

***The Single Action Shooting Society***

***And***

***THE NORTH ALABAMA  
REGULATORS***

***Proudly Present***

***AMBUSH AT  
CAVERN COVE***

***And***

***The 2004 Alabama State  
Championships of  
Cowboy Action Shooting***

***Major Match Sponsors***

***LARRY'S PISTOL & PAWN  
WOODY ANDERSON FORD  
BANKSTON MOTOR HOMES***

**SO LONG**  
**PARDNERS!**

**HAPPY TRAILS AND  
WE HOPE TO SEE  
YOU AGAIN SOON!**

**THE NORTH ALABAMA**  
**REGULATORS**

# THE NORTH ALABAMA REGULATORS

## WELCOME YOU TO

### **AMBUSH AT CAVERN COVE**

We are delighted and honored that you have chosen to join us for our annual event. We hope that you find this to be one of the most enjoyable and entertaining shoots that you have ever attended. Here at Cavern Cove the “Spirit of the Game” is our guiding light. We try to ensure that everybody has a safe and successful shooting event while making new friends and renewing old friendships. Your comments and suggestions are always encouraged and welcomed. Your input will help us to insure that future events at Cavern Cove are events that you and your family want to attend.

This year we have chosen as our theme “Tribute to the Founders of SASS”.

SASS has become the fastest growing shooting sport in the world and now has over 60,000 members in over 400 clubs located in 14 countries. The founders of this sport are a very special group of people and thanks to their wisdom and foresight the rest of us can enjoy this wonderful, family oriented sport almost anytime and anywhere we want to. We salute the Founders of SASS and dedicate this shoot to them.

Please make an effort to meet as many new friends as possible while you are here. Participate in all parts of the match and the entertainment and enjoy the next couple of days. Our wish is that you feel like you are one of us and that you take fond memories home with you when you leave.

Thank you for coming to Ambush at Cavern Cove and we sincerely hope that our trails cross again in the future.

Sawyer  
Match Director

Special Thanks To

# **Larry's Pistol & Pawn**

Larry's Showroom located at  
2405-C North Memorial Park-  
way Huntsville Al

They have a large selection of  
Firearms for the CAS shooter

256-534-1000

Ambush At

Cavern Cove 2004

Main Match Sponsor

## THE FOUNDERS OF SASS

The theme for Ambush at Cavern Cove and the 2004 Alabama State Championships is "Tribute to the Founders of SASS". These founders came up with the concept of Cowboy Action Shooting, developed the rules, started the recruiting processes, and laid the foundations for what has become the fastest growing shooting sport in the world. The North Alabama Regulators would like to convey our most heartfelt "THANK YOU" to these gentlemen for giving us this game that we all love so much!

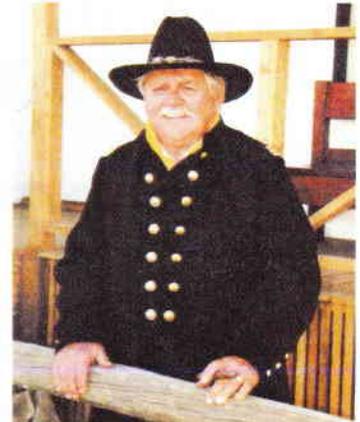
### JUDGE ROY BEAN, SASS#1



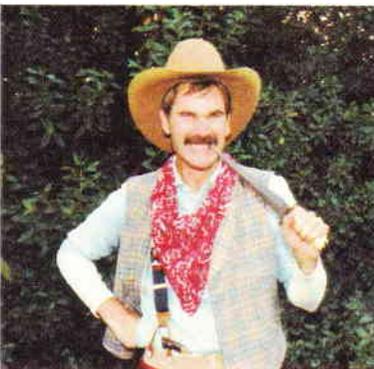
Judge Roy Bean, also known as Harper Creigh, is generally accepted as the Founding Father of SASS. A nine-year Marine Corp veteran, The Judge is the recipient of the 1989 "Top Hand" Award at END OF TRAIL. He is the conscience of Cowboy Action Shooting, a native Texan, and the respected elder statesman of the Wild Bunch. The Judge spends a great deal of time on the road traveling from match to match, listening and talking to SASS members. The Judge is the Ambassador of SASS. The Judge always has a cigar, a sense of humor, and has been quoted regarding SASS with this statement "All I see is a lot of cowboy hats, and everyone of them has a smile underneath it".

### GENERAL U.S. GRANT, SASS#2

General U.S. Grant, also known as Boyd Davis, is a co-founder of END OF TRAIL and SASS. U.S. Grant has always been a major supporter and sponsor of Cowboy Action Shooting. U.S. Grant has many responsibilities as President of SASS. He is the man in charge of "Tents and Toilets" as well as food vendors at EOT. General Grant was the recipient of the 1991 "Top Hand Award" He is President of EMF Firearms and often donates a firearm to be given to the shooter that finishes in the same position as General Grant's age. His outgoing personality and sense of humor make him a favorite among SASS members.



### RJ POTEET, SASS#3



RJ Poteet, is a well organized and articulate individual. He provided disciplined and structured guidance for the Wild Bunch in the early days. He played a major role in establishing many of SASS's early documents, including the SASS Handbook which is still in use today. He acted as emcee for EOT and was known for his ability to put the young contestants at ease. He is a recipient of the "Top Hand" award. His wife, Sara Sota, was the first administrator for SASS and ran the SASS office single handedly for the first few years. Sara Sota was the first female "Top Hand" award recipient.



#### TEX, SASS#4

Tex is a co-founder of SASS and the editor of the **Cowboy Chronicle**. Tex received the "Top Hand" Award at the 1993 EOT and was "Top Gun" at the 1986 EOT. Tex can be found competing at match around the world. He is a consistently good shooter in Modern, Traditional, Black Powder, Duelist, and Frontiersman shooting categories. He is also very strong in the Gunfighter category and loves to have a blazing six gun in each hand. He is a firm believer in "Spirit of the Game" and practices it at all times. He is also the editor for all SASS Publications. He is married to the beautiful Cat Ballou, who has also been active in SASS since the beginning.

#### WILLIAM BRUCE, SASS#5

William Bruce became a SASS member while living in Phoenix, where he resides today. His experience in establishing and promoting membership organizations was invaluable in the early days of SASS. William Bruce introduced many members to "Cowboy Poetry" long before many of us knew there was such a thing. He also brought Mounted Shooting to SASS and END OF TRAIL. Since leaving the Wild Bunch he has continued to be a leader in the Cowboy Mounted Shooting Association (CMSA).



#### RED RYDER, SASS#6

Red Ryder was a member of the Wild Bunch when SASS was incorporated. He had a very good and valuable ability to design and fabricate metal targets of all types and sizes. He provided SASS with the original set of targets. In addition to making the targets, he was responsible for all the original set-ups and making sure that all of the shooting ran in a smooth manner. He was in charge of all shooting aspects until his retirement from the Wild Bunch.



#### HIPSHOT, SASS#7

Hipshot is past President of the Coto Cowboys and has been an active competitor in SASS since its inception in 1982. A co-founder of SASS, he received the "Top Hand Award" in 1992. He serves as Match Director for EOT in charge of range operations. He recently developed the SASS Affiliated Gun Stores Program and serves as liaison between the Wild Bunch and the Territorial Governors. He recently orchestrated the development of the Range Officer Safety Course designed to promote safety and consistency at all SASS Matches.



## 2004 AMBUSH SCHEDULE

### Thursday, September 30<sup>th</sup>

9:00 a.m. ROII Course (If enough register)  
12:00 p.m. Registration Opens  
12:00 p.m. Vendors Setting Up and Opening  
6:30 p.m. – 10:00 p.m. Ambush Reception—Jameson Inn, Scottsboro

\*\*Meals will not be available at the range on Thursday\*\*

\*\*A Gun Cart Corral will be available. \$3.00 for match. Locked 5:00 p.m. -7:00 a.m.

\*\*

### Friday, October 1<sup>st</sup>

10:00 a.m. – 6:00 p.m. Registration Open  
10:00 a.m. – 6:00 p.m. Vendors Open  
9:30 a.m. – 12:00 p.m. Side Matches Open (See Side Match Insert)  
12:00 p.m. Lunch Available  
1:00 p.m. – 3:30 p.m. Side Matches Open  
3:45 p.m. “BATTLE OF THE SEXES” (Special Fun Event)  
5:00 p.m. All Firearms locked up. Social Hour begins  
6:00 p.m. Dinner Begins  
6:30 p.m. Side Match Awards  
7:00 p.m. “BIGGEST STORY TELLER IN SASS” Contest  
(Special Fun Event with Trophies)

### Saturday, October 2<sup>nd</sup>

7:00 a.m. – 8:00 a.m. Breakfast Available  
7:00 a.m. – 8:00 am. Registration Open  
8:00 a.m. – 4:00 p.m. Vendors Open  
8:00 a.m. Opening Ceremonies and MANDATORY Safety Meeting  
8:45 a.m. Shooting Begins, Shoot 3 Stages, Mandatory Lunch and Cool Down Break  
1:00 p.m. Shoot 3 stages  
6:00 p.m. 2004 Ambush Banquet, Guntersville Town Hall

### Sunday, October 3<sup>rd</sup>

7:00 a.m. – 8:30 a.m. Breakfast Available  
8:00 a.m. – 8:30 a.m. Cowboy Church at Sawyer’s Mill  
8:45 a.m. Shoot 4 Stages and Posse Shoot  
12:30 p.m. – 2:00 p.m. Lunch Available  
1:00 p.m. Brass Auction, Special Awards, “Spirit of the Game” awards, administrative announcements  
2:00 p.m. Awards Ceremony and Farewell

## Friday Night at the Pavilion

Tall Tells

Join us for some great entertainment

## Saturday Night Ambush at Cavern Cove Banquet

Guntersville Town Hall

Rib-eye steak and grilled chicken breast .

### Costume Contest:

Mountain Man

Dance Hall Girl

Best Military

Ladies & Gentlemen's Town Clothes

Ladies & Gentlemen's "B" Western Movie

Ladies & Gentlemen's Native American

Lady of the Ball & Gentleman of the Ball

Working Cowboy & Cowgirl (judged Saturday during the shoot)

### Directions to Guntersville Town Hall

#### From the Range:

Leave the range and go to intersection of Cavern cove Rd & Cathedral Caverns Hwy, turn left go over mountain through city of Grant, down the mountain till road dead ends at 431. Turn Left go to Guntersville. Stay on main road into Guntersville that will become Gunter Ave. Turn left on Taylor (1st light) go 1 block turn left on to Blount Street, look for signs.

From Scottsboro Hotels: Go West on Hwy 72 to Broad Street Exit (just past McDonalds) exit on to Broad and turn left. Broad Street becomes Hwy 79, Take 79 to Hwy 431 intersection and turn left. Stay on main road into Guntersville that will become Gunter Ave. Turn left on Taylor (1st light) go 1 block turn left on to Blount Street, look for signs.

Signs will be posted for banquet at key locations

A gun cart corral will be available at ambush \$3.00 for entire match locked at 5:00 pm open at 7:00 am.

Special Thanks To

# **WOODY ANDERSON FORD**

&

Mrs. Cathy Anderson



Woody Anderson Ford  
is located at 2500  
Jordan Lane in Hunts-  
ville Alabama. Stop by

and see our large selection of Cowboy  
friendly power stroke diesel & F series  
pickup trucks

**Ambush At  
Cavern Cove 2004  
Main Match Sponsor**

## Rules & Regulations

The Ambush at Cavern Cove is run in accordance with the latest SASS rules, as set forth in the Shooter's Handbook and the RO Level I and II courses. Anyone not abiding by the rules will be disqualified and asked to leave the match. The decisions of the Match Directors are final.

- No one will be allowed to shoot if, in the judgment of the Range Officer, they are impaired.
- No alcohol is to be consumed until shooting ends for the day and firearms are safely stored.
- Pistols must be holstered, actions open on rifles and shotguns at all times, except on the firing line, or in "safe areas". Store firearms in gun cart 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.
- 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'ed.
- Under the arm, shoulder holsters that sweep others will not be allowed.
- Rifle and shotguns must be empty of live or fired rounds when re-staged.
- All shooters must conform to minimum dress requirements: cowboy boots, cowboy hat, jeans and long sleeve western shirt.
- Coaching is encouraged. The timer will help the shooter through the course of fire unless requested not to by the shooter. The shooter is ultimately responsible for their shooting.

## Penalties

**Each missed target:** 5 seconds

**Procedural:** 10 seconds (limit one per stage).

*Any unintentional procedural errors caused by "brain fade", confusion, ignorance, or mistakes. Accommodations are often allowed for those unable to comply with specific stage procedures due to physical limitations with no procedural penalties assessed.*

**Disqualified Stage:** highest time on that stage plus 10 seconds

**Did Not Finish:** 5 seconds per target not engaged

*The shooter fires at least one round and for some reason does not complete the course of fire. This may be either from a firearm malfunction or a physical limitation.*

**Safety Violations:** Major - first offense is a stage DQ

Second offense is a match DQ

Minor - 10 seconds per offense

**Major Safety Violations** occur when a shooter displays unsafe gun handling. These include but are not limited to:

- Cocking a pistol with the barrel pointed in an unsafe direction.
- Firing a round in an unsafe direction as deemed by the Range Officer.
- Not turning to draw or re-holster cross-draw guns (breaking the 170 degree plane).
- Sweeping any person at any time with an unloaded gun is a stage DQ.
- Sweeping any person with a loaded gun it is a match DQ.
- Dropped unloaded gun is a stage DQ.
- Dropped loaded gun is a match DQ.
- Walking (moving more than one of your feet), with a cocked, loaded gun.
- Leaving a live round under the hammer of a holstered pistol or in the chamber of a long gun.

**Minor Safety Violations** are acts that do not directly endanger persons.

These include but are not limited to:

- Failure to open a long gun action.
- Leaving a empty or live rounds on the carrier or in the magazine of a gun.
- Loading more than the correct number of rounds in long guns.
- Not returning pistols to leather, unless otherwise specified.
- Open, empty long guns that slip and fall (do not break the 170 degree safety rule or sweep anyone).
- Retrieving a dropped round.

**Stage DQ** may also be assessed if the shooter:

- Practices unsafe firearm handling, such as fanning.
- Uses an illegal or illegally modified firearm.

**Match DQ** may also be assessed if the shooter:

- Accumulates two stage DQ's or two Spirit of the Game penalties.
- Presents belligerent attitude or un-sportsman like conduct.
- Shoots while impaired by alcohol, medication, etc.
- Shoots illegal "too hot" ammunition.

**Failure to Engage/ Spirit of the Game:** 30 second penalty

*Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage.*

No re-shoots will be awarded unless a firearm malfunctions prior to the first shot of the stage, there is a malfunction of timer or targets, or if the range officer/ timer incorrectly stops the shooter. The shooter will re-shoot the stage starting with no misses.

*Shooters may appeal a ruling by notifying the Posse Leader/Range Officer prior to leaving the stage in dispute and posting a \$50 bond. A panel of three will consider the appeal. The bond will be forfeited if the ruling is upheld.*

### **Shotgun Targets**

Shotgun knock down targets must fall to be a hit. A miss on a knock down can be made up with ammo carried by a shooter on his or her person.

### **Bonus**

A bonus does not count as a miss if it is engaged. All bonus targets must be shot at.

# Lewter's Hardware Store



In 1928 our great-grandfather, D.A. Lewter, and our grandfather, J.M. Lewter, started the family business in a small store on Washington Street. They believed in offering fair prices, treating each customer with special respect and giving great service.

A hand saw cost \$2.50, a padlock 8 cents and a hammer could be purchased for 85 cents. A lawn mower sold for \$6.50 and a 100 lb. barrel of nails was \$2.25.

While our prices have gone up slightly we still provide the same quality service our fore-fathers insisted on. We are the same family, doing the same business in the same location. Stop by and visit with us.

**A Hardware Store....**

**The Way You Remember Them**

*Doris Lewter*

*Mac Lewter*

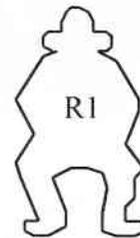
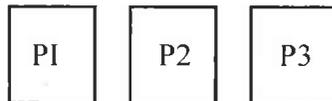
**222 Washington St - 539-5777**

# Stage 1 Mercantile

Judge Roy Bean rides into town to restore his cigar supply. A gang of outlaws is looting the town so the Judge grabs his rifle and shoots 10 of them dead in the street. He runs in to the mercantile and see more of the outlaws stealing his favorite brand of cigars. He draws his pistols and takes care of 10 more of the outlaws. He is about to light up a cigar when 4 more out laws bust in. So the Judge grabs his trusty Greener shotgun and dispatches 4 more of the outlaws.

## Procedure:

- Say your line to start the clock
- At the buzzer shoot rifle target R1 10 times. Hand off rifle and dismount.
- Move to shooting line inside the mercantile and
- Draw first pistol and shoot targets P 1,P1,P2,P2,P2
- Draw second pistol and shoot target P3,P3,P2,P2,P2
- Retrieve shotgun and shoot targets, S1,S2,S3,S2
- Pick up cigar from jar for a 5 second bonus You must not be reminded to get your bonus.



## Staging

Rifle: shouldered pointed down range

Shotgun: Staged in rack

Shooter: On the Horse

Line: Dirty low down no good ambushin varmints

## Ammo

10 Rifle

10 Pistol

4 Shotgun



## Hurricane & Knifemaker

If you have traveled to many shoots or big events within the SASS organization, then you probably have had an opportunity to meet or see Hurricane with One R. This petite lady lives up to her name in that she is always moving and full of energy. If you have seen some of the Best Dressed Contests, then you have probably seen hats and outfits that were designed and made by her. A Life Member of SASS and a SASS Regulator, Hurricane travels far and wide promoting her business and her chosen sport. She is "The Better Half" of one of the most well known couples in SASS (Sorry Knifemaker). Her husband, Knifemaker, is also a Life Member and Regulator. The two of them are well known and liked in SASS circles for their participation and for their sense

of humor. Hurricane has judged Costume Contests all over the country and was the Costume Contest Judge for End Of Trail 2004. She and Knifemaker were the winners of the "B" Western Category at End of Trail 2004 and also at the SASS Convention in 2003. Hurricane also takes on additional duties, such as the End of Trail Awards Ceremony. Hurricane has been the Judge for Costume Contests at Ambush At Cavern Cove for the last three years and has always been a good friend to the North Alabama Regulators.

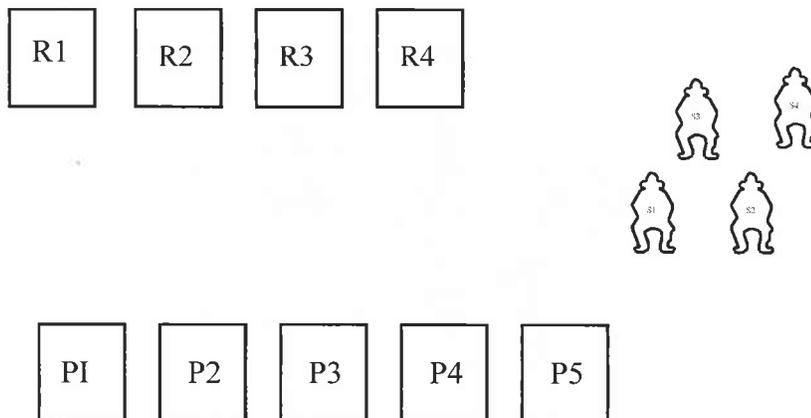
# HATS BY HURICANE

# Stage 2 Bank

General U.S. Grant has personally brought the payroll to town to make sure the soldiers get paid. As he opens the strong box a band of Comanche's arrives to steal the payroll. The General grabs his six guns and quickly shoots ten of them injuns. The General sees 14 more coming through the back door so he grabs his rifle and shoots 10 more injuns. The last 4 decide to run and the General grabs the bank managers shotgun and blasts the Comanche's as they are running out the back door. General U.S. Grant then retrieves the cash bag and hands it to the pay master.

## Procedure:

- Shooter says line to start the clock. At the buzzer remove money bag from strong box.
- Move to behind teller bars and set money bag on teller counter
- Draw first pistol and shoot targets P1,P5,P2,P4,P3
- Draw second pistol and shoot targets P1,P5,P2,P4,P3
- Retrieve rifle and shoot target 10 times in a Nevada Sweep
- Retrieve shotgun and shoot targets any order all knock downs must go down.
- Pick up money bag and give to timer for a 5 second bonus.



## Staging

Rifle: Staged in rack

Shotgun: Staged in rack

Shooter: At the strong box hand on handle

Line: You Ain't stealing my money

## Ammo

10 Rifle

10 Pistol

4 Shotgun

We have several Junior Shooters (The Future of SASS). Please do your best to help these kids and make them feel comfortable and make them feel like they belong. It is hard being a young person competing on a posse with older folks, world champions, state champions, and just fast shooters. A cheer from the entire posse when a Junior finishes a stage will help boost confidence, probably improve performance, and make you feel better to boot! Let's consider all of the Junior Shooters to be potential World Champions. Friendly congratulations or helpful suggestions may indeed make one or all of them World Champions. Let's all make sure that they come back the next time and for years to come. They will always remember how the adults treated them like equals and friends.

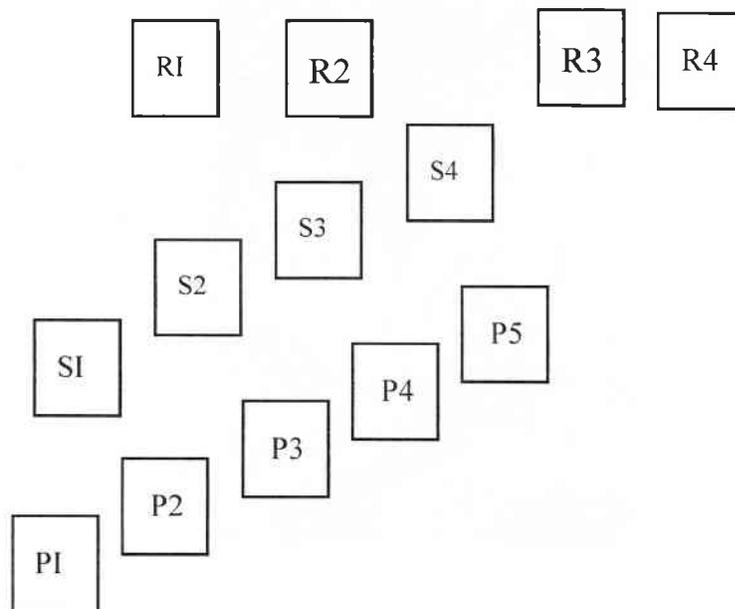


# Stage 3 Barber Shop

RJ Poteet has just brought in a herd. He is in the barbershop playing cards while waiting to get a shave and a haircut. A bunch of cowboys from a local ranch come in and start talking about how they don't like free rangers. RJ and the cowhands have words... as RJ flips over a card the cowboys think they have him and draw on him. RJ draws and shoots his pistols dry, he then moves and retrieves his rifle and fires 10 quick rounds at the cowboys. Realizing that he might be in a bad way he grabs the barbers shotgun and finishes off the cowhands.

## Procedure:

- Shooter flips over card to determine which shotgun target to shoot first.
- Shooter says line to start clock.
- Draw first pistol and sweep targets sitting in chair
- Draw second pistol and sweep targets sitting in chair
- Retrieve rifle and shoot targets R1 -1, R2-2, R3-3,R4-4
- Retrieve shotgun and start on the card you flipped over then shoot remaining targets in any order.



## Staging

Pistols: On the table

Rifle: Staged in rack

Shotgun: Staged in rack

Shooter: Sitting behind table

Line: Ya no good filthy cheatin skunk!

## Ammo

10 Rifle

10 Pistol

4 Shotgun

# Dr. John D. Barnes

## Family Dentistry

New patients welcome



(256)539-7000

Dr John Barnes

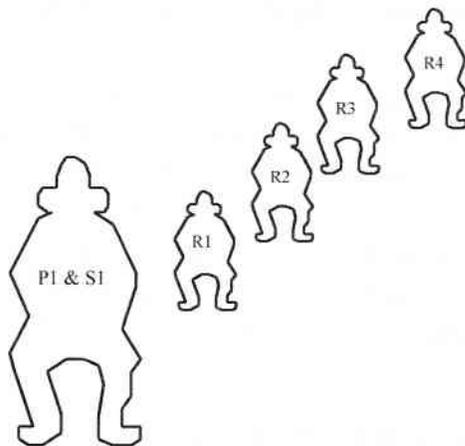
915 Bob Wallace Avenue,  
Huntsville, AL

# Stage 4 Ned

Tex had left the Saloon and was going home after an all night poker game with Judge Roy Bean and General U.S. Grant. He had a pot full of money but was not feeling to good because of all of the whiskey and cigars. Besides he knew Cat Ballou was going to be in a fighting mode when got home. He cut through the cemetery and on the other side was confronted by nearly nine foot Ned and his pip squeak brothers. Ned said "Tex me and my brothers are here to get you and take back my money!" Tex didn't much feel like talking because he was too worried about Cat Ballou, so he looked at Ned and said "Lets Dance"

## Procedure:

- Shooter says line to start clock
- Draw first pistol and shoot target 5 times
- Draw second pistol and shoot target 5 times
- Retrieve shotgun and shoot target 4 times
- Retrieve rifle and shoot targets 10 times any order each target must be shot at, at least once.



## Staging

Rifle: Staged on the rack.

Shotgun: Staged on the rack.

Shooter: Standing on the line.

Line: Lets Dance

## Ammo

10 Rifle

10 Pistol

4 Shotgun



Harrison Bankston

## A FAMILY TRADITION

The Bankston Family has been selling motor homes and family dreams, since 1970. During that time, thousands of families, just like yours, have joined our family and purchased a motor home from Bankston.

We have proven our commitment to first class sales and service by receiving numerous awards, including Tiffin Motor Home's **Top Dealer** award and Fleetwood's **Circle of Excellence** award.

Our goal at Bankston Motor Homes has always been to offer exceptional service...the type of service that keeps people coming back. We work hard to develop a long-lasting relationship with each and every customer and give them the assurance and security of knowing that they have made the right decision and will have our support down the road.

We want to help you discover how easy it can be to own the RV, travel trailer, or fifth wheel of your dreams. So come on by and let us fulfill your needs through sincere dedication, dutiful customer service, and superior value. We look forward to meeting you in person and helping you become part of the family.

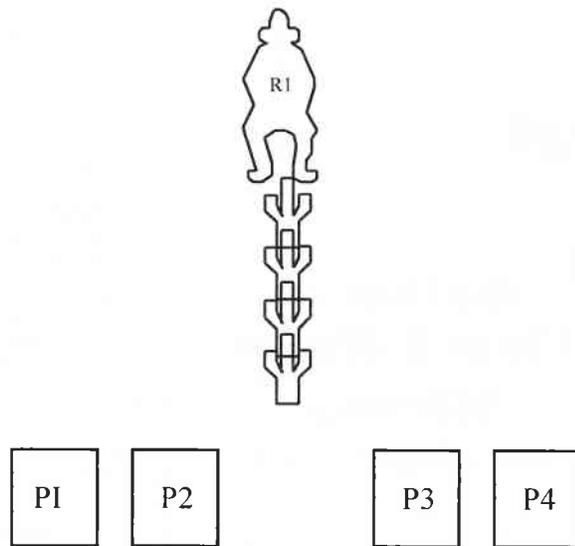


# Stage 5 Cemetery

William Bruce thought it would be nice to lay some flowers on his grandmothers grave before winter set in. He tried to keep the graves of his family members in good shape because several generations of Bruce clan were buried here and he was proud of the Bruce name. As he approached the cemetery he saw some saddle bums tearing up the head stones. He yelled at them hey that is hallowed ground and that is my family. They turned and drew on him and the fight was on. He shot the 2 on the right then the 2 on the left with his pistols. Then he drew his rifle and shot the biggest one 10 times then he shot the remaining 4 with his trusty shotgun.

## Procedure:

- Say your line to start the clock
- Draw first pistol and alternate between the right 2 pistol targets
- Draw second pistol and alternate between the left 2 pistol targets
- Retrieve rifle and shoot target 10 times
- Retrieve shotgun and shoot targets till all knock downs are down



## Staging

Rifle: Staged on the rack.

Shotgun: Staged on the rack.

Shooter: Standing at the wagon

Line: Hey that is hallowed ground and that is my family

## Ammo

10 Rifle

10 Pistol

4 Shotgun

# Starline COWGIRL OF THE MONTH



**PEARL HART**  
(aka) Lisa Heincock  
Member - Los Vaqueros  
Arizona State Champ  
2002, 2003  
Western Regional Champ  
2002, 2003

**T**his could be you. All it takes is practice, using the highest quality products like **Starline Brass**. Top value and top quality, proven time after time. **Starline** supports Cowboy Matches across the country and thanks those shooters who use **Starline Brass**.

*Send us a photograph of a deserving Starline shooter, and maybe he or she will be the next Starline Cowboy/Cowgirl of the Month.*

NEW ★ UNPRIMED ★ BRASS COWBOY ACTION CALIBERS			
CALIBER	250 PAK	500 PAK	1000 PAK
32 S & W LONG *		\$64.50	\$97.00
32-20		69.00	121.50
36 SHORT COLT*		51.50	88.00
38 LONG COLT*		52.50	89.00
38 S&W*		53.50	91.00
38 SPECIAL*		47.50	83.00
38 SPECIAL+P*		48.50	84.00
357 MAG*		49.50	84.50
41 COLT	112.00	199.00	376.00
41 MAG*		59.50	105.00
38-40*	54.50	85.25	143.50
44-40	42.00	65.00	112.00
44 RUSSIAN*		64.50	107.00
44 COLT		66.00	114.00
44 SPECIAL		57.00	99.00
44 MAG*		59.50	105.00
45 S&W SCHOFIELD*		65.00	108.00
45 COLT*		61.50	108.00
45 LONG COLT BLANK		N/A	106.00
40-65	127.00	211.00	375.00
45-70	87.00	151.00	281.00
45-90 (2.4)	179.00	314.00	592.00
45-100 (2.6)	185.00	326.00	619.00
50-110	210.00	370.00	695.00

Also Available through  
**Starline**



**"A DYIN' BREED"**  
featuring "Night Birds"  
with Garth Brooks  
and the 2nd Amendment  
Anthem "In My Land"

**BRAND NEW CD  
"COWBOY COOL"**

The Music of  
**Royal Wade  
Kimes**

*Cowboy Singer/Songwriter*

Call to order: 1-800-280-6660  
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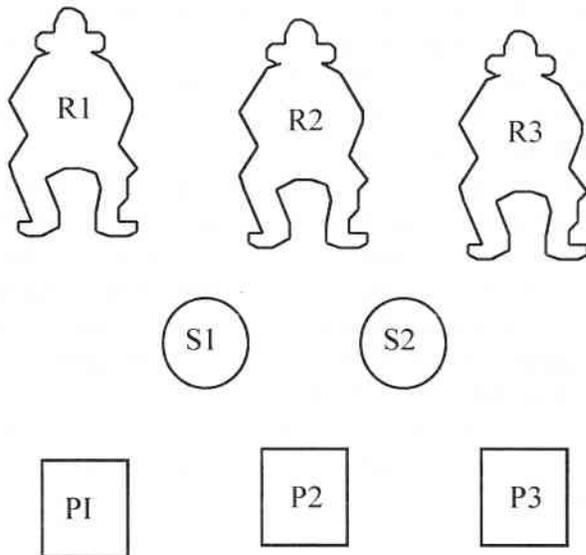


# Stage 6 Two Ponies

Red Ryder was celebrating his good fortune in the saloon His friend back east had invented a air rifle that shot little cooper balls and was going to name it the Red Ryder. His friend sent him \$500 dollars to use his name. Red was tying one on that would be talked about for years. The 3 Smith Brothers were also in the saloon and didn't take to Red and his good fortune so they challenged Red. Before the shooting started exclaimed. "lzz sooo dunk lzz see tree um. "

## Procedure:

- Shooter says line to start clock. Then puts hat on backwards, 5 second penalty for not putting hat on backwards.
- Draw first pistol and shoot targets P1-3,P2-2
- Draw second pistol and shoot target P3-3,P2-2
- Retrieve rifle and shoot target 9 times triple tapping
- Retrieve shotgun and shoot targets 6 times triple tapping



## Staging

Rifle: Staged in rack

Shotgun: Staged in rack

Shooter: Standing at the bar with hat on bar. With 3 fingers held up, 2 on left hand one on right hand.

Line: lzz sooo dunk lzz see tree um.

## Ammo

9 Rifle

10 Pistol

6 Shotgun

## MEET OUR LANDLORDS!!



Gary and Florene Franks are the property owners here at Cavern Cove. They have entered into a long-term lease arrangement with the North Alabama Regulators that is beneficial to all concerned. Gary is a shooting member of the club and often places high in the list of finishers. Florene is not a shooter, however, she is active in other club functions such as the Christmas Parties and the Banquets at Ambush. Florene is the Coordinator for this year's Banquet and has selected some fine decorations to spruce up the tables. Gary recently finished building the large building next to the Gallows and the

O.K. Corral. Gary has advised the cowboys that the building is available to them at all times for any usage required. Thanks, Gary and Florene for your generosity and your efforts to support the club.

Gary and Florene decided to give another gift to the North Alabama Regulators this year. The painting inside the pavilion was contracted and paid for by Gary and Florene. This art work supports the cowboy theme and certainly adds a certain flair to any activities held in the pavilion. Please take a moment and look at the detail and talent in this mural. Thanks again, Gary and Florene!

The North Alabama Regulators are fortunate to have a place that is so perfectly suited to the needs of our club and of our sport. In today's society it is difficult, if not impossible, to locate suitable property, willing property owners, and a price that will allow you to operate your club. The arrangement with Gary and Florene Franks is one that has allowed the North Alabama Regulators to build one of the finest ranges anywhere is SASS. Permanent buildings such as the log cabin and the new restroom could not be possible without the support of a willing landlord. Thanks again, Gary and Florene. The North Alabama Regulators hope that our relationship remains good and cordial for the next 100 years!!!

Gary and Florene have started an Internet Business which teaches money management and various techniques to improve your financial position in life. If you would like to find out more about this opportunity, please feel free to talk to them during the week-end.

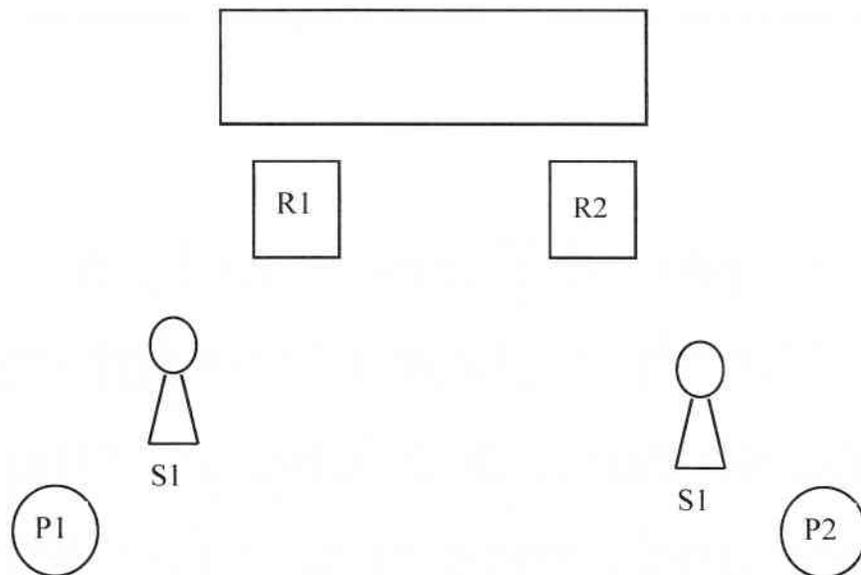
## Thanks for supporting the North Alabama Regulators

# Stage 7 Pearls

Hip Shot has hit town after a big cattle drive. His pockets are full of cash and he is ready to have some fun. Hip Shot is drinking and carousing, he is just have a grand ole time in cowboy fashion at the Parlor house. When a cow poke from a rival cattle company comes in. This cow poke Tex is known to be a quick draw. Hip Shot decides that he wants to see just how fast Tex really is. After a few more drinks hip shot decides its time to see really is the fastest. He stands up and kicks a chair out of the way. Hip Shot says "Tex I hear yer fast real fast." Tex responds with "....." Faster than you will ever live to be!" The two exchange icy glares,

## Procedure:

- Shooter stands up kicks over chair says the line to start the clock.
- Draw first pistol and shoot targets alternating for 5 rounds
- Draw second pistol and shoot target alternating for 5 rounds
- Retrieve rifle and shoot targets target alternating for 10 rounds
- Retrieve shotgun and shoot targets alternating for 4 rounds. Spotters must see the red on the bottom of target or it is a miss.
- Retrieve rifle and load one and shoot mirror for a 10 second bonus. A miss does not count as a miss on the bonus.



## Staging

Rifle: Staged in rack

Shotgun: Staged in rack

Shooter: Sitting in chair.

Line: Tex I hear yer fast real fast

## Ammo

11 Rifle

10 Pistol

4 Shotgun

Thank you to  
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A special Thank you to all  
of the North Alabama Regulators who  
worked so hard and long getting the  
buildings and range ready for Ambush

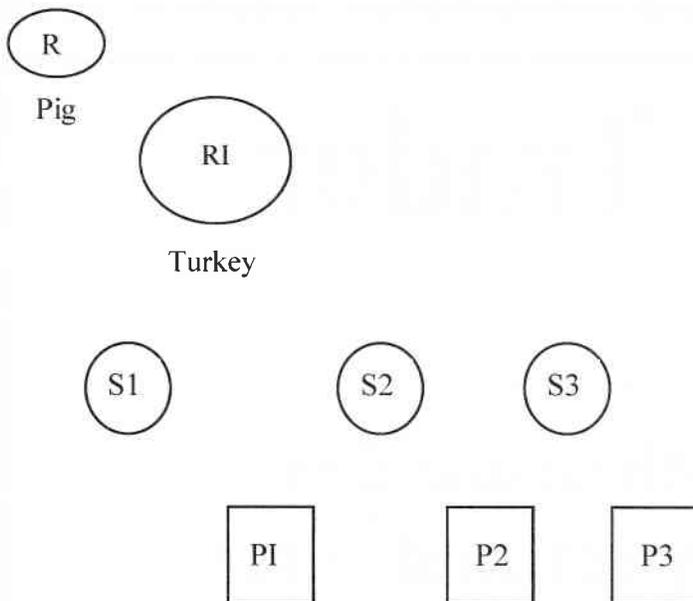


# Stage 8 Jail

It was Saturday night and Tex was having a good ole time over at the Parlor House visiting with Cat Ballou. He had a bit to much to drink was challenged to a gun fight during which he shot Hip Shot in the hip and killed him dead. He was tossed in Jail to wait for the Judge to get back in town. It is a know fact that the Judge is a hanging judge, so Tex Decides he has got to escape. It is now dinner time and Deputy Sawyer gives Tex his dinner. Sawyer hears a shot from out side and goes to see what the ruckus is about but he forgets to lock the cell. Tex sees his chance and high tails it out the back only to get caught by Sawyers watch pig & turkey.

## Procedure:

- Shooter opens jail cell to start the clock, then moves to shooting line.
- Draw first pistol and shoot targets in a Nevada sweep
- Draw second pistol and shoot targets in a Nevada sweep
- Retrieve shotgun and shoot targets in a Nevada sweep.
- Retrieve rifle and shoot target 9 times. Reload one round and shoot R2 for a 10 second bonus. A miss does not count as a miss on the bonus.



## Staging

Rifle: Staged on the left in the rack.

Shotgun: Staged On the right in the rack

Shooter: In the Jail cell laying on the bunk.

Line:

## Ammo

10 Rifle

10 Pistol

5 Shotgun

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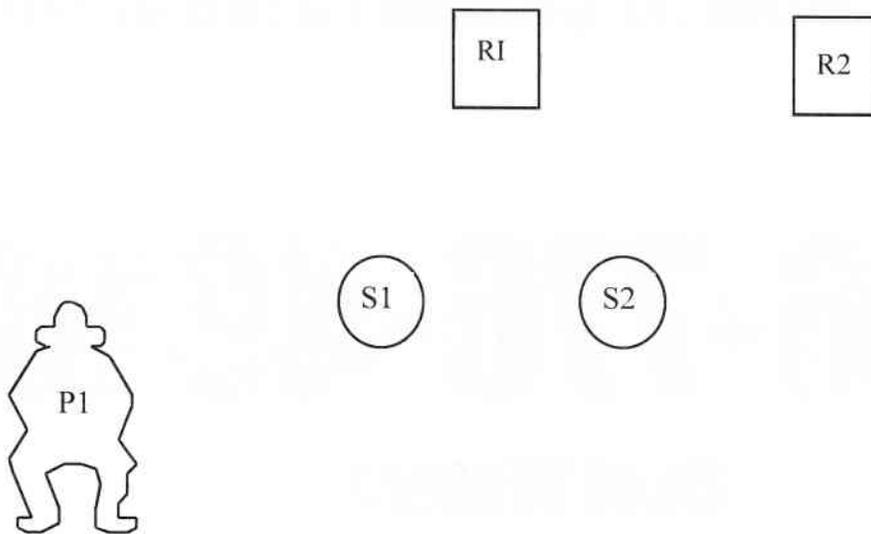
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# Stage 9 Gallows

Tex tried to escape but was caught. He is standing trial on the gallows trial for killing Hip Shot. During the trial the Judge decided he was willing to forgive him for killing Hip Shot but not for escaping and killing Sawyers watch pig. Cat Ballou pleads on his behalf but the judge won't hear it. The Judge pass his sentence "Hang Him!" As the hangman replies "Yes Sir Judge I'll hang him" and reaches for the lever. As he is about to pull the lever Cat Ballou decides to rescue him and starts shooting.

## Procedure:

- Shooter says line to start the clock then moves to shooting position
- Draw first pistol and shoot target 5 times
- Draw second pistol and shoot target 5 times
- Retrieve rifle and shoot R1 5 Times, R2 5 times
- Retrieve shotgun and shoot targets in any order double tapping for 4 rounds



## Staging

Rifle: Staged on the Gallows

Shotgun: Staged on the Gallows

Shooter: Standing on line with hands on lever.

Line: Yes Sir Judge I'll hang him.

## Ammo

10 Rifle

10 Pistol

4 Shotgun

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**Cool Waters  
aka Randy Gothart**

Stage 10 Sawyers Mill and Moon shine still.

Cool Waters has cooked some devilment for this stage.

Procedure:

Do Exactly What Cool Waters says to do.

It's a secret so don't bother to ask cause we Ain't telling!

Staging

Rifle: Staged where Cool Waters says.

Shotgun: Staged where Cool Waters says.

Shooter: Do what Cool Waters says.

Line: Do what Cool Waters says.

Ammo

10 Rifle

10 Pistol

4 Shotgun

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## **History of the North Alabama Regulators**

**The North Alabama Regulators were founded in August, 1992 by five cowboys known as Cotaco Bill, Rip Ford, Cactus Jack Slade, Uncle Jim and Mountain Tom Clark. The fiscal year ran September 1992 through August 1993 (FY '93). During that year, the founders picked up 4 additional members, Brazos Bill, El Paso Roy, Lonesome Crow and Sassy Sha. The officers were President Cataco Bill; Vice President, Longsome Crow; Secretary/Treasurer Sassy Sha; and Territorial Governor Rip Ford. The first shoot was into a pile of dirt and stumps in a field west of Athens, AL.**

**FY 94 added three new members, Montana Ray, May Lillie and Cherokee Bill. The club was then shooting at Sharon Johnston Park located in New Market, AL. The range was a 14 station, 50 yard bermed range. Three stages of paper targets were used. Targets had to be patched after each shooter. Stages were shot with one pistol, rifle and shotgun. Early members of the Alabama Rangers participated as well as members of the Madison County Shooting Sports Association, who operated the range. The club operated on "out-of-pocket" finances of the members.**

**The March 1994 issue of Leisure in the Huntsville Times did a cover story on the club. The publicity helped and 10 new members signed up. The club moved shooting to the Blue and Gray range located at Guntersville Dam. The club was now able to use metal targets and stage props not feasible at the previous range. Lonesome Crow was periodically printing a newsletter for the club.**

**A turning point for the growth of the club occurred in FY '96 when 31 new members were added. The officers were President Montana Ray; Vice President Cool Waters; Secretary/Treasurer May Lillie; Territorial Governor Rip Ford; and a new board position Past President Cataco Bill. Rip Ford was now turning out a regular newsletter which was taken over by Cataco Bill. The Regulators moved to another new range located on a farm near Cathedral Caverns. The new range made way for the first annual shoot known as "Ambush at the Caverns" which attracted 78 registered shooters. The club was now financially self-sustaining.**

**Since that time, the North Alabama Regulators have grown and prospered. From 1996 to 2001, the same range was used. The membership continued to grow as well as the participation at "Ambush". Major changes that occurred were:**

- 1. Enlarged to Board of Directors to 10 members**
- 2. Changed the fiscal year**
- 3. Addition of many props**
- 4. Changed the match times to 9:00 A.M.**
- 5. Purchased trailers for props and targets**

**The last major change occurred in April 2001 when the club moved to its current range. Due to the increased membership and the hard work of many of them, the club now enjoys one of the premier cowboy shooting ranges in the country.**

**Ambush, now known as Ambush at Cavern Cove, is one of the finest, most fun annual shoots in SAS.**

**As evidenced above, North Alabama Regulators continue to grow and prosper. With dedicated members, many of the original five still on board, and hard work from all, we hope to continue the trend of increased membership, and many more years of excitement to come.**



Rip Ford & Cataco Bill

## AMBUSH AT CAVERN COVE

### SIDE MATCHES

#### 1. FASTEST 3 GUN

Pistol loaded with 5 rounds in holster, rifle loaded with 10 rounds staged on table, shotgun open and staged on table with 4 rounds on person. At buzzer, draw pistol, shoot 5 and re-holster. Pick up rifle from table, fire 10, leave open and return to table. Pick up shotgun, shoot 4, open & empty and put back on table.

Pistol	5 Rounds
Rifle	10 Rounds
Shotgun	4 Rounds

#### 2. TEXAS STAR

Two pistols loaded with 5 rounds and staged on table. At sound of buzzer, pick up first pistol and shoot plates. When empty restage on table. Pick up second pistol and shoot any remaining plates. Any rounds left in second pistol to be shoot at dump target. Shooting order will start by drawing colored star. This must be the first plate you shoot. Any order after the first. Misses on the dump target will be considered misses with a 5 second penalty each.

Pistol	10 Rounds
--------	-----------

#### 3. MAN ON MAN

One pistol loaded with 5 rounds held out and down in hand. At sound of buzzer, shoot targets outside in and first knockdown on ground is the winner. If a shooter misses a target and the other shooter shoots clean, clean shooter is winner no matter which knockdown is on ground first. If both shooters miss, one with fewest misses is winner.

Pistol	5 Rounds
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#### 4. LONG RANGE MATCH (PISTOL CALIBER) RIFLE

Targets will be set at 25, 50, 75, and 100 yards. Load rifle with 7 rounds and shoot targets in order 25, 50, 75, 100, 75, 50 and 25 yards.

Rifle	7 Rounds
-------	----------

#### 5. DERRINGER/POCKET PISTOL

1. Load derringer with 2 rounds. Seated behind table, at sound of buzzer, pick up derringer and shoot target. Scoring will be by adding numeric score of two rounds. Ties will be broken by time.
2. Pocket pistol will be loaded with 5 rounds. Shooter will start with pistol in hand held down and out. At buzzer shoot target. Scoring will be by adding numeric score of 5 shots. Ties will be broken by time.

Derringer	2 Rounds
Pocket Pistol	5 Rounds

#### 6. FASTEST SHOTGUN

1. There will be 2 categories – double barrel and model 97
2. Shooter will be standing with back to firing line. At sound of buzzer, shooter moves to shotgun and shoots targets 1 through 5 in numerical order. There will be one un-numbered target that MUST NOT be shot. Shooter must shoot gun empty, break open and clear to end stage.

Shotgun	6 Rounds
---------	----------

#### 7. FASTEST 2 PERSON TEAM

1. One shooter with pistol loaded with 5 rounds in holster and 10 rounds in rifle staged on table.
2. One shooter with pistol loaded with 5 rounds in holster, shotgun staged on table and 4 rounds on person.
3. At sound of buzzer 1<sup>st</sup> shooter draws pistol, shoots 5 and re-holsters. After re-holster, 2<sup>nd</sup> shooter draws pistol, shoots 5 and re-holsters. After re-holster, 1<sup>st</sup> shooter picks up rifle, shoots 10 double sweeping left to right and with action open, restages rifle. After restage, 2<sup>nd</sup> shooter picks up shotgun, shoots 4 target in any order loading from body and restages shotgun with action open and empty.

Pistol	5 Rounds
Rifle	10 Rounds
Pistol	5 Rounds
Shotgun	4 Rounds



**CAT BALLOU, SASS # 55, AKA BARBARA ORMAND**, is one of the most active ladies in SASS. She has been active in SASS since the very beginning and has held a number of important positions. She is married to Tex, SASS #4 and they travel to many shoots each year. Cat Ballou is the editor of ***THE COWBOY CHRONICLE*** and has seen it grow to a monthly publication of over 100 pages and over 60,000 copies in monthly circulation. Cat has done her share of shooting over the years but has said "I couldn't be competitive in shooting, but I was very competitive in dressing" She has also stated that "it doesn't matter how you shoot, but it does matter how you look!" Her monthly column in the ***THE COWBOY CHRONICLE*** offers tips and suggestions for the ladies in this sport. Cat has served SASS as Chief Financial Officer, Office Administrator and has edited publications in addition to ***THE COWBOY CHRONICLE***. Cat Ballou's

history is so intertwined with the history of SASS that it would be hard to mention one without mentioning the other.

**THE CHISELER, SASS #392, AKA, KEN AMOROSANO** is not one of the founders of the Single Action Shooting Society, however, he is currently a member of the Wild Bunch and plays a very active role in the operations of SASS. He serves as the Marketing Director for SASS, and has additional responsibilities for membership development, SASS Mercantile Sales, and END OF TRAIL Sponsorships. He has also recently set up a new computer based membership and merchandising system. He is President and Owner of Amorosano Associates Public Relations in Los Angeles, California and is a voting member of the Academy of Country Music. He was the lead in establishing the SASS Convention in Las Vegas, Nevada and the SASS Reunion in Gatlinburg, Tennessee. He is the "new kid on the block" in the Wild Bunch and has brought his energy and enthusiasm with him. He has been a Wild Bunch member since 1995.