

*In Memory
Tom Doodley
Squat*



**THE 2009 SHOOTOUT AT 5 DOGS CREEK IS DEDICATED TO THE
MEMORY OF TOM DOODLEY SQUAT. HE REMAINS IN OUR HEARTS ALWAYS.**

SHOOTOUT

AT 5 DOGS CREEK



APRIL 30 - MAY 3, 2009
SASS CALIFORNIA STATE CHAMPIONSHIP

Feature presentation



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.

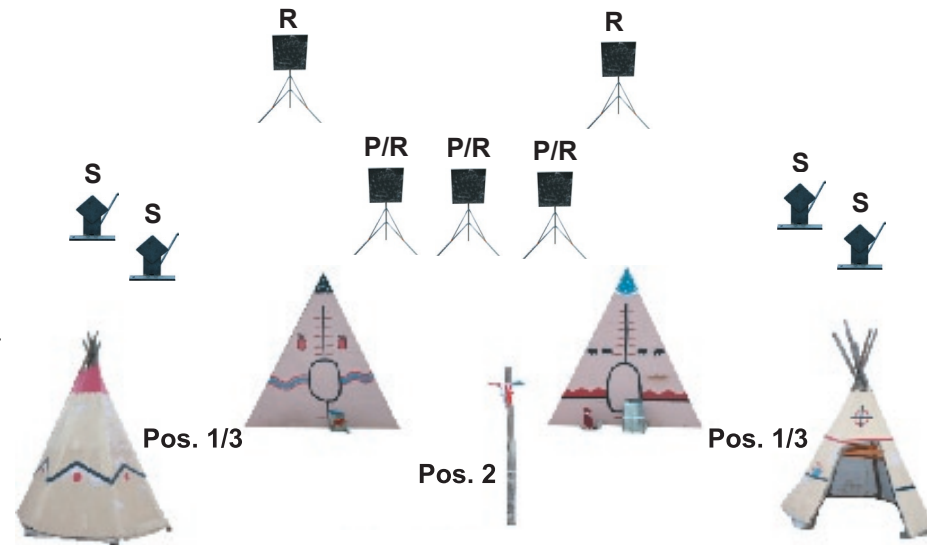
We hope this guide will answer most of your questions, but if we have forgotten something just check with our amazing volunteers at the registration building.

Shoot straight, be safe and tip your hat to the spirit of Jimmy Stewart and the Cheyenne Social Club.



Dirt McFearson
Mayor, 5 Dogs Creek

STAGE 12



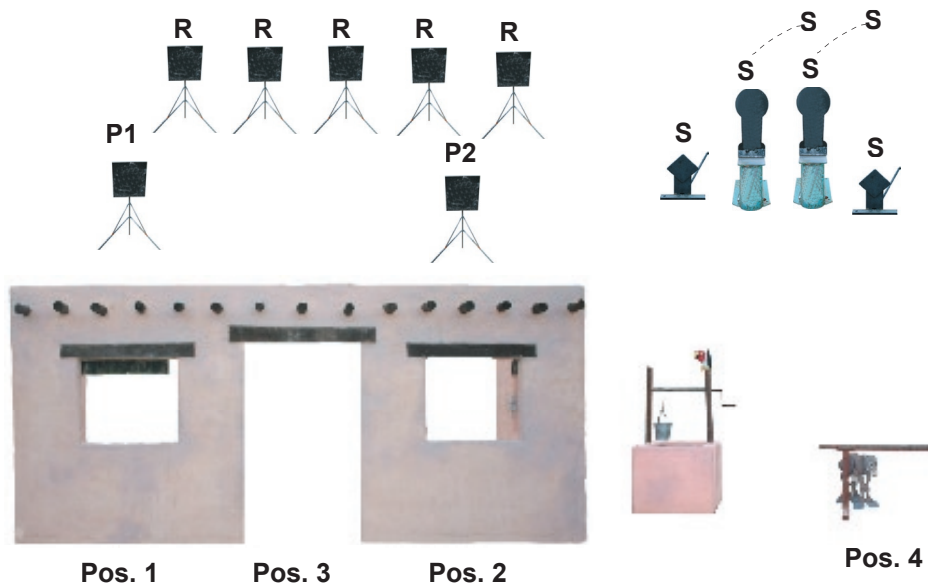
This stage may be shot starting from either the left or the right. Rifle staged at position 2. Shooter begins at position 1 or 3 with shotgun at cowboy port arms. To indicate ready say, "You can be rougher than an Indian haircut."

