

# Mattaponi Sundowners

**STAGES FOR SUNDAY, DEC 17, 2023**

*Stages Written by: Cody Maverick*

*Story Line: Theme from National Lampoon's Christmas Vacation*

## **Christmas Vacation**

Written by: Cynthia Weil and Barry Mann

Performed by: Mavis Staples

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 finest 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 -

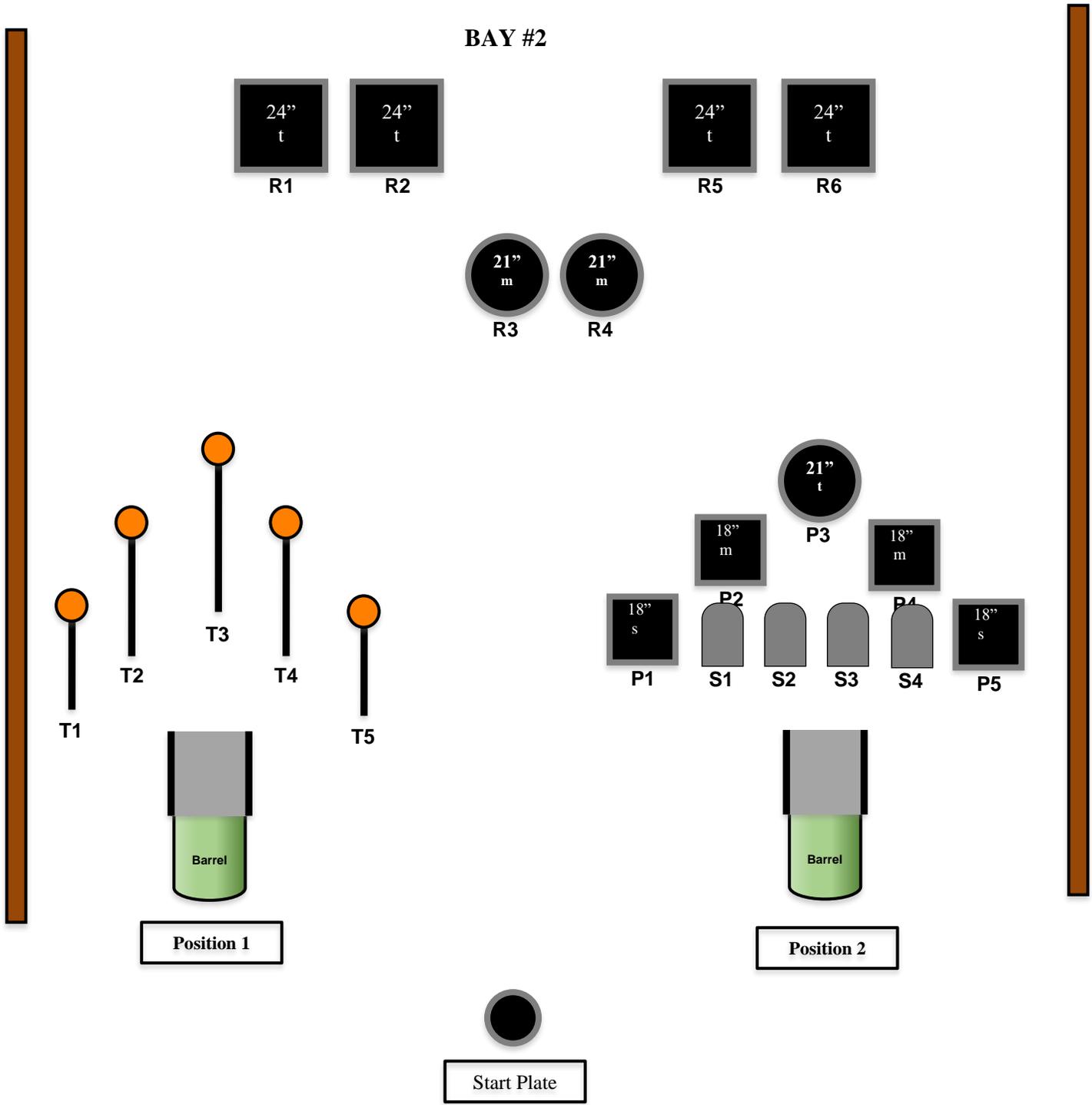
- **SASS Rules:** All SASS Rules are in affect; unless documented here, address during the Shooter Safety Meeting or specifically stated in the stage description for a given stage.
- **Round Over Berm:** A round fired over the berm is a Match DQ, excluding shotguns.
- **“No Alibi”:** All matches at Mattaponi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



## **STAGE ONE (Bay #2)**

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

**Shooting Order:** Rifle first, Then Shotgun & Pistols

**Staging:** Rifle held safely in both hands. Pistols holstered. Shotgun staged at Position 2.

**Procedure:** Shooter starts with at least one foot touching the start plate with rifle held safely with both hands and when ready says **“Christmas Time is Here!”**

At the beep, engage the seven rifle targets in this manner:

Single tap one of the circles, then double tap each of the four squares. then single tap the other circle.

Move with safe rifle to Position 2.

