

Mattaponi Sundowners

STAGES FOR SUNDAY MAY 15, 2022

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

One of the most elaborate of Western hoaxes made a mark of many prominent businessmen of the day.

Philip Arnold and his cousin John Slack gathered a few industrial grade diamonds that were used as drill bits in 1871. Entrusting them to a shady financier named Roberts for safe keeping, they let slip that they had located a diamond field with more where those diamonds came from to be had. The cousins extracted a promise that the financier tells no one. Naturally, Roberts went directly to his friend, the founder of the Bank of California.

San Francisco businessmen including Civil War General George S. Dodge wanted in, and they offered the cousins \$100,000 for their interest in the diamond field.

Off the swindlers went, claiming to visit the diamond field but in reality traveling to England to buy more gems for \$20,000. A few of these went back to San Francisco to keep the businessmen engaged.

The investors wanted some proof of the field's worth. The jewels were taken by none other than Union Generals McClellan and Butler to Charles Lewis Tiffany, who certified the gems as worth more than \$150,000. And, now you know where New York's Tiffany and Co. came from.

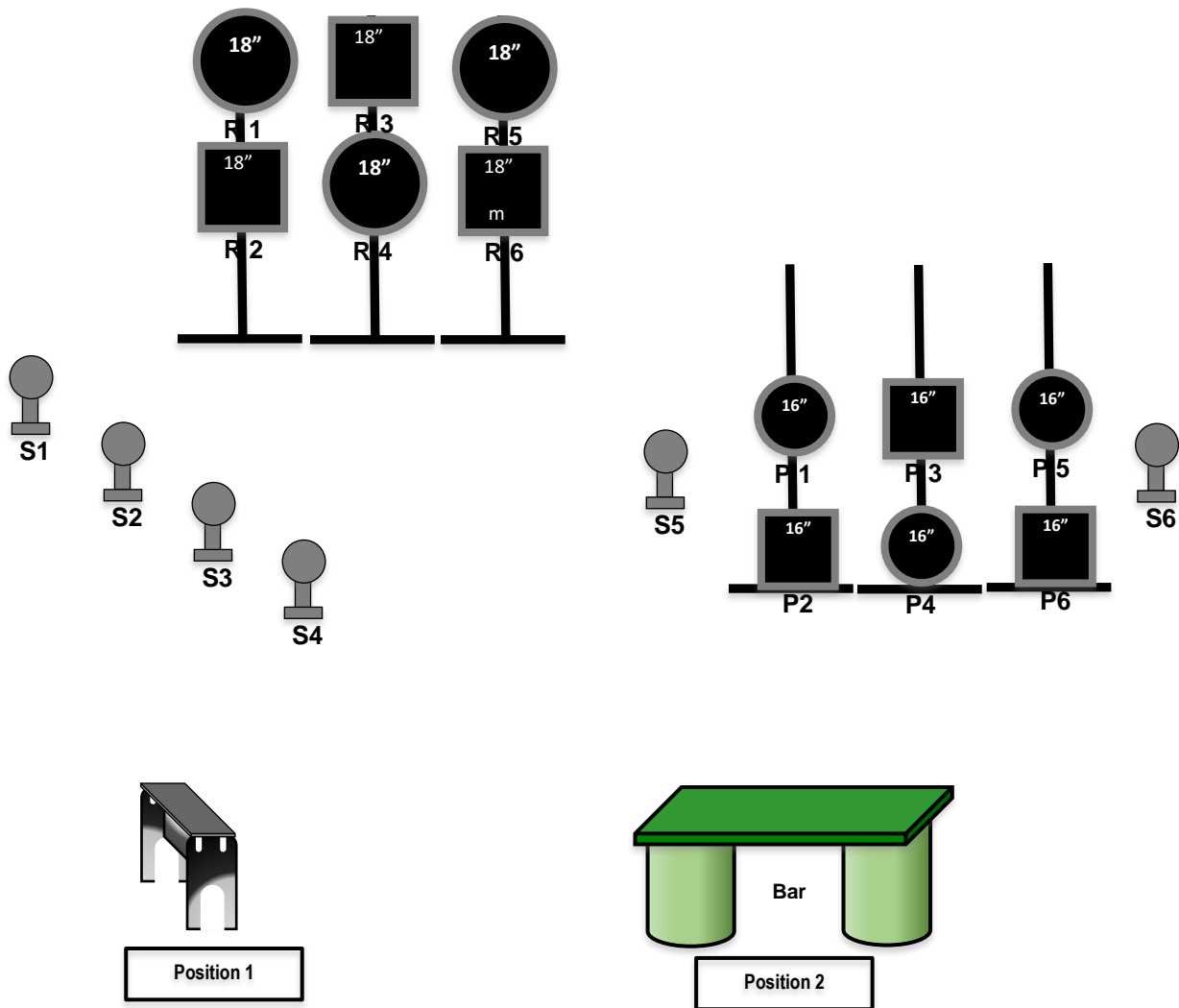
With Tiffany's name affixed to the deal, the cousins made off with a substantial sum of money in cash and shares of the diamond field. Arnold made more than a half million dollars from the scheme. How did they do it? The remaining English gems, mixed with rubies, garnets, and sapphires were salted, or stuck in the ground, for the investors to find.

STAGE 1 (BAY2)

Round Count/Shooting Order: Pistols 5 each, Rifle 10, Shotgun 4+

Staging: Pistols holstered, Rifle staged at position 2, Shotgun staged safely.

Procedure: Shooter starts at position 2 with hands on pistol/pistols. When ready the shooter says **“Have I got a deal for you.”** At the beep with pistols engage pistol targets P1-P6 with a 5 round Nevada sweep on the circle targets starting on either end then a 5 round Nevada sweep on the square targets starting on either end. Next with rifle engage the rifle targets R1-R6 with the same instructions as the pistol. Next with shotgun from position 1 engage shotgun targets S1-S4 in any order all must fall. Pick up long guns and move to the unloading table.

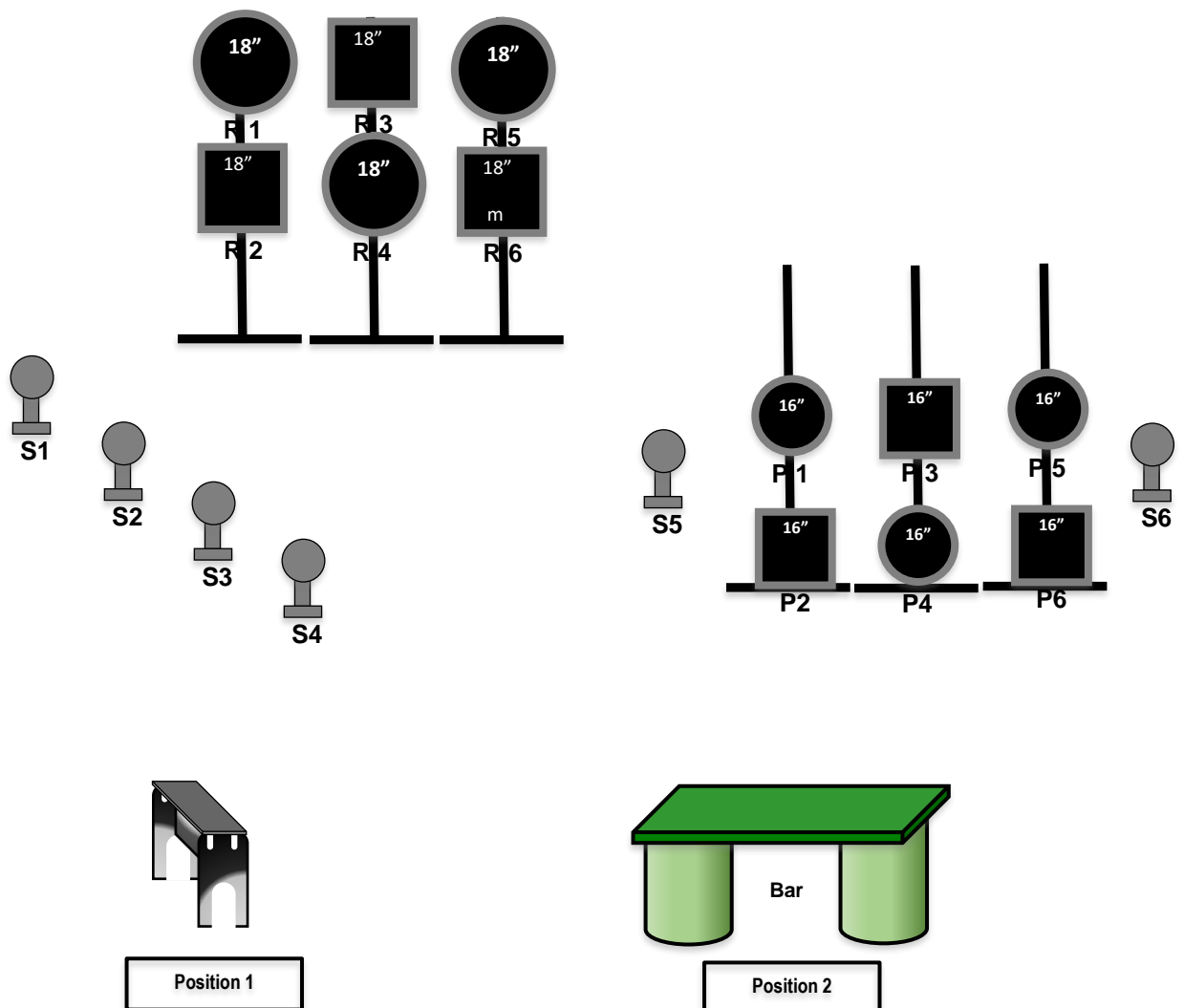


STAGE 2 (BAY 2)

Round Count/Shooting Order: Rifle 10, Pistols 5 each, Shotgun 2+, Shotgun 4+ or Shotgun 4+, Shotgun 2+, Rifle 10, Pistols 5 each.

Staging: Rifle staged at position 2, Pistols holstered, Shotgun at position 1 or 2.

Procedure: Shooter starts at position 1 or 2 in default position. When ready the shooter says "Have I got a deal for you." If starting with the shotgun at position 1 engage S1-S4 in any order then move to position 2 and engage S5 and S6 in any order all must fall. With rifle engage R1-R6 in this order; R1, R3, R3, R3, R5, R6, R4, R4, R4, R2. Engage pistol targets P1-P6 with the same instructions as the rifle. If starting at position 2 engage rifle then pistol then shotgun S5 and S6 then move to position 1 and engage S1-S4. Pick up long guns and move to the unloading table.

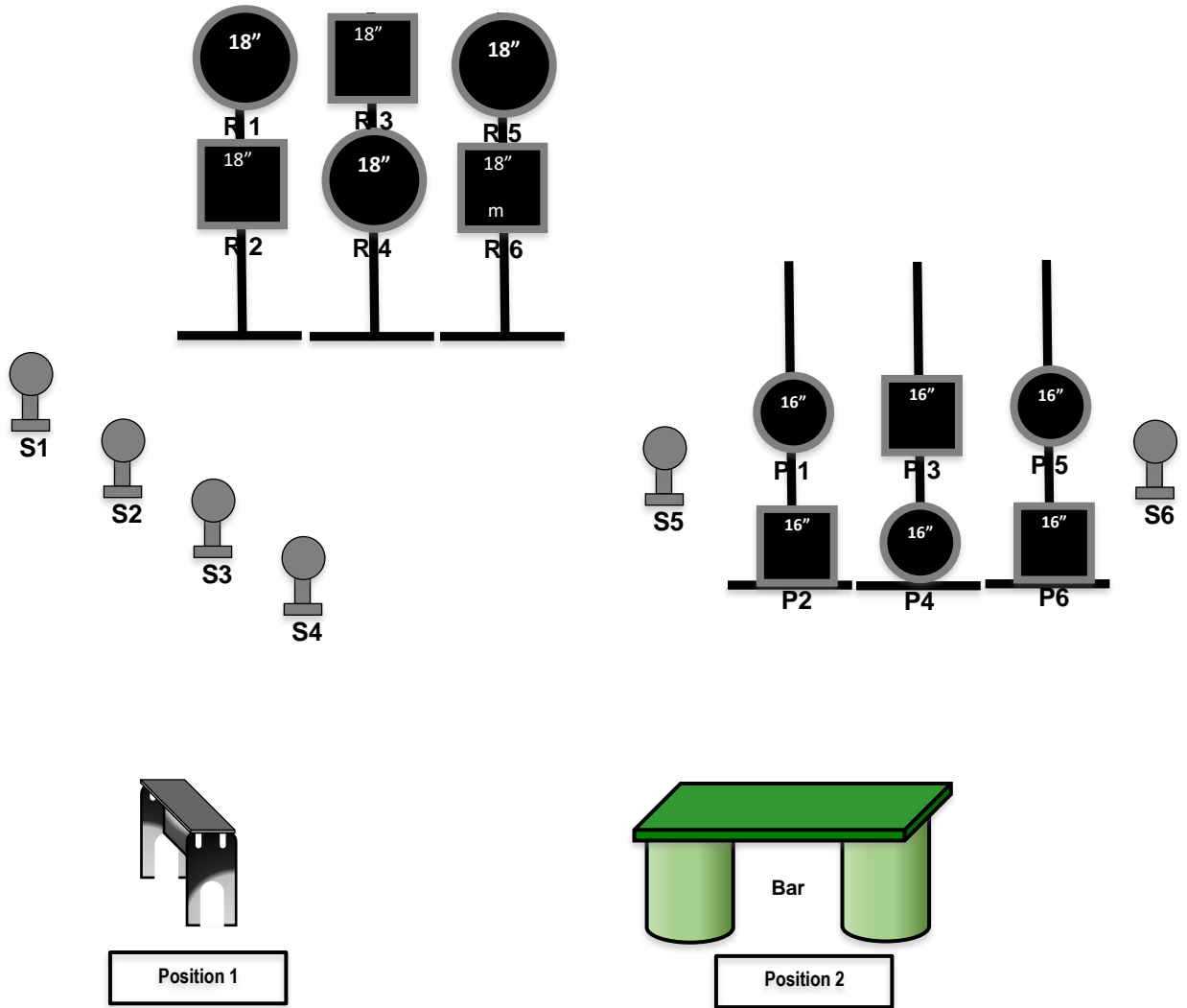


STAGE 3 (BAY2)

Round Count/Shooting Order: Rifle 10, Pistols 5 each, Shotgun 2+. Rifle not last.

Staging: Rifle staged at position 2, Shotgun staged at position 2, Pistols holstered.

Procedure: Shooter starts standing at position 2 with hands on hat/head. When ready the shooter says "Have I got a deal for you." At the beep the rifle sequence on R1-R6 is double tap the 4 corner targets in any order