

# SHOOTOUT

AT 5 DOGS CREEK



MAY 4-7, 2006

*Feature presentation*

**THE FAST-DRAWIN', FANCY-DRESSIN', SILVER SPURRED,  
GEETAR PLAYIN', SINGING COWBOY REX O'HERLIHAN  
HITS THE SADDLE IN...**

**RUSTLERS'  
RHAPSODY**



This match is dedicated to  
our country's many veterans  
and to those who are currently  
serving in harm's way.

*We salute you!*

# 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. Know what is expected of you.

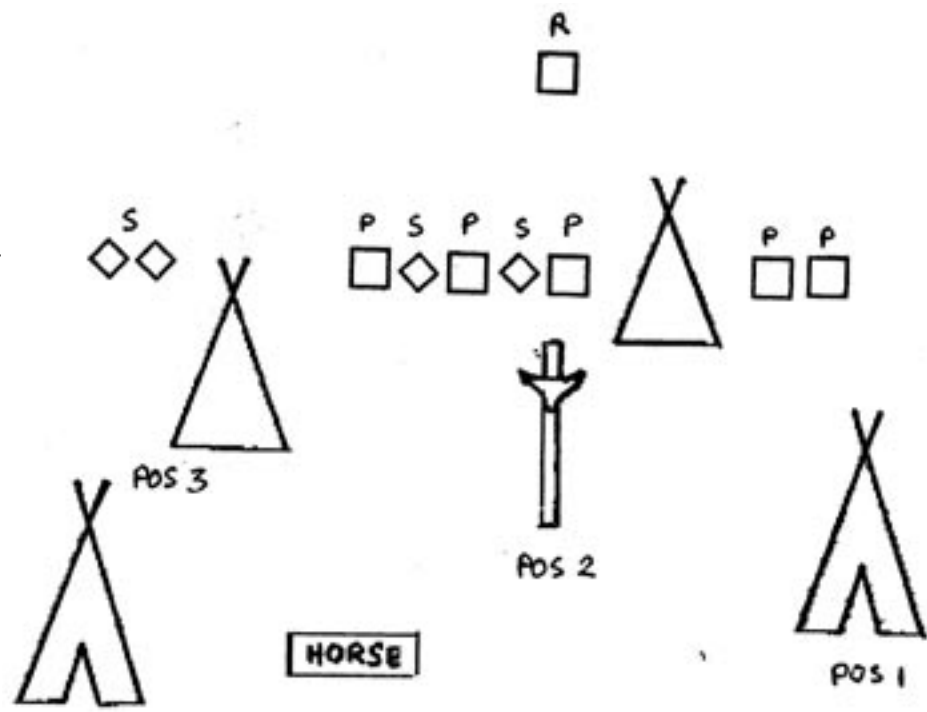
We hope this guide will answer most of your questions, but if we have forgotten something just check with our amazing volunteers at the registration building.

So, unpack your sense of humor, tune up your guitar and join your 5 Dogs Creek pals for a Rustlers' Rhapsody. Enjoy your time with us and be safe.

*Almost Dangerous*

Almost Dangerous  
Mayor, 5 Dogs Creek

# STAGE 14

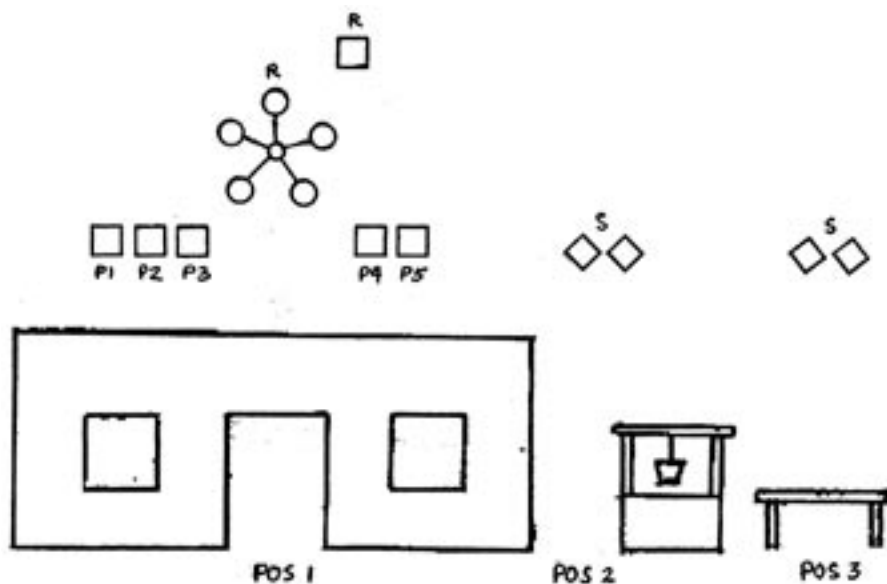


Start at position 1 (in the tipi) with hands on doorway. Rifle and shotgun staged at position 2. To indicate ready say: "I live here. I'm the one who put the rocks in a circle to make a fire."

At the beep, step out and draw pistol. Alternate shots on two pistol targets left to right. Move to position 2. Pick up rifle and alternate shots from either side of pole at rifle target. Draw second pistol and Arizona sweep pistol targets (5 on 3) left to right. Pick up shotgun and shoot two targets. Take the shotgun to position 3 and shoot last two targets.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun

# STAGE 13



Rifle and shotgun staged safely. Start at position 1 with hands on pistols. To indicate ready say, "I smell sheep."

At the beep, pick up rifle and shoot plates off Texas Star until all are down. Dump any remaining rounds on square target. Any plates left on the star or misses on dump target are counted as misses. Draw pistol and sweep P1 through P5 left to right. Draw second pistol and sweep right to left. Move to position 2. With shotgun, shoot two targets. Take shotgun to position 3 and shoot last two targets.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

# RANGE RULES

- SASS rules are in effect and shall be followed at all times.
- Eye protection is mandatory at all times when in line-of-sight of the shooting area.
- Hearing protection is highly recommended.
- Only registered competitors and range officials may wear firearms and be on the firing line.
- At all times, one member of your posse must be designated to observe individuals at the loading table. This should NOT be someone who is in the process of loading or has already loaded.
- At all times, one member of your posse must be designated to observe individuals at the unloading table. You may not leave the bay until your guns have been verified as empty.
- When someone 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.
- The stages do not always designate specific shooting orders or locations for staging your guns. Determining the best order to shoot targets and best way to stage your 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.
- Cross draw holsters may not have more than a 30-degree angle from vertical when worn.
- Raw time scoring will apply.
- Do NOT break the 170-degree rule. Violations will result in a stage disqualification; second infractions will result in a match DQ.
- Re-shoots will only be allowed in the case of a stage malfunction. Shooter or firearm malfunctions do not warrant re-shoots. When allowed a re-shoot the shooter starts over "clean" (except safeties).
- All "pre-beep" actions are expected to be performed in the "Spirit of the Game."
- All ammunition required for the stage must be carried on your person.
- Dropped ammunition is "dead" and may not be retrieved until the scenario is completed.
- Long guns must have their actions open at all times until they are cased.
- Knock down targets must go down to count as a hit.
- Have fun!

*Keep in mind...this is a game. However, if you sincerely feel you have been subject to an unfair or incorrect call that may effect your place of finish, you may protest...always keeping the "Spirit of the Game" in mind.*

*Calmly discuss the call with your Range Officer. After an explanation about the call, if you still feel that you have been treated unfairly, take your case to Portugee Phillips. He will meet with you and any others who are involved. His decision is final.*

# SCHEDULE OF EVENTS

## Thursday - May 4

- 7 a.m.- Noon - Long range single shot (Must sign up by 10 a.m. to shoot)
- 9 a.m. - Registration
- 9 a.m. - Long range lever rifle
- 9 a.m., 11 a.m. & 1 p.m. - Four warm-up stages (Sign-up in advance. Cost is \$20.)
- 11 a.m.-2 p.m. - Pot shoots: speed rifle, speed pistol, speed shotgun
- 1 p.m. - Plainsman
- 6 p.m. - Chili verde dinner (first come, first 300 served)
- Dusk - Movie night: Lines for each stage are from the movie *Rustlers' Rhapsody*. Bring your lawn chair, your family and friends, and your sense of humor to the main stage area to enjoy this western classic. (Rated PG)

For your convenience, breakfast will be available Friday through Sunday beginning at 7 a.m. Lunch will be available each day.

In your shooter's packet is one dinner ticket per shooter for Friday and Saturday. You must

bring your ticket to dinner in order to be served. Sorry, no extra tickets are available.

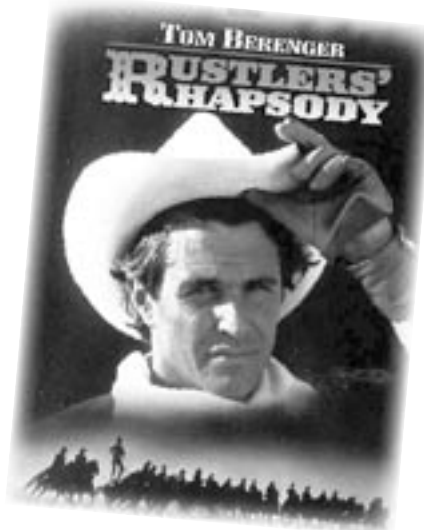
After dinner and an evening of fun, our volunteers would be grateful if you would lend a hand by cleaning up your area. Thanks!

## Friday - May 5

- 7 a.m. - Registration
- 8 a.m. - Mandatory shooters' meeting
- Main match

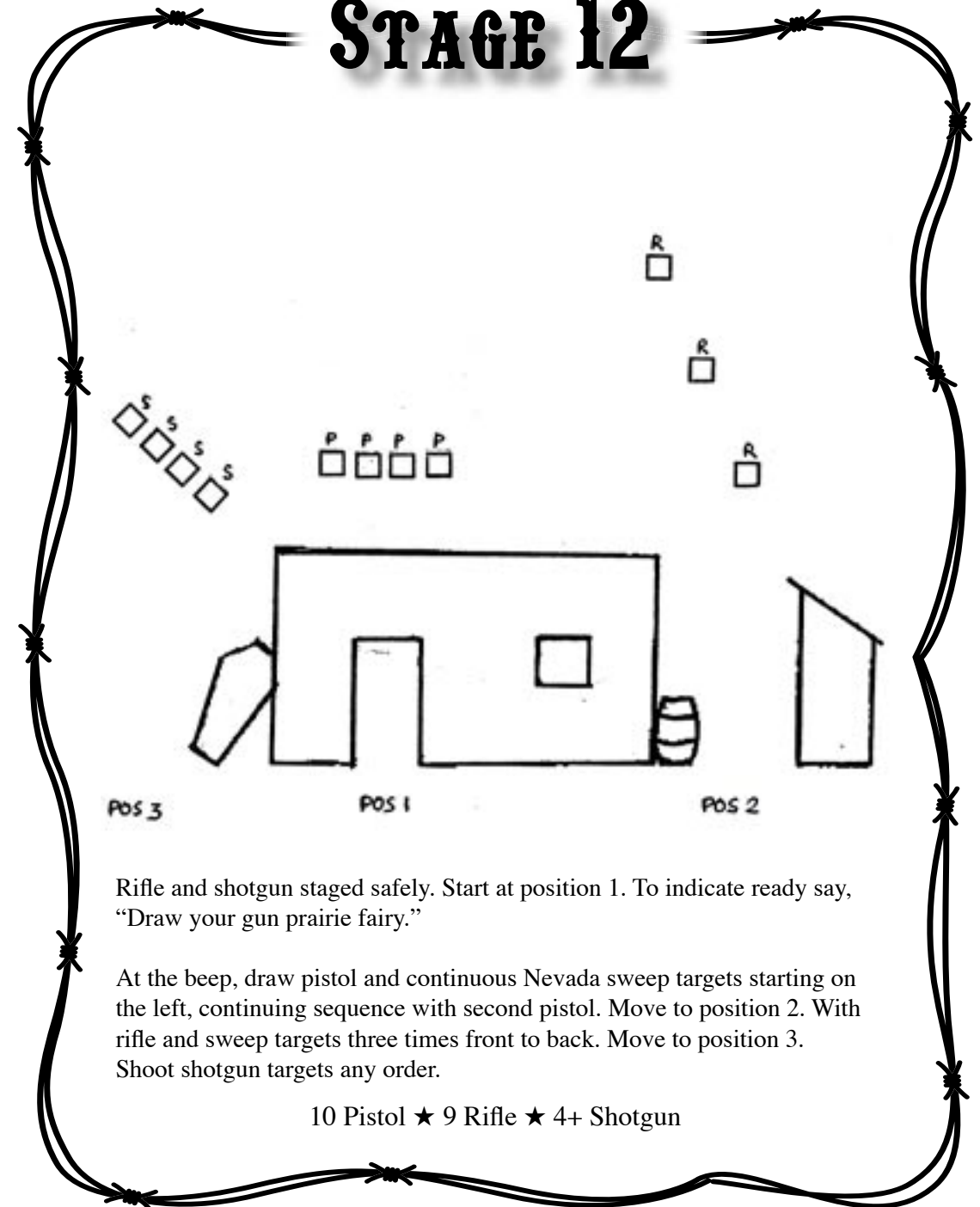
### Order of stages:

- Posse #1: 1-2-3-4-5-6-7
- Posse #2: 2-3-4-5-6-7-1
- Posse #3: 3-4-5-6-7-1-2
- Posse #4: 4-5-6-7-1-2-3
- Posse #5: 5-6-7-1-2-3-4
- Posse #6: 6-7-1-2-3-4-5
- Posse #7: 7-1-2-3-4-5-6
- Posse #8: 8-9-10-11-12-13-14
- Posse #9: 9-10-11-12-13-14-8
- Posse #10: 10-11-12-13-14-8-9
- Posse #11: 11-12-13-14-8-9-10
- Posse #12: 12-13-14-8-9-10-11
- Posse #13: 13-14-8-9-10-11-12
- Posse #14: 14-8-9-10-11-12-13



After completing 4 stages all posses will take a lunch break.

## STAGE 12



Rifle and shotgun staged safely. Start at position 1. To indicate ready say, "Draw your gun prairie fairy."

