



Mattaponi Sundowners

Sunday Feb 18, 2024

Stages by Bingo Montana

“What is the origin of the bib front shirt?”

Although bib shirts were not common apparel out West, they captured the flavor and romance of the frontier period. The shirt’s military style made them popular with militias, firemen and other groups that wanted a showy appearance.

A pullover made of wool or cotton flannel, the bib shirt featured a distinctive shield that provided extra warmth around the chest, acting as a windbreaker to block cold winter winds.

We don’t know when bib shirts first appeared, but they probably date to the mid-19th century. Early daguerreotypes from the Gold Rush days and during the Civil War show men wearing them. The shirts became popular among Wild West show performers because they could be adorned with floral designs and geometric patterns.

Hollywood’s Golden Age Westerns truly popularized the bib shirt. John Wayne wore bib shirts in numerous films, including; 1939’s *Stagecoach*, 1947’s *Angel and the Badman*, 1948’s *Red River* and 1956’s *The Searchers*.

Source: <https://truewestmagazine.com/article/what-is-the-origin-of-bib-shirts/>

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

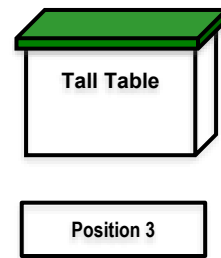
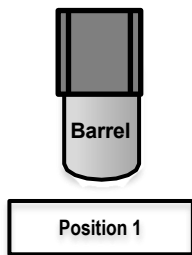
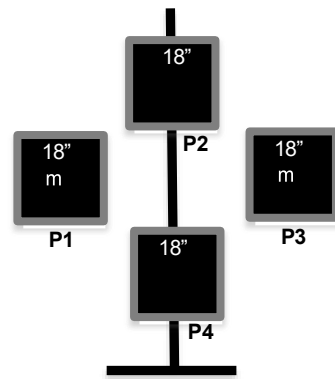
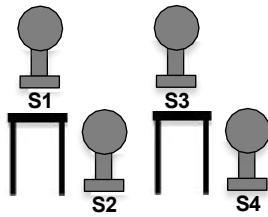
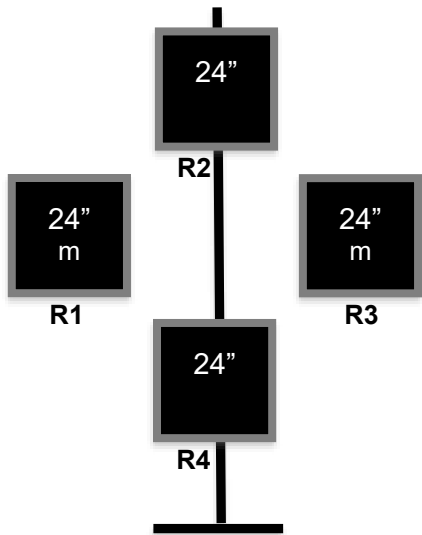
If you know that it's a Miss...It's a Miss

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 hay bale with shotgun pointed safely downrange. When ready say "I'm ready!" At the beep with shotgun shoot KD's S1 – S4 in any order. Next move to barrel and with rifle shoot R1 – R4 in a continuous double tap sweep starting on any target in either direction. E.g., R1, R1, R2, R2, R3, R3, R4, R4, R1, R1. Last move to the tall table and with pistols shoot P1 – P4 with the same instructions as the rifle.

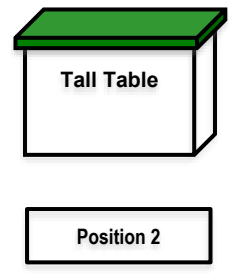
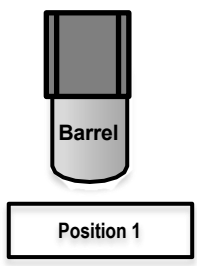
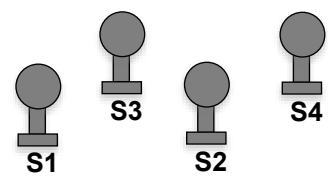
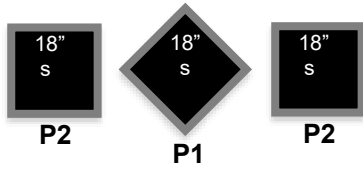
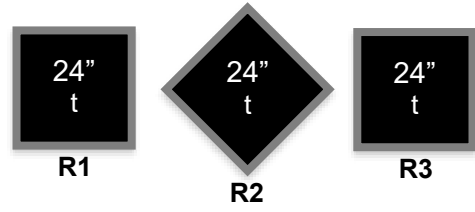
Stage: 2**RC/SO: Rifle – 10, Shotgun – 4+, Pistols – 5 each****Rifle and Shotgun staged on the barrel; Pistols holstered.**

Shooter starts at the barrel with hands on hat or head. When ready say "I'm ready!" At the beep with rifle shoot the left, top center, and right R targets with a 3 – 2 – 5 sweep starting on either end. E.g., R1, R1, R1, R2, R2, R3, R3, R3, R3, R3. Next with shotgun move to hay bale and shoot KD's S1 – S4 in any order. Last move to tall table and with pistols shoot the left, bottom center, and right P targets with the same instructions as the rifle.

Stage: 3**RC/SO: Pistol – 5 each, Rifle – 10, Shotgun 2+****Rifle and Shotgun staged on the barrel; Pistols holstered.**

Shooter starts at the tall table with hands at default. When ready say "I'm ready!" At the beep with pistols shoot the left, top center, and right P targets with a 1 – 2 – 3 sweep starting on either end, then quad tap the bottom center target. E.g., P1, P2, P2, P3, P3, P3, P4, P4, P4, P4. Next move to the barrel and with rifle shoot the rifle targets with the same instructions as the pistols. Last with shotgun move to the hay bale and shoot any two KD's in any order.

Stages 4-6 Diagram (Bay 3)



Stage: 4

RC/SO: Rifle – 10, Pistols – 5 each, Shotgun 4+

Rifle staged at tall table, Pistols holstered, Shotgun staged safely

Shooter starts at tall table with hands at low surrender. When ready say “I’m ready!” At the beep with rifle shoot R1 – R3 by triple tapping the diamond R target and single tapping each square, then repeat. E.g., R2, R2, R2, R1, R3, R2, R2, R2, R1, R3. Next move to the barrel and with pistols shoot P1 – P3 with the same instructions as the rifle. Last move to tall table and with shotgun shoot KD’s S1 – S4 in any order.

Stage: 5

RC/SO: Rifle – 10, Shotgun 4+, Pistols – 5 each.

Rifle and shotgun staged on barrel; Pistols holstered.

Shooter starts at tall table with hands at default. When ready say “I’m ready!” At the beep with rifle shoot R1 – R3 with a Nevada sweep starting on the left and a Nevada sweep starting on right. Next with shotgun shoot KD’s S1 – S4 in any order. Last move to barrel and with pistols shoot P1 – P3 with the same instructions as the rifle.

Stage: 6

RC/SO: Rifle – 10, Shotgun 0+, Pistols – 5 each.

Rifle staged on tall table; Pistols holstered. Shotgun optional, staged safely.

Shooter starts at tall table with hands on hat or head. When ready say “I’m ready!” At the beep with rifle shoot R1 – R3 and KD’s S1 – S4 in any order, all targets engaged at least once. Next move to the barrel and with pistols shoot P1 – P3, all targets engaged at least once. Shotgun may be used to make up an KD’s still standing. Rifle misses on KD’s do not count as misses, KD’s left standing count as misses.