

Mattaponi Sundowners

STAGES FOR SUNDAY, JULY 17, 2022

Stages Written by: Cody Maverick

Story Line: Vegetarian Nightmare by Baxter Black

Here's a hyperlink to the Youtube video of Baxter Black reciting this poem on the Johnny Carson show. Well worth the watch. <https://youtu.be/93V717ZVvsc>

VEGETARIAN'S NIGHTMARE

by [Baxter Black](#)

a dissertation on plant's rights

Ladies and diners I make you
A shameful, degrading confession.
A deed of disgrace in the name of good taste
Though I did it, I meant no aggression.

I had planted a garden last April
And lovingly sang it a ballad.
But later in June beneath a full moon
Forgive me, I wanted a salad!

So I slipped out and fondled a carrot
Caressing its feathery top.
With the force of a brute I tore out the root!
It whimpered and came with a pop!

Then laying my hand on a radish
I jerked and it left a small crater.
Then with the blade of my True Value spade
I exhumed a slumbering tater!

Celery I plucked, I twisted a squash!
Tomatoes were wincing in fear.
I choked the Romaine. It screamed out in pain,
Their anguish was filling my ears!

I finally came to the lettuce
As it cringed at the top of the row
With one wicked slice I beheaded it twice
As it writhed, I dealt a death blow.

I butchered the onions and parsley.
My hoe was all covered with gore.
I chopped and I whacked without looking back
Then I stealthily slipped in the door.

My bounty lay naked and dying
So I drowned them to snuff out their life.
I sliced and I peeled as they thrashed and they reeled
On the cutting board under my knife.

I violated tomatoes
So their innards could never survive.
I grated and ground 'til they made not a sound
Then I boiled the tater alive!

Then I took the small broken pieces
I had tortured and killed with my hands
And tossed them together, heedless of whether
They suffered or made their demands.

I ate them. Forgive me, I'm sorry
But hear me, though I'm a beginner
Those plants feel pain, though it's hard to explain
To someone who eats them for dinner!

I intend to begin a crusade
For PLANT'S RIGHTS, including chick peas.
The A.C.L.U. will be helping me too.
In the meantime, please pass the bleu cheese!

Mattaponi Sundowners – Rules and Stage Conventions

- Revised 04-24-2013 -

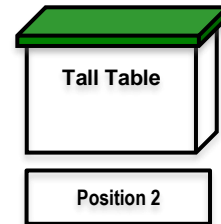
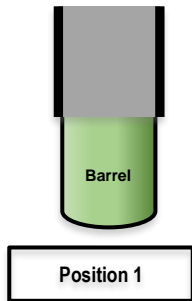
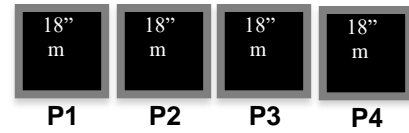
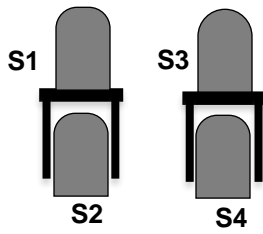
- **SASS Rules:** All SASS Rules are in affect; unless documented here, address during the Shooter Safety Meeting or specifically stated in the stage description for a given stage.
- **Round Over Berm:** A round fired over the berm is a Match DQ, excluding shotguns.
- **“No Alibi”:** All matches at Mattaponi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

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

Procedure: Shooter starts at Position 1 holding Rifle safely with both hands and when ready says **“I meant no aggression”**

At the beep: With Rifle, engage the 4 rifle targets in a 3,2,2,3 sweep from either direction. Next with Shotgun, knockdown the shotgun targets in any order. Move to Position 2 and with Pistols, engage the 4 pistol targets with same instructions as the Rifle.

STAGE TWO (Bay #2)

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun, **and 1 reload with either Rifle or Pistol.**

Shooting Order: Shotgun last

Staging: Rifle and Pistols staged on Tall Table at Position 2, Shotgun is staged safely. Additional ammo may also be staged on the Tall Table.

Procedure: Shooter starts at Position 2 when ready says **“I wanted a salad!”**

At the beep: Engage the 4 targets in a 1,7,7,6 sweep from the left with Rifle and Pistols in any combination. This will require a reload in either the Rifle or a Pistol. The additional round may be loaded at any time after the beep. Any shooter that chooses to reload their Pistol will receive a 5 second bonus. Move to Position 1 and with Shotgun, knockdown the shotgun targets in any order.

STAGE THREE (Bay #2)

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

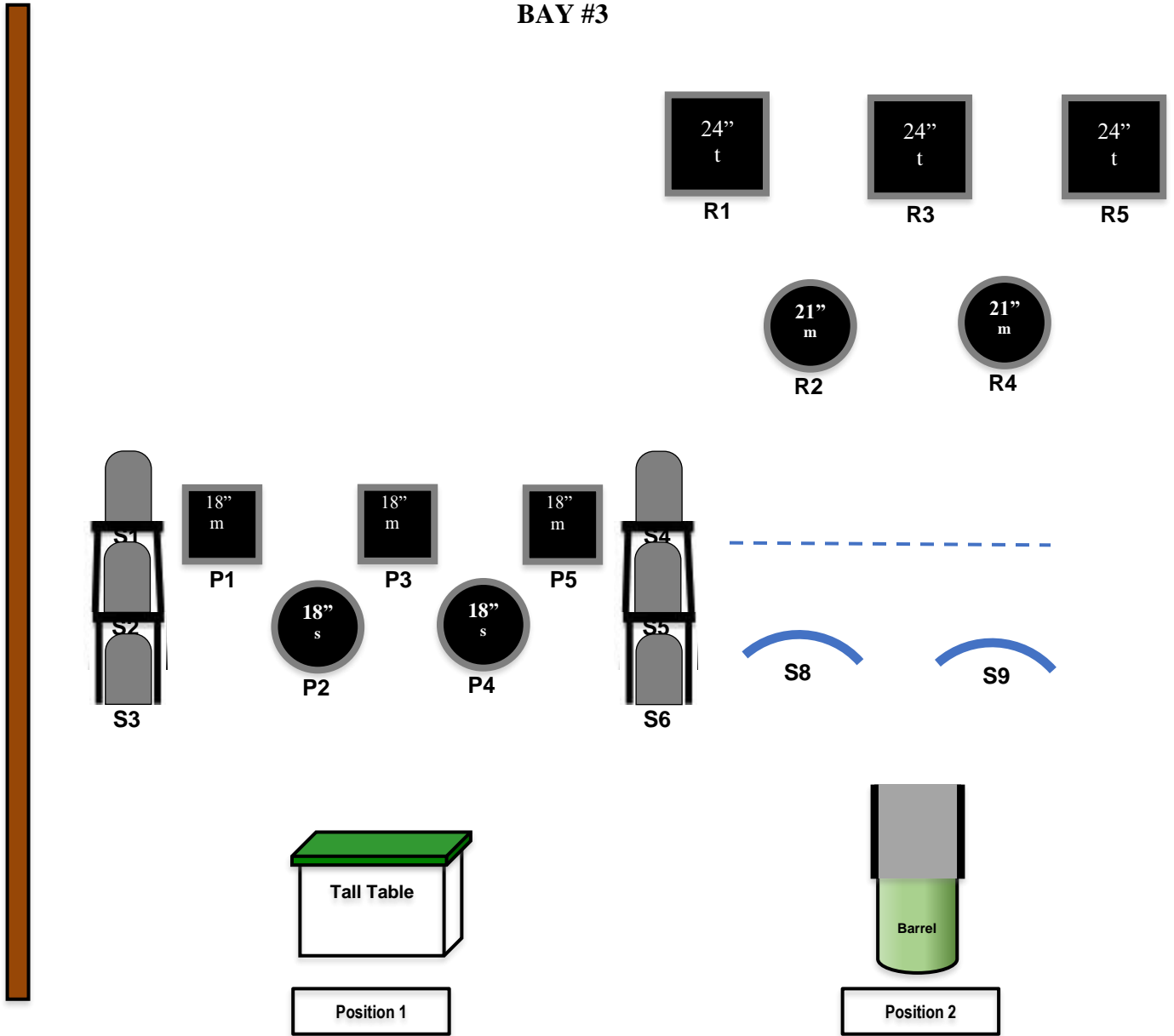
Shooting Order: Shotgun, Rifle, Pistols

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

Procedure: Shooter starts at Position 1 and when ready says **“Their Anquish was filling my ears!”**

At the beep: With Shotgun, knockdown the shotgun targets. Next, with Rifle engage the rifle targets in this order; R1 R2, R1 R3, R1 R4, R1 R3, R1 R2. Move to Position 2 and with Pistols engage the pistol targets with same instructions as the rifle.

BAY #3



STAGE FOUR (Bay #3)

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

Shooting Order: Rifle, Shotgun, Pistols

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

Procedure: Shooter starts at Position 2 and when ready says “**I dealt a death blow**”

At the beep: With Rifle, double tap all 5 rifle targets in any order. Move to Position 1 and with Shotgun, knockdown the shotgun targets. Last with Pistols, repeat the Rifle instructions.

STAGE FIVE (Bay #3)

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

Shooting Order: Pistols, Rifle, Shotgun

Staging: Rifle and Shotgun staged at position 2, Pistols holstered

Procedure: Shooter starts at Position 1 with both hands on Pistol(s). When ready says “**Snakes Alive!**”

At the beep: With pistols, engage the pistol targets in the following order: 2,1,2,3,2 then 4,3,4,5,4. Move to Position 2 and with Rifle engage the rifle targets with the same instructions as the Pistols. Next with Shotgun blast the snakes back across the line.

STAGE SIX (Bay #3)

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

Shooting Order: Rifle, Pistols, Shotgun

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

Procedure: Shooter starts at Position 2 in default position and when ready says **"I boiled the tater alive!"**

At the beep: With Rifle triple tap R2 then single tap any 2 of the back targets, then triple tap R4 and single tap any 2 of the back targets. All targets must be engaged. Move to Position 1 and with Pistols engage the pistol targets with the same instructions as the Rifle. Next with Shotgun knockdown the shotgun targets.