

# SHOOTOUT

## AT 5 DOGS CREEK



**MAY 1-4, 2008**

**SASS CALIFORNIA STATE CHAMPIONSHIP**

*Feature presentation*

**CLASSIC WESTERN SALOON SCENES**



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, shoot straight, belly up to the bar and share a sarsaparilla as we enjoy some of the best movie saloon scenes of all time. Have fun and be safe!

Almost Dangerous  
Match Director, 5 Dogs Creek

# TIP YOUR HAT TO...



ALMOST DANGEROUS



PORTUGEE PHILLIPS

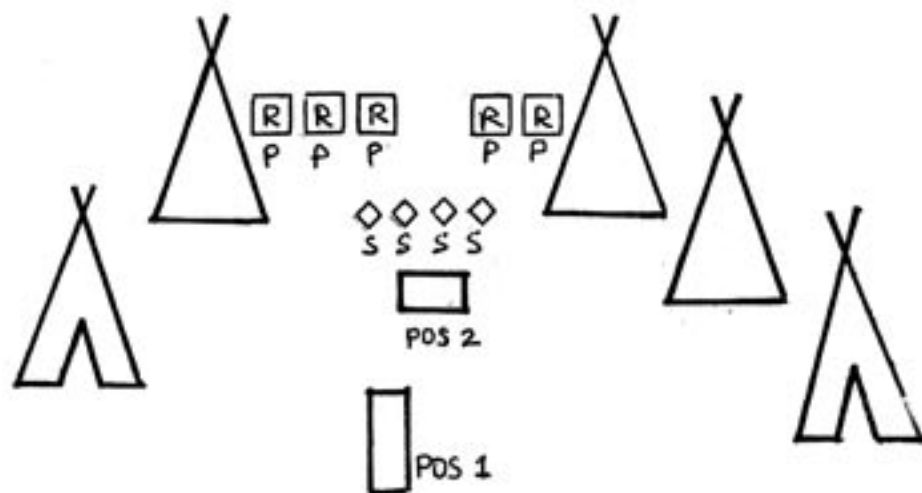
Many thanks to these fine cowboys for putting in endless hours to make the Shootout at 5 Dogs Creek possible. While they are supported by dozens of volunteers, without them this match would not be possible. We salute you!

5 Dogs Creek thanks  
the Bakersfield  
Courtyard Marriott  
for assistance with lodging.

661-324-6660



# STAGE 12



## SHANGHAI NOON

Shotgun staged safely. Rifle held at cowboy port arms at position 1 (horse). To indicate ready say, "You're gonna have to get your firewater somewhere else."

At the beep, sweep the rifle targets left to right, twice. Take rifle to position 2. With pistol, Nevada sweep left three targets, starting on the left. With second pistol, sweep all five targets left to right. With shotgun, shoot knockdown targets in any order.

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.
- 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 your guns have been verified as empty.
- 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.
- 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.
- 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."
- All ammunition required for the stage must be carried on your person.
- Dropped ammunition is "dead" and may not be retrieved by the shooter.
- Long guns must have their actions open when being transported, unless 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 affect 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, the RO will 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 1

- 7 a.m.- Noon - Long range single shot (Must sign-up by 10 a.m. to shoot)
- 9 a.m. - Registration
- 9 a.m. - Noon - 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 to shoot. Donations support care packages for the troops!)
- 1 p.m. - Plainsman
- 6 p.m. - Chili verde dinner (first come, first 360 served)
- 7 p.m. - Blackpowder Night Shoot - Mandatory safety meeting  
Must sign-up by 6 p.m. Shooting will start at 8 p.m. on stages 11 and 12. Absolutely NO drinking alcohol at all during the day.
- Dusk - Movie night at the main stage area: Lines for each stage are from "Classic Movie Saloon Scenes." Bring your lawn chair, your family and friends, and enjoy this compilation of movie scenes you love! (Rated PG-13)

## Friday - May 2

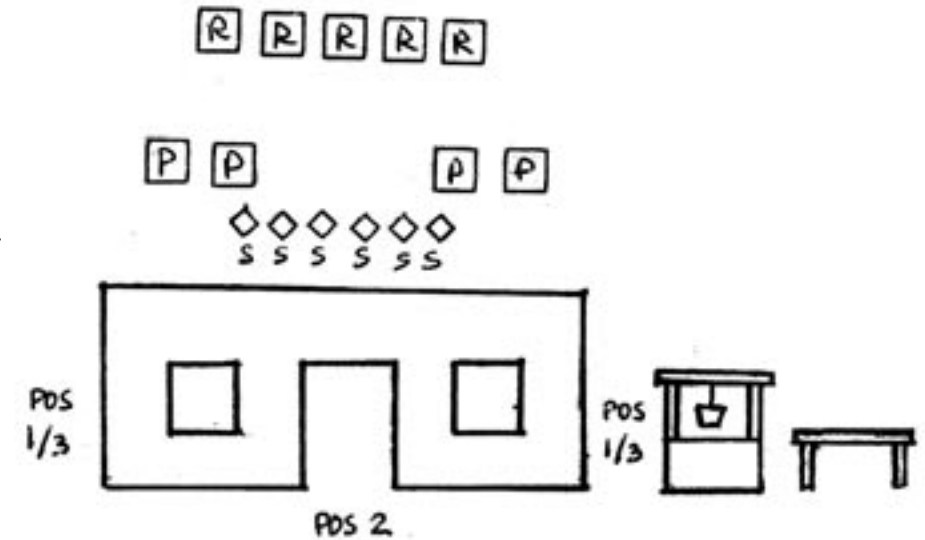
- 7 a.m. - Registration
- 7:30 a.m. - Mandatory shooters' meeting: Morning posses only
- Main match: Posses 1-12
- Order of stages:

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

- 11:30 a.m. - Mandatory shooters' meeting: Afternoon posses only
- Main match: Posses 13-24
- Order of stages:

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

## STAGE 11



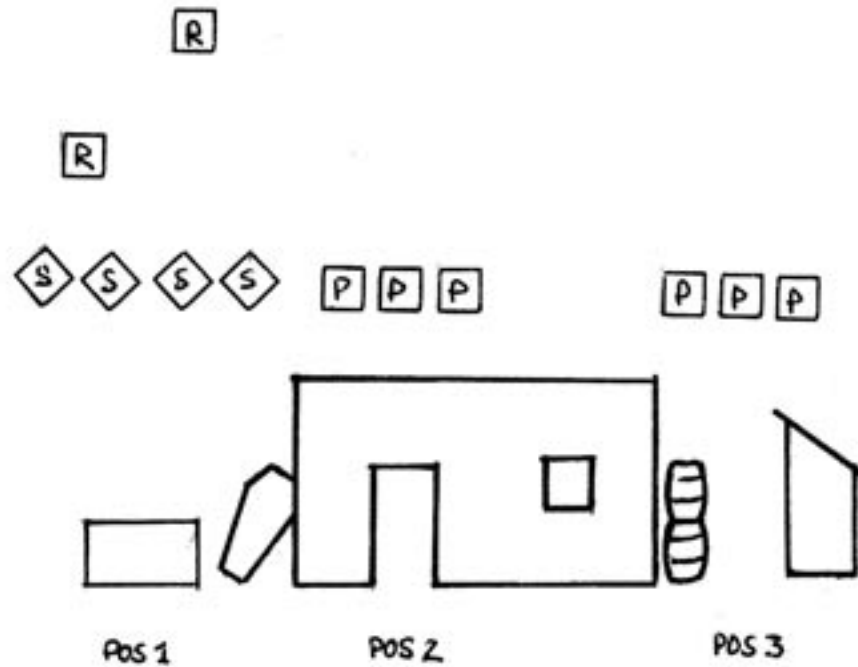
### RUSTLERS' RHAPSODY

This stage may be shot starting from either the right or the left. Rifle and shotgun staged vertically at position 2. Start at position 1 (side window) with hands flat on window. To indicate ready say, "I smell sheep."

