

MATTAPONI SUNDOWNERS

January 16, 2022

Belle Starr

by Sassy Shooting Sours

Belle Starr was born Myra Maybelle Shirly near Cathage, Missouri on February 5, 1848. She married twice before marrying a Cherokee man named Sam Starr in 1880. She settled in the Indian Territory that's now know as Oklahoma. This is where she learned the ways of organizing, planning and fencing for the rustlers, horse thieves and bootleggers, as well as harboring them from the law. Belle's illegal enterprises proved lucrative enough for her to employ bribery to free her colleagues from the law whenever they were caught.

Belle was known as a crack shot and used to ride sidesaddle while dressed in a black velvet riding habit and a plumed hat, carrying two pistols, with cartridge bets across her hips. She was known as an outlaw queen but that abruptly ended with her husband's death in 1886.

On February 3, 1889, two days before her 41st birthday, she was killed. She was riding home from a neighbor's house in Eufaula, Oklahoma when she was ambushed. After she fell off her horse, she was shot again to make sure she was dead. Her death resulted from shotgun wounds to the back and neck and in the shoulder and face. Legend says she was shot with her own double-barrel shotgun.

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

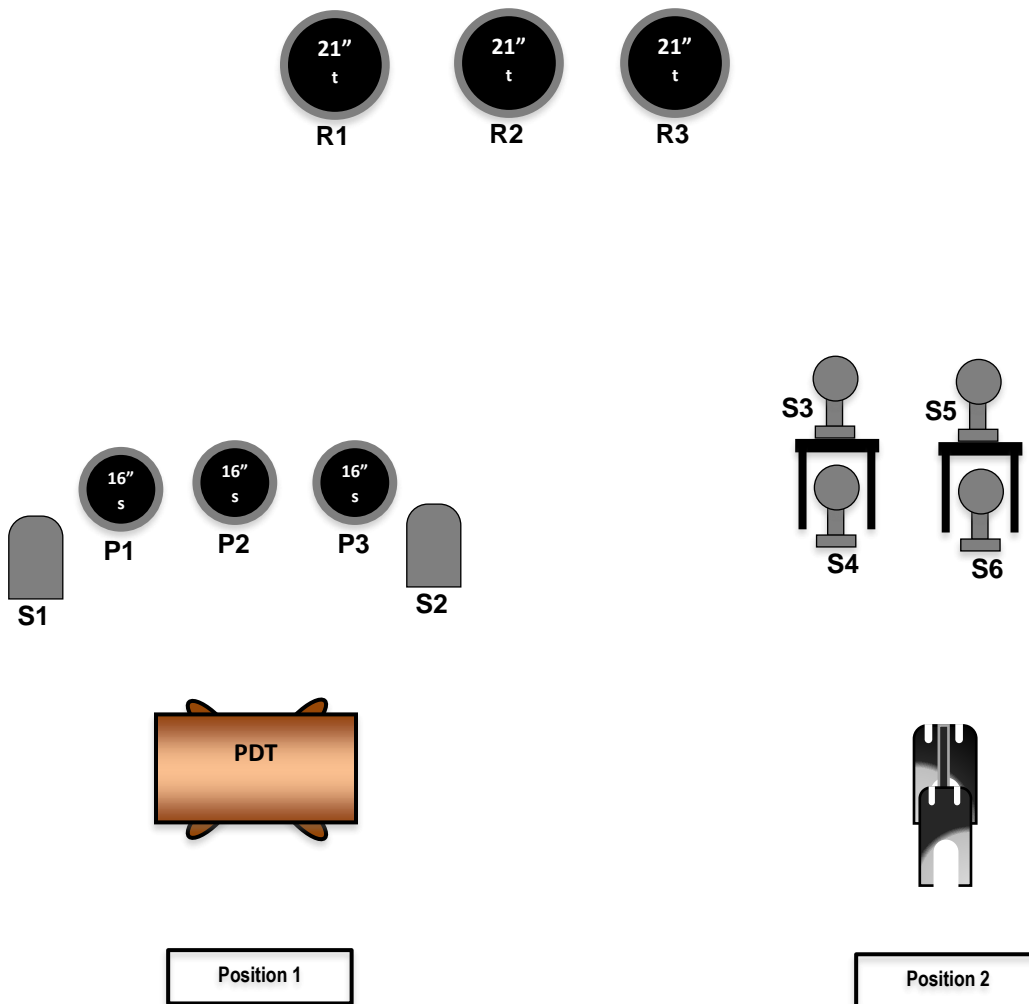
STAGE ONE (Bay #2)

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

Shooting Order: Shotgun, rifle, pistols, shotgun

Staging: Rifle is loaded with 10 rounds, staged at Position 1. Pistols loaded with 5 rounds each, holstered. Shotgun held at port arms.

