

Mattaponi Sundowners

STAGES FOR SUNDAY AUGUST 27, 2022

Written by Potter County Kid

Mattaponi Sundowners – Rules and Stage Conventions

- **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

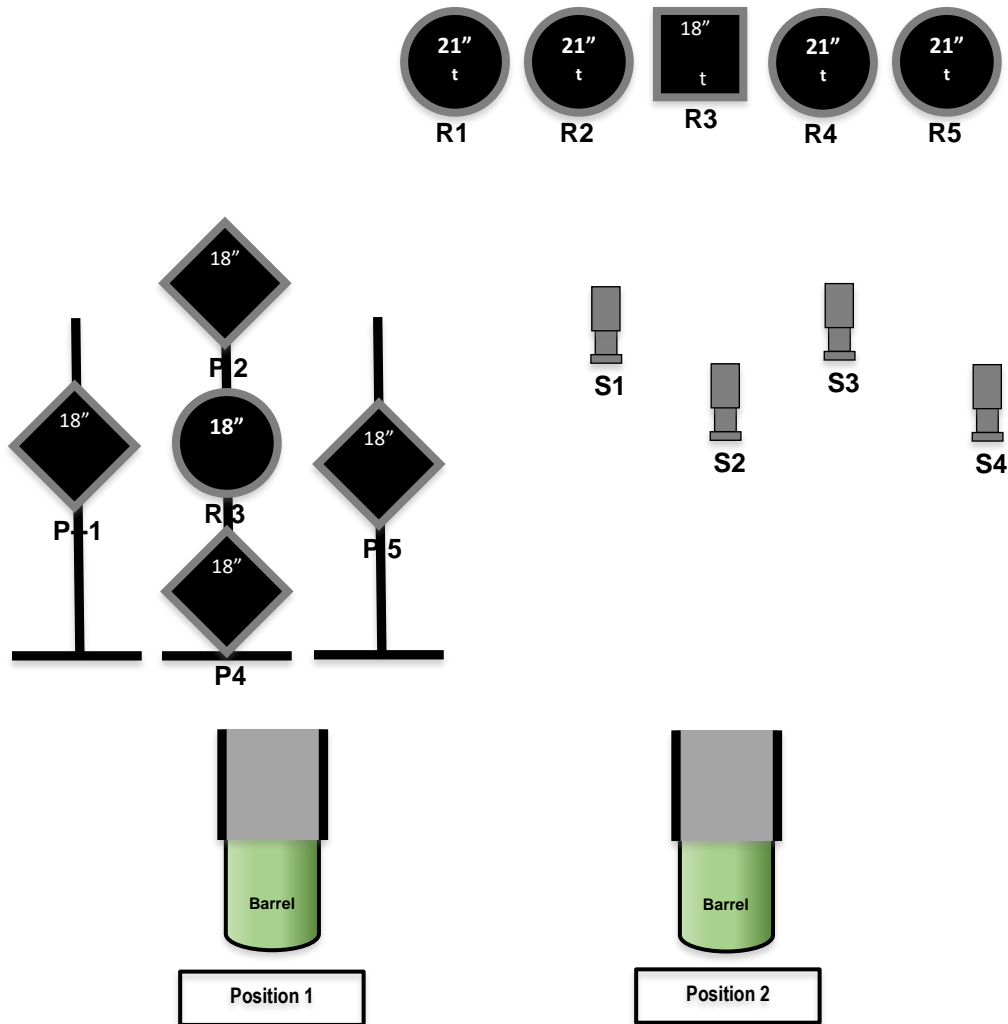
Benefit of the doubt always goes to the shooter

STAGE 1 (BAY2)

Round Count/Shooting Order: Rifle 10, Shotgun 4+, Pistols 5 each.

Staging: Rifle held at port arms at position 2, Shotgun staged at position 2, Pistols holstered.

Procedure: Shooter starts at position 2 with rifle held at cowboy port arms. When ready the shooter says "I'M READY". At the beep engage the rifle targets with 1 round on a round target, then 2 rounds on the square target, then 1 round on a round, then 2 rounds on the square, then 1 round on a round, then 2 rounds on the square, then 1 round on a round. All targets must be engaged. For example: R1, R3, R3, R2, R3, R3, R4, R3, R3, R5. Next with shotgun engage S1-S4 in any order until down. Move to position 1 and with pistols engage the pistol targets with 1 round on a diamond target, then 2 rounds on the round target, then 1 round on a diamond, then 2 rounds on the round, 1 round on a diamond, 2 rounds on the round, then 1 round on a diamond. All targets must be engaged. For example: P1, P3, P3, P2, P3, P3, P4, P3, P3, P5. Pick up long guns and move to the unloading table.

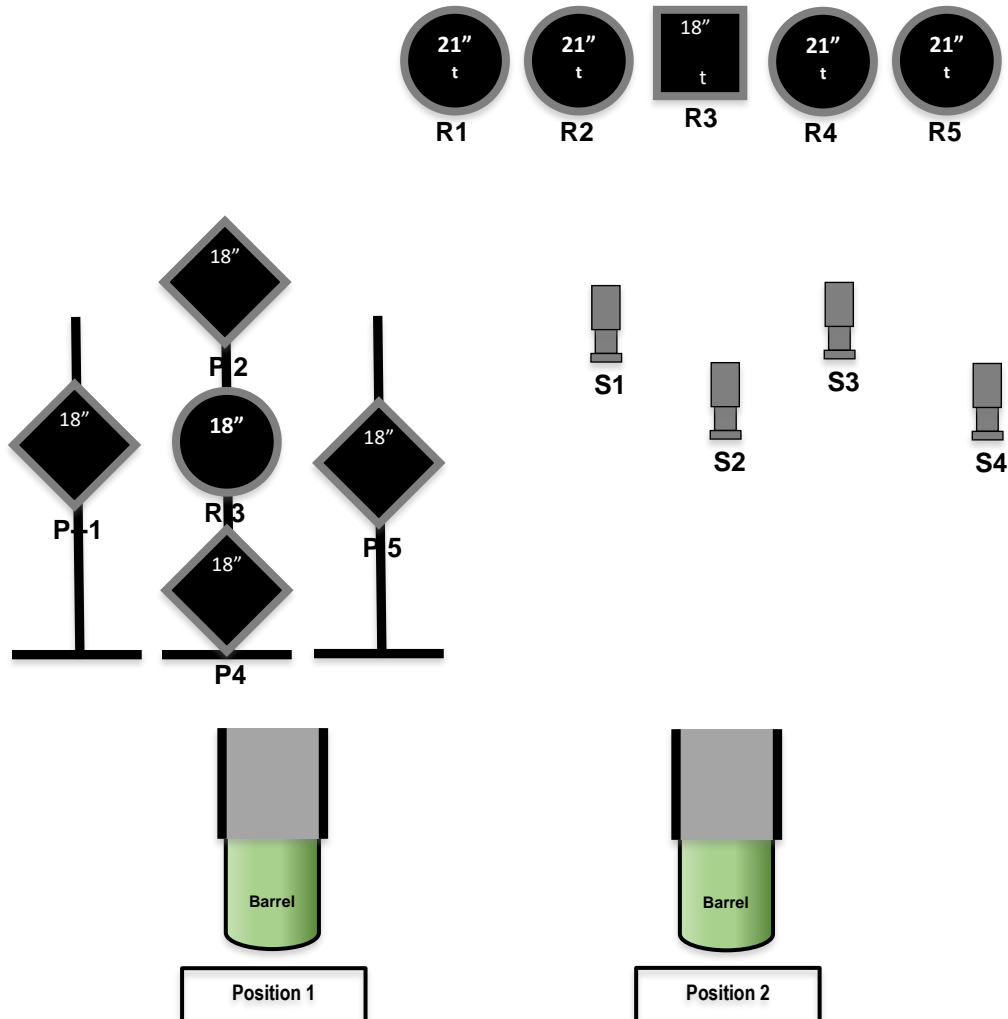


STAGE 2 (BAY 2)

Round Count/Shooting Order: Pistols 5 each, Rifle 10, Shotgun 4+

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

Procedure: Shooter starts at position 1 with both hands on pistols or pistol. When ready the shooter says "I'M READY". At the beep with pistols engage the 4 diamond pistol targets in a clockwise progressive sweep starting on any diamond target. For example: P4, P1, P1, P2, P2, P2, P5, P5, P5, P5. Next with rifle from position 2 engage the 4 round rifle targets in a progressive sweep from either end. For example: R1, R2, R2, R4, R4, R4, R5, R5, R5, R5 or R5, R4, R4, R2, R2, R2, R1, R1, R1, R1. Next with shotgun engage S1-S4 in this order, S-4, S-3, S-2, S-1, all must fall, make ups in any order. Pick up long guns and move to the unloading table.

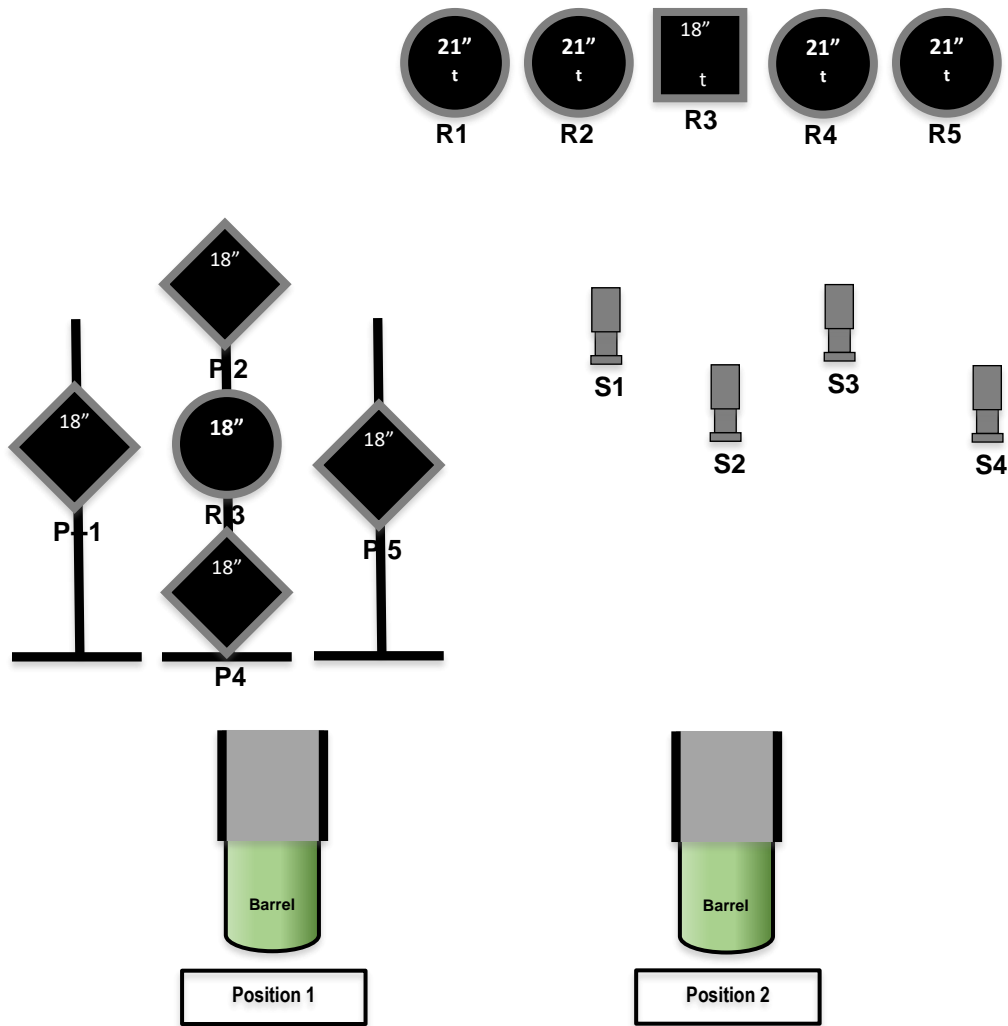


STAGE 3 (BAY2)

Round Count/Shooting Order: Shotgun 4+, Rifle 10, Pistols 5 each

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

Procedure: Shooter starts at position 2 with hands at low surrender. When ready the shooter says "I'M READY". At the beep with shotgun engage S1-S4 in this order. The 2 near targets then the 2 far targets all must fall, make ups in any order. Next with rifle engage Rifle targets R1-R5 in this order. R1, R2, R3, R4, R5, R2, R2, R4, R4, R3. Move to position 1 and with pistols engage pistol targets P1-P5 with a 5 round horizontal Nevada sweep and a 5 round vertical Nevada sweep each starting on P3 (the round target). Pick up long guns and move to the unloading table.

