

SHOOTOUT

AT 5 DOGS CREEK



MAY 3-6, 2007

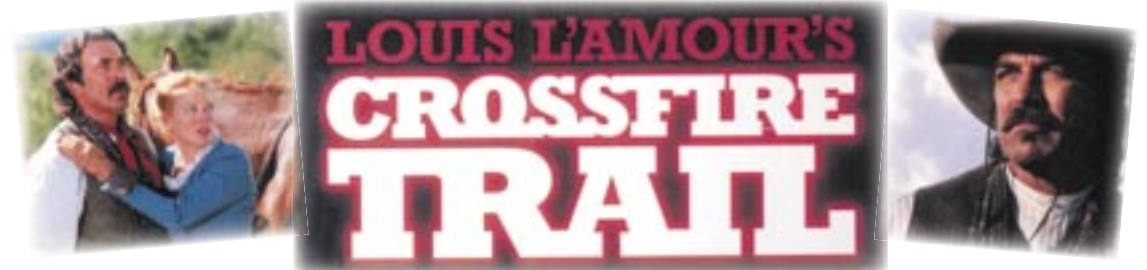
SASS CALIFORNIA STATE CHAMPIONSHIP

Feature presentation



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

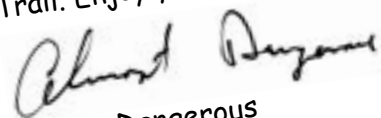
Welcome to 5 Dogs Creek! We're glad you could join us for our annual Shootout at 5 Dogs Creek. We have a great match planned and are sure you'll enjoy the weekend.

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 adventure, shoot straight and join your 5 Dogs Creek pals for a journey down Crossfire Trail. Enjoy your time with us and be safe!



Almost Dangerous
Mayor, 5 Dogs Creek

TIP YOUR HAT TO...



ALMOST DANGEROUS



PORTUGEE PHILLIPS

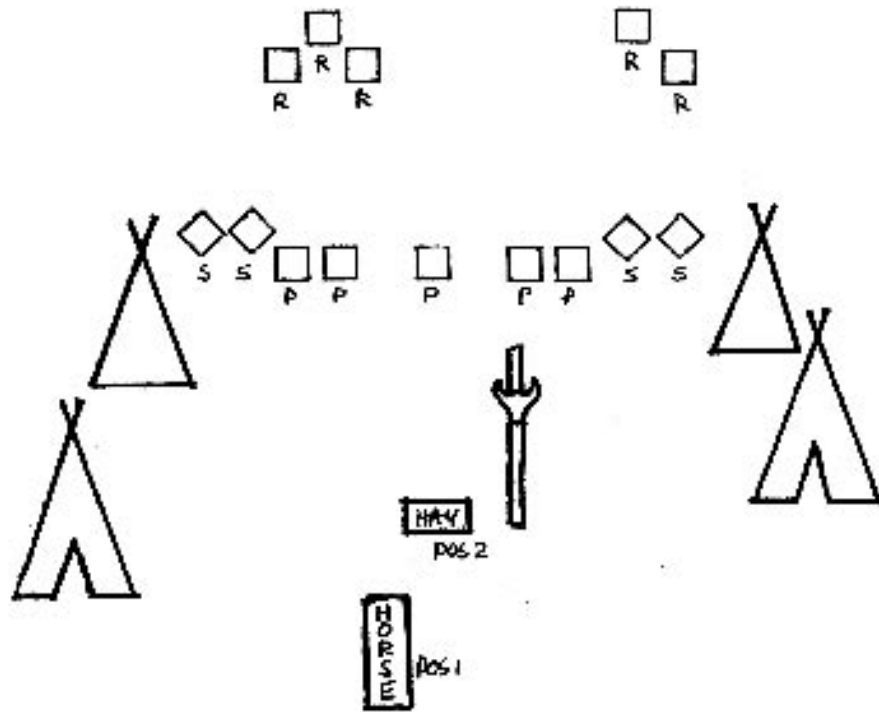
Many thanks to these fine cowboys for putting in endless hours to make the Shootout at 5 Dogs Creek possible. While they are supported by dozens of volunteers, without them this match would not be possible. We salute you!

