

Mattaponi Sundowners

23 July 2022

Stages by Ripsaw

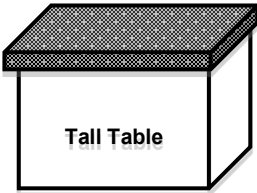
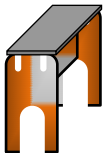
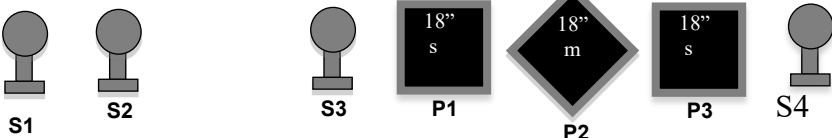
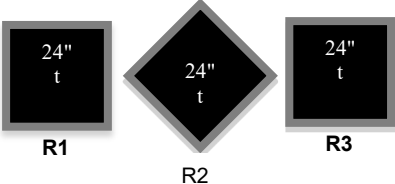
The Cowboy Cop of El Paso

In 1881, El Paso, Texas, hired the legendary gunfighter Dallas Stoudenmire as their new marshal. He successfully cleaned up the town, but only by launching a reign of terror in which he killed numerous locals in shoot-outs. When the town council tried to fire him, Stoudenmire charged in and dared them to try taking his guns.

Stoudenmire's most famous gunfight took place just three days after taking the job. The "Four Dead in Five Seconds" fight started when a local ruffian named John Hale grabbed a gun from his friend George Campbell and killed one of Stoudenmire's constables. Stoudenmire immediately whipped out his own pistols and gunned down Hale, a random bystander, and Campbell (who was loudly shouting that he wanted nothing to do with the fight).

Campbell had been good friends with the wealthy Manning brothers, who hired a man named Bill Johnson to assassinate Stoudenmire in revenge. Unfortunately for Johnson, he discharged his shotgun early, allowing Stoudenmire to whirl around and shoot him. He quickly bled to death, and Stoudenmire remained in El Paso until he died in a shoot-out with the Manning brothers 18 months later.

Stages 1-3 Diagram



STAGE: 1

Round Count: Rifle-10, Pistols-5 each, Shotgun 2+

Shooting Order: Rifle not last

Pistols holstered, Rifle staged on the tall table, shotgun staged safely.

Shooter starts standing at default and when ready, says "Leave me out of this! " At the beep,

1. From the table, shoot the three rifle targets, R1-R3 in a 3-4-3 sweep, starting from either end. For example, R1, R1, R1, R2, R2, R2, R2, R3, R3, R3.
2. From the table, with pistols, shoot the three pistol targets P1-P3 with the same instructions as the rifle.
3. From the horse, with shotgun, shoot the two knockdowns, S1 and S2 in any order.

STAGE: 2

RC/SO: Pistols-10, Rifle-10, Shotgun- 4+

Pistols holstered, Rifle and shotgun staged on the tall table

Shooter starts standing at the tall table at default and when ready, says "Leave me out of this!" At the beep, shoot the two pistol targets, P1 and P3 (only) in a 10 shot continuous double tap sweep. For example, P1, P1, P3, P3, P1, P1, P3, P3, P1, P1. Then, with rifle, shoot the two rifle targets, R1 and R3 with the same instructions as the pistols. Last, with shotgun, shoot the two knockdown targets S3-S4 in any order.

STAGE: 3

RC: Rifle-10, Shotgun-4+, Pistols-5 each

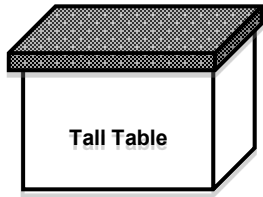
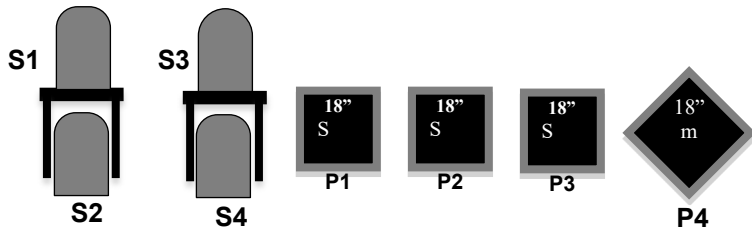
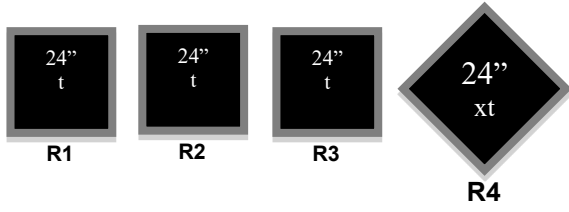
SO: Rifle not last

Pistols holstered, Rifle & Shotgun stage safely

Shooter starts standing at default and when ready, says "Leave me out of this! " At the beep,

1. From tall table, with rifle, shoot the three rifle targets R1-R3 by alternating single tapping the center target, then single tapping each of the other two targets for 10 rounds, starting and ending on the center target. For example, R2, R3, R1, R2, R3, R1, R2, R3, R1, R2.
2. From two positions, with shotgun, shoot the four knockdowns, S1-S4 in any order.
3. From the tall table, with pistols, shoot the three pistol targets P1-P3 with the same instructions as the rifle.

Stage 4-6 Diagram



STAGE: 4

RC/SO: Rifle-10, Shotgun- 4+, Pistols-5 each

Pistols holstered, Rifle & Shotgun staged on Tall Table.

Shooter starts standing at Tall Table, with hands at default and when ready, says “Leave me out of this! ” At the beep, with rifle, shoot the four rifle targets R1- R4 with a Progressive sweep from either direction. For example, R1, R2, R2, R3, R3, R3, R4, R4, R4, R4. Next, with shotgun, shoot the four knockdowns, S1- S4 in any order. Finally, with pistols, shoot the 4 pistol targets P1-P4 with the same instructions as the rifle.

STAGE: 5

RC: Shotgun 6+, Rifle 10, Pistols 5 each

SO: Rifle not last

Pistols holstered, Rifle & Shotgun staged safely

Shooter starts standing at default. When ready, say, “ Leave me out of this!” At the beep,

1. Using both positions, with shotgun, shoot the knockdowns S1-S6.
2. From the Table, with rifle shoot R1-R4 with a 2-2-2-4 sweep from left to right.
3. From the Table, with pistols shoot P1-P4 with a 2-2-2-4 sweep from left to right.

STAGE: 6

RC: Shotgun- 4+, Rifle-10, Pistols-5 each,

SO: rifle not last

Pistols holstered, Rifle and Shotgun staged on the Table.

Shooter starts standing at the tall table at default. When ready, say “ Leave me out of this!” At the beep:

1. With Rifle, Shoot R1-R4 by first placing four (4) rounds on R4 and then placing the remaining 6 rounds on the other targets R1-R3 in any order, as long as all targets are engaged.
2. Repeat rifle instructions with the pistols on P1-P4
3. With shotgun, shoot S1-S4 in any order.