then single tap the 2 center targets in any order. For example; R1, R1, R5, R5, R6, R6, R2, R2, R4, R3. The pistol sequence is the same instructions as the rifle on P1-P6. With shotgun engage S5 and S6 in any order all must fall. Pick up long guns and move to the unloading table.

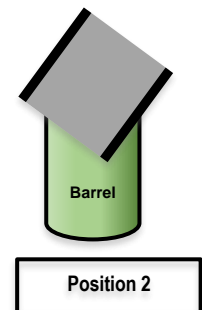
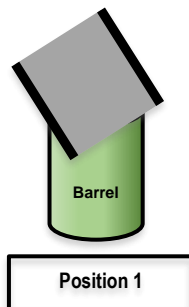
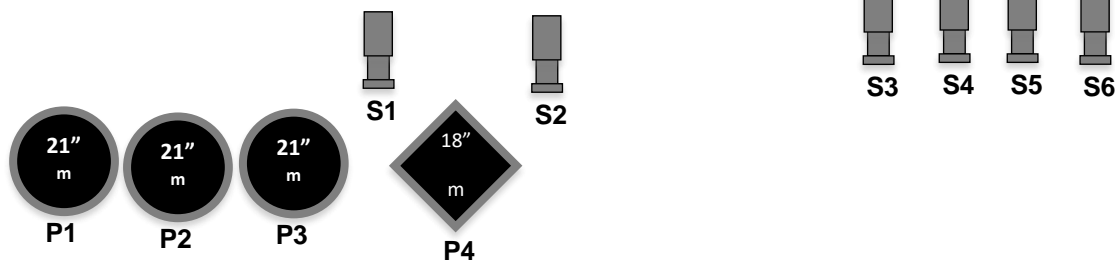
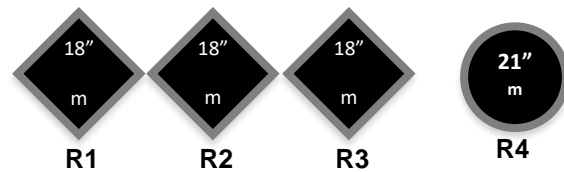