At the beep, draw pistol and alternate shots on two targets. Move to position 2. With rifle, double tap targets in either direction. With shotgun, shoot knockdowns in any order. Move to position 3. With pistol, alternate shots on two targets.

10 Pistol ★ 10 Rifle ★ 6+ Shotgun

# STAGE 10



## UNFORGIVEN

Rifle and shotgun staged safely. Start as position 1 with hands on hat. To indicate ready say, "He should have armed himself if he was going to decorate his saloon with my friend."

At the beep, with rifle alternate shots starting on front. With shotgun, shoot knockdown targets in any order. Move to position 2. With pistol, Arizona sweep (5 on 3) targets starting on left or right. Move to position 3. With pistol, Arizona sweep (5 on 3) targets same direction as first pistol.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

# SCHEDULE OF EVENTS

## Friday - May 2 continued

- 6 p.m. - Dinner
- 7:30 p.m. - Michael Martin Murphey  
(The Howling Wolf will be closed during the performance.)



## Saturday - May 3

- 8 a.m. - Main match: Posses 13-24  
Order of stages:

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

- Noon - Main match: Posses 1-12  
Order of stages:

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

- 6 p.m. - Dinner with entertainment by The Rudy Parris Band  
- Announcement of Deadly Duo competitors

## Sunday - May 4

- 9 a.m. - Deadly Duo competition

Awards ceremony and raffle to immediately follow Deadly Duo competition.

*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.*

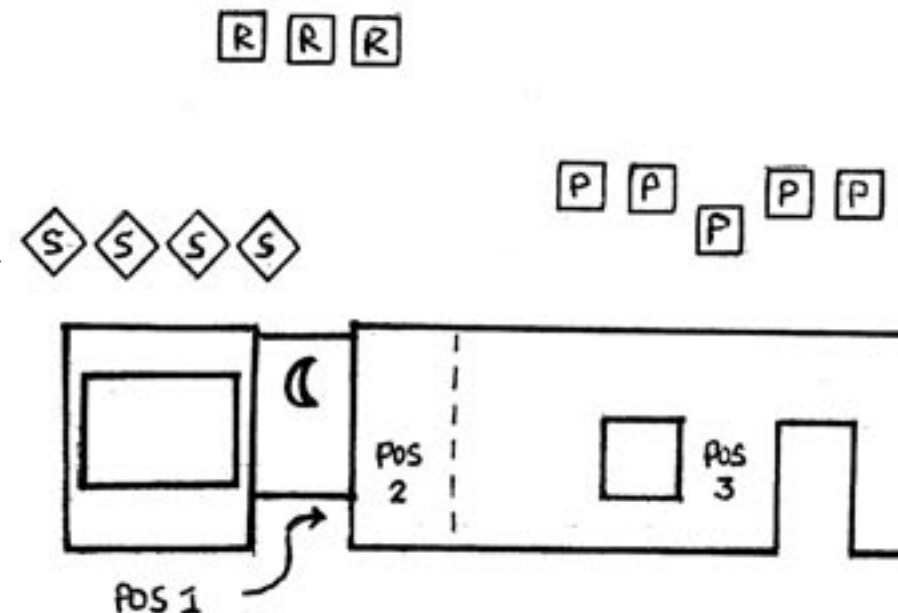
*After dinner and an evening of fun, our volunteers would be grateful if you would lend a hand by cleaning up your area. Thanks!*