At the beep, with shotgun engage the two shotgun targets until down. Take shotgun to position 2. With pistol, Arizona sweep (5 on 3) pistol targets starting from either end. With rifle, sweep rifle targets twice starting from either end; no double taps. With second pistol Arizona sweep (5 on 3) the pistol targets starting from either end. Take shotgun to remaining position and engage remaining shotgun targets until down.

4+ Shotgun ★ 10 Pistol ★ 10 Rifle

STAGE II

SHOTGUN CHALLENGE



Rifle and shotgun staged safely. Shooter begins at position 1 with both hands on window sill. To indicate ready say, "They tell me his name is Cory Bannister, and they tell me I can recognize him by the streak of yellow down his back."

At the beep, draw pistol and dump five rounds on P1. Move to position 2 and dump five rounds on P2.

Move to position 3. With rifle, sweep rifle targets twice; no double taps. Move to position 4 and engage four shotgun knockdowns and two birds in any order. Hit on the bird is a hit, miss is a miss.

10 Pistol ★ 10 Rifle ★ 6+ 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.
- 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.
- The 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.
- Total time scoring will apply.
- 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 their 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 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, the RO will take your case to Mescalero. He will meet with you and any others who are involved. His decision is final.

SCHEDULE OF EVENTS

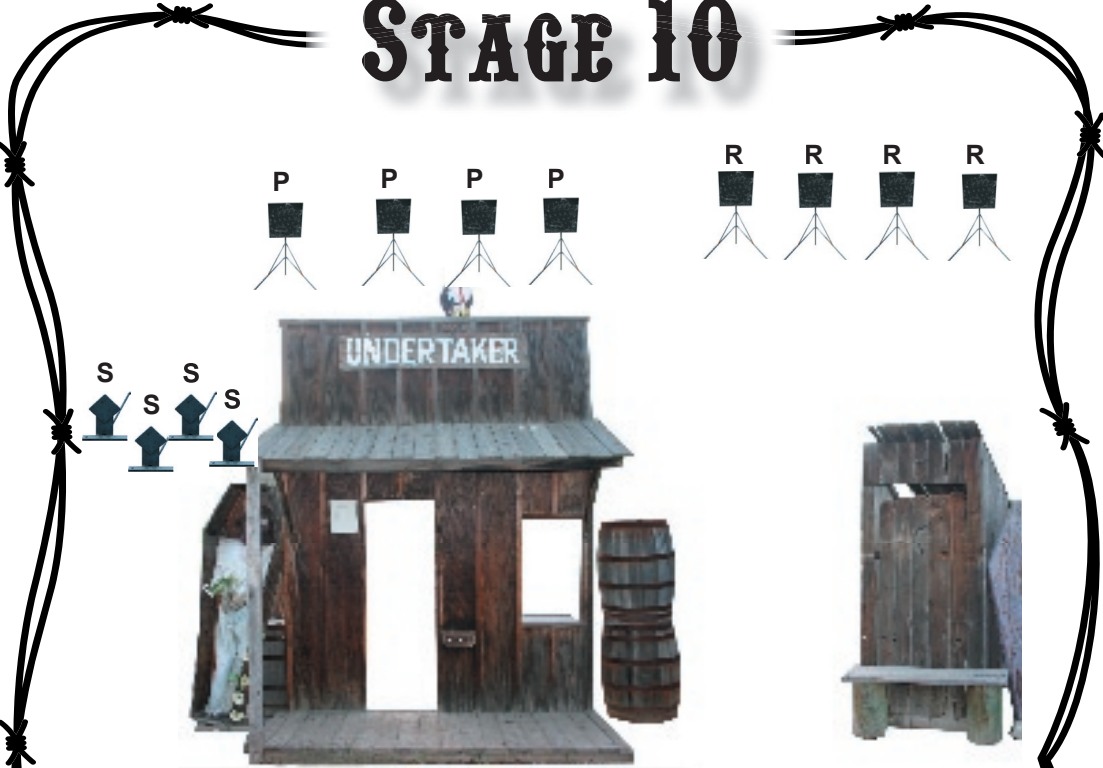
Thursday - April 30

- 7 - 11:30 a.m. - Long range single shot on Stage 2
(Must sign-up by 10 a.m. to shoot)
- 8:30 a.m. - Registration
- 9 a.m. - Noon - Long range lever rifle on Stage 6
- 9 a.m., 11 a.m. & 1 p.m.
 - Four warm-up stages. Meet on Stage 9
(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 5
Shoot the long range lever rifle and speed events 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 care packages for cowboys deployed to Iraq and Afghanistan!
- 1 p.m. - Plainsman meet on Stage 6
- 3:30 p.m. - Posse leader walk through. 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.

- Dusk - Movie night at the main stage area: Lines for each stage are from "The Cheyenne Social Club." Bring your lawn chair, your family and friends, and enjoy this Jimmy Stewart classic! (Rated PG)

STAGE 10



Pos. 3 Pos. 2 Pos. 1

Shooter starts at position 1 with rifle at cowboy port arms. Shotgun staged safely. To indicate ready say, "I said it before and I'm saying it again...neither one of us is any hand with a gun."

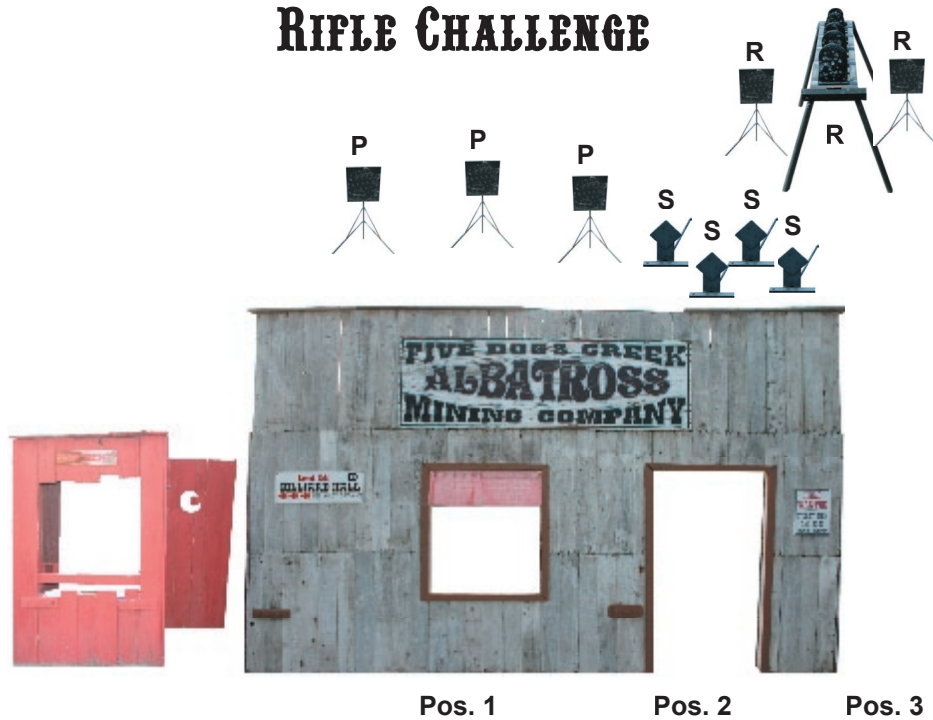
At the beep, engage the rifle targets by placing 10 shots on four targets in any order; all targets must be engaged at least once. Move to position 2 and use both pistols to put 10 shots on four targets; all targets must be engaged at least once.

Move to position 3 and shoot shotgun knockdowns in any order.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

STAGE 9

RIFLE CHALLENGE



Rifle and shotgun staged safely. Shooter begins at position 1 with both hands on hat. To indicate ready say, "He makes out all right with a rifle if he has lots of time."

At the beep, with pistol engage the three pistol targets with five shots. Each target must be engaged at least once. Move to position 2 and engage shotgun targets until down. Move to position 3. With rifle, Nevada sweep the three rifle targets. Center target is the falling plate rack. Any plates left standing are a miss.

Return to position 1 and use second pistol to engage the three pistol targets with five shots. Each target must be engaged at least once.

10 Pistol ★ 4+ Shotgun ★ 10 Rifle

SCHEDULE OF EVENTS

Friday - May 1

- 7 a.m. - Registration
- 7:30 a.m. - Mandatory shooters' meeting: Morning posses only
- Main match: Posses 1-24 - 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 |
- 11:30 a.m. - Mandatory shooters' meeting: Afternoon posses only
- Main match: Posses 26-48 - Order of stages:

- | | | | |
|-------------------|-------------|------------------|----------------|
| Posse #25 - #26 : | 1-2-3-4-5-6 | Posse #37 - #38: | 7-8-9-10-11-12 |
| Posse #27 - #28: | 2-3-4-5-6-1 | Posse #39 - #40: | 8-9-10-11-12-7 |
| Posse #29 - #30: | 3-4-5-6-1-2 | Posse #41 - #42: | 9-10-11-12-7-8 |
| Posse #31 - #32: | 4-5-6-1-2-3 | Posse #43 - #44: | 10-11-12-7-8-9 |
| Posse #33 - #34: | 5-6-1-2-3-4 | Posse #45 - #46: | 11-12-7-8-9-10 |
| Posse #35 - #36: | 6-1-2-3-4-5 | Posse #47 - #48: | 12-7-8-9-10-11 |

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

- 6 p.m. - Dinner followed by the toe tappin', fiddlin' tunes of Mad Trapper and friends

Saturday - May 2

- 8 a.m. - Main match: Posses 13-24 - Order of stages:
(Do not start shooting until you hear the bell!)

- | | | | |
|-------------------|----------------|------------------|-------------|
| Posse #25 - #26 : | 7-8-9-10-11-12 | Posse #37 - #38: | 1-2-3-4-5-6 |
| Posse #27 - #28: | 8-9-10-11-12-7 | Posse #39 - #40: | 2-3-4-5-6-1 |
| Posse #29 - #30: | 9-10-11-12-7-8 | Posse #41 - #42: | 3-4-5-6-1-2 |
| Posse #31 - #32: | 10-11-12-7-8-9 | Posse #43 - #44: | 4-5-6-1-2-3 |
| Posse #33 - #34: | 11-12-7-8-9-10 | Posse #45 - #46: | 5-6-1-2-3-4 |
| Posse #35 - #36: | 12-7-8-9-10-11 | Posse #47 - #48: | 6-1-2-3-4-5 |

SCHEDULE OF EVENTS

Saturday - May 2 continued

Noon - Main match: Poses 1-12 - Order of stages
(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

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

6 p.m. - Dinner with entertainment by The Rudy Parris Band
- Announcement of "Double Dog Dare" competitors

Sunday - May 3

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. - "Double Dog Dare" on Stage 6
- Couples' shoot on Stage 5 - All are welcome to shoot!!

