

Mattaponi Sundowners

Stages for May 25, 2024

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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

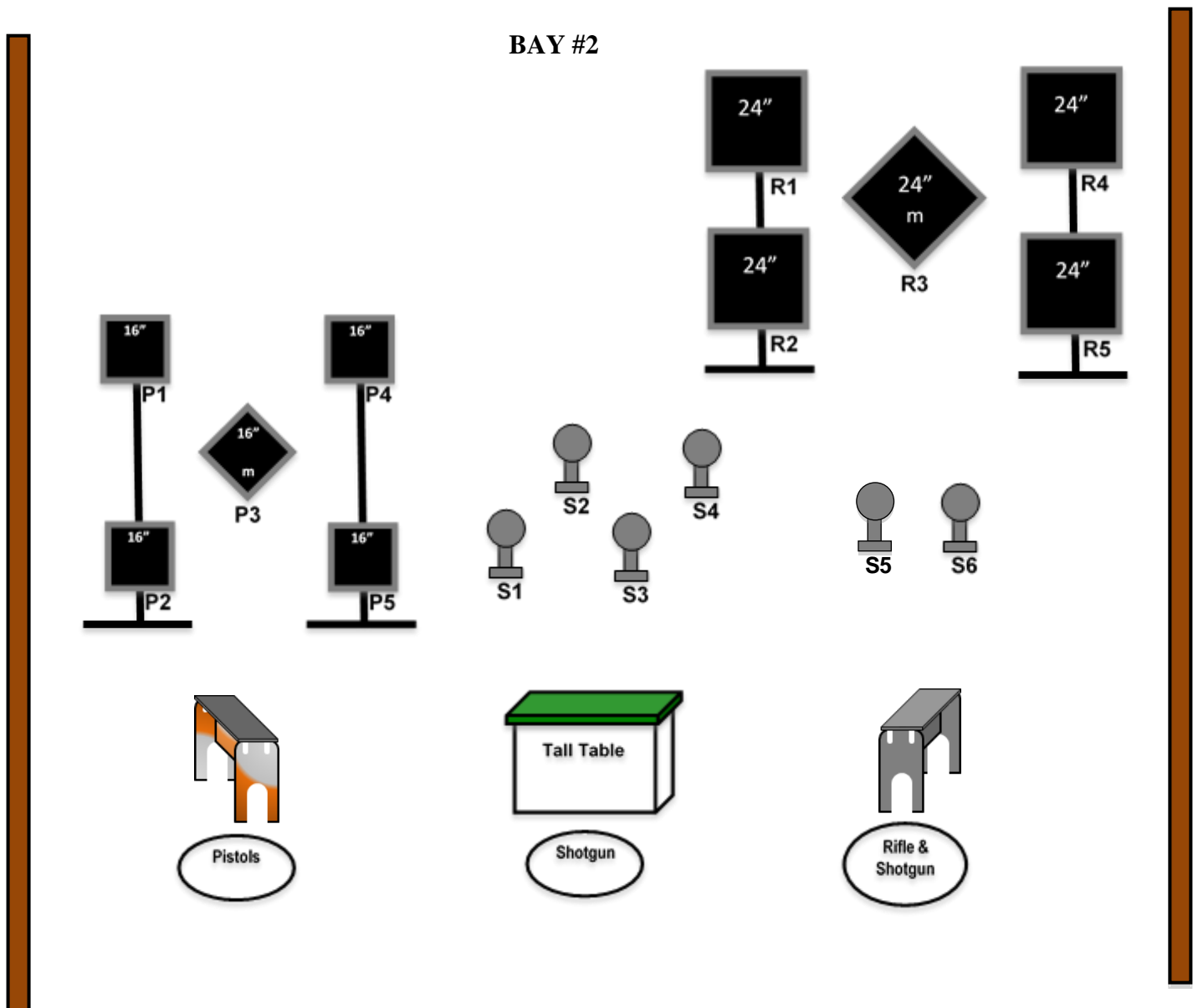
STAGE ONE (Bay #2)

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

Shooting Order: Rifle, Shotgun, Shotgun, Pistols

Staging: Rifle loaded with 10 rounds, staged safely. Pistols loaded with 5 rounds each, holstered. Shotgun is staged safely.

