

**AMBUSH  
AT THE  
CAVERNS**

**“99”**

**HOSTED BY**



**THE NORTH ALABAMA REGULATORS**

Sponsored by

**TOMBSTONE**  
*Outfitters*

# **AMBUSH AT THE CAVERNS**

## **SCHEDULE**

### **FRIDAY, OCTOBER 3, 1999**

<b>3:00 PM – 7:00 PM</b>	<b>Registration / Packet Pickup</b>
<b>3:00 PM – 6:00 PM</b>	<b>Vendors Open</b>
<b>6:00 PM –</b>	<b>Informal Gathering (Wash pot stew, pickin' and grinnin', bring your own beverage)</b>

### **SATURDAY, OCTOBER 4, 1999**

<b>7:00 AM – 8:00 AM</b>	<b>Registration / Packet Pickup</b>
<b>8:00 AM</b>	<b>Mandatory Shooter's Meeting</b>
<b>8:30 AM – 11:30 AM</b>	<b>First Four Main Stages</b>
<b>8:30 AM – 6:00 PM</b>	<b>Vendors Open</b>
<b>1:00 PM – 5:00 PM</b>	<b>Side Matches and Posse Match</b>
<b>7:00 PM</b>	<b>Dinner, Town Costume Contest and Entertainment</b>

### **SUNDAY, OCTOBER 5, 1999**

<b>8:00 AM</b>	<b>Vendors Open</b>
<b>9:00 AM – 12:00</b>	<b>Second Four Main Stages</b>
<b>1:30 AM – 2:30 PM</b>	<b>Awards</b>

### **GENERAL INFORMATION**

**Packet Pickup will be Friday 3:00 PM to 7:00 PM and Saturday 7:00 AM to 8:00 AM. If you have not picked up your shooter's packet by 8:00 AM on Saturday, no refunds will be made and you will not be allowed to shoot. YOU WILL NOT BE ALLOWED TO SHOOT THE MAIN MATCH WITHOUT ATENDING THE MANDATORY SAFETY MEETING ON SATURDAY AT 8:00 AM.**

## **RULES AND REGULATIONS**

1. The 1999 SASS shooter's Handbook shall be followed at all times.
2. No wrist or butt shotgun bandoleers allowed.
3. Dropped ammo is "dead" ammo. Put extra ammo on your body for each stage. If ammo is dropped, leave it and retrieve a new round from your supply. The live round can be retrieved from the ground after the shooter has shot the stage.
4. A dropped gun is a "dead" gun, and may only be retrieved by the range officer. Any dropped gun will result in automatic disqualification for that stage. Empty long guns propped against a barricade that ultimately slip and fall will not result in a penalty.
5. All long guns shall be broken open when they leave the shooter's hands, unless instructed otherwise. All pistols will be returned to leather when empty.
6. Shotguns are always staged empty. When allowed, they may be loaded "on the line" and securely held at port arms until brought into action.
7. Cap and ball pistols may only be loaded with five rounds. It is permissible to initially charge the sixth chamber and then cap under the clock when the stage demands a "one round" reload. Note: All loading (charging the chambers) must be accomplished at a designated loading or unloading table on the range. Please be sensitive to muzzle direction even while loading and unloading. No likes to have any gun pointed at them, loaded or unloaded.
8. All range commands, including "CEASE FIRE" are to be followed instantly.
9. Ambush At The Caverns is a "no alibi" match. Once the first round is sent down range, the shooter is committed to the stage. This means once you start, it is up to you to finish the stage the best way you can. Jams, faulty ammo, misfires, a round in the barrel, not understanding the stage, ect., are not grounds for a "re-shoot". Failure of the range equipment, including failure to properly measure the shooting time, broken targets, ect., are grounds for a re-shoot at the discretion of the posse leader. When allowed a re-shoot, the score will be based upon the new shooting time adjusted by either the number of targets missed on the first run or the second run, whichever is greater. The shooter cannot have fewer misses on the second run, but can have more.
10. Verify the correctness of your scores prior to their being submitted.
11. Eye and hearing protection is mandatory.
12. Everyone is a safety officer. If you see someone doing something unsafe, politely inform them of the infraction.
13. If you see someone who is in violation of SASS rules/guidelines, inform them. If more action is required to ensure compliance, contact your posse leader.
14. Muzzle Control: Please be very conscious of your muzzle direction at all times, including moving your firearms between your gun cart and the loading and unloading tables. Also, please remember to manage the muzzle direction of your long guns when moving to the unloading table after finishing your shooting sequence on each stage. The first failure may result in a twenty second procedure penalty being added to your score for that stage. The second violation will result in disqualification form the match.
15. Cross-draw holsters may not be drawn from while the shooter is seated or whole shooter is seated on a horse. Anyone doing so will be disqualified from the stage. Also, not turning your body before drawing a gun from a cross-draw holster will be cause for disqualification.

## SHOOTING PROCEDURES

---

- **Each Miss** 5 seconds
- **Not Following Procedure** 10 seconds (max. of 1 per stage)
- **Disqualified From Stage** 900 seconds as time for that stage
- **Did Not Finish** 5 seconds per target not engaged

Disqualification occurs when a shooter displays unsafe gun handling. This can be cocking a pistol with the barrel pointed in an unsafe direction (straight up or down), firing a round in an unsafe direction such as into the ground at a distance that the Range Officer deems too close or not turning to draw cross-draw guns.

“Did Not Finish” means that the shooter fired at least one round and for some reason could not complete the course of fire. This may be either from a firearm malfunction or a physical inability.

No reshoots will be awarded unless a firearm malfunctions prior to the first shot of the stage or there is a malfunction of timer or targets.





**TOMBSTONE**  
*Outfitters*

*Authentic Old West Clothing & Gun Leather*

- ♠ Gun Leather
- ♠ Knives
- ♠ Sombreros
- ♠ Carpet Bags
- ♠ Duckins
- ♠ Range Pants
- ♠ Shirts
- ♠ Vests
- ♠ Dresses
- ♠ Leather Suspenders
- ♠ Gauntlet Gloves
- ♠ Boots
- ♠ Wild Rags
- ♠ Silver

*Come By and See All We Have To Offer*

As the oldest purveyor of authentic old west clothing and leather goods, we offer the most complete line of cowboy gear in the world. We design and produce the majority of our products. Many items are unique and can be found only at Tombstone Outfitters. All materials and workmanship are of the highest quality. Our products carry a 100% satisfaction guarantee.

Tombstone Outfitters  
3430 Old Due West Rd.  
Marietta, GA 30064

[www.choicemall.com/frontiertown](http://www.choicemall.com/frontiertown)

Phone: 770-425-8264  
Fax: 770-590-0591

[frontiertown@mindspring.com](mailto:frontiertown@mindspring.com)

Announcing the opening of a very special store in Old Town Helena...



- AUTHENTIC REPRODUCTIONS
- ANTIQUES
- COLLECTIBLES
- PERIOD CLOTHING & JEWELRY
- CIVIL WAR UNIFORMS
- GUN BELTS, COWBOY HATS
- LIMITED EDITION PRINTS
- MUCH MORE!

663-3580

Imagine walking into a general mercantile store from the 1890s...Imagine Major Dundee's Mercantile



# B & B Guns & Banjo Shop



3098 County Road 120  
Section, AL 35771  
228-3275

Open Tue.-Fri. 9-5, Sat.-Call, Closed Sun. & Mon.  
FULL LINE OF GUNS AND ACCESSORIES

AUTHORIZED DEALER FOR **STELLING**  
"WORLD'S FINEST BANJOS"

CLYDE & DONNA BARKSDALE  
Owners

We appreciate your business.



P.O. Box 776, Old Saybrook, CT 06475-0776 • Phone: (860)-388-4656 • [www.traditionsmuzzle.com](http://www.traditionsmuzzle.com)  
Ask for free catalog showing muzzleloadings largest selection of firearms and accessories.



## Custom Saddles and Leather Goods

Rod Kibler Saddlery is a custom operation. Each item is made with pride and carries my name. Every item is constructed of the best material available. Over 20 years experience goes into each piece. I have yet to put the shop stamp on any goods that gave me pause. My leather goods are made by hands that care, for people who know and appreciate the difference. Come by and see us, if you do not see what you have in mind, I would be happy to help create something truly unique for your needs.

2307 Athens Road  
Royston, GA. 30662  
706-246-8487

# Roger's Rub

Roger Haddix  
149 Cherokee Rd.  
Joppa, AL 35087  
(256) 931-4267

# Dry Barbeque Seasoning

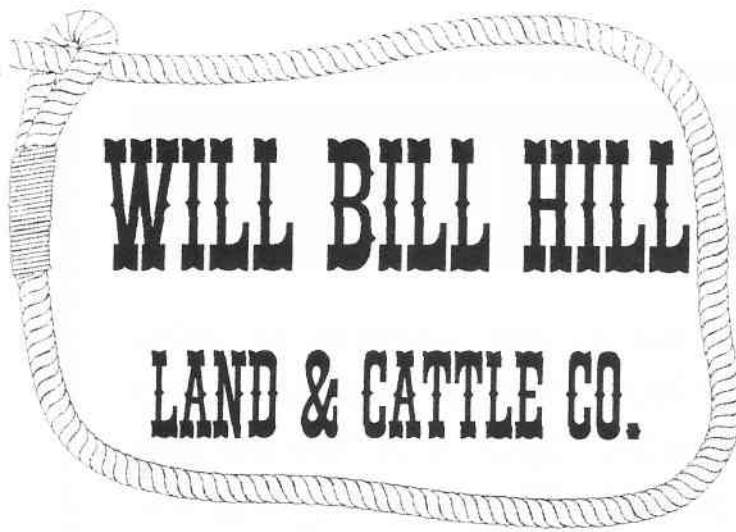


## FIVE STAR FOOD SERVICE, INC.

Local Office  
9582 Highway 20 West  
Suite 14  
Madison, AL 35758  
(256) 464-8031

Home Office  
P. O. Box 11128  
3940 Annicola Highway  
Chattanooga, TN 37401-2128  
(423) 493-0411

The North Alabama Regulators would like to thank the many fine folks that helped to make Ambush At The Caverns possible. Thanks to all our sponsors and to all the people and businesses that donated prizes, services and money. Look for the complete list of sponsors and donors in your shooters packet. When you have the chance go by and thank these good people for supporting cowboy action shooting.