STAGE 4 (BAY 3)

Round Count/Shooting Order: Rifle 10, Pistols 5 each, Shotgun 4+

Staging: Rifle held in both hands safely downrange at position 2, pistols holstered, Shotgun staged safely.

Procedure: Shooter starts at position 2 holding rifle in both hands pointing safely downrange. When ready the shooter says **“Have I got a deal for you.”** With the rifle engage R1-R4 in this order; R3, R2, R1, R2, R3, R2, R1, R2, R3, R4. Move to position 1 and with pistols engage targets P1-P4 with the same instructions as the rifle. Next with shotgun from position 2 engage targets S3-S6 in any order all must fall. Pick up long guns and move to the unloading table.

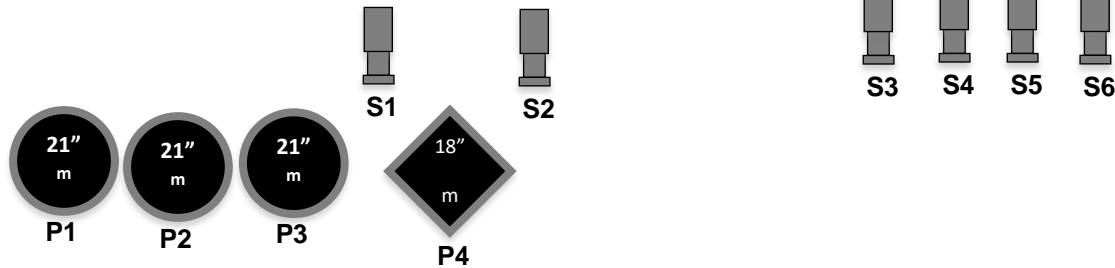
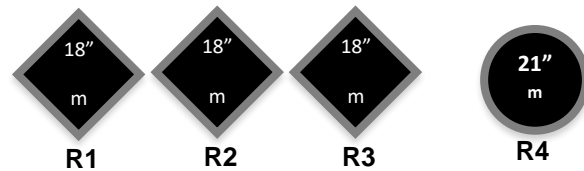


STAGE 5 (BAY 3)

Round Count/Shooting Order: Shotgun 4+, Rifle 10, Pistols 5 each. Or, Pistols, Rifle, Shotgun.

Staging: Shotgun staged at position 2, Rifle staged at position 2, pistols holstered.

Procedure: Shooter starts at position 1 or 2 with arms folded across chest. When ready the shooter says "Have I got a deal for you." If starting at position 1 with pistols engage P1-P4 in this order; P1, P2, P3, P4, P3, P3, P2, P2, P1. Next with Rifle from position 2 engage R1-R4 with the same instructions as the pistols. Next with shotgun engage S3-S6 in any order until down. If starting at position 2, Engage shotgun first, then rifle, then move to position 1 and engage the pistol targets. Pick up long guns and move to the unloading table.



STAGE 6 (BAY 3)

Round Count/Shooting Order: Pistols 5 each, Rifle 10, Shotgun 2+

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

Procedure: Shooter starts at position 1 with hands at low surrender. When ready the shooter says **“Have I got a deal for you.”** With pistols engage P1-P4 in this order P1, P1, P2, P3, P4, P4, P3, P2, P1, P4. Next with rifle engage rifle targets R1-R4 with the same instructions as the pistols. Next with shotgun engage Shotgun targets S1 and S2 in any order until down. Pick up long guns and move to the unloading table.

