

THANK YOU



Proceeds from side matches will support care packages for cowboys and family of cowboys deployed to Iraq and Afghanistan.

SHOOTOUT

AT 5 DOGS CREEK



APRIL 29 - MAY 2, 2010
SASS CALIFORNIA STATE CHAMPIONSHIP

Feature presentation



HOWDY YA'LL

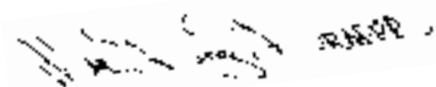
Welcome to 5 Dogs Creek! We're glad you could join us for our annual Shootout at 5 Dogs Creek. We have a great match planned and are sure you'll enjoy the weekend.

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.

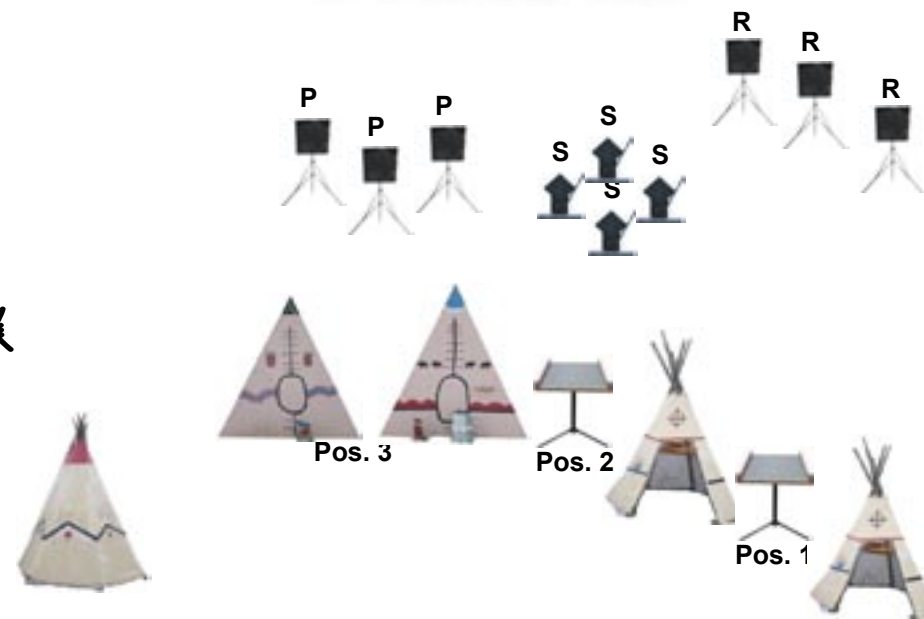
We hope this guide will answer most of your questions, but if we have forgotten something just check with our amazing volunteers at the registration building.

Shoot straight, be safe and tip your hat to the spirit of John Wayne and the adventure of "Stagecoach."



Mad Dog Draper
Mayor, 5 Dogs Creek

STAGE 12



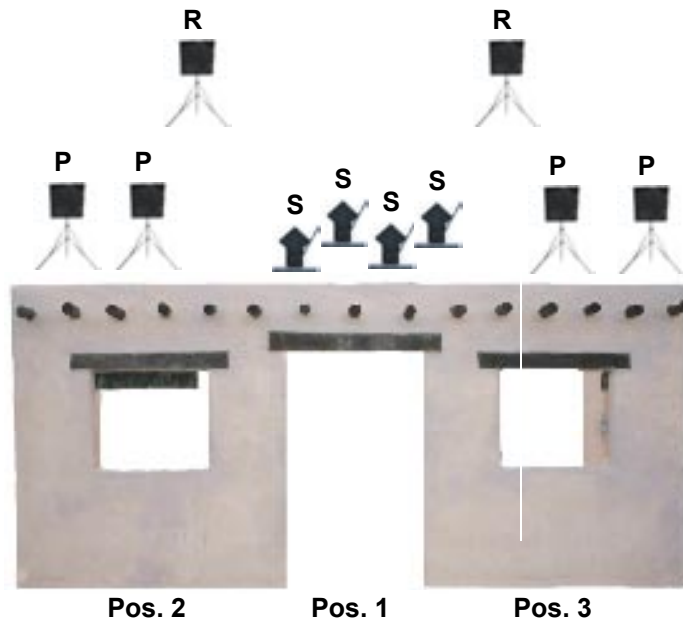
Shooter begins at position 1 with rifle at cowboy port arms. Shotgun staged safely (pointed into berm) at position 2. To indicate ready say, "If there's anything I don't like...it's driving a stagecoach through Apache country."

At the beep, use rifle to double-tap Nevada sweep rifle targets, starting either end. Move to position 2. Knock down shotgun targets, any order. Rifle and shotgun MUST be restaged pointing into berm.

At position 3, use both pistols as needed to double-tap Nevada sweep the pistol targets, starting either end.

10 Rifle ★ 4+ Shotgun ★ 10 Pistol

STAGE II



Shooter begins at Position 1 in default position. Rifle and shotgun staged safely. To indicate ready say, "Si, senior. She a leetle bit savage, I theenk."

At the beep, knock down shotgun targets, any order. Move to window position 2 or 3 and alternate five pistol rounds on two targets, starting either side.

From position 1, use rifle to alternate ten shots on two targets, starting on either side. Finally, move to remaining window and alternate five pistol rounds on two targets, starting either side.

4+ Shotgun ★ 10 Rifle ★ 10 Pistol

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.
- 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.
- 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.

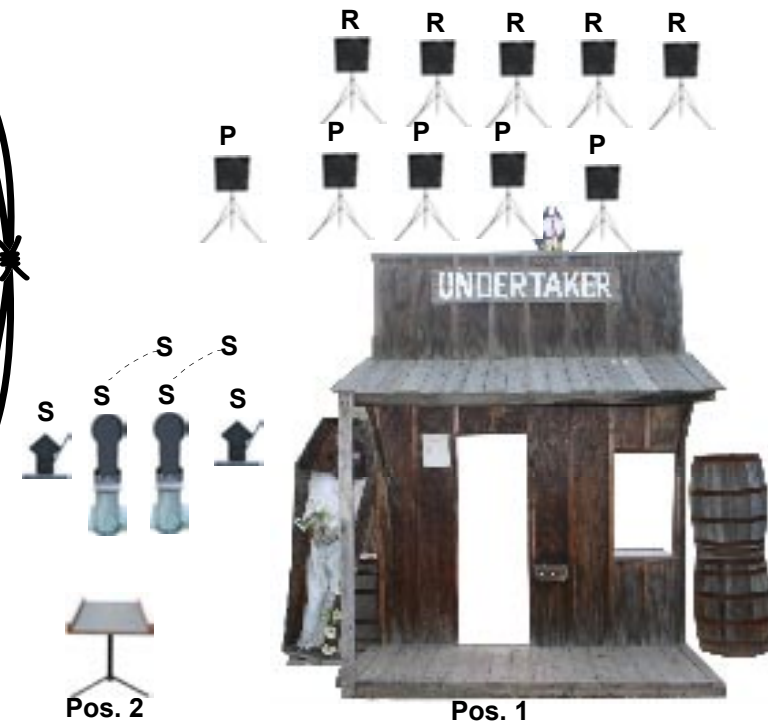
SCHEDULE OF EVENTS

Thursday - April 29

- 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. - Wild Bunch on Stage 3
Speed rifle on Stage 4
Speed shotgun on Stage 4
Speed pistol on Stage 5

Shoot the long range lever rifle and speed and Wild Bunch 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 care packages for cowboys deployed to Iraq and Afghanistan!
 - 1 p.m. - Plainsman meet on Stage 6
 - 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.
 - 7 p.m. - Black Powder Night Shoot meet on stage 10. To participate, absolutely NO drinking alcohol at all during the day.
 - Dusk - Movie night at the main stage area. Lines for each main match stage are from "Stagecoach." Kick-back and enjoy this award-winning 1939 John Wayne classic!

STAGE 10 SHOTGUN CHALLENGE



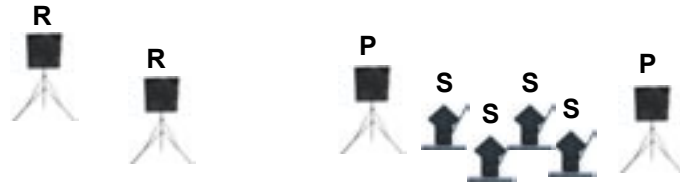
Shooter begins at position 1, hands on door frame. Shotgun staged safely at position 2, rifle staged safely. To indicate ready say, "I'll take that shotgun, Luke."

At the beep, with first pistol, sweep five pistol targets, starting either side. With second pistol, sweep five pistol targets, starting either side. Use rifle to sweep targets twice (double tap okay for shots 5 and 6).

Move to position 2 and engage all shotgun targets. Hit on a bird is a hit; miss is a miss.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun

STAGE 9



Shooter begins at position 1, rifle and shotgun staged safely. Wanted poster held in both hands. To indicate ready say “Ringo Kid? I thought he was in the penitentiary.”

At the beep, alternate 10 rifle shots on two targets. Move to position 2. Dump five rounds on either pistol target.

Knock down all shotgun targets, any order.
Dump five rounds on remaining pistol target.

10 Rifle ★ 4+ Shotgun ★ 10 Pistol

SCHEDULE OF EVENTS

Friday - April 30

- 7 a.m. - Registration
- 8:00 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 Lullabye" had two award nominations from the Western Music Association and six nominations from the Maveric 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 - May 1

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
- Announcement of "Double Dog Dare" competitors

Sunday - May 2

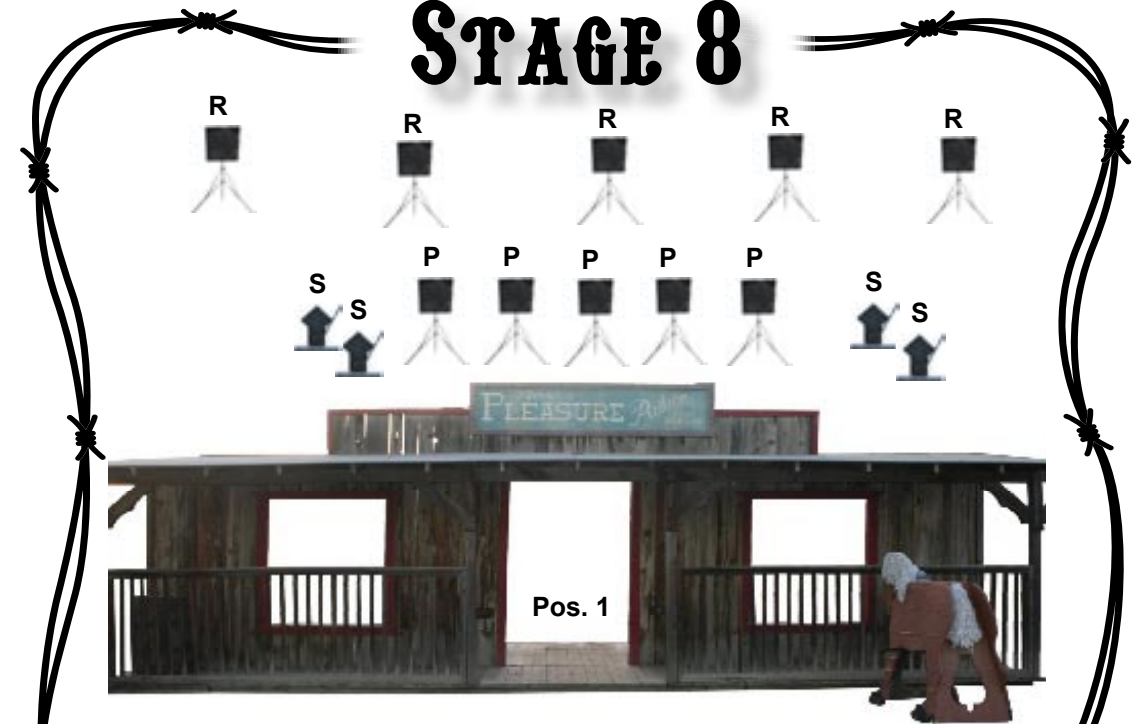
7:30 a.m. - Cowboy Church in the Howling Wolf Saloon. Service to be conducted by Rev. Barry M. Deep with his wife, Blind Faith, on guitar.