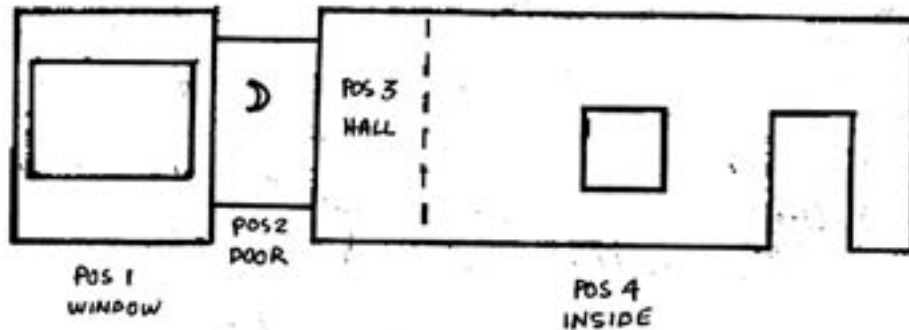
At the beep, draw pistol and continuous Nevada sweep targets starting on the left, continuing sequence with second pistol. Move to position 2. With rifle and sweep targets three times front to back. Move to position 3. Shoot shotgun targets any order.

10 Pistol ★ 9 Rifle ★ 4+ Shotgun

# STAGE II

R R R R  
□ □ □ □

P1 P2 P3  
□ □ □



Rifle and shotgun staged safely. Start at position 1 with hands on window. To indicate ready say, "You missed! How could you miss?"

At the beep, pick up rifle and continuous Nevada sweep targets starting on the left. Move to position 2 and open door. Draw pistol and shoot P1 three times, P2 once, and P3 once. Move through side door to position 3 (end of hall). Draw second pistol and shoot P1 once, P2 once and P3 three times. Move to position 4. With shotgun, shoot three knockdowns (must go down) and bird.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

# SCHEDULE OF EVENTS

## Friday - May 5 continued

- 1 p.m. - Main match resumes (Please do not start early)
- 6:30 p.m. - Dinner with entertainment by the Rudy Parris Band

## Saturday - May 6

- 8 a.m. - Main match
- Order of stages:

- Posse #1: 8-9-10-11-12-13-14
- Posse #2: 9-10-11-12-13-14-8
- Posse #3: 10-11-12-13-14-8-9
- Posse #4: 11-12-13-14-8-9-10
- Posse #5: 12-13-14-8-9-10-11
- Posse #6: 13-14-8-9-10-11-12
- Posse #7: 14-8-9-10-11-12-13
- Posse #8: 1-2-3-4-5-6-7
- Posse #9: 2-3-4-5-6-7-1
- Posse #10: 3-4-5-6-7-1-2
- Posse #11: 4-5-6-7-1-2-3
- Posse #12: 5-6-7-1-2-3-4
- Posse #13: 6-7-1-2-3-4-5
- Posse #14: 7-1-2-3-4-5-6



After completing 4 stages all posses will take a lunch break.

- 1 p.m. - Main match resumes (Please do not start early)
- 6:30 p.m. - Dinner with entertainment by the Rudy Parris Band
- Announcement of Deadly Duo competitors

## Sunday - May 7

- 9 a.m. - Ten-X Deadly Duo competition

Awards ceremony and raffle follow Deadly Duo competition.

Following the awards, if you haven't had enough shooting, the range will be open all afternoon. Shoot until you run out of ammo...then borrow some!

# STAGE 1



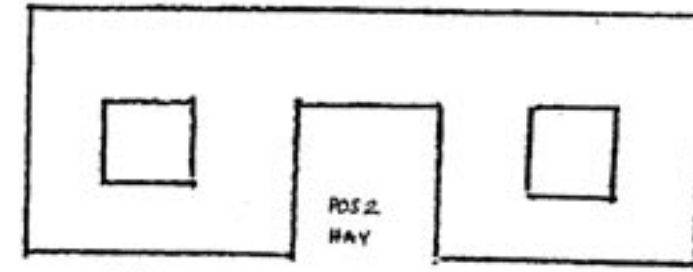
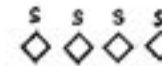
POS 1

Shotgun, rifle and pistols staged on hay bale. Start seated on hay bale with guitar held in both hands. To indicate ready sing, "I ride alone."