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

661-324-6660



STAGE 12



Start at position 1 with rifle held at cowboy port arms, shotgun staged safely at position 2. To indicate ready say, "We didn't steal your daughter. This great chief fixed her egg."

At the beep, double tap rifle targets left to right. Take rifle to position 2. Draw pistol and sweep pistol targets left to right. Draw second pistol and sweep right to left. With shotgun, knockdown targets on the left, then the ones on right.

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.
- 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 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 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, take your case to Portugee Phillips. He will meet with you and any others who are involved. His decision is final.

SCHEDULE OF EVENTS

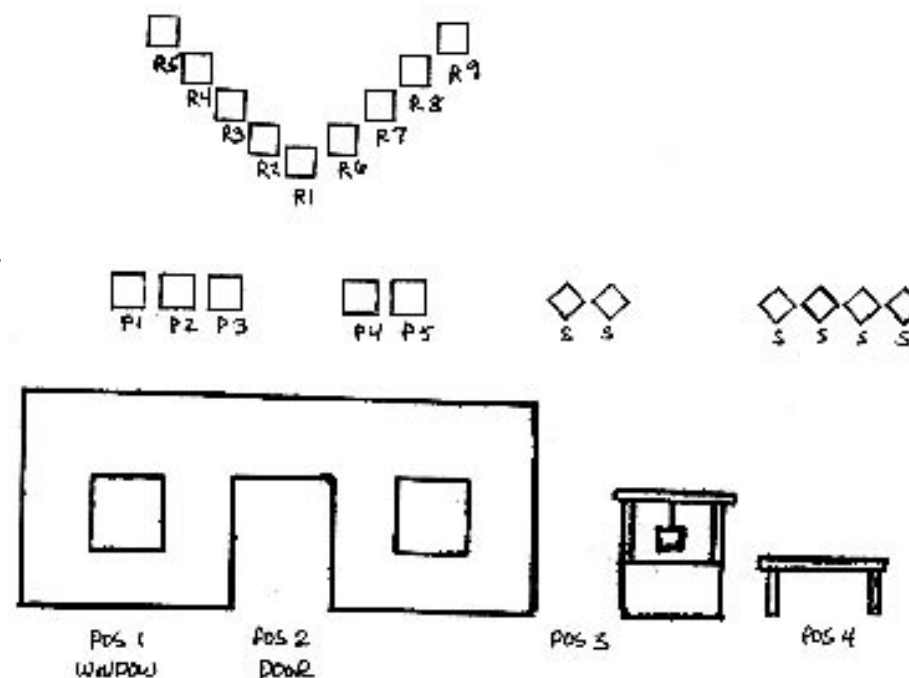
Thursday - May 3

- 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 360 served)
- 7 p.m. - Blackpowder Night Shoot - Mandatory safety meeting
Must sign up by 6 p.m. Shooting will start about 8 p.m.
Absolutely NO drinking alcohol at all during the day.
- Dusk - Movie night at the main stage area: Lines for each stage are from the movie "Crossfire Trail." Bring your lawn chair, your family and friends, and ride into 1880s Wyoming with Tom Selleck. (Movie not rated - made for TV)

Friday - May 5

- 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
- 6 p.m. - Dinner with entertainment by The Rudy Parris Band

STAGE II



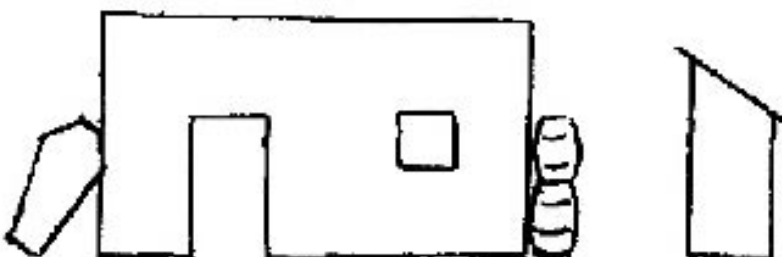
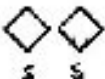
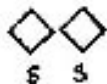
Rifle and shotgun staged safely. Start at position 1 with hands on hat. To indicate ready say, "Couldn't get the knack of turning the other cheek."

