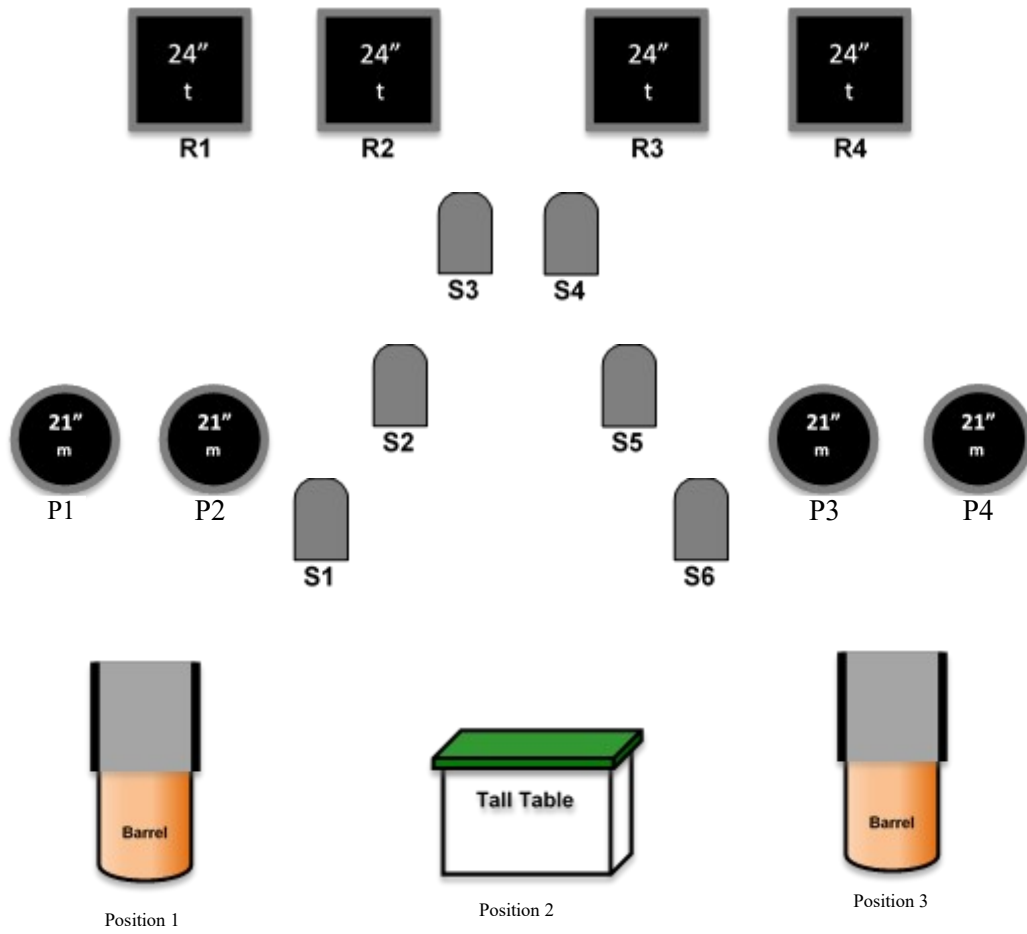
- **SASS Rules:** All SASS Rules are in affect; unless documented here, address during the Shooter Safety Meeting or specifically stated in the stage description for a given stage.
- **Round Over Berm:** A round fired over the berm is a Match DQ, excluding shotguns.
- **“No Alibi”:** All matches at Mattaponi 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, 1+ Shotgun **Shooting Order:** Pistols, Rifle, Shotgun

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

Procedure: From default, shooter starts at either Position 1 or 3 after having been on a 3 day drunk and when ready says
“I wish whiskey grew on trees.”

Starting from either Position 1 or Position 3 shoot Pistols per category in this order.

From Position 1, P1-P2-P1-P2-P1.

From Position 3, P4-P3-P4-P3-P4.

Safely moving to opposite side from starting position to complete sequence. Make Pistols safe.

Move to Position 2

With Rifle engage Rifle targets R1-R2 and R3-R4, starting from either side.

Left targets, R1-R2-R1-R2-R1. Right targets R4-R3-R4-R3-R4. Make Rifle safe.

Then with Shotgun, knockdown any 4 targets with minimal number of shots required.

Make Shotgun safe.

Pick up long guns and proceed to the unloading table.

STAGE TWO (Bay #2)

Round Count: 10 pistol, 10 rifle, 4+ Shotgun **Shooting Order:** Rifle, Shotgun, Pistols

Staging: Rifle and shotgun staged at position 2, Pistols holstered.

Procedure: Shooter starts at Position 2 standing with hands on hips, looking Annoyed. When ready says **“I’m all out of shucks.”**

From Position 2

With Rifle, starting from either end put 5 rounds on R1 and 5 rounds on R4. Make Rifle safe.

With Shotgun engage S1, S3, S4 and S6 in any order. All must fall. Make Shotgun safe.

Move to either Position 1 or 3.

Engage the two pistol targets per category P1 and P2 or P3 and P4 with same instructions as the Rifle. Make pistols safe.

Pick up long guns and move to unloading table.

STAGE THREE (Bay #2)

Round Count: 10 pistol, 10 rifle, 6+ Shotgun **Shooting Order:** Shotgun, Rifle, Pistols

Staging: Rifle staged at Position 2, Pistols holstered, Shotgun at cowboy port arms

Procedure: Shooter starts at Position 2 with Shotgun held at cowboy port arms, trying to look tough and when ready says **“Why I oughta.”**

From Position 2.