# 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 9



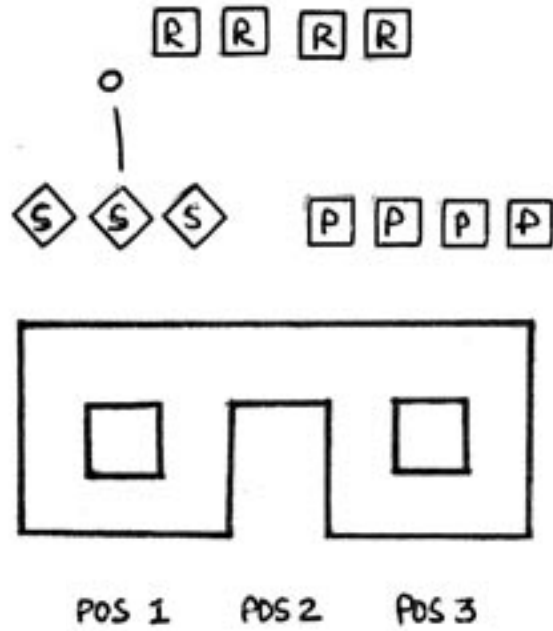
### OPEN RANGE

Rifle staged safely. Shotgun held at cowboy port arms at position 1. To indicate ready say, "Now we'll have our drinks."

At the beep, shoot knockdown targets in any order. Leave shotgun or take to position 2 at end of the hallway. With rifle, sweep targets three times, left to right. Secure rifle and then move to position 3. With pistol, sweep targets left to right. With second pistol, shoot middle target 5 times.

9 Rifle ★ 10 Pistol ★ 4+ Shotgun

# STAGE 8



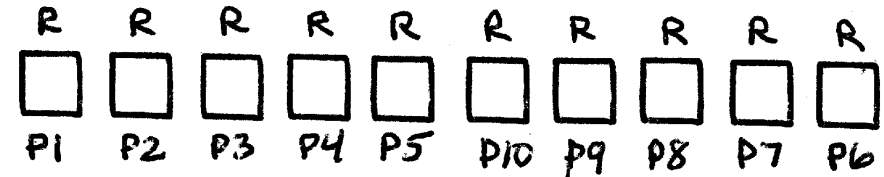
## PAINT YOUR WAGON

Rifle staged safely. All positions are inside of building. Start at position 1 with shotgun at cowboy port arms. To indicate ready say, "I give you the boy. Give me back the man."

At the beep, with shotgun, shoot knockdowns and flyer in any order. Move to position 2. With rifle continuous Nevada sweep targets starting on left or right. Move to position 3. With pistol continuous Nevada sweep targets starting same direction as rifle, continuing sequence with second pistol.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

# STAGE 1



POS 1

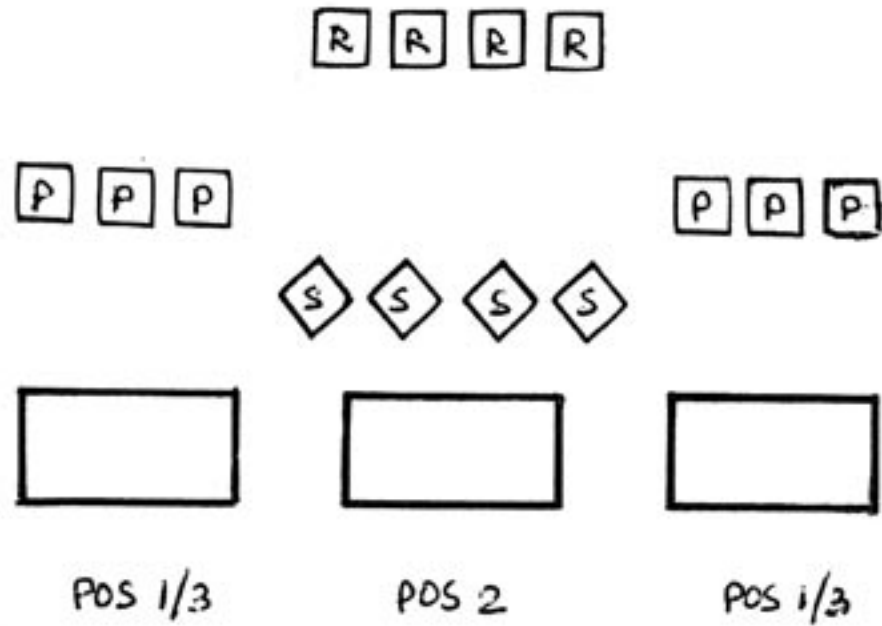
## TOMBSTONE

Rifle and shotgun staged safely at position 1. Start at position one with both hands holding cup. To indicate ready say, "En vino veritas."