At the beep, draw pistol and shoot P1 twice, P2 twice and P3 once. Move to position 2. With rifle sweep R1 through R5, then R1 through R9. Draw second pistol and sweep P1 through P5.

Move to position 3. With shotgun, shoot 2 knockdowns. Take shotgun to position 4 and shoot 4 knockdowns any order.

10 Rifle ★ 10 Pistol ★ 6+ Shotgun

STAGE 10



Pos 1
HAY

Pos 2
DOOR

Pos 3

Start at position 1 with shotgun held at cowboy port arms, rifle staged safely. To indicate ready say, "May the apple of your eye see only good and may God make smooth the path before you," or your favorite Irish blessing.

At the beep, shoot 2 knockdowns. Put shotgun down, pick up rifle and sweep rifle targets left to right twice. Take shotgun to position 2 and shoot knockdowns.

Move to position 3, draw pistol and continuous Nevada sweep targets starting on the left, continuing sequence with second pistol.

4+ Shotgun ★ 10 Rifle ★ 10 Pistol

SCHEDULE OF EVENTS

Saturday - May 5

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 6

9 a.m. - Deadly Duo competition

Awards ceremony and raffle to immediately 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!

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

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

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

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

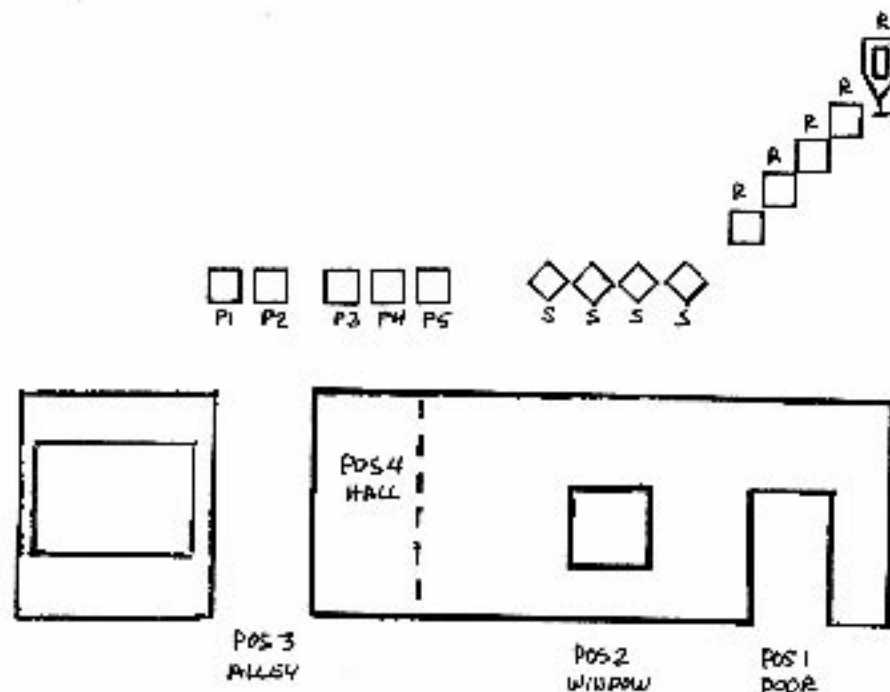
Thanks!

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



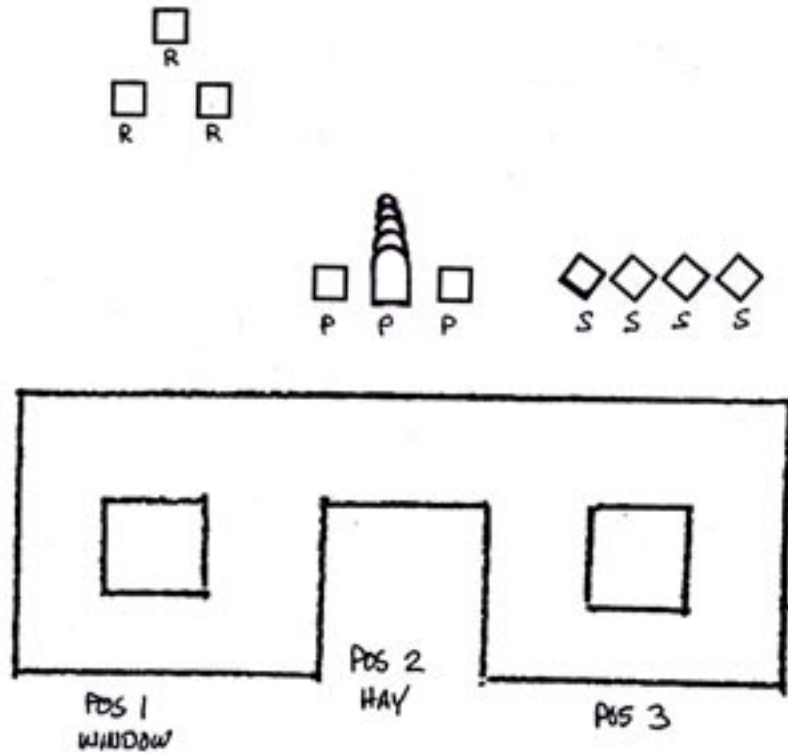
Start at position 1 with rifle held at cowboy port arms, shotgun staged safely. To indicate ready say, "I'm not a very good rifle shot, you know."

At the beep shoot rifle targets front to back then back to front, double tapping gong. Move to position 2. With shotgun, shoot knockdowns, any order.

Move to position 3. Draw pistol and alternate shots on P1 and P2. Move through side door to end of hall. Draw second pistol and sweep P1 through P5.

10 Rifle ★ 4+ Shotgun ★ 10 Pistol

STAGE 8



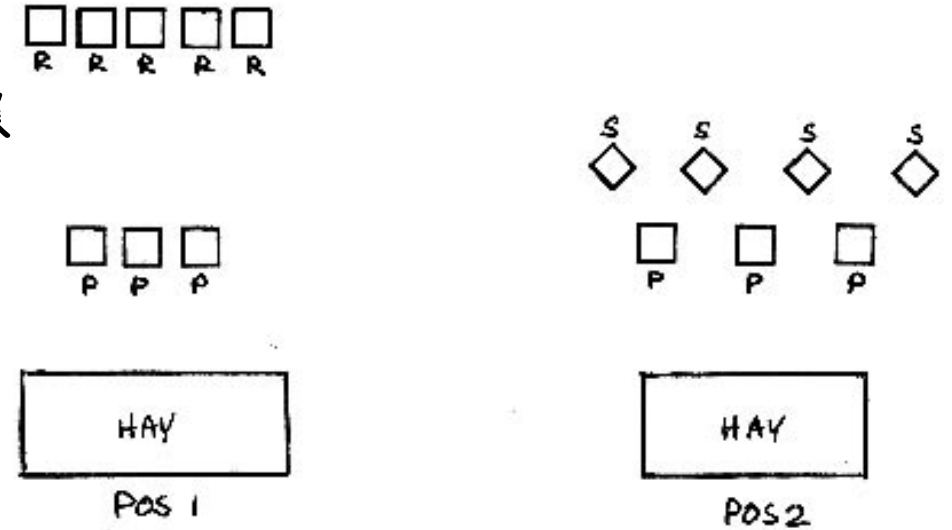
Shotgun staged safely. Start at position 1 with rifle held at cowboy port arms. To indicate ready say, "I've never had to fight my way into a saloon before."

At the beep, triple tap three rifle targets, any order. Take rifle to position 2 and stage safely. Draw pistol and continuous Nevada sweep targets starting on the left, continuing sequence with second pistol.

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

9 Rifle ★ 10 Pistol ★ 4+ Shotgun

STAGE 1

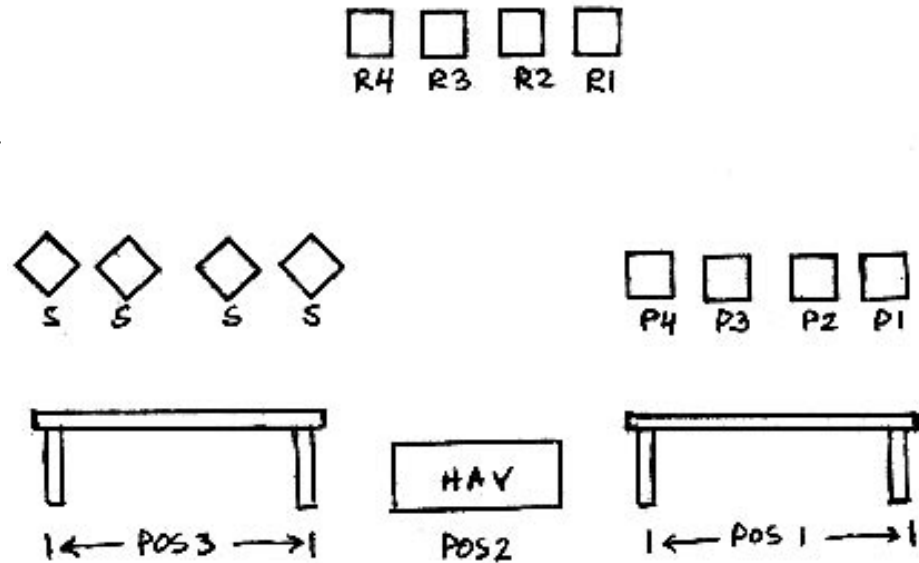


Rifle and shotgun staged safely. Start at position 1 with hands on hat. To indicate ready say, "Spit it out! Spit it out!"

At the beep, draw pistol and Arizona sweep (5 on 3) left to right. With rifle double tap rifle targets left to right. Move to position 2. Draw second pistol and Nevada sweep targets starting on left. With shotgun, knockdown 4 targets.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun

STAGE 2

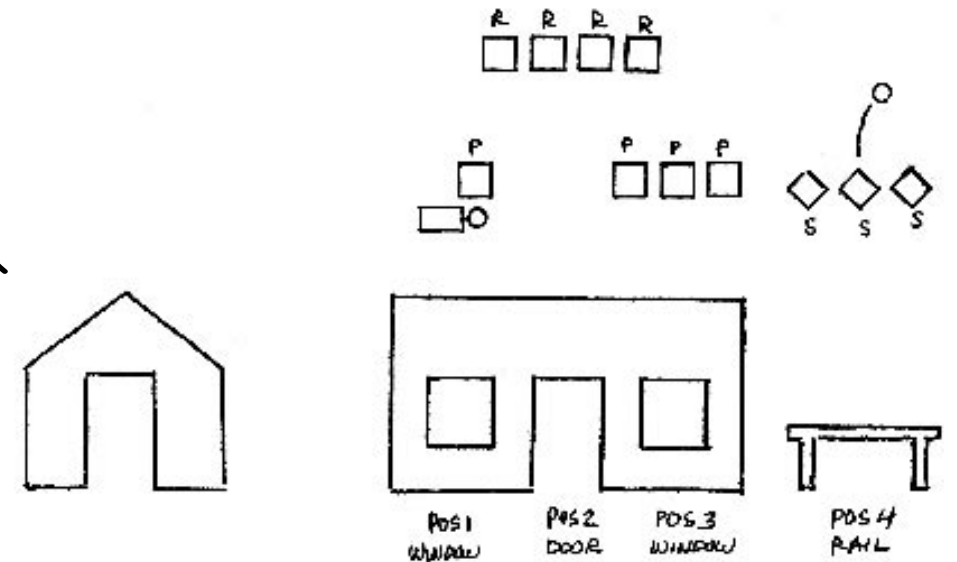


Rife and shotgun staged safely. Start at position 1 with cup in both hands. To indicate ready say, "God invented the whiskey to keep the Irish from ruling the world."

At the beep, drop the cup, draw pistol and shoot as follows: 1 shot on P1, 2 shots on P2, 3 shots on P3 and 4 shots on P4. Finishing sequence with second pistol. Move to position 2. With rifle shoot targets the same order as pistols. 1 on R1, 2 on R2 etc. Move to position 3. With shotgun, shoot knockdowns any order.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun

STAGE 7



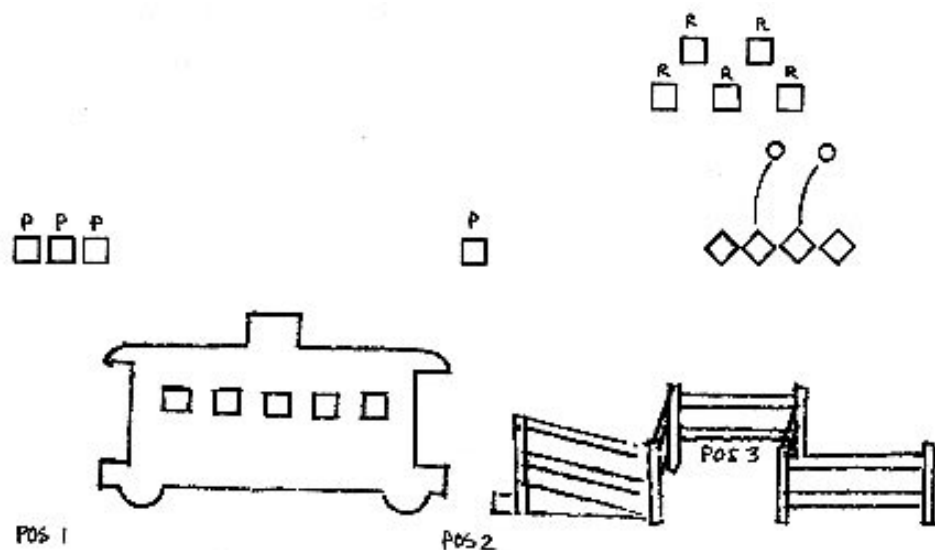
Rifle and shotgun staged safely. Start at position 1 with hands on window frame. To indicate ready say, "It's a gift."

At the beep, 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 holes in cardboard after the stage is complete to determine any penalties.)

Move to position 2. Continuous Nevada sweep rifle targets starting on the left. Move to position 3. Draw pistol and put five shots on three targets, any order. Move to position 4, with shotgun shoot knockdowns and clay, any order. A missed clay is a miss.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun

STAGE 6

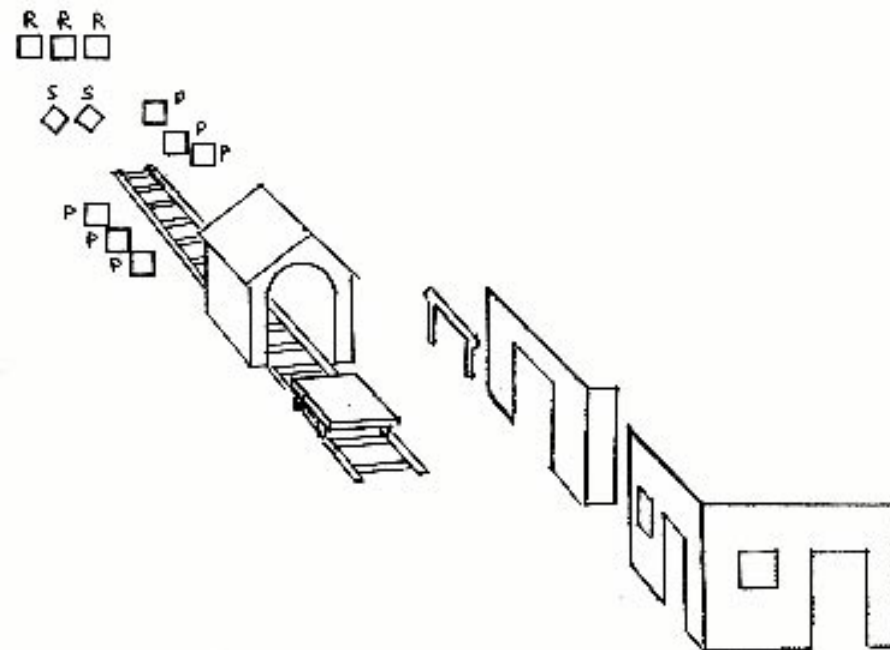


Rifle and shotgun staged safely at position 3. Start at position 1 with hands on cart. To indicate ready say, "This waiting is effecting my strategy."

