

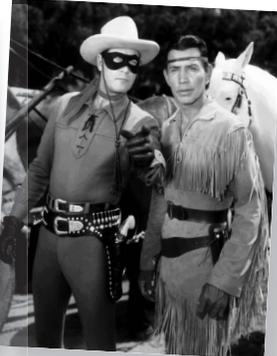
SHOOTOUT

AT 5 DOGS CREEK



APRIL 28 - MAY 1, 2011
SASS CALIFORNIA STATE CHAMPIONSHIP

A SALUTE TO HEROES OF THE SMALL SCREEN



HOWDY YA'LL

Welcome to 5 Dogs Creek! We're glad you could join us for our annual Shootout at 5 Dogs Creek. We have a great match planned and are sure you'll enjoy the weekend.

At 5 Dogs Creek, "Spirit of the Game" is alive and well. Our only ground rules for attendance are: have fun, make new friends, and be SAFE. We are committed to conducting a well organized, fun and safe event for everyone involved. If there is anything you need, just ask any 5 Dogs Creek club member and we will do our best to help you.

Please take a moment to review the range rules that are included in this booklet. While SASS rules apply for this match, there are a few local rules that we will be enforcing. As a competitor you are a safety officer responsible for your own conduct, the conduct of your guests and all others within your immediate area of influence. Please help us keep everybody safe.

We hope this guide will answer most of your questions, but if we have forgotten anything just check with our amazing volunteers at the registration building.

Shoot straight, be safe and tip your hat in tribute to the heroes of the small screen.



Mad Dog Draper
Mayor, 5 Dogs Creek

RANGE RULES

- SASS rules are in effect and shall be followed at all times.
- Total time scoring will apply.
- Eye protection is mandatory at all times when in line-of-sight of the shooting area. Hearing protection is highly recommended.
- Shooters are assigned to a specific posse and posses have a designated start time. Any shooter not maintaining posse assignment will be classified as Did Not Finish for the match. To ensure a smooth match, please do not start before the designated time.
- A loading table officer is required at all times. This should NOT be someone who is in the process of loading or has already loaded.
- An unloading table officer is required at all times. You may not leave the bay until all guns have been verified as empty. Failure to follow loading/unloading rules is a stage DQ.
- On stages with berms, when someone setting targets says “down range” and proceeds down range, it is okay to continue loading and unloading at the designated tables. Firearms must be pointed into the berms.
- If you have to leave before the end of the match, please tell a range official.
- Stages do not always designate specific shooting orders or locations for staging guns. Determining the best order to shoot targets and best way to stage guns is up to you. Before you shoot, feel free to confirm your approach with the R.O. However, all safety issues must be considered and any unsafe handling will be penalized appropriately.
- Brass may be picked up after each shooter. However, this requires the entire posse to pitch-in throughout the match.
- Reshoots will only be allowed in the case of a stage malfunction. Shooter or firearm malfunctions do not warrant reshoots. When allowed a reshoot, the shooter starts over “clean” (except safeties).
- All pre-beep actions and lines are expected to be performed in the “Spirit of the Game.”
- Long guns must have actions open when being transported, unless they are cased.
- 5 Dogs Creek has just three club rules:
 1. If you shoot a prop, in addition to all appropriate penalties, you must sign it for all to see.
 2. On the last stage of the day, last shooter shoots clean or buys beverages for the posse.
 3. If you “P” on a stage you wrote, your name will be added to the wall of shame.
- Have fun!

Keep in mind...this is a game. However, if you sincerely feel you have been subject to an unfair or incorrect call, calmly discuss the call with your posse leader. After an explanation about the call, if a resolution is not forthcoming you may then make a \$50 deposit and appeal to the Match Director. Disputes or appeals must be registered with the posse leader before the posse leaves

the stage where the issue or incident occurred. Any disputes or protests after leaving a stage will NOT be entertained.

The final authority shall be the Match Director. The dispute shall be heard and processed as soon as practically possible. Deposit will be returned to the shooter if the outcome is in his/her favor.

SCHEDULE OF EVENTS

Thursday - April 28

- 7 a.m. - Registration
 - 7 - 11:30 a.m. - Precision single shot rifle
NEW LOCATION - on covered range south of Stage 1
(Must sign-up at the stage by 10 a.m. to shoot)
 - 9 a.m. - Noon - Long range lever rifle on Stage 6
 - 9 a.m. - Wild Bunch meet on Stage 10
(Three stages. Sign-up at the registration office. Cost is \$20.)
 - 10 a.m. and 1 p.m. - Warm-up stages meet on Stage 5
(Four stages. Sign-up at the registration office. Cost is \$20.)
 - 11 a.m.-2 p.m. - Speed pistol on Stage 3
- Speed rifle on Stage 4
- Speed shotgun on Stage 4
Shoot the long range lever rifle and speed stages as many times as you'd like. Your best time will be the one that counts for bragging rights. First time through is free and after that it's \$1 per run (or more if you'd like). All funds will support construction of the Cowboy Memorial Chapel at Founder's Ranch.
 - 1 p.m. - Plainsman meet on Stage 10 (Three stages)
 - 3:30 p.m. - Posse leader walk though. Meet on Stage 1.
This is for posse leaders ONLY.
- The Howling Wolf Saloon will open after the last shot is fired and the range is closed to all shooting.
- 5:30 p.m. - Homemade pie contest judging. Bring entries to the main stage between 4 - 5p.m. Awards will given about 6:45 p.m.
 - Dusk - Movie night at the main stage area. Enjoy a lively selection of scenes from classic TV westerns to honor heroes of the small screen. Lines for each main match stage are from the various episodes.

SCHEDULE OF EVENTS

Friday - April 29

7 a.m. - Registration

8 a.m. - Mandatory shooters' meeting
Main match: Order of stages

Posse #1 - #2 :	1-2-3-4-5-6	Posse #13 - #14:	7-8-9-10-11-12
Posse #3 - #4:	2-3-4-5-6-1	Posse #15 - #16:	8-9-10-11-12-7
Posse #5 - #6:	3-4-5-6-1-2	Posse #17 - #18:	9-10-11-12-7-8
Posse #7 - #8:	4-5-6-1-2-3	Posse #19 - #20:	10-11-12-7-8-9
Posse #9 - #10:	5-6-1-2-3-4	Posse #21 - #22:	11-12-7-8-9-10
Posse #11 - #12:	6-1-2-3-4-5	Posse #23 - #24:	12-7-8-9-10-11

There is not a scheduled lunch break so plan accordingly.

The Howling Wolf Saloon will open after the last shot is fired and the range is closed to all shooting. Don't forget tonight's "Apple Pie" tasting contest!

6 p.m. - Dinner followed followed by the toe tappin', fiddlin' tunes of Mad Trapper of Rat River with singer and composer Nancy Lee on guitar.



Nancy Lee performs regularly at cowboy festivals. Her CD "Cowgirl's Lullaby" had two award nominations from the Western Music Association and six nominations from the Maverick Awards, including best overall female vocalist amongst every genre of music.

Mad Trapper of Rat River is a classically trained violinist and has performed throughout the U.S. and Europe. He has rediscovered his fiddlin' roots from his days as a young fiddlin' champion in Calgary, Alberta.

For your convenience, the Kern County Shrine Club will be serving breakfast and lunch. They will also be cookin' up dinner on Thursday night. A menu is in your shooter's packet. All proceeds from food sales directly support the Kern County Shrine Club charities.

Also in your shooter's packet are dinner tickets for Friday and Saturday. You must bring your ticket to dinner in order to be served.

After dinner and an evening of fun, our volunteers would be grateful if you would lend a hand by cleaning up your area. Thanks!

SCHEDULE OF EVENTS

Saturday - April 30

8:30 a.m. - Main match: Order of stages
(Please do not start shooting until you hear the bell!)

Posse #1 - #2 :	7-8-9-10-11-12	Posse #13 - #14:	1-2-3-4-5-6
Posse #3 - #4:	8-9-10-11-12-7	Posse #15 - #16:	2-3-4-5-6-1
Posse #5 - #6:	9-10-11-12-7-8	Posse #17 - #18:	3-4-5-6-1-2
Posse #7 - #8:	10-11-12-7-8-9	Posse #19 - #20:	4-5-6-1-2-3
Posse #9 - #10:	11-12-7-8-9-10	Posse #21 - #22:	5-6-1-2-3-4
Posse #11 - #12:	12-7-8-9-10-11	Posse #23 - #24:	6-1-2-3-4-5

There is not a scheduled lunch break so plan accordingly.

The Howling Wolf Saloon will open after the last shot is fired and the range is closed to all shooting.

6 p.m. - Dinner with entertainment by The Rudy Parris Band
- Invitations for "The Dog Pack" team shoot. Please howl to let us know you'll be participating in the fun.

Sunday - May 1

7:30 a.m. - Cowboy Church in the Howling Wolf Saloon. Service to be conducted by Rev. Barry M. Deep with his wife Blind Faith on guitar.

9 - 11:30 a.m. - The Dog Pack - Invitational Team Shoot on Stage 6
Stage description is in shooter's packet

Noon Awards ceremony

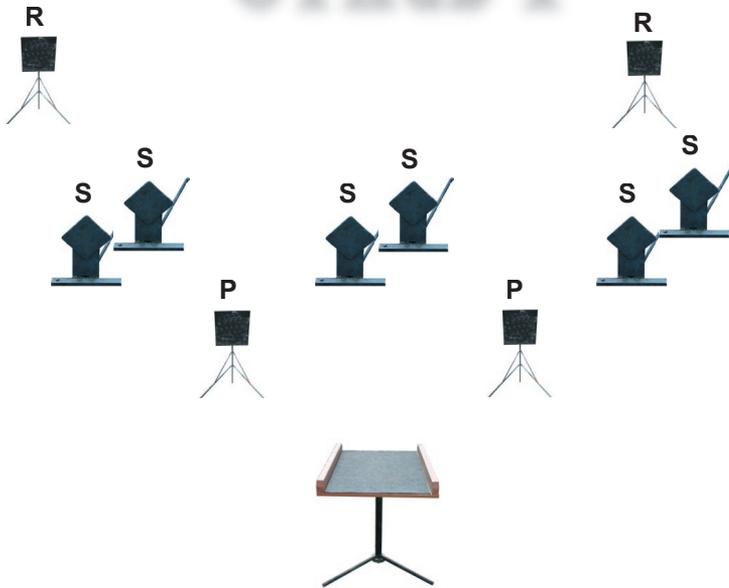
Mark your calendar for next year!
Shootout at 5 Dogs Creek
May 3 - 6, 2012

SASS STAGE CONVENTIONS

Stage Conventions or standard range behaviors are the practices every shooter is expected to know and follow on every stage. These stage defaults should be followed in all SASS matches unless otherwise directed in stage descriptions.

1. All knockdown shotgun targets may be reengaged until down.
2. All knockdown targets (shotgun, rifle, or revolver) must go down to count.
3. All staged guns shall have their barrels pointed safely down range. All long guns staged horizontally shall be staged lying flat where at least the rear of the trigger guard is on the staging area.
4. Staged shotguns will be open and empty.
5. Shooters may not start a stage with ammunition in hand.
6. Long guns will be discarded open and empty with their barrels pointed safely down range.
7. Revolvers are returned to leather after the shooting string.
8. Revolvers are drawn and used in accordance with the shooter's category.
9. Safe gun handling is the shooter's responsibility. The 170-degree safety rule is in effect. The "basketball traveling" rule is in effect when there is a live round under the hammer.
10. If no starting position is given the shooter shall stand fully erect with revolvers holstered, hands at the side not touching any firearm.
11. Cowboy port arms is defined as standing fully erect with the butt of the long gun at or below the waist of the shooter, the muzzle at or above the shoulder, and the long gun held with both hands.
12. Interpersonal conflicts WILL NOT be tolerated.

STAGE 1



Pos. 1

SGT. PRESTON OF THE YUKON

Shooter begins at position 1 with bag of gold held in both hands. Rifle and shotgun staged safely. To indicate ready say, "I arrest you in the name of the crown."

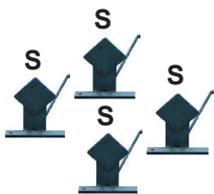
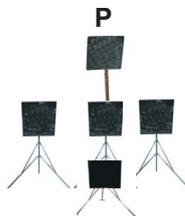
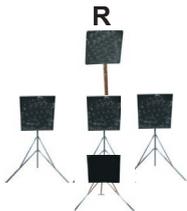
At the beep, drop the bag and knock down any two shotgun targets. Using pistol or rifle (shooter's choice), double-tap alternate for 10 rounds on rifle or pistol targets.

Knock down any two shotgun targets. Using pistol or rifle, double-tap alternate for 10 rounds on rifle or pistol targets. Knock down any two shotgun targets.

10 Pistol ★ 10 Rifle ★ 6+ Shotgun



STAGE 2



Pos. 1



Pos. 2

THE GENE AUTRY SHOW

Shooter begins at position 1, both hands flat on table top. Rifle and shotgun staged safely. To indicate ready say, "I'm back in the saddle again."

At the beep, Chorro Valley sweep the rifle targets. (*A Chorro Valley sweep is defined as a horizontal Nevada sweep and a vertical Nevada sweep...shoot horizontal or vertical sweep first, starting each sweep from either end.*)

Knock down all shotgun targets any order.

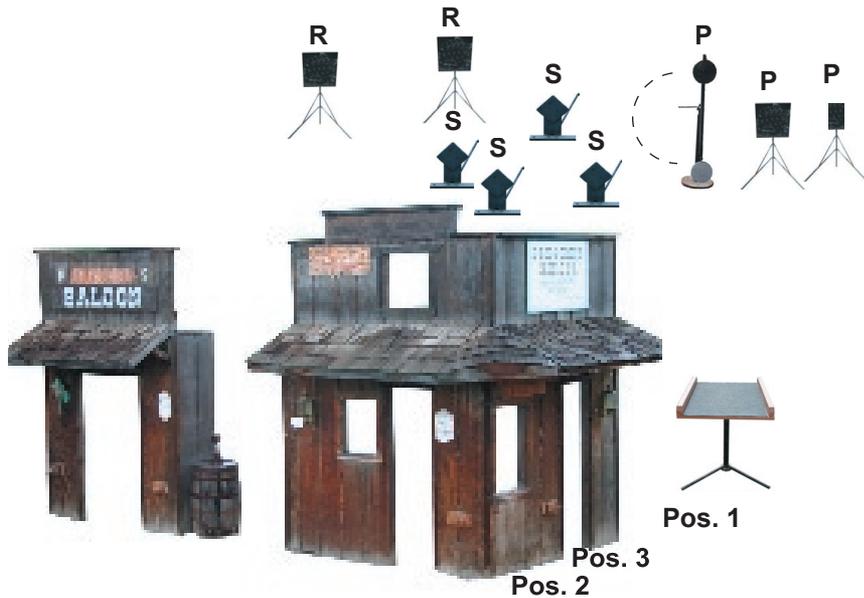
Move to position 2. Shoot a Chorro Valley sweep on the pistol targets.

10 Rifle ★ 4+ Shotgun ★ 10 pistol



STAGE 3

PISTOL CHALLENGE



ANNIE OAKLEY

Shooter begins at position 1 with rope held in hand. Rifle and shotgun staged safely. To indicate ready, FIRST pull the rope to release the swinger, and then say, "We know the rules ... just give us the signal."

At the beep, alternate five pistol shots on the two swinging targets. Move to position 2, and with rifle, alternate 10 shots on the two rifle targets.

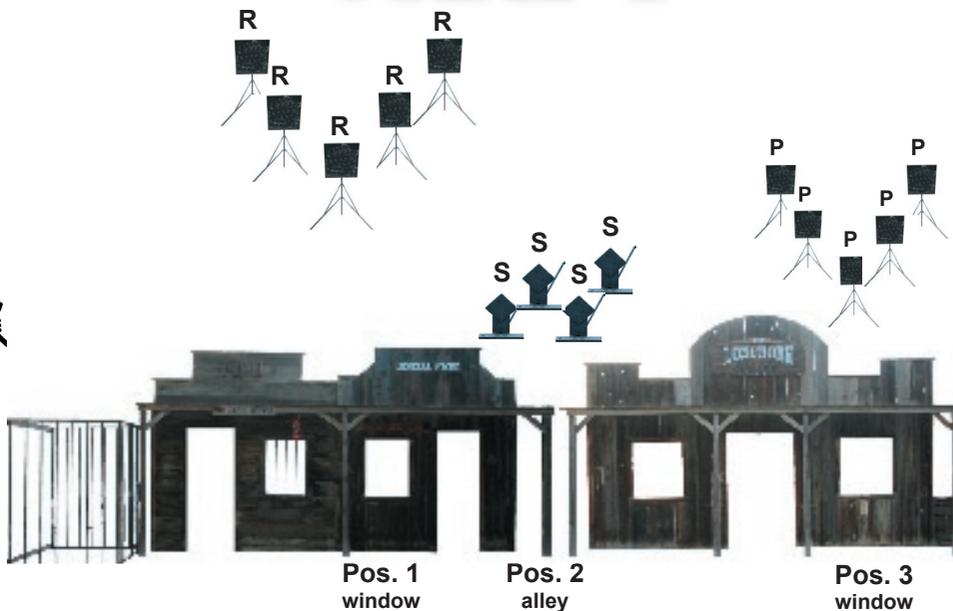
Move to position 3 and knock down shotgun targets, any order.

Return to position 1 and dump four shots on large pistol target. With fifth shot, shoot the gun out of the bad guy's hand. A miss on the fifth shot does not count as a miss, but knocking the gun to the ground earns a 5-second bonus.

10 Rifle ★ 4+ Shotgun ★ 10 Pistol



STAGE 4



THE ROY ROGERS SHOW

Shooter begins in jail, facing down range, with hands grasping bars. Rifle staged at position 1 and shotgun staged at position 2. To indicate ready say, "Get the rope, Bullet."

At the beep, move to position 1 and, with first five rifle rounds, Nevada sweep left or right side of target array (three targets) starting in center. Nevada sweep other side of rifle array (three targets) with second five rifle rounds, starting in center.

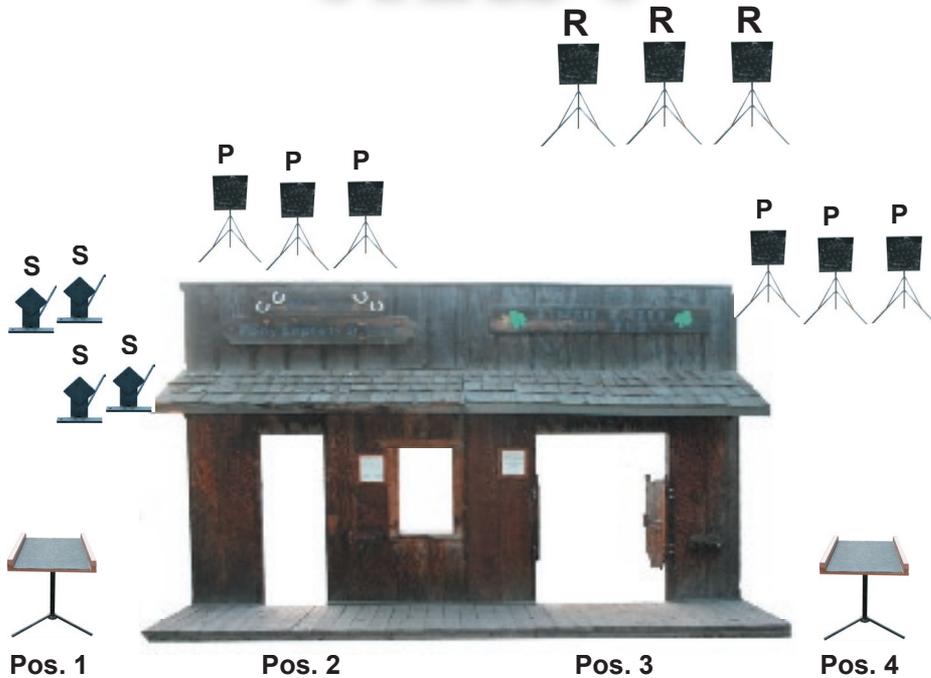
Move to position 2 and engage shotgun targets any order.

Move to position 3 and with first five pistol rounds, Nevada sweep left or right side of target array (three targets) starting in center. Nevada sweep other side of pistol array (three targets) with second five pistol rounds, starting in center.

10 Rifle ★ 4+ Shotgun ★ 10 Pistol



STAGE 5



THE RIFLEMAN

Shooter begins at position 1 with hands on hat; rifle and shotgun staged safely. To indicate ready say, "Do we have time for a cup of coffee first?"

At the beep, knockdown shotgun targets, any order. Move to position 2 and with first pistol shoot each outside target twice and center target once, any order.

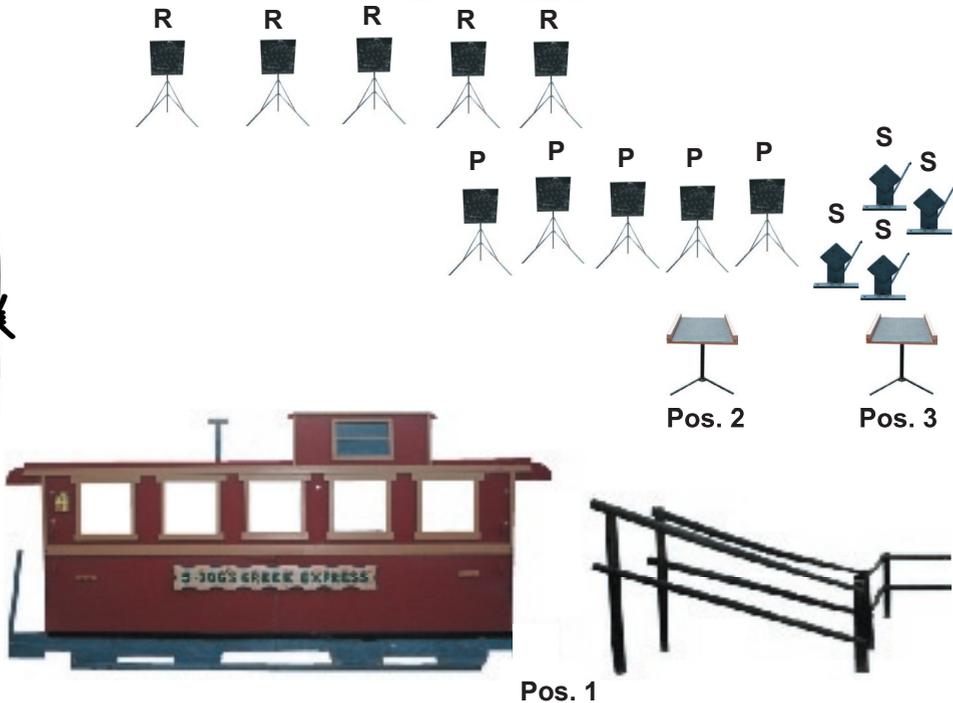
Move to position 3 and shoot each outside rifle target four times and center rifle target twice, any order.

Move to position 4 and with second pistol shoot each outside target twice and center target once, any order.

4+ Shotgun ★ 10 Pistol ★ 10 Rifle



STAGE 6



RAWHIDE

Shooter begins at position 1, rifle held in both hands. Shotgun staged at position 3. To indicate ready say, "Head 'em up ... move 'em out."

At the beep, sweep rifle targets twice, starting either end (double-tapping fifth and sixth shot – a dirty sweep – is okay).

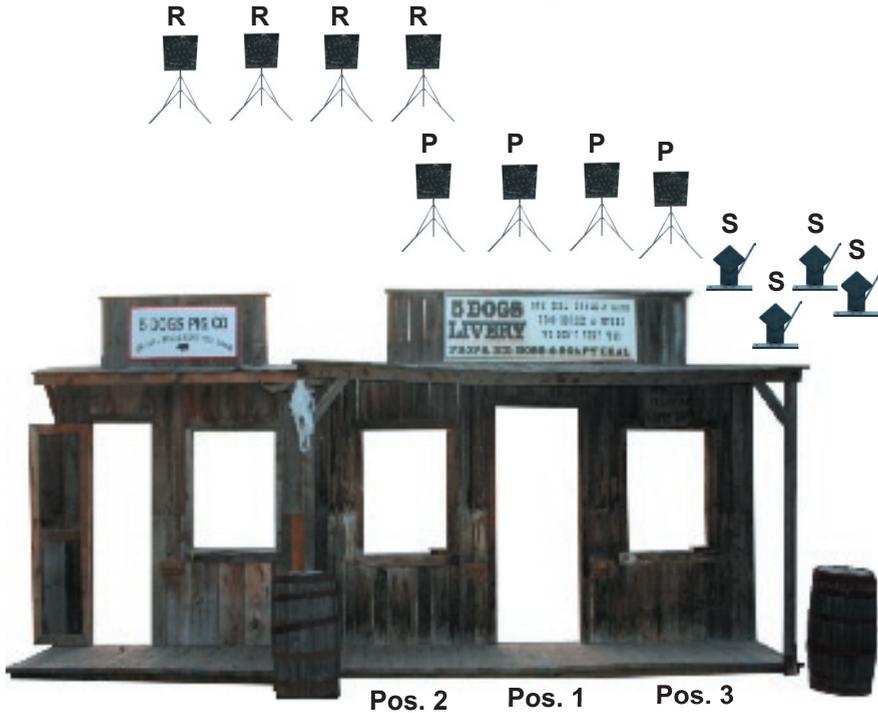
Take rifle with you to position 2. At position 2, sweep pistol targets twice for a total of 10 rounds, starting either end (double-tapping fifth and sixth shot – a dirty sweep – is okay).

Move to position 3 and engage shotgun targets any order.

10 Rifle ★ 10 Rifle ★ 4+ Shotgun



STAGE 7



HAVE GUN WILL TRAVEL

Shooter begins at position 1, hands at low surrender. Rifle and shotgun staged safely. To indicate ready say, "I don't have your faith."

At the beep, using both pistols as needed, shoot each outside target three times and each inside target two times any order.

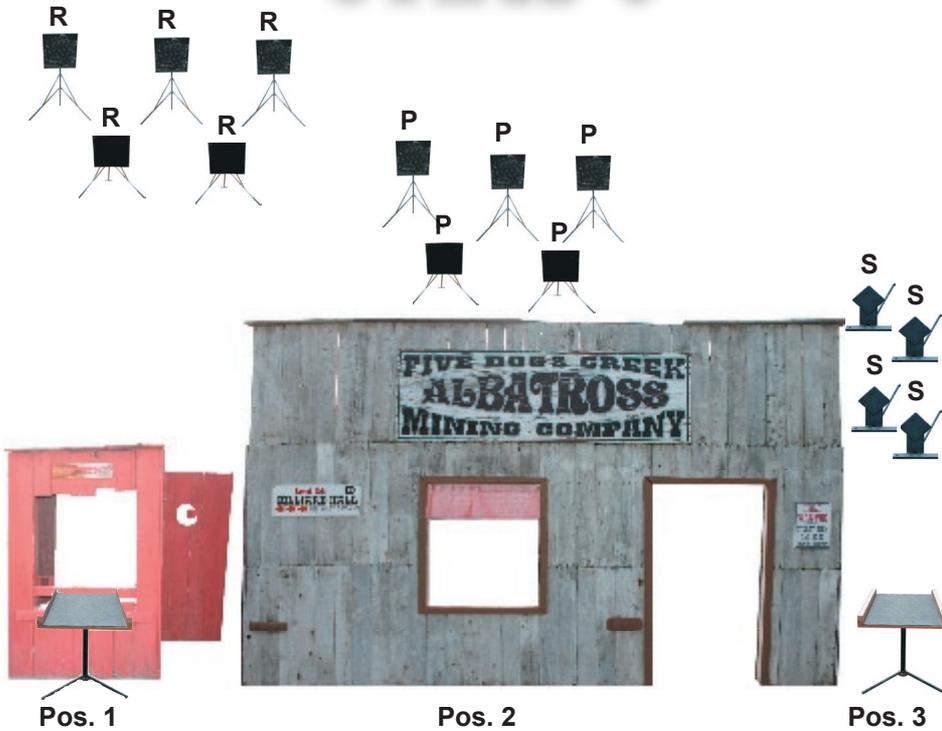
Move to position 2 and use rifle to shoot each outside target three times and each inside target two times any order.

