

"No Man Stands So Tall As When He Stoops To Help A Child"

Our charity this year is the Shriners of Kern County.
These gentlemen have been cooking breakfast, lunch and Thursday night dinners for us for the past three years.
Good food at great prices!

However, what is more important is their impact on our society and what they represent. Their motto says it all.

There are 22 Shriners Hospitals for Children -
18 orthopedic hospitals, three burn hospitals,
and one hospital that provides orthopedic, burn and spinal cord injury care.
These hospitals have cured or substantially helped
more than 700,000 children
- at no cost to parent or child -
since the first Shriners Hospital opened in 1922.

Monies raised from the speed side matches
and the spittoon on Friday night will go to them.
Their cause is noble.

We have no raffle at 5 Dogs and would prefer you give that money
to the Shriners.
The Shriners thank you and so do the children they help.



Shriners Hospitals
for Children™



May 2 - 5, 2013



SHOOTOUT AT 5 DOGS CREEK

★ SASS California State Championship ★



Romance on the Range



5 Dogs Shooting Range • Bakersfield, CA

from the trap line

Welcome to our semi-ghost town. It may look old and broken down but it has not been abandoned. We are constantly working on improvements to facilitate a better shooting environment and sincerely hope you enjoy your stay. However, some things are beyond our control.

Beware! There are many ghosts and spirits lurking around 5 Dogs Creek. These evil spirits practice their witchcraft and wizardry on a monthly basis and are known to be especially active during the California Championships. Unlike most evil spirits, these ghosts come out at sunup. They have been known to move targets, jam guns, confuse shooters and generally wreak mayhem when you least expect it. Fortunately there is also one great and good spirit that keeps these other ghosts at bay and helps us fight through our shooting trials and tribulations. This spirit resides in all of us: the Cowboy Spirit. May this "force be with you" here at 5 Dogs Creek and travel with you wherever you go.

This will be my last time serving as mayor for the Shootout at 5 Dogs Creek. I have thoroughly enjoyed the ride but now it's time to dismount. I would like to thank the town council and army of volunteers from our club and beyond. Without your assistance, support and friendship we could not host the SASS California State Championship.

Behind the facades stand the targets. In front of the facades stand the reason we are here: YOU. On behalf of everyone at 5 Dogs Creek, thanks for choosing to shoot with us. We sincerely hope you have a memorable time this weekend and will tell others about this match if you did. And remember our motto here at the range ...

STAY SAFE, SHOOT STRAIGHT, HAVE FUN!

Mad Trapper of Rat River (mayor)



• **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.

. . . RANGE RULES . . .

• 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.

• And last but not least ... **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 - May 2

7 am	Registration (main office)
7 am - 11:30 am	Precision Single Shot Rifle LOCATION - on covered range south of Stage 1 (Must sign up at the stage by 10 am to shoot)
7:15 am - 10:15 am	Long Range Lever Rifle (Stage 6)
10:30 am - 2:30 pm	Running With The Big Dogs (Stage 6; \$2 per run) <i>Sponsored by Mad Dog Benchmade Gun Leather</i>
9 am, 11 am, 1 pm	WARM-UP STAGES - Meet on Stage 5 (Four stages: Sign up at registration office. Cost is \$20) <i>NOTE: Each warm-up session limited to 80 shooters. Sign up early!</i>
11 am - 2 pm	Speed Pistol (Stage 3) <i>Sponsored by Bowmar Security, Old Law Dawg</i> Speed Rifle (Stage 4) <i>Sponsored by Mad Trapper & Wanderin' Rose</i> Speed Shotgun (Stage 4) <i>Sponsored by Valley Oak SPCA</i> <i>Shoot long range rifle and speed stages as many times as you like. Your best time will be the one that counts for bragging rights. First run is free and after that it's \$1 per run. All funds go to Kern County Shriners. Shoot your heart out, it's a good cause!</i>
1 pm	Plainsman meet on Stage 10 (Three Stages)
3:30 pm	Posse leader walk through. Meet on Stage 1 (This is for Posse Leaders ONLY).

The Howling Wolf will open after the last shot is fired and the range is closed to all shooting. No guns permitted in the Wolf.

DUSK Movie night at the main stage. Come and see a montage of "Romance on the Range." You will laugh, or you may cry, but you will definitely enjoy this presentation. "Ain't love wonderful?"
FREE PEANUTS & SODAS

SCHEDULE OF EVENTS

Friday - May 3

7 am	Registration (main office)
8 am	Mandatory Shooter's Meeting

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 no scheduled lunch break so plan accordingly!

After last posse finishes shooting range is cold.

The Howling Wolf Saloon will open after range is declared cold.
No guns permitted in the Wolf.

6 pm Dinner* followed by the flying fiddle fingers of the Mad Trapper of Rat River. He has performed at cowboy events from Alaska to Arizona as benefits for the Wounded Warriors. Tonight the spittoon is out for the Shriners. Please support the great work this organization does for children. Under a different alias, Mad Trapper has performed as a classical violinist throughout Canada, Europe, and the U.S.



** Please don't forget to bring your dinner tickets on Friday and Saturday. They are in your shooter's packet and you must present a ticket to be served.*

SCHEDULE OF EVENTS

Saturday - May 4

8:30 am Main match continues.

Order of stages:

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 no scheduled lunch break so plan accordingly!

After last posse finishes shooting range is cold. The Howling Wolf Saloon will open after range is declared cold. No guns permitted in the Wolf.

6 pm Dinner. During dinner the top 16 men and women will be invited to shoot the Mano & Womano Shoot Off on Sunday morning. Everyone will witness a special marriage ceremony followed by dancing into the wee hours with Moonlight Music.

Sunday - May 5

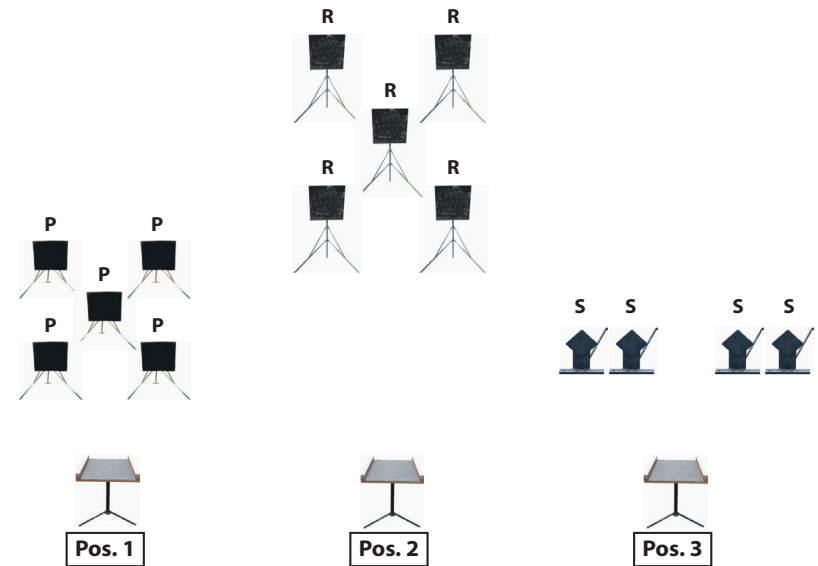
7:30 am Cowboy church in the Howling Wolf Saloon.

9 am TOP GUN SHOOT OFF: Come and see the fastest 16 men and women shoot for the top spot at Stage 2. No carnival, just speed. Count is 10, 10, and 6+. Winner will shoot five times for the award. THEN for bragging rights the *coup de grâce* will be Mars vs. Venus.

THE AWARDS CEREMONY will begin approximately 15 minutes after the conclusion of the Shoot Off (*about 11:15*)

STAGE 1

Sponsored by
Kings River Regulators



Stage rifle and shotgun safely.

At shooting position 1 with hands on hips, when ready say: *"The jig is up, Whiplash!"*

At the beep shoot all pistol targets in 2 diagonal Nevada sweeps.