At the beep, drop cup, draw pistol and sweep P1 to P5, left to right. Draw second pistol and sweep P6 to P10, right to left. With rifle, sweep targets left to right. With shotgun, shoot knockdowns any order.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun

# STAGE 2



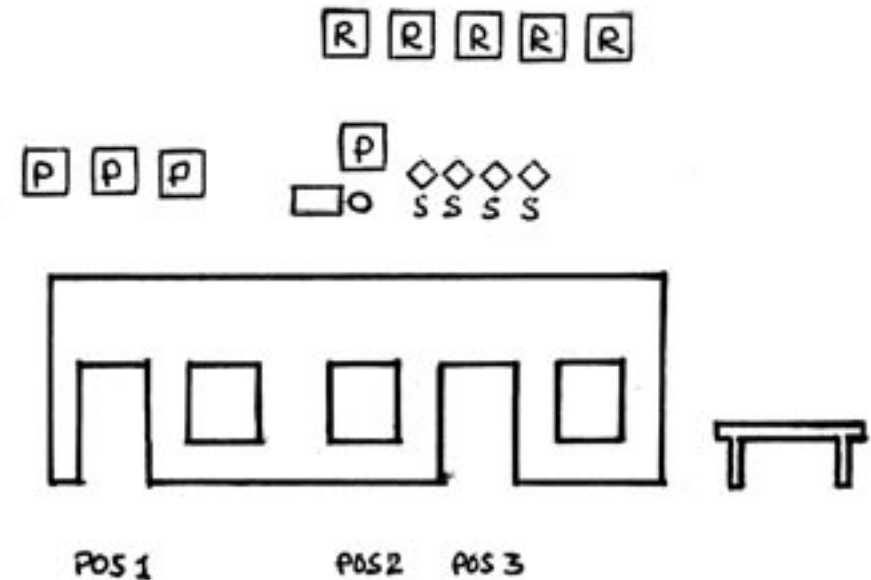
## LONESOME DOVE

This stage may be shot starting from either the right or the left. Rifle and shotgun staged safely. Start at position 1 with hands on hat. To indicate ready say, "And beside the whiskey, I think we'll require a little respect."

At the beep, draw pistol and Nevada sweep targets starting on left or right. Move to position 2. With rifle, Nevada sweep targets the same direction as the pistol. With shotgun, shoot knockdown targets any order. Move to position 3. Draw pistol and Nevada sweep targets same direction as first pistol.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun

# STAGE 7



## DEADWOOD

Rifle and shotgun staged safely. Start at position 1 with hands on hat. To indicate ready say, "And that's all I have to say on that subject."

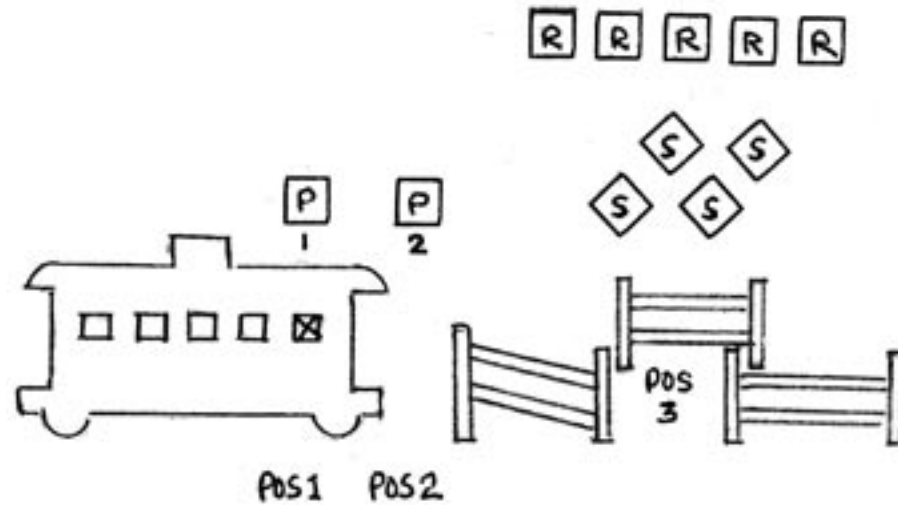
At the beep, open the door. Draw pistol and Arizona sweep (5 on 3) left to right. Move to position 2. Pull rope and shoot cowboy five times. There is a 5-second penalty for each hole in the wig-wag. (Note to counters: Count hits on the target same as always. Count hole in cardboard after the stage is complete to determine any penalties.)

