

# Mattaponi Sundowners

STAGES FOR SUNDAY DECEMBER 18, 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

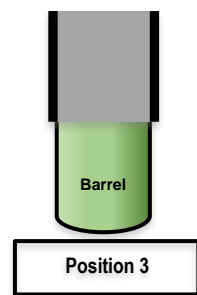
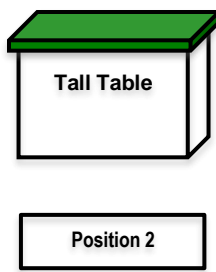
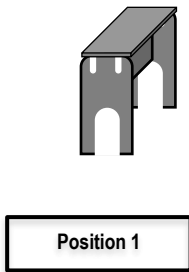
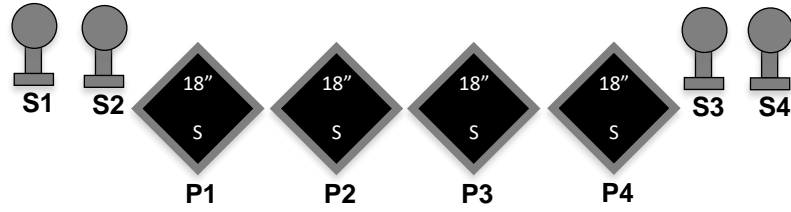
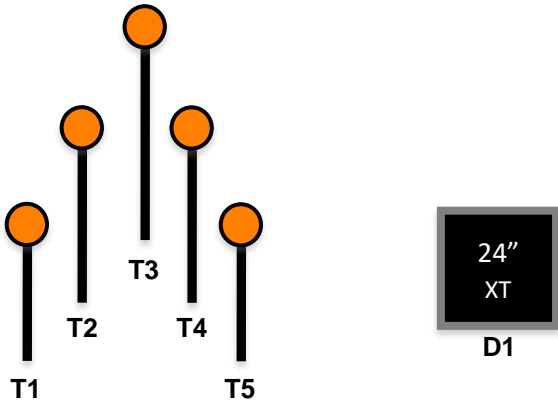
If you know that it’s a Miss...It’s a Miss

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

BAY 2



## STAGE 1 (BAY 2)

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

**Staging:** Rifle staged at position 2, Shotgun staged at position 3, Pistols holstered.

**Procedure:** The shooter starts at position 2 with hands on hat or head. When ready the shooter says **“12 DRUMMERS DRUMMIN, 11 PIPERS PIPIN”**. At the beep with rifle engage the R1 - R4 rifle targets and the D1 target with 1 round on an R target then 2 rounds on D1, then 1 round on an R target, then 2 rounds on D1, then 1 round on an R, target then 2 rounds on D1, then 1 round on an R target. All targets must be engaged. For example: R1, D1, D1, R2, D1, D1, R3, D1, D1, R4. Next with shotgun engage targets S1 – S4 in any order. Next with pistols engage the P1 – P4 pistol targets and the D1 target with the same instructions as the rifle. Pick up long guns and move to the unloading table.

## STAGE 2 (BAY 2)

**ROUND COUNT/SHOOTING ORDER:** Rifle 10, Pistols 5 each, Shotgun 4+

**Staging:** Rifle held with both hands at position 1, Shotgun staged safely, Pistols holstered.

**Procedure:** The shooter starts at position 1 holding rifle with both hands. When ready the shooter says **“10 lords a-leapin, 9 ladies dancin.”** At the beep, with the rifle engage the T1-T5 targets until down. Remaining rifle rounds are dumped on the D1 target. Misses on the D1 target are counted as misses. If the D1 target has not been engaged any remaining knockdowns may be made up with the shotgun at this time. Move to position 2 and with pistols engage pistol targets P1 – P4 in this order. P1, P2, P3, P4, P3, P3, P3, P2, P2, P1. Next with shotgun engage S1-S4 in any order. Pick up long guns and move to the unloading table.

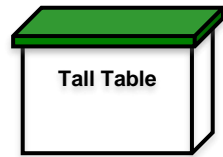
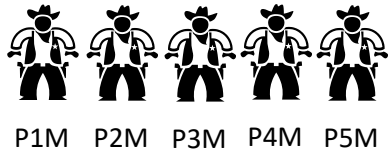
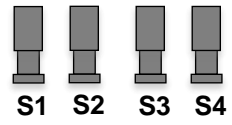
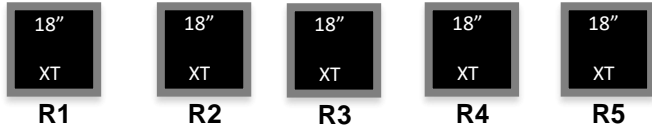
## STAGE 3 (BAY2)

**ROUND COUNT/SHOOTING ORDER:** Shotgun 2+, Rifle 10, Pistols 5 each, Shotgun 2+

**Staging:** Shotgun held at port arms at position 3, Rifle staged at position 3, Pistols holstered.

**Procedure:** The shooter starts at position 3 holding shotgun at port arms. When ready the shooter says **“8 MAIDS A-MILKIN, 7 SWANS A-SWIMMIN”**. At the beep engage S3 and S4 in any order until down. Next with rifle engage R1-R4 in this order: R1, R4, R3, R2, R1, R4, R1, R2, R3, R4. Next with pistols engage pistol targets P1-P4 with the same instructions as the rifle. Next with shotgun engage S1 and S2 in any order until down. Pick up long guns and move to the unloading table.

**BAY 3**



Position 1



Position 2

## **STAGE 4 (BAY 3)**

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

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

**Procedure:** The shooter starts at position 1 with hands on the tall table. When ready the shooter says “**6 GEESE A-LAYIN, 5 GOLD RINGS**”. At the beep with the rifle engage the R1-R5 targets with a single tap sweep from either end then a 5 shot Nevada sweep on R2-R4 starting on either R2 or R4. For example: R1, R2, R3, R4, R5, R4, R3, R2, R3, R4. Next move to position 2 and with shotgun engages S1-S4 in any order until down. Next move to position 1 and engage the P1-P5 pistol targets with the same instructions as the rifle. Pick up long guns and move to the unloading table.

## **STAGE 5 (BAY3)**

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

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

**Procedure:** The shooter starts at position 2 in default position. When ready, the shooter says “**4 CALLING BIRDS, 3 FRENCH HENS**”. At the beep, with shotgun, engage the S1-S4 targets until down. Next with rifle from position 1 engage the R1-R5 targets in this order: R1, R1, R1, R2, R3, R5, R5, R4, R3. Next with pistols engage P1-P5 with the same instructions as the rifle. Pick up long guns and move to the unloading table.

## **STAGE 6 (BAY3)**

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

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

**Procedure:** The shooter starts at position 1 with hands on pistol or pistols. When ready the shooter says “**2 TURTLE DOVES AND A PARTRIDGE IN A PEAR TREE**”. At the beep with pistols engage the P1-P5 in this order: outside, other outside, inside, other inside, middle, then repeat (does not have to mirror). Next with rifle engage the R1-R5 targets with the same instructions as the pistols. Move to position 2 and with shotgun engage the S1-S4 targets in any order until down. Pick up long guns and move to the unloading table.