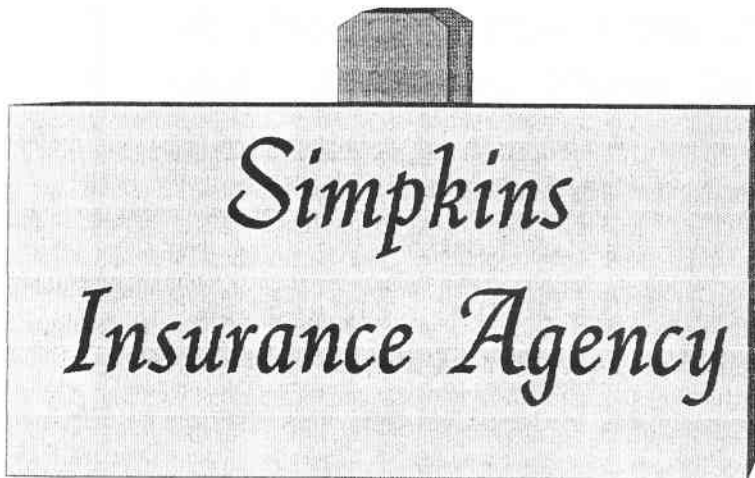


**Coldwell Banker  
Graven Real Estate Inc.**  
1212 Gunter Avenue  
Guntersville, AL 35976  
1-800-643-3243

*Maples  
Industries Inc.*

*P.O. Box 40  
Scottsboro, AL 35769*

*(256) 259-1327*



**"Blue Eyed Kid"**  
P.O. Box 1166  
Lawrenceville, GA 30246



**O.K. PARTNERS! GET READY FOR  
A GREAT SHOOT?**

# JOHN WAYNE

The theme of this year's Ambush at the Caverns is John Wayne. John Wayne was a unique man, a true American hero. He joined The Big Trail toward stardom during the age of the silent screen, became a star of "B" movies during the '30's, and a major star from the '40's until his death in 1979, when he joined The High and the Mighty on The Trail Beyond. He was Hondo, Big Jake, The Quiet Man, King Of The Pecos, The Conqueror, and The Man Who Shot Liberty Valance. He was one of The Searchers and went In Harms Way down the Blood Alley that is known as Hollywood. He was one of those Riders of Destiny, who through Conflict and a little Trouble Along The Way became the biggest box office star Hollywood has ever known, and a hero to not only the American people, but people all around the world. John Wayne was a man of True Grit, who was Tall In The Saddle, and Without Reservations stood up for what he believed. Through adversity he remained one of the Undefeated as he Cast A Giant Shadow over this great land of ours. He was one of The Cowboys of Hollywood, and a Tycoon as well. He has become not a Legend Of The Lost, but a legend for all time. He will live forever, a hero till the end.

# JOHN WAYNE TRIVIA

He was born May 26, 1907 as Marion Robert Morrison. His name was never legally changed to John Wayne. There were 37 films in which his character was called-John. The name-Duke-was the character he went by in 6 films.

Maureen O'Hara was the person who presented him with the 1976 People's Choice Award for most popular motion picture actor. Barbara Striesand presented him with the Oscar for the 1970 movie, True Grit.

The movie "The Conqueror" was filmed near St. George, Utah; which was close to the Utah proving grounds. Almost a year before a radioactive bomb named "Dirty Harry" had been dropped. At the time it was felt all was safe. It was later learned that at least 70 cast and crew members had died of cancer.

Barry Goldwater visited the set of "Stagecoach" during filming. They had a long friendship and later John Wayne helped in Barry Goldwater's presidential campaign.

John Wayne's image has appeared on a wide variety of products including: 1950 popcorn trading cards given at theaters, 1951 Camel cigarettes, 1956 playing cards and more recently Coors beer. The money collected on the Coors beer cans with his image went to the John Wayne Cancer Hospital. Probably the most unusual was as a puppet on HR Puff\*n\*Stuff, who also put out a 1970 lunchbox with his image among the other puppet characters.

"The Greatest Cowboy Star of All Time" was the caption to a series of comic books dedicated to him. The "John Wayne Adventure Comics" were first published in 1949.

Wayne produced and starred in a 1940's radio show about an alcoholic detective entitled-"Three Sheets to the Wind".

When John Wayne was honored with a square at the Grauman's Chinese Theater in Hollywood, the sand used in the cement was brought in from Iwo Jima.

When Emperor Hirohito of Japan was on a visit to the U.S., he had the opportunity to meet many people. The one he asked to meet was John Wayne.

The movie "The Quiet Man" was filmed in and around the Village of Cong, County Mayo, Ireland. Many of the places from the film can still be seen there. One is the Tavern where the famous fight scene started. The Tavern still stands today, as a grocery.

John Wayne played football for the University of Southern California in 1927. The name of the team was the "Trojans." That year they only lost 2 games-to Stanford and Notre Dame.

John Wayne appeared in Vacation Bible School flyers to promote attendance.

John Wayne was nominated for 2 Oscars. The first was-The Sands of Iwo Jima. The one he received was for the 1970 movie "True Grit" where he played the part of Rooster Cogburn. He was heard to say after getting it,

**"If I'd have known that, I'd have put on an eyepatch 35 years ago."**

There is much debate on which movie to credit as his first but most sources will agree that "Words and Music-1929" was his first on screen credit.

The last movie he made was "The Shootist" in 1976.

He was nominated for 2 film awards (Sands of Iwo Jima and True Grit) but he finally won an Oscar for the part of Rooster Cogburn in "True Grit" in 1969.

He directed the movie "The Alamo" at a cost of \$12,000,000+.

He is buried at the Pacific View Memorial Park, Newport Beach, California. He died on June 11, 1979 at the age of 72.

'Feo, Fuerte y Formal' is a Spanish proverb meaning,  
"He was ugly, strong and had dignity".

# **- SIDE MATCHES -**

---

## **1. LONG RANGE RIFLE**

- a. Lever pistol caliber
- b. Lever rifle caliber
- c. Single shot big bore

All rounds will be placed on the rock. NO palming of rounds. Match consists of 5 shots at a single target. Scoring is time plus 5 second penalty for each miss.

## **2. GUNFIGHTER**

Match shot with a pistol in each hand alternating firing at one target. Only one pistol may be cocked at one time. Scoring is time plus 5 second penalty for each miss.

## **3. ONE-ON-ONE**

Match is shot with 4 steel plates and a knockdown target. Shooter must hit 4 plates and then knockdown. The first knockdown to hit ground is the winner. If both shooters miss a steel plate, the least number of misses wins.

## **4. DERRINGER / POCKET PISTOL**

Four shots each.

## **5. RIFLE VS. PISTOL**

One pistol and one rifle laying on table, one round each laying on table. At buzzer, load one round and shoot for score, then repeat with other gun. You will be given two scores – one for pistol and one for rifle.