Procedure: Shooter starts standing near the Horse on the right. When ready says **“Let’s get this party started!”** At the beep engage the rifle targets R1 – R5 in two separate five shot Nevada sweeps, one on each diagonal. The shooter may start on any target, (ex: 1, 3, 5, 3, 1, 2, 3, 4, 3, 2). Next, engage the shotgun knockdown targets S5 and S6 in any order. Move to the Tall Table and engage the shotgun knockdown targets S1 thru S4 in any order. Move to the Cow on the left and engage the pistol targets P1 – P5 using same instructions as the rifle.



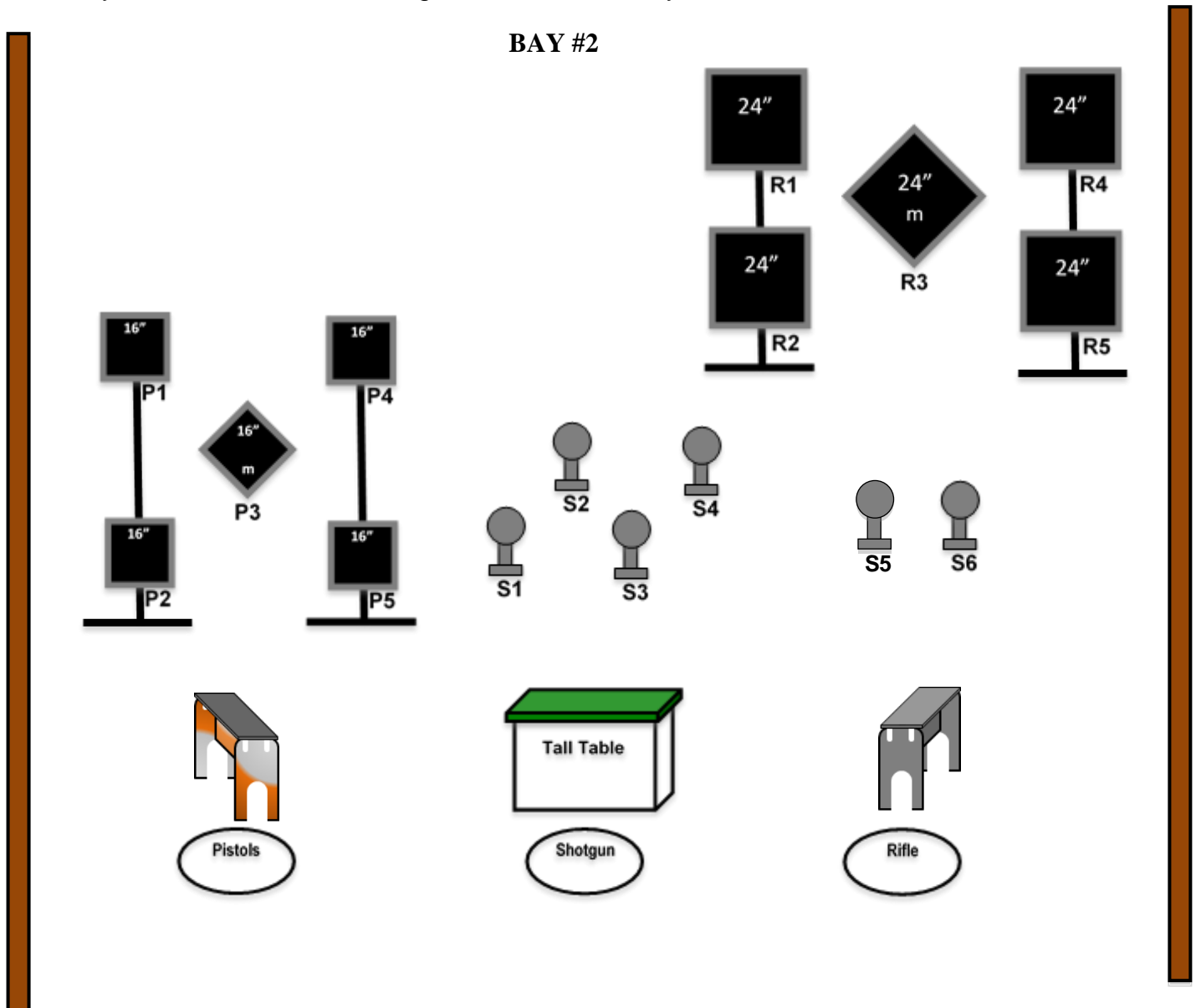
STAGE TWO (Bay #2)

