



# MERLIN MARAUDERS Cowboy Gazette

[www.merlinmaraudercowboys.com](http://www.merlinmaraudercowboys.com)

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

## Merlin Marauders Officers for 2014

### President

Rhonda Peltier

- Bobbin' Along Daisy  
(253) 208-1105

[Rhonda5647@hotmail.com](mailto:Rhonda5647@hotmail.com)

### Vice-President

Ron Dreher- CHPSHOT  
(541) 592-6994

### Treasurer

John Stubbe  
- Johnny Eight Toes

### Secretary & Membership

Clara Daughtry - Cinona Hawk  
(541) 597-4167

### Match Director/Range Officer

Rick Peltier - Mountain Grizz  
(253) 208-1105

### Territorial Governor

Gary Hanson-  
- Sweetwater Jack  
(541) 479-6021  
[Sweetwater@uci.net](mailto:Sweetwater@uci.net)

### Past President

Heike Arnold - Molly b' Dam  
(541) 479-2928

### Directors

Chuck Pool - Imnaha Chuck

Michael Daughtry  
- Barbarosa Mike

Karen Crume - Queen 'O Clubs

### Member-at-Large

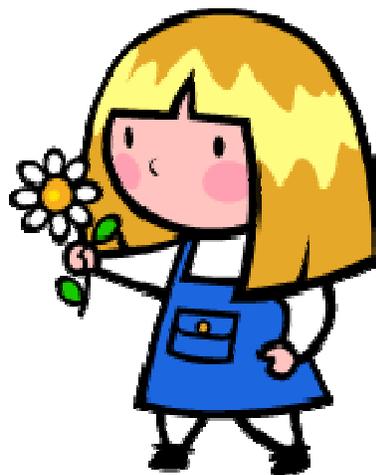
Howard Arnold - - Merlin  
Maverick (541) 479-2928

### Webmaster

Leevern Beck --  
Library Babbage  
[leevern\\_beck@hotmail.com](mailto:leevern_beck@hotmail.com)

## The Prez Sez:

Well we had the month of July off and I hope everyone had a great 4<sup>th</sup> of July! Some of us are getting ready for the Oregon State shoot on the 18<sup>th</sup>, 19<sup>th</sup> and 20<sup>th</sup>. Hope to see you all there!



Yer Prez,  
Bobbin' along Daisy

### **AUGUST GENERAL MEETING**

**Tuesday, August 12<sup>th</sup> @ 6:30 PM,**  
at the Black Forest Family Restaurant  
at 829 NE :E" Street, in the Grants  
Pass Shopping Center near Staples,  
(where we used to meet.).

Next Monthly Match: **Saturday,**  
**AUGUST 2<sup>nd</sup>, 2014** Try to arrive  
early to help set up stages @ 9:00 a.m. Sign-  
in is from 9:00 to 9:30 a.m. Shooter Meeting  
is at 9:30 AM. ! I-5 Exit 61 and North on  
frontage road to Josephine County  
Sportsman's Park

# MERLIN MARAUDER CLUB NEWS

**Membership: Paid-up Membership now stands at 49. We would like to welcome our newest member- New Hope Kid.**

**Repeating: Monthly Meeting Place Change:** The June 10<sup>th</sup> meeting, at the Black Forest Family Restaurant on "E" Street near Staples and the Grants Pass Shopping Center, just off the Parkway was met with positive comments from those in attendance. Most liked the wider selection of menu items and slightly lower prices from those of the "Previous Establishment". Their Taco Soup is excellent and the FRESH STRAWBERRY PIE .....WOW!!!!..

The Marauders' **MONTHLY Match for July** was canceled by request, to avoid conflict with members' plans for the 4th of July Independence Day Weekend. Instead of "Sizzling lead going downrange" it was "sizzling hot dogs and hamburgers (with and without cheese) going on the grill!" My first thought was: "Well, THAT Saturday I won't have to clean guns"... Re-thinking that... my GUNS are a LOT easier to clean than my BBQ Grill! **THE JULY MEETING WAS ALSO CANCELED, AND MY APOLOGIES FOR NOT KNOWING ABOUT THE CANCELATION WHEN I PUT OUT LAST MONTH'S NEWSLETTER.** That'll teach me to leave town. (Ship reunion in Norfolk.)

**NEWSLETTER.** This one is going out a little early as your editor is having his eyeballs re-built over the next month or so, starting with next Monday, 14 July. If anyone would be willing to jump in here and take over the Merlin Marauders' Newsletter for the months of August and September I would deeply appreciate it. My vision is getting pretty bad, but cataract surgery will supposedly help a lot. (Can't do much about the MD in my right eye, but who knows?) Thanks in advance for volunteering.

(Just drop me an e-mail at [sweetwater@uci.net](mailto:sweetwater@uci.net)) For those of you that have tried to send me stuff at this e-mail address and gotten a reply of "mailbox full" I finally found out what the problem was. Though my inbox at my Incredimail e-mail program was empty, there were 8042 messages in the "spam" folder on the UCI SERVER! Once I found out how to dump THAT all became well again. Sheesh! Some of the messages were dated back to 2008! If your e-mail turns weird, go direct to the server and delete any overloads. Sweetwater Jack

**Marauders' Website:** The website has been updated and is undergoing further "repairs" and streamlining by professional web designer Christy Kiltz, here in Grants Pass. The progress is ongoing, so look for the website to be faster-loading, and more user-friendly. Thanks to Rogue Rascal for his help on this project.

## **OTHER CLUB MATCHES:**

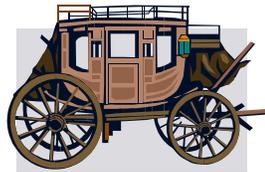
**Oregon State SASS Championship Match for 2014!** A joint venture by the Oregon Old West Shooting Society and the Pine Mountain Posse, it will be held at the OOWSS range near Shedd, Oregon (Just south of Albany). July 18, 19 and 20. This 12 stage match's theme is **Star Wars.** You can still

Download an application at:

[http://www.oowss.com/SASS\\_Oregon\\_State\\_Championship\\_Match\\_Registration\\_2014.pdf](http://www.oowss.com/SASS_Oregon_State_Championship_Match_Registration_2014.pdf)

Must be SASS members to compete, no first-time shooters The usual SASS categories Are offered PLUS: Senior Gunfighter, Frontiersman Gunfighter, Frontier Cartridge Gunfighter. Sorry, Cattle Baron or Baroness was accidentally left off the application, but WILL be recognized at the match.

Match Fees: Main Shooter \$130, Spouse: \$90, Junior: \$60. Extra banquet meal: \$20  
No fee for Dry Camping.



## Stage Setup for August 2nd:

Stages for August have already been written, but help with set-up on Friday will be much appreciated.

## MARAUDER MEMBERSHIP INFORMATION AND MATCH FEES:

<u>MEMBERSHIP</u>		<u>SHOOTING FEES</u>	
Individual Membership	\$25	Individual MM Member	\$10
Family* Membership	\$35	Additional MM Family Adults	\$5 each
<i>*Family is defined as all living under one roof</i>		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			
<b>Merlin Marauder Badges</b> 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 for \$25			

# Canceled JULY Match Scores:

Rank	Alias	Category	OVERALL		Stage 1	Stage 2	Stage 3	Stage 4	Stage 5
			TIME	Misses	Net	Net	Net	Net	Net
1	Sweetwater Jack	Cattle Baron	59.06	1	13.23	19.61	1.47	10.89	13.86
	As I was the only one	Who showed,	I timed	myself,	loaded	nothing	except	blanks,	and
	Shot an amazing	Match..!!!	Gave	myself	6 blue	ribbons	for just	showing	up....

Designates a Clean Match (No Misses, Procedurals, or Safety) Had one miss, hard to do with blanks, but I'm a Professional....(Don't try this at home)

**Sorry, couldn't help myself..... SWJ**

# Dispatches From The Territorial Governor

There is a thread on the regular SASS wire about rounds left in a revolver after firing.; There seems to be some confusion, A statement in RO1 says: Inadvertently leaving unfired rounds in a revolver is a MISS, unless the unfired round is under the hammer. It is then a Stage DQ. Examples:

Pull revolver and fire four and no one catches it..... 1 Miss

Pull revolver and fire four and go around at least once, reload empty chamber and fire the fifth. (One unfired round in the gun) No call. (Assuming unfired round is not under the hammer)

Round still in the gun was not INADVERTENTLY left in the gun.

Malfunctioning firearm: You - can ground it and reload other revolver to complete stage without misses or penalties.

Round fails to fire: You - can reload any chamber in the revolver and complete the stage without misses or penalties.

Those are pretty obvious. But the next example **is also** allowed under the rule.

Shooter loads both revolvers. Fires first one, then for WHATEVER reason decides to reload the first revolver, completes the shooting string properly and re-holsters the first revolver having never drawn or fired the second revolver. That is also a No Call and no misses are charged for the second revolver which is just unloaded at the ULT.

All above have been run past PaleWolf.

You can't get misses for targets hit with the correct firearm (10 targets, 10 hits) and you can't have MORE misses than there are appropriate targets.

## Sweetwater Jack