

Mattaponi Sundowners

STAGES FOR SUNDAY, OCTOBER 20 2024

Written by Potter County Kid

Mattaponi Sundowners – Rules and Stage Conventions

- **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

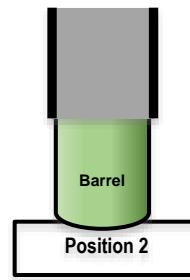
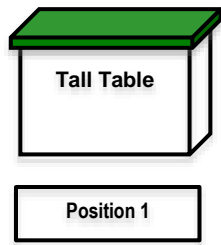
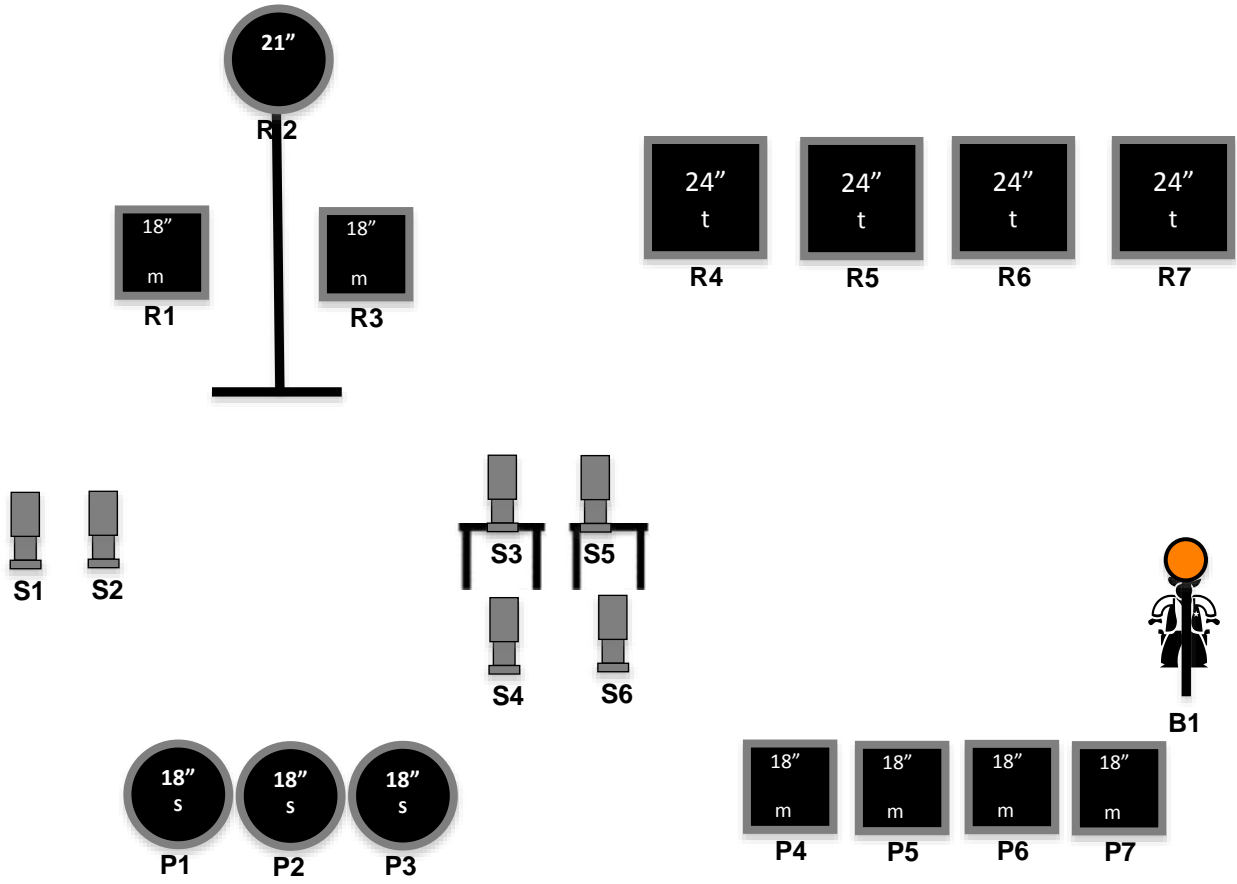
If you know that it’s a Miss...It’s a Miss

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 1: STAGES 1 AND 2



STAGE 1

ROUND COUNT/SHOOTING ORDER: Rifle 10, Pistols 5 each, Shotgun 6+. Rifle not last.

STAGING: Rifle staged at position 1, Shotgun staged at position 1, Pistols holstered.

Procedure: The shooter starts at position 1 with hands at low surrender. When ready the shooter says **“Shoot for a Cure”** At the beep: The rifle sequence is R1, R1, R3, R3, R2, R1, R1, R3, R3, R2. The pistol sequence is: P1, P1, P3, P3, P2, P1, P1, P3, P3, P2. With the shotgun engage S1-S6 in any order until down. RIFLE NOT LAST! Pick up long guns and move to the unloading table.

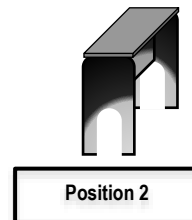
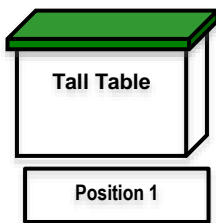
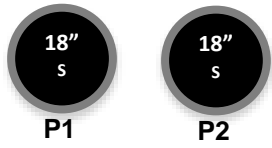
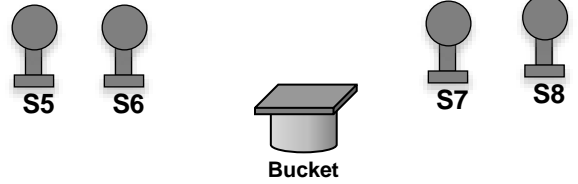
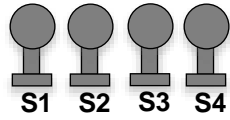
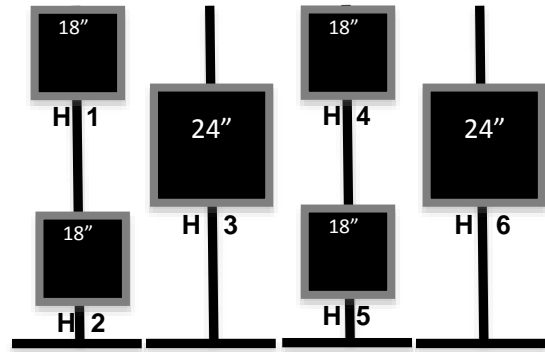
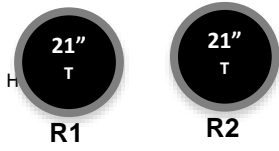
STAGE 2

ROUND COUNT/SHOOTING ORDER: Pistols 5 each, Rifle 10, Shotgun 4+.

STAGING: Rifle staged at position 2. Shotgun staged at position 2. Pistols holstered.

PROCEDURE: The shooter starts at position 2 at default position. When ready the shooter says **“Shoot for a Cure!”** At the beep with pistols engage the P4-P7 targets in this order: P4, P5, P6, P7, P7, P4, P5, P6, P7, B1. A miss on the B target (apple off the cowboys’ head) is not a miss. Knocking the apple off will result in a 5 second bonus. Next with rifle engage the R4-R7 targets in this order: R4, R4, R5, R4, R5, R6, R4, R5, R6, R7. Engage shotgun target S3-S6 in any order until down. Pick up long guns and move to the unloading table.

BAY 2: STAGES 3 AND 4



STAGE 3

ROUNDCOUNT/SHOOTING ORDER: Shotgun 4+. Rifle 10. Pistols 5 each

STAGING: Shotgun and rifle staged at position 1, pistols holstered

PROCEDURE: The shooter starts at position 1 with arms folded across their chest. When ready the shooter says: **“Get your annual screenings”**. At the beep, with the shotgun, engage the shotgun targets S1-S4 in any order until down. Next with rifle engage the R1 and R2 targets with a progressive sweep from either end. For example: R1. R2, R2, R1, R1, R1, R2, R2, R2, R2. Last with pistols engage the P1 and P2 targets with the same instructions as the rifle. Pick up long guns and move to the unloading table.