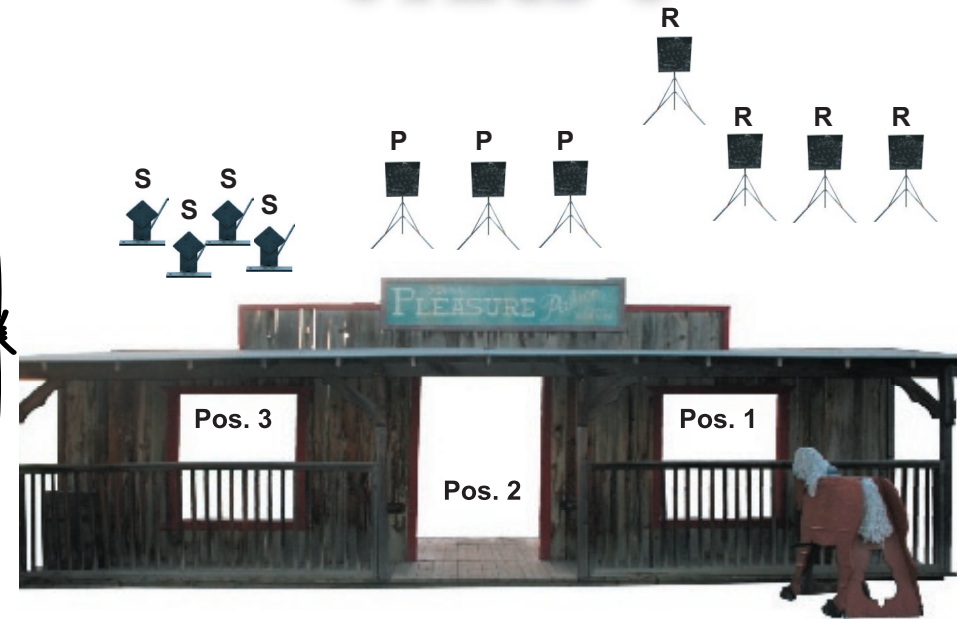
Noon Awards ceremony

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. 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!

STAGE 8



Shotgun staged safely. Shooter begins at position 1 with rifle at cowboy port arms. To indicate ready say, "That was 19 years ago and he's still constipated."

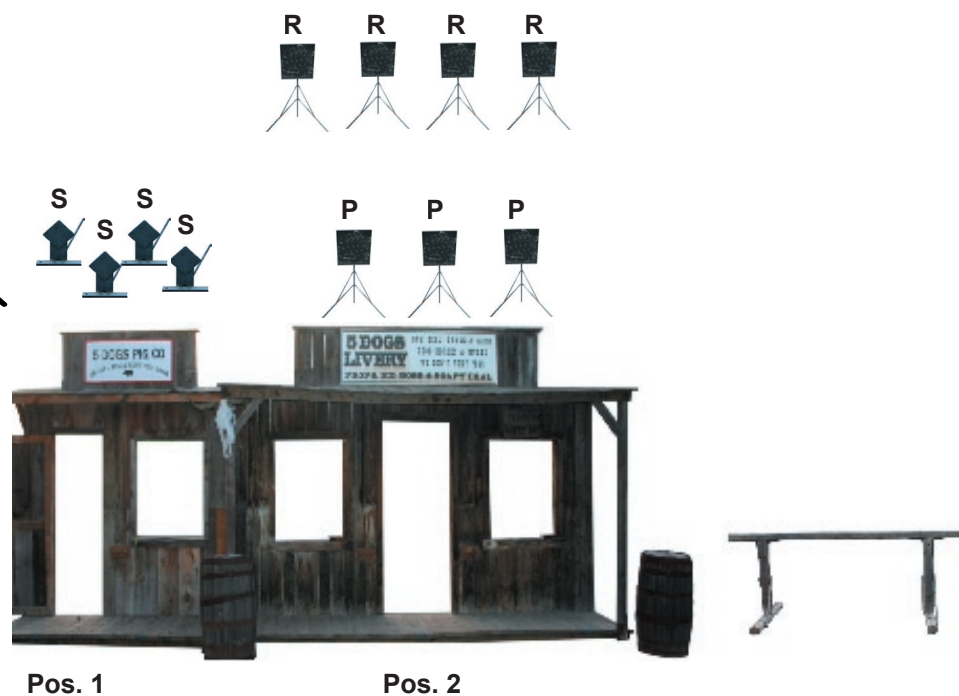
At the beep, engage rifle targets three times each, and then place 10th round on far target.

Move to position 2. With pistol, Arizona sweep (5 on 3) targets from either end. With second pistol, Arizona sweep (5 on 3) targets starting on opposite end.

Move to position 3. Engage shotgun targets until down, any order.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

STAGE 7



Rifle and shotgun staged safely. Shooter begins at position 1 in default position. To indicate ready say, "Trouble rides a fast horse."

At the beep, engage shotgun targets until down, any order.

Move to position 2. With rifle, engage rifle targets with a continuous Nevada sweep. Use both pistols as needed to continuous Nevada sweep the pistol targets. Sweeps may start at either end.

