



Mattaponi Sundowners

Saturday July 21, 2023

Stages by Bingo Montana

“Isn’t that a Daisy?”

The 1993 movie Tombstone opens with Doc Holliday playing poker, across the table, his anger seething, sits gambler Ed Bailey who is clearly losing this hand. Doc lays his hand on the table, 4 of a kind to best Ed. Doc quips “Isn’t that a daisy?” infuriating Ed.

“Why, Ed Bailey,” says Doc in his best gentlemanly Southern drawl while he gives a tap to the pearl-handled pistol in his pocket, “are we cross?”

“Them guns don’t scare me,” replies Ed Bailey darkly. “Cause without them guns you ain’t nothin’ but a skinny lunger.”

“Ed, what an ugly thing to say. I abhor ugliness. Does this mean we’re not friends anymore? You know, Ed, if I thought you weren’t my friend, I just don’t think I could bear it.” And to show his cordial intent, Doc pulls out his pistols and lays them down on the table with the coins and the poker chips. “There. Now we can be friends again.”

But the words only enrage Ed Bailey, who lunges across the table at Doc – and gets a knife slid into his side by the smiling doctor while Kate pulls a derringer to cover their retreat. It’s one of the classic scenes from the legend of Doc Holliday: the knifing of Ed Bailey in a Fort Griffin, Texas, saloon.

What matters is that the knifing of Ed Bailey likely didn’t happen anywhere – not in Fort Griffin, Texas, nor in Prescott, Arizona, nor any of the other towns Holliday visited in his Western travels. In fact, the story of the Ed Bailey knifing was never even told during Holliday’s lifetime.

Isn’t that a daisy of a story? Read the account of what likely did or did not happen here: <https://victoriawilcoxbooks.com/doc-holliday-stories/doc-holliday-and-the-ghost-of-ed-bailey/>

Mattaponi Sundowners - Club Match Rules & Conventions

- SASS Rules: All SASS Rules are in affect; unless documented herein, addressed during the Shooter Safety Meeting or specifically stated in the stage directions for a given stage.
- SASS Stage Conventions: All SASS Stage Conventions are in effect, unless specifically stated in the stage directions for a given stage.
- Total Time Scoring: All Mattaponi Sundowner matches will use Total Time Scoring.
- Safety Officer: Every shooter present is a Safety Officer and has the responsibility to identify, declare and diligently prevent all safety infractions.
- Round Over Berm: A rifle or pistol round over the berm is a Match Disqualification.
- "No Alibi": All Mattaponi Sundowner matches 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."*
- Ear & Eye Protection: Ear and Eye Protection is mandatory for all shooters and spectators.
- Ground Targets: Targets positioned on/near the ground may only be shoot at with the shotgun. Ground Targets shoot at with a rifle or pistol round will result in a Minor Safety Violation.
- Shotgun Knockdown Misses: Unless specifically stated in the stage directions for a given stage and pursuant to SASS rules, all shotgun knockdown targets may be reshot at until down, aka "Comstock Rule".
- Shotgun Shot Size: Shot size must be number 7 lead birdshot or smaller (no steel or plated shot).
- 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.
- 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 does not want to receive coaching must state their preference at the beginning of each stage. "Proper coaching or no coaching at all is not considered RO Interference and therefore will never be grounds for a reshoot. Improper coaching that either impedes the shooter's progress or results in a procedural penalty may be grounds for a reshoot."
- Motorized Vehicles: All motorized vehicles must be operated and parked in designated areas and may not enter pedestrian only areas.
- New Shooters: New Shooters who have never shot a SASS match before must observe one full match prior to shooting their first match, to ensure the shooter is familiar with match procedures and safety requirements. For their very first match, new shooters will be assigned a "mentor", an experienced SASS shooter, to assist and coach them through the match.

The Spotters Creed:

If you know that it's a Hit...It's a Hit

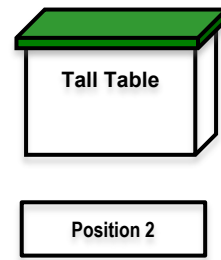
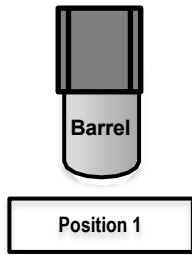
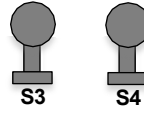
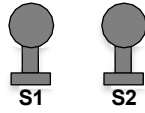
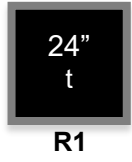
If you know that it's a Miss...It's a Miss

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

Stages 1-3 Diagram (Bay 2)



Stage: 1**RC/SO: Shotgun 4+, Rifle – 10, Pistols – 5 each****Shotgun pointed safely downrange, Rifle staged on the barrel, Pistols holstered.**

Shooter starts at the tall table with shotgun pointed safely downrange. When ready say “Isn’t that a daisy?” At the beep with shotgun shoot KD’s S3 and S4 in any order then move to barrel and shoot KD’s S1 and S2 in any order. Next with rifle, triple tap R1, R2, and R3 in any order, then single tap R2 (no quad tap). For example; R1, R1, R1, R2, R2, R2, R3, R3, R3, R2. Last move back to the tall table and with pistols shoot P1 – P3 with the same instructions as the rifle.

