

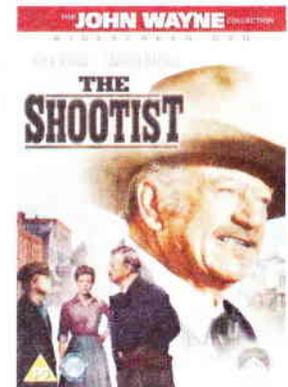
Alias _____					Ambush At Cavern Cove	
Stage	Time	# Miss	Penalty	Bonus	Total	
1						
2						
3						
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7						
8						
9						
10						
Total						

The Single Action Shooting Society
and
The North Alabama Regulators



**AMBUSH
AT
CAVERN COVE**

The 2007 Alabama State Championships



Special Thanks To

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Ambush At
Cavern Cove 2007
Main Match Sponsor

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Ruby Begonia's Emporium
When Pigs Fly Blacksmith
Forge
Lakeside Trading Post
Saddlebag Bullets
Buffalo's Wild West

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.

Staging of firearms.

All long guns will be restaged at starting point unless otherwise stated.

All handguns will be re-holstered unless otherwise stated.

Costume Contest

Categories judged on Saturday evening during the Banquet.

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 on Saturday.

Best Dressed Working Cowgirl

Classic Cowboy dress.

Best Dressed Working Cowboy

Classic Cowgirl dress.

Mountain man

Dresses in period correct Mountain man attire.

A Special Thanks to our Stage Sponsors

Stage 1

Dr. Barnes

Stage 2

Lewter Hardware

Stage 3

Hats by Hurricane

Stage 4

Ruby Begonia's Emporium

Stage 5

Coon Dawg

Stage 6

Log Cabin

Stage 7

Two Ponies and Two Ponies Gal

Stage 8

Carpentry Concepts

Stage 9

Cowboys Again Gunsmithing

Stage 10

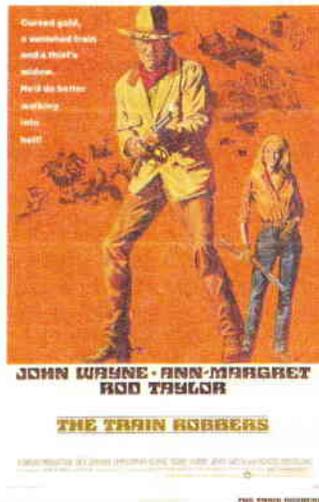
El Camino's Cowboys Again Gunsmithing,
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Stage 1
The Train Robbers
1973 Warner Brothers
Sponsored By
Dr. Barnes

The action never stops in this western, which has a surprise ending. Ann-Margaret stars as Mrs. Lowe, a widow who wishes to recover some gold stolen by her husband and hidden away. She says she wants to return it to the bank it was stolen from and clear her family name. In order to do this, she persuades Lane (John Wayne) to ride into Mexico with her and recover the loot. Once they cross the border, they discover two very different pursuers: a large group of banditos, and a lone horseman who seems to know their every move (Ricardo Montalban). Lane, Mrs. Lowe and Lane's men have packed the gold out of the desert and are bringing it in to the railhead to return it to the Railroad. Hidden in town are the banditos waiting to ambush Lane and crew. Lane and Mrs. Lowe make it to the depot and start shooting at the banditos hidden in the saloon.



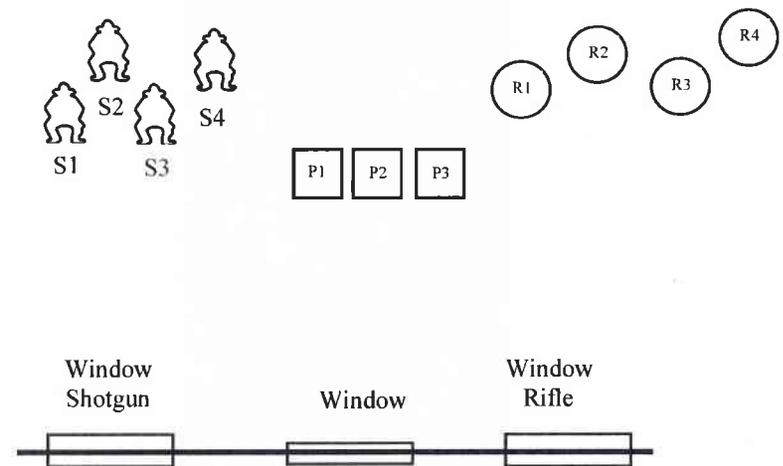
Ammo:
Pistols 10 Rifle 10 Shotgun 4+

Staging:

- 2 pistols loaded with 5 rounds each and holstered
- Rifle is loaded with 10 rounds and staged in right window
- Shotgun is staged in left window, a minimum of 4 rounds on your person
- Shooter starts standing on ground at front step, hat held in both hands at waist level.

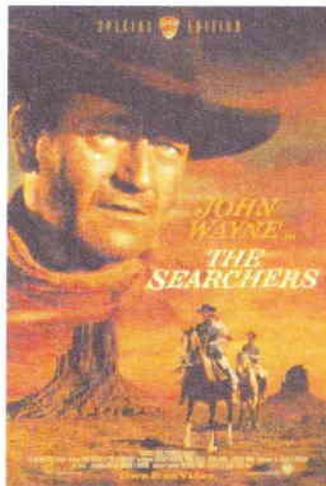
Procedure:

- At the buzzer, shooter puts hat on and moves to the center window.
- Draw 1st pistol and starting on the left, performs a Nevada Sweep on the 3 pistol targets. Holster pistol,
- Draw 2nd pistol and starting on the right, performs a Nevada Sweep on the 3 pistol targets. Holster pistol,
- Move to the far right window, retrieve the rifle and starting on either end, performs a Nevada Sweep on the 4 rifle targets for a total of 10 rounds. Return rifle to window,
- Move to the left window and retrieve shotgun. Starting on either end, sweep the 4 shotgun targets. Retrieve rifle and go to unloading table.



Stage 2
The Searchers
1956 - Warner Brothers
Sponsored By
Lewter Hardware

If John Wayne ever deserved an Oscar for his acting, it was for his portrayal of Ethan Edwards in this movie. His performance is as good as that of any performer, of any time. The character of Ethan is that of a haunting, fanatical hero, and Duke was so into the role that he kept in character off the set as well as on until the picture was finished. The story begins with Ethan returning from the Civil War to his brother's ranch three years after the war's end. Unlike his brother, Ethan has never settled down, but has remained as rootless as the desert landscape. A few days later, he is asked to go on a posse that is chasing cattle rustlers. While away, his brother's farm is attacked by Indians, and everyone is killed but two young girls, who are taken captive. While they are out searching for the missing girls, Ethan and Martin have come into a border trading post for information on Debbie. Ethan pays gold Double Eagles for the info. The men in the trading post have an idea about getting the rest of the Double Eagles from Ethan. Later that evening Ethan leaves Martin asleep as bait for the would-be ambushers.



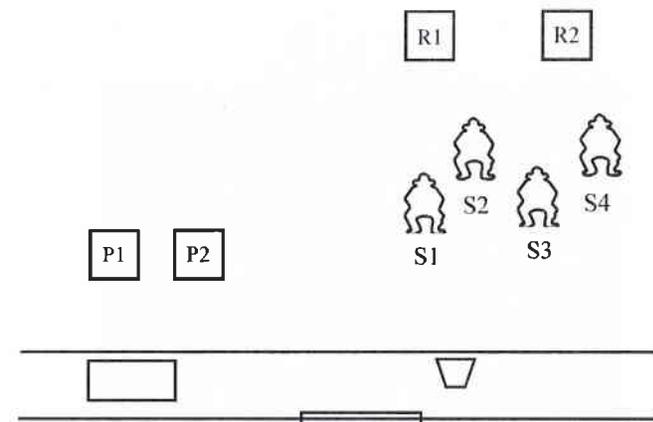
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Ammo:
Pistols 10 Rifle 10 Shotgun 4+

- STAGING:
- 2 pistols loaded with 5 rounds each and holstered
- Rifle is loaded with 10 rounds staged in rack.
- Shotgun open and empty at cowboy port arms
- Shooter starts standing by Rack.

PROCEDURE:

- Shooter says "That will be the day" to start the timer.
- Shoulder shotgun. Shoot the 4 shotgun targets in the following order (S1,S3,S2,S4). Return to shotgun to rack.
- Retrieve rifle and start on the left rifle target, alternate between the 2 targets for 10 rounds. Re-stage rifle in rack
- Move to far left side of stage, making sure at least one foot is past the line.
- Draw 1st pistol and starting on the left pistol target alternate between the 2 targets for 5 rounds.
- Draw 2nd pistol and starting on the right pistol target, alternate between the 2 targets for 5 rounds.



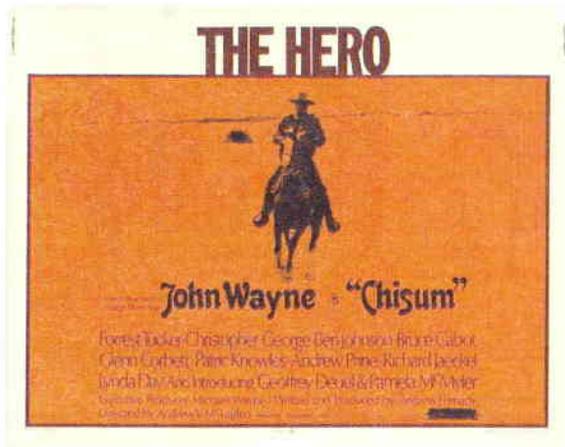
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Stage 3
Chisum
1970 Warner Brothers
Sponsored By
Hats by Hurricane

Bonney, seeking revenge for the murder of his mentor, overpowers Garrett and shoots both deputies dead. Before the sheriff can organize a posse, Billy rides into town and kills him too.

Murphy appoints bounty hunter Dan Nodeen (Christopher George) as the new sheriff, and orders him to hunt down Bonney. Nodeen has a score to settle, as a previous encounter with Bonney has left him with a permanent limp.

Billy's plans for revenge, however, are only just beginning. He breaks into McSween's store looking for dynamite, but is spotted by Nodeen who gets Murphy's men to surround the store. McSween comes out unarmed but is shot in cold blood by Nodeen. Chisum is alerted by McSween's wife and rides into town. The main street is blocked, but Chisum stampedes his cattle through the barricades. He tracks down Murphy, and takes him on in a fist fight which ends with both men falling from a balcony, Murphy ending up impaled steer horns which had fallen to the ground during Chisum and Murphy's fight. With his paymaster dead, Nodeen flees with Billy in pursuit.



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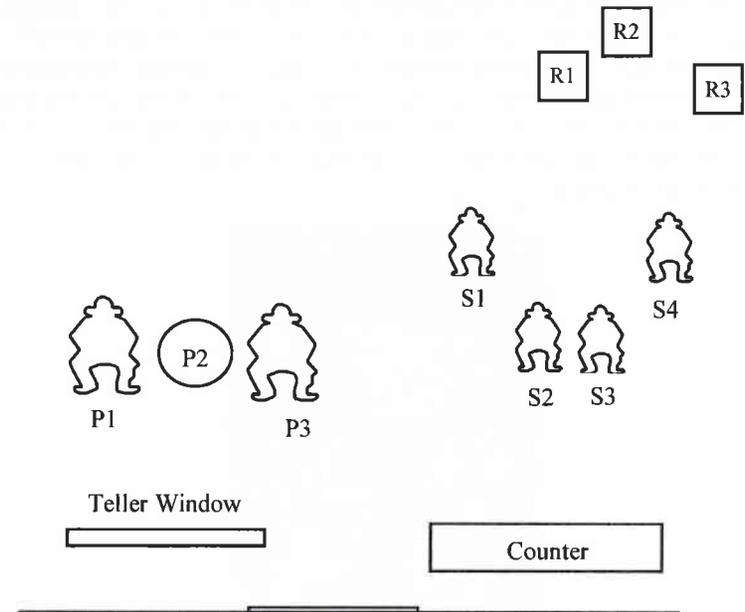
AMMO:
Pistols 10 Rifle 10 Shotgun 4+
STAGING:

- 2 pistols loaded with 5 rounds each and holstered
- Rifle is loaded with 10 rounds and staged on counter.
- Shotgun is staged on counter, minimum of 4 rounds on your person
- Shooter starts standing outside door, both hands on right door frame

PROCEDURE:

Shooter says " We aint coming out" to start the timer.

- At the buzzer, shooter moves to the counter and retrieves rifle. Starting on the left target, perform a Nevada Sweep on the 3 rifle targets (Double Tapping each target) for 10 rounds
- Move to center of teller bars, draw 1st pistol and shoot the pistol targets in the following order (P1,P1,P2,P2,P3) for 5 rounds.
- Draw 2nd pistol and shoot the pistol targets in the following order (P3,P2,P2,P1,P1) for 5 rounds.
- Return to counter, pick up shotgun and starting on either end, sweep the 4 targets. Retrieve long guns and go to unloading table.



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Stage 4
She Wore A Yellow Ribbon
1949 RKO
Sponsored By
Ruby Begonia's Emporium

This Western takes place after the massacre of General Custer at the Little Big Horn. A narrator sets the movie's sentimental tone, when he announces: "And wherever the flag rises over some lonely army post there may be one man--one captain--fated to wield the sword of destiny."

That man is John Wayne's Captain Nathan Brittles, an elderly officer who has spent 40 years in service and is about to retire to civilian life in a few hours.

The Indians begin a war and Brittles wants to trail them, but his Major objects. Instead, he assigns Brittles to escort his wife and daughter to a safer place, and Brittles reluctantly accepts.

At the station, Brittles is devastated by the sight of mutilated bodies, all victims of the Indian raid. "About time I did retire!" he tells himself. However, realizing that he has only four hours of service, he decides on a bold move against the Indians, outwitting them by stampeding their horses; humiliated and helpless, they sue for peace. Having turned a failure into a successful mission--the raid has no casualties—Brittles is now ready to retire.



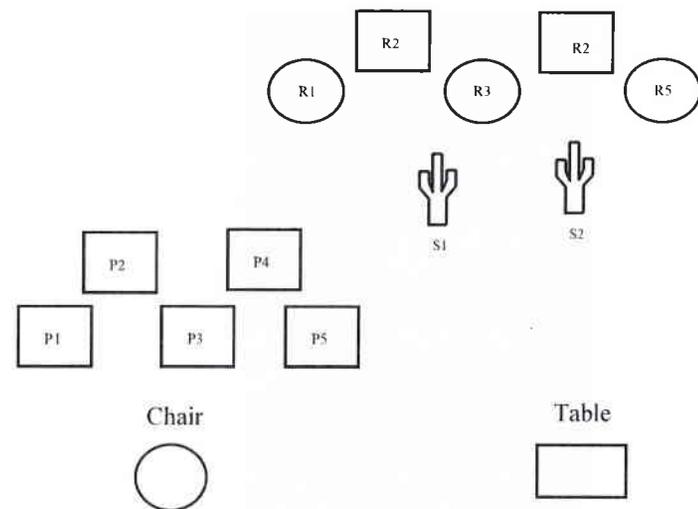
AMMO:
Pistols 10 Rifle 10 Shotgun 2+

STAGING

- 2 pistols loaded with 5 rounds each and holstered
- Rifle is loaded with 10 rounds and staged in rack
- Shotgun is staged on table, a minimum of 2 rounds on your person
- Shooter starts seated in barber chair, facing targets

PROCEDURE

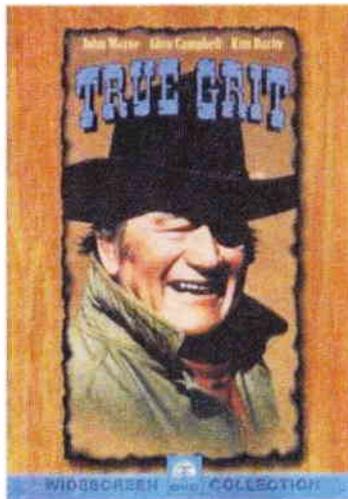
- Shooter says "About time I did retire" to start the timer.
- At the buzzer, shooter gets up, draws 1st pistol and shoots targets in the following order (P1,P5,P2,P4,P3) for a total of 5 rounds. Holster pistol,
- Draw 2nd pistol and shoots targets in the following order (P1,P5,P2,P4,P3) for a total of 5 rounds. Holster pistol,
- Move to the rack and retrieve rifle. Shoot rifle targets in the following order (R1,R5,R2,R4,R3 (Double tapping each target)) for a total of 10 rounds.
- Return rifle to rack and retrieve shotgun. Shoot 2 shotgun targets in any order. Retrieve rifle, go to unloading table.



Stage 5
True Grit
1969 - Paramount
Sponsored By
Coon Dawg

Duke's performance as the crusty, one-eyed Rooster Cogburn was in many ways equal to his Ethan Edwards role in *The Searchers*. John Wayne was nominated and finally won an Oscar for his acting in this picture.

U.S. marshal Rooster Cogburn a "one-eyed fat man" grumpy, pot-bellied is hired by 14-year-old Mattie Ross to find Tom Chaney, who killed her father. The headstrong Mattie could have had her pick of lawmen, but selected the ageing Cogburn because she believed he had "true grit". Also heading into Indian territory in search of Chaney is Texas Ranger La Boeuf who wants to collect the reward placed on the fugitive's head for his earlier crimes. Complicating matters are Chaney's scurrilous cronies Ned Pepper (Robert Duvall), Quincy (Jeremy Slate) and Moon, who have no qualms about killing a troublesome teenaged girl like Mattie. In the final show down Rooster Cogburn tells Ned Pepper "Fill your hand, you son of a b***h!"



AMMO:

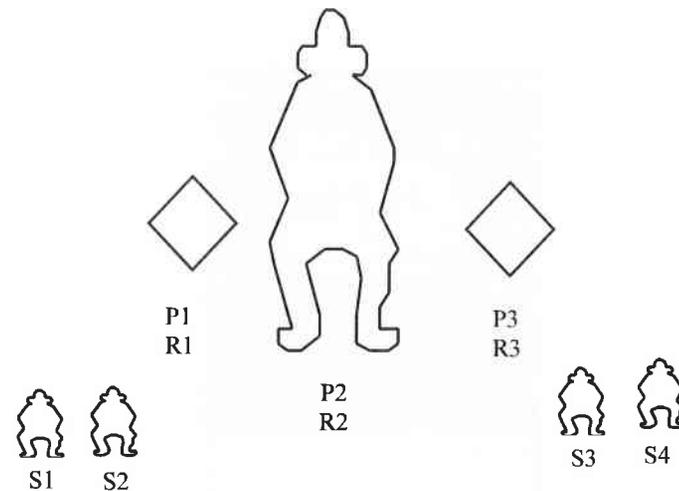
Pistols 10 Rifle 10 Shotgun 4+

STAGING:

- 2 pistols loaded with 5 rounds each and holstered
- Rifle is loaded with 10 rounds and staged in scabbard on horse
- Shotgun is staged on wagon seat, a minimum of 4 rounds on your person
- Shooter starts standing in between the mule and the horse.

PROCEDURE:

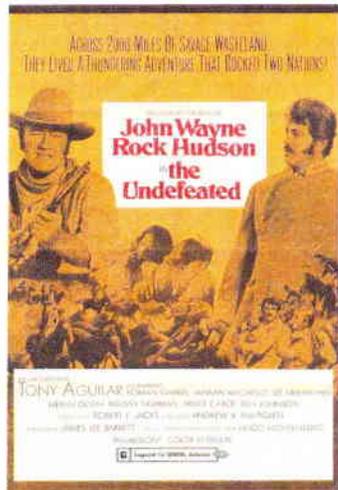
- Say the line "Fill your hand you Son Of a Biscuit!" to start the clock
- Retrieve rifle and shoot targets R1,R1,R2 6 times, R3,R3 Return rifle to scabbard.
- Draw first pistol and shoot targets P1,P2, P2,P2,P3
- Draw second pistol and shoot targets P1,P2, P2,P2,P3
- Retrieve shotgun and shoot the 4 knock downs in any order.



Stage 6
The Undefeated
1969 - 20th Century Fox
Sponsored By
Log Cabin

Former Union Colonel John Henry Thomas and his men are driving a herd of horses into Mexico to sell to representatives of Emperor Maximilian. Along the trail they met a group of former confederate soldiers and their families headed by Colonel James Langdon. Seeing a group of banditos stalking Langdon's people, Thomas and his men come to their aid.

Thomas and Langdon ride out to meet the bandit chief. Thomas is forced to kill the bandit and they hightail it back to the wagons. Asked why did he shoot him after going out to talk, Thomas replied "Conversation sorta dried up Ma'am". During the fight from the wagons Thomas advises Langdon's sister "windage and elevation Mrs. Langston, always remember windage and elevation .



AMMO:

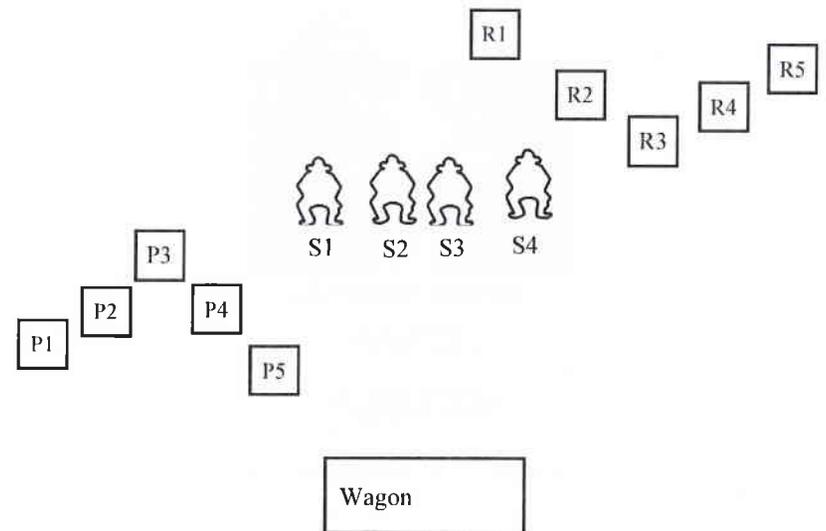
Pistols 10 Rifle 10 Shotgun 4+

STAGING

- 2 pistols loaded with 5 rounds each and holstered
- Rifle is loaded with 10 rounds and is staged on wagon seat.
- Shotgun is staged on wagon seat, a minimum of 4 rounds on your person
- Shooter starts standing on left side of wagon.

PROCEDURE

- Shooter says " Conversation sorta dried up Ma'am" to start the timer.
- At the buzzer, draw 1st pistol and starting on the left, sweep the 5 pistol targets. Holster pistol,
- draw 2nd pistol and starting on the right, sweep the 5 pistol targets. Holster pistol and
- Move around horse to the left rack. Retrieve rifle, start on the left, sweep the 5 rifle targets (Double Tapping each target) for a total of 10 rounds. Return rifle to rack.
- Move around horse to the right rack and retrieve shotgun. Starting on either end, shoot the 4 shotgun targets in a **SWEEP**. Retrieve rifle and go to unloading table.



Stage 7
Big Jake
1970 Cinema Center Films
Sponsored By
Two Ponies and Two Ponies Gal

Jacob McCandles was a legend in South Texas, founder of the McCandles ranch, he is summoned home by his wife Martha to go after the men who have kidnapped his only grandson and killed many friends on his ranch. Jake rides south into Mexico with his sons James and Micheal and an old friend, Sam Sharpnose, to deliver the ransom. Facing the kidnapers in an old stable, Jake sees his grandson for the first time.

Looking over the ransom box at the kidnapers leader John Fain, Big Jake says " your fault, my fault, nobody's fault, if anything happens to that kid I'm gonna blow your head off"



AMMO:

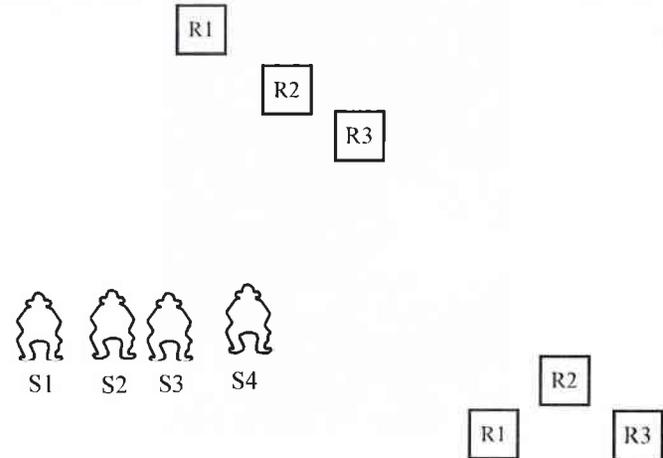
Pistols 10 Rifle 10 Shotgun 4+

STAGING

- 2 pistols loaded with 5 rounds each and holstered
- Rifle is loaded with 10 rounds and staged on bar
- Shotgun is staged on bar
- Shooter starts standing outside the doors, one hand on each door.

PROCEDURE

- Shooter says " your fault, my fault, nobody's fault, if anything happens to that kid I'm gonna blow your head off" to start the timer.
- At the buzzer, shooter moves to the far right of the stage with at least 1 foot inside the square. Draw 1st pistol and shoot the pistol targets in the following order (P1,P1,P2,P3,P3) for 5 rounds. Holster pistol,
- Draw 2nd pistol and shoot the pistol targets in the following order (P1,P1,P2,P3,P3) for 5 rounds. Holster pistol,
- move to the bar, retrieve rifle and shoot the 3 rifle targets in the following order (R1,R1,R2,R3,R3,R1,R1,R2,R3,R3) for 10 rounds.
- Return rifle to bar and retrieve shotgun. Shoot the 4 shotgun targets in the following order (S1,S3,S2,S4). Retrieve rifle and go to unloading table.

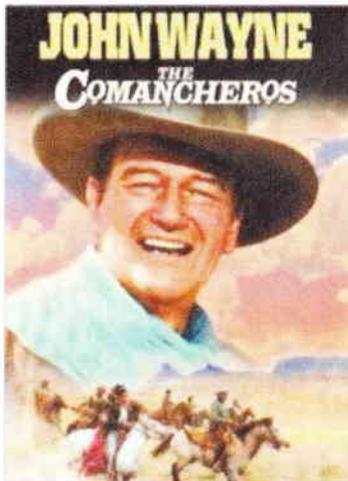


Stage 8
The Comancheros
1961 Twentieth Century-Fox Film Corporation
tion
Sponsored By
Carpentry Concepts

Roguish gambler Paul Regret escapes a death penalty after winning a duel with the son of a Louisiana judge (and he claimed that he would have only wounded him if he hadn't sidestepped). He is captured by Texas Ranger Jake Cutter after a tryst with a mysterious lady, Pilar Graile. But Regret manages to escape, but is soon recaptured after a chance encounter with Cutter in a saloon.

In the process of returning Regret to Louisiana, Cutter is forced to join forces with Regret to fight the "Comancheros;" white men who incite violence by smuggle guns and whiskey to the Comanche Indians. Regret shows his worth by escaping during the attack and returning with help from other Texas Rangers.

Eventually they infiltrate the self-sufficient Comanchero community at the bottom of a valley in the desert. Pilar reappears as the daughter of the crippled but ruthless leader Nehemiah Persoff. After Cutter and the other Texas Rangers defeat both the Comancheros, Regret and Pilar leave together for Mexico.



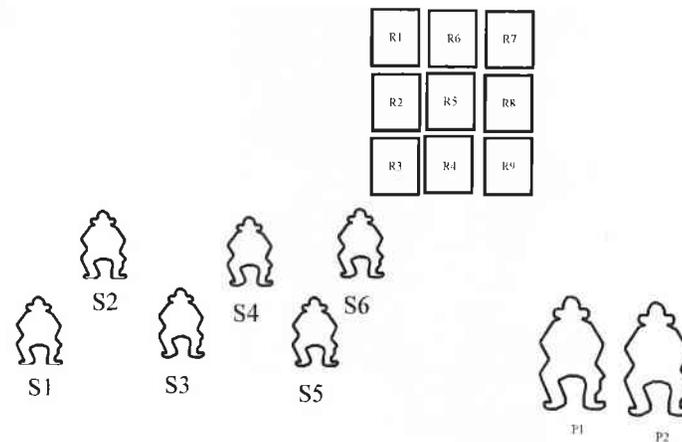
AMMO:
Pistols 10 Rifle 9 Shotgun 6+

STAGING

- 2 pistols loaded with 5 rounds each and holstered
- Rifle is loaded with 9 rounds and staged in center rack.
- Shotgun is staged in left rack
- Shooter starts standing in door,

PROCEDURE

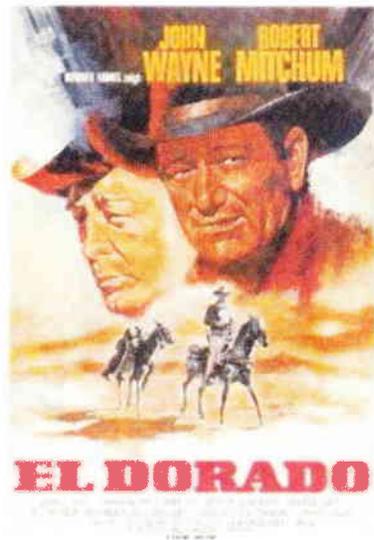
- Shooter says "\$10 who pays \$10 for a shirt?" to start the timer.
- At the buzzer, Move to rifle rack and retrieve the rifle. Starting top left target, go down the column, shoot up the center column and shoot down the right column for a total of 9 rounds (R1,R2,R3,R4,R5,R6,R7,R8,R9). Re-stage rifle in rack.
- Move to far right of stage draw 1st pistol, start on left target, alternate between the 2 targets for 5 rounds.
- Draw 2nd pistol, start on right target, alternate between the 2 targets for 5 rounds.
- Move to shotgun rack. Starting on either end, sweep the 6 shotgun targets. Retrieve rifle and go to unloading table.



Stage 9
EL DORADO
1966 Paramount Pictures
Sponsored By
Cowboys Again Gunsmithing

Cole Thornton rides into El Dorado to talk to Rancher Bart Jason about a job. Meeting the sheriff, his old friend J.P. Harrah, he learns the truth of Jason's job, Run Kevin McDonald and his family off their land so Jason can get his water. Thornton turns down the job and is shot by one of the McDonalds after killing a boy who shot at him. Months later Thornton returns to El Dorado to help sober up Harrah and face Jason's new gunman Nels McLeod. After sobering up Harrah, Thornton, Mississippi, Bull and Harrah face down McLeod and Jason's other men.

Arriving in El Dorado Thornton faces a drunk Harrah and has a fist fight, dumping Harrah on a cell bed. Answering Harrah's question "What are looking at?" Thornton replies "I'M LOOKING AT A TIN STAR WITH A DRUNK PINNED TO IT!"



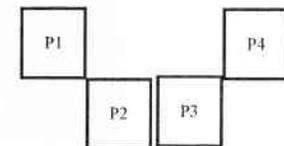
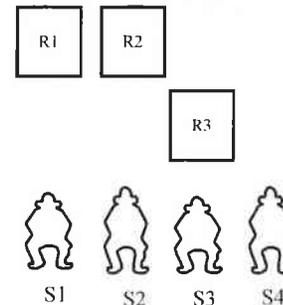
AMMO:
Pistols 10 Rifle 10 Shotgun 4+

STAGING

- 2 pistols loaded with 5 rounds each and holstered
- Rifle is loaded with 10 rounds and staged in rack
- Shotgun is staged in rack, a minimum of 2 rounds on your person
- Shooter starts standing outside of jail cell door, with both hands holding keys

PROCEDURE

- Shooter " I'm looking at a tin star with a Drunk pinned to it" to start the timer.
- At the buzzer, shooter hangs the keys on the peg and moves to the far right side of the rear of the jail in front of cell.
- Draw 1st pistol and shoot the right 2 pistol targets in the following order (P3,P4,P3,P4,P3)
- Draw 2nd pistol and shoot the left 2 pistol targets in the following order (P2,P1,P2,P1,P2)
- Move to rack. Retrieve rifle and shoot the 3 rifle targets in the following order (R1-R1-R1-R1-R2-R2-R3-R3-R3-R3), for a total of 10 rounds.
- Retrieve shotgun. Shoot 4 shotgun targets in any order. Retrieve rifle and go to unloading table.

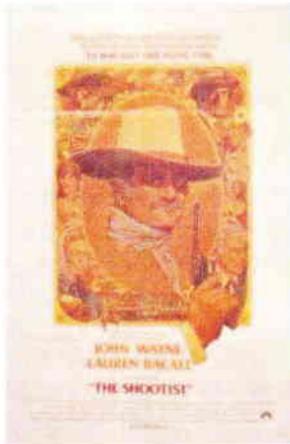


Stage 10
The Shootist
1976 - Paramount Pictures
Sponsored By Saddle Bag Bullets

Duke's last film, a portrayal of an aged, legendary, gunfighter who faces his most courageous and difficult battle against the ultimate enemy-- death. As Bernard Books, Wayne's character learns he has cancer. Before he dies, there is unfinished business that must be resolved. Unlike other John Wayne movies, the critics were unanimous in their praise for this film.

Doctor Hostetler (James Stewart) tells aging Western gunfighter John Bernard Books (John Wayne), "You have a cancer." Knowing that his death will be painful and lingering, Books is determined to be shot in the line of "duty." He stays at the boarding house of Bond Rogers and her son Gillam. In his final days he puts his affairs in order.

While he is still healthy enough, Books settles scores with old enemies, he has Gillam invite Cobb (a show off tin horn gun man), Pulford (a gambler who thinks he can take Books) and Sweeney (an old enemy) to meet him at the saloon on his birthday to go out in style. Books enters the saloon orders a drink and waits for his opponents to move.



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The Secret stage

The Secret Stage is a Ambush tradition, you must walk into the scenario blind, not having had a chance to look at the target layout. You will be given stage directions by Cool Waters right before entering The Secret Stage but you will not have a chance to look over the stage.

Ammo:
20 pistol,
Shotgun, you should probably bring as many as you can carry.

Follow Cool Waters directions and don't tell a soul.

After shooting the Secret Stage your posse will shoot the posse stage. 1/2 of the posse will use pistols the other 1/2 will use rifles.

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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-med 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 ever utilized.

Side Matches

Speed Pistol

Sponsored by
Joe West Gunsmith

Speed rifle

Sponsored by
Dicks Sporting Goods

Speed shotgun

Sponsored by
Gander Mountain

Long Distance Pistol

Sponsored by
Graver Bill

Long distance Rifle

Sponsored by
Shirley Painting and Construction
Silver Joe and Spunky Hollow Slim

Fastest 3 gun

Sponsored by
Black Hills Ammo

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

AMBUSH SCHEDULE**Wednesday October 3rd**

1:00 p.m. set up.

Thursday, Oct 4th

9:00 a.m. Set up & R.O II course
 1:00 p.m. Shoot through
 6:30 p.m. – 10:00 p.m. Opening reception at the range.
 At dark we will start the night shoot.

Friday, Oct 5th

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 6th

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 7th

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 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