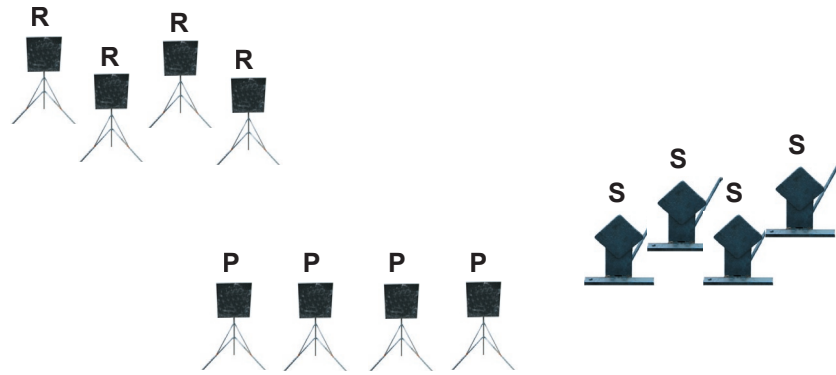
4+ Shotgun ★ 10 Rifle ★ 10 Pistol

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

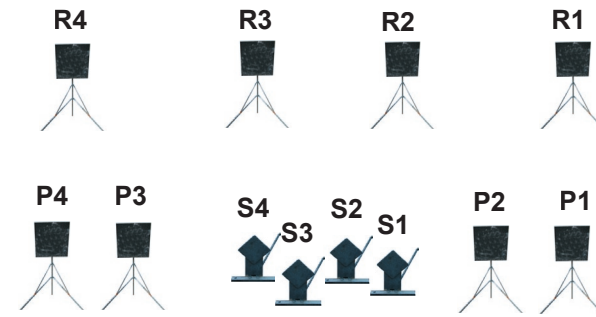
Shooter begins at position 1 with all guns staged safely on table. To indicate ready say, "Whatever you do, do it like you mean it."

At the beep, shooter may use firearms in any order. Engage four rifle targets with 10 shots. Each target must be engaged at least once. Engage four pistol targets with 10 shots. Each target must be engaged with at least one of the 10 shots. Engage shotgun targets until down.

Pistols may be returned to leather or the table after empty. In order to make counting easier, you may wish to inform the counters of the order you intend to shoot.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun

STAGE 6



Pos. 1

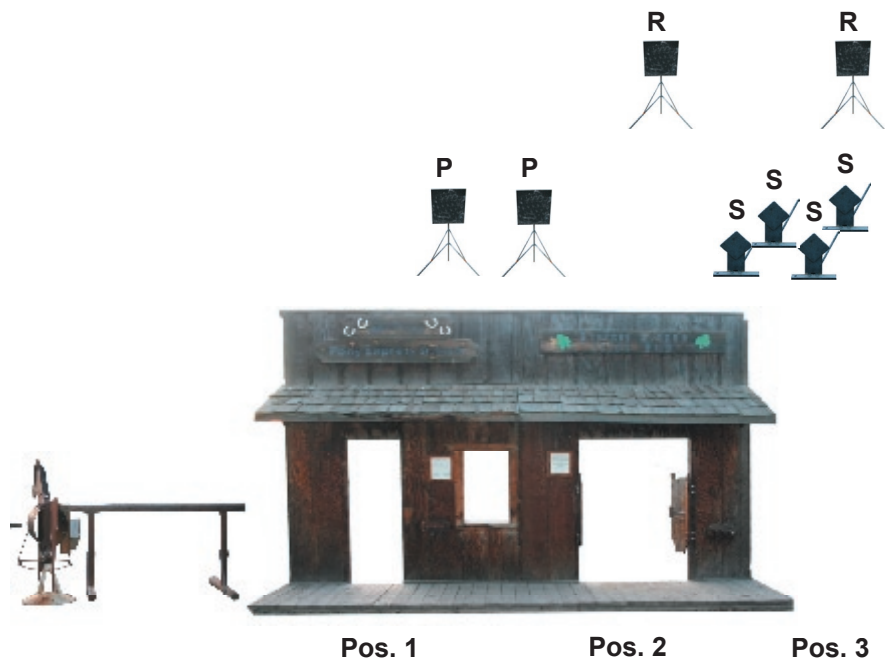


Rifle and shotgun staged safely on table. Shooter begins at position 1 standing behind table. To indicate ready say, "I ain't coming out and you ain't coming in, and that's the way it's gonna be all day."