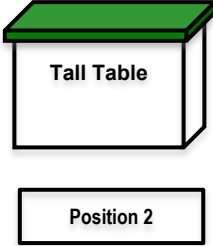
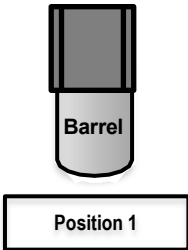
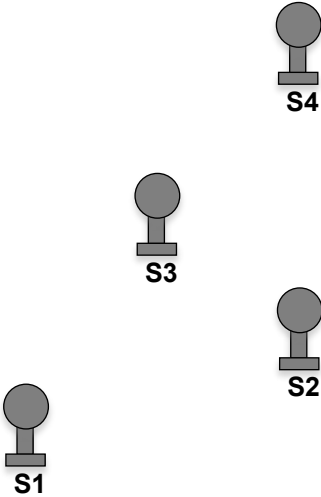
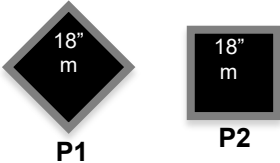
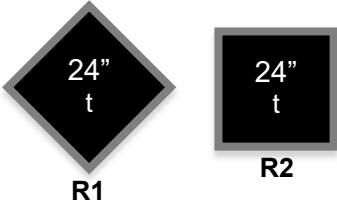
Stage: 2**RC/SO: Rifle – 10, Shotgun – 2+, Pistols – 5 each****Rifle and Shotgun staged on the barrel; Pistols holstered.**

Shooter starts at the barrel with hands on hat or head. When ready say “Isn’t that a daisy?” At the beep with rifle shoot R1 – R3 by single tapping both outside targets, then double tap the center target, then single tap both outside targets, then double tap the center target, then single tap both outside targets. For example; R1, R3, R2, R2, R1, R3, R2, R2, R1, R3. Next with shotgun shoot KD’s S1 and S2 in any order. Last move to tall table and with pistols shoot P1 – P3 with the same instructions as the rifle.

Stage: 3**RC/SO: Pistol – 5 each, Rifle – 10, Shotgun 4+****Rifle and Shotgun staged on the barrel; Pistols holstered.**

Shooter starts at the tall table with hands at default. When ready say “Isn’t that a daisy?” At the beep with pistols shoot P1 – P3 with 5 rounds on the center target (P2) then alternating single taps on the outside targets (P1 & P3) for 5 rounds. For example: P2, P2, P2, P2, P2, P1, P3, P1, P3, P1. Next move to the barrel and with rifle shoot R1 – R3 with the same instructions as the pistols. Last with shotgun shoot KD’s S1 and S2 in any order then move to the tall table and shoot KD’s S3 and S4 in any order.

Stages 4-6 Diagram (Bay 3, can use Bay 2 if targets are simply re-arranged)



Stage: 4**RC/SO: Rifle – 10, Pistols – 5 each, Shotgun 4+****Rifle staged at barrel, Pistols holstered, Shotgun staged safely**

Shooter starts at barrel with hands at default. When ready say “Isn’t that a daisy?” At the beep with rifle shoot R1 – R2 by double tapping the square R target and triple tapping the diamond R target, then repeat. For Example, R2, R2, R1, R1, R1, R2, R2, R1, R1, R1. Next with pistols shoot P1 – P2 with the same instructions as the rifle. Last move to tall table and with shotgun shoot KD’s S1 – S4 near to far.

Stage: 5**RC/SO: Rifle – 10, Shotgun 4+, Pistols – 5 each.****Rifle and shotgun staged on barrel; Pistols holstered.**

Shooter starts at barrel with hands at default. When ready say “Isn’t that a daisy?” At the beep with rifle shoot R1 – R2 in this order; R1, R2, R1, R2, R2, R1, R2, R2, R2, R1. Next move to tall table and shoot KD’s S1 – S4 in any order. Last move to barrel and with pistols shoot P1 – P2 with the same instructions as the rifle.

Stage: 6**RC/SO: Rifle – 10, Pistols – 5 each, Shotgun 4+.****Rifle staged on barrel; Shotgun staged safely; Pistols holstered.**

Shooter starts at the barrel with hands at default. When ready say “Isn’t that a daisy?” At the beep with rifle shoot R1 – R2 with a continuous single tap sweep starting from either end. For example; R1, R2, R1, R2, R1, R2, R1, R2, R1, R2. Next with pistols shoot P1 and P2 with the same instructions as the rifle. Last move to tall table and with shotgun shoot KD’s S1 – S4 far to near.