

# Mattaponi Sundowners

**STAGES FOR SUNDAY, DECEMBER 19, 2021**

*Stages Written by: Cody Maverick*

*Story Line:*

## **Christmas Vacation**

Lyrics by: Katie Campbell

It's that time, Christmas time is here,  
Everybody knows there's not a better time of year,  
Hear that sleigh, Santa's on his way,  
Hip hip hooray for Christmas Vacation.

Got a ton of stuff to celebrate,  
Now it's getting closer, I can't wait,  
Gonna make this holiday as perfect as can be,  
Just wait and see this Christmas Vacation.

This old house, sure is looking good,  
Got ourselves the best snowman in the neighborhood,  
Ain't it fun, always on the run,  
That's how it's done on Christmas Vacation.

Let's all deck the halls and light the lights,  
Get a toasty fire burning bright,  
Give St Nick the warmest welcome that he's ever had,  
We're so glad it's Christmas Vacation.

And when the nights are peaceful and serene,  
We can cuddle up and do our Christmas dreaming.

Peace and joy and love are everywhere,  
You can feel the magic in the air,  
Let the spirit of the season carry us away,  
Hip hip hooray for Christmas Vacation.

Fa-la-la-la-la and Ho-ho-ho,  
Jingle, jangle, jingle as we go,  
Let the spirit of the season carry us away,  
Hip hip hooray for Christmas Vacation.

# Mattaponi Sundowners – Rules and Stage Conventions

- Revised 04-24-2013 -

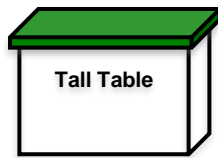
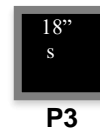
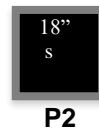
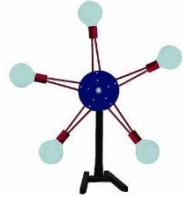
- **SASS Rules:** All SASS Rules are in affect; unless documented here, address during the Shooter Safety Meeting or specifically stated in the stage description for a given stage.
- **Round Over Berm:** A round fired over the berm is a Match DQ, excluding shotguns.
- **“No Alibi”:** All matches at Mattaponi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



Position 1



Position 2

**STAGE ONE (Bay #2)**

**Round Count:** 10 pistol, 10 rifle, 4+ shotgun

**Shooting Order:** Pistols, Rifle, Shotgun

**Staging:** Pistols holstered, Rifle and Shotgun staged safely

**Procedure:** Shooter starts at Position 2 with hands on Pistol(s) and when ready says **“Time for Christmas Vacation”**

At the beep engage pistol targets P1 – P4 in a Lawrence Welk sweep. “That’s a one and a two and a three and a four”.

Next, with Rifle, engage the rifle targets R1 – R4 with the same instructions as the Pistols.

Last, move to Position 1 and with Shotgun, knockdown the four targets S1 – S4 in any order.

**STAGE TWO (Bay #2)**

**Round Count:** 10 pistol, 10 rifle, 4+ Shotgun

**Shooting Order:** Shotgun, Rifle, Pistols

**Staging:** Pistols holstered, shotgun in both hands and rifle staged safely

**Procedure:** Shooter starts at Position 1 with shotgun held safely in both hands and when ready says **“If that thing had nine lives, she just spent ‘em all”**

At the beep, with shotgun knockdown S1 – S4.

Move to Position 2 and with Rifle, engage the 4 rifle targets R1 – R4 in a Badger sweep, that is 1,2,3,4,1,2,3,1,2,1.

Last, with Pistols, engage the pistol targets with the same instructions as the Rifle.

**STAGE THREE (Bay #2)**

**Round Count:** 10 pistol, 10 rifle, 4+ shotgun

**Shooting Order:** Rifle, Shotgun, Pistols

**Staging:** Pistols holstered, Rifle and Shotgun staged safely

**Procedure:** Shooter starts at Position 1 with both hands on the prop and when ready says **“It’s best to just let him finish”**

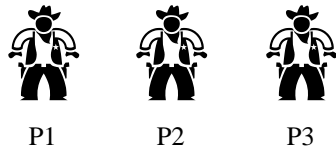
At the beep, clear the Texas star with the rifle, put any remaining rounds on dump plate D1

Next, with shotgun, knockdown S1 – S4. At this point the shotgun may be used to clear any remaining plates on the star provided that the dump plate has not been engaged.

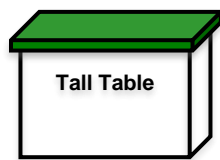
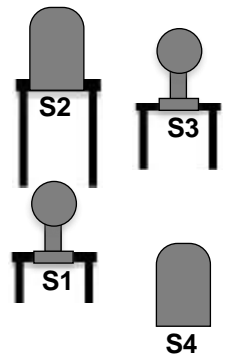
Move to Position 2. With pistols engage P1 – P4 in the following order:  
1,2,2,3,3,2,2,3,3,4

Retrieve long guns and proceed to the unloading table.

### BAY #3



10" stand for S1  
29" stand for S2  
19" stand for S3  
No stand for S4



Position 1



Position 2

### **STAGE FOUR (Bay #3)**

**Round Count:** 10 pistol, 10 rifle, 4+ Shotgun

**Shooting Order:** Rifle, Pistols, Shotgun

**Staging:** Pistols holstered, Rifle held at cowboy port arms and Shotgun staged safely

**Procedure:** Shooter starts at Position 1 holding the rifle at cowboy port arms. When ready say **“Shitter was full!”**

At the beep, with Rifle, engage the rifle targets R1 – R3 in a 3,4,3 sweep from either end.

Next, with Pistols, engage the 3 pistol targets P1 – P3 using the same instructions as the rifle.

Last, move to Position 2 and with Shotgun, knockdown targets S1 – S4 in any order.

### **STAGE FIVE (Bay #3)**

**Round Count:** 10 pistol, 10 rifle, 4+ Shotgun

**Shooting Order:** Shotgun, Rifle, Pistols

**Staging:** Pistols holstered, Rifle and Shotgun staged safely.

**Procedure:** Shooter starts at Position 2 with hands at low surrender and when ready says **“I simply solved a problem”**

At the beep, with Shotgun engage the popper B1 and any 2 of the shotgun targets S1 – S4 in any order.

Next, move to Position 1 and with Rifle engage the 3 rifle targets R1 – R3 in the following order 1,2,2,3,2,2,1,2,2,3.

Last, with Pistols, engage the 3 pistol targets the same as the rifle.

Retrieve long guns and move to the unloading table.

**STAGE SIX (Bay #3)**

**Round Count:** 10 pistol, 10 rifle, 4+ Shotgun

**Shooting Order:** Pistols, Rifle, Shotgun

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

**Procedure:** Shooter starts at Position 1 with hands on pistol(s) and when ready says **“Hip Hip Hooray for Christmas Vacation”**

At the beep, with Pistols engage the pistol targets P1 – P3 by triple tapping the center target then single tapping each of the outside targets and repeat.

Next, with Rifle engage the rifle targets R1 – R3 with the same instructions as the Pistols.

Last, move to Position 2 and with Shotgun knockdown the 4 targets S1 – S4 in any order.