Move to position 2 and shoot all rifle targets in 2 diagonal Nevada sweeps.

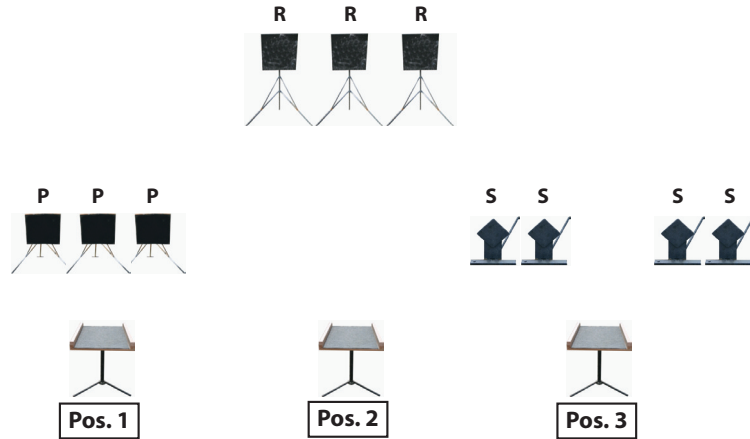
Move to position 3 and knock down all shotgun targets.

May start at position 1 or position 3.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

STAGE 2

Sponsored by
Bix Bender



Stage rifle at shooting position 2 and shotgun at shooting position 3.

At shooting position 1 with hands at side when ready say: *"What's my name today?"*

At the beep shoot pistol targets 3.4.3 in any order.

Move to shooting position 2 shoot the rifle targets the same instruction as pistols.

Move to shooting position 3 knockdown all shotgun targets.

May start at shooting position 1 or 3.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

SHOTGUN CHALLENGE

STAGE 3

Sponsored by
Bo Bean & Jim Bean



Stage rifle at shooting position 1 and shotgun at shooting position 2.

At shooting position 1 with hands on hat when ready say: *"You can kiss me on the veranda."*

At the beep shoot pistol targets in a double tap Nevada sweep.

Shoot rifle targets same as pistol.

Move to shooting position 2 and knock down 2 shotgun plates and launch and break 2 birds, any order. A miss on birds is a miss that can be made up by breaking stationary buckaroo bird target(s).

10 Rifle ★ 10 Pistol ★ 6+ Shotgun

STAGE 4

Sponsored by
Chorro Valley Regulators



Stage rifle and shotgun safely.

At shooting position 1 with hands at default, when ready say: *"I've got tumbleweed fever."*

At the beep sweep the pistol targets twice.

Move to shooting position 2 and sweep rifle targets.

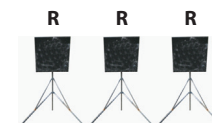
Move to shooting position 3 knock down all shotgun targets.

May start at shooting position 3

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

STAGE 5

Sponsored by
LL Ranch, Bonny Kate & Limpin' Leroy



Stage rifle at shooting position 1 and shotgun at shooting position 2.

At shooting position 1 with hands at default, when ready say:
"Greed does funny things to some people."

At the beep shoot pistol targets 2. 1. 2 twice. Dirty sweep OK.

Shoot rifle targets the same as pistol instruction.

