

**Special Thanks to the Following Cowboys and Cowgirls
For Helping Make
Ambush At Cavern Cove Happen**

Our Land Owners:

Uncle Frank & Granna

Our Board Of Directors:

President– May Lillie

Vice President-Two Ponies

Territorial Governor– Marshal TKD

Stage Marshal– El Camino

Property Marshal- Hairtrigger Floyd

Awards Marshal- Ranger CAS

Treasurer-Lawman Mark

Secretary-Drake Robey

Range Marshal– Alabama Hombre

Committee Chairpersons:

Banquet - Shez Lethal

Side Matches- Andrew Quigley

Vendors and Stage Sponsors- Granna

Signs- Diamond Deb and Buck D. Law

Camping- Uncle Frank

Thursday and Friday Hospitality- Sawyer

Thursday Night Dinner- Woody Anderson Ford

Friday Poker Tournament- Grizzly Grady

Spirit Of The Game Awards– Blue Wolf

Registration- Huckleberry Moonshine

Shooters Bags Diamond Deb

Hello From The President:

Welcome back if you are coming back to shoot Ambush with us again, and welcome to all you newcomers. Every year we try hard to make Ambush better than the year before, and we hope you have a rip roaring time with us this year.

Thanks for coming.

May Lillie

MATCH RULES

The Ambush at Cavern Cove is run in accordance with the latest SASS rules, as set forth in the Shooter's Handbook and the RO Level I and II courses. Anyone not abiding by the rules will be disqualified and asked to leave the match. The decisions of the Match Director 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 the stance" 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 if requested by the shooter. The shooter is ultimately responsible for his or her shooting.

Penalties:

- **Each missed target:** 5 seconds
- **Procedural:** 10 seconds (limit one per stage)
Example: 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:

- The highest time on that stage plus 10 seconds

Did Not Finish: 5 seconds per target not engaged

If 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
- Breaking the 170 degree plane with any firearm
- 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

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:

- Earns 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 or "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.

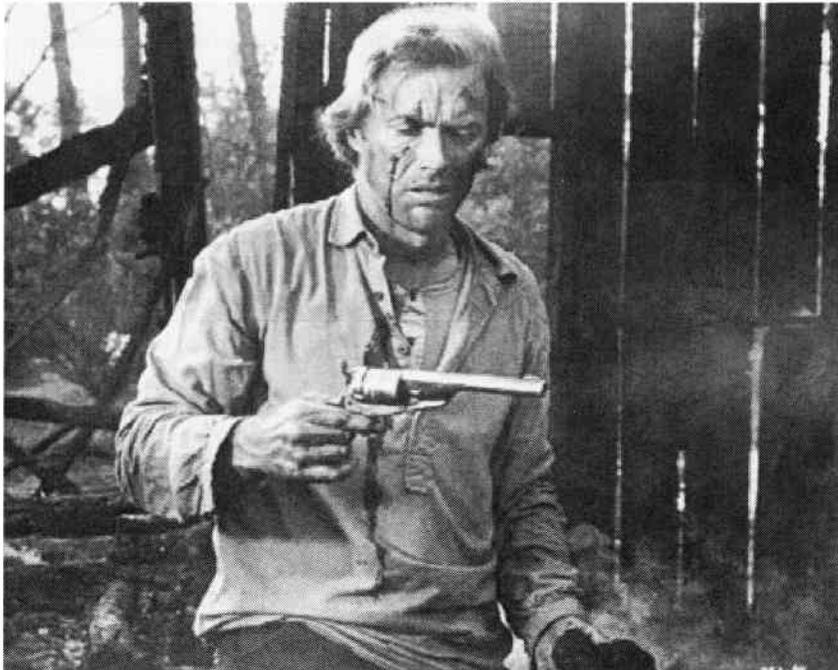
A Stationary (non knock down) Shotgun target that is missed can not be made up.

Staging of firearms

- All long guns will be restaged at starting point unless otherwise stated.
- All handguns will be re-holstered unless otherwise stated.

STAGE 1

SPONSORED BY TWO PONIES GAL



STAGE 1 TWO PONIES GAL SALON FROM THE ASHES

Josey Wales' farm has been burned to the ground. His wife and young son have been murdered by Terrill's Red Legs from Kansas. Josey, sifting thru the ashes, recovers guns and sets about learning to shoