

Mattaponi Sundowners

STAGES FOR SUNDAY NOVEMBER 20, 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

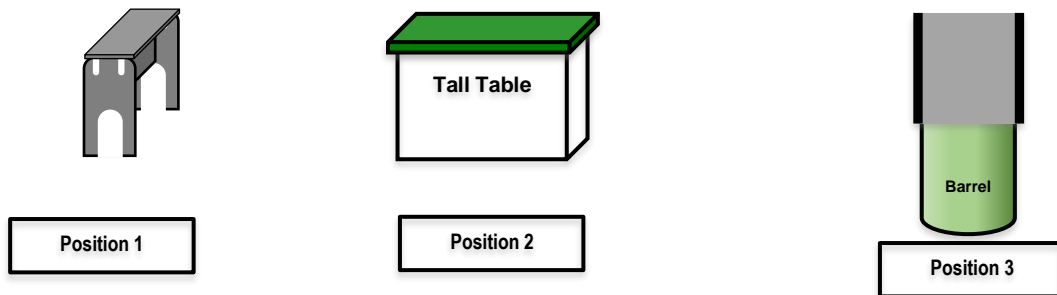
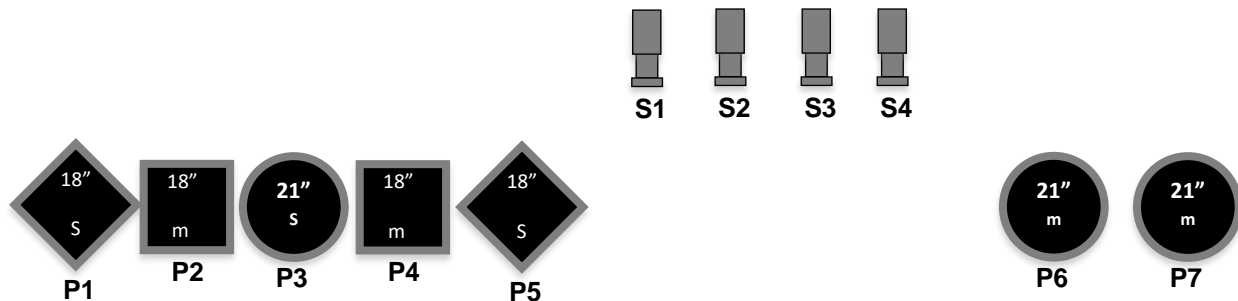
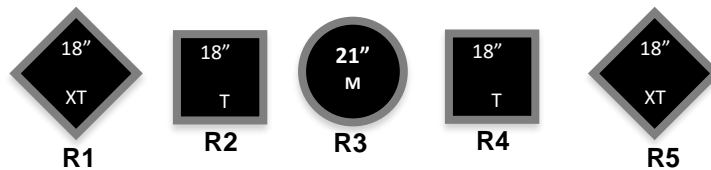
Benefit of the doubt always goes to the shooter

STAGE 1 (BAY2)

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

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

Procedure: The shooter starts at position 2 with rifle held at port arms. When ready, the shooter says "HAPPY THANKSGIVING". At the beep with rifle engage targets R1-R5 with 3 rounds on R3, then 1 round on a square target, then one round on a diamond target, then 3 rounds on R3, then one round on the other square, then one round on the other diamond. For example: R3, R3, R3, R2, R1, R3, R3, R3, R4, R5. Move to position 1 and with pistols engage targets P1-P5 with the same instructions as the rifle (does not have to mirror rifle). Move to position 2 and with shotgun engage S1-S4 in any order until down. Pick up long guns and move to the unloading table.

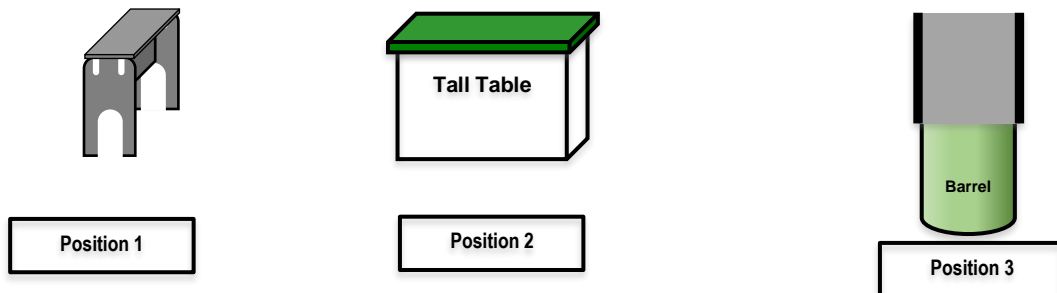
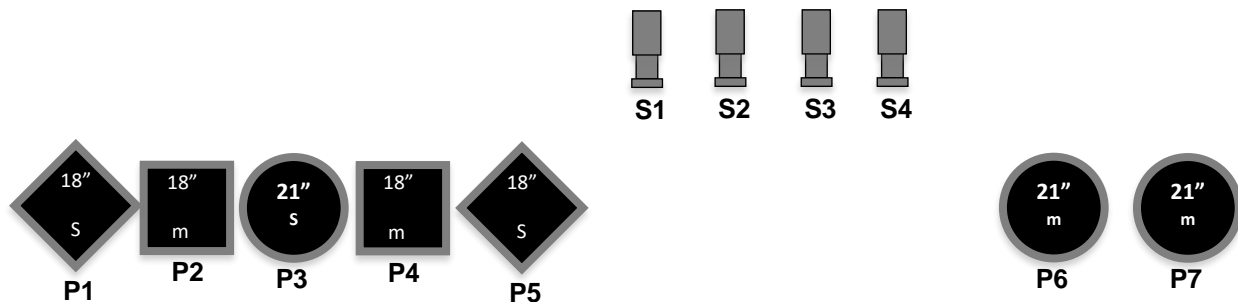
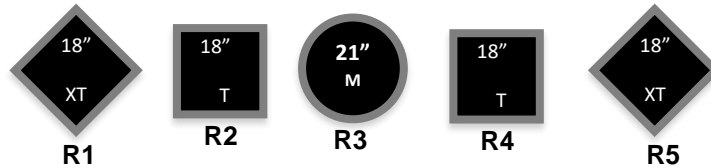


STAGE 2 (BAY 2)

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

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

Procedure: The shooter starts at position 1 with hands at default. When ready the shooter says "HAPPY THANKSGIVING". At the beep with pistols engage targets P1-P5 in a single tap sweep from either end then move to position 3 and engage P6 and P7 with alternating single taps for 5 rounds. For example: P1, P2, P3, P4, P5, P6, P7, P6, P7, P6. Move to position 2 and with rifle engage R1-R5 with 2 single tap sweeps starting on the same end. For example: R1, R2, R3, R4, R5, R1, R2, R3, R4, R5. Then with the shotgun engage shotgun targets S1-S4 in this order: S1, S3, S2, S4. All must fall makeups in any order. Pick up long guns and move to the unloading table.

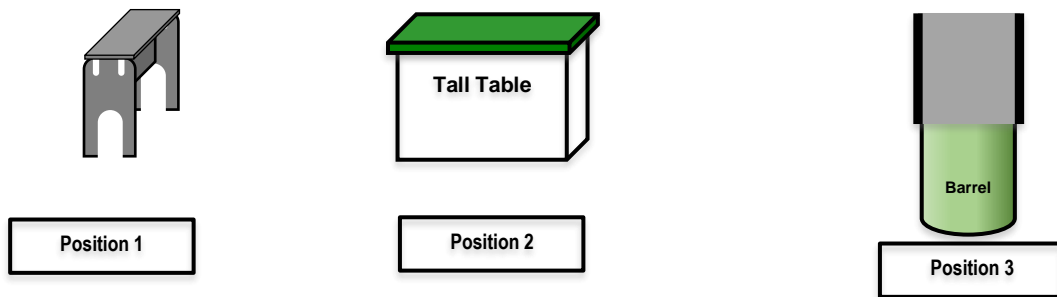
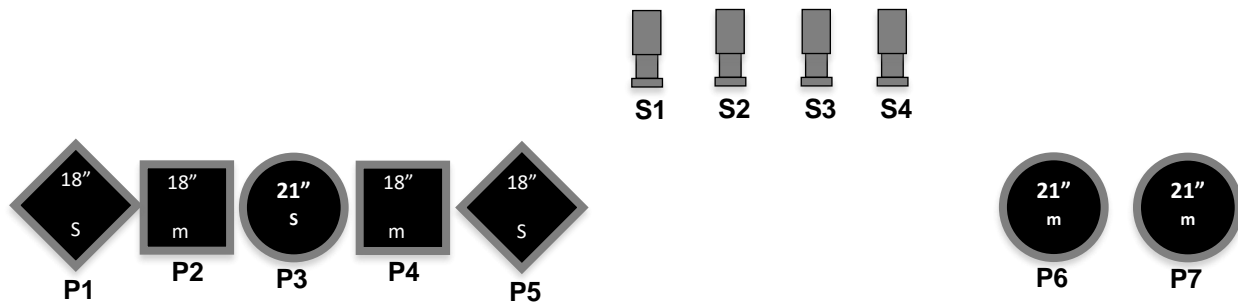
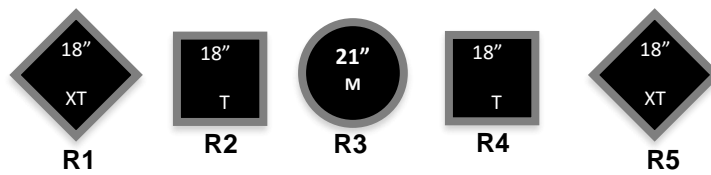


STAGE 3 (BAY2)

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: The shooter starts at position 2 holding shotgun safely with both hands. When ready the shooter says **"HAPPY THANKSGIVING"**. At the beep with shotgun engage shotgun targets S1-S4 in any order until down. Next with rifle engage R1-R5 in this order: R3, R2, R2, R4, R4, R3, R1, R1, R5, R5. Move to position 3 and with pistols engage P6 and P7 in this order: P6, P7, P7, P6, P6, P7, P6, P6, P7, P7. Pick up long guns and move to the unloading table.

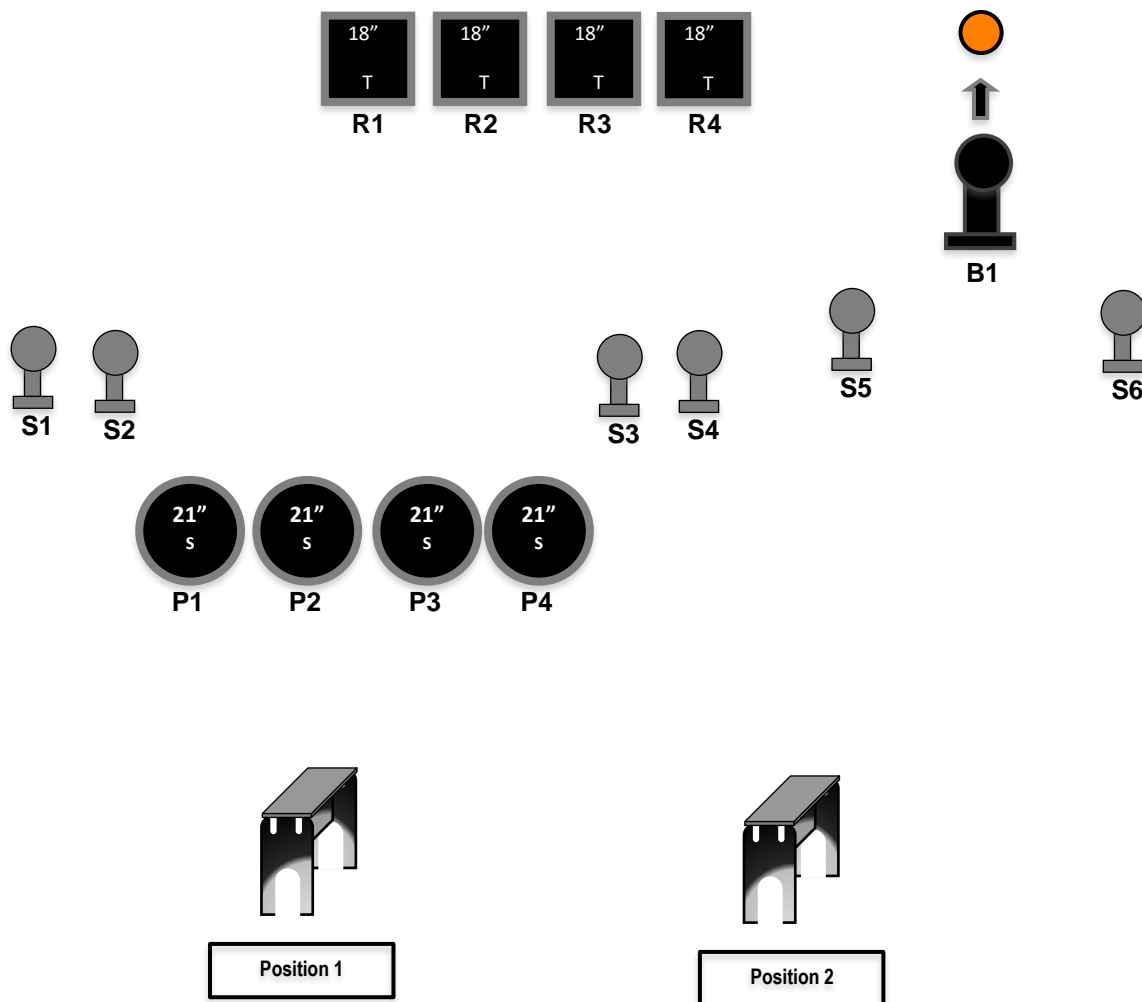


STAGE 4 (BAY 3)

Round Count/Shooting Order: Rifle 10, Shotgun 4+, pistols 5 ea.

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

Procedure: The shooter starts at position 2 with hands at low surrender. When ready the shooter asks "WHERE'S THE TURKEY"? At the beep with rifle engage targets R1-R4 in this order: R2, R2, R2, R1, R1, R3, R3, R3, R4, R4. Next with shotgun engage shotgun targets S3 and S4 in any order until down. Move to position 1 and engage shotgun targets S1 and S2 in any order until down. Next with pistols engage pistol targets P1-P4 with the same instructions as the rifle. Pick up long guns and move to the unloading table.