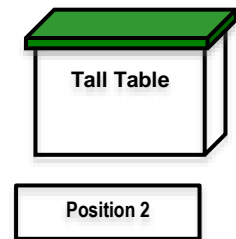
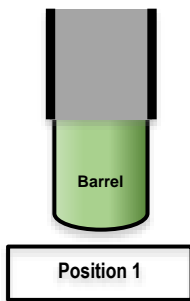
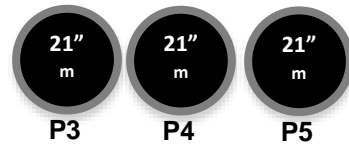
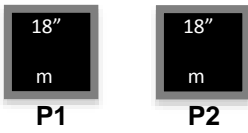
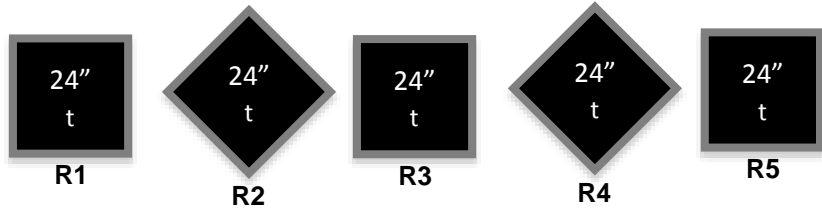
STAGE 4

ROUNDCOUNT/SHOOTING ORDER: Rifle 10, Shotgun 4+, pistols 5 each.

STAGING: Rifle and shotgun staged at position 2, pistols holstered.

PROCEDURE: The shooter starts at position 2 with hands on horse not touching firearms and when ready says: **“Get your annual screenings”**. At the beep, with the rifle engage the rifle/pistol targets in this order: H1, H3, H3, H5, H6, H6, H4, H3, H3, H2. Next with shotgun engage the S5-S8 shotgun targets in any order until down. Restage shotgun at position 2, then move downrange to the bucket. With pistols engage the rifle/pistol targets with the same instructions as the rifle. Pick up long guns and move to the unloading table.

BAY3: STAGES 5 AND 6



STAGE 5

ROUNDCOUNT/SHOOTING ORDER: Rifle 10, pistols 5 each, shotgun 4+.

STAGING: Rifle staged at position 1, pistols holstered, shotgun staged at position 2.

PROCEDURE: The shooter starts at position 1 with hands on staged rifle. When ready the shooter says **“Keep fighting for a cure”**. At the beep, with the rifle engage the R1-R5 rifle targets by single tapping each of the square targets then single tapping each diamond target, then repeat. For example: R1, R3, R5, R4, R2, R1, R3, R5, R4, R2. Next with pistols, engage the P1 and P2 targets in this order: P1, P2, P2, P1, P1, P2, P1, P1, P2, P2. Move to position 2 and with shotgun engage the S1-S4 shotgun targets in any order. Pick up long guns and move to the unloading table.

STAGE 6

ROUNDCOUNT/SHOOTING ORDER: Shotgun 4+, rifle 10, pistols 5 each.

STAGING: Shotgun and Rifle staged at position 2, pistols holstered.

PROCEDURE: The shooter starts at position 2 with hands on buttock and when ready says, **“Keep fighting for a cure”**. At the beep. With shotgun engage the S1-S4 shotgun targets in any order until down. Next with rifle engage the R1-R5 rifle targets in a 1-3-2-3-1 sweep from either direction. For example: R1, R2, R2, R2, R3, R3, R4, R4, R4, R5. Next with pistols engage the P3-P5 pistol targets with two 1-3-1 sweeps. One from each end. For example: P3, P4, P4, P4, P5, P5, P4, P4, P4, P3. Pick up long guns and move to the unloading table.