

Mattaponi Sundowners

STAGES FOR SUNDAY, October 15, 2023

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

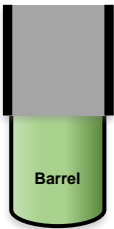
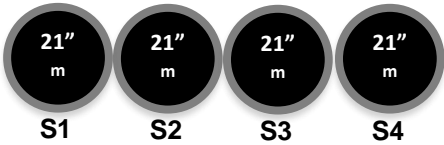
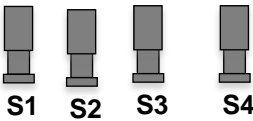
If you know that it’s a Miss...It’s a Miss

If you think it’s a Hit...It’s a Hit

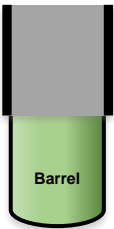
If you think it’s a Miss...IT’S A HIT

Benefit of the doubt always goes to the shooter

BAY 1



Position 1



Position 2

STAGE 1 (BAY 1)

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 2 with arms folded across chest. When ready the shooter says **“SHOOT FOR A CURE”**. At the beep with pistols, engage the pistol targets P1-P4 in a 4 - 1 - 1 - 4 sweep from either direction. For example: P1, P1, P1, P1, P2, P3, P4, P4, P4, P4. Move to position 1 and with rifle, engage rifle targets R1-R4 with the same instructions as the pistols. Next with shotgun engage shotgun targets S1-S4 in any order. Pick up long guns and move to the unloading table.

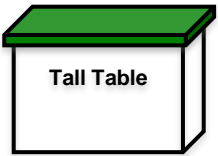
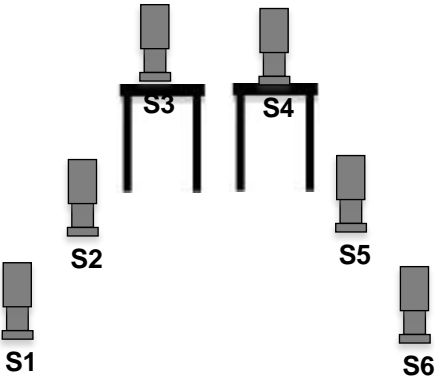
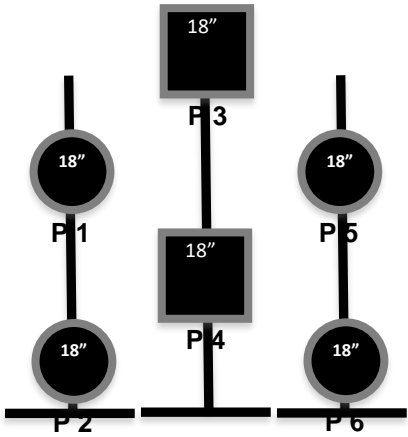
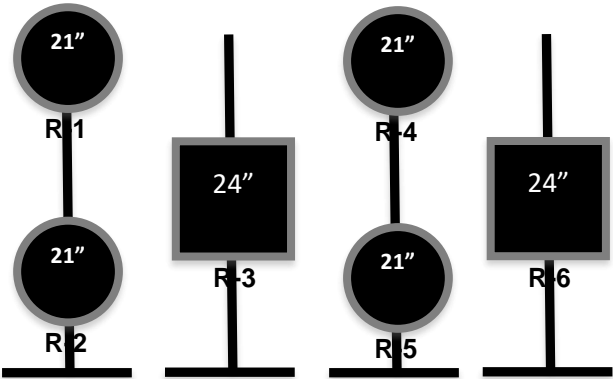
STAGE 2 (BAY 1)

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

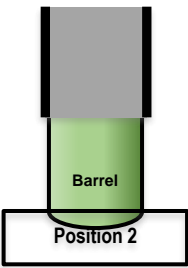
Staging: Shotgun staged at position 1, Rifle staged at position 1, Pistols holstered.

Procedure: The shooter starts at position 1 in default position. When ready the shooter says **“SHOOT FOR A CURE”**. At the beep with shotgun engage the shotgun targets in this order: inside, inside, outside, outside. Next with rifle engage rifle targets R1-R4 in this order: R1, R2, R2, R3, R3, R3, R4, R4, R4, R4. Move to position 2 and with pistols engage pistol targets with the same instructions as the rifle. Pick up long guns and move to the unloading table.

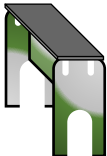
BAY 2



Position 1



Position 2



Position 3

STAGE 3 (BAY 2)

ROUND COUNT/SHOOTING ORDER: Pistols 5 each, Rifle 10, Shotgun 6+.

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

Procedure: The shooter starts at position 1 with hands on the pistols/pistol. When ready the shooter says **“SHOOT FOR A CURE”**. At the beep with the pistols engage the P1-P6 targets in this order: P2, P4, P4, P5, P3, P3, P1, P4, P4, P6. Next with rifle from position 2 engage the R1-R6 rifle targets in this order: R2, R3, R3, R4, R6, R6, R5, R3, R3, R1. Move to position 3 and with shotgun engage the S1-S6 targets in any order until down. Pick up long guns and move to the unloading table

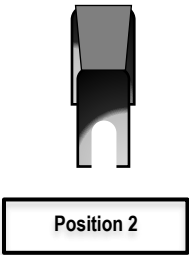
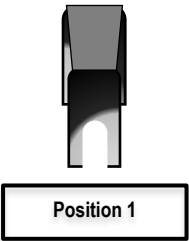
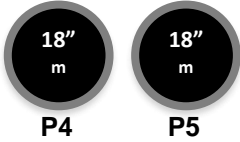
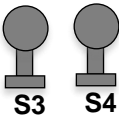
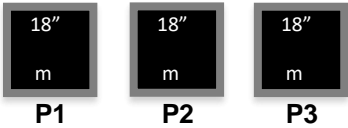
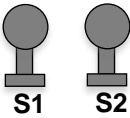
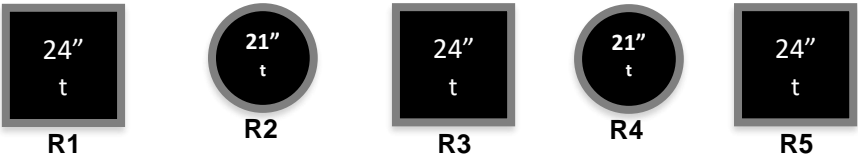
STAGE 4 (BAY2)

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

Staging: Shotgun held with both hands pointing safely downrange, Rifle staged at position 2 pistols holstered.

Procedure: The shooter starts at position 2 holding shotgun with both hands and when ready says **“SHOOT FOR A CURE”**. At the beep with shotgun engage any 4 of the 6 shotgun targets until down. Next with rifle engage the R1-R6 rifle targets in this order: R1, R3, R3, R3, R2 R4, R6, R6, R6, R5. Move to position 1 and with pistols engage the P1-P6 pistol targets in this order: P1, P3, P3, P3, P5, P2. P4, P4, P4, P6. Pick up long guns and move to the unloading table.

BAY 3



STAGE 5 (BAY3)

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

Staging: Rifle or Shotgun held at port arms, Rifle or Shotgun staged at position 1, Pistols holstered.

Procedure: The shooter starts at position 1 holding Shotgun or Rifle at port arms and when ready says **“SHOOT FOR A CURE”**. At the beep if starting with shotgun engage S1-S4 shotgun targets until down. Next with rifle engage the R1-R5 rifle targets with a 5 round Nevada sweep on the square targets starting on either end. Then engage the two round targets with alternating single tap sweeps starting on either target. For example: R1, R3, R5, R3, R1, R2, R4, R2, R4, R2. If holding rifle, start with the rifle sequence then the shotgun. Next with pistols per your shooting category engage the P1-P3 pistol targets with a 5 round Nevada sweep starting on either end. Then move to position 2 and alternate single taps for 5 rounds starting on either target. For example: P1, P2, P3, P2, P1, P4, P5, P4, P5, P4. 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. Rifle not last.

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

Procedure: The shooter starts at position 1 with hands at low surrender and when ready says **“SHOOT FOR A CURE”**. At the beep the rifle sequence is a 5 round single tap sweep on the R1-R5 targets starting on either end then triple tap R3 followed by a single tap on R2 and R4. For example: R1, R2, R3, R4, R5, R3, R3, R3, R2, R4. The shotgun sequence is S1-S4 in any order until down. The pistol sequence is two 2 – 1 – 2 sweeps starting on the same end on the P1-P3 targets. For example: P1, P1, P2, P3, P3, P1, P1, P2, P3, P3. Pick up long guns and move to the unloading table.