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

Shooting Order: Pistols, Rifle, Shotgun

Staging: Rifle is loaded with 10 rounds, staged safely. Pistols loaded with 5 rounds each, holstered. Shotgun is staged safely.

Procedure: Shooter starts standing near the Cow on the left with hands on pistol(s), when ready says **“You should’ve been here yesterday”**. At the beep, with pistols engage the 5 pistol targets P1 – P5 with 2 rounds each in any order. Move to the Horse on the right and with rifle, engage the 5 rifle targets R1 – R5 with 2 rounds each in any order. Move to the tall table and engage the shotgun knockdown targets S1 – S4 in the following manner: Near targets S1 and S3 in any order first then the far targets S2 and S4 in any order.



STAGE THREE (Bay #2)

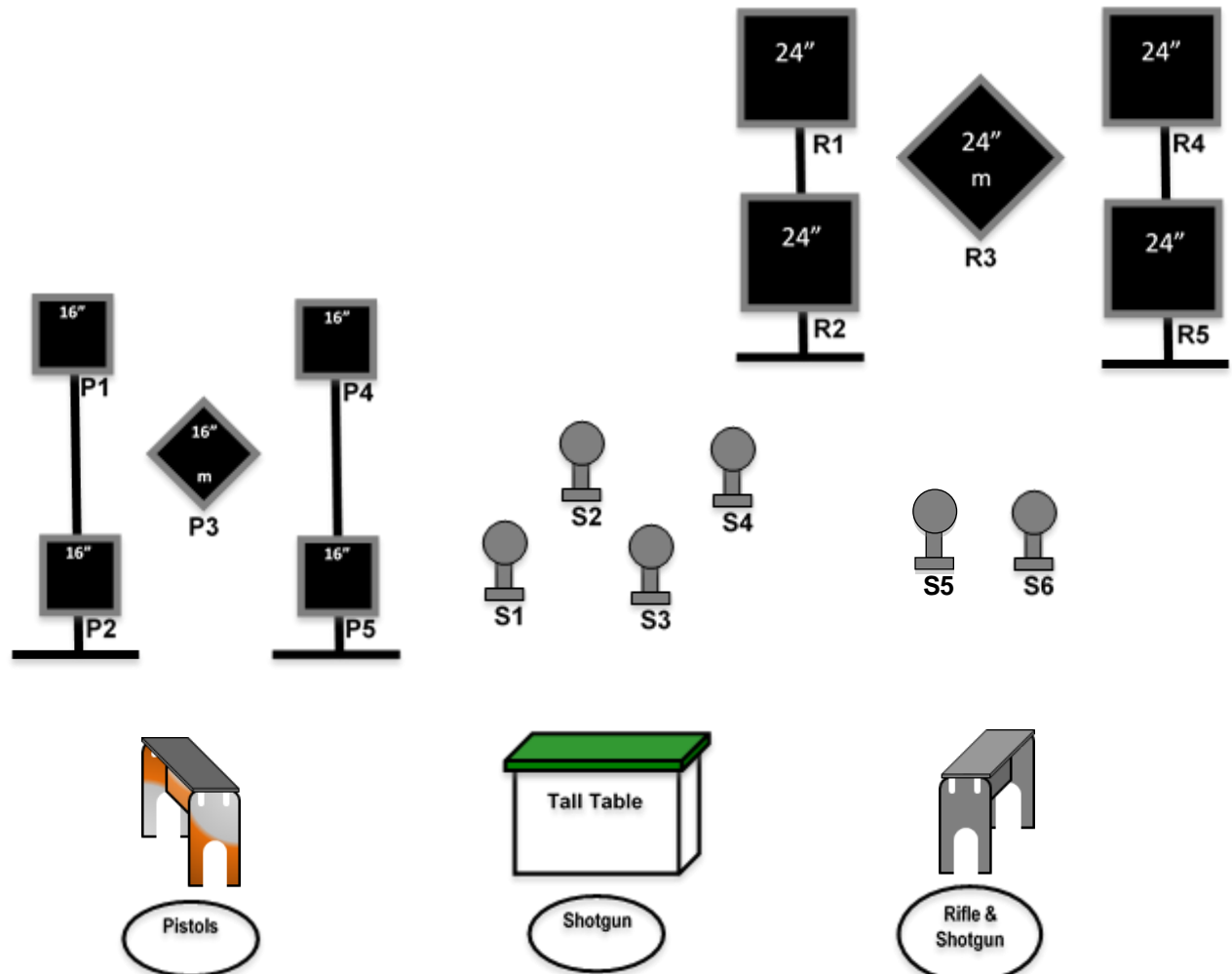
Round Count: 10 pistol, 10 rifle, 6+ shotgun