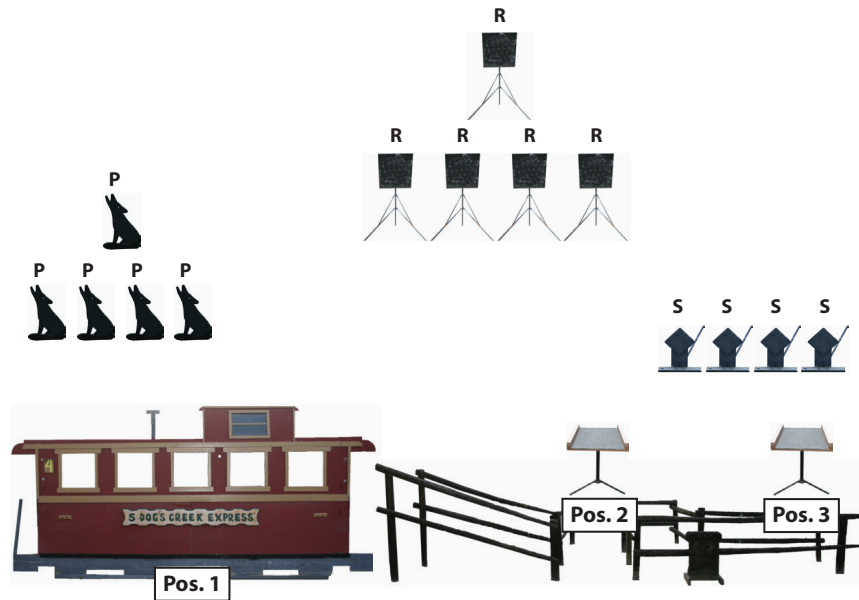
Move to shooting position 2 and shoot shotgun targets until all down.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

PISTOL CHALLENGE

STAGE 6

Sponsored by
Sam Ootie & Miss Barah Lee Misditt



Stage rifle at shooting position 2 and shotgun at shooting position 3.

At shooting position 1 with hands at default, when ready say:
"I was married once, and once is enough for any man."

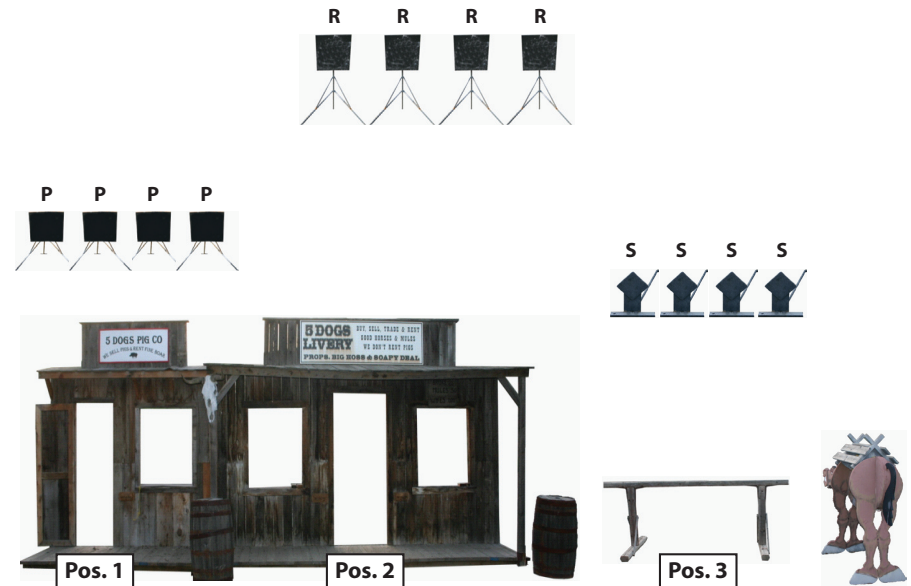
At the beep shoot pistol dog targets 1 on tall target then sweep 4. Repeat.
Move to shooting position 2 shoot rifle targets the same as pistols.
Move to shooting position 3 shoot shotgun targets until all down.

May start at shooting position 3.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

STAGE 7

Sponsored by
Mad Dog Jack



Stage rifle and shotgun safely.

Use as many designated shooting positions as needed. Start and finish with the guns of your choice.

When ready with hands behind back, say: *"May I have this dance?"*

With pistols shoot 3,2,2,3 any order.