9 - 11:30 a.m. - "Double Dog Dare" on Stage 6
- Couples' shoot on Stage 5 - All are welcome to shoot!!

Noon Awards ceremony

Mark your calendar for next year!
Shootout at 5 Dogs Creek
April 28 - May 1, 2011

STAGE 8



Shooter begins at position 1 with rifle and shotgun staged safely.
To indicate ready say, "Hank missed him...at four feet !!!"

At the beep, shoot any TWO shotgun targets until down. Shooter may choose to shoot rifle then pistols, or pistols then rifle next.

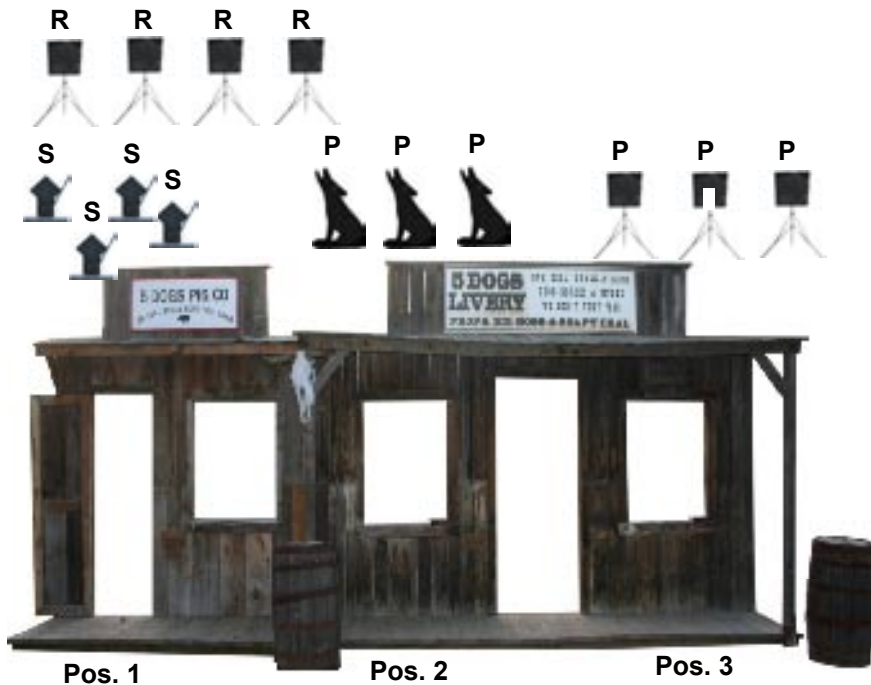
Use both pistols as needed to sweep the pistol target array twice (start either end, no double taps). Use rifle to sweep rifle target array twice (start either end, no double taps).

Finally, shoot remaining two shotgun targets until down.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

STAGE 7

PISTOL CHALLENGE



Shooters begins at position 1 in default position, rifle and shotgun staged safely. To indicate ready say, "I am not a clergyman, I am a whisky drummer."