With shotgun, knockdown the 4 targets in any order.

With pistols, engage the 5 pistol targets in this manner:

Single tap the circle, then double tap each of the four squares, then single tap the circle again.

**NOTE:** A rifle is considered SAFE for movement in the following condition only:

- Action open

Or,

- Action closed with hammer fully down on empty chamber or expended round

**STAGE TWO (Bay #2)**

**Round Count:** 10 pistol, 10 rifle, shotgun as needed

**Shooting Order:** Rifle, Pistols, Shotgun if needed?

**Staging:** Rifle held safely with both hands. Pistols holstered. Shotgun staged at Position 2.

**Procedure:** Shooter starts with at least one foot touching the start plate with rifle held safely with both hands and when ready says **“Santa’s on his way!”**

At the beep, engage the rifle targets as follows:  
Double tap each of the circles then single tap sweep all 6 rifle targets from either direction.

Move to Position 2 and with Pistols single tap each of the 5 static targets and the 4 knockdowns put the tenth round on the circle P3. If any of the knockdowns are still standing, take them down with your shotgun.

**NOTE: THE NINTH AND TENTH ROUND MAY BE ON THE CIRCLE P3 WHICH IS TECHNICALLY A DOUBLE TAP BUT WILL BE ALLOWED IN THIS SCENARIO.**

### **STAGE THREE (Bay #2)**

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

**Shooting Order:** Rifle first, then Shotgun & Pistols

**Staging:** Rifle held safely in both hands or staged at Position 1. Pistols holstered. Shotgun staged safely.

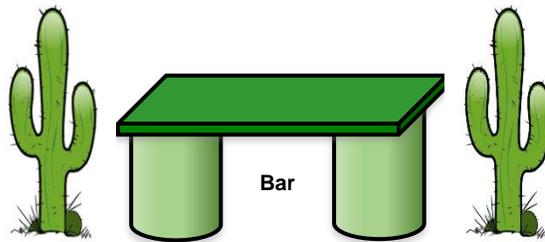
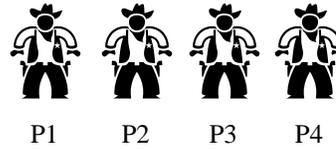
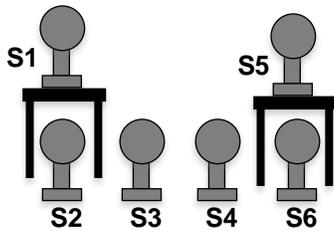
**Procedure:** Shooter starts with at least one foot touching the start plate and when ready says **“Let’s deck the halls and light the lights!”**

At the beep, move safely to Position 1 and with rifle engage the 5 Christmas tree ornaments until down put any remaining rounds on dump target R3. When the rifle is empty, If any of the ornaments are still up then make them up with the shotgun or rifle reloads provided the dump target has not been hit.

Move to Position 2 and resume with pistols or shotgun.

- With pistols, put 2 rounds on each pistol target in any order.
- With shotgun, knockdown the 4 targets in any order.

### BAY #3



**STAGE FOUR (Bay #3)**

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

**Shooting Order:** Rifle first, Then Shotgun and Pistols.

**Staging:** Rifle and shotgun staged on the bar. Pistols holstered.

**Procedure:** Shooter starts at the bar in default position and When ready says “**How about a toasty fire?**”.

At the beep, engage the targets as follows:

- With Rifle from bar
  - o 3,2,2,3 sweep from either direction
- With Pistols from right side of right cactus
  - o Same instruction as the rifle
- With Shotgun from left side of left cactus
  - o Knockdown all six targets

**NOTE: HITS ON THE ELF HATS COUNT AS HITS!**

**STAGE FIVE (Bay #3)**

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

**Shooting Order:** Rifle first, then shotgun and pistols.

**Staging:** Rifle and Shotgun staged on the bar. Pistols holstered.

**Procedure:** Shooter starts at the center of the bar holding the wreath in both hands. When ready says "**Feel the magic!**".

At the beep, set the wreath down and with rifle engage the rifle targets in a conservative sweep from either end. Ex. R1,R1,R1,R1,R2,R2,R2,R3,R3,R4

Make rifle safe on the bar and pick up the wreath.

Move to either the left or right end of the bar and hang the wreath on the cactus. Then, engage either the shotgun or pistol targets.

Next, remove the wreath from the cactus and carry it to the other end of the bar and hang the wreath on that cactus and engage the shotgun or pistol targets.

The pistol targets are engaged with the same instruction as the rifle and the shotgun targets are in any order.

**STAGE SIX (Bay #3)**

**Round Count:** 10 pistol, 10 rifle, Shotgun if needed

**Shooting Order:** Rifle, pistols, shotgun?

**Staging:** All guns staged on the bar

**Procedure:** Shooter starts at the bar with both hands on the bar not touching guns or ammo. When ready says "**Hip hip hooray for Christmas Vacation!**".

At the beep:

Engage each of the static targets at least once and all 6 knockdowns.

Knockdowns may be made up your shotgun.

NOTE: Misses will only be scored on knockdowns still standing and/or static targets not 'hit' at least once.