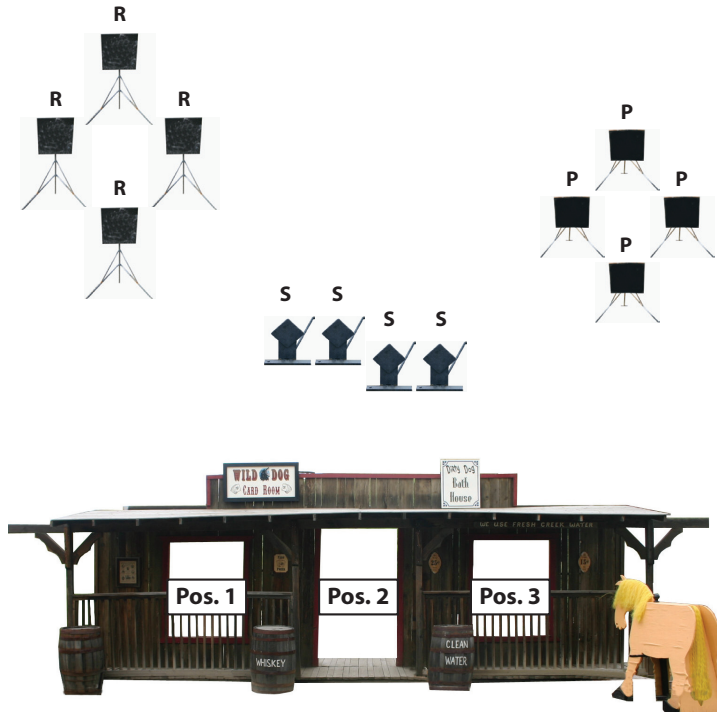
With rifle same instruction as pistols.

Shoot shotgun targets until all down.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

STAGE 8

Sponsored by
Utah Blaine & Lap Dog



Stage rifle at shooting position 1 and shotgun at shooting position 2.

At shooting position 1 with hands on hat, when ready say, *"Why don't you loosen your bullets?"*

At the beep shoot rifle targets 10 on 4 no double taps.
Move to shooting position 2 shoot shotgun targets until all down.
Move to shooting position 3 shoot pistols same as rifle instructions.

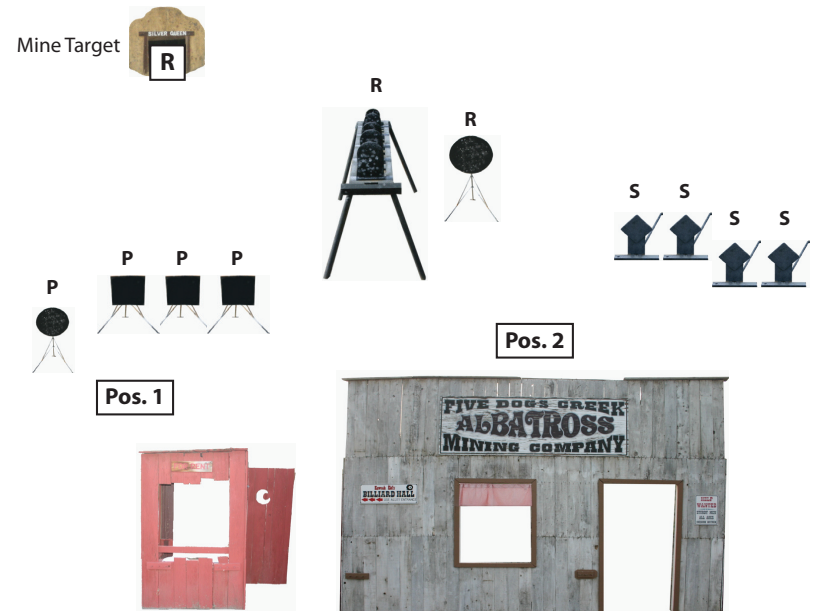
May start at shooting position 3.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

STAGE 9

Sponsored by
Kaweah Kid & Sometimes Red

RIFLE CHALLENGE



Stage rifle at shooting position 1 and shotgun at shooting position 2.
At shooting position 1 with hands at high surrender when ready say:
"Well haul off and kiss her back. We ain't got all day."

At the beep with pistols shoot each target 3 times and the circle 1 time, any order.

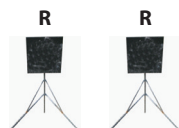
With rifle put as many rounds on mine shaft bell as you want for 2 second bonus per hit.
A miss is not a miss. After engaging the plate rack you may not shoot the bell again.
Knock down the 5 tombstone plates. Put any remaining rounds on circle dump target.
Any plates standing and dump miss are misses.