At the beep, engage all shotgun targets until down. With rifle, continuous Nevada sweep rifle targets, starting from either end. Move to position 2 and Nevada sweep pistol targets, starting from either end. Move to position 3 and Nevada sweep pistol targets, starting from either end. *Nevada sweep is defined as sweeping from one end of the row of targets to the other and back without double-tapping.*

Counters: count hits and misses on the pistol targets same as always. If the masking "whisky bottle" bleeds or hits the ground, shooter earns a 5-second penalty.

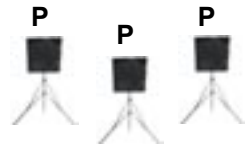
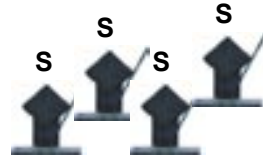
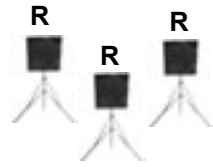
4+ Shotgun ★ 10 Rifle ★ 10 Pistol

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. 2 Pos. 1 Pos. 3

Shooter begins standing between two tables, holding empty ammunition belt in both hands. Rifle staged safely at position 2, shotgun staged safely at position 3. To indicate ready, say “Curly...more ammunition !!!”

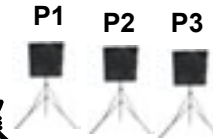
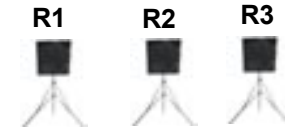
At the beep, drop belt and use both pistols as needed to engage each pistol target three times, any order. Tenth shot is on middle target.

Move to position 2 and use rifle to engage each target three times, any order. Tenth round is on center target.

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

10 Pistol ★ 10 Rifle ★ 4+ Shotgun

STAGE 6



Pos. 2

Pos. 1

Shooter begins at position 1 with hands on hat, rifle and shotgun staged safely. To indicate ready say, “My friends just call me Ringo. My name is Henry.”

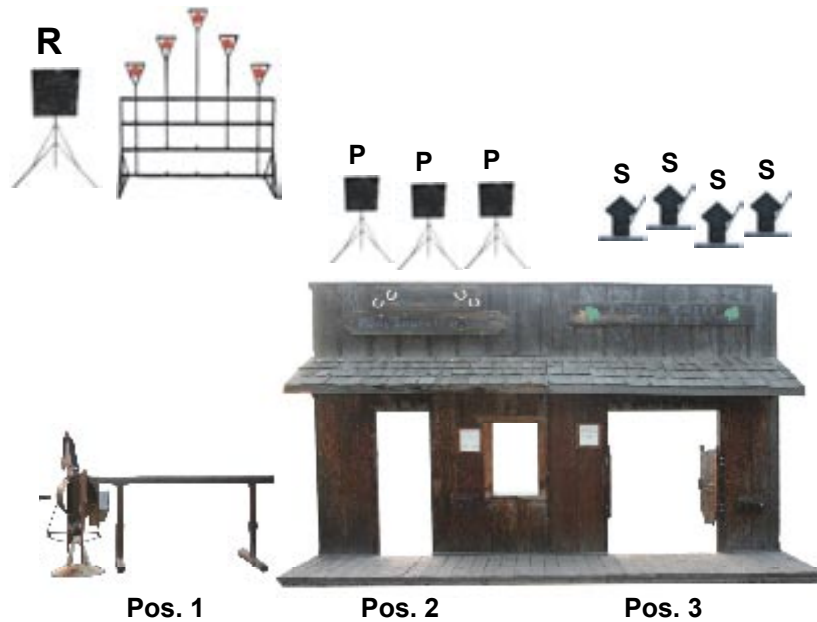
At the beep, shoot shotgun targets, any order. Shoot R1 two times, R2 six times, and R3 two times...any order.

