

Mattaponi Sundowners

STAGES FOR SUNDAY, JULY 19 2020

Stages Written by: Cody Maverick

Story Line: "Grandpa was a Carpenter" by John Prine

Oh, grandpa wore his suit to dinner
Nearly every day
No particular reason
He just dressed that way
Brown necktie and a matching vest
Both his wingtip shoes
He built a closet on our back porch
And put a penny in a burned-out fuse

Grandpa was a carpenter
He built houses, stores and banks
Chain-smoked Camel cigarettes
And hammered nails in planks
He was level on the level
And shaved even every door
And voted for Eisenhower 'cause Lincoln won the war

Well, he used to sing me "Blood On The Saddle"
And rock me on his knee
And let me listen to the radio
Before we got T.V.
Well, he'd drive to church on Sunday
And he'd take me with him too!
Stained glass in every window
Hearing aids in every pew

Grandpa was a carpenter
He built houses, stores and banks
Chain-smoked Camel cigarettes
And hammered nails in planks
He was level on the level
And shaved even every door
He voted for Eisenhower 'cause Lincoln won the war

Now my grandma was a teacher
Went to school in Bowling Green
Traded in a milking cow
For a Singer sewing machine
Well, she called her husband "Mister"
And walked real tall and proud
And used to buy me comic books
After grandpa died

Grandpa was a carpenter
He built houses, stores and banks
Chain-smoked Camel cigarettes
And hammered nails in planks
He was level on the level
And shaved even every door
And voted for Eisenhower 'cause Lincoln won the war

Mattaponi Sundowners – Rules and Stage Conventions

- Revised 04-24-2013 -

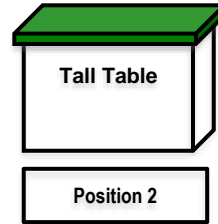
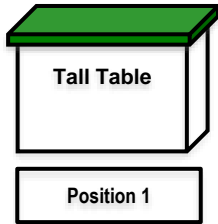
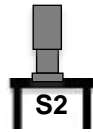
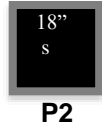
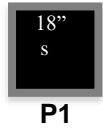
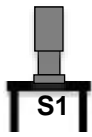
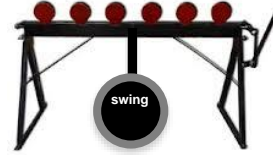
- **SASS Rules:** All SASS Rules are in affect; unless documented here, address during the Shooter Safety Meeting or specifically stated in the stage description for a given stage.
- **Round Over Berm:** A round fired over the berm is a Match DQ, excluding shotguns.
- **“No Alibi”:** All matches at Mattaponi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

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

Procedure: Shooter starts at Position 2 holding Shotgun with both hands and when ready says "**Shooter Ready!**"

At the beep:

Engage S3 & S4 in any order until down, then, take Shotgun to Position 1 and engage S1 & S2 in any order until down.

Next with Rifle, engage R1 – R4 as follows: R1,R2,R2,R3,R3,R3,R4,R4,R4,R4.

Last with Pistols, engage P1 & P2 as follows: P1,P2,P2,P1,P1,P1,P2,P2,P2,P2.

STAGE TWO (Bay #2)

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Shooting Order: Rifle, Shotgun, Pistols

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

Procedure: Shooter starts at Position 2 with rifle at cowboy port arms and when ready says "**You'll be swinging!**"

At the beep:

Engage the plate rack in any order until all are down. Plate #6 will release the swinger. Put any remaining rounds on the swinging plate. Misses on the swinger will not count against you but hits will earn a bonus of 2 sec. each. Note: if the swinger should malfunction, the shooter will be offered a reshoot.

Next, with Shotgun, engage S3 & S4 in any order until down, then take Shotgun to Position 1 and engage S1 & S2 in any order until down.

Last with Pistols, engage P1 & P2 with 5 rounds each in any order.

STAGE THREE (Bay #2)

Round Count: 10 Pistol, 10 Rifle, 2+ Shotgun

Shooting Order: Rifle, Shotgun, Pistols

Staging: Pistols holstered, Rifle and Shotgun staged at Position 1

Procedure: Shooter starts at Position 1 and when ready says **“I shall stand and deliver”**