At the beep draw pistol and shoot the left target twice, the center once, and right target twice. Move to position 2, draw second pistol and dump 5 shots on target. Move to position 3. With rifle, sweep targets twice, left to right. With shotgun, shoot knockdown targets and clays, any order. Missed clays are a miss.

10 Pistol ★ 10 Rifle ★ 6+ Shotgun

STAGE 3



Rifle and shotgun staged on cart. Start at position 1 with hands on cart handles. To indicate ready say, "Take your time. You'll get a more harmonious outcome."

At the beep, put cart in motion and *then* pick up rifle. **WATCH YOUR HEAD!!** Sweep rifle targets left to right 3 times. Draw pistol and Arizona sweep (5 on 3) the left pistol targets. Draw second pistol and Arizona sweep the right pistol targets. With shotgun, shoot 2 knockdowns.

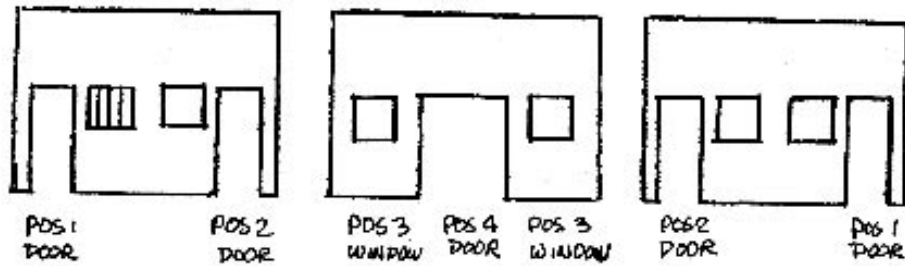
To make the reset faster, once you have finished shooting please exit the cart with your guns and have another member of the posse bring the cart back.

9 Rifle ★ 10 Pistol ★ 2+ Shotgun

STAGE 4

R R R R R R R R R R
 □ □ □ □ □ □ □ □ □ □

P P P P P S S S S P P P P P



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 door frame. To indicate ready say, "A man in my condition can't afford to make any enemies."

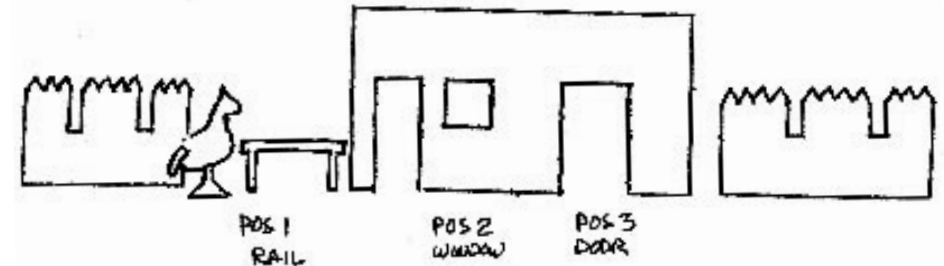
At the beep, draw pistol and Nevada sweep targets either direction. Move to position 2. Draw second pistol and alternate shots on two targets. Move to position 3. With rifle, sweep targets either direction. Move to position 4. With shotgun, sweep targets either direction.

10 Pistol ★ 10 Rifle ★ 4+ Shotgun

STAGE 5

△ □ △ □ △
 R R R R R

△ □ △ □ △ ◇ ◇ ◇ ◇
 P P P P P S S S S



Rifle and shotgun staged safely. Start at position 1 with hands on rail. To indicate ready say, "He tougher 'n the back wall of a shootin' gallery."

At the beep, draw pistol and sweep dogs left to right. Then sweep squares left to right. Repeat with second pistol. Move to position 2. With shotgun, knockdown 2 targets. Take shotgun to position 3. Pick up rifle and double tap dogs left to right. Then double tap squares left to right. With shotgun, knockdown 2 targets.

10 Pistol ★ 4+ Shotgun ★ 10 Rifle