Move to position 2. Shoot P1 two times, P2 six times, and P3 two times...any order.

4+Shotgun ★ 10 Rifle ★ 10 Pistol

STAGE 5

RIFLE CHALLENGE



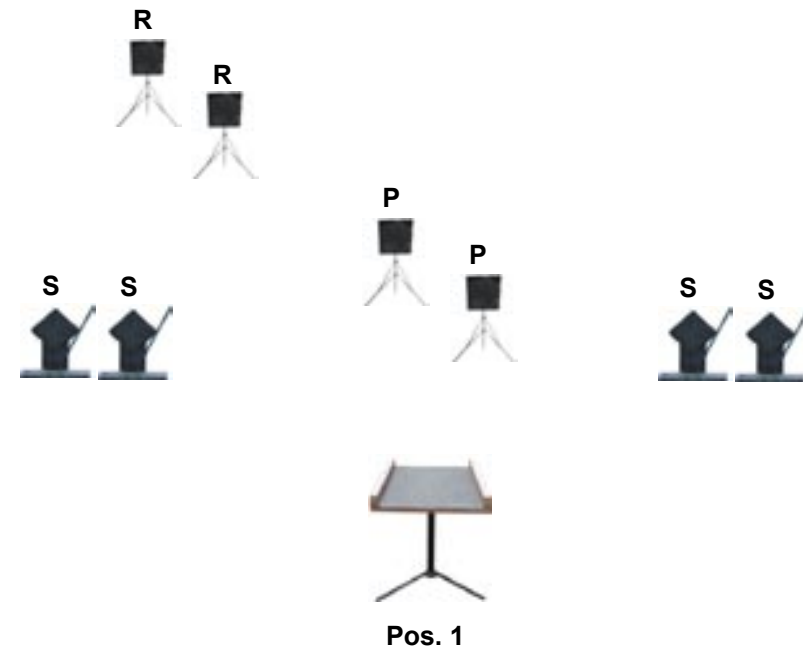
Shooter begins at position 1, hands at low surrender (hands above shoulders). Rifle and shotgun staged safely. To indicate ready say, “You may need me and this Winchester, Curly.”

At the beep, use rifle to alternate shots between steel target and clay birds, starting with either. At position 2, use pistol to Arizona sweep target array. Use second pistol to Arizona sweep the targets again. You may start from either end for each sweep. (*Arizona Sweep is defined as 5 shots on three targets, each target must be engaged at least once.*)

At position 3, knock down shotgun targets in any order.

10 Rifle ★ 10 Pistol ★ 4+ Shotgun

STAGE 2



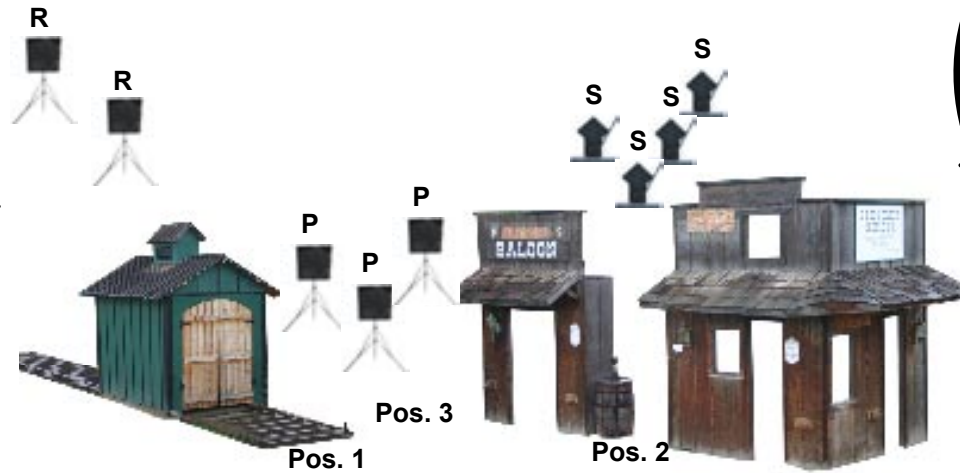
Shooter begins at position 1, both hands touching playing cards. Rifle and shotgun staged safely. To indicate ready, say “Aces and eights... the dead man’s hand, Luke.”

At the beep, with both pistols, as needed, continuous alternating double tap the pistol targets starting from either end. (Example: 1-1-2-2-1-1-2-2-1-1)

With rifle, alternating double tap the rifle targets starting either end. Shoot all shotgun targets until down.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun

STAGE 3



Shooter begins at position 1 with rifle at cowboy port arms and shotgun staged safely. To indicate ready, say "All aboard for Apache Wells and Lordsburg...maybe."

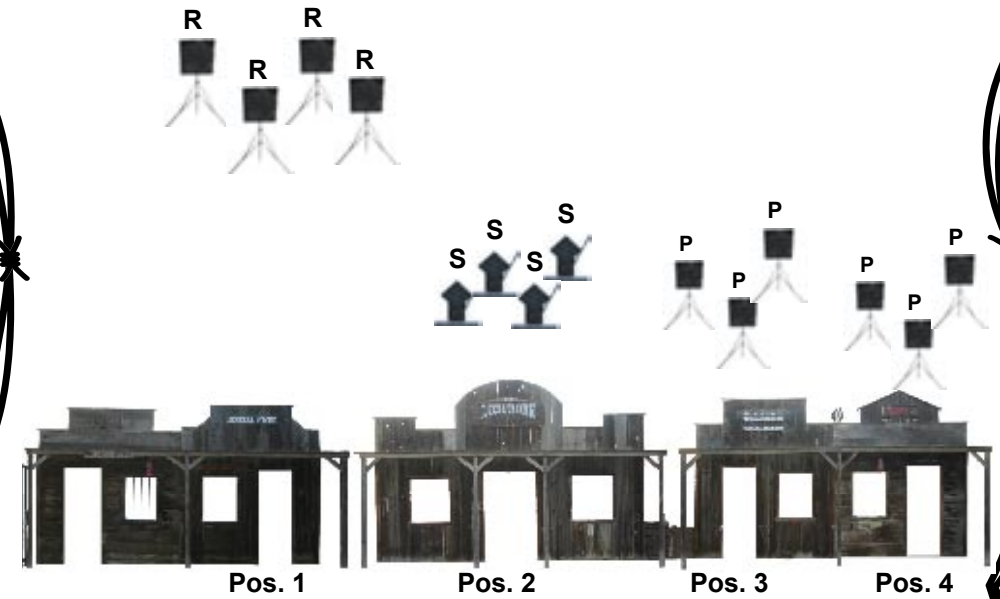
At the beep, alternate 10 rounds on the rifle targets (rifle MUST be restaged at position 2 facing into the berm).

Move to position 2 and knockdown shotgun targets in any order (shotgun MUST be restaged facing into the berm).

Move to position 3 and use first pistol to Arizona sweep (five on three, each target engaged at least once) pistol targets. Use second pistol to Arizona sweep the pistol targets.

10 Rifle ★ 4+ Shotgun ★ 10 Pistol

STAGE 4



Shooter begins at position 1, rifle and shotgun staged safely. To indicate ready say "Me and Buck are taking this coach through...passengers or not."

At the beep, continuous Nevada sweep the rifle targets, starting from either end. At position 2 knock down shotgun targets, any order.

At position 3 Nevada sweep pistol targets, starting either end. At position 4, Nevada sweep pistol targets, starting either end.

Nevada Sweep is defined as sweeping from one end of the row of targets to the other and back without double-tapping.

10 Rifle ★ 4+ Shotgun ★ 10 Pistol