Procedure: Shooter starts at Position 2 with shotgun at port arms. When ready says “**Now that’s a woman.**” At the beep, engage the 4 shotgun targets in any order until down. Take shotgun and stage safely at Position 1. With rifle engage the targets in the following order: R1, R2, R3, R3, R2, R1, R1, R2, R3 and R3. Next with pistols repeat the same as the rifle on P1-P3. Finally with shotgun, engage S1 and S2, in any order. Move safely to the unloading table.



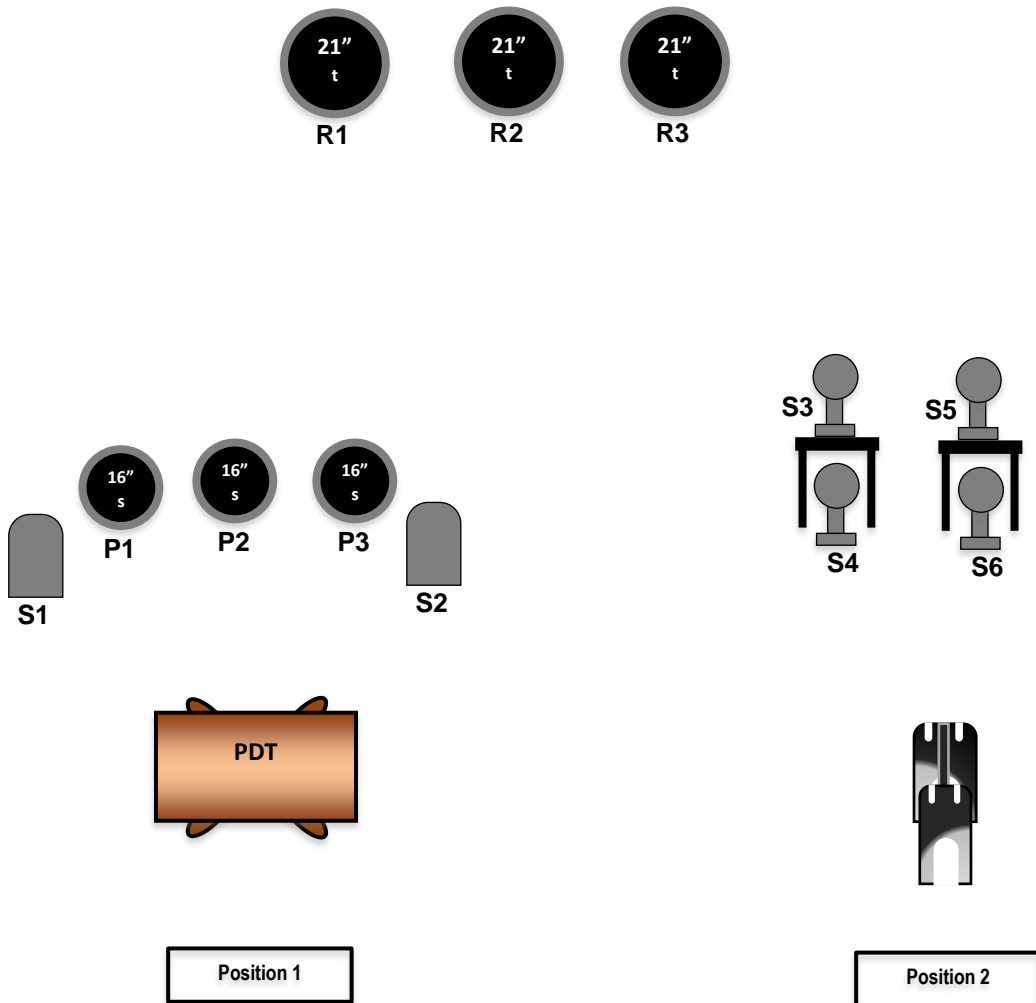
STAGE TWO (Bay #2)

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

Shooting Order: Pistols, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds, staged at Position 2. Pistols loaded with 5 rounds each, holstered. Shotgun staged safely.

