

Mattaponi Sundowners
STAGES FOR SUNDAY 20, 2020
Stages Written by: Prairie City Slim

Some quotes from Josey Wales movie

Josey Wales: [*throughout movie*] I reckon so

Bounty hunter #1: You're wanted, Wales.

Josey Wales: Reckon I'm right popular. You a bounty hunter?

Bounty hunter #1: A man's got to do something for a living these days.

Josey Wales: Dyin' ain't much of a living, boy.

Josey Wales: When I get to likin' someone, they ain't around long.

Lone Watie: I notice when you get to DISlikin' someone they ain't around for long neither.

Laura Lee: Kansas was all golden and smelled like sunshine.

Josey Wales: Yeah, well, I always heard there were three kinds of suns in Kansas, sunshine, sunflowers, and sons-of-bitches.

Josey Wales: Are you gonna pull those pistols or whistle Dixie?

Jamie: I wish we had time to bury them fellas.

Josey Wales: To hell with them fellas. Buzzards gotta eat, same as worms.

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

STAGE ONE (Bay #2)

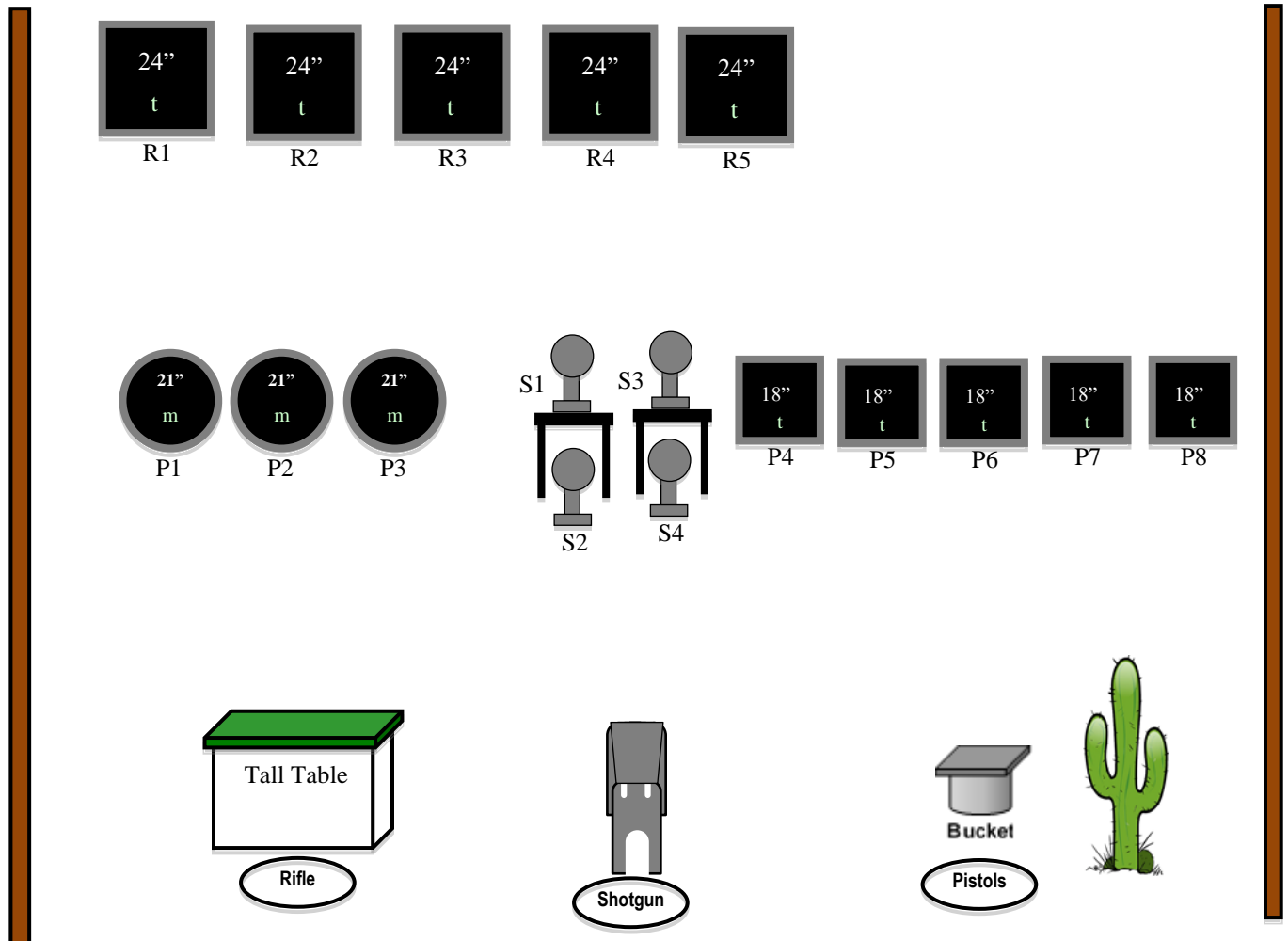
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Note: If shooting Josey Wales class substitute two pistols loaded with 5 rounds each for the rifle.

