



Will Reilly

# AMBUSH

AT  
**CAVERN COVE**

**"2001"**

HOSTED BY



THE NORTH ALABAMA REGULATORS

October 6 & 7

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## WELCOME COWBOY ACTION SHOOTERS

The North Alabama Regulators would like to welcome you to their annual **AMBUSH** this year being held at their new range at Cavern Cove. Get ready to have more fun you can imagine. You are participating in the fastest growing and most exciting shooting game ever. We have done our best to make this the most fun-filled time you've had in a long time.

This match is sanctioned by The Single Action Shooting Society (SASS). SASS guidelines will be strictly enforced.

As a competitor, you are responsible for your competence with firearms. You are a safety officer, responsible for your conduct, your guest's conduct and others within your influence. You must always follow range rules.

We hope you have a most enjoyable time. Also, please remember to support our vendors and sponsors and above all **ALWAYS THINK SAFE AND BE SAFE**. We hope you enjoy your weekend and will want to return to visit us again. So have fun and shoot straight.

Cherokee Dan, Club President

May Lillie, Match Coordinator

## Rules and Regulations

- SASS rules for shooting and safety will apply.
- No one will be allowed to shoot if in the judgment of the Range Officer they are impaired.
- Pistols must be holstered and actions open on rifles and shotguns at all times, except on the firing line, or in "SAFE AREAS". Open in gun carts when possible.
- Firearms may only be loaded at the loading tables.
- Cap and Ball pistols may only be capped at the loading tables.
- All shooters and spectators must wear ear and adequate eye protection in the shooting area.
- Dropped ammo during a stage is dead ammo and may not be retrieved by the shooter during the course of the stage.
- Once a live round is placed under the hammer, the gun is to be shot dry, even if the firearm must be shot out of sequence.
- No cocked revolver may leave a shooter's hand (stage disqualification).
- Unsafe firearm handling will not be tolerated.
- Cross-draw holsters may not depart from the vertical by more than 30 degrees. Offending holsters must be removed.
- The 170-degree plane rule will be strictly enforced. Cross draw holster users **must** "do the dance" or be DQ'd.
- Under the arm, shoulder holsters which sweep others will not be allowed.
- Premature or uncontrolled firing of any firearm which strikes the ground too close to the shooter is subject to a stage DQ.
- A dropped unloaded gun is a stage DQ. A dropped loaded gun is a match DQ.
- All shooters must conform to minimum dress requirements (cowboy boots, cowboy hats, jeans and long sleeve western shirts).
- Rifle and shotguns must be empty of live or fired rounds when restaged.
- Reholstering or restaging a pistol containing a live round under the hammer is a stage DQ.

**ANYONE NOT ABIDING BY THE ABOVE RULES WILL BE DISQUALIFIED AND ASKED TO LEAVE THE MATCH**

**THE DECISIONS OF THE MATCH DIRECTORS ARE FINAL**

## Match Scoring

<b>Each Miss:</b>	<b>5 Seconds</b>
<b>Procedural:</b>	10 Seconds – limit one per stage
<b>Disqualified Stage:</b>	1 second higher time than the slowest time reported for that stage
<b>Did Not Finish:</b>	5 Seconds per target not engaged "Did Not Finish" means that the shooter fired at least one round and for some reason did not complete the course of fire. This may be either from a firearm malfunction or a physical limit.
<b>Safety Violation:</b>	Major: First offense stage DQ Second offense (any) match DQ Minor: 10 seconds per offense

A **Major Safety Violation** occurs when a shooter displays unsafe gun handling. This includes but is not limited to:

- 1) Cocking a pistol with the barrel pointed in an unsafe direction (straight up or down).
- 2) Firing a round in an unsafe direction such as into the ground at a distance that the range Officer deems too close.
- 3) Not turning to draw or reholster cross-draw guns. Breaking the 170-degree plane.
- 4) Sweeping any person at any time with an unloaded gun is a stage DQ; with a loaded gun it is a match DQ.
- 5) Dropped unloaded gun is a stage DQ. Dropped loaded gun is a match DQ.
- 6) Walking (moving more than one of your feet) with a cocked loaded gun.
- 7) Leaving a live round under the hammer of a holstered pistol or in the chamber of a long gun.

A **Minor Safety Violation** occurs during the course of fire but does not directly endanger persons. This includes but is not limited to:

- 1) Failure to open the action on a long gun.
- 2) Leaving a live round on the carrier or in the magazine of a gun.
- 3) Leaving empty rounds in the chamber or on the carrier of a gun.

No reshoots will be awarded unless a firearm malfunctions prior to the first shot of the stage. However, if there is a malfunction of range equipment (timer, targets, or range officer), a reshoot may be granted. The shooter will reshoot the stage starting with no misses.

## **POSSE OPERATIONS**

All the members of the posse must stay with the posse until the entire posse has finished shooting the stage. The jobs will be transferred from person to person, as each shooter must load.

### **POSSE LEADER:**

The Posse Leader is responsible for the safe operation of the posse as it shoots each stage. He will appoint the members of the posse to each of the jobs, make sure the posse shoots the stage in a timely manner, make sure the rules are enforced consistently, and make sure the stage is shot consistently.

### **TIMER:**

The Timer is responsible for timing the stage and making sure the shooter performs in a safe manner. He will look for procedural errors not related to hits or misses or target order, observe the shooter at all times, call safety violations and squib loads immediately and stop the shooter, and ensure that the timer is recording the shots. The main thing the timer will do is watch the shooter, not the targets. He will not count hits or misses. Before starting the timer he will be sure the Spotters are ready.

### **SPOTTERS:**

The Spotters (usually three) will count the misses on the targets and observe procedural errors related to target order. The benefit of a difference of opinion goes to the shooter.

### **LOADING MONITOR:**

The Loading Monitor checks the loading to ensure the correct number of rounds are loaded and the muzzles are pointed down range at all times. He makes sure the loader does not leave the table after loading except to shoot the stage. Only one person will be allowed to load at a time.

### **UNLOADING MONITOR:**

The Unloading Monitor will inspect the rifle and shotgun, including the chambers, to ensure they are empty and observe unloading of the pistols to ensure they are empty. He makes sure the shooter comes directly to the unloading table after shooting the stage. He makes sure that the muzzles are pointed down range at all times. He makes sure that the actions of the rifle and shotgun are open when the shooter leaves the table. He checks all pistols carried on the stage even if only one was used.

### **RECORDER:**

The recorder records the time, misses, and procedural penalties for each shooter.

### **BRASS PICKERS:**

The Brass Pickers retrieve the brass and return it to the unloading table for each shooter. They will not cross the shooting line to pick up brass, and they will not cross in front of muzzles to pick up brass.

### **SHOOTER:**

The Shooter is responsible for safely shooting the stage. When it is his turn to load, he steps up to the loading table, takes out the correct number of rounds, and shows them to the loading monitor. When the loading monitor is satisfied that the correct number of rounds are present, the shooter loads in the monitor's presence. After loading the shooter then waits at the table for his turn to go to the firing line. The shooter coming off the stage should, immediately upon completing the stage, retrieve his weapons and carry them to the unloading table. He will not pick up brass; he will not detour to his gun cart; and he will not carry more than two guns in his hands. At the unloading table the shooter will cycle his rifle and pump shotgun and unload his pistols for the unloading monitor. At this time the shooter, with pistols empty and returned to leather, can return his long guns to his gun cart and take up a responsibility on the stage (*i.e.*, timer, spotter for misses, pick up brass, loading or unloading table, etc.).

## FLAG PROCEDURES

At Cavern Cove we shoot our stages on a line without berms. No one may go down range without making all stages clear. We use three flags (red, yellow and green) to indicate the status of the range.

**RED FLAG:** A red flag means immediate cease fire and is only used in emergencies. At a red flag the shooter will cease fire immediately and all shooters will step back from the loading and unloading tables. The shooter will be allowed to reshoot with no misses carried forward.

**YELLOW FLAG:** A yellow flag is used to clear the range in a non-emergency situation. An example is to fix a target. The shooter will continue to shoot and complete the stage. The **posse leader** is responsible for authorizing the raising of a yellow flag. He will authorize a yellow flag only after he ensures that the shooter is finished shooting, guns are safe, and that the loading and unloading tables are clear. Only when he is willing to walk out in front of his own posse will he authorize a yellow flag to be raised. Posse leaders who see the yellow flag will make their posse safe and then raise their flag. After all stages indicate a yellow flag, the range is clear to go down range.

**GREEN FLAG:** A green flag is raised by the posse who first requested a yellow flag to indicate the range is clear. Other posse leaders will raise green flags when their stage is clear and no one is down range. When all stages have green flags, the flags are lowered and shooting may begin.

## BROKEN TARGET PROCEDURES

If a target breaks or falls during the course of fire, the shooter will maintain the shooting order and shoot in the vicinity of the downed target. This is a free shot and will not be counted as a miss. He will not shoot at other targets instead of the downed target.

# OK PARTNERS!



# GET READY FOR A GREAT

# SHOOT!

## **-Stage 1- STAMPEDE**

You just pulled into the town of Cavern Cove to sell off your herd of cattle. Gus and you have caught the first evening watch, but a few of the bad apples in Cavern Cove have decided to thin out your herd by a few head. However, old Gus got caught in the Ambush and was shot.

**SETUP:** Pick a posse member that has a caliber different than your own. Then you borrow their pistol and in turn they borrow yours. Due to the loading of a black powder pistol, there will be NO borrowing of a black powder gun, but black powder may shoot a smokeless gun. Load 3 pistols with 5 round each, your pistols will be holstered and the borrowed pistol and rifle are staged on Gus.

**AT THE BUZZER:** with stick pony in hand and starting at the first cow, ride to the second cow, draw **first pistol** engage first target **5 times** and holster. Ride around second cow, engage **second pistol** target **5 times** and holster. (**Gunfighters will ride to second cow. Stop. Ride to third cow. Pull both pistols and shoot.**) Ride around third cow, pick up **shotgun** and engage shotgun target **top-bottom, bottom-top, top-bottom**. Place shotgun back in rack, action open. Ride around fourth cow, dismount stick pony and take **borrowed pistol** from Gus and engage pistol target **5 times**. Place pistol back on Gus, barrel pointing down range. Pick up **rifle** and shoot rifle targets starting with left target in **Nevada sweep 1,2,3,2,1,2,3,2,1**. With rifle action open, pick up borrowed pistol and move to unloading table. You have saved the herd, but not Gus.

**AMMO:** 3 Pistols – 5 rounds each  
Rifle with 8 rounds  
Shotgun with 6 rounds

## **STAGE 1 SPONSOR**

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**-Stage 2-  
CARD GAME GONE BAD**

The "Porch Posse" was their name  
and poker was the name of their game.  
They always sat in the rear of the store  
and that's were you lost and became very sore.  
They all were laughing and having fun,  
but you left and came back with all of your guns.

**SETUP:** Start standing by window with hands cupped over mouth.  
Pistols are holstered; rifle and shotgun are staged on right wall.

To start the timer, the shooter will yell, "HEY BOYS, HOW ABOUT A LITTLE 5 GUN DRAW?!"

**AT THE BUZZER:** move through door and pick up rifle sweeping targets left-to-right and back right-to-left. Ninth round is shot at target in back door way. Lay rifle back in doorway, action open. Draw first pistol and engage pistol targets in a left-to-right Nevada sweep, 1,2,3,2,1, and holster. Draw second pistol and engage targets in a right-to-left Nevada sweep, 3,2,1,2,3, and holster. Pick up shotgun and engage swinger target, top-bottom, 6 times.

**AMMO:** 2 Pistols with 10 rounds  
Rifle with 9 rounds  
Shotgun with 6 rounds

**STAGE 2 SPONSOR**

**Terry G. Hutcheson  
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(a.k.a. Marabou Leech)

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**- Stage 3 -**  
**BUST THE BANK BEFORE IT'S BUILT**

Even though the bank is not completely built, it is already open for business. You have been watching Dirty Harry as he deposited all his poker winnings in the bank before he went to the barbershop for a much needed shave and bath. Thinking that the best time to bust the bank is now before it is completely built, you decide to take Harry's money and everybody else's from the bank.

**SETUP:** The shooter starts standing at the teller's window with both hands on the bars of the teller's window.

To start the timer the shooter says, "**I'M BUSTIN' THIS BANK!**"

**AT THE BUZZER,** Draw your **first** pistol and shoot the five pistol targets **right to left**. Holster your first pistol. Draw your **second** pistol and shoot the same five pistol targets **left to right**. Holster your second pistol. (*Both pistols are shot through the bars of the teller's window.*) Move to your **shotgun** and shoot the two shotgun targets **top to bottom, left to right** for a total of eight shots. Move to your **rifle** and shoot the rifle target **10 times**.

**AMMO:** 2 Pistols with 10 rounds  
Rifle with 10 rounds  
Shotgun with 8 rounds

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**-Stage 4-  
SHAVE AND A BATH**

You have just left the bank to deposit your winnings from the all night poker game at Major's Dundee's. Just as you sit down and ask the barber for a shave and a bath, shots ring out as the bank's being robbed and they're heading out the back and down the alley way.

**SETUP:** Start seated in the chair with a barber cloth tied around your neck. Rifle is staged in left corner while shotgun is staged in right corner with bandoleer hanging nearby with six shotgun shells. Pistols are holstered.

To start the timer the shooter says, "SHAVE AND A BATH, PLEASE!"

**AT THE BUZZER:** stand up, pull **first pistol** and alternate two pistol targets **left-to-right**. Holster pistol; pull **second pistol** and alternate two pistol targets **right-to-left**. Holster pistol. Now you have **your choice:** rifle or shotgun. Rifle targets are to be shot closest target first, alternating **front-to-back**. Shotgun targets are to be shot **bottom-top, top-bottom, bottom-top**.

**AMMO:** 2 Pistols with 10 rounds  
Rifle with 9 rounds  
Shotgun with 6 rounds

**STAGE 4 SPONSOR**

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**-Stage 5-**  
**"AMBUSH" AT NARROWS CANYON**

It's a cool fall day and you are riding your Pony Express route through Ute country in Western Colorado. It has been a boring day and maybe you have let your guard down a bit, when all of a sudden a shot rings out. You see a puff of smoke from the bushes on your left and then again from the right. You quickly realize that you are in the middle of an AMBUSH. It is Skyko and his braves and they intend to get both you and the money in the mail pouch. They have closed in behind you so there is only one way out, and that means, straight through them.

**SETUP:** Start crouched behind the left mesquite bush.

To start the timer the shooter will raise up and yell: **"I'm coming through, Skyko!"**

**AT THE BUZZER:** With your **first pistol**, shoot **five braves**, peeking out from the rocks, **any order**. Holster pistol. Move to the rock where your **shotgun** was tossed as you rode in, and take out six more of the red devils **top-bottom, three times**. Shotgun down, action open, move to the next mesquite bush on the right. Grab your **rifle**, and pick off nine more Indians hiding in the rocks sweeping targets, then once into the far target. Rifle down action open, get back to the rock and use your **second pistol** to tally up five more bad guys **Nevada sweep P-1, P-2, P-3, P-2, P-1**. Holster pistol and get your **shotgun** again to finish off the job, with four more blasts, **top-bottom twice**, as you run out of "injins" to kill.

**This is one AMBUSH that did not succeed.**

**AMMO:** 2 Pistols with 10 rounds  
Rifle with 9 Rounds  
Shotgun with 10 rounds

**STAGE 5 SPONSOR**



**Joe West &  
Gorgeous Jorge**

**-Stage 6-**  
**THE "AMBUSH" OF SCAR FACE JOHN**

Scar Face John is the new bartender at the Two Ponies Saloon. He and his buddies think they are going to run it like they did the saloons in Dodge City and Abilene. John has been watering down the whiskey, and hitting folks over the head with an axe handle when they complain. He has bought off the sheriff and is a terrible menace to the nice folks at Cavern Cove. But you have had enough of this, and the lump on your head still hurts from last night's axe handle blow. You have talked it over with the guys and decided you are going to ambush this Yankee, and rid the territory of his kind.

**SETUP:** Start outside the left Saloon window. Shotgun and rifle are staged on the bar.

To start the timer the shooter yells, **"DON'T GIVE ME THAT CHEAP STUFF AGAIN TONIGHT."**

**AT THE BUZZER:** push through the saloon doors, draw your **first pistol** and cut down the five cowpokes playing cards at the **left table, any order**, shooting each only once. Holster pistol, take your **shotgun** staged on the bar and shoot out the lights, (**shotgun swinger**) **top bottom, three times**. Then shoot the **pony head targets once each**. Place shotgun down, action open. With the **second pistol** shoot the five dudes at the right table, using **Nevada sweep. P1, P2, P3, P2, P1**. (*Place this pistol on bar.*) John is not around at the moment so you grab your **rifle** and play "Dixie" on the bottles at the back of the bar. Shoot them **left to right in order**. (*A clean sweep on all ten bottles gets you a five-second bonus.*) Place Rifle down on bar, action open. Just then, John shows up and is mad as hell...He has his axe handle. You quickly load a shell into your **pistol** on the bar and take good aim. Shoot him in either of the two places available, **the stomach or in the head**. A well placed shot in the stomach will win you the towns praise, while an accurate shot in the head will get you a **five second bonus**. But a **miss** on either will cost you **five seconds**.

**"SO LONG JOHN!"**

**AMMO:**        2 Pistols with 10 rounds + 1 round to be loaded person  
                  Rifle with ten rounds  
                  Shotgun with eight rounds

**STAGE 6 SPONSOR**

WELCOME TO

**AMBUSH 2001**

AT

**CAVERN COVE**

**THE NORTH ALABAMA REGULATORS  
ARE GLAD YOU ARE HERE. ENJOY A  
GREAT WEEKEND, PLAY SAFELY, AND  
SHARE THE MEMORIES OF OUR FIRST  
AMBUSH ON THIS NEW RANGE.**

**TWO PONIES**

€

**TWO PONIES GAL**



**- Stage 7 -**  
**JAIL HOUSE AMBUSH**

Your brother, Solomon Slimeball, is incarcerated in the Cavern Cove Jail and due to be hung in the morning. You have vowed you will never see your brother swing on the gallows. As you are standing in front of the jail trying to figure out how to ambush the jail, the sheriff goes out to the back of the jail to see a man about a horse. Your brother (*a member of your posse*) will yell through the jail window, "The sheriff is in the back. Get me out now", so you decide now is the time.

**SETUP:** The shooter is standing at the end of the hitching post. Your brother (*a member of your posse*) yells through the front cell window, "THE SHERIFF IS IN THE BACK. GET ME OUT NOW"!!

To start the timer the shooter yells, "**NOBODY IS GONNA HANG MY BROTHER**"!

**AT THE BUZZER:** run into the jail and proceed to the back of the jail. Draw your **first pistol** and shoot the left pistol target **five times**. Holster your pistol. Draw your **second pistol** and shoot the right pistol target **five times**. Holster your second pistol. Get the keys and open the cell door for your brother. Return to the back of the jail and pick up the **rifle** and shoot the two rifle targets eight times alternating **left to right**. Pick up the **shotgun** and shoot the two shotgun dingers six times **alternating**. (*Do not double tap.*)

**AMMO:** 2 pistols with 10 rounds  
8 rifle  
6 shotgun

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By appointment only

**-Stage 8-**  
**WHAT YOU GONNA DO WHEN THEY  
COME FOR YOU, BAD BOYS**

Sheriff Duke and a posse head to the edge of town down by Dry Creek to serve a warrant on a few local bad boys, Blackfoot Charlie and his side kick Lone Blue Wolf, for shanghaiing Bob and Six String Guitar and horse thievin' two ponies at Major Dundee's Mercantile. But the boys have served up a welcome ambush for Duke and his posse.

**SETUP:** (Keep the Duke within arm's reach at all times and BEWARE of the cable with your guns.) Start standing in front of Duke. Pistols are holstered, rifle and shotgun are staged in racks.

To start timer shooter will say, "**LET'S GET OUT OF HERE BOYS, WE'RE OUTNUMBERED.**"

**AT THE BUZZER:** move to the left, draw **first pistol** and engage first target **five times**. Holster first pistol, draw **second pistol** and engage next pistol targets **Nevada sweep 1, 2, 3, 2, 1**. Holster second pistol. Move Duke to the center of the cable, pick up **rifle** and engage targets in the hideout in **any order, two times each**. Place your last three rounds in the **moving trolley rifle target**. Action open, rifle back in rack, move with Duke to the far left until Duke stops. Pick up **shotgun** and engage swingers, **top-bottom**, for 8 shots.

**AMMO:** 2 Pistols with 10 rounds  
Rifle with 9 rounds  
Shotgun with 8 rounds

## STAGE 8 SPONSOR



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**-Stage 9-**  
**GUNFIGHT AT THE O.K. CORRAL**  
**{AMBUSH STYLE}**

You've read about it and you've seen it, NOW it's your turn!

**SETUP:** Shooter starts standing in opening of the corral. Pistols are holstered. Rifle staged in rack and shotgun staged on the water trough.

To start the timer shooter will say, "**HOLD IT, THIS IS NOT WHAT I WANT!**"

**AT THE BUZZER:** move to the trough, pick up **shotgun** and engage 4 targets in **any order, 1 shot each**. Place shotgun back on trough, action open. Draw **first pistol** and engage the targets, **P1, P1, P2, P2, P3**. Holster first pistol, draw **second pistol** and engage the targets starting with the third target, **P3, P4, P4, P5, P5**. Holster second pistol. Move left to the **rifle** rack and engage the targets in a Nevada sweep in either direction, **R1, R2, R3, R4, R5, R4, R3, R2, R1**. Rifle back in rack, action open, move back to the water trough, pick up **shotgun** and fire 2 shots **any order** but **NO DOUBLE TAPPING!**

**AMMO:** 2 Pistols with 10 rounds  
Rifle with 9 rounds  
Shotgun with 6 rounds

**STAGE 9 SPONSOR**



**Joe West &  
Gorgeous Jorge**

**-STAGE 10-  
RANGERS 'AMBUSH' GONE BAD**

Yes, you know who you are, you 'Pistoleero' robbin' the bank at Cavern Cove. But on the way down the 'dirt road' to your hideout just on the outskirts of town past the 'mended fences', there lays a saddle bag containing a map of the Rangers intent to "ambush" you, headed up by 'Sureshot Ralph', the Ranger.

**SETUP:** This is a "secret" stage. Instructions will be given at the stage. **DO NOT ENTER THIS AREA** until your time to shoot.

*(And Cool Waters is the one to blame!)*

**AMMO:** 2 Pistols with 10 rounds  
Rifle with 6 rounds  
Shotgun with 6 rounds (and maybe more!)

**STAGE 10 SPONSOR**

Compliments of:

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and

*Montana Ray and May Lillie*

**Welcome to Ambush!**

**Have Fun and Be Safe.**

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224 N. Howard St., Greentown, Indiana 46936  
(765) 628-2050  
[www.guncarts.com](http://www.guncarts.com)

Richard Leonard Period Leather Works  
6135 A Harrison Woltewah Rd., Harrison, TN 37344  
(423) 344-6456

Rogers Rub / Hulaco Mill  
Q49 Cherokee Road, Joppa, AL 35087  
(256) 931-4267

Saddlebag Bullets  
13 Collins Street, Woodville, AL 35772  
(256) 776-4909

Southern Machine Works  
4970 Poplar Springs Road, Gainesville, GA 30507  
(770) 503-7572

Tombstone Outfitters  
24 Railroad St., P.O. Box 667  
Kingston, GA 30145  
(770) 336-9100  
[www.tombstoneoutfitters.com](http://www.tombstoneoutfitters.com)

Victoria Christian Studios  
3416 Lisa Drive, Chattanooga, TN 37412  
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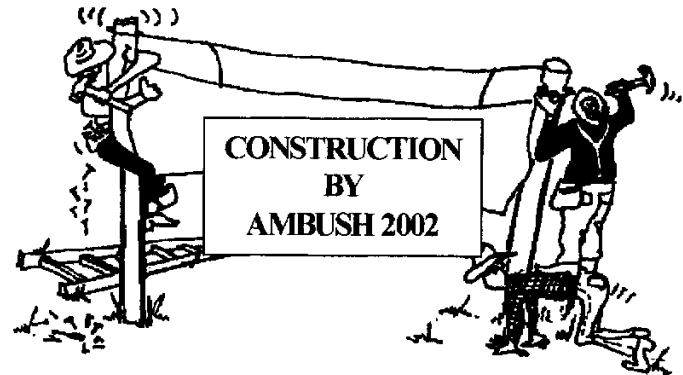
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One and All Who Helped to Make  
Ambush at Cavern Cove 2001  
a Reality



**CAVERN COVE BANK**

**PEARL'S HOTEL**

**ROSE'S CANTINA**

**FORT CAVERN COVE**

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**and**

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A Good Time,  
Let Us Hear  
From You!**