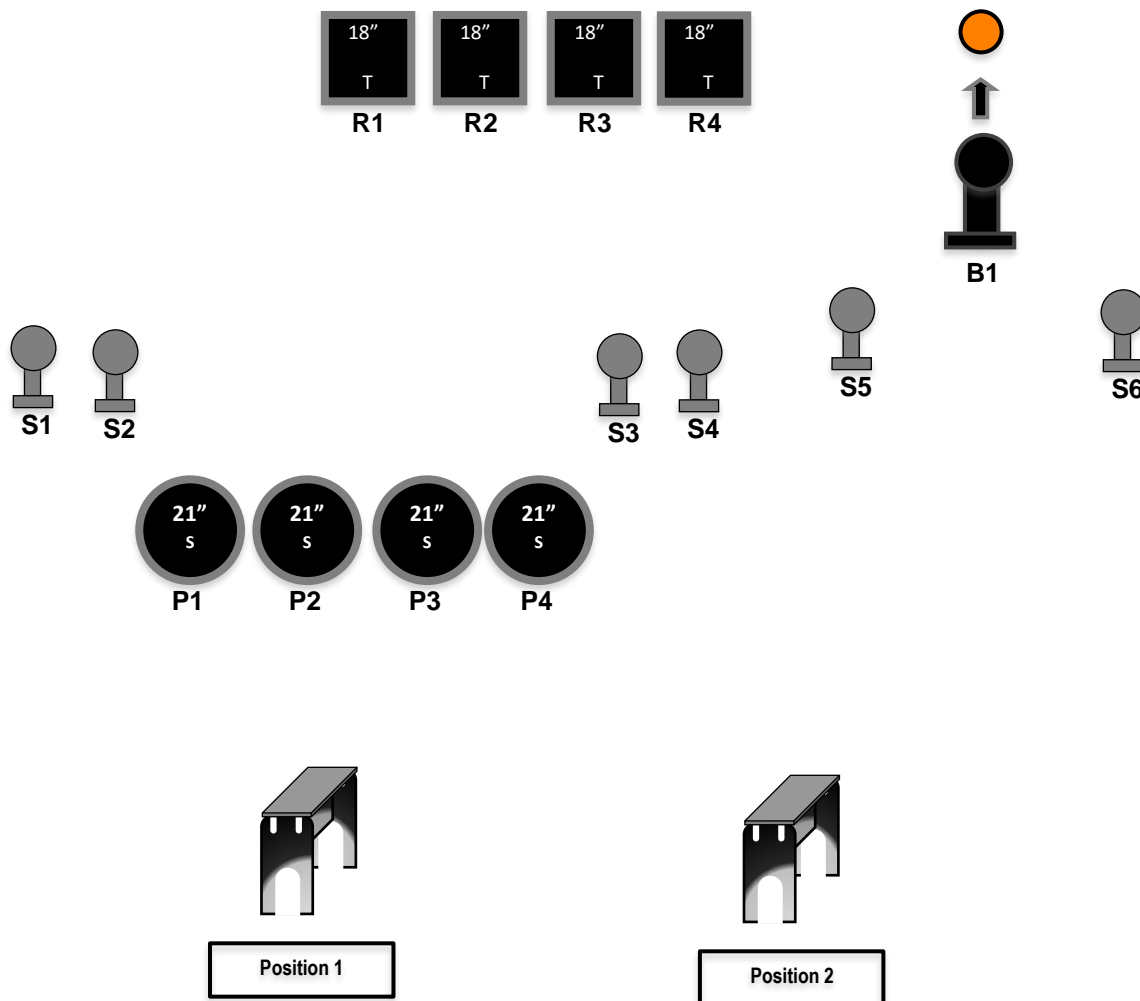


STAGE 5 (BAY 3)

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

Staging: Pistols holstered, Rifle staged at position 1, Shotgun staged at position 1.

Procedure: The shooter starts at position 1 with hands on horse. When ready the shooter asks **"WHERE'S THE TURKEY"**? At the beep with pistols engage pistol targets P1-P4 in this order: P1, P1, P2, P1, P2, P3, P1, P2, P3, P4. Next with rifle engage rifle targets R1-R4 with the same instructions as the rifle. Next with shotgun engage shotgun targets S1-S4 in any order all must fall. Pick up long guns and move to the unloading table.



STAGE 6 (BAY 3)

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

Staging: Shotgun staged at position 2, Rifle staged at position 2 or 1, Pistols holstered.

Procedure: The shooter starts at position 2 with one hand on the shotgun and the other hand pointing at the popper target. When ready the shooter says **"THERE'S THE TURKEY"**! At the beep with shotgun engage the popper and the turkey. A hit on the turkey is a 5 second bonus. Then engage S5 and S6 in any order until down. Next with rifle from position 2 or 1 engage rifle targets R1-R4 with a Nevada sweep starting on target one: R1, R2, R3, R4, R3, R2, R1, R2, R3, R4. Next with pistols from position 1 engage pistol targets P1-P4 with the same instructions as the rifle. Pick up long guns and move to the unloading table.