# **- STAGE 1 -**

## **“STAGECOACH”**

---

Hawk Spivey

Shot in Monument Valley in 1939 and directed by John Ford, this movie elevated John Wayne to Star status. In this great western, Wayne portrays the Ringo Kidd, who breaks out of jail to avenge the death of his brother.

This scenario is taken from two scenes in the movie. The first is the running gun battle between the stagecoach riders and a band of hostile Indians. The second part of this scenario is taken from the gunfight between the Ringo Kidd and Luke Plummer and his two brothers.

Sponsored by

**Five Star Food Service Inc.**

# - STAGE 1 -

2 Pistols with 10 Rounds, Rifle with 12 Rounds

## Procedure

Pistols are loaded and safely placed on seat of stagecoach. Rifle is loaded with 9 rounds in rifle and 3 rounds located on the shooter. The rifle will be staged beside stagecoach and shot thru stagecoach windows. At the buzzer, shooter engages the 4 rifle targets, sweeping left to right-left to right. The ninth round is fired at the long-range target. Place rifle back in rack, move to front of stagecoach, and retrieve pistols from seats. Shooter will fire his pistols at the pistol targets, firing left to right. Empty pistols will be safely placed on coach seat, and then retrieved after scenario is complete. Shooter will then move back to stagecoach window, retrieve rifle from rack, load three rounds from his person and engage the three rifle targets, left to right.

R5

R1 R2 R3 R4

P1 P2 P3 P4 P5



gun rack

## **- STAGE 2 -**

Cool Waters

# **“THE COMANCHERO’S”**

---

Captain Jake Cutter and Paul Regret have been captured by the Comanchero's and taken to the secret canyon that serves as their hideout. Hung out in the blazing sun to cook, they ponder their fate. The beautiful Pilar, daughter of the Comanchero leader, has fallen in love with Paul Regret and cannot stand by and watch her man die. Throwing caution to the wind, she cuts her lover and his companion loose so they can escape a horrible death!

Sponsored by

**Major Dundee's  
1890's Mercantile**

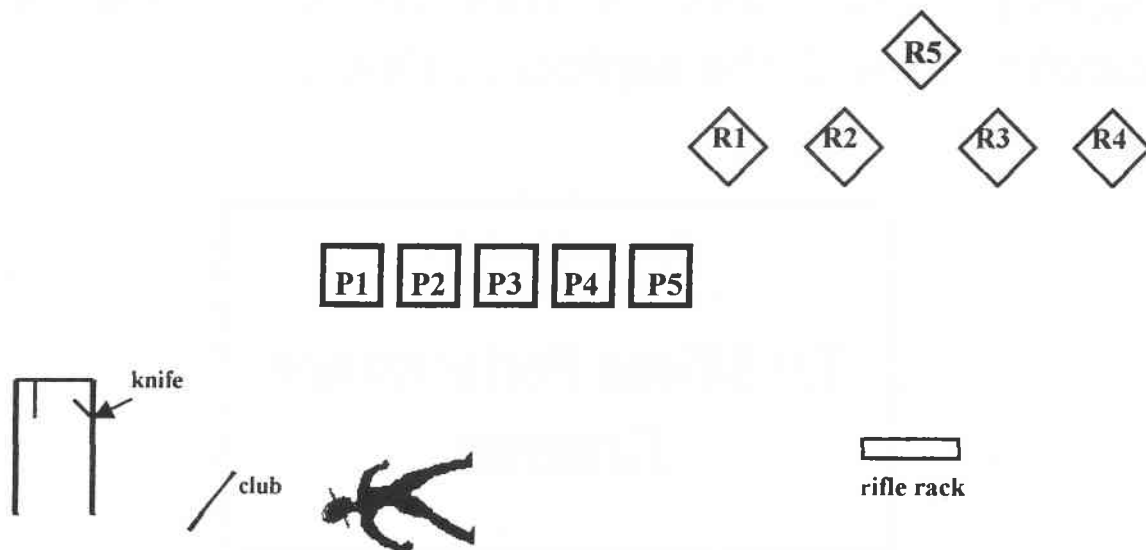
# - STAGE 2 -

## Two Pistols and 10 Rounds, Rifle and 9 Rounds

### Procedure

Pistols are loaded with 5 rounds each and holstered on the dummy. Rifle is loaded and staged at the rack. Shooter has one hand tied above his head. At the buzzer, shooter takes knife and cuts rope, freeing his hand. Shooter then moves to the dummy and strikes him in the head with club. Take one pistol from the dummy and engage the 5 pistol targets left to right. Re-holster empty pistol on shooter. Take second pistol from dummy and engage the pistol targets right to left, and re-holster empty pistol on shooter.

Shooter then yells, "Come on Monsur, let's get out of here!", takes up the rifle and double taps the 4 rifle targets, left to right. The ninth shot is fired at the long-range target.



10 second penalty for not saying line

**- STAGE 3 -**  
**“TRUE GRIT”**

---

Cool Waters

John Wayne portrays Rooster Cogburn, a retired U.S. Marshal. His so-called retirement is at the order of a Federal Judge who has grown tired of the condition that Rooster brings all of his outlaw prisoners in--DEAD--! Rooster and civilian life don't mix well. Hired by a damsel in distress and assisted by a Texas Lawman, the three of them set out to track down Tom Chaney and his outlaw compatriot Lucky Ned Pepper. The murder of Miss Ross's father and the theft of her money doesn't set to well with old Rooster, and there is Hell to pay when he catches up with the hapless outlaws!

Sponsored by

**Traditions Performance  
Firearms**

# - STAGE 3 -

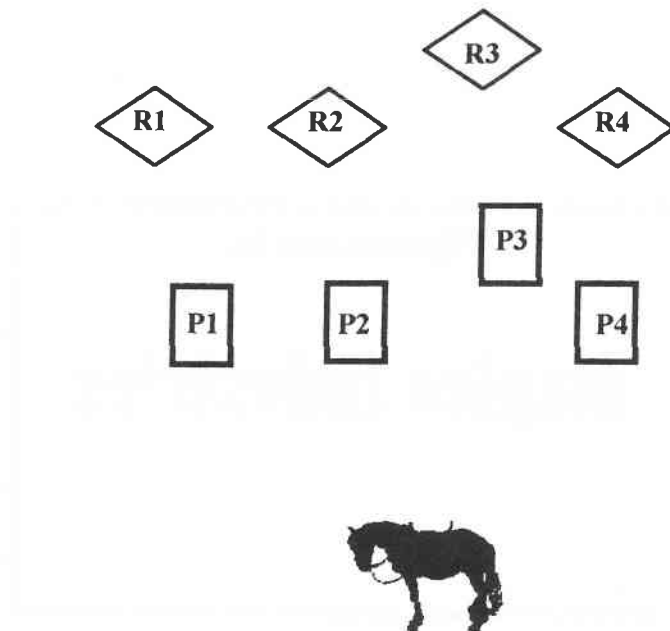
## Two Pistols and 10 Rounds, Rifle and 9 Rounds

### Procedure

Pistols are loaded with 5 rounds each and holstered. {Cross draw pistol must be holstered on Splinters}. Rifle is loaded and placed in scabbard on Splinters. Once shooter is safely mounted, with patch over one eye and rope attached to reins, shooter draws rifle from scabbard, keeping rifle pointed safely down range.

At the buzzer, shooter yells, "Fill your hands you S.O.B's" and places rope in mouth, where it must stay during the remainder of the scenario. Shooter then engages the 4 rifle targets, sweeping left to right-left to right. The third target from left must be double tapped each sweep. Replace rifle safely in scabbard and draw one pistol. Sweep the 4 pistol targets left to right. Double tapping the third target from the left. Re-holster empty pistol and repeat with second pistol.

If a shooter feels that he or she can safely do so, both pistols may be drawn and fired Gunslinger style. Notify Possee leader if you intend to shoot this way. {Do you have TRUE GRIT?}.



10 second penalty for not saying line

10 second penalty for dropping reins, or removing eye patch

**- STAGE 4 -**  
**“McLINTOCK”**

---

Hawk Spivey

John Wayne stars as cattle baron George McLintock and Maureen O'hara co-stars as his firebreathing wife. This scenario is taken from two scenes in the movie. McLintock has a habit of throwing his hat on the weather vane when he returns to the ranch after a night on the town. The second part of the scenario is taken from the scene where McLintock is bird hunting.

Sponsored by

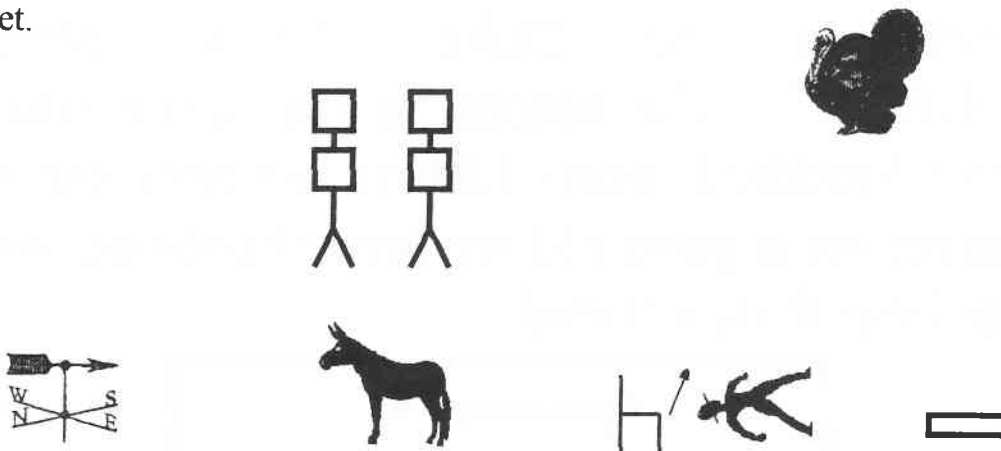
**Maples Industries**

# - STAGE 4 -

Shotgun with 10 Rounds, Rifle with 9 Rounds

## Procedure

Shotgun is staged empty, action open, in gun rack. Rifle is loaded and placed in rack. At the buzzer, shooter throws one hat at the weather vane. As many as three attempts will be attempted. As soon as a hat lands on the vane, or third attempt (whichever comes first), shooter picks up shotgun from rack, loads two rounds and yells, "PULL!" At this time, one clay pigeon will be released. Shooter will fire both rounds. If the clay bird is hit on the first round, the second round will be safely discharged down range. If the first shot is a miss, fire the second round. If both shots are missed, it will be scored as one miss. Shooter will then place shotgun back in the rack, action open and empty and move to the cactus and retrieve one DEAD bird, put it in the saddlebag located on Sally. Shooter then picks up shotgun, loads two rounds, fires them at the left shotgun target, places the shotgun safely in the rack, retrieves another bird and places it in the saddlebag. This procedure is followed until a total of 10 rounds have been fired and five birds have been retrieved. Alternate shotgun targets each time. After the last bird is safely put away, shooter sits in chair, puts dummy across his knees and whomps dummy on the rear three times with ash shovel. Shooter gently places dummy on the ground and moves to the gun rack, takes up his rifle and gobbles loudly (turkey gobble) and fires 9 rounds at the turkey target.



**5 second bonus if hat lands on weathervane on first attempt**

**5 second bonus if clay bird is hit on first shot**

**10 second penalty for not spanking dummy**

**10 second penalty for not gobbling**

## - STAGE 5 -

Cool Waters

### **"THE MAN WHO SHOT LIBERTY VALANCE"**

This classic western stars John Wayne, who portrays the rugged rancher Tom Donavan. Jimmy Stewart plays the part of an eastern born and bred lawyer, Ransom Stoddard, who is very long on ideals, and very short in western savvy. Lee Marvin gives an excellent performance as bad man Liberty Valance. Rounding out the all star cast is Andy Devine and Vera Miles.

This scenario is taken from 2 scenes in the movie. The first is the scene in which Lawyer Stoddard is given a shooting lesson by gun-handly Donavan. This is the scene which immortalizes the Duke Wayne phrase "**PILGRIM**". The second is the scene where Lawyer Stoddard meets Liberty Valance out on the street for a good old western shoot-out, with a little help from a friend.

Sponsored by

**B and B**

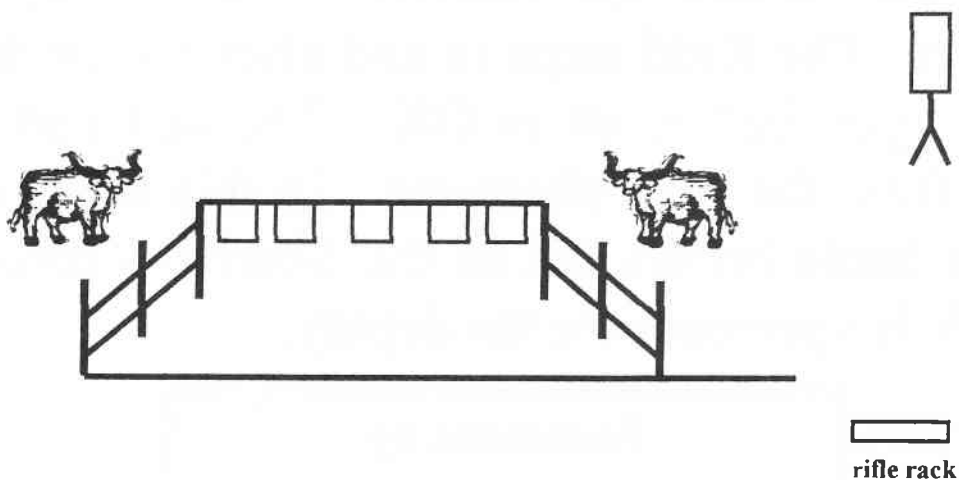
**Gun and Banjo Shop**

# - STAGE 5 -

Two Pistols and 15 Rounds, Rifle with 1 Round

## Procedure

Pistols are loaded with 5 rounds each and holstered. At least 5 extra rounds are located on shooter's person. Rifle is loaded with 1 round and staged in rack. Shooter stands at firing line and draws one pistol, keeping it pointed down range. At the buzzer, shooter fires 1 round in the general direction of each of the 5 bottle targets, missing all targets. {In the movie, Stoddard misses all of his shots}. Shooter then reloads empty pistol with 5 rounds and yells "PILGRIM" before engaging the bottle targets {this time trying to hit the targets} left to right, re-holster empty pistol and draws second pistol, shooting bottle targets right to left. Take up the rifle in a port arms position, barrel pointing down range, and say "RIFLE, POMPE". Shooter must then count to five out loud and fire at the single rifle target. {In the movie, Donovan waits for Valance to draw down on the lawyer before he shoots}.



10 second penalty for not saying each line

5 second penalty for hitting any bottle target with first 5 pistol shots

**- STAGE 6 -**  
**“RIO BRAVO”**

---

Hawk Spivey

John Wayne portrays Sheriff John T. Chance in this action packed western. His co-stars include Dean Martin who plays a deputy coming off a long drunk, Walter Brennan who portrays a feisty old jailer, Ricky Nelson as a young gunslinger and Angie Dickerson who steals the Sheriff's heart and a kiss.

The first part of this scenario is taken from the scene in which Stumpy mistakes Dude for bad man and shoots his hat off. We then switch to the scene where the Sheriff is braced by 3 outlaws. The Kidd steps in and after a short but furious gun battle, all is OK. The last part is taken from the final shoot-out. In this scene an all out battle breaks out as the Sheriff is forced to trade his prisoner for his deputy.

