



# MERLIN MARAUDERS Cowboy Gazette

[www.merlinmarauders.com](http://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](mailto: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](mailto: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](mailto:sweetwater@uci.net)

### Past President

Howard Arnold -  
- Merlin Maverick

### Directors

Martha Warr  
- Gaye Abandon  
Vince Williams  
- Johnny Dingus  
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](mailto:oregonjohn@oigp.net)

## The Prez sez

This is my last month as President of the Merlin Marauders. It seems only like last week that I took office four years ago.

But after four busy years the time has fled and it is time for someone with new ideas to take the lead. I like to think that the club made a number of significant advancements during my two terms. They could not have been done without the help of all the Merlin Marauders.

The new President **Rick Smith**, aka **Bear Bone Smith** will be installed at the next meeting on January 13<sup>th</sup>. Rick has been the Match Director for MM for the past four years and will make an excellent president for our club.

Our new Match Director will be **Vince Williams**, aka **Johnny Dingus**. Vince has been contributing to our stage design and matches for the past few years.

Continuing to serve for her fourth (or is it fifth?) term is **Heike Arnold**, aka **Molly b'Dam**. **Mike Klosterman**, aka **Treacherous Jack** was re-elected for a second term as director, and **Chuck Pool**, aka **Imnaha Chuck** was elected to finish out the remainder of term vacated by Johnny Dingus.

Our next big hurdle will be the upcoming **Battle of Rogue River 2009** that will be held in May. I will be the Match Manger for this event. No rest for the wicked, moving from President directly into Annual Match Manager.

- **Rogue Rascal**

## Match Winners-December 2008

- |                 |                  |
|-----------------|------------------|
| 1 <sup>st</sup> | Purgatory Smith  |
| 2 <sup>nd</sup> | Bear Bone Smith  |
| 3 <sup>rd</sup> | Molly b' Dam     |
| 4 <sup>th</sup> | Wales Holliday   |
| 5 <sup>th</sup> | Treacherous Jack |

### NEXT GENERAL MEMBER MEETING

Tuesday, January 13<sup>th</sup>

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, January 3<sup>rd</sup>

Arrive early to help set up stages @8:00 a.m. Sign-in is from 8:00 to 8:30 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

### LADIES MATCH & SHOOTING CLINIC

For women, by women!

Sunday, March 29<sup>th</sup>, 9 am  
at the **White City Range. FREE!**

See details on page 2



# MERLIN MARAUDER CLUB NEWS

## MEMBERSHIP RENEWALS

Merlin Marauders membership is on the calendar year. It is time to renew your membership for 2009. Molly b'Dam has already sent out the statements and you should either send your check to the club address at P.O. Box 202, Grants Pass 97528, bring it to a meeting, or a match. Membership dues are:

Single \$25; Family \$35. A family is defined as everyone living under the same roof. Renewals can be for any multiple number of years.

**Membership:** Merlin Marauders membership is at 69. No new members since last month

## ELECTION RESULTS

New officers were elected for 2009-2010.

The new officers are:

**President – Rick Smith, aka Bear Bone Smith**  
**Secretary – Heike Arnold, aka Molly b'Dam**  
**Match Director – Vince Williams, aka Johnny Dingus**  
**Director 1 – Mike Klosterman, aka Treacherous Jack.**  
**Director 2 – Chuck Pool, aka Imnaha Chuck**

## Battle of Rogue River 2009

The Main Match dates are **May 9-10, 2009.**

Committee appointments are:

Match Manager: **Rogue Rascal**

Match Directors: **Johnny Dingus & Bear Bone Smith**

Operations: **Har Trigger**

Operations/Reservations: **Molly b'Dam**

The Kick-off meeting was held on December 15<sup>th</sup>. The next meeting will be on January 5<sup>th</sup> @6:30 at the home of **Gaye Abandon**, 479-6021.

## LADIES ONLY - MATCH and SHOOTING CLINIC, Sunday, March 29<sup>th</sup>, 9 am. White City Range. FREE

Join us for our second "Ladies Match", We plan to teach you some good pointers pertaining to safety, the workings of each weapon and how to shoot a stage more successfully, and you'll also get to shoot stages. Seasoned shooters are welcome, as well those who have never shot before (spouses, significant others, family and friends). Ladies, this is your chance to try the sport of cowboy action shooting, assist a new shooter, and have a good time doing it in the company of your peers and away from the criticizing men. We'll be happy to provide you with all the juicy details as well as directions to the White City Range. Hope to see you there! Guns and ammo will be provided for newcomers. Contact: **Molly b'Dam, 479-2928, or Derringer Donna, 773-7428**

## JCSA NEWS - Imnaha Chuck

- The JCSA punch card price will increase from \$35 to \$45 after January 1, 2009
- Sportsman show at the Expo dates are Feb. 20-22, JCSA is looking for help at booth and setup the 19<sup>th</sup> with tear down the 23rd. Sign-up at the JCSA office or contact **Rogue Rascal**

## Stage Setup for January 3<sup>rd</sup>

- **Stage 1 – Bear Bone Smith**
- **Stage 2 – Johnny Dingus**
- **Stage 3 – Rogue Rascal**
- **Stage 4 – Molly b'Dam**
- **Stage 5 (Shotgun) Sweetwater Jack**

## OREGON & Northern CALIFORNIA MONTHLY MATCHES

1 <sup>st</sup> Saturday	Grants Pass	Merlin Marauders	Rogue Rascal	[541] 472-8585	<a href="mailto:oregonjohn@oigp.net">oregonjohn@oigp.net</a>
1 <sup>st</sup> Saturday	Canby	Mollala River Rangers	Gold Dust Bill	(503) 705-1211	
1 <sup>st</sup> Sunday	White City	Table Rock Rangers	Jed I. Knight	(541) 944-2281	<a href="mailto:jed_1_knight@jeffersonstateregulators.com">jed_1_knight@jeffersonstateregulators.com</a>
1 <sup>st</sup> Sunday	Bend	Horse Ridge Pistoleros	Big Casino	(541) 389-2342	
1 <sup>st</sup> Sunday	Florence	Siuslaw River Rangers	Johnny Jingos	(541) 997-6313	<a href="mailto:johnnyjingos@yahoo.com">johnnyjingos@yahoo.com</a>
2 <sup>nd</sup> Saturday	Medford	Table Rock Rangers	Jed I. Knight	(541) 944-2281	<a href="mailto:jed_1_knight@jeffersonstateregulators.com">jed_1_knight@jeffersonstateregulators.com</a>
2 <sup>nd</sup> Saturday	Burney	Shasta Regulators	Cayenne Pepper	(530) 275-3158	<a href="mailto:modocsass13826@sbcglobal.net">modocsass13826@sbcglobal.net</a>
2 <sup>nd</sup> Saturday	The Dalles	Fort Dalles Defenders	Frisco Nell	(541) 835-5630	
2 <sup>nd</sup> Sunday	Klamath Falls	Klamath Cowboys	Ramblin' Dave	(541) 273-1055	<a href="mailto:rdroth@fireserve.net">rdroth@fireserve.net</a>
3 <sup>rd</sup> Saturday	Ashland	Jefferson State Regulators	Jed I. Knight	(541) 944-2281	<a href="mailto:jed_1_knight@jeffersonstateregulators.com">jed_1_knight@jeffersonstateregulators.com</a>
3 <sup>rd</sup> Saturday	Redding	Shasta Regulators	Modoc	(530) 365-1839	<a href="mailto:modocsass13826@sbcglobal.net">modocsass13826@sbcglobal.net</a>
3 <sup>rd</sup> Sunday	Shedd (Albany)	Oregon Old West Shooters	Mid Valley Drifter	[541] 259-2774	<a href="mailto:MidValleyDrifter@outdrs.net">MidValleyDrifter@outdrs.net</a>
3 <sup>st</sup> Sunday	Bend	Horse Ridge Pistoleros	Big Casino	(541) 389-2342	
4 <sup>th</sup> Saturday	Klamath Falls	Klamath Cowboys	Ramblin' Dave	(541) 273-1055	<a href="mailto:rdroth@fireserve.net">rdroth@fireserve.net</a>
4 <sup>th</sup> Saturday	Shedd (Albany)	Oregon Old West Shooters	Mid Valley Drifter	[541] 259-2774	<a href="mailto:MidValleyDrifter@outdrs.net">MidValleyDrifter@outdrs.net</a>
4 <sup>th</sup> Saturday	Eureka/Arcata	Madd River Rangers	Kid Knee Stone	(707) 445-1981	<a href="mailto:clsnowden@aol.com">clsnowden@aol.com</a>
4 <sup>th</sup> Saturday	Yreka	Hawkinsville Claim Jumpers	Deacon Doug	(530) 926-5270	<a href="mailto:napa198@juno.com">napa198@juno.com</a>
4 <sup>th</sup> Sunday	The Dalles	Fort Dalles Defenders	Frisco Nell	(541) 835-5630	
4 <sup>th</sup> Sunday	Roseburg	Umpqua Regulators.	Big Lou	(541) 484-5900	<a href="mailto:dr97@qwest.net">dr97@qwest.net</a>

## MERLIN MARAUDERS MATCH FINAL December 6, 2008

Match Final	ALIAS	STAGE	STAGE	STAGE	STAGE	STAGE	Total Time	Class	Class Final	Total Misses
		1	2	3	4	5				
1	Purgatory Smith	29.35	<b>14.55</b>	<b>22.26</b>	<b>34.52</b>	<b>23.58</b>	<b>124.26</b>	GF	1	4
2	Bear Bone Smith	<b>23.58</b>	24.28	28.10	38.11	32.86	146.93	T	1	2
3	Molly B' Dam	29.93	30.32	35.03	38.59	35.55	169.42	LS	1	2
4	Wales Holiday	40.01	25.82	32.98	47.44	32.79	179.04	T	2	4
5	Treacherous Jack	33.35	32.28	42.75	40.62	34.67	183.67	T	3	2
6	Royal Flush	32.82	28.40	53.63	36.19	43.85	194.89	49	1	9
7	Half Fast Rusty	39.15	43.68	52.59	41.85	41.09	218.36	D	1	7
8	Jed I. Knight	34.98	45.47	40.34	63.79	48.03	232.61	FCG	1	7
9	Rogue Rascal	37.38	74.94	40.77	54.32	37.39	244.80	ES	1	5
10	Kidd Krystin	50.60	38.38	45.71	58.79	54.36	247.84	SGF	1	3
11	Barbarosa Mike	51.15	46.27	55.50	54.95	51.62	259.49	SD	1	2
12	Johnny Dingus	53.61	38.22	77.25	60.43	42.57	272.08	49	2	6
13	Two Tone	56.93	76.81	70.32	124.63	95.19	423.88	SD	2	11
14	Venison Stu	40.53	DNF	DNF	DNF	DNF	DNF	49	3	0

**CLEAN MATCH - NONE**

### 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  
 Additional MM Family Adults   \$5 each  
 Individual Non-MM Member   \$13  
 Additional Non-MM Family Adult \$5 each

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**

#### **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](http://www.merlinmarauders.com)

Send any photos or information to Library Babbage at the website e-mail address or to: [leevern\\_beck@hotmail.com](mailto:leevern_beck@hotmail.com)

## FOR SALE

### 1873 Taylor's Uberti Rifle, Cal 44 WCF

**1873 Winchester Taylors/Uberti, Cal 44-40. 18" barrel, blued finish, stock condition. Excellent condition, not used much. \$900/or trade?? Venison Stu, (541) 415-0022**

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

# Dispatches from the Territorial Governor

## by Sweetwater Jack

Well, the stagecoach from Las Vegas has rolled into town and the Jehu and his shotgun guard has shouted out the news from the Territorial Governors. The results of the T/G Summit voting came down like this:

- 1. Should we combine the Traditional and Modern categories and then split this combination into two age based categories, with the age breaks being at 17 and up / 36 and up? This would give us age-based categories for all ages. All age-based categories would allow the use of all SASS legal firearms, propellants and shooting styles except Gunfighter.  
Discussion: Does not eliminate modern guns, only the Modern Category. Clarifications, the passing of this does not allow adjustable sighted guns in Gunfighter and black powder categories.

The Modern category would still be permissible on a local basis. PASSED

- 2. Should we allow the use of the Gunfighter shooting style in all age-based categories except the Buckaroo and Junior categories?  
Discussion: Some felt that there was little, if any, advantage to shooting Gunfighter style in other categories. Duelist is allowed in all categories so why not Gunfighter. Some felt that allowing this would tend to increase the interest in the category by providing an opportunity to try Gunfighter without shooting the whole match gunfighter style. Many spoke in favor of allowing the style in all categories. Discussion mounted against, as Gunfighter more complicated than most other categories and safety issues were raised. FAILED

- 3. Should we replace the line – “Outlawed Clothing displaying manufacturer’s or sponsor’s logos” with “The displaying of sponsor’s or team logos on apparel or equipment is prohibited. Manufacturer’s labels on such apparel or equipment are acceptable?”  
Discussion: The item refers team logos and club logos at matches. A motion, with a second, was made to add the words “during the match and at the awards ceremony, after the words prohibited. Many felt that this was already covered in the regular match rules regarding proper clothing at awards and the match. The motion to change the amendment failed. A second amendment to the item was to allow SASS and club logos on apparel at the match except when you are on the firing line. This too failed. Most people felt that we do not need this on the clothing anytime at the match or awards presentations. What this item refers to is team or sponsor logos on clothing and not the clothing makers label.. The intent of this item is to prevent sponsor and team type logo’s on shooters clothing.  
Some manufacturing logos are large and it was felt that we needed a size requirement. The distinction between Logos and the manufacturers label was made. The crux of the rule is to prevent team and sponsorship identification.  
Awards, like belt buckles were exempt. PASSED AS RE-WORDED

- 4. Stage Conventions Item #3 requires all long guns staged horizontally shall be staged lying flat where at least the rear of the trigger guard is on the staging area. Should this also be applied to handguns?  
Discussion: Amendment offered to modifying the wording to add, “All handguns must be staged with the entire handgun lying flat on the staging surface.” There was some discussion about the staging location when it is not large enough to hold the entire gun, like a book. My suggestion is address this in your stage instructions but flat on the book top should be satisfactory or use a BIG book. PASSED

- 5. Should we clarify the costuming requirements as follows? “ALL Clothing MUST BE worn appropriately, how it was intended and how it would have been worn in the OLD WEST or as seen on B Western movies and Television. Clothing that is clearly NOT in the spirit of the “Old West” or in good taste is NOT allowed.”  
Discussion: “In good taste” is subjective. Much discussion felt that we are making too many rules. Some felt the match directors were not enforcing the rules we already had. Others also felt that we needed the rules in order be able to enforce an undesirable clothing situation.  
PASSED

- 6. Should we allow a shooter to retrieve a dropped round? The current rule actually assumes that a safety rule could potentially occur when retrieving dropped rounds. We have rules in place that address safety issues when they occur.  
Discussion: New wording is in the works for a change in the RO book dealing with dropped rounds during and after the stage. There was much discussion on a dropped round on a table that is retrieved after the shooter finishes the timed portion of the stage.  
Many felt that the rule was OK as it was. A dropped round is a dropped round and cannot be picked up by the shooter.

The RO book says that the shooter could pick up a dropped rounds after they shot the course of fire. This permits picking the round off of the table after he finishes and before they go to the unloading table. It was determined that there was a conflict between the RO manual and the Shooters Book regarding "After the course of fire (RO Book) and the "Course of the stage" in the handbook. FAILED

- 7. Should we change the verbiage about de-cocking a firearm from De-cocking a revolver, rifle, or external hammer shotgun may not be done with a live round under the hammer. De-cocking may not be done to avoid a penalty if cocked at the wrong time or position. to – NO gun may be decocked on the firing line except by pointing it down-range and pulling the trigger or while under the direct supervision of a stage officer.

Discussion: An issue with de-cocking a gun that has a squib and has also been re-cocked for the next shot.

Several examples were brought forward. A shooter leaves the loading table with a cocked rifle. A Gunfighter has two guns cocked and then gets a squib in one revolver. It was understood that a malfunction should be declared and then the shooter would "make the gun safe". That includes under the supervision of the stage officer. A motion was passed to change the wording to the following: De-cocking may not be done to avoid a penalty if cocked at the wrong time or position. NO gun may be de-cocked on the firing line except by pointing it down-range and pulling the trigger or while under the direct supervision of a stage officer. PASSED AS RE-WORDED

- 8. Should we change the rule regarding empties left on the carrier or in the chamber of a long gun? A live round in the chamber would continue to carry a Stage Disqualification penalty and a live round on the carrier a 10 second minor safety. This change would eliminate all penalties for empty rounds in the chamber or on the carrier of long guns only. Discussion: The action still needs to be open. In "heat of battle" immediate identification of live vs. dead round difficult. FAILED

- 9. Should we allow gunfighters to carry revolvers in the butt forward manner? We have rules in place that address safety issues when they occur. Discussion: The proposal was addressing the issue that the RO could not see both guns being drawn and they would be unable to determine if the 170 was broken while using a twist draw method. FAILED

- 10. Should we allow ejectors on single shot shotguns?

There was no discussion in opposition although the item is not limited to Buckaroos. PASSED

- 11. Should we add the following verbiage to address aerial shotgun targets for Buckaroos and Buckarettes? "Buckaroos and Buckarettes must shoot at (engage) all aerial shotgun targets unless alternate targets are provided. Aerial targets will be scored as "hit" if fired at before the target impacts the ground. Targets that hit the ground before being fired at will be scored as a "miss".

Discussion: Some felt it was sending the wrong message by awarding a hit for a target that was not hit.

It was also felt that if others hit the flying target it was not fair to give a hit to those that did not actually hit it.

Others felt that a stationary target should be provided as an option to the Buckaroo instead of a flying target.

If a Buckaroo did not knock down the release target (which they are not required to do) what do they shoot at instead of the flyer?

A motion was made and passed to add "An alternate target must be provided for Buckaroo's and Buckarettes instead of the flying bird, when a flying bird is part of the stage." The largest objections to making the flying targets a "gimme" actually came from the Buckaroos, themselves. They didn't want a "free lunch", but wanted to EARN the hit!! I loved it!!

PASSED AS RE-WORDED

### **ALL THE ABOVE ITEMS WILL BE EFFECTIVE ON 1 FEBRUARY, 2009.**

IN ADDITION TO THE VOTING AGENDA ITEMS, the following clarifications to the rules were made, to become effective immediately:

#### **Rule clarifications and interpretations:**

1. Miss v. Procedural-use of the chart. Engage is now changed to hit. Takes away penalty from situation where targets are close together and a miss hits the wrong target.

2. RO and TO are responsible for shooter being in the correct position and location. Shooter is responsible for staging of guns ammo, everything besides location and position.

3. Language for Moccasins: No Moccasins in CC or B-Western.

4. There is NO SCABBARD RULE. Match Director must decide whether or not long guns must remain open.

5. Movement with shotgun in hands: Allowed with action closed, hammer down on empty chamber or spent case or action open, empty or live round on carrier.

5. Empty long gun carefully placed falls and breaks 170 is 10 sec. MSV. Words **carefully** and **carelessly** removed. Penalty now

applies no matter how the gun was placed (This does not include actual failures of the prop, e.g. The block you lean your rifle against falls off of the wall).

6."Re-starts"- Shooter should be afforded opportunity for clean start. However, if shooter abuses that, by demanding sever "re-start", pull them off to the side and talk to them.

7.Does convention of staging firearms flat apply to firearms staged after use. Word "initially" added to avoid confusion.

8.Cap and Ball shooters: on a "reload" may cap the 6th round on the firing line before they fire the first 5 to avoid flash-over.

9.Loading two rounds in the shotgun. May only have two **live** rounds in the gun at a time, however, you can shoot, leave the gun closed and load two in the mag.

10.Empties left in the gun after leaving unloading table. SDQ, failure to follow loading and unloading procedures. Applied to stage where guns were not cleared. If it is the first stage on the next day, it is a no call. Only applied to previous stage if it is not the first stage of the day.

11. Firing line defined- loading table to unloading table. START: When you place your first gun down on the loading table: FINISH: when you pick up last gun to leave unloading table: .

12.Leaving the **loading table** with a cocked firearm. SDQ, moving with a cocked loaded firearm.

13.Classic Cowboy no straw OR **PALM** hats.

14.Empty hull on last firearm. When does it apply? Clarified as applying penalty when gun leaves the shooter's hand.

15.Can go back to fix something when next gun is **USED** now changed to when the next gun is **FIRE**D. If you can **safely** fix something with a cocked revolver in your hand, you may do so.

These revisions/clarifications are in effect **IMMEDIATELY!** If ya' think **I** was "wordy" in this "Dispatch", ya should'a been **THERE!!!**

Adios until next month, Amigos!!! And MERRY CHRISTMAS and a HAPPY NEW YEAR from Gaye and Me!

- Sweetwater Jack