

Mattaponi Sundowners

STAGES FOR SUNDAY, JULY 19 2020

Stages Written by: Cody Maverick

Story Line: Thanksgiving becomes a National Holiday

Thanksgiving has been celebrated in America from the earliest days, but it became an official national holiday in 1863 in the midst of the Civil War.

President Abraham Lincoln proclaimed the day, finally responding to a forty-year campaign for a national, annual holiday that was led by Sarah Josepha Hale, editor of *Godey's Lady's Book* and author of "Mary had a Little Lamb."

It became tradition for each subsequent president to issue an annual proclamation naming the last Thursday in November as Thanksgiving Day.

In 1939, at the urging of merchants who wanted a longer Christmas shopping season, President Franklin D. Roosevelt changed the date to the second to the last Thursday in November.

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

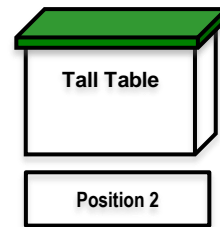
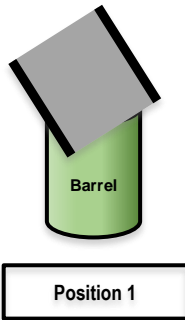
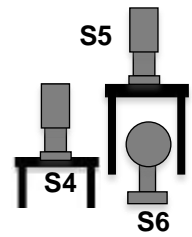
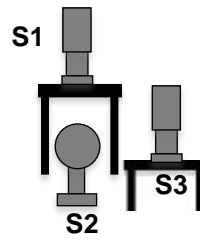
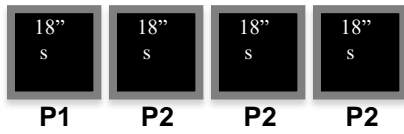
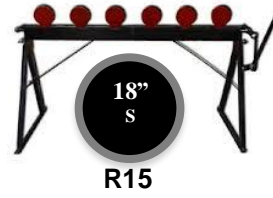
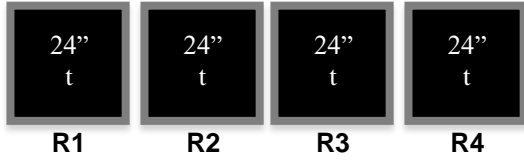
If you know that it’s a Miss...It’s a Miss

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



STAGE ONE (Bay #2)

Round Count: 10 Pistol, 10 Rifle, 6+ Shotgun

Shooting Order: Shotgun Last

Staging: Pistols holstered, Rifle staged at Position 1, Shotgun Staged Safely

Procedure: Shooter starts at Position 1 with hands on hat/head and when ready says “**Oh My, whatever shall I do!**”

At the beep:

Shooter may begin with Rifle or Pistols.

With Rifle engage the rifle targets in a 3,2,2,3 sweep from either direction.

With Pistols engage the pistol targets in a 3,2,2,3 sweep from either direction.

Move to Position 2 and with Shotgun, knockdown all 6 targets in any order.

STAGE TWO (Bay #2)

Round Count: 10 Pistol, 10 Rifle, 6+ Shotgun

Shooting Order: Pistols Last

Staging: Rifle and Shotgun staged at Position 2, Pistols holstered.

Procedure: Shooter starts at Position 2 in default position, and when ready says “**Get ‘er done!**”

At the beep:

Shooter may begin with Rifle or Shotgun.

With Rifle engage the plate rack in any order until all are down. Put any remaining rounds on the dump plate. Any plates left standing and misses on the dump plate will be scored as misses.

With Shotgun, knockdown all 6 targets in any order.

Move to Position 1 and with Pistols, engage the pistol targets in a 1,4,4,1 sweep from either direction.

STAGE THREE (Bay #2)

Round Count: 10 Pistol, 10 Rifle, Shotgun if needed

Shooting Order: Rifle, Pistols, Shotgun maybe

Staging: Pistols holstered, Rifle staged at Position 1 and Shotgun staged safely or just left in the cart.