Sponsored by

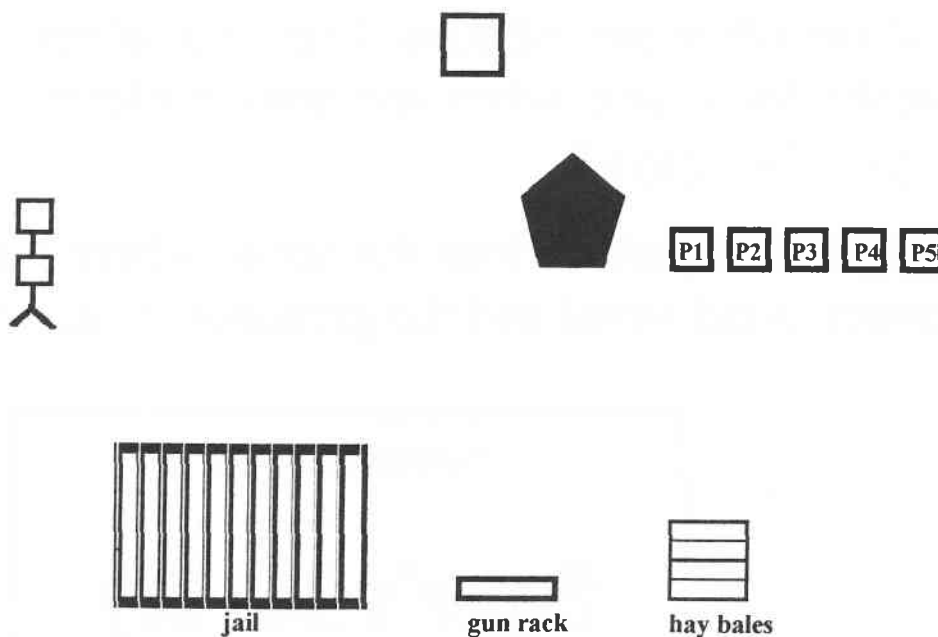
**Rod Kibler Saddlery**

# - STAGE 6 -

1 Pistol with 5 Rounds, Rifle with 14 Rounds,  
Shotgun with 4 Rounds

## Procedure

Pistol is loaded and holstered. Rifle is loaded with 5 rounds and staged safely in the gun rack. Shooter is inside the jail, shotgun at port arms. At the buzzer, shooter loads two rounds from person and engages the single shotgun target twice. Shooter unloads shotgun, moves to the gunrack and places the shotgun in rack. Pick up the rifle and fire 3 shots at the large cowboy target from the hip. Fire the last two shots at the long-range target. With the actions open and both weapons empty, safely move to the hay bales and stage both weapons on top of the hay pointing down range. Shooter kneels down, picks up the shotgun, loads 2 rounds and engages the 2 shotgun targets. Shooter places empty shotgun on hay bale, and draws his pistol, engaging the 5 pistol targets-left to right. Re-holster empty pistol and take up the rifle and load 9 rounds from your person and engage the long-range target 9 times.



# - STAGE 7 - "BIG JAKE"

---

Hawk Spivey

In this action filled western, John Wayne stars as Big Jake McCandles, a husband who hasn't seen his wife (Maureen O'hara) in over 18 years. He returns home after a vicious outlaw gang kidnaps his grandson. Big Jake saddles up with a box full of money, his two sons, a mean dog, and an Indian scout, even though paying a ransom isn't how he plans to exact some good old frontier justice.

This scenario is taken from two scenes in the movie. The first is the scene in which an attempt is made to steal the money. While the scout and one son guard the money in a hotel room, Big Jake takes a shower and the other son whoops it up in a saloon. All hell breaks loose and when the smoke clears, it's good guys 5, bad guys 0.

The second part is from the scene where the ransom money is delivered and the grandson is saved.

Sponsored by

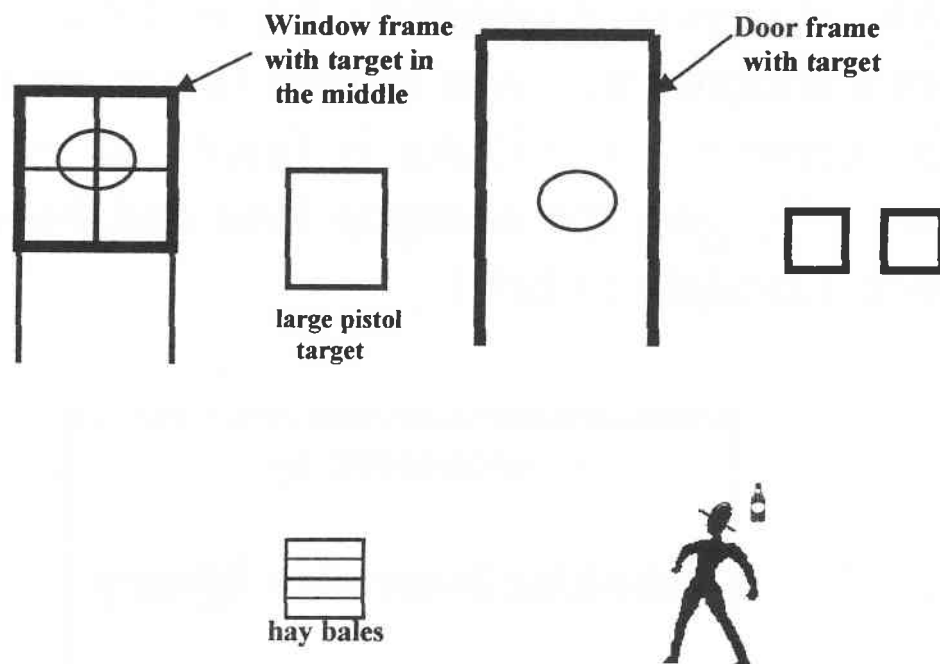
**Roger's Rub Dry  
BBQ Seasoning**

# - STAGE 7 -

2 Pistols with 10 Rounds, Shotgun with 10 Rounds

## Procedure

Pistols are loaded and holstered. Shotgun is safely staged on the hay bales. Shooter stands by dummy, bottle in hand. At buzzer, shooter hits dummy on head with bottle and drops it. Shooter draws first pistol and fires at the left target 3 times, then the right target 2 times and re-holsters the empty pistol. Shooter moves to the hay bales, picks up the shotgun, loads 2 rounds which are fired at the target behind the window frame, reloads and fires 2 rounds at the target behind the door frame, reloads and fires 2 more rounds at the target behind the door frame. Shooter then moves behind the hay bales, kneels down and fires 2 more rounds at the window target, reloads and fires 2 rounds at the door target. Safely stage empty shotgun on hay bales, draw second pistol and engage large pistol target 5 times.



**- STAGE 8 -**  
**“THE SHOOTIST”**

---

Cool Waters

In his final movie, it is fitting that the Duke portrays an aging gun-fighter that is loosing the one fight he can't win – a battle with cancer.

This scenario is taken from the shoot-out at the end of the movie. Having said his good-byes, the duke heads down to the local saloon where he is to meet 3 would be tough guys that he has manipulated into being there at the same time. During the fierce gun battle, the Duke, although wounded, is able to take out all 3 of the tough guys. However, a cowardly bartender kills Duke with a shotgun that was hidden under the bar. In this scenario – the Duke is finally going to get even! He gets the shotgun first and blasts that coward straight to hell!

Sponsored by

**Simpkins Insurance Agency**

**“Blue Eyed Kid”**

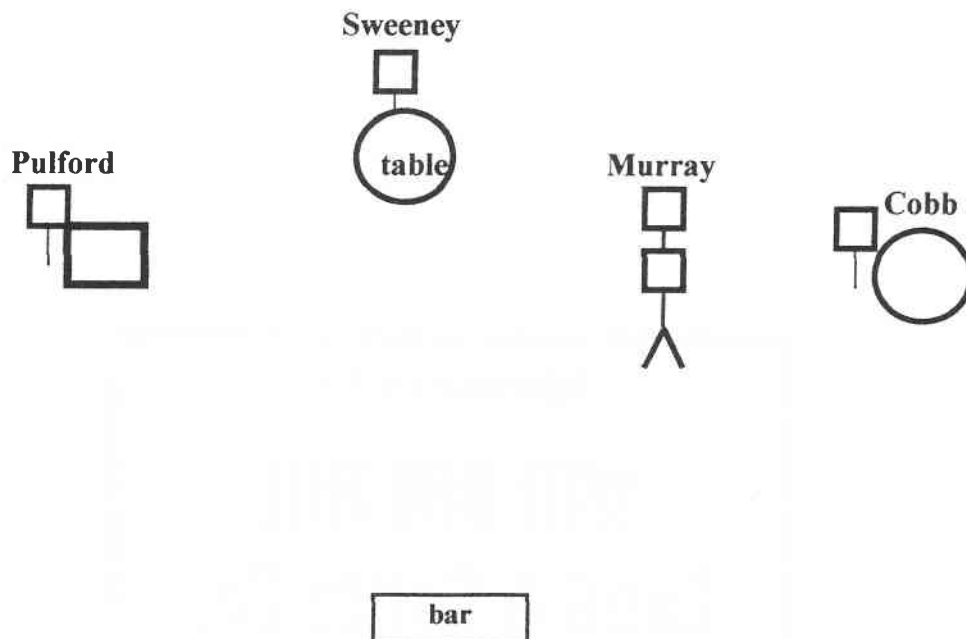
# - STAGE 8 -

## Pistol with 12 Rounds, Shotgun with 4 Rounds

### Procedure

1 pistol is loaded with 5 rounds and staged on the bar, pointing down range. The second pistol is loaded with 5 rounds and holstered. Shotgun is staged on bar, action open and empty. 4 shotgun shells are also lying on bar next to shotgun.

Shooter stands at bar, shot-glass in hand. At the buzzer, shooter drinks a shot and sets his glass on the bar. He then picks up the pistol staged on the bar and loads one round into the empty chamber. Shooter then fires 4 rounds at the right pistol target (Cobb) and 2 rounds at the center pistol target (Sweeney). Re-holster empty pistol and draw second pistol and fire 3 rounds at center target (Sweeney) and 2 rounds at left target (Pulford). Keeping pistol pointed down range, duck behind bar and lay down. Load 1 round into pistol and fire at the left target (Pulford). Stand up, re-holster empty pistol and pick up shotgun, load 2 rounds from the bar and shoot the shotgun swinger, top - bottom. Reload and fire the last 2 shotgun rounds.



## **- STAGE 9 - POSSE MATCH**

---

The Duke has been taken hostage and is being held at the camp of that low down, snake in the grass, blind in one eye and can't see out the other, Mr. no shoulders himself, Ole Timber Rattler, along with his notorious gang of vipers. As the Duke's deputy, you set out to save your boss. Along the way bad luck heaps itself upon you and you are swept down stream after falling off your horse. Damn the luck, you've lost your guns! Undaunted, you press on. You must do your sworn duty and save the Duke!

Sponsored by

**Will Bill Hill  
Land & Cattle Co.**

## **- STAGE 9 -**

Two Pistols with LOTS of Rounds, Rifle with LOTS of Rounds,  
Shotgun with LOTS of Rounds

### **Procedure**

The posse will be briefed, and you will shoot the scenario one at a time. All of your posses' scores will be added up together to obtain a posse total.

**This area is OFF LIMITS until all posses' have shot. After your posse has shot, please don't spill the beans to the other posses. We hope you enjoy this mystery stage.**

**BEWARE! Hawk  
and Cool wrote this  
while on Patrol!**

**THE NORTH ALABAMA REGULATORS WISH TO THANK THE FOLLOWING  
FOR DONATING DOOR PRIZES AND SPONSORING STAGES**

Please support these businesses

**TOMBSTONE OUTFITTERS (MATCH SPONSOR)**  
**TRAIL'S END CLOTHING**  
**RANDY GOTHART**  
**MIKE VENTURINO**  
**TONTO RIM**  
**3-D AMMO**  
**RANDALL AND DIANE GRAY**  
**SADDLEBAG BULLETS**  
**CLYDE BARKSDALE**  
**ROGER'S RUB**  
**ACCURATE ARMS CO.**  
**MAJOR DUNDEE'S 1890'S MERCANTILE**  
**MARK DEMENT**  
**ROGER HADDIX**  
**B & B GUN AND BANJO SHOP**  
**BILL HENDRIX**  
**CORBET CUTLERY**  
**DIANAH ASHBY**  
**ROGER ADAMS**  
**RON AND PEGGY HOLLY**  
**LACEY V WILDFIRE**  
**BLACK HILL AMMO**  
**COLT INDUSTRIES**  
**TRADITIONS FIREARMS CO.**  
**COLORADO HAT CO.**  
**WILD BILL HILL LAND AND CATTLE CO.**  
**MAPLES INDUSTRIES INC.**  
**SIMPKINS INSURANCE AGENCY**  
**FIVE STAR VENDING**  
**SASS**