Move to shooting position 2 and knock down all shotgun targets.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

STAGE 10

Sponsored by
Kizer Creek



Stage rifle and shotgun safely.

With hands on hat, when ready say: *"Most men I know only have one gun."*

At the beep: Start and finish with the guns of your choice.

With pistols shoot targets 1 on 1, 2 on 2, repeat for ten shots.

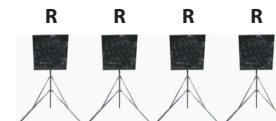
With rifle same as pistols instruction.

Shoot shotgun targets until all down.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

STAGE 11

Sponsored by
Pozo River Vigilance Committee



Pos. 1

Pos. 2



Stage rifle and shotgun safely.

At shooting position 1 with hands on hat say, *"May the best man win."*

At the beep shoot pistol targets in a continuous Nevada sweep.

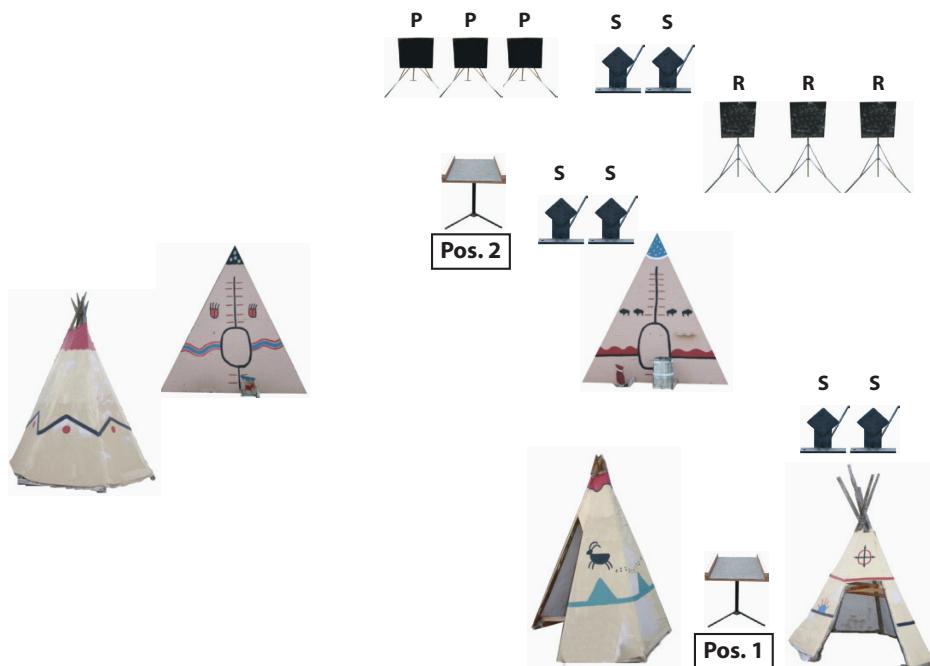
Move to shooting position 2 and shoot rifle targets in a continuous Nevada sweep.

Shoot shotgun target until down.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

STAGE 12

Sponsored by
Apache Pass Cattle Company



Stage shotgun at shooting position 1.

At shooting position 1 with rifle in hands, when ready say, *"I've taken all I'm gonna take from you."*
At the beep shoot the rifle targets 10 on 3. Each target must be shot at least three times, any order.
Important: restage rifle facing into the berm.

With shotgun knock down all shotgun targets. Shotgun targets may be engaged from anywhere between shooting position 1 and shooting position 2.
Important: Do not move once the action is closed on your loaded shotgun.

At position 2 shoot the pistol targets 10 on 3. Each target must be shot at least 3 times, any order.
Shooting position 2 is anywhere between shooting position 1 and shooting position 2.

10 Rifle ★ 10 Pistol ★ 6+ Shotgun

Shootout at 5 Dogs Creek



Thanks for coming.
Hope to see you next year!
May 1 – 4, 2014