With Shotgun engage S1 though S6 in any order, all must fall. Make Shotgun safe.

With Rifle engage R1 though R4 in any order, all targets must be engaged at least once.

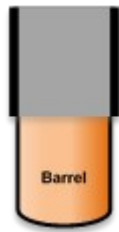
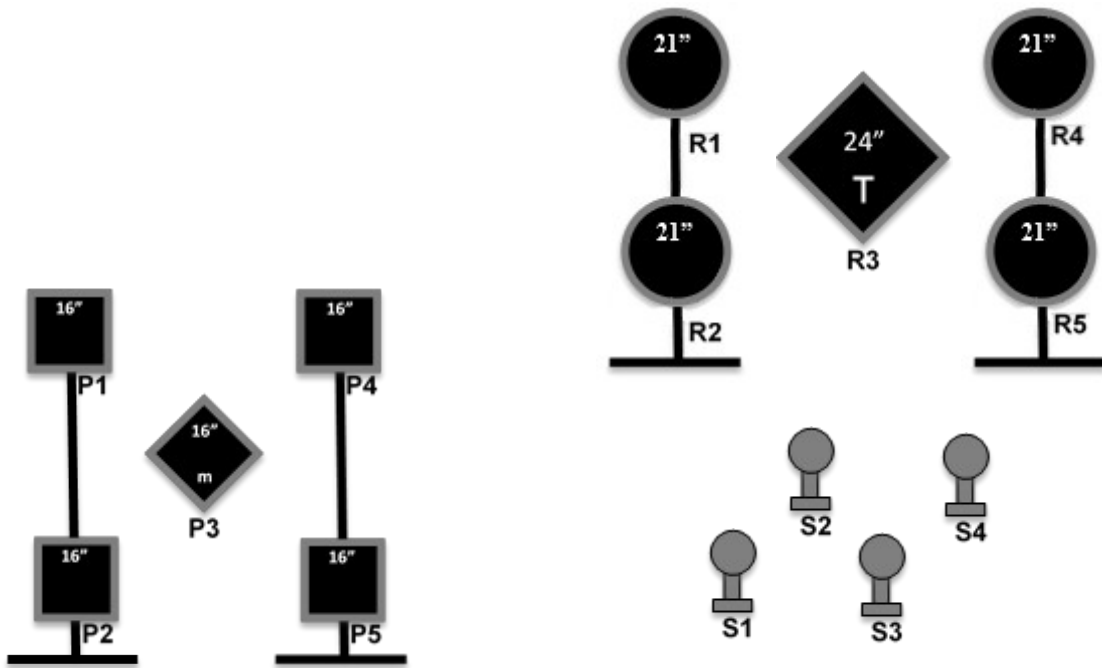
Make Rifle safe.

Move to either Position 1 or 3.

With Pistols per category engage the 2 targets in any order, both targets must be engaged at least once. Make Pistols safe.

Pick up long guns and move to unloading table.

BAY #3



Position 1



Position 2

STAGE FOUR (Bay #3)

Round Count: 10 pistol, 10 rifle, 4+ shotgun **Shooting Order:** Rifle, Shotgun, Pistols

Staging: Rifle held safely in both hands, Pistols holstered, Shotgun staged safely at Position 2

Procedure: Shooter starts at Position 2 holding rifle with both hands, smelling like they have been wrestling pigs and when ready says **“I AIN’T GOT TIME FOR THIS!”**

From Position 2

With Rifle engage R1 through R5 in this order R1-R5-R2-R4-R3 and then repeat. Make Rifle safe.

With Shotgun engage S1 through S4 in any order, all must fall. Make Shotgun safe.

Move to Position 1

Engage Pistol targets per category in the same order as the rifle. Make Pistols safe.

Pick up long guns and move to unloading table.

STAGE FIVE (Bay #3)

Round Count: 10 pistol, 10 rifle, 4+ Shotgun **Shooting Order:** Pistols, Rifle, Shotgun

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

Procedure: From Position 1, while clutching a fist full of dollars in one hand and facing the poker table, when ready says **“OUTA MY WAY STRANGER.”**

From Position 1

With Pistols per category, engage targets P1 through P5 in this order. P1-P2-P1-P2-P4-P5-P4-P5-P3-P3. Make Pistols safe.

Move to Position 2

With Rifle engage R1 through R5 in the same order as the pistols. Make Rifle safe.

With Shotgun engage S1 through S4 in any order, all must fall. Make Shotgun safe.

Pick up long guns and move to the unloading table.

STAGE SIX (Bay #3)

Round Count: 10 pistol, 10 rifle, 2+ shotgun **Shooting Order:** Rifle, Shotgun, Pistols

Staging: Rifle safely pointed down range, Pistols holstered, Shotgun staged safely at Position 2

Procedure: From Position 2 with Rifle safely pointed down range. When ready says **“I’M GONNA HIDE UNTIL AFTER TEAR-DOWN.”**

From Position 2

With Rifle engage R1 through R5 in the following order. R1-R1-R4-R4-R3, R2-R2-R5-R5-R3. Make Rifle safe.

With Shotgun engage any 2 knockdowns, 2 must fall. Make Shotgun safe.

Move to Position 1

With Pistols per category engage P1 through P5 in the same order as the Rifle. Make Pistols safe.

Pick up long guns and move to the unloading table.