Shooting Order: Pistols, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds, staged on Tall Table. Pistols loaded with 5 rounds each, holstered. Shotgun is staged safely.

Procedure: Shooter starts standing behind the Bucket with hands on pistol butts (both hands may be on one pistol), when ready says “**I reckon so**”. At the beep, with pistols, engage pistol targets P4 through P8 in a one, two, four, two, one sweep from either direction (EX: P4, P5, P5, P6, P6, P6, P6, P7, P7, P8). Then move to the Tall Table and with rifle, engage rifle targets R1 through R5 in a one, two, four, two, one sweep from either direction (EX: R1, R2, R2, R3, R3, R3, R3, R4, R4, R5). Then make rifle safe, move to the Horse and with shotgun, engage shotgun knockdown targets S1 through S4 in any order, all must fall. Pick up long guns and move to the unloading table.



STAGE TWO (Bay #2)

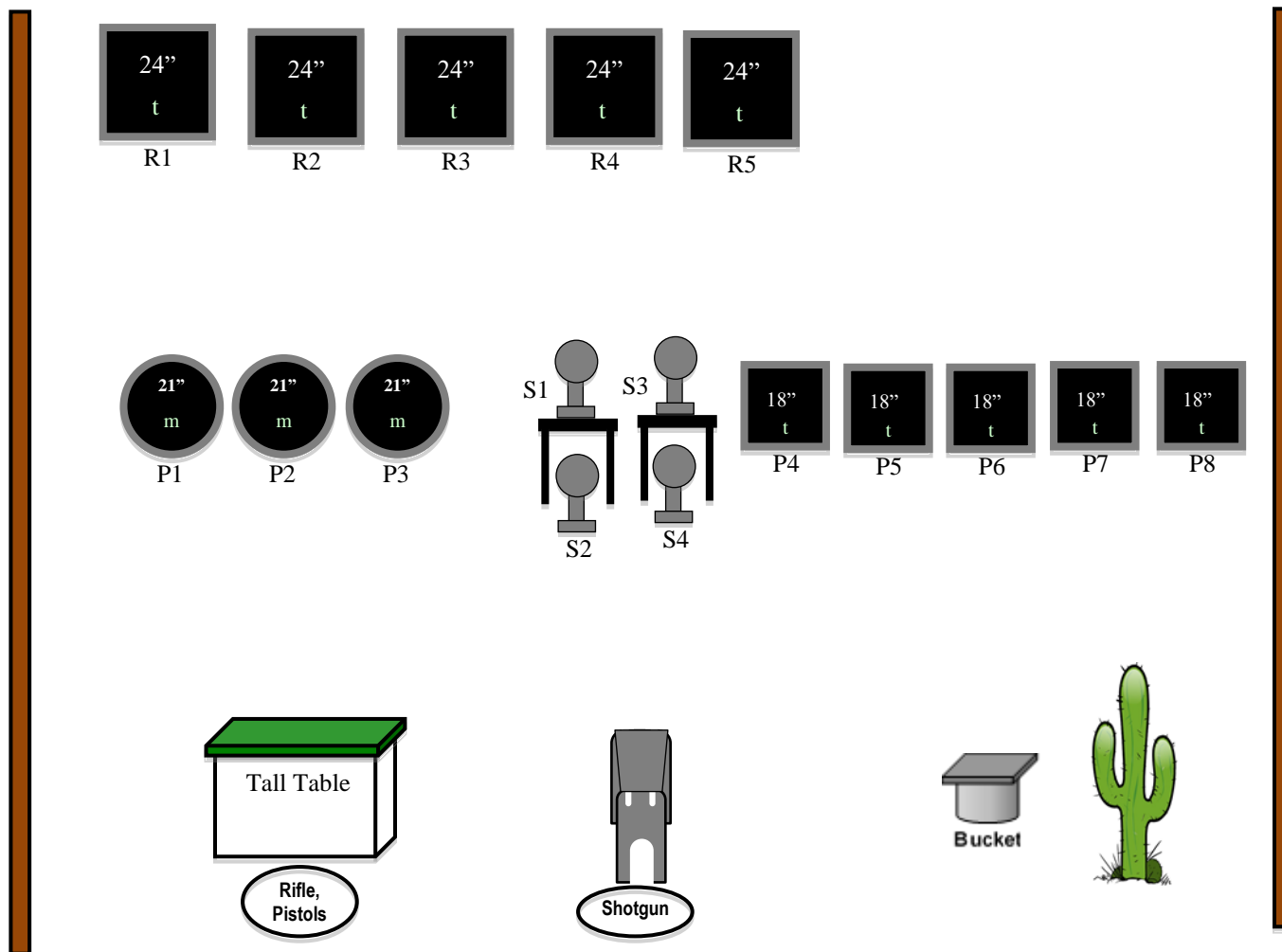
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Note: If shooting Josey Wales class substitute two pistols loaded with 5 rounds each for the rifle.

Shooting Order: Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 10 rounds, staged on safely. Pistols loaded with 5 rounds each, holstered. Shotgun is staged on Horse.

Procedure: Shooter starts standing at the Horse with hands on Horse, not touching firearms, when ready says **"I reckon so"**. At the beep, with shotgun, engage shotgun knockdown targets S1 through S4 in any order, all must fall. Make shotgun safe, move to Tall Table and with rifle engage rifle targets R1 through R5 in the following order: R1, R2, R3, R2, R1 R5, R4, R3, R4, R5. Then make the rifle safe and with pistols, engage pistol targets P1, P2 and P3 in the following order: P1, P2, P3, P2, P1, P3, P2, P1, P2, P3. Pick up long guns and move to the unloading table.



STAGE THREE (Bay #2)

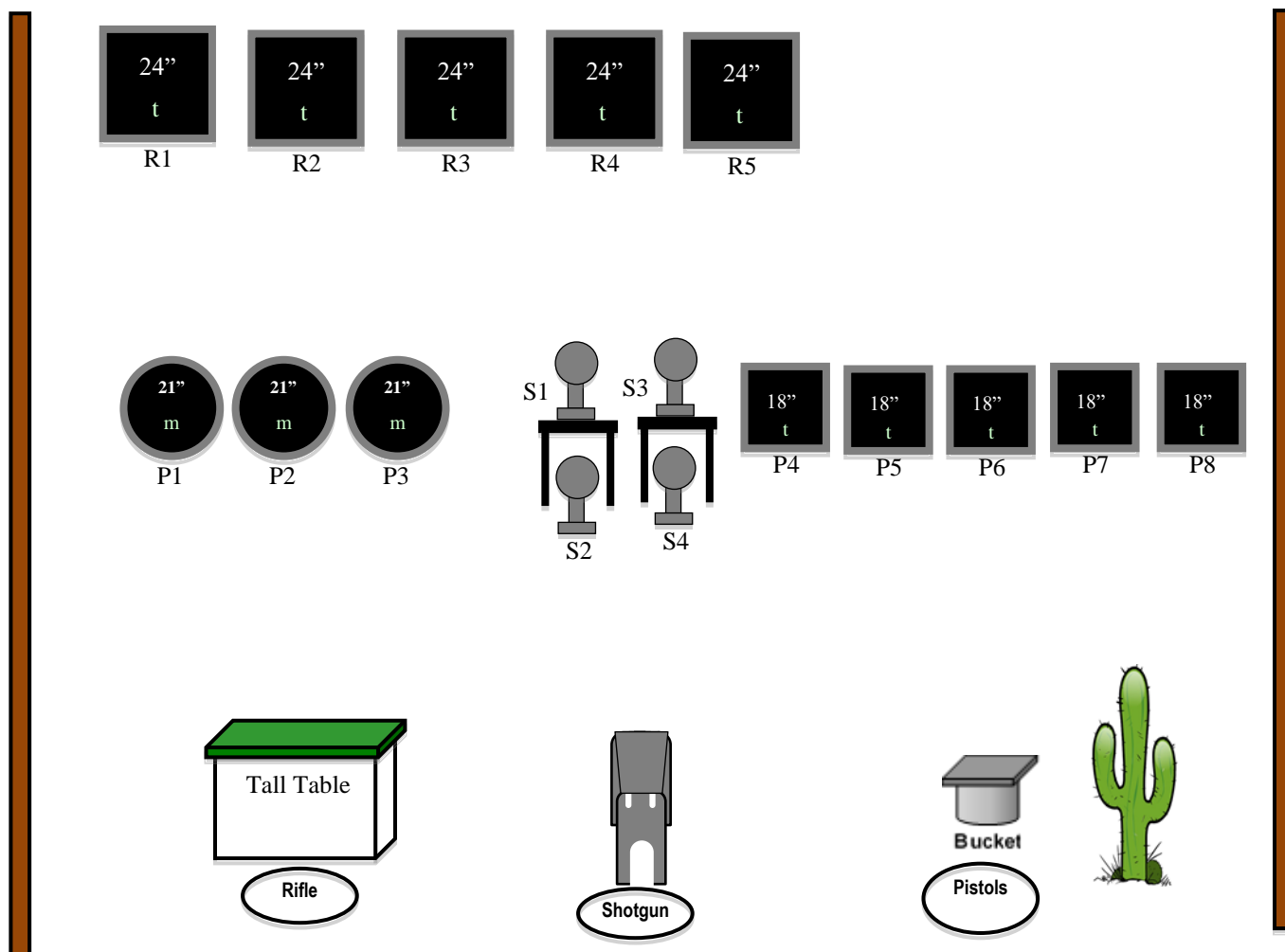
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Note: If shooting Josey Wales class substitute two pistols loaded with 5 rounds each for the rifle.

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds, staged on Tall Table. Pistols loaded with 5 rounds each, holstered. Shotgun is staged safely.

Procedure: Shooter starts standing at the Tall Table with hands on Hat / Head, when ready says “I reckon so”. At the beep, with rifle engage rifle targets R1 through R5 in two single tap sweeps from the same direction (EX R1, R2, R3, R4, R5, R1, R2, R3, R4, R5). Make rifle safe, then move to the horse and with shotgun engage shotgun knockdown targets S1 through S4 in any order, all must fall. Make the shotgun safe on Horse, then move to the Bucket and with pistols engage pistol targets P4 through P8 in two single tap sweeps from the same direction (EX P4, P5, P6, P7, P8, P4, P5, P6, P7, P8). Pick up long guns and move to the unloading table.



STAGE FOUR (Bay #3)

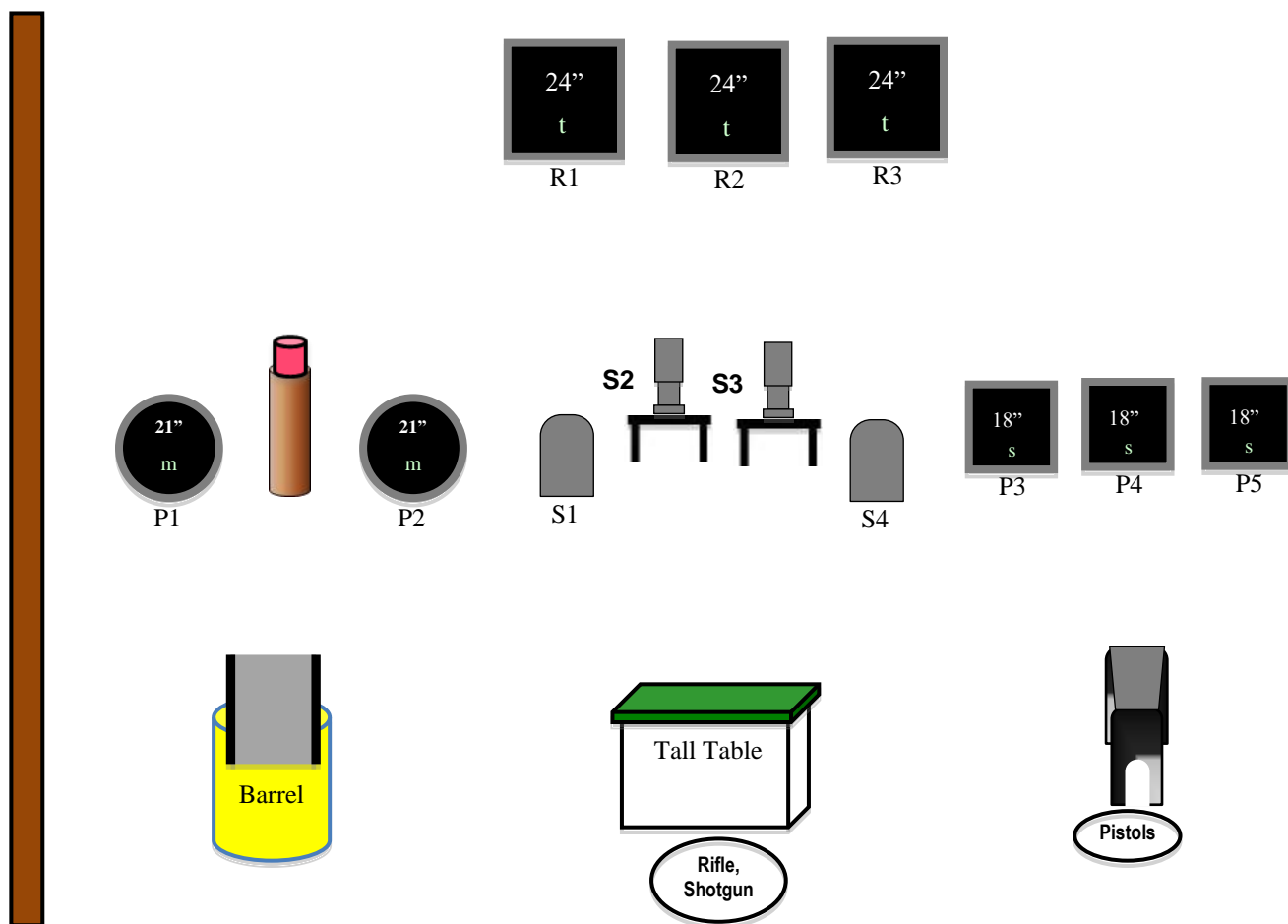
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Note: If shooting Josey Wales class substitute two pistols loaded with 5 rounds each for the rifle.

Shooting Order: Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds, staged on Tall Table. Pistols loaded with 5 rounds each, holstered. Shotgun is staged on Tall Table.

Procedure: Shooter starts standing at the Tall Table with hands in surrender position and when ready says “**I reckon so**”. At the beep with rifle engage rifle targets R1, R2 and R3 in the following order: R1, R1, R1, R2, R2, R3, R3, R3, R2, R2. Make rifle safe then with shotgun engage shotgun knockdown targets S1 through S4 in any order, all must fall. Make shotgun safe, then move to the Horse and with pistols engage P3, P4 and P5 in the following order: P3, P3, P3, P4, P4, P5, P5, P5, P4, P4. Pick up long guns and move to the unloading table.



STAGE FIVE (Bay #3)

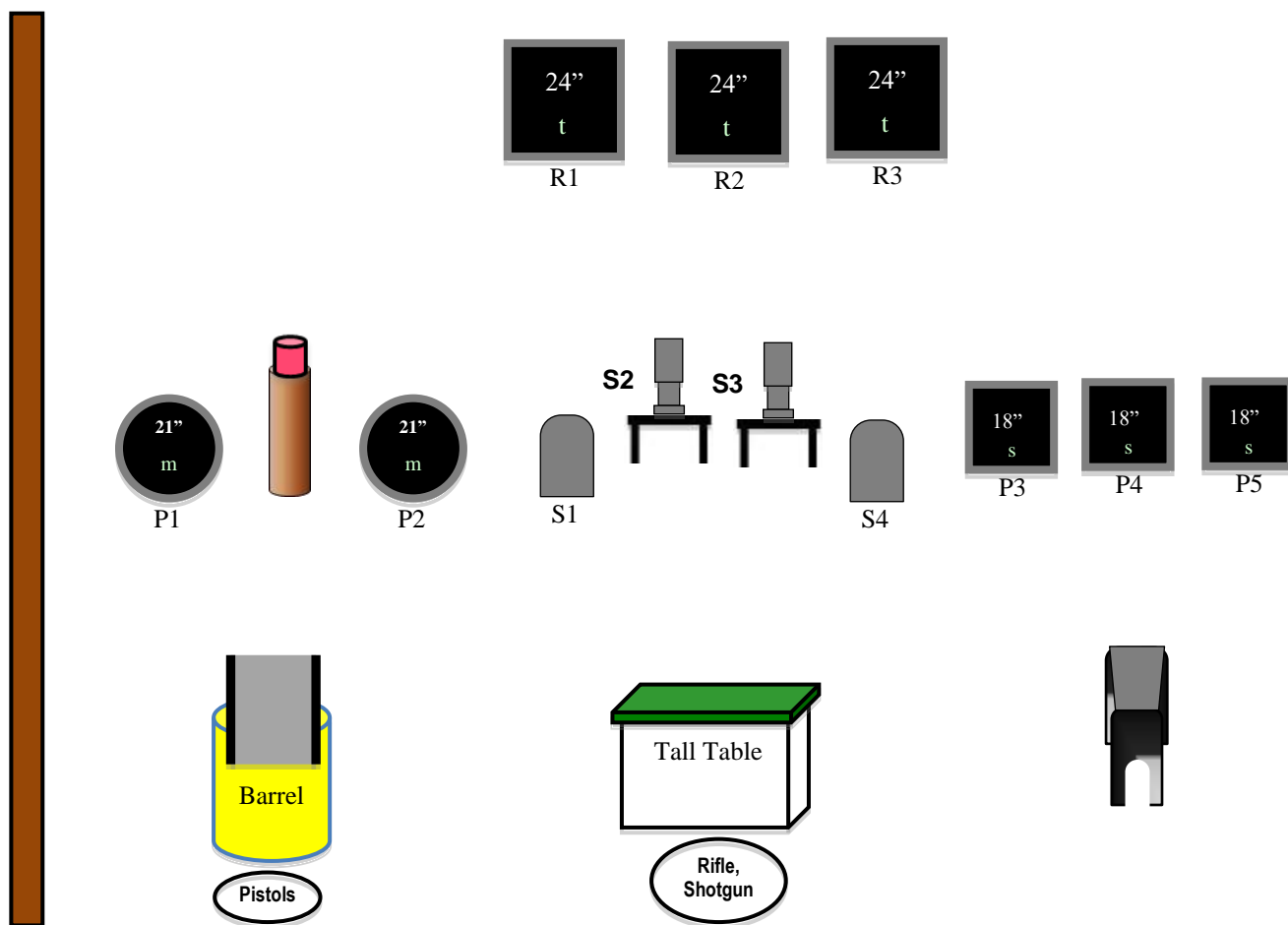
Round Count: 10 pistol, 10 rifle, 4+ shotgun

Note: If shooting Josey Wales class substitute two pistols loaded with 5 rounds each for the rifle.

Shooting Order: Pistols, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds, staged safely. Pistols loaded with 5 rounds each, holstered. Shotgun is staged Tall Table.

Procedure: Shooter starts standing at the Barrel with hands on Barrel not touching any firearms, when ready says “I reckon so”. At the beep with pistols engage pistol targets P1, Can and P2 in this order: P1, P1, Can, P2, P2, then repeat instructions if can was not hit, if can was hit on first sequence then engage P1 and P2 in the following order: P1, P1, P2, P2, P2. A miss on can does not count as a miss, but a hit on the can is a 5 second bonus. Then move to the Tall Table and with rifle engage rifle targets R1, R2 and R3 in the following order: R1, R1, R2, R3, R3 then repeat instructions. Make rifle safe and with shotgun engage shotgun knockdown targets S1 through S4 in any order, all must fall. Pick up long guns and move to the unloading table.



STAGE SIX (Bay #3)

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

Note: If shooting Josey Wales class substitute two pistols loaded with 5 rounds each for the rifle.

Shooting Order: Shotgun, Rifle, Pistols

Staging: Rifle is loaded with 10 rounds, staged on Tall Table. Pistols loaded with 5 rounds each, holstered. Shotgun is staged on Tall Table.

Procedure: Shooter starts standing at the Tall Table in default position, when ready says "I reckon so". At the beep, with shotgun engage shotgun knockdown targets S1 through S4 in any order, all must fall. Make shotgun safe, then with rifle engage rifle targets R1, R2 and R3 in the following order: R1, R2, R3, R3, R2, R1, R1, R2, R3, R3. Then make rifle safe, move to the Horse and with pistols engage pistol targets P3, P4 and P5 in the following order: P3, P4, P5, P5, P4, P3, P3, P4, P5, P5. Pick up long guns and move to the unloading table.

