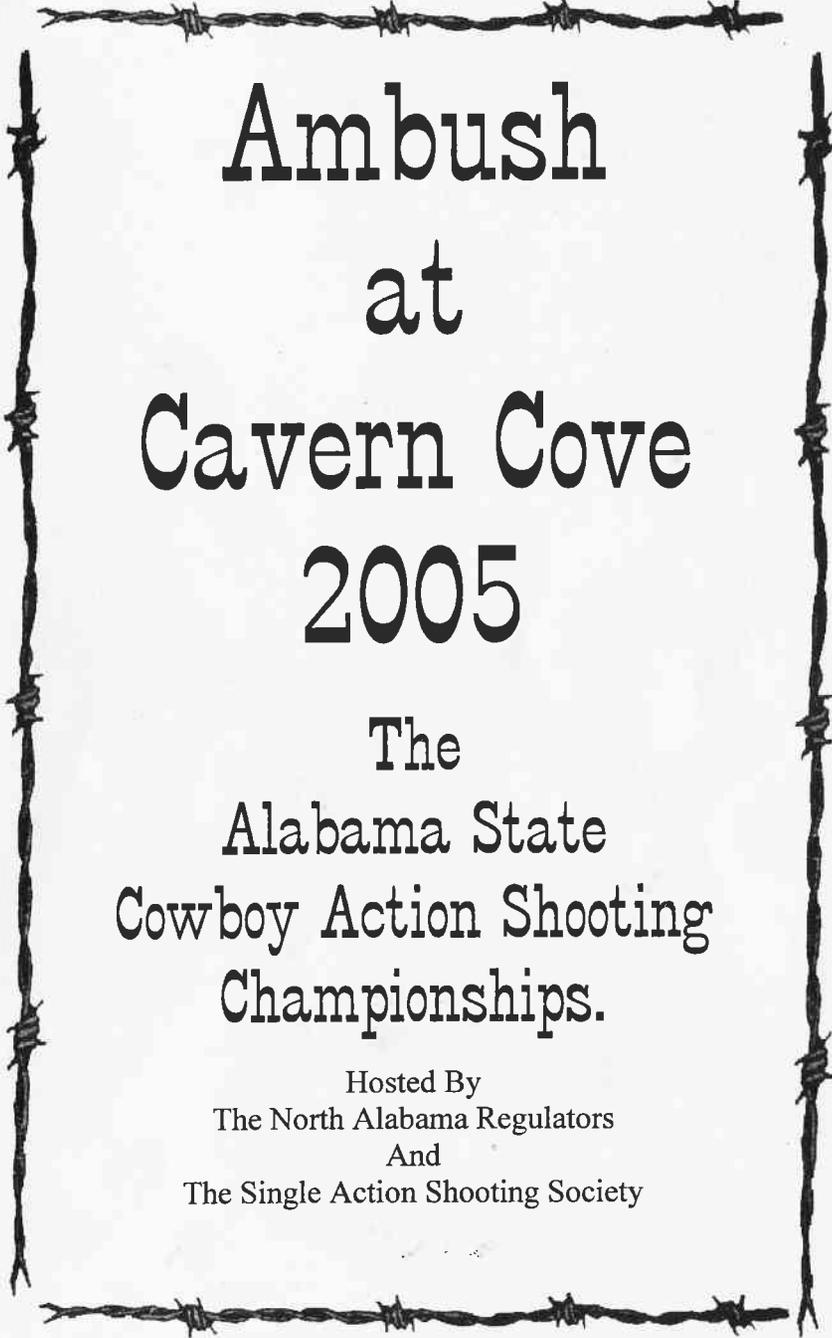


Alias _____					Ambush At Cavern Cove	
Stage	Time	# Miss	Penalty	Bonus	Total	
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
Total						



Ambush at Cavern Cove 2005

The
Alabama State
Cowboy Action Shooting
Championships.

Hosted By
The North Alabama Regulators
And
The Single Action Shooting Society

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 2005
Main Match Sponsor

Special Thanks To

WOODY ANDERSON FORD

&
Mrs. Cathy Anderson



Woody Anderson
Ford is located at
2500 Jordan Lane in
Huntsville Alabama.

Stop by and see our large selection
of Cowboy friendly power stroke die-
sel & F series pickup trucks

Ambush At
Cavern Cove 2005
Main Match Sponsor

Thanks to the following North Alabama Regulators for helping to make this match happen .

Spunky Hollow Slim -Match Director
Bobcat Sparks
Kiowa Kate
Tullamore Dew
Marshal TKD
Two Ponies
Two Ponies Gal
Sawyer
Drake Robey
Rip Ford
Stay-away Faye
Moose Darling
Shez Lethal
Pistoleer
Six String
Sweet Sarah Jane
Uncle Frank and Granna
Cool Waters
The North Alabama Board Of Directors
Tango Kid
Parlor House Pearl
Montana Ray
May Lillie

MATCH RULES

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 restaged.
- All shooters must conform to minimum dress requirements: As required by SASS category.
- 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 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 is a stage DQ
- Leaving a live round under the hammer of a holstered pistol or in the chamber of a long gun is a stage DQ

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 an empty or live round 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.

A Stationary (non knock down) Shotgun target that is missed can not be made up.

Bonus

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

Costume Contest

Categories judged on Saturday evening at the dinner.

Best Dressed Lady, Evening

Ladies evening wear from 1860 - 1900 to include but not restricted to authentic garments or historic reproductions of ladies ball, dinner, reception, masquerade, attire and appropriate accessories.

Best Dressed Gentleman, Evening

Gentlemen's evening attire from 1860 - 1900 to include but not restricted to authentic garments or historic reproductions of gentlemen's wear, formal wear, or attire consistent with a gentleman going to a ball or other evening events. Gentlemen's appropriate accessories a plus.

Best Dressed B-Western, Lady

Best Dressed B-Western, Gentleman

All B-Western outfits should be influenced by or in the spirit of costumes worn in the B-Western movies of the 1920's, 30's, 40's, and 50's. The Silver Screen costumes should be consistent with those worn by characters in Western movies or television shows. Wild West Showmen or women should be dressed in appropriate outfits like those worn in the Wild West shows and Rodeos of the early 1900's.

Best Dressed Saloon Girl/Dance Hall Performer

Costumes should be outfits (historic, Hollywood, or fantasy) of the female entertainers of the Old West; soiled doves, madams, saloon girls, dance hall performers, etc.

Best Dressed Junior Boy and or Girl

Costumes can be of any category of the adults so long as the boy or girl are under the age of 16.

Best Dressed Couple

Couples should dress appropriately to each other and to the period they are representing in authentic garments or historic reproductions with the appropriate accessories.

Best Dressed Military

Best dressed military from 1860 to 1900, to include all the branches of service to the United States, and foreign military dress where appropriate.

Men's Native American Ceremonial

Ladies Native American Ceremonial

Categories to be judged during shooting times.

Best Dressed Working Cowgirl

Best Dressed Working Cowboy

Mountain man

A Special Thanks to our Stage Sponsors

Coon Dawg Emporium--A full line vendor of all types of cowboy clothing for the beginner to the most experienced shooters looking for that last item to make their wardrobe complete. Coon Dawg has it all, and he is a pretty fair SASS shooter. Stop by Coon Dawg Emporium and find out what the package deal of the day is. Coon Dawg puts together some real deals on a package saving the shooter at least one-third of the price if purchased separately.

Hee Haul Waste Disposal --Serving individuals and large businesses with all types of waste disposal. Construction debris, storm damage, remodeling, building or large gatherings like this one, Hee Haul does it all. Various sizes and types of containers are available to suit all needs. Hee Haul has provided the waste removal for Ambush at Cavern Cove for three years at no cost, saving the club an estimated \$500.00 per year. Thank you for your most generous support!

Glenn's of Huntsville--One of Huntsville's leading florists serving all those special needs with compassion and beautifully arranged floral arrangements. Mr. Glenn Toups and his experienced staff handle both in-town and out-of-town floral needs. If you need a single rose for that special someone or if you need 500 center pieces for a presidential banquet, Glenn's of Huntsville is the place to call!

The Grant Chamber of Commerce--Promoting the city of Grant, Alabama is the goal of the Grant Chamber of Commerce. They tell the world about the Numerous attractions that Grant has. The Grant Chamber of Commerce teamed up with the North Alabama Regulators for a Saturday shoot to raise money for the Chambers operations. The event was a huge success the Chamber raised over a \$1000.00 and the North Alabama Regulators made a host of new friends.

Ruby Begonia's Emporium--Offering a wide variety of cowboy oriented supplies. Ruby Begonia's Emporium has something for everybody. Ruby's offers black powder and black powder substitutes for the smoke and fire crowd, Ten-X Ammunition for all shooters, a wide assortment of knives, and even some cigars. Look over the collection of photographs of your favorite western hero as he or she appeared in the movies. Christmas is just around the corner and Ruby's has a wide selection of gift items. Shop and use the 10% off coupon in your shooter's bag. You can also visit Ruby Begonia's Emporium on line at : www.rubybegoniasemporium.com.

Dr. John Barnes, DDS--Dr. John Barnes has been a Stage Sponsor for three years and really enjoys visiting our shoot and social activities. His dental practice is a family oriented practice. Dr. Barnes and his staff are friendly, knowledgeable, and patient oriented. Dr. Barnes places patient comfort at the top of his list of priorities. Dr. Barnes always welcomes new patients and treats them as long time friends. If you need quality dental services, Dr. John Barnes is the dentist for you.

Lewter Hardware--Remember the old hardware stores from the 1920's. The store that offered everything you could possibly need to build a home or to repair any part of your home. Lewter's Hardware is that store. They have been in business since 1928. When you visit Lewter's Hardware, one of their friendly employees will greet you at the door and offer to assist you in locating and making your purchases. All of the employees know the hardware business and can answer your questions about what you need and how to do it. Visit Lewter Hardware in the historic downtown district of Huntsville. You will be amazed at the vast selections of merchandise and feel like you have been to a hardware museum.

Saddlebag Bullets--Maker and seller of high quality cast lead bullets in every size for the cowboy action shooter. Cool Waters (the man who invented the Secret Stage) is a top cowboy shooter and knows and understands what the shooter needs. Bullets are offered in any size order from a box of 100 to a case of 10,000. Visit Saddlebag Bullets and talk to Cool Waters about your bullet needs. You may be surprised to learn that a slightly different size or weight of bullet can drastically improve your shooting skills. Saddlebag Bullets also carries a wide selection of reloading supplies including primers, shot, and powders. .

Southerland photo--A family owned business where customer service is still the number one priority. Sutherlands offers a full line of cameras, all types of supplies, and accessories. They offer film developing services for color and black and white photos. Sutherlands Photo the experts at restoring old Photographs. 256-539-9627

Maynard Equipment--A Cub Cadet and Hustler dealer with locations in Gurley and Scottsboro. Maynard Equipment carries a full line of parts for the Cub Cadet and Hustler mowers. Maynard Equipment offers a full service repair shop, with quick turn around time and reasonable prices. Call Maynard Equipment for mower needs. 256-776-9435

Stage 1 Dewey Barry Gunfight
 Stage Sponsor
 Hee Haul Waste Systems
 2211 Meridian Street
 Huntsville, Alabama 35811
 256-468-4486

June 1903. Manhattan Kansas.

The long on going feud between the Dewey Cattle Company and the Farm of Alpheaus Berry comes to a head when cattlemen from the Dewey Cattle Company ride to the Berry farm. After an exchange of words shots are fired. Who fired first may never be known. What is known is that after the shooting stopped Alpheaus, Burch, and Daniel Berry lay dead. Roy Berry was wounded and had to play dead as the men from the Dewey Cattle Company rode off. The only loss from the Berry cattle company was a horse that day in the shoot out. The local Sheriff went to the Dewey Cattle Company to serve warrants for the shootings. The men from the Dewey Cattle Company refused to be arrested and lit out for safer territory. The chase and later gun fights are another tale.

Ammo:

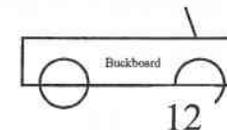
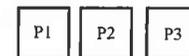
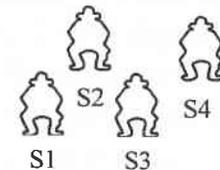
- 10 Pistol
- 10 Rifle
- 4 Shotgun

Staging:

- Shooter starts at the center of the buckboard
- Pistols holstered loaded with 5 rounds each
- Shotgun on the buckboard seat open and empty
- Rifle staged on the buckboard seat loaded with 10 rounds

Procedure:

- At the buzzer move to the left side of buck board.
- Draw first pistol and shoot targets P1, P1, P2,P3,P3
- Draw second pistol and shoot targets P1, P1, P2,P3,P3
- Move to other end of wagon and retrieve your Rifle.
- Shoot rifle targets in a left to right sweep for 2 sweeps 10 rounds.
- Retrieve shotgun and shoot knock down targets in any order. All knock downs must fall for a hit.



Stage 2 Elfego Baca's Shootout
 Stage Sponsor
 Coon Dawg Emporium
 322 Dykes Road
 Churchill, Tennessee 37642
 423-534-7056

October 1884 Southwestern New Mexico was still untamed, ranching country. Geronimo would not be captured for another two years and Billy the Kid was killed just three years before. It was a time and place that cowboys did what they wanted, when they wanted.

Elfego Baca arrested one of these cowboys that was shooting up the town of Frisco. The cowboy's friends wanted him released. Something Elfego Baca wasn't going to do. A standoff ensued when William Hearne one of the cowboys demanded that Bacca come out of the tiny house of Geronimo Armijo. William Hearne approached the door and Yelled "Come on you, come on out here and come out damn quick." Bacca responded with two 45 slugs through the door. One of the slugs killing Hearne. The standoff resulted in a furious attack by over 80 cowhands, in which over 4,000 rounds were fired into the house by those outside. Elfego Baca managed to kill four of his assailants and wounded eight others. Thirty-six hours after it began, Elfego Baca walked out unharmed and into history, at 19 years of age.

Ammo

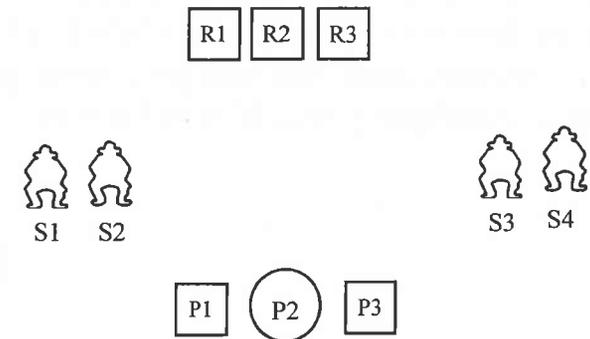
- 10 Pistol Rounds
- 9+1 Rifle Rounds
- 4 Shotgun rounds

Staging:

- Shooter starts standing at the door, Hands on the door case.
- Pistols holstered loaded with 5 rounds each
- Shotgun staged on the Rack open and empty
- Rifle on the rack loaded with 9 rounds

Procedure:

- Say the line "Come on you, come on out here and come out damn quick" To start the clock.
- Move to firing line Draw first pistol and shoot target in the order of P1 4 times, P2 1 time. Re-holster.
- Draw second pistol and shoot target in the order of P3 4 times, P2 1 time. Re-holster.
- Retrieve shotgun and shoot the 4 knock down targets in any order. Restage shotgun in rack.
- Retrieve Rifle and shoot targets in a continuous Nevada sweep starting on R1.
- Reload 1 rifle round from your person and shoot the bonus target for a 5 second bonus. A miss does not count as a miss on a bonus target.



Stage 3 Clay County Savings Bank Robbery
 Stage Sponsor
 Grant Chamber of Commerce
 5386 Main Street
 Grant, Alabama 35747
 256-728-8800

On Valentine's Day, 1866, Jesse James was not in a romantic mood. He rode with his brother Frank James, Cole Younger, and seven members of Quantrill's old band into the town of Liberty, Missouri. They were going to rob the Clay County Savings Bank. It was to be the first daylight bank robbery in history. Several of the men remained out front as watch-dogs; Jesse was one of them. Frank and Cole, the oldest of the gang, strode inside and approached teller Greenup Bird. One of them asked for change for a paper bill. As the bank teller approached Frank whispered, "Give me all the money you have or there'll be hell to pay from here to kingdom come, sonny." The employee didn't argue into the barrel of Frank's and Cole's .44 caliber barrels. A moment later, the two men emerged with a cloth sack containing \$60,000 in Yankee currency.

Ammo:

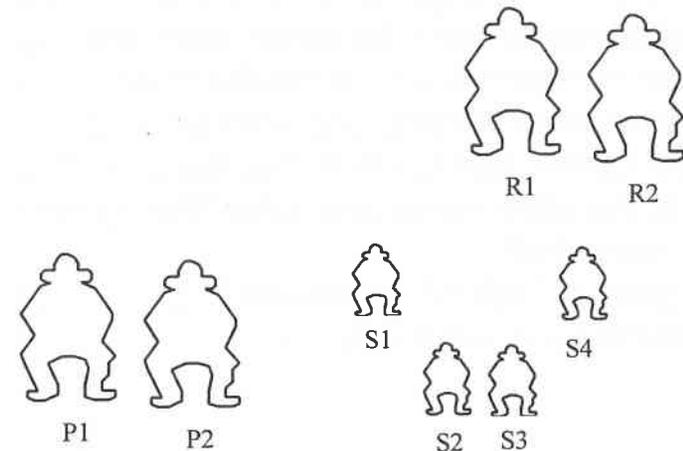
- 10 Pistol
- 10 Rifle
- 4 Shotgun

Staging:

- Shooter starts standing at the door, Hands on the door case.
- Pistols holstered loaded with 5 rounds each
- Shotgun staged on the counter open and empty
- Rifle on the rack loaded with 10 rounds

Procedure:

- Shooter says the line to start the clock, "Give me all the money you have or there'll be hell to pay from here to kingdom come, sonny."
- Move to Teller bars and draw first pistol and shoot target P1 5 times. Muzzle must be through the bars while shooting.
- Draw second pistol and shoot P2 5 times. Muzzle must be through the bars while shooting.
- Move to counter retrieve shotgun and shoot the 4 knock down targets in any order. Restage shotgun on counter.
- Move to outside rack, retrieve rifle and shoot targets R1 5 times, R2 5 Times



Stage 4 Early exploits of Wild Bill
Stage Sponsor

Dr. John Barnes, Family Dentistry
915 Bob Wallace Avenue
Huntsville, Alabama 35801
256-539-7000

Wild Bill Hickok is one of the most well known gun-fighters of the old west, he was a living legend. Wild Bills fame is due to his legendary skill with a pistol. In his early years while working as a buffalo hunter he stops in at trading post for a drink and some supplies. He is confronted by a local who asks Wild Bill to buy him a drink. Wild Bill replies "I only buy drinks for my friends." Wild Bill turns back to the bar. The stranger knocks Wild Bills hat off and starts to draw his pistol. Wild Bill pulls his pistols and shoots the stranger twice in the chest. The strangers friends move for cover, draw their pistols and start shooting. After the smoke clears the local ruffians lie dead or dying and Wild Bill is untouched. Wild Bill calmly walks over to his, hat picks it up, looks at the store owner and says "Don't ever mess with a man's hat!"
The legend of Wild Bill continued to grow, but is another stage for another day.

Ammo:

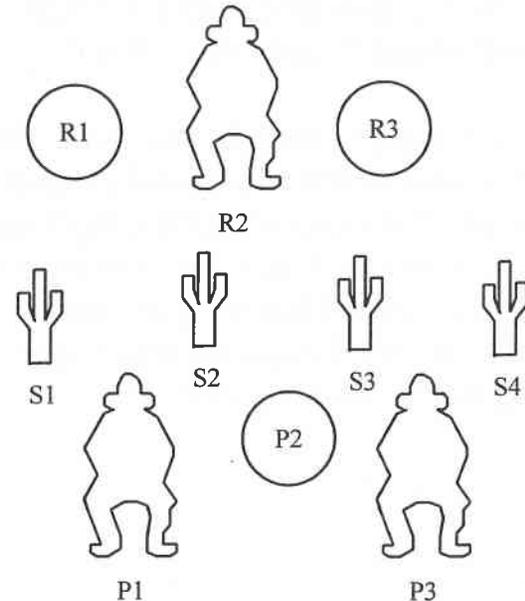
- 10 Pistol
- 10 Rifle
- 4 Shotgun

Staging:

- Shooter starts sitting in the chair.
- Pistols holstered loaded with 5 rounds each
- Shotgun staged on the rack open and empty
- Rifle on the rack loaded with 10 rounds

Procedure:

- Shooter says the line to start the clock, " I only buy drinks for my friends."
- Move to shooting, line retrieve shotgun and shoot targets in the order of S1,S4,S2,S3. Return weapon to rack.
- Draw first pistol and Nevada sweep from the right
- Draw second pistol and shoot targets in a Nevada sweep from the left.
- Retrieve rifle and shoot targets in Nevada sweep from the left double tapping each target.
- After you finish shooting say the line "Never mess with a man's hat" for a 5 second bonus. Posse members are encouraged to remind the shooter of the line for the bonus.



Stage 5 Tombstone Arizona October 26, 1881

Stage Sponsor
Lewter's Hardware
222 Washington Street, NE
Huntsville, Alabama 35801
256-539-5777

The place was Tombstone, Arizona territory, the time was Wednesday afternoon, October 26, 1881 and the setting was a vacant lot in the vicinity of the stables and sheds of the O. K. Corral.

The showdown occurred with Morgan, Virgil and Wyatt Earp along with Doc Holliday being on one side and on the other side were Ike and Billy Clanton, Tom and Frank McLaury, Billy Claiborne, and Wes Fuller on the other.

The Earps and Doc Holiday confront the Cowboys. There is a tense moment during which Frank McLaury reaches for his gun and cocks it. Virgil responds with the statement "I don't want this."

The O. K. Corral Gun fight lasted 30 seconds, during which it became one of the most famous gun-fights In the old west. The outcome of the fight was that Frank McLaury was dead from a bullet wound to the stomach fired by Wyatt Earp's gun, Tom McLaury dead from Doc Holliday's shotgun, and Billy Clanton dying from chest wounds.

Ammo:

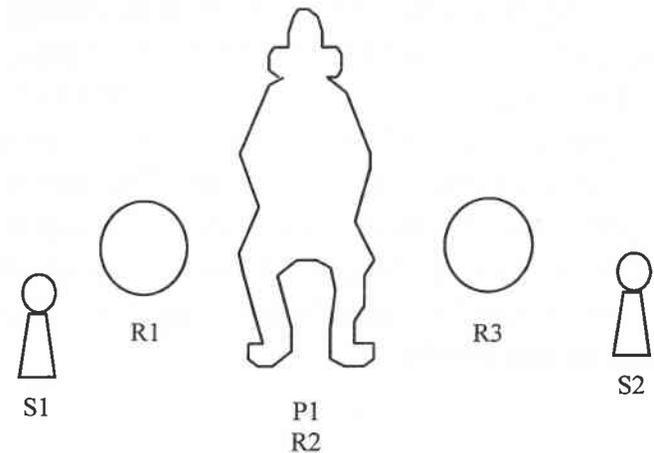
- 10 Pistol
- 10 Rifle
- 2 Shotgun

Staging:

- Shooter standing on either side of rack holding shotgun. Hands not touching any ammo.
- Pistols holstered loaded with 5 rounds each
- Shotgun open and empty pointed down range
- Rifle on the rack loaded with 10 rounds

Procedure:

- Shooter says the line to start the clock "I don't want this."
- Shoot the 2 shotgun knockdowns in any order. Put shotgun in rack.
- Retrieve rifle and shoot targets in the order of R1 3 times, R2 4 times, R3 3 times. Return to rack.
- Draw first pistol and shoot P1 5 times.
- Draw second pistol and shoot P1 5 times.



Stage 6 Turkey Creek Jack Johnson
 Stage Sponsor
 Southerland's Photo
 2357 Whitesburg Drive
 Huntsville, Alabama 35801
 256-539-9627

1876 Deadwood South Dakota

Turkey Creek Jack Johnson is in a local saloon drinking and playing cards. A dispute between him and two men erupts. Turkey Creek Jack Johnson invites 2 men to shoot it out at the town cemetery. Saying "You boys come on down to the cemetery and we'll settle this." Each of Turkey Creek Jack Johnson's opponents strapped on two six-guns and agree to meet him at the cemetery. As Turkey Creek Jack Johnson approaches the cemetery the two men open fire from about 50 yards. The men start running towards Johnson while shooting. In a few seconds they had emptied their first pistol and drawn their second pistol. Johnson with his Colt drawn, had yet to fire a shot. At 30 yards he raised his 44 and shot the first man dead. The second man continues shooting and running toward Johnson. Johnson waits, brings up his Colt and once more, with a single round kills his opponent putting and end to the conflict.

Ammo:

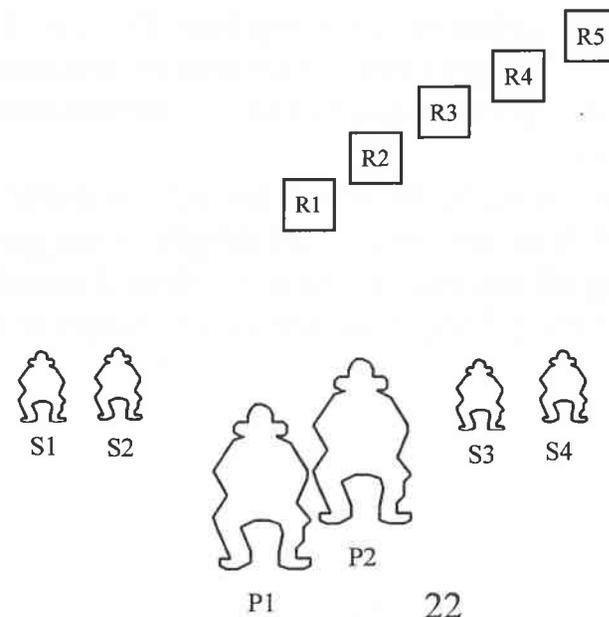
- 10 Pistol
- 10 Rifle
- 4 Shotgun

Staging:

- Shooter starts standing on the firing line
- Pistols holstered loaded with 5 rounds each
- Shotgun staged on the rack open and empty
- Rifle on the rack loaded with 10 rounds

Procedure:

- Say the line "You boys come on down to the cemetery and we'll settle this" to start the clock.
- Draw first pistol and Shoot targets alternating P1, P2 for 5 rounds
- Draw second pistol and Shoot targets alternating P2, P1 for 5 rounds.
- Retrieve rifle shoot targets double tapping starting on R1 Return to rifle to rack.
- Retrieve shotgun and shoot the 4 knock down targets in any order.



Stage 7 White Elephant Saloon
 Stage Sponsor
 Maynard Equipment Company
 1113 Moon town Road
 Gurley, Alabama 35741
 256-776-9435

The White Elephant was the site of more than its fair share of gun battles. One of the most famous being the shoot-out between Luke Short and Long Haired Jim Court Wright. The White Elephant sits in an area of Ft. Worth known as Hells Half Acre. Short was known by the local crowd as King of Gamblers. On February 8th, 1887 an on going power struggle between Court Wright and Short is settled.

Luke Short is called out by Long Hair Jim Court Wright. Court Wright yells "Short you've cheated for the last time." Short answers the call by stepping into the street.

Court Wright is faster on the draw but his pistol jams. Short fires and hits Court Wright in his gun hand taking off his thumb. He then fires 3 more rounds all hitting Long Hair Jim Court Wright in the chest.

Ammo:

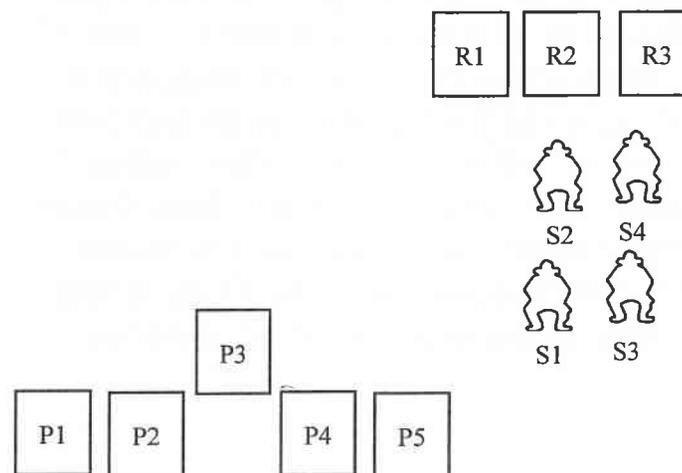
- 10 Pistol
- 9 Rifle
- 4 Shotgun

Staging:

- Shooter starts standing at the door with both hands on the swinging doors.
- Pistols holstered loaded with 5 rounds each
- Shotgun staged on the rack open and empty
- Rifle on the rack loaded with 9 rounds

Procedure:

- Shooter says the line to start the clock, "You've cheated for the last time."
- Move to beyond the line on the left side of bar to shoot. Both feet must be across the line.
- Draw first pistol and sweep from the left to right.
- Draw second pistol and shoot middle target P3 5 times
- Retrieve rifle and shoot targets from the left triple tapping each target. Restage rifle in rack
- Retrieve shotgun and shoot the 4 knockdowns in any order. All knock downs must fall to count as a hit. You must fire at least 4 shots.



Stage 8 Pearls Parlor House
Stage Sponsor
Glenn's of Huntsville Florists
2359 Whitesburg Drive
Huntsville, Alabama 35801
256-534-7872

April 18th 1886 El Paso Texas

Bessie Colvin is fed up with her treatment by Madame Alice Abbott. After heated words Bessie marches out and crosses the street to Etta Clark's place. In an attempt to get her best girl back Alice goes after her. Alice busts into Etta's place shouting that she wanted to see Bessie. As Alice starts for Bessie and Etta takes a swing at her with a brass gas lighter. (used to light gas light fixtures in use at the time) Deflecting the blow Alice screams "I owe you this" and punches Etta in the face. Alice grabs Bessie and starts dragging her towards the door. Breaking free she runs back into the rear of the house. Stunned by the blow Etta staggers to a cabinet and retrieves a 44 caliber pistol and tells Alice "I want you out off my house." Alice replies "I will leave when I get what I came for." Etta shouts "I'll kill the damn beep" and fires. Alice screams "my god I'm shot". Alice does not die and Etta is later found not guilty on the grounds of self-defense.

Ammo:

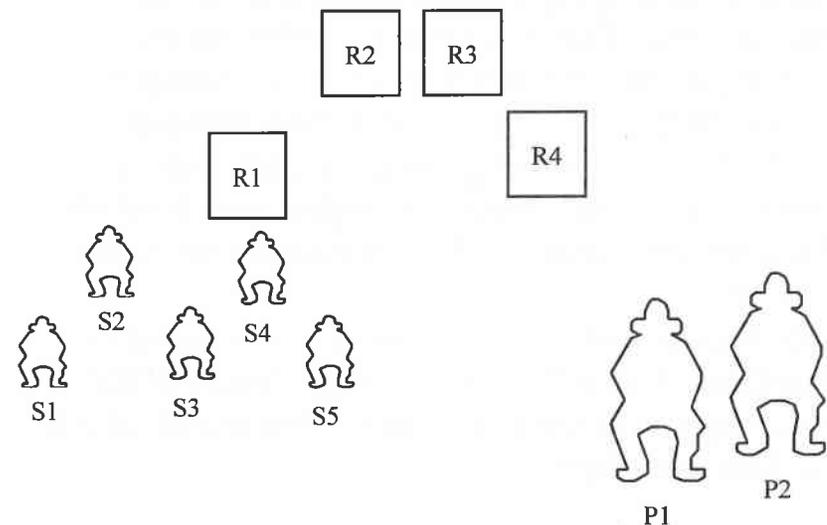
- 10 Pistol
- 8 Rifle
- 5 Shotgun

Staging:

- Shooter starts standing at the door with both hands on the door case.
- Pistols holstered loaded with 5 rounds each
- Shotgun staged on the far left rack open and empty
- Rifle on the center rack loaded with 8 rounds

Procedure:

- Shooter says the line to start the clock, "I'll kill the damned beep"
- Move to shooting line retrieve shotgun and shoot targets in a sweep starting on S1. Restage shotgun in the rack.
- Move to center rack, retrieve your rifle and shoot targets in a double tap sweep starting on R1. Restage rifle in Rack
- Move to far right of stage and draw first pistol. Shoot targets alternating P1,P2 for 5 rounds
- Draw second pistol and . Shoot targets alternating P2,P1 for 5 rounds



Stage 9 April 23rd 1884 Medicine Lodge Kansas.

Stage Sponsor
Ruby Begonia's Emporium
250 Spring Street Suite 9W123
Atlanta Ga 30303
404-680-6511

Henry Brown was the marshal of Caldwell Ks. about 50 miles from Medicine Lodge. Henry his deputy Ben Wheeler, Bill Smith and John Wesley plan to rob the bank at Medicine Lodge. This was their first attempt at bank robbery and all did not go as planned. When the cashier refused to give them the money Brown shoots the cashier mortally wounding him. He then turns and shoots the banks President killing him. The cashier managed to close the safe before dying and the gang rode away empty handed. The 4 are quickly arrested and thrown in jail. About 9 pm a lynch mob breaks in and swarms the prisoners. The 4 men make a break for freedom. During the jail break Henry Brown the supposed leader is riddled with buckshot and bullets, the other 3 men are hanged on an Elm tree in the jail yard.

The local paper wrote of the event "Mob law is to be deplored -but in this case the sentiment of the community is that the execution of this bunch of killers is Just and Right."

Ammo:

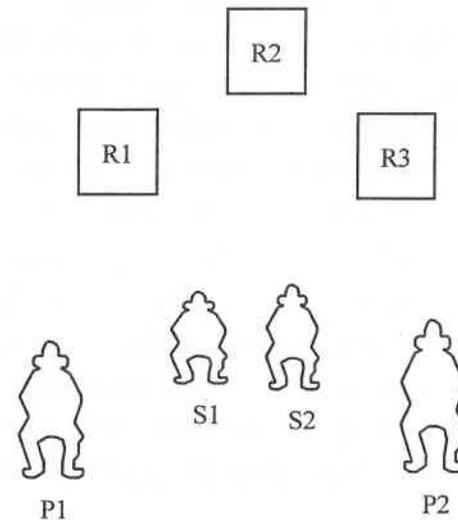
- 10 Pistol
- 10+1 Rifle
- 2 Shotgun

Staging:

- Shooter starts sitting on the bunk in the cell.
- Pistols holstered loaded with 5 rounds each
- Shotgun staged on the rack open and empty
- Rifle on the rack loaded with 10 rounds

Procedure:

- Shooter says the line to start the clock, " Hang the damn thief"
- Move to the firing line retrieve shotgun and shoot the 2 targets in any order. Restage shotgun
- Draw first pistol and shoot P1 5 times
- Draw second pistol and shoot P2 5 times
- Retrieve rifle and shot targets R1-2 times, R3-2 times, R2-6 times. Reload one round and shoot the bonus target for a 5 second bonus. A miss does not count as a miss on a bonus shot.



Stage 10
Stage Sponsor
Saddlebag Bullets
13 Collins Street
Woodville, Alabama 35776
256-776-4909

The Secret stage has become an Ambush Tradition. You will be given brief but simple directions. Our story is as follows.

You are inside Two Ponies having a drink, when a snot nosed kid (Stark Raven) comes in and says please mister don't shoot me. The kid explains that this fella paid him a nickel to come in and tell you that Cool Waters said you was a horse molester. You reply "Hmm I wonder which horse?" The crowd in the saloon roars with laughter. You think about it for a minute then tell the kid to go tell Cool Waters to make sure he brings his pistols and that you will be along presently to meet him at Sawyer's Mill. You finish your drink and make your way to Sawyers Mill. A crowd of saloon patrons follow you to see how you are going to put this matter to rest. Once at the Mill, Cool Waters yells at you I hope you brought your pistols. You tell the crowd to stay outside that you will go in and sort this out in a peaceable fashion. You step through the doors and.....

Be sure to visit our
vendors

Larry's Pistol & Pawn
Woody Anderson
Ford
Hurricane
Saddlebag Bullets
Kirkpatrick Leather
Coon Dog Emporium
Major photo
Max Montana
Old West Engraving
Major Photography

MEDICAL EMERGENCY PLAN

The North Alabama Regulators have tried to be prepared for major medical emergencies, while at the same time, hoping that we never encounter a major medical emergency. Ambush At Cavern Cove has a perfect safety record and we hope that will always be the case. Each year the North Alabama Regulators pays the Marshall County Emergency Medical Service to have an ambulance and Para-medical team on site during all shooting activities.

The log cabin shall serve as the primary treatment point for any minor or major medical situation. Sweet Sarah Jane is the Medical Director for the club and will direct medical activities in an emergency situation.

Should a medical emergency occur, the Posse Leader will have a posse member locate Sweet Sarah Jane and another posse member locate the Para-medics and summon them to the emergency location. Posse Leaders will insure that posse members remain on the stage where they were shooting and do not interfere with the treatment of the injured person.

The North Alabama Regulators have worked hard to assemble the best possible medical equipment including and very large and complete first aid kit, a stretcher, and a defibrillator. There are several club members that have been trained in the operation of this machine and also trained in CPR. The generosity of club members has made the purchase of this equipment possible. We feel that the North Alabama Regulator club is the best prepared club in SASS. We hope that none of this equipment and training is never utilized.

Side Matches

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

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.

LONG RANGE RIFLE

Big Bore

Choose your score by selecting the size plate you will shoot.

Pistol Caliber

Targets at 25,50,75,100,75 50 25

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.

Texas Star

This will be announced the day of the side matches.

AMBUSH SCHEDULE

Saturday					
Time	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5
8:45-9:45	1	2	3	4	5
9:45-10:45	10	1	2	3	4
10:45-11:45	9	10	1	2	3
11:45-12:45	Lunch	Lunch	Lunch	Lunch	Lunch
12:45-1:45	8	9	10	1	2
1:45-2:45	7	8	9	10	1
2:45-3:45	6	7	8	9	10
Time	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
8:45-9:45	6	7	8	9	10
9:45-10:45	5	6	7	8	9
10:45-11:45	4	5	6	7	8
11:45-12:45	Lunch	Lunch	Lunch	Lunch	Lunch
12:45-1:45	3	4	5	6	7
1:45-2:45	2	3	4	5	6
2:45-3:45	1	2	3	4	5
Sunday					
Time	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5
8:45-9:45	5	6	7	8	9
9:45-10:45	4	5	6	7	8
10:45-11:45	3	4	5	6	7
11:45-12:45	2	3	4	5	6
Time	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
8:45-9:45	10	1	2	3	4
9:45-10:45	9	10	1	2	3
10:45-11:45	8	9	10	1	2
11:45-12:45	7	8	9	10	1

Thursday, September 29th

9:00 a.m. Set up R.O II course
 6:30 p.m. – 10:00 p.m. Ambush Reception—Jameson Inn, Scottsboro

Friday, September 30th

9:00 a.m. – 6:00 p.m. Registration Open
 9:00 a.m. – 12:00 p.m. Pistoleer's Shooting school
 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. – 4:00 p.m. Side Matches Open
 5:00 p.m. All Firearms locked up. Social Hour begins
 6:00 p.m. Dinner Begins
 7:00 p.m. Side Match Awards

Saturday, October 1st

7:00 a.m. – 8:00 a.m. Breakfast Available
 7:00 a.m. – 8:00 am. Registration Open
 8:00 a.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
 7:00 p.m. Ambush Banquet

Sunday, October 2nd

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
 12:30 p.m. – 2:00 p.m. Lunch Available
 1:00 p.m. Brass Auction, Special Awards, "Spirit of the Game" awards, Working costume awards.
 2:00 p.m. Awards Ceremony and Farewell