Shooting Order: Shotgun, Rifle, Shotgun, Pistols

Staging: Rifle is loaded with 10 rounds, staged safely. Pistols loaded with 5 rounds each, holstered. Shotgun in both hands pointed down range.

Procedure: Shooter starts standing at the Horse on the right with Shotgun in both hands pointed down range. When ready says **“Get a load of this!”**. At the beep, engage the 2 shotgun knockdowns S5 and S6 in any order. With rifle, engage the 5 rifle targets R1 – R5 in the following manner: double tap the center diamond, single tap each of the 2 top squares, double tap the center diamond, single tap each of the 2 bottom squares, double tap the center diamond. Move to the Tall table and engage the 4 shotgun knockdowns S1 – S4 in any order. Move to the Cow on the left and engage the 5 pistol targets using the same instructions as the rifle.

BAY #2



STAGE FOUR (Bay #3)

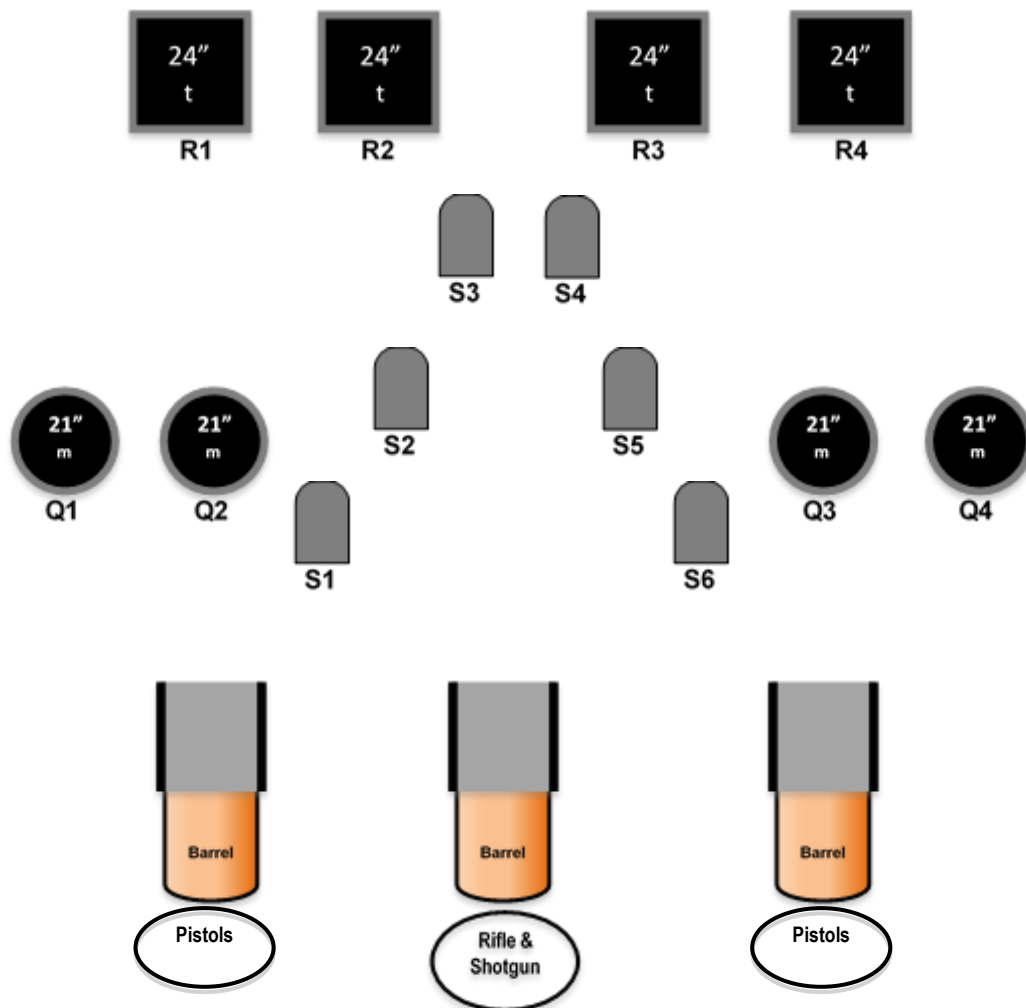
Round Count: 10 pistol, 10 rifle, Shotgun as needed