At the beep, remain seated, put down guitar and pick up pistol and shoot left pistol targets as follows: 2 shots on left target, 1 shot on the middle, 2 on the right. Pick up second pistol and repeat order on right targets. Return pistols to hay bale. With rifle, double tap targets left to right. Shoot shotgun targets any order; must go down.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun

# STAGE 10



POS 1  
TABLE

POS 3

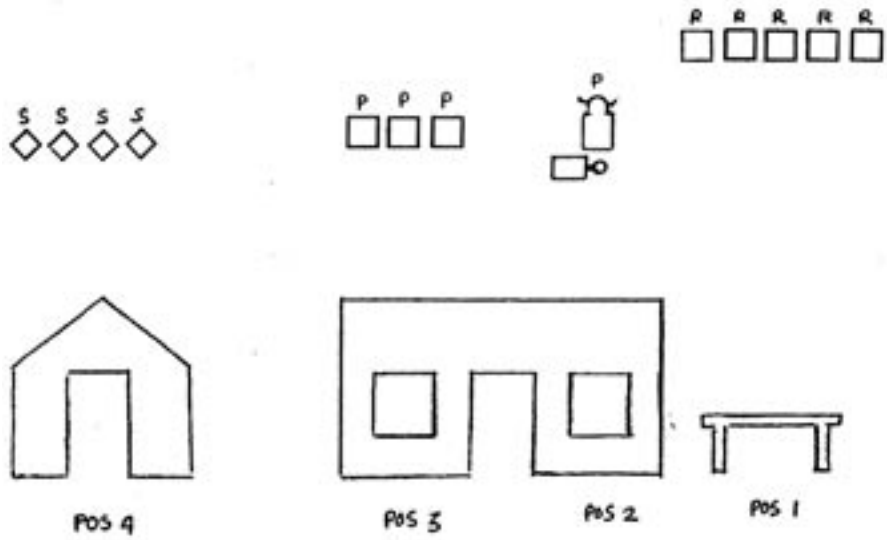
Shotgun staged on table at position 1. Rifle staged on hay bale at position 2. Start at position 1 with hands on hat. To indicate ready say, "Most men I know only have one gun."

At the beep, pick up shotgun and shoot targets outside-outside then inside-inside; must go down. Move to position 2. Pick up rifle and sweep rifle targets left to right three times. Reload one round off person and shoot gong. Move to position 3. Draw pistol and shoot knockdowns. Draw second pistol. Pick up any misses and dump remaining rounds on square target. Any tombstones left standing or misses on dump target are counted as misses.

4+ Shotgun ★ 9+1 Rifle ★ 10 Pistol



# STAGE 9

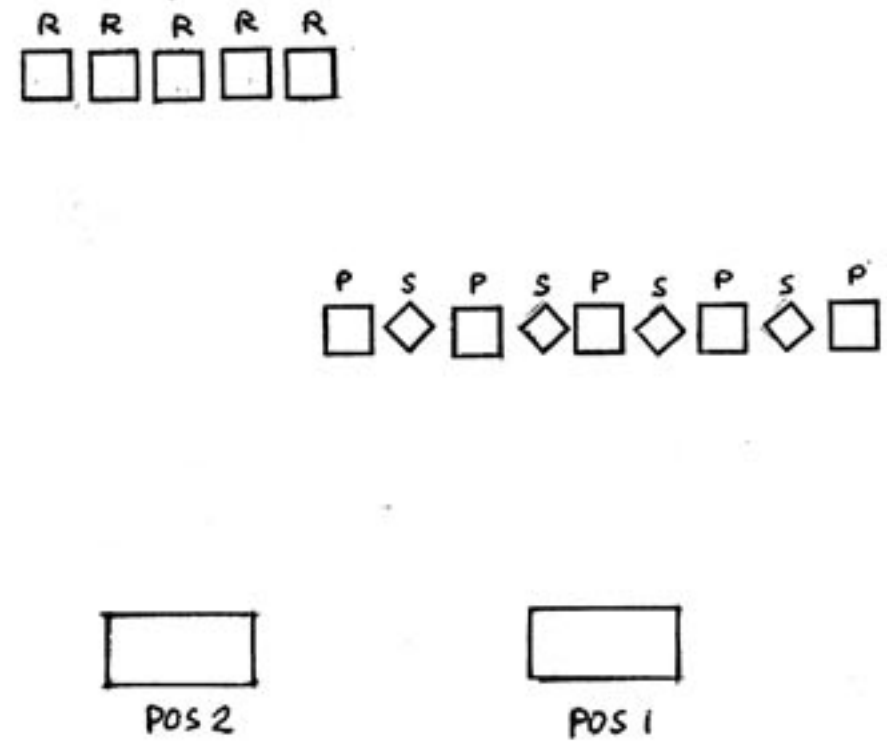


Rifle held at port arms (butt of gun on hip), shotgun staged safely. To indicate ready say, "I'll just shoot the guns out of your hands."

At the beep, double tap rifle targets right to left. Move to position 2. Pull rope and shoot cowboy 5 times. There is a 5-second penalty for each hole in the wig-wag. (Note to counters: Count hits on the target same as always. Count holes in cardboard after the stage is complete to determine any penalties.) Move to position 3. Arizona sweep targets (5 on 3) right to left. Move to position 4. Sweep shotgun targets right to left; must go down.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

# STAGE 2

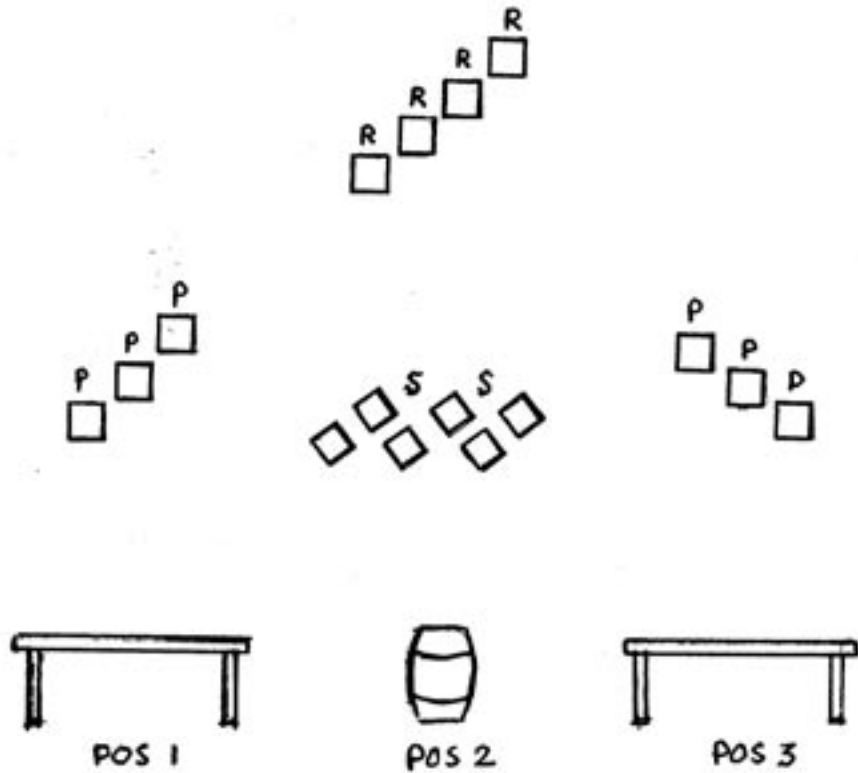


Shotgun and rifle staged safely. Start at position 1 with root in hand. To indicate ready say, "From now on, I'm the town root junkie."

At the beep, drop root and draw pistol and sweep targets right to left. Draw second pistol and sweep left to right. Pick up shotgun and shoot targets any order. Move to position 2. With rifle, sweep targets right to left then left to right (double tap 5<sup>th</sup> target).

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

# STAGE 3

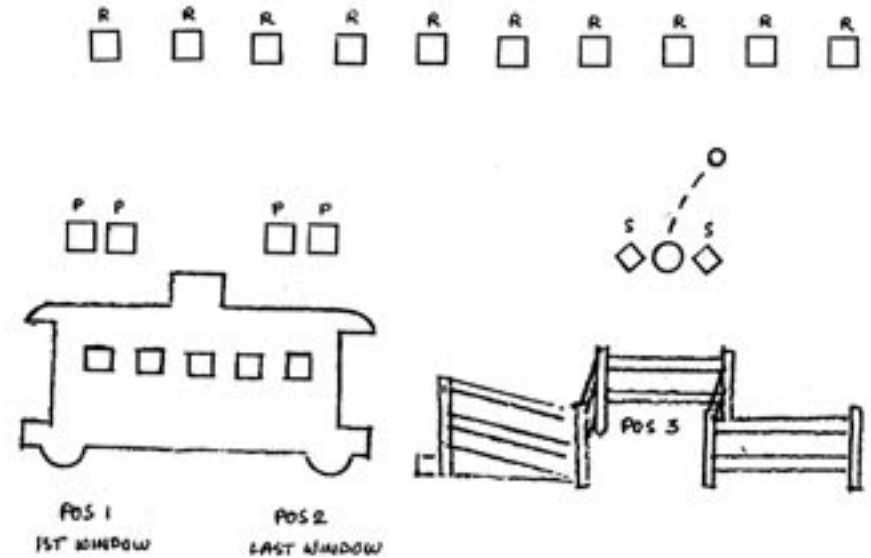


Rifle and shotgun staged on barrel. Start at position 1 with hands on rail. To indicate ready say, "Just to be fair, I'll only use one gun."

At the beep, draw pistol and Nevada sweep pistol targets front to back. Move to position 2. Pick up rifle and continuous Nevada sweep targets starting at the front. With shotgun, shoot targets any order; must go down. Move to position 3. Draw pistol and Nevada sweep targets front to back.