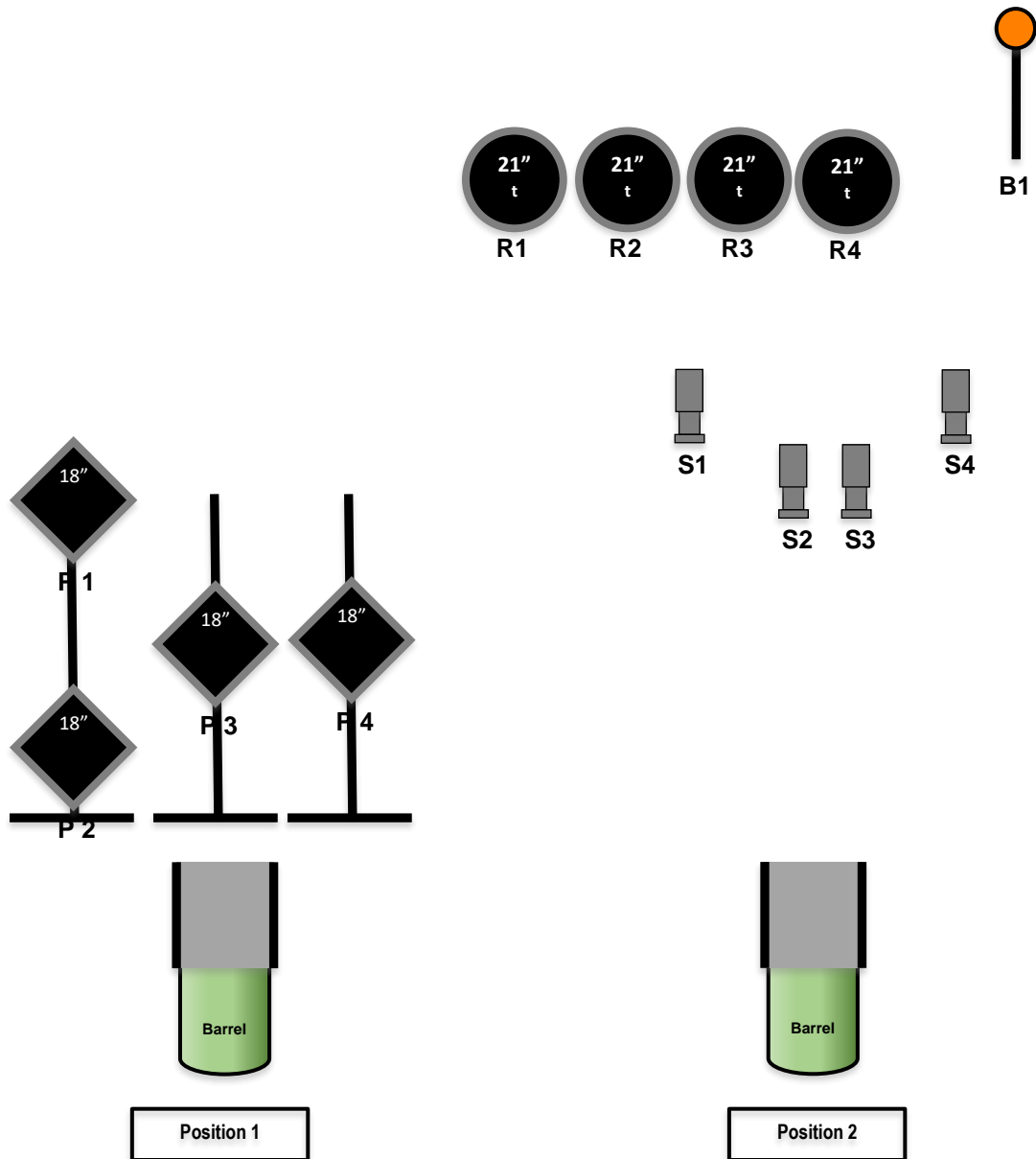


STAGE 4 (BAY 3)

Round Count/Shooting Order: Shotgun 4+, Rifle 10 +1, Pistols 5 each.

Staging: Shotgun held at position 2, Rifle staged at position 2, pistols holstered.

Procedure: Shooter starts at position 2 holding shotgun with both hands pointing safely downrange. When ready the shooter says "I'M READY". At the beep engage shotgun targets S1-S4 in any order until down. Next with rifle engage rifle targets R1-R4 in this order, R1, R2, R3, R4, R1, R2, R3, R1, R2, R1. Then with the eleventh round engage the bonus B1 target for a 5 second bonus if knocked down. Move to position 1 and with pistols engage the P1-P4 targets in this order, P1, P1, P1, P4, P4, P4, P2, P2, P2, P3. Pick up long guns and move to the unloading table. The eleventh round can be loaded any time after the buzzer.

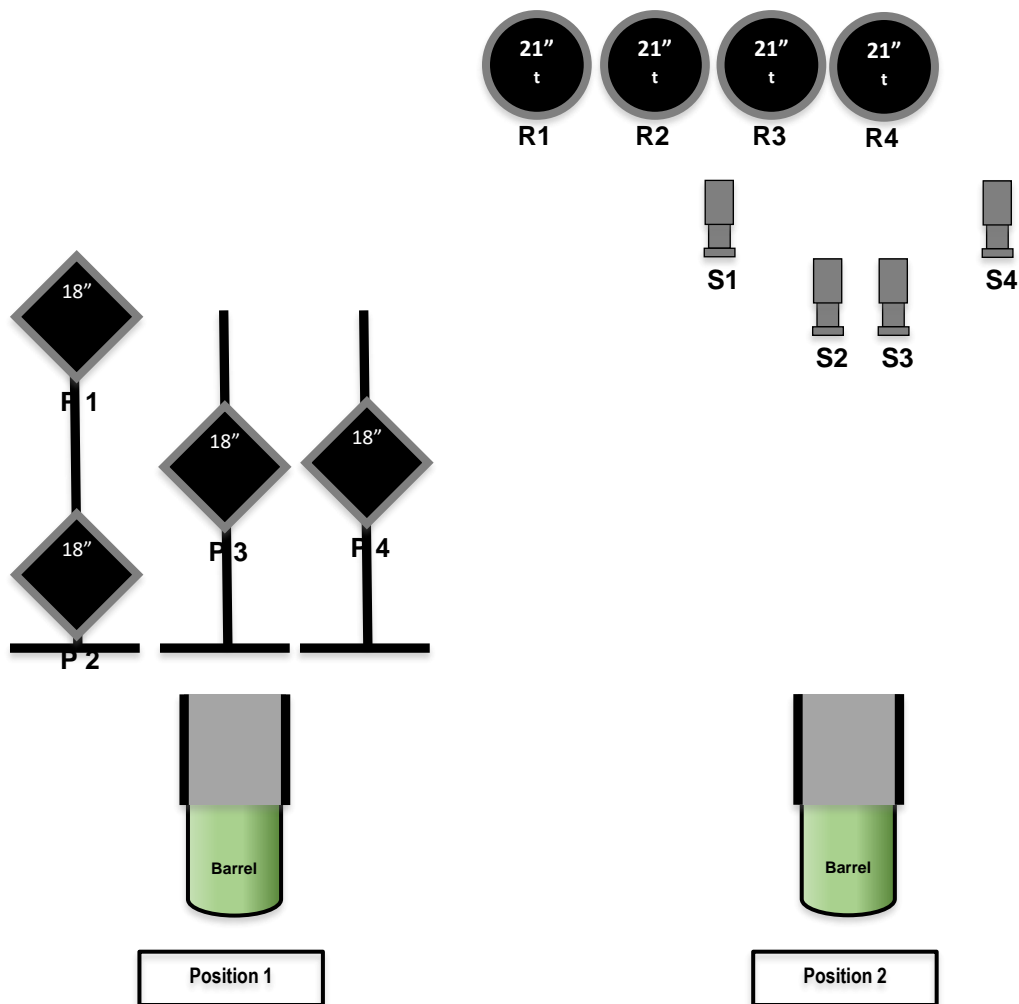


STAGE 5 (BAY 3)

Round Count/Shooting Order: Pistols 5 each, Rifle 10, Shotgun 4+

Staging: Pistols holstered, Rifle staged safely, Shotgun staged at position 2.

Procedure: Shooter starts at position 1 with hands at default position. When ready the shooter says “I'M READY”. At the beep with pistols engage pistol targets P1-P4 in this order, P1, P2, P3, P4, P1, P2, P3, P4, P1, P2. Next with rifle from position 2, engage the R1-R4 targets in this order, R1, R1, R4, R4, R2, R2, R3, R3, R1, R4. Next with shotgun engage the S1-S4 in this order, outside, outside, inside, inside. Pick up long guns and move to the unloading table.



STAGE 6 (BAY 3)

Round Count/Shooting Order: Rifle 10, Shotgun 4+, Pistols 5 each.

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

Procedure: Shooter starts at position 2 with arms folded across chest. When ready the shooter says "I'M READY". At the beep with rifle engage the R1-R4 targets in this order, R1, R1, R1, R2, R2, R4, R4, R4, R3, R3. Next with shotgun engage the S1-S4 targets in any order until down. Next from position 1 with pistols engage the P1-P4 targets in this order, P1, P1, P1, P2, P2, P4, P4, P4, P3, P3. Pick up long guns and move to the unloading table.