Shooting Order: Pistol, Rifle, Pistol, Shotgun

Staging: Rifle is loaded with 10 rounds, staged safely. Pistols loaded with 5 rounds each, holstered. Shotgun is staged safely, or just leave it in the cart.

Procedure: Shooter will start at either the left or the right barrel. When ready says **“Welcome to the party, Pal”**. At the beep with pistols for five rounds, put 2 rounds on each of the 2 pistol targets in any order. Then engage the knockdown (S1 or S6). Move to the center barrel and with rifle engage the 4 knockdowns S2 – S5 and the 4 rifle targets in any order. Each target must be engaged at least once. Move to the opposite barrel from the start and with pistols for five rounds, put 2 rounds on each of the 2 pistol targets in any order. Then engage the knockdown (S1 or S6). If necessary, move back to the center barrel and clean up any remaining knockdowns with the shotgun or pistol reloads. Any knockdowns left standing will be counted as misses.

BAY #3



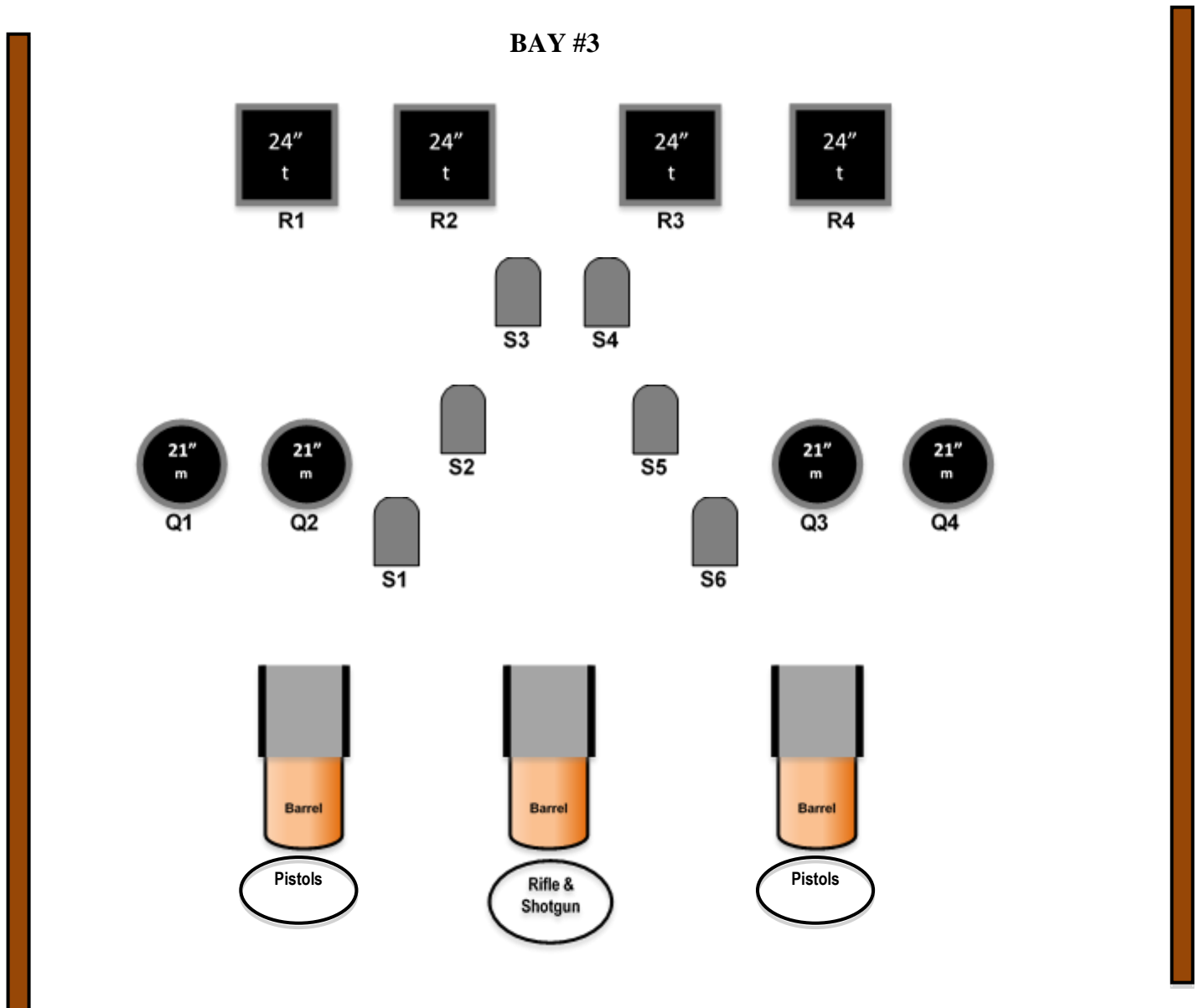
STAGE FIVE (Bay #3)

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

Shooting Order: Rifle, Pistol, Pistol, Shotgun

Staging: Rifle is loaded with 10 rounds, staged safely. Pistols loaded with 5 rounds each, holstered. Shotgun is staged safely.

Procedure: Shooter starts at the center barrel with hands on hat/head. When ready says **“There will be blood”**. At the beep with rifle, engage the 4 rifle targets R1 – R4 for 10 rounds with at least 1 round on each in any order. Move to either the left or right barrel and engage the 2 pistol targets (Q1 & Q2 or Q3 & Q4) for 5 rounds with at least 1 round on each in any order. Move to the opposite barrel and engage the 2 other pistol targets for 5 rounds with at least 1 round on each in any order. Move back to the center barrel and engage the 6 shotgun knockdowns S1 – S6 in any order.



STAGE SIX (Bay #3)

Round Count: 10 pistol, 10 rifle, Shotgun as needed

Shooting Order: Rifle, Pistol, Shotgun

Staging: Rifle is loaded with 10 rounds, staged on the center barrel. Pistols loaded with 5 rounds each, holstered. Shotgun is staged on the center barrel, or just leave it in the cart.

Procedure: Shooter starts at the center barrel. When ready says “I can’t imagine a better day”. At the beep with rifle and pistols for 20 rounds, engage S2 – S5, R1 – R4, and Q1 – Q4 with at least 1 round each in any order. The rifle must be used first. If necessary, clean up any remaining knockdowns with the shotgun or pistol reloads. Any knockdowns left standing will be counted as misses.