Procedure: Shooter starts at Position 1 with hands at default. When ready says “**Now that’s a woman.**” At the beep, with pistols engage the targets in the following order: P2, P2, P2, P1, P3, P2, P2, P2, P3 and P1. Next with rifle from Position 2, repeat the same as the pistols on R1-R3. Finally with shotgun, engage S 3-6, in any order till all are down. Move safely to the unloading table.



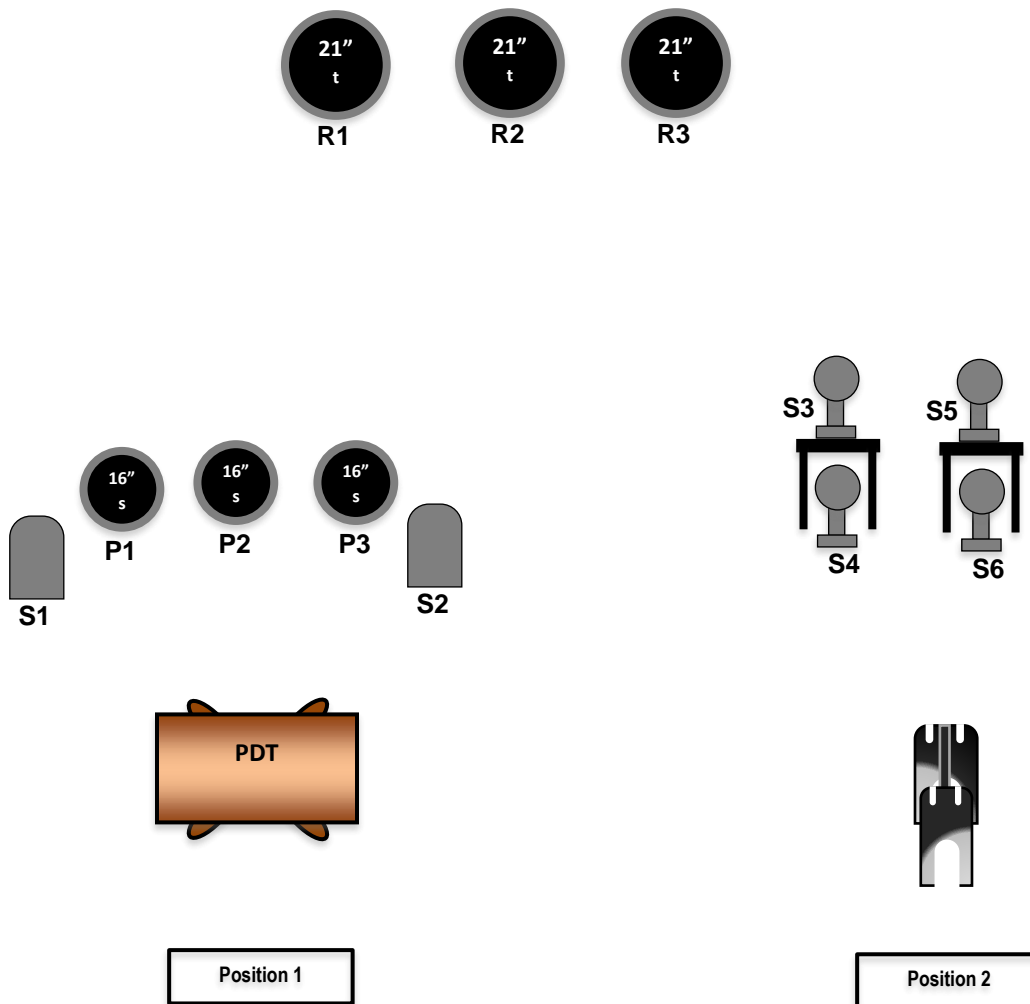
STAGE THREE (Bay #2)

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

Shooting Order: Rifle, Pistols, Shotgun

Staging: Rifle is loaded with 10 rounds, staged at Position 1. Pistols loaded with 5 rounds each, staged at Position 1. Shotgun staged at Position 1.

Procedure: Shooter starts at Position 1 with thumbs in gun belt. When ready says “**Now that’s a woman.**” At the beep, engage the rifle targets in any order but with no more than 1 round on target 1, 2 rounds on target 2 and 3 rounds on target 3 for a total of 10 rounds. Next with pistols repeat the same as the rifle on P1-P3. (Doesn’t have to mirror rifle) Finally with shotgun, engage S1 and S2, in any order. Move safely to the unloading table.



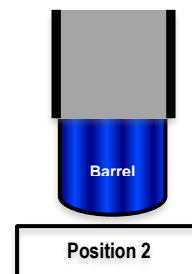
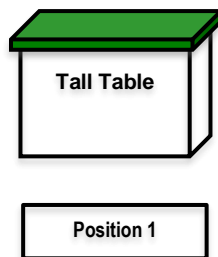
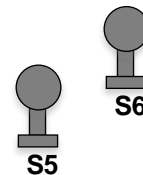
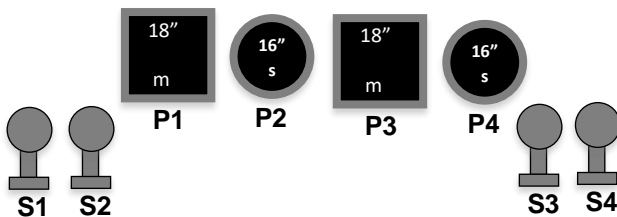
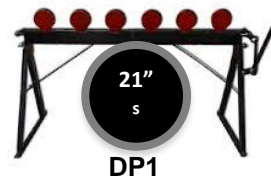
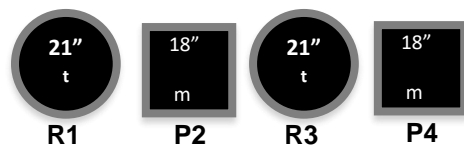
STAGE FOUR (Bay #3)

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

Shooting Order: Pistols, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds, staged at Position 1. Pistols loaded with 5 rounds each, holstered. Shotgun staged at Position 1.

Procedure: Shooter starts at Position 1 with hands at default. When ready says “**Now that’s a woman.**” At the beep, engage the pistol targets in the following order: P1, P2, P3, P4, P1, P2, P3, P1, P2, and P1. Next with rifle, repeat the same sequence on the rifle targets. With shotgun, engage any 2 shotgun targets from Position 1 and move to Position 2 and engage the 2 shotgun targets S5 and S6, any order, all must fall. Move safely to the unloading table.



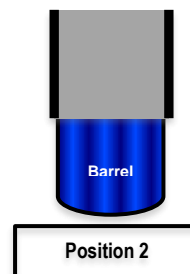
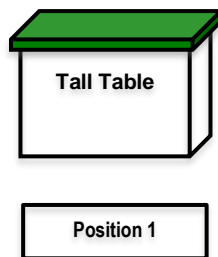
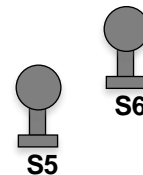
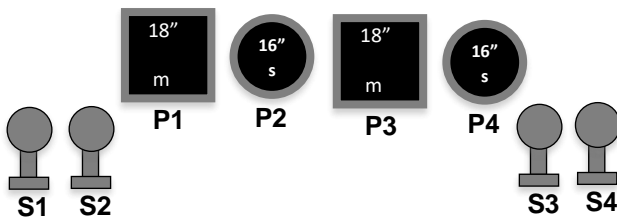
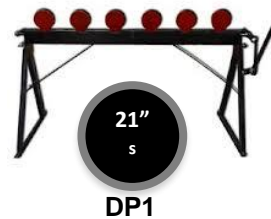
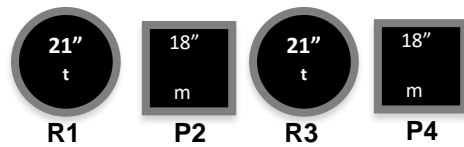
STAGE FIVE (Bay #3)

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

Shooting Order: Pistols, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds, staged at Position 2. Pistols loaded with 5 rounds each, holstered. Shotgun staged safely.

Procedure: Shooter starts at Position 1 with hands at default. When ready says “**Now that’s a woman.**” At the beep, engage the plate rack by engaging any 3 plates followed by 2 rounds on DP1 and repeat. Plates still up may be made up with shotgun before shotgun targets engaged, misses on DP1 count as misses. Engage S5 and S6 in any order till down. Move to Position 1, with pistols engage all pistol targets in any order for a total of 10 rounds. Move safely to the unloading table.



STAGE SIX (Bay #3)

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

Shooting Order: Pistols, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds, held at port arms. Pistols loaded with 5 rounds each, holstered. Shotgun staged safely.

Procedure: Shooter starts at Position 1 with rifle at port arms. When ready says “**Now that’s a woman.**” At the beep, with rifle engage the rifle targets in the following order: R1, R1, R1, R1, R2, R3, R3, R3, R3, and R4. Next with shotgun engage S1-S4 in any order, till down. Engage the pistol targets with the same sequence as the rifle. Move safely to the unloading table.

