



# Mattaponi Sundowners

Sunday June 16, 2024

Stages by Bingo Montana

## Cowboy Coffee

Coffee was served as water with every meal for cowboys. They treated their coffee supply as precious as gold, and they developed a keen sense of taste for different roasts and strengths. They called their weak coffee “dehorned belly wash” or “brown gargle”, while their strong coffee was “black strap.”

Cowboys made their coffee in a pot over an open fire or bed of coals. They brewed their coffee by throwing a handful of grounds into a pot of water and bringing it to a boil. The longer it was boiled the stronger the coffee. And cowboys liked their coffee strong! As the water cooled, most of the grounds sank to the bottom, but some remained floating. To avoid drinking them, cowboys used a variety of methods. One of the most popular ways was to simply add some cold water to make the grounds settle faster. The result was a brew that cowboys loved and figuratively drank by the gallon.

Source: <https://spotterup.com/coffee-and-the-old-west-how-the-brew-helped-tame-the-west/>

# 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

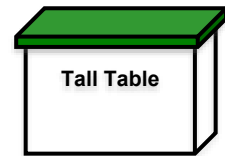
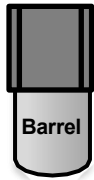
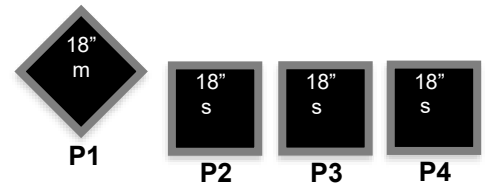
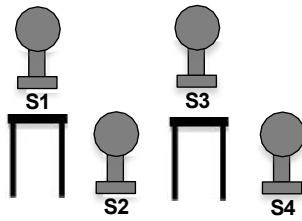
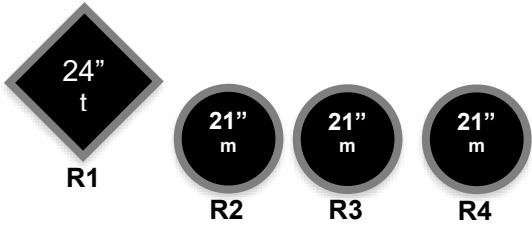
If you know that it's a Miss...It's a Miss

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 staged on horse, Rifle staged on the barrel, Pistols holstered.**

Shooter starts at horse with hands at default. When ready say “Tastes like brown gargle!” At the beep with shotgun shoot KD’s S1 – S4 in any order. Next move to barrel and with rifle shoot R1 – R4 Nevada sweep starting on R1. E.g., R1, R2, R3, R4, R3, R2, R1, R2, R3, R4. Last move to the tall table and with pistols shoot P1 – P4 with the same instructions as the rifle.

### **Stage: 2**

**RC/SO: Shotgun 2+, Rifle – 10, Shotgun – 2+, Pistols – 5 each**

**Rifle staged on the barrel, Shotgun stage on horse, Pistols holstered.**

Shooter starts at the horse with hands at low surrender. When ready say “Tastes like brown gargle!” At the beep with shotgun shoot any two KD’s in any order. Next move to barrel and with rifle shoot R2 – R4 with a 3 – 4 – 3 sweep starting on R2 or R4. E.g., R2, R2, R2, R3, R3, R3, R3, R4, R4, R4. Next move to horse and with shotgun shoot the two remaining KD’s in any order. Last move to tall table and with pistols shoot P2 – P4 with the same instructions as the rifle.

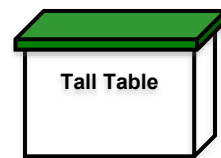
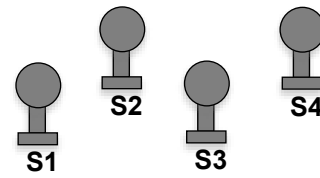
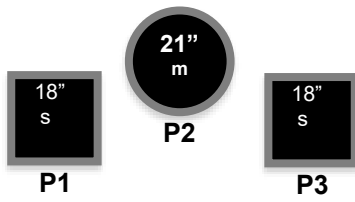
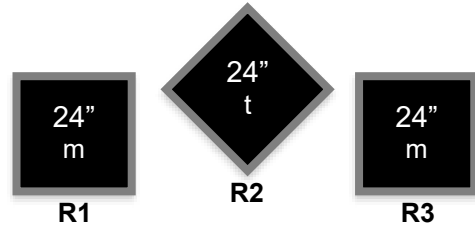
### **Stage: 3**

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

**Shotgun pointed safely downrange, Rifle and on the barrel; Pistols holstered.**

Shooter starts at the horse holding shotgun pointed safely downrange. When ready say “Tastes like brown gargle!” With shotgun shoot KD S1 – S4 in any order. Next move to barrel and with rifle shoot R1 – R4 in this order: R1, R2, R1, R3, R1, R4, R1, R3, R1, R2. Last move to the tall table and with pistols shoot P1 – P4 with the same instructions as the rifle.

Stages 4-6 Diagram (Bay 3)



## **Stage: 4**

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

**Rifle and shotgun staged at tall table, Pistols holstered**

Shooter starts at the barrel with hands at Texas surrender. When ready say “Tastes like brown gargle!” At the beep with pistols shoot P1 – P3 by double tapping R2, single tap each outside target, double tap R2, single tap each outside target, then double tap R2. E.g., R2, R2, R1, R3, R2, R2, R1, R3, R2, R2. Next move to the tall table and with rifle shoot R1 – R3 with the same instructions as the Pistols. Last with shotgun shoot KD’s S1 – S4 in any order.

Texas Surrender: hands on pistol or pistols

## **Stage: 5**

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

**Rifle and shotgun staged on barrel; Pistols holstered.**

Shooter starts at tall table with hands at default. When ready say “Tastes like brown gargle!” At the beep with shotgun shoot KD’s S1 – S4 outside, outside, inside, inside. Next with rifle shoot R1 – R3 in this manner starting on either end, R1, R2, R2, R3, R3, R3, R3, R2, R2, R1. Last move to barrel and with pistols shoot P1 – P3 with the same instructions as the rifle.

## **Stage: 6**

**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 “Tastes like brown gargle!” At the beep with rifle shoot R1 – R3 with a Nevada sweep starting on an end target for five rounds and a Nevada sweep starting on the other end for the remaining five rounds. 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.