Move to position 3. With rifle, double tap targets left to right. With shotgun, shoot knockdowns any order.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun



# STAGE 6



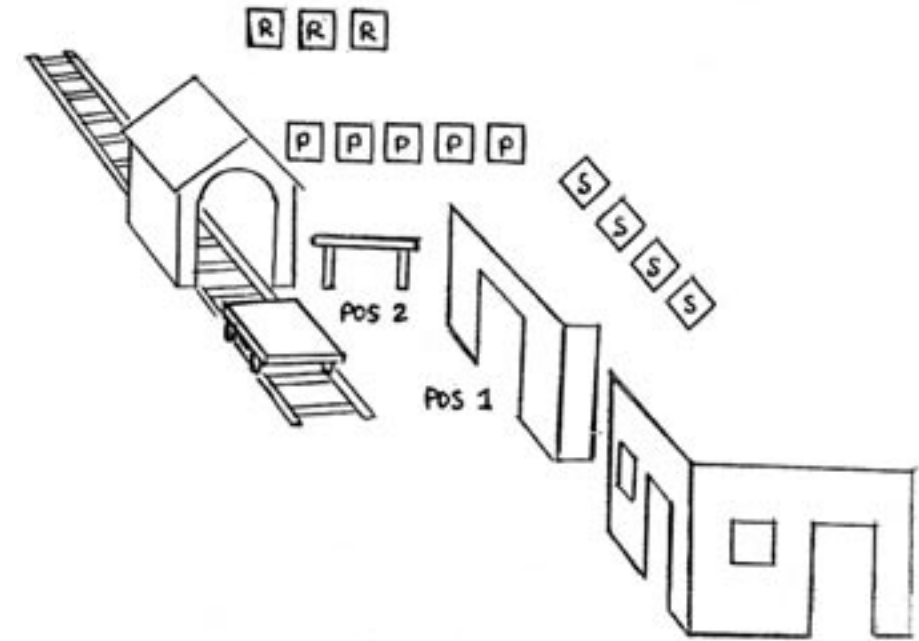
## THE THREE AMIGOS

Rifle and shotgun staged safely. Start at position 1 with hands on window. To indicate ready say, "Hey! Where'd ya get that pretty little gun?"

At the beep, draw pistol and shoot P1 five times. Move to position 2. With pistol, alternate shots starting on P1 or P2. Move to position 3. With rifle, sweep targets left to right twice. With shotgun, shoot knockdowns any order.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun

# STAGE 3



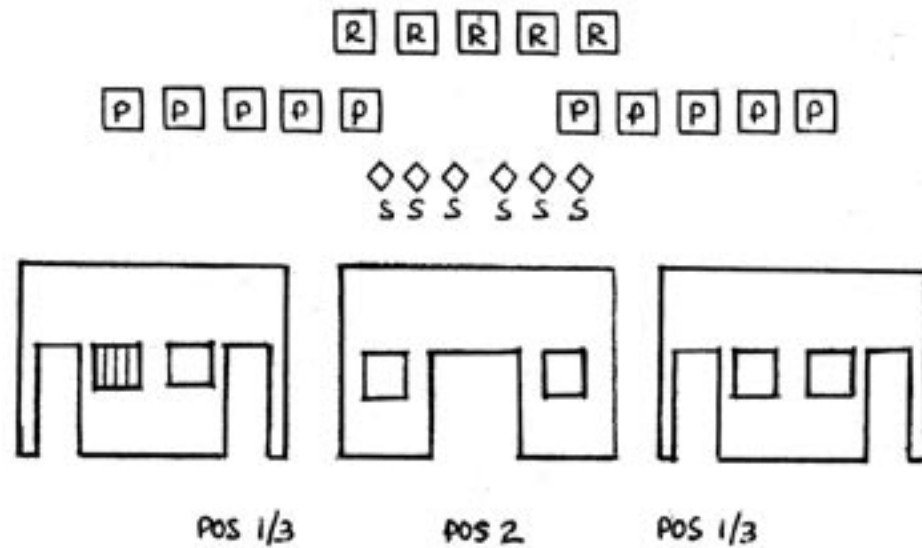
## CHEYENNE SOCIAL CLUB

Rifle staged safely. Shotgun held at cowboy port arms at position 1. To indicate ready say, "They tell me I can recognize him by the streak of yellow down his back."

At the beep, shoot shotgun knockdowns any order. Move to position 2. With rifle, triple tap targets, left to right. Draw pistol and double tap targets left to right, finishing sequence with second pistol.

4+ Shotgun ★ 9 Rifle ★ 10 Pistol

## STAGE 4



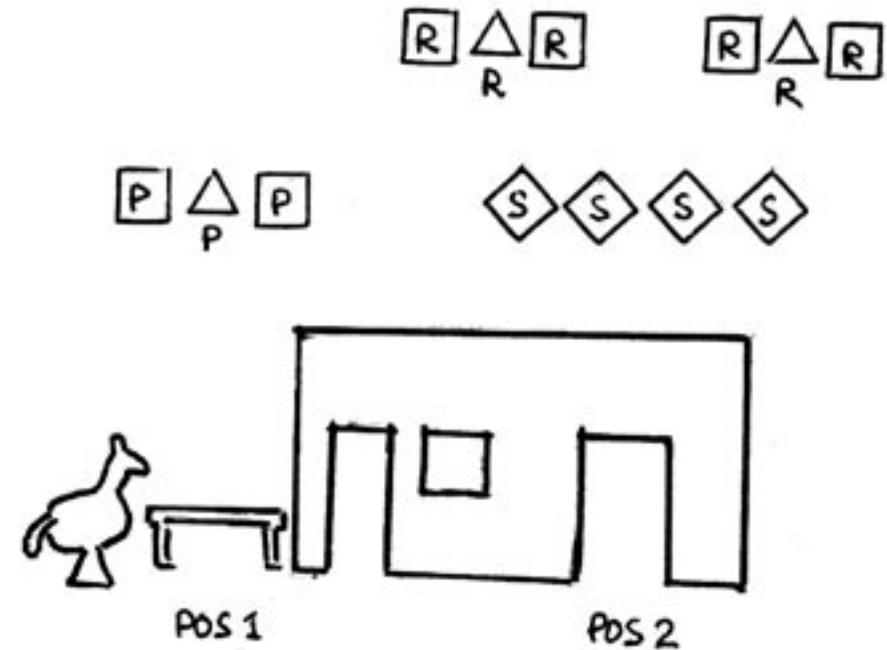
### CROSSFIRE TRAIL

This stage may be shot starting from either the right or the left. Rifle and shotgun staged safely. Start at position 1 with hands flat on doorframe. To indicate ready say, "I've never had to fight my way into a saloon before."

At the beep, draw pistol and sweep targets left to right. Move to position 2. With rifle, sweep targets left to right and then right to left. With shotgun, shoot knockdowns any order. Move to position 3. With pistol, sweep targets left to right.

10 Pistol ★ 10 Rifle ★ 6+ Shotgun

## STAGE 5



### DESTRY RIDES AGAIN

Rifle and shotgun staged safely. Start at position 1 with hands on rail. To indicate ready say, "If I'd had a gun, one of us might have got hurt. It might have been me."

At the beep, draw pistol and double tap the left square, shoot the dog once, and double tap the right square. Repeat order with second pistol. With rifle, shoot left set of rifle targets in the same order at the pistol. Then, shoot the right set of rifle targets in the same order as the pistol. With shotgun, shoot knockdowns any order.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun