



MERLIN MARAUDERS Cowboy Gazette

www.merlinmarauders.com

Merlin Marauders, P.O. Box 202, Grants Pass, OR 97528

Merlin Marauders Officers 2008

President

John Hudick - Rogue Rascal
(541) 472-8585
oregonjohn@oigp.net

Vice-President

Ed Rea, Jr. - Kidd Krystin

Treasurer

John Stubbe
- Johnny Eight Toes

Secretary & Membership

Heike Arnold
- Molly b'Dam
(541) 479-2928
haha@budget.net

Match Director/Range Officer

Rick Smith
- Bear Bone Smith
(541) 582-4144

Territorial Governor

Gary Hanson -
- Sweetwater Jack
(541) 479-6021
sweetwater@uci.net

Past President

David Taylor -
- Ten Sleep Good Guy

Directors

Martha Warr
- Gaye Abandon
Frank Steele
- Smoke Crik
Mike Klosterman
- Treacherous Jack

Member-at-Large & JCSA Rep

John Saliba
- Har Trigger

JCSA Range Office: 476-2040

Newsletter Editor -

Rogue Rascal
(541) 472-8585
oregonjohn@oigp.net

The Prez sez

Elections - I would like to thank **Frank Mooney**, aka **Two Tone**, for serving as vice-president for the better part of five years.

I am sad to announce the passing of **Straight Arrow**, aka **Jerry Lee Williams**. Many of us attended Jerry's Celebration of Life on January 5th. Jerry was a active contributor to MM and will be sadly missed.

I just completed my third year as president of MM. I like to think that we have come a long way with making Merlin Marauders the CAS club it is but we still have a way to go. Some of the major projects on the horizon are to procure a trailer to store and haul our targets, and construction of a shelter to shelter our props from the weather.

Renewal statements were mailed to you in December and due by January 31st. If your dues are not received you can be dropped from our membership list. One suggestion is for members to renew for multiple years.

The Sportsman's Expo will be held next month in Medford. I would like to ask Merlin Marauder cowboys to help man the JCSA booth, and hopefully recruit more cowboy shooters to our club. Details on page 2.

Planning continues for our 4th Annual Battle of Rogue River scheduled for May of this year.

- **Rogue Rascal**

January Match Winners

**Match cancelled because of
Weather**

**NEXT GENERAL MEMBER MEETING
Tuesday, February 12th**

At the **Black Forest Restaurant, 820 E Street "NE", Grants Pass**, at 6:30 PM.
Arrive at 5:45 PM if you intend to eat dinner first. Directions: (541) 474-5323

**NEXT MONTHLY MERLIN MARAUDERS
COWBOY ACTION POSSE MATCH
Saturday, February 2nd**

Arrive early to help set up stages @8:00 a.m. Sign-in is from 8:00 to 8:45 a.m. Shooter Meeting at 8:45 AM. Directions. JCSA Range, I-5 Exit 61 Merlin, Thence northbound on frontage road to Josephine County Sportsman Park

In Memoriam

Straight Arrow

aka **Jerry Lee Williams**
passed away on December 22, 2007
We will sadly miss him.

CLUB NEWS

Merlin Marauders membership is currently at 67. No new members since December, and we regret the passing of **Straight Arrow**, aka **Jerry Williams**.

Elections – Election of Officers for 2008-2009 the following officers were installed at the January 8th meeting
Vice President: Ed Rea, Jr, aka Kidd Krystin
Treasurer: John Stubbe, aka Johnny Eight Toes
Directors: Martha Warr, aka Gaye Abandon
Frank Steele, aka Smoke Crik

Battle of Rogue River 2008

Main Match dates are May 9-11, 2008.

Committee appointments are:

Match Director: **Bear Bone Smith**
 Match Manager: **Library Babbage**
 Operations: **Molly b'Dam**
Har Trigger

The next meeting is on Thursday February 21st, at 6:30 pm, at the home of Rogue Rascal.

Targets – We have acquired another batch of new targets from Ashland Muffler. We are needing to make more target stands.

Bylaws Revision – We will vote on amending the bylaws at the February 12th meeting.

Sportsman's Expo Medford Fairgrounds – Feb 22-24
 Cowboy “volunteers” needed for the JCSA booth at the Sports. If you would like to help out, please let our **Rogue Rascal** know, or signup at the JCSA Range Office. If you can help out even for an hour, it would be greatly appreciated. Admission is free for participants. Dress in your cowboy duds and you can wear your guns at the booth.

JCSA Meeting Highlights – January Meeting

Bob Kurilow, President, Linda Loefer, Vice President, Lura Johnson, Executive Vice President, Diana Wright, Secretary and Chris Holley, Treasurer were installed as 2008 officers. Garbage: JCSA has a dumpster now. Personal garbage is not permitted at JCSA in the burn pit or dumpster. Only target frames, twigs, and etc. can be burned in our burn pit.

STAGE SETUP for February 2nd

- Stage 1 – Bear Bone Smith
- Stage 2 – Johnny Dingus
- Stage 3 – Rogue Rascal
- Stage 4 – Johnny Eight Toes
- Stage 6 – Sweetwater Jack (Shotgun)

OREGON & Northern CALIFORNIA MONTHLY MATCHES

1 st Saturday	Grants Pass	Merlin Marauders	Rogue Rascal	[541] 472-8585	oregonjohn@oigp.net
1 st Sunday	Medford	Table Rock Rangers	Guano	(541) 779-1027	guano@clearwire.net
1 st Sunday	Bend	Horse Ridge Pistoleros	Cowboss	(541) 548-7325	toevs@bendnet.com
1 st Sunday	Florence	Siuslaw River Rangers	Johnny Jingos	(541) 997-6313	johnnyjingos@yahoo.com
1 st Monday	Portland	Orygun Cowboys	Bart Starr	(503) 391-8917	bartstar5885@aol.com
2 nd Saturday	Medford	Table Rock Rangers	Guano	(541) 779-1027	guano@clearwire.net
2 nd Saturday	Burney	Shasta Regulators	Cayenne Pepper	(530) 275-3158	modocsass13826@sbcglobal.net
2 nd Saturday	The Dalles	Fort Dalles Defenders	Mallard	(541) 993-3663	?
2 nd Sunday	Klamath Falls	Klamath Cowboys	Ramblin' Dave	(541) 273-1055	rdroth@fireserve.net
2 nd Sunday	Portland	Orygun Cowboys	Bart Starr	(503) 391-8917	bartstar5885@aol.com
3 rd Saturday	Ashland	Jefferson State Regulators	Jed I. Knight	(541) 944-2281	jed_i_knight@jeffersonstater regulators.com
3 rd Saturday	Redding	Shasta Regulators	Modoc	(530) 365-1839	modocsass13826@sbcglobal.net
3 rd Saturday	Portland	Orygun Cowboys	Bart Starr	(503) 391-8917	bartstar5885@aol.com
3 rd Sunday	Shedd (Albany)	Oregon Old West Shooters	Mid Valley Drifter	[541] 259-2774	MidValleyDrifter@outdrs.net
4 th Saturday	Klamath Falls	Klamath Cowboys	Ramblin' Dave	(541) 273-1055	rdroth@fireserve.net
4 th Saturday	Shedd (Albany)	Oregon Old West Shooters	Mid Valley Drifter	[541] 259-2774	MidValleyDrifter@outdrs.net
4 th Saturday	Eureka/Arcata	Madd River Rangers	Kid Knee Stone	(707) 445-1981	clsnowden@aol.com
4 th Saturday	Yreka	Hawkinsville Claim Jumpers	Deacon Doug	(530) 926-5270	napa198@juno.com
4 th Sunday	The Dalles	Fort Dalles Defenders	Mallard	(541) 993-3663	?
4 th Sunday	Roseburg	Umpqua Regulators.	Big Lou	(541) 484-5900	dr97@qwest.net

MERLIN MARAUDER MEMBERSHIP INFORMATION AND MATCH FEES:

MEMBERSHIP

Individual Membership \$25
 Family* Membership \$35
**Family is defined as all living under one roof*

SHOOTING FEES

Individual MM Member \$10
 MM Family \$15
 Individual Non-MM Member \$13
 Non-MM Family \$18

For membership issues and information call: Molly b'Dam @(541) 479-2928

Complete new/renewal application and mail to: Merlin Marauders, P.O. Box 202, Grants Pass Oregon 97528

Monthly match stage design and setup gets a \$5 discount

Dispatches from the Territorial Governor by Sweetwater Jack

Well, for those of you that have a hankerin' to stuff yer '97 shotguns as full as ya can get 'em, and also let fly with a slab-sided .45 auto at steel "bad guys", here's yer CHANCE!!! The Wild Bunch has just come down with a set of rules for a aptly-named "WILD BUNCH" TEAM side match for this year's End of Trail. Now keep in mind that this set of "rules" applies ONLY (so far) to the 2008 EOT, team side match, but the requirements COULD be extended other places in the future.

Firearm Requirements:

Handgun: Full size single stack steel frame 1911-style semi-auto pistol in 45 ACP caliber.

Rifle: Any SASS legal main match rifle in 40 caliber or larger.

Shotgun: 1897 Winchester pump in 12 gauge. Civilian or Military style. (The trench gun" is legal for this match)

Ammunition

Handgun: Minimum bullet weight: 200gr. Minimum power factor: 150, Maximum velocity 1000fps.

Rifle: Minimum bullet weight:200gr. Minimum power factor: 150, Maximum velocity 1400fps.

Shotgun: Standard velocity #6 lead birdshot or smaller. All other SASS main match ammunition requirements must be met.

Firearm Covenants

Handgun: Barrel length must be of at least 5 inches. No barrel porting or compensators. No extended magazine wells. Adjustable sights are allowed. No electronic sights or optical sights. No "fiber optic" sight inserts, only black or white colored sight inserts are allowed. No "target style" grips or grip enhancing tape. Grips must be GI-style wood or plastic grips. Other natural materials are ok but no rubber grips. No front slide checkering or serrations. No extended beavertail grip safeties. Magazines cannot hold more than 8 rounds. No extended base pads on magazines. Mainspring housings, triggers, hammers, safeties, magazine releases and slide releases may be replaced as long as they appear to be original. Internal accurizing and action tuning is allowed.

Rifle: Must meet SASS main match requirements and must be 40 caliber or larger.

Shotgun: Must meet SASS main match requirements for pump shotgun, except military configuration allowed. (Any version of the '97 Winchester)

Holsters, Cartridge Belts, Magazine Pouches, and Bandoliers Holsters and magazine pouches must be of traditional or military design and made from traditional materials, (e.g., canvas or leather). The holster must cover the entire length of the barrel and completely cover ejection port. No open front speed holsters allowed. If a holster has a flap or strap they need not be closed during competition. No metal or plastic "competition" type equipment allowed. No shoulder or cross-draw holsters may be used during competition. Magazine pouches must be worn on the opposite side of the body from the handgun. Magazine pouches must be worn vertically. Magazine pouches can hold either 1 or 2 magazines. At least the magazine pouch must cover 2 inches of the magazine. All other SASS regulations pertaining to these items apply.

Costuming Period US military from 1900 to 1916 is allowed. Period western dress is allowed such as Pike, Dutch, Lyle or Tector in the closing scene of the Wild Bunch movie. I.e. Western style pants with suspenders, and long sleeve western shirt. Vests are optional. Jeans are not allowed. Boots must be SASS legal. Hats must be worn and must be made of felt, no straw hats.

Firearm Rules and Penalties The 1911 must be restaged safely at the end of each shooting string with the slide locked open, unless the 1911 is the last firearm engaged. It may contain an empty magazine or no magazine when restaged. (Failure to comply, SDQ. Per current SASS rules the shooter has until engaging the next firearm to correct without penalty) Magazines shall be loaded with only 5 rounds. (Overloading MSV) Shooter may take no more than 4 loaded magazines to the firing line.(Failure to comply MSV) When moving with the 1911 in your hand the slide must be locked open and the trigger finger must be outside the trigger guard. (trigger finger MSV, slide closed SDQ) Changing magazines on the move is allowed as long as the slide remains locked open and the trigger finger remains out of the trigger guard until at least one foot reaches the shooting position. (trigger finger MSV, slide closed SDQ) At the end of the stage the 1911 must be cleared on the firing line. Under the supervision of the RO the magazine removed, slide cycled if not locked open, and chamber checked. Then the slide is closed to battery the trigger is pulled and hammer dropped before holstering. (Failure to comply SDQ) Shotgun magazines may be loaded with up to the correct number of rounds for the target sequence. Any additional rounds needed for targets must be loaded from the body. (Overloading MSV) Loaded shotguns shall be staged with the action closed, hammer down on an empty chamber. (Failure to comply SDQ) All other SASS rules pertaining to firearms are in effect.

Shooting procedure Rules and Penalties specific to the 1911
Operations at the loading table: Pistol shall be shown clear and then the slide closed to battery, hammer lowered and holstered with NO magazine inserted. (Failure to comply SDQ). Magazines shall be loaded and placed in pouches or on the shooter's body. (Failure to comply MSV)

PRIOR to engaging the stage: At the firing line under the supervision of the RO the shooter shall insert a loaded magazine in the pistol but NOT operate the slide. Pistol shall be re-holstered or staged per instructions with the slide forward and hammer down on an empty chamber. (Failure to comply SDQ)

Operations at the unloading table: The already cleared pistol shall remain holstered. Any live ammunition remaining in magazines need not be unloaded.

Rules for Wild Bunch Side Match

Shooters and firearms: 4 shooters on a team. One each as Pike, Dutch, Lyle, and Tector.

Firearms for Pike: 1911 pistol and 1897 shotgun.

Firearms for Dutch: SASS main match revolvers and 1897 shotgun.

Firearms for Lyle: 1911 and SASS main match rifle.

Firearms for Tector: SASS main match revolvers and SASS Main match rifle. All competitors may shoot side Match with their main match costuming but to be true to the characters of the movie the following is a recommendation:

Clothing for the following

Pike: Dark pants, light colored long sleeve shirt, dark vest, SASS legal boots and hat.

Dutch: Dark pants, light colored long sleeve shirt, dark vest, SASS legal boots and hat.

Lyle: Dark pants, light colored long sleeve shirt, NO vest, SASS legal boots and hat optional.

Tector: Dark pants, light colored long sleeve shirt, dark vest, SASS legal boots and hat.

Again, keep in mind that this specific set of rules currently applies only to the anticipated team side match for

EOT in 2008. However, everything short of the last paragraph pertaining to the 4-man team could apply to Wild Bunch" side matches at any level, and may become the basis for standardization of "Wild Bunch" at the club level and beyond.

The negative "comments" on the SASS Wire on this subject so far mostly have been directed toward the requirement for 200grain bullets, of .40 caliber or larger and the 150 power factor. So, no "wimp loads", no .38spl rifles It's WILD BUNCH, not Mild Bunch....

FOR SALE

AWA (American Western Arms) "ULTIMATE 1873" PISTOLS

LIKE NEW! - Cal .45 Colt, 5-1/2" barrel, blued - color case hardened, walnut grips, factory tuned!

These pistols were acquired by a person who only test-fired them and decided not to go in to Cowboy Action Shooting after all.

No box, no papers, not consecutive serial numbers. Oregon residents do not require FFL.

According to **Sweetwater Jack**, the dealer cost on this gun is about **\$560**, so this is a bargain!

Price: **\$500 each, or, the pair for \$950 (FIRM)**

Contact: **Rogue Rascal, (541) 472-8585** or e-mail: oregonjohn@oigp.net

Ruger No. 1-B Standard Rifle –

Like New! .270 Winchester; Adjustable trigger; Premium Walnut Stock; Detachable Sling Swivels; New Ruger Scope Rings. \$675.00, or Best Offer Call **Merlin Maverick (541)-479-2928**

Time-share at the 5-Star Krystal Resort

In Puerto Vallarta, Mexico City, Cancun, or Ixtapa. Includes. Full liv/din/kit studio + Krystal bonus weeks & a paid membership in RCI. Timeshare good thru 2025 & valued by Cent. 21 at \$11,000. Will sell for \$4,000. Call **Merlin Maverick (541)-479-2928**.

Craftsman 3000-watt AC generator.

Six and one-gallon fuel tanks - Like new. \$500 value - will sell for \$350. Call Howard at 479-2928.

Primers

6000 CCI Small Pistol Primers @ \$20 per 1000. Will sell All or 1000 primers at a time.

Contact Sweetwater Jack at sweetwater@uci.net

FOR SALE Items are listed free for club members. Items must be submitted prior to the 15th of the month and MUST be in electronic form, e.g. e-mail or attached files. (No handwritten submissions)

Merlin Marauder Badges

We have club badges for sale. They are high quality polished brass badges made by the **Lindholm Brothers, Whiney Henry and Wimpy Hank Yoho**, and are available from Molly b'Dam or Rogue Rascal for \$25.

Merlin Marauder Website

The Webmaster is Library Babbage

www.merlinmarauders.com

Send any photos or information to Library Babbage at the website e-mail address or to: leevern_beck@hotmail.com