



MERLIN MARAUDERS Cowboy Gazette

www.merlinmaraudercowboys.com

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

Merlin Marauders Officers for 2015

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- Johnny Eight Toes

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- Bobbin' Along Daisy

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Heike Arnold - Molly b 'Dam
Karen Crume - Queen 'O Clubs

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"Who Are THOSE Guys?"

A Semi-Regular Spotlight on Our Members!

Molly b'Dam and **Merlin Maverick** (a.k.a. Heika and Howard Arnold) are two of our most well known Merlin Marauders and they should be – after all they've been with the club since its beginning in early 2002. However their history with CAS and SASS goes back even further. Heck, their SASS numbers only have four digits: #7861 and #7860 respectively! They joined SASS in 1991 in California after friends invited them to a local match in Sacramento.

"We then put on a match in Willets to see who'd come," explains Molly. "Everyone was interested and we formed a CAS club at the Ukiah range – without any fancy name. We went to a lot of big matches, including Winter Range to get more experience and we formed our own annual match, called 'Helldorado.'" (BTW At just his second Winter Ranch in 2001, he earned a coveted silver buckle placing 5th in his category.)

"The sport has changed a lot since then," adds Maverick – whose alias, before moving to our area, was R.V. Black Bart. "We'd shoot from bedrolls and rocking horses, throw knives, and do many other stunts now only seen primarily at reenactments."

In 2001, the couple (married since 1973) moved to Grants Pass and helped found our club. Maverick became its first president and was instrumental going through the SASS registration process. His love of the sport began in high school on its rifle team, hunting, and into his Naval service during the Korean War (as an air combat crewman and a leader of the swimming rescue team).

Molly (who took her alias from a well-known Murray, ID, madam who tended to small pox victims in the late 1880s) loves to shoot as well. She is an eight time OR State Cowboy Action Champion in her category and an NRA

pistol instructor who enjoys teaching ladies about firearm skills and safety. About cowboy shooting in particular, she says, "I love the whole concept. It is a lost memory for many. Cowboy Action Shooters are like a family. It's fun to go to our monthly matches, our Battles of Rogue River, and other state matches – we go to support each other and meet people from far away. We become friends, socialize together, and watch young people progress. I just love it!" That enthusiasm clearly illustrates their commitment to the Merlin Marauders. They have both held multiple club offices over the years. Molly's professional background – which includes running a Chamber of Commerce, administering clerical functions at U.C. Davis, and working with the Board of Supervisors for Mendocino County – has contributed to her success overseeing our annual match many times, with our next 2016 BoRR her tenth.

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GENERAL MEETING:

Tues. December 8th @ 6:00 PM

NOTE NEW EARLIER TIME!

At the Black Forest Family
Restaurant at 829 NE "E" Street,
in the Grants Pass Shopping Center
near Staples. Come early for dinner!

NEXT MONTHLY MATCH:

Saturday, December 5th

**Stage set-up is typically on Friday
(watch for an e-mail notice).**

Saturday Sign-in is 9:00-9:30 a.m.

Shooter Meeting is at 9:30 a.m.

**I-5 Exit 61 and North on frontage
road to Josephine County
Sportsman's Park.**

MERLIN MARAUDER CLUB NEWS

Membership: Membership stands at 55.

Our local "Inactive Duty Marine" Long Henry Thompson, kicked off our November 10th meeting and led us in appreciation of the US Marine Corps Birthday (November 10th, 1775) as well as a salute to all Merlin Marauders who have served their country as Military Veterans — November 11th being Veterans Day. Long Henry was also gracious enough to list all the local eateries around the Grants Pass area who will be serving free breakfasts, lunches, and dinners to Veterans, along with their serving times. According to LHT, who personally visited every restaurant on the 11th for the good of the club, Denny's, Elmer's, and Applebee's were all excellent.

2015 MERLIN MARAUDER OFFICER ELECTIONS

It's that time again! At the November general meeting (11/10/15) the nominations for our 2016 Board of Officers were closed. As there were only single candidates who accepted the nominations for the open positions of Vice President, Treasurer, and the two open Director positions, all nominations were closed after asking for additional nominations by The Nomination Committee. As allowed in our bylaws, all of the candidates running unopposed were elected by vote of the general membership. The following were elected: Vice-President - Barbarosa Mike; Treasurer - Long Henry Thompson; Director 1 - Queen 'O Clubs; Director 2 - Ima Loden. Long Henry's position as Club Secretary/Membership will be filled by Presidential Appointment, as will be the Territorial Governor and Member-At-Large positions, all of which will be approved by the Board of Directors. The above will assume office in January 2016. Nominating Board Chairman Merlin Maverick also wishes to thank his minions, Bobbin' Along Daisy and Cinona Hawk, for their outstanding help.

SASS AFFILIATION

SASS has renewed our recognition as a "SASS AFFILIATED" Cowboy Action Shooting Club. The Merlin Marauders membership ratio puts us in the \$75.00 range, as we are 97% SASS members. This has been submitted to the Wild Bunch by Long Henry Thompson. Approval and a nice paper certificate (to be framed for the Ranch House) has been received.

It IS getting closer and closer... the **Marauder CHRISTMAS PARTY** will be held on **December 5th at the Black Forest Restaurant**. Dinner prices are \$20.00 per person, including the tip. Those that wish to bring a bottle or so of "cheer" may do so as the restaurant will NOT charge a "corking fee" for us. Start dusting off those party dresses! You ladies, too! We will hold our traditional "steal-a-gift" exchange of wrapped gifts. (The usual rules apply and gift value should be less than 15 bucks). We also will collect unwrapped items for our local needy children, donated to the Josephine County Foster Parent Association. **RSVP to Long Henry ASAP** — at long.henry.18117@gmail.com or 541-218-3137 — so we can give the Black Forest a count.

2016 MERLIN MARAUDER ANNUAL MATCH DATES

Our 2016 Annual "Battle of Rogue River" will be held on the weekend of 13-15 May. It will be a ten-stage main match with the usual side matches. The theme will be from the Western thrillers of Zane Grey & Louis L'Amour. The applications are on the website! Talk it up with your pards and sign up! Match pricing (including 3 meals) is: 1st shooter: - \$90, Spouse - \$75, Young Adult - \$70, Young Gun - \$40, Buckaroo/Buckarette - No Fee Charged. Complete extra meal package (2 lunches and Saturday night dinner) will be \$40. Side Matches: Wild Bunch - \$10, Plainsman - \$5

WHO ARE THOSE GUYS? (continued from page 1)

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“Our careers really tied into running a match and the club by helping us see what needs to be done and to assist the people make it happen. I love to see how the club has grown but we must continue to recruit new members, particularly younger people. It's great to involve others,” she adds. To wrap up the interview, Molly smiled and simply advised, “Shoot straight!”

– Britt

MARAUDER MEMBERSHIP INFORMATION & 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
Merlin Marauder Badges – We are currently looking into finding a new source for club badges, as Lindholm Spurs is no longer in business.



STAGE WRITERS FOR DECEMBER 5TH

Stages #1, 2 - at Berm: #1 Long Henry Thompson

Stage #3 - at berm: #2 Kidd Krystin

Stages #4, 5 - at berm #3: Britt Ponsett

The stages for December 5th promise to be “fast” stages, so everyone will have time to go home, change, and appear at the Black Forest Restaurant for the Merlin Marauder Christmas Party that evening.

NOVEMBER Match Scores:

Rank	Alias	Category	TIME	Misses	Stg 1	Stg 2	Stg 3	Stg 4	Stg 5
1	Purgatory Smith	Gunfighter	124.79	2	31.19	21.90	19.80	24.94	26.96
2	Royal Flush	Forty-niner	127.89	5	38.72	19.09	25.86	15.22	29.00
3	Nick L Ante	Gunfighter	183.62	6	48.33	37.16	33.69	34.27	30.17
4	Butch Brass	Gunfighter	188.59	4	37.97	65.40	24.28	27.75	33.19
5	Kidd Krystin	Sr. Gunfighter	214.15	4	49.73	47.03	45.10	36.31	35.98
6	Johnny Dingus	Sr. Gunfighter	241.88	12	60.65	53.28	44.16	41.42	42.37
7	Imnaha Chuck	Senior	246.63	2	70.11	45.42	41.47	38.59	51.04
8	Mountain Grizz	Sr. Duelist	276.13	7	70.59	56.95	49.06	44.52	55.01
9	New Hope Kid	Forty-Niner	296.49	13	78.42	60.86	59.79	48.14	49.28
10	A Little Two Wild	Buckarette	299.76	11	87.30	58.74	49.18	56.21	48.33
11	Twilight Kate	Young Gun	434.76	11	108.32	100.22	81.66	72.02	72.25
12	Cimarron River Deacon	Forty-Niner	4,999.95	0	999.99	999.99	999.99	999.99	999.99

Dispatches From The Territorial Governor

DO'S AND DON'TS OF STAGE DESIGN

It's always a good idea to review some of the SASS rules and recommendations regarding stage design. This is especially true when encouraging club members to write and design stages who have not previously done so. Here are just a few SASS suggestions in designing stages.

1. Detail exactly how the shooter will start the stage: Position of the shooter's hands. How the shooter's guns are to be staged or held. What props are to be manipulated on or off the clock.
2. No main stage scenario should end with the rifle as the timer may not pick up the report of a rifle shot.
3. Moving parallel to the firing line with a long gun can create pitfalls for the shooter as it is very easy for a shooter to break the 170 degree rule. If a stage calls for such movement, make sure there are no obstacles in the pathway to another shooting position and the ground is smooth and flat. In other words — no trip hazards.
4. Stage design should not require the shooter to go from down range to up range (toward the posse). Doing so is very unsafe. This puts too much stress on a shooter to maintain proper muzzle control.
5. Design props to be stable and secure as possible. Guns staged on a prop or gun holder should be safe and reliable. Certain props are not always reliable (e.g., hay bales, flimsy or weak tables, wobbly chairs, etc.)
6. Don't choreograph a stage with multiple, complex target sequences that beg for the commission of a procedural.
7. Do not design stages that require shooters to perform out of the ordinary or athletic tasks such as moving with a heavy object. This includes requiring a shooter to shoot from a prone position or other unnatural shooting position.
8. It is recommended that stages be designed to require no more than 10 rifle rounds, 10 pistol rounds, and 4 to 6 shotgun rounds.

These are just some of the recommendations in the SASS RO II book for designing stages. Bottom line for stage design is keep it safe, interesting, but not strenuous. Complicated stage scenarios are never appreciated by most cowboy action shooters.

Until next month, ride tall and shoot straight. Your pard,

Bear Bone Smith

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