10 Pistol ★ 10 Rifle ★ 6+ Shotgun

# STAGE 8



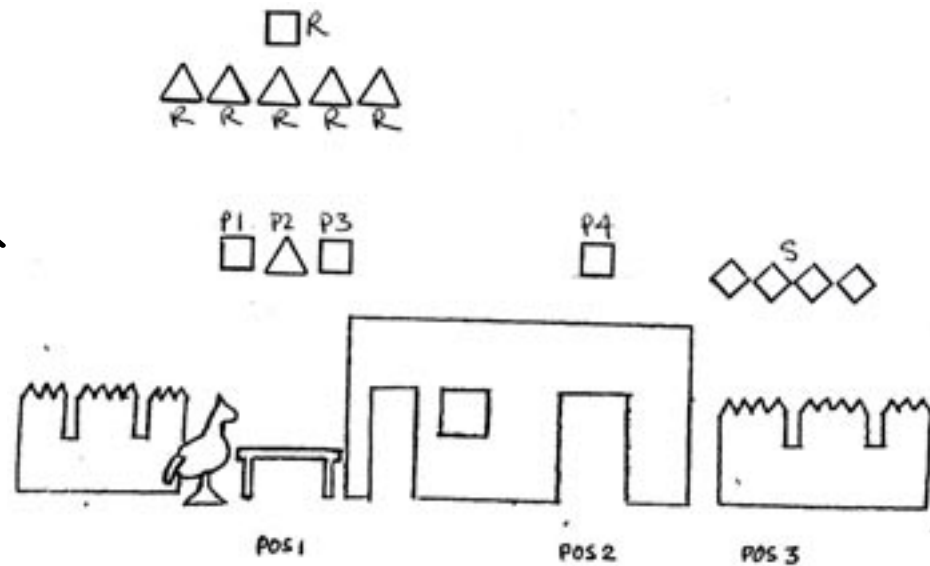
Rifle and shotgun staged at position 3. Start at position 1 with hands on window. To indicate ready say, "You're gonna have to excuse me. Some of us have a gunfight tomorrow."

At the beep, draw pistol and alternate shots on targets (L-R or R-L). Move to position 2. Draw pistol and repeat. Move to position 3. Pick up rifle and sweep targets either direction. Pick up shotgun and shoot 3 knockdowns (must go down) and the bird, any order.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun



# STAGE 7

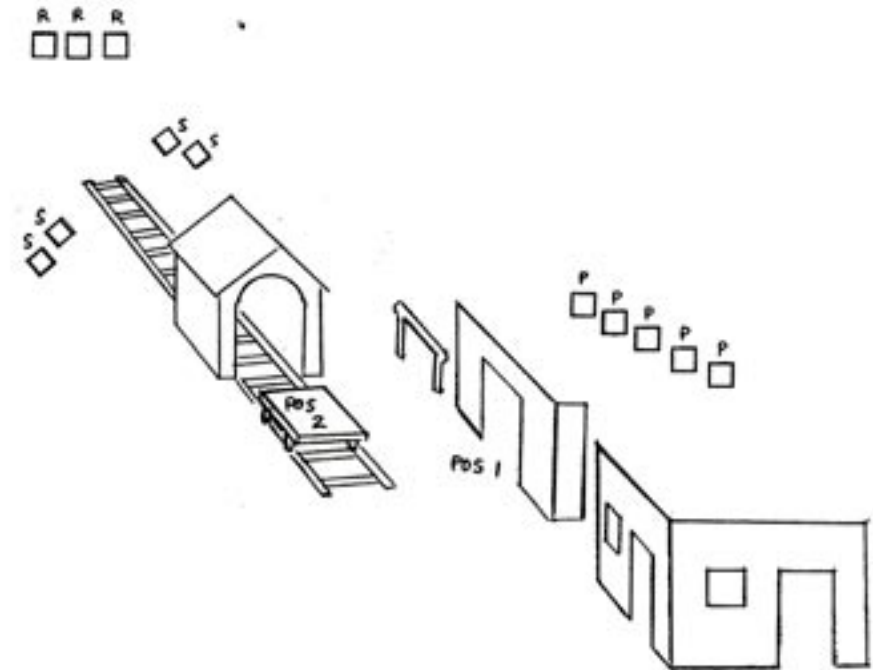


Rifle held at port arms (butt of gun at hip), shotgun staged safely. To indicate ready say, "Sounds like trouble. On, Wildfire, on!"

At the beep, sweep dogs left to right as follows: dog, square, dog, square, etc. Draw pistol and Nevada sweep P1 - P3 starting on the left. Move to position 2. Draw pistol and shoot P4 five times. Move to position 3. With shotgun, shoot targets any order through fence; must go down.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