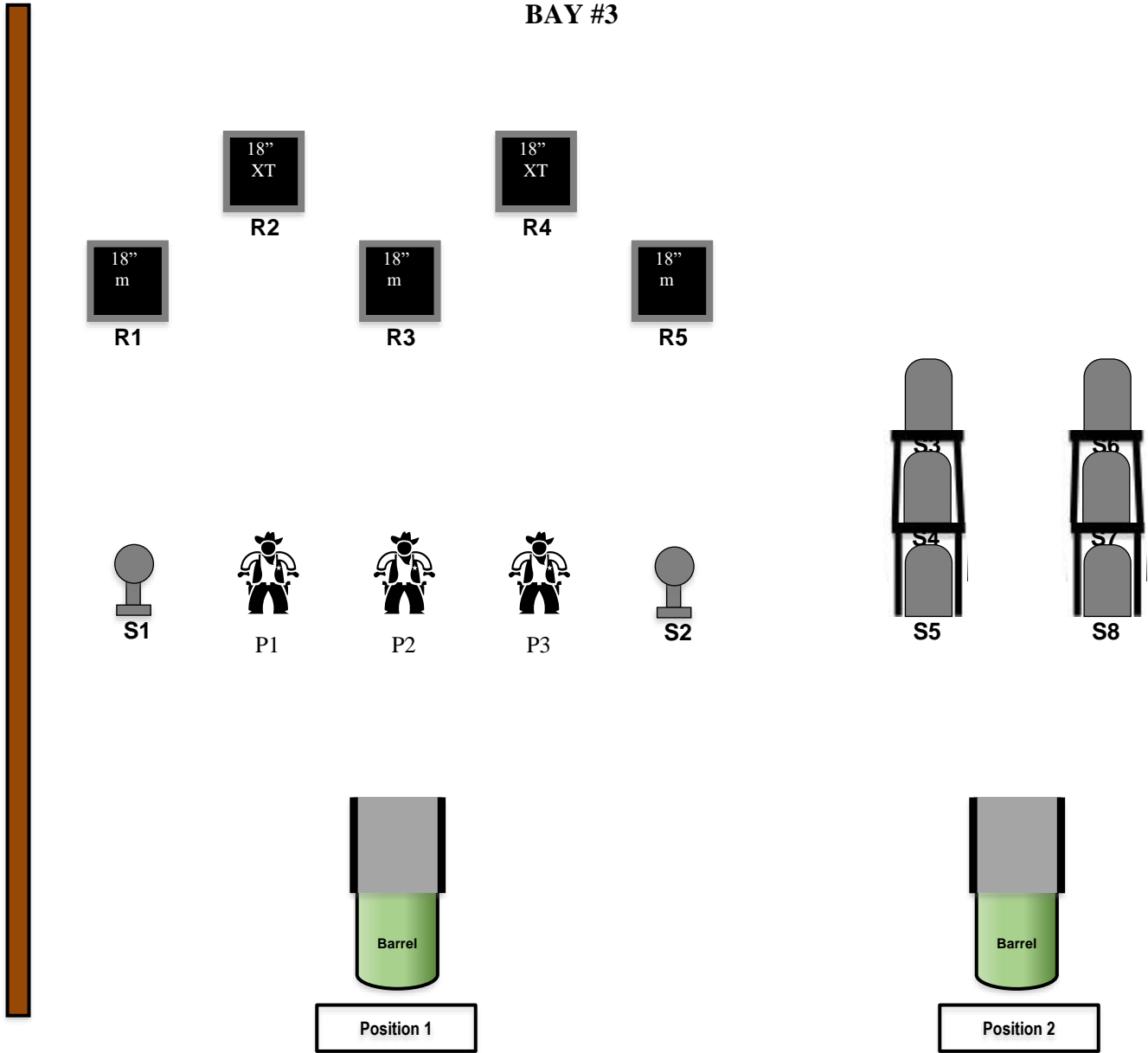
At the beep:

With Rifle engage the R1 – R4 targets as follows: R1, R2, R2, R2, R1, R4, R3, R3, R3, R4.

Next, with Shotgun, engage S1 & S2 in any order until down.

Last, with Pistols, engage P1 & P2 as follows: P1, P2, P2, P2, P1, P2, P1, P1, P1, P2.

BAY #3



STAGE FOUR (Bay #3)

Round Count: 10 Pistol, 10 Rifle, 6+ Shotgun

Shooting Order: Pistols, Rifle, Shotgun

Staging: Rifle staged at Position 1, Pistols holstered, Shotgun staged safely

Procedure: Shooter starts at Position 1 with hands on Pistol(s) and when ready says “**Fill your hands!**”

At the beep:

With first Pistol, engage P1 – P3 in a 2,1,2 sweep from either end, then with second Pistol, engage them again in another 2,1,2 sweep starting on the same end as with the first Pistol.

Next, with Rifle, engage R1 – R5 in a 2,1,4,1,2 sweep starting on either end.

Last, move to Position 2 and with Shotgun, engage S3 – S8 in any order till down.

STAGE FIVE (Bay #3)

Round Count: 10 Pistol, 10 Rifle, 6+ Shotgun

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle staged at position 1, Pistols holstered, Shotgun staged safely

Procedure: Shooter starts at Position 1 with both hands flat on the prop. When ready says “**Gimme the beep already!**”

At the beep:

With Rifle, engage R1 – R5 in a 1,3,2,3,1 sweep from either end.

Next, with Pistols, engage P1 – P3 as follows: With first Pistol, single tap each of the 2 outside targets, then triple tap the middle target. Repeat the same instruction with the second Pistol.

Last, move to Position 2 and with Shotgun, engage S3 – S8 in any order until down.

STAGE SIX (Bay #3)

Round Count: 10 pistol, 10 rifle, 2+ Shotgun

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle and Shotgun staged at Position 1, Pistols holstered

Procedure: Shooter starts at Position 1 in default position and when ready says **“Let’s do this thing!”**

At the beep:

With Rifle, engage R1 – R5 in a double tap sweep starting on either end.

Next, with Pistols, engage P1 – P3 in a double tap Nevada sweep starting on either end.

Last, with Shotgun engage S1 – S2 in any order until down.