Procedure: Shooter starts at Position 1 with both hands on the prop not touching firearms and when ready says **“Here, have some lead!”**

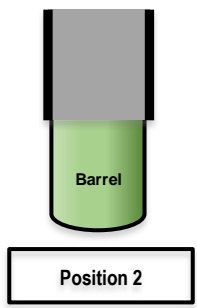
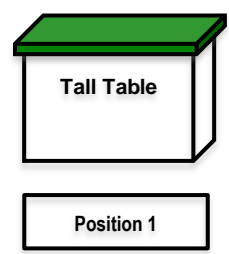
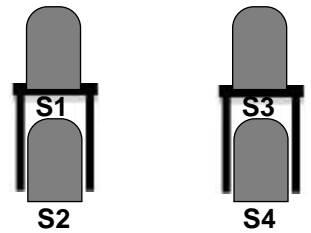
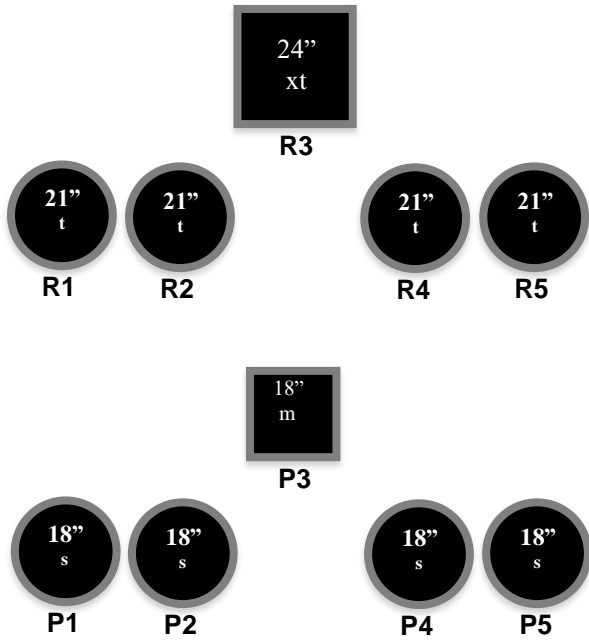
At the beep:

With Rifle, engage the rifle targets in a 1,4,4,1 sweep from either end.

Next move to the Haybale and with Pistols, engage the plate rack in any order until all are down. Put any remaining rounds on the dump plate. If needed, you may finish off the plate rack with Pistol reloads or the Shotgun.

Any plates left standing and misses on the dump plate will be scored as misses.

BAY #3



STAGE FOUR (Bay #3)

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Shooting Order: Shotgun Last

Staging: Rifle and Pistols staged at Position 1, Shotgun staged safely.

Procedure: Shooter starts at Position 1 with both hands on pistol belt and when ready says **“Fill your hands!”**

At the beep:

Shooter may start with Rifle or Pistols.

Pistols may be returned to the prop or holstered.

With Rifle, engage R1 – R5 in the following manner:

Outside, Outside, Inside, Inside, Middle, Middle, Inside, Inside, Outside, Outside.

With Pistols, engage P1 – P5 with the same instructions as the Rifle.

Move to Position 2 and with Shotgun, knockdown S1 – S4 in any order.

STAGE FIVE (Bay #3)

Round Count: 10 Pistol, 10 Rifle, 4+ Shotgun

Shooting Order: Shotgun, Rifle, Pistols

Staging: Rifle staged at position 1, Pistols holstered, Shotgun held at Cowboy Port Arms.

Procedure: Shooter starts at Position 2 with Shotgun at Cowboy Port Arms. When ready says **“Where’s the beep?”**

At the beep:

With Shotgun engage knockdown targets S1 – S4 in any order.

Move to Position 1,

With Rifle, engage the Rifle targets R1 – R5 in the following order:

R1,R3,R3,R2,R3,R3,R4,R3,R3,R5.

Next with Pistols, engage the Pistol targets P1 – P5 with the same instructions as the Rifle.

STAGE SIX (Bay #3)

Round Count: 10 pistol, 10 rifle, 6+ Shotgun

Shooting Order: Shotgun Last

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

Procedure: Shooter starts at Position 1 in default position and when ready says **“Where’s that turkey!”**

At the beep:

Shooter may start with Rifle or Pistols.

With Rifle, engage the rifle targets in a double tap sweep from either end.

With Pistols, engage the pistol targets in a double tap sweep from either end.

Move to Position 2 and with Shotgun engage S1 – S4, The Popper and Turkey in any order.

Everyone have a safe and happy Thanksgiving!