# STAGE 4



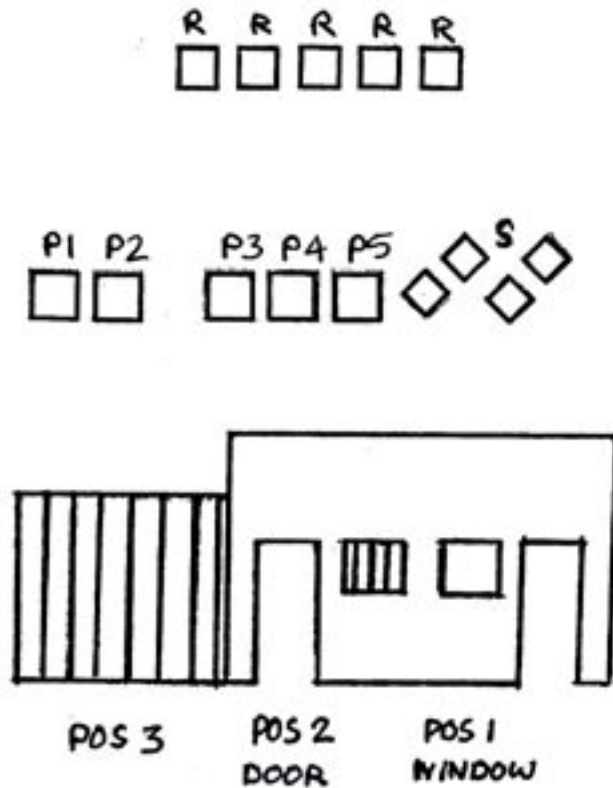
Shot gun and rifle staged on cart. Start at position 1 with hands on hat. To indicate ready give your best excuse for missing a shot or use one of the posted lines.

At the beep, draw pistol and double tap targets left to right; continue sequence with second pistol. Get on cart, put the cart in motion and then pick up rifle. **WATCH YOUR HEAD!!** Triple tap rifle targets left to right through the doors. Secure rifle. Pick up shotgun and shoot 2 left targets, then 2 right targets; must go down.

To make the reset faster, once you have finished shooting please exit the cart with your guns and have another member of the posse bring the cart back.

10 Pistol ★ 9 Rifle ★ 4+ Shotgun

# STAGE 5

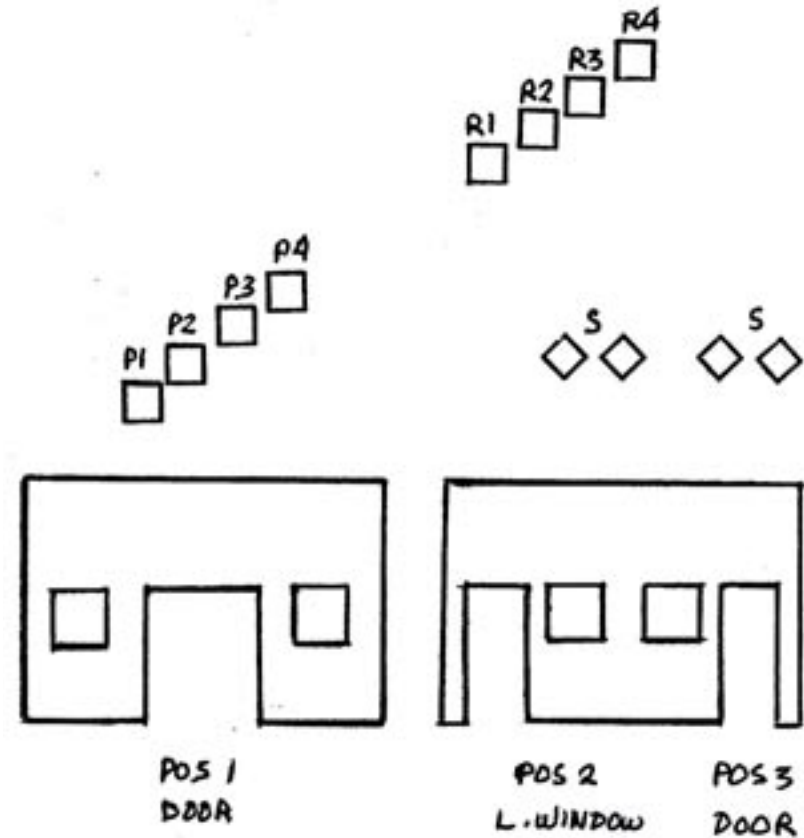


Rifle and shotgun staged safely. Start at position 1 with hands on window frame. To indicate ready say, "I never draw first."

At the beep, pick up shotgun and sweep targets either direction; must go down. Pick up rifle and sweep targets twice either direction (no double taps). Move to position 2. Draw pistol and Arizona sweep P3 - P5 (5 on 3), either direction. Move to position 3 (open door and enter jail) and sweep P1 - P5, either direction.

4+ Shotgun ★ 10 Rifle ★ 10 Pistol

# STAGE 6



Rifle and shotgun staged safely. Start at position 1 with hands on hat. To indicate ready say, "Let me have a large glass of warm gin served with a human hair in it."

At the beep, draw pistol and shoot P1 once, P2 twice, P3 three times and P4 four times (continuing sequence with second pistol). Move to position 2. With rifle and shoot R1 - R4 same order as pistols. With shotgun, shoot two targets; must go down. Move to position 3 and shoot the other two; must go down.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun