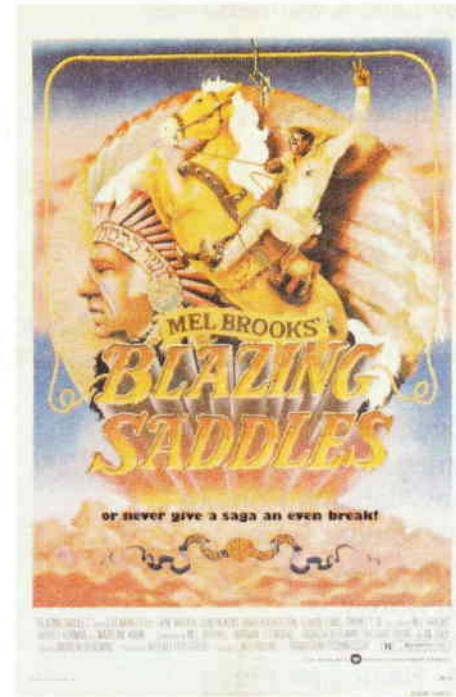


Alias _____					Ambush At Cavern Cove	
Stage	Time	# Miss	Penalty	Bonus	Total	
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
Total						

The Single Action Shooting Society
and
The North Alabama Regulators
Present
The 12th Annual



**AMBUSH
AT
CAVERN COVE**

The 2008 Alabama State Championships

Special Thanks to the following for helping make
Ambush At Cavern Cove happen.

Our Land Owners
Uncle Frank & Granna

Ambush Committee
Match Director- Six String
Match Safety Officer- Sawyer
Stage Design- Bobcat Sparks
Stage Book- Marshal TKD
Registration-May Lillie & Montana Ray
Scores- Drake Robey
Costume Contest Tullamore Dew & Hurricane
Side Matches- Andrew Quigley
Awards- Ranger CAS
Catering- Lawman Mark
Saturday Night Decorating-
Brass pick up- Boy scout Troop
Parking- Boy scout Troop
Spirit of the game Awards- Bushwhacker & Shotgun Hanna.
Lunch and Dinner at the Range-Uncle Frank & Granna

Our Board Of Directors
President- Sixstring
Property Marshal-Alabama Hombre
Awards Marshal- Ranger CAS
Treasurer-Lawman Mark
Secretary-Drake Robey
Territorial Governor- Sawyer
Range Marshal- Hairtrigger Floyd

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.
- Starting Position unless otherwise stated is hands by your side with no ammo in hands.

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.

Working Military

Representation of a day to day uniform.

Stage 1 (Salon) “How Vordinary”

Hedley Lamar has gone to the Salon to meet with Lillie Von Shtupp. He has hatched a plan for the Bavarian Bomb shell to seduce Sheriff Bart. Hedley tries to soften Lillie Von Shtupp up with a bouquet of Roses. Her response is “How Vordinary”.

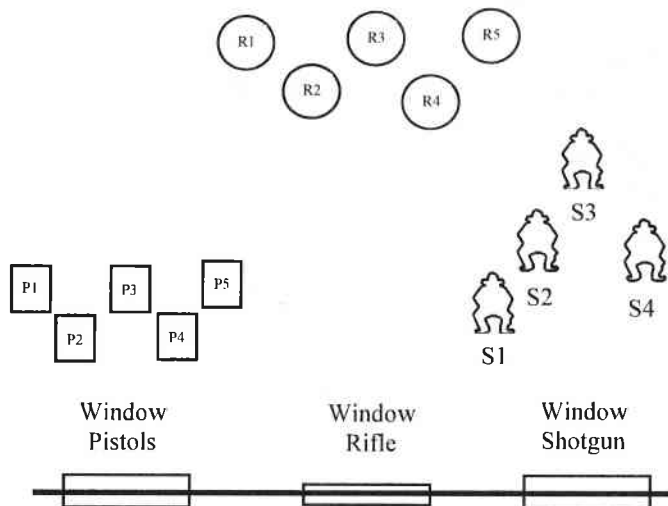
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- 2 pistols loaded with 5 rounds each and holstered
- Rifle is loaded with 10 rounds and staged in center window
- Shotgun open and empty is staged in right window.
- Shooter starts standing at the top of the steps on the porch Bouquet of Roses held in both hands.

Procedure:

- With your best Bavarian accent say the line “How vordinary” to start the clock.
- At the buzzer toss the bouquet of Roses to the ground, move to the left window draw your first pistol and shoot the targets in be following order. P1, P5, P2, P4, P3. Holster first pistol.
- Draw second pistol, and shoot targets in the following order, P1, P5, P2, P4, P3. Holster second pistol.
- Move to the center window, retrieve your rifle and double tap rifle targets in the following order, R1, R5, R2, R4, R3 for a total of 10 rounds. Restage rifle.
- Move to far right window and retrieve your shotgun and shoot the 4 knockdown targets in any order.



Stage 2 (Mercantile) No Thanks Ma'am

After a night with Sheriff Bart Lili Von Shtupp has cooked a big breakfast for Sheriff Bart. She offers Sheriff Bart another Schnitzel Grueben. Sheriff Bart replies “No thanks ma'am, 15 is the limit on my Schnitzel Grueben.”

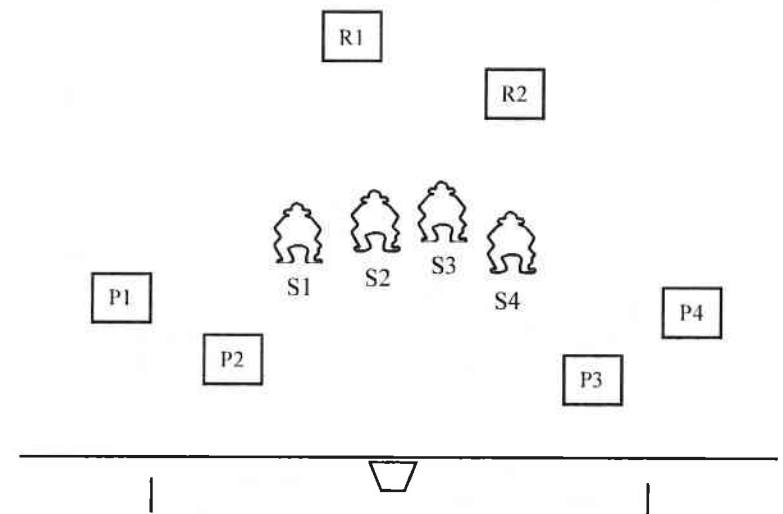
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- 2 pistols loaded with 5 rounds each and holstered
- Rifle is loaded with 10 rounds staged in rack.
- Shotgun open and empty in the rack.
- Shooter starts standing in the door way both hands on the door frame.

Procedure:

- Shooter says “ No thanks ma'am, 15 is the limit on my Schnitzel Grueben.” to start the timer.
- Move to left side of stage, make sure one foot is across the line, draw first pistol. Shoot the targets in the following order P1,P2,P1,P2,P1. Holster pistol.
- Move to far right of stage, make sure one foot is across the line. Draw second pistol. Shoot the targets in the following order. P4,P3,P4,P3, P4. Holster pistol.
- Move to the rack and retrieve your rifle. Shoot the targets in the following order. R1, R2, R1, R2, R1, R2, R1, R2, R1, R2. Restage rifle.
- Retrieve shotgun and shoot the 4 knockdown targets in any order.



Stage 3 (Bank) We Gotta Get A Whole Bunch Of Dimes.

Taggart and the posse of ,rustlers, cut throats, murderers, bounty hunters, desperados, mugs, pugs, thugs, nitwits, halfwits, dimwits, vipers, snipers, con men, Indian agents, Mexican bandits, muggers, buggers, bushwhackers, Horn swaggerers, horse thieves, bull dykes, train robbers, bank robbers, butt-kickers, sheet-kickers and Methodists have been held up at the toll gate. Taggart has sent you into town to get a whole sheet load of dimes. Inside the bank you demand a whole sheet load dimes from the teller.

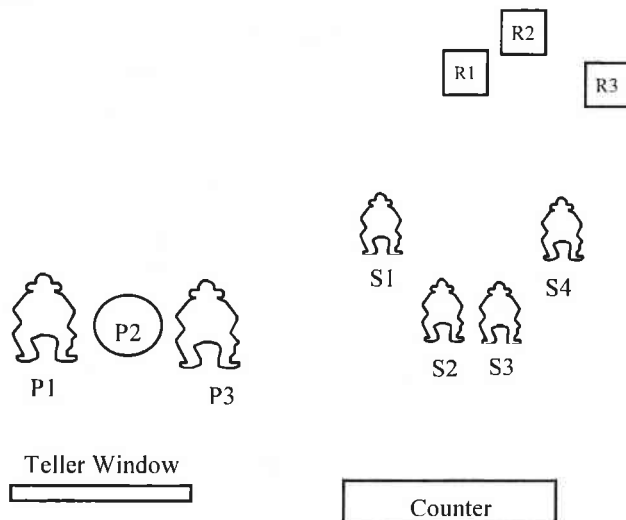
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

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, bag of Dimes in hand.

Procedure:

- Shooter says " We need a whole sheet load of dimes" or what ever variation you would like 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 shoot the 4 knockdown targets in any order.



Stage 4 (Barber shop) The New Sheriff Arrives

The town realizes the new sheriff is not what they expected and the Johnson's draw their guns ready to show how much they dislike the new sheriff. Sheriff Bart draws his own gun and takes himself hostage. "Hold it!! Next man makes a move and the (censored) gets it" he growls in a low voice. Olsen Johnson says "Hold it men! He's not bluffing" Dr. Sam Johnson says "Listen to him men. He's just crazy enough to do it" Bart says "Drop it or I'll blow this (censored) head all over this town.

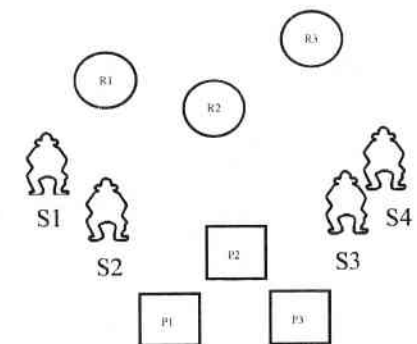
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- 2 Pistols loaded with 5 rounds each and holstered on person.
- Rifle loaded with 10 rounds and staged on table.
- Shotgun staged on table open and empty.
- Shooter starts standing in doorway, fingers making a pistol holding one arm around your neck holding yourself captive.

Procedure:

- Shooter says "Drop it or I'll blow this (censored) head all over this town." to start time.
- At buzzer move to behind table, retrieve shotgun and shoot the 4 knockdown targets in any order. Restage shotgun.
- Retrieve rifle. Shoot rifle targets in the following order; R1, R1, R1, R2, R2, R2, R2, R3, R3, R3. Restage rifle.
- Draw first pistol and shoot the pistol targets in the following order; P1, P1, P2, P3, P3. Holster first pistol.
- Draw second pistol shooting the targets in the following order; P1, P1, P2, P3, P3. Holster pistol.



Stage 5 (Ned) Campfire Music

As the posse of no good cowboys sit around the campfire eating their beans and deciding what to do about the new sheriff. Suddenly one man stands up to pass wind, followed by another, then another, until its a regular game of musical farts. As Taggart comes out of his tent he struck by not only the sound but the smell of so much flatulence. Waving his hat in front of his face he coughs out " I think you boys have had enough beans".

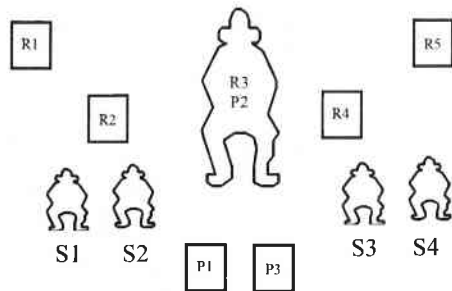
Ammo: 10 Pistol, 9 Rifle, 4+ Shotgun

Staging:

- Pistols loaded with 5 rounds each holstered on person.
- Rifle loaded with 9 rounds staged on the end of the wagon.
- Shotgun empty and open staged on other end of wagon.
- Shooter starts in the circle holding pan of beans in both hands.

Procedure:

- Shooter says " I think you boys have had enough beans" to start timer.
- At buzzer lay pan of beans on the wagon seat.
- Draw first pistol and shoot targets in the following order; P1, P2, P2, P2, P3. Holster first pistol and
- Draw second pistol shoot the targets in the following order; P1, P2, P2, P2, P3.
- Retrieve rifle and shoot the rifle targets in the following order; R1, R2, R2, R3, R3, R4, R4, R5. Restage rifle.
- Retrieve shotgun and shoot the 4 knockdown targets in any order.



Stage 6 (Cemetery) Tollbooth

In order to stall Taggart's posse to give the townsfolk time to create a false town, Sheriff Bart builds a toll booth in the middle of the desert right in the posse's path. As the enormous gang of outlaws approach they stop at the make shift toll booth. "10 cents a head" Sheriff Bart says. "Awe," Taggart says patting his pockets, "anyone got some dimes" As the posse shakes their collective head Taggart screams "Someone's gotta go back and get a sheet load of dimes!!!"

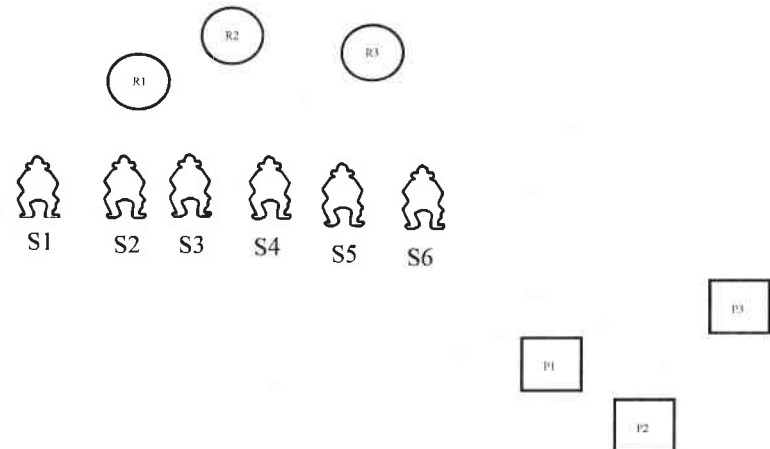
Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun

Staging:

- 2 Pistols loaded with 5 rounds each and holstered on person.
- Rifle loaded with 10 rounds each and staged on rack.
- Shotgun staged in rack open and empty.
- Shooter starts standing at toll gate with hands on hat brim.

Procedure:

- Shooter says "Anyone got some dimes?" to start time.
- At buzzer retrieve rifle and double tap Nevada sweep the three rifle targets for 10 rounds. Restage rifle.
- Move to the right around the horse and draw first pistol shooting the targets in the following order; P1, P1, P2, P2, P3. Holster first pistol.
- Draw second pistol shooting targets in the following order; P3, P2, P2, P1, P1. Holster pistol.
- Move back to the toll booth and retrieve shotgun and shoot the 6 knockdown targets in any order.



Stage 7 (Saloon) Candy Gram For Mongo

Mongo has come to terrorize the town, He is punching horses and scaring the townsfolk. But when Sheriff Bart straps on his guns to go get Mongo the Waco Kid warns him "Don't shoot him. You'll only make him angry". So as Mongo is terrorizing the saloon crowd by crushing them all between a piano and the wall Sheriff Bart comes in disguised as a telegram messenger and exclaims "Candy gram for Mongo, Candy gram for Mongo". "I like candy", Mongo says as he opens the box. BOOOM the box explodes in his face knocking the giant out cold.

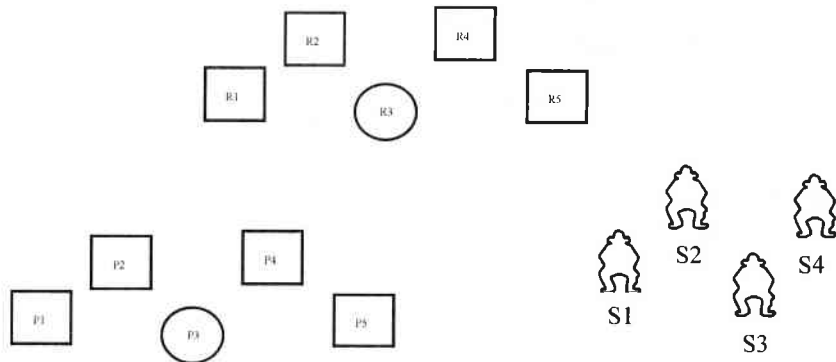
Ammo: 10 Pistol, 9 Rifle, 4+ Shotgun

Staging:

- Pistols loaded with 5 rounds each holstered on person.
- Rifle loaded with 9 rounds and action open staged on bar.
- Shotgun empty and open staged on bar.
- Shooter starts outside of door with candy box in hands and Saloon doors closed.

Procedure:

- Shooter says "Candy gram for Mongo" to start time.
- At buzzer move to bar lay box of candy on the bar.
- Draw first pistol and shoot the targets in the following order; P3, P1, P3, P2, P3. Holster pistol.
- Draw second pistol shoot targets in the following order; P3, P5, P3, P4, P3. Holster pistol.
- Retrieve rifle and shoot targets in the following order; R3, R1, R3, R2, R3, R4, R3, R5, R3. Restage rifle.
- Retrieve shotgun and shoot the 4 knockdown targets in any order.



Stage 8 (Parlor House) I'm Tired

In the middle of Lili Von Shtupp stage show a very rude cowboy has his feet on the stage. "Hey cowboy, you in show business?" She asks. "Why, no ma'am." "Then get your feet off my stage!!" she shouts, kicking his feet off stage. As Lili Von Shtupp moves through the crowd flirting with cowboys. A fight breaks out as other cowboys fight over the lovely ladies attention.

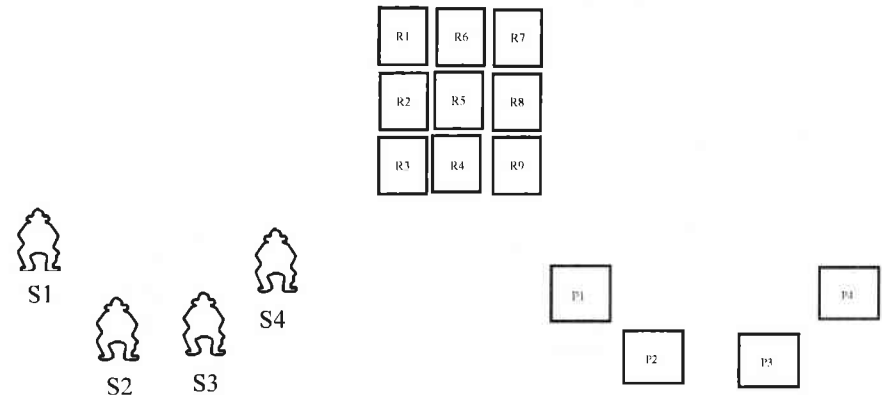
Ammo: 10 Pistol, 9 Rifle, 4+ Shotgun

Staging:

- Pistols loaded with 5 rounds each holstered on person,
- Rifle loaded with 9 rounds staged in center rack.
- Shotgun staged in far left rack with action open and empty.
- Shooter starts standing in doorway, holding the dummy in one hand with the other fist raised to punch.

Procedure:

- Punch dummy to start clock.
- Move to far right and draw first pistol shoot the targets in the following order; P1, P1, P1, P2, P2. Holster pistol.
- Draw second pistol and shoot targets in the following order; P4, P4, P4, P3, P3. Holster pistol.
- Move to rifle, shoot 9 targets in any order starting with center target. Restage rifle.
- Move to shotgun and shoot the 4 knockdown targets in any order.



Stage 9 (Jail) Wouldn't Dream Of It

After saving the town from Mongo, Sheriff Bart and the Waco Kid are having a discussion when there is a knock at the window. It's a kindly old lady with an apple pie. "This is for saving the town from that dirty villain" she says pushing the pie through the window. "Why thank you ma'am" he says accepting it. "And I hope we can forget about the whole 'Up yours (censored)' comment" she says bashfully. Sheriff Bart smiles "Of course" he says shutting the window and turning away. Now there is another knock at the window. It's the old lady again "Of course you'll have the decency not to tell that I spoke to you" she says, "Wouldn't dream of it." Bart replies as the Waco Kid laughs.

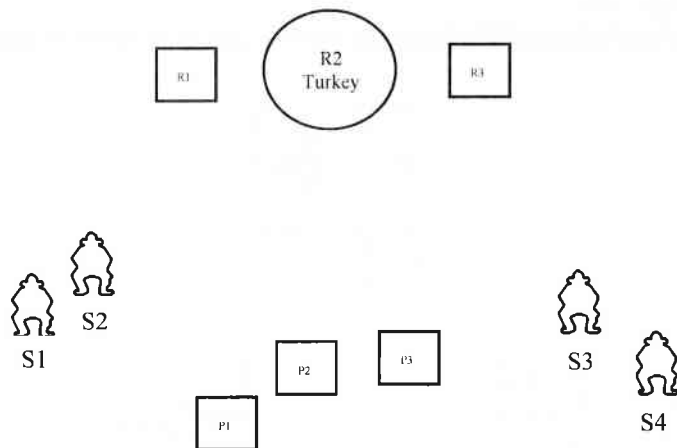
Ammo: 10 Pistols, 10 Rifle, 4+ Shotgun

Staging:

- 2 Pistols loaded with 5 rounds each staged on desk,
- Rifle loaded with 10 rounds staged on desk.
- Shotgun empty staged on desk with action open and empty
- Shooter starts at window, both hands on bars looking out the window

Procedure:

- Shooter says the line "Wouldn't dream of it" to start the clock.
- At buzzer retrieve shotgun and shoot the 4 knockdown targets in any order. Restage shotgun.
- Retrieve rifle. Fire 10 rounds at 3 rifle targets in any order but all targets must be engaged a minimum of 2 times. Restage rifle.
- 2 pistols fire 10 rounds on 3 pistol targets. Each target must be engaged a minimum of 2 times.



Stage 10 What Are Your Qualifications

Hedley Lamar has sent out the call for rustlers, cut throats, murderers, bounty hunters, desperados, mugs, pugs, thugs, nitwits, halfwits, dim-wits, vipers, snipers, con men, Indian agents, Mexican bandits, muggers, buggers, bushwhackers, Horn swaggerers, horse thieves, bull dykes, train robbers, bank robbers, butt-kickers, sheet-kickers and Methodists. You are in line registering for the Number 6 that Taggart is working up for Rock Ridge. As you approach the registration table you are asked, "What are your qualifications?"

Ammo: 10 Pistols, 10 Rifle, 2+ Shotgun

Staging: Cool Waters will tell you what to do.

Procedure:

Your queue to say your line will be the following question.

What are your qualifications?

You will respond with one of the following lines to start the clock.

1. Rape, Murder, Arson, Rape.
2. Chewing Gum in line.
3. Where are all the white women at?
4. Badges? WE don't need no stinkin Badges!
5. Stamping cattle..... Through the Vatican.
6. Hold up man will hold them up at the pass.

As always Cool Waters will give the procedure in which to shoot the stage.

At the end of the stage you can call Cool Waters a

Indian agent

Mexican bandit

Bugger

Methodist

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 ever utilized.

Side Matches

Long Range Rifle Big Bore Lever Action

Long Range Rifle Pistol Caliber

Pocket Pistol/Derringer

Long Range Pistol

Long Range Rifle

Speed shotgun

Fastest 3 gun

Speed Pistol

Speed rifle

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	8	9	10	1	2
12:45-1:45	Lunch	Lunch	Lunch	Lunch	Lunch
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	3	4	5	6	7
12:45-1:45	Lunch	Lunch	Lunch	Lunch	Lunch
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 1st

1:00 p.m. set up.

Thursday, Oct 2nd

9:00 a.m.

Set up & R.O II course

6:30 p.m. – 10:00 p.m.

Opening reception at the range.

At dark we will start the night shoot.

Friday, Oct 3rd

9:00 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. – 4:00 p.m. Side Matches Open

5:00 p.m. All Firearms locked up. Social Hour begins

6:00 p.m. Dinner Begins

6:45 p.m. Side Match Awards

7:00 p.m. Cave Tour

Bobcat Sparks Memorial Poker Tournament

Saturday, October 4th

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

6:00 p.m. Ambush Banquet

6:15 p.m. Costume contest Judging.

7:00 p.m. Dinner Served

Sunday, October 5th

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

Notes