Move to position 3 and engage shotgun targets any order.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun



STAGE 9



THE LONE RANGER

Shooter begins at position 1, both hands flat on table. Rifle and shotgun staged safely. To indicate ready say, "I want some of the ore cast into silver bullets."

At the beep, sweep rifle array two times, starting either end, no double taps.

Move to position 2 and sweep pistol targets starting either end.

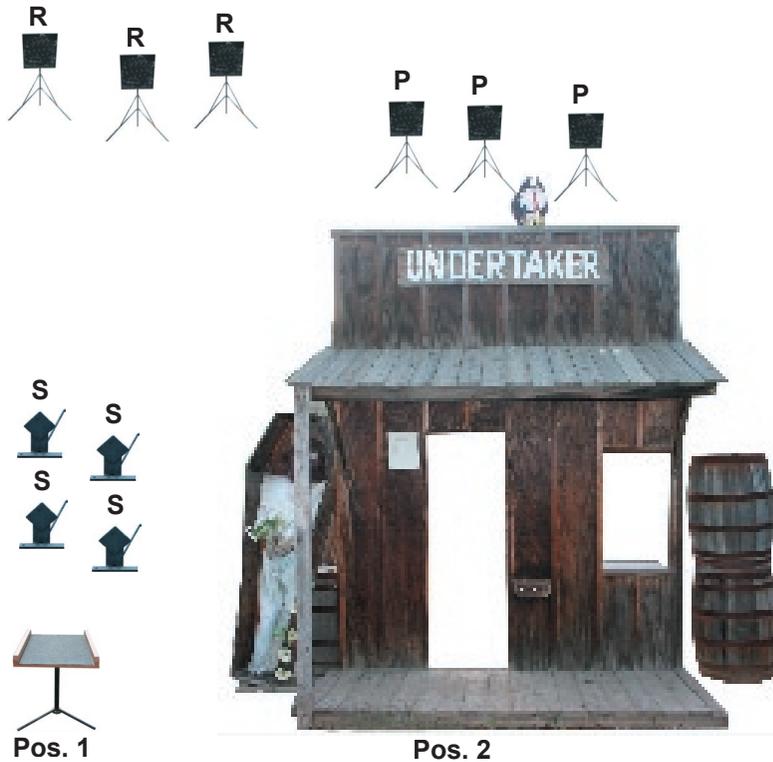
Move to position 3 and engage shotgun knock-downs in any order.

Return to position 2 and sweep pistol targets starting either end.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun



STAGE 10



WANTED DEAD OR ALIVE

Shooter begins at position 1, shotgun held in both hands and rifle staged safely. To indicate ready say, "You're good to me dead or alive."

At the beep, engage shotgun targets any order. With rifle engage each target at least 3 times, any order.

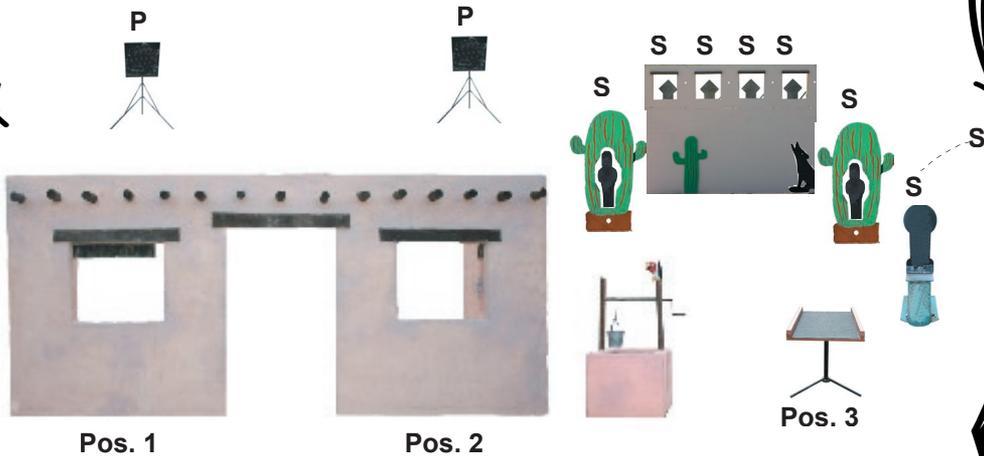
Move to position 2. Using both pistols as needed, engage each target at least three times, any order.

4+ Shotgun ★ 10 Rifle ★ 10 Pistol



STAGE II

SHOTGUN CHALLENGE



THE CISCO KID

Shooter begins at position 1 in default position; shotgun staged safely.
To indicate ready say, "Hey, Cisco! Hey, Pancho!"

At the beep, shoot pistol target with five shots.

Move to position 2. Shoot pistol target with five shots.

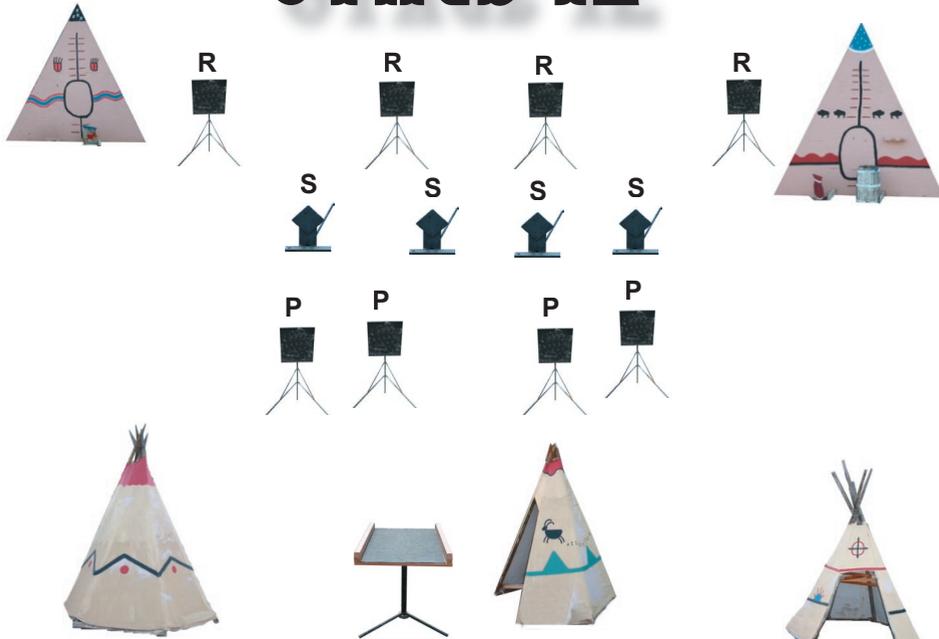
Move to position 3 and use eight shotgun rounds to engage
all shotgun targets, any order.

Note: Hit on bird is a hit. Miss is a miss.

10 Pistol ★ 8 ONLY Shotgun



STAGE 12



Pos. 1

RED RYDER

Shooter begins at position 1 with arms crossed in front of chest. To indicate ready say, "You betchum, Red Ryder."

At the beep, shooter may shoot guns in any order so long as rifle is not last (procedural).

- Lawrence Welk sweep the rifle targets, starting either end (example: 1-2-2-3-3-3-4-4-4-4)
- Using both pistols as needed, Lawrence Welk sweep the pistol targets, starting either end.
- Engage shotgun targets any order.

10 Rifle ★ 4+ Shotgun ★ 10 Pistol



TV WESTERN TRIVIA QUIZ

How much do you really know about those old TV westerns?
Let's find out...

1. "Wanted Dead or Alive" was a spin-off of what other TV western?
2. In what town was the series "Annie Oakley" set?
3. In "Bonanza" the middle brother was known by his nickname Hoss, what was his character's real name?
4. In "Gunsmoke" what was the name of the Saloon that was run by Miss Kitty Russell?
5. In "Maverick" what did each brother always carry in case of an emergency?
6. Chuck Connors starred in "The Rifleman." What was the name of the town near his ranch?
7. On the series "Cheyenne," Clint Walker played the feature role. What was Cheyenne's last name?
8. What was the longest running TV western series?
9. What was the first TV western series to feature an American Indian as a lead character?
10. On the series "The Cisco Kid," what was Pancho's horse's name?
11. Paladin was a graduate of what college?
12. In the opening credits of "The Rifleman," how many shots does Lucas McCain fire from his Winchester?
13. On "The Roy Rogers Show," when Pat Brady rode his horse, what was his horse's name?
14. What was the name of Sgt. Preston's horse?
15. What was the name of the Lone Ranger's nephew's horse?