At the beep, with rifle continuous Nevada sweep the rifle targets starting on the right. With pistols, continuous Nevada sweep the pistol targets for 10 rounds, starting on the right. With shotgun, engage knockdown targets right to left. Missed shotgun targets may be picked up at any time.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

STAGE 5



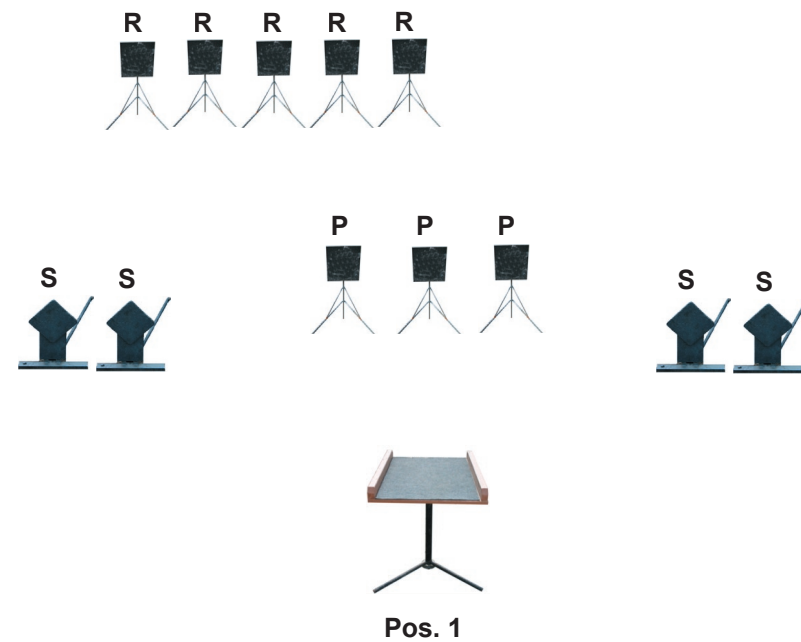
Rifle and shotgun staged safely. Shooter begins at position 1.
To indicate ready, say, "John, you know you can't draw worth a penny."

At the beep, alternate shots from pistol on two pistol targets, starting from either side. Move to position 2 and use second pistol to alternate shots on two pistol targets, starting from either side.

Move to position 3. Alternate rifle shots between rifle targets, starting from either side. With shotgun, engage shotgun targets until down.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun

STAGE 2

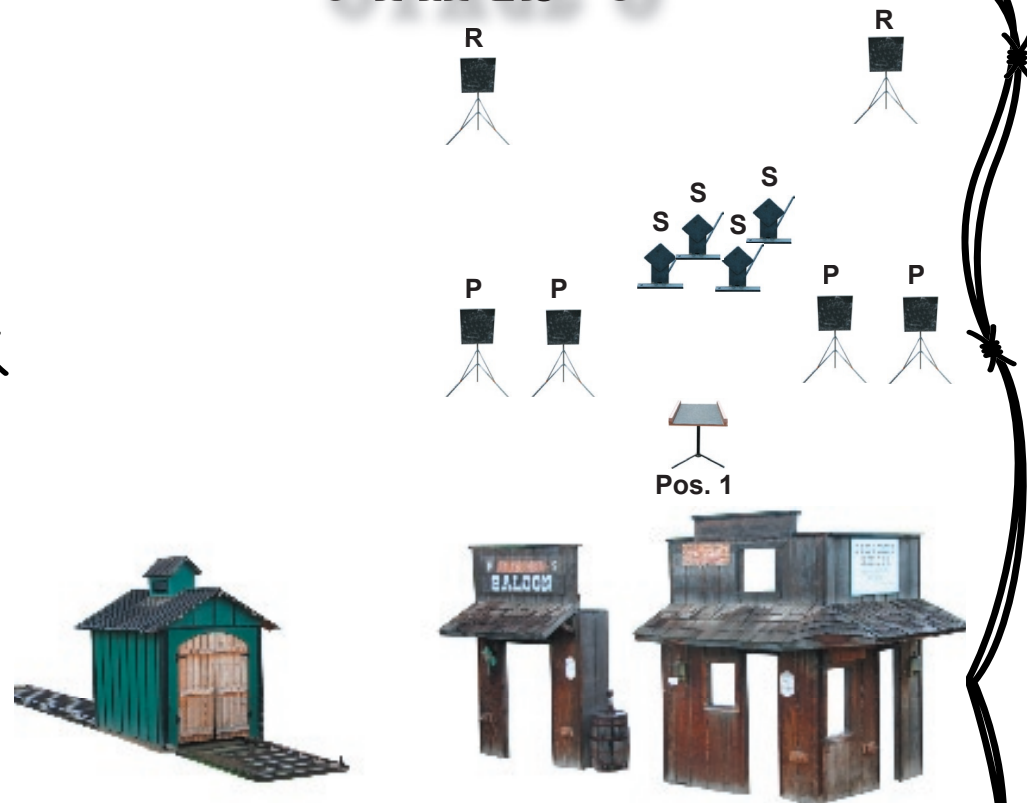


Rifle staged safely. Shooter begins at position 1 with both hands on shotgun (shotgun may be shouldered). To indicate ready say "Them Bannisters is meaner than tiger spit."

At the beep, engage the shotgun targets until down. Use rifle to double tap sweep the five rifle targets, starting on left or right. With pistol, engage the three pistol targets with five shots. Each target must be engaged at least once. With second pistol, engage the three pistol targets with five shots. Each target must be engaged at least once.

4+ Shotgun ★ 10 Rifle ★ 10 Pistol

STAGE 3



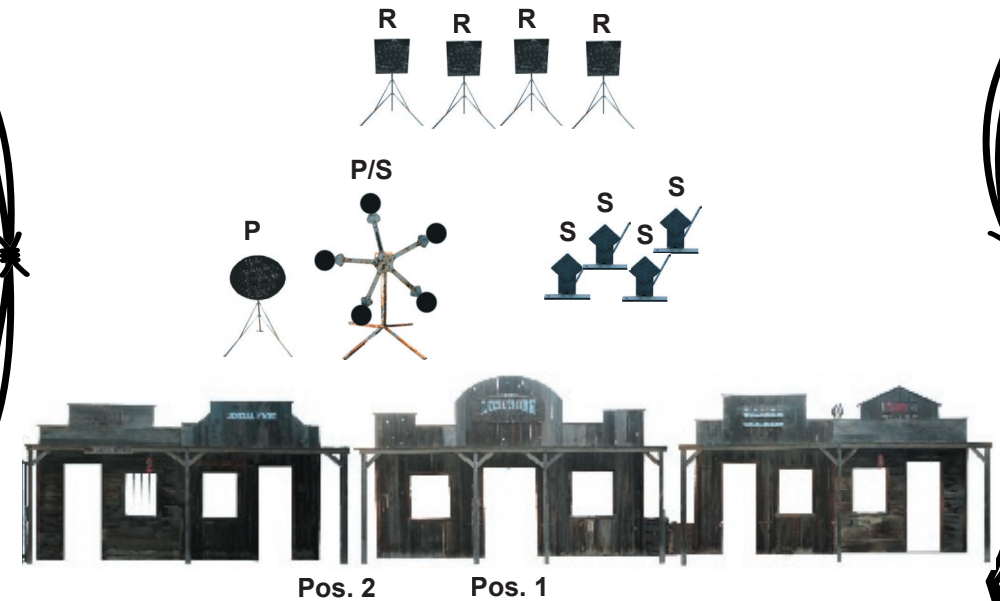
Rifle and shotgun staged safely. Shooter begins behind table at position 1. To indicate ready say, "I never knewed it before, John, but a good gunfight sure makes a man hungry."

At the beep, draw pistol and alternate five shots on left OR right pair of pistol targets. With second pistol, alternate five shots on the OTHER pair of pistol targets. With shotgun, engage any TWO targets until down. With rifle, alternate shots on two rifle targets for a total of 10 rounds. With shotgun, engage the remaining two targets until down.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun

STAGE 4

PISTOL CHALLENGE



Shotgun staged safely. Shooter begins at position 1 with rifle at cowboy port arms. To indicate ready say, "Ever hear what we do down in Texas to a man who beats up on women?"

At the beep, continuous Nevada sweep the rifle targets for a total of 10 rounds. Move to position 2 and alternate 10 pistol shots between the Texas Star and the round target.

Return to position 1 and engage the shotgun targets any order until down. Shooter then has the OPTION to return to position 2 and use their shotgun on any remaining Texas Star targets. Any Texas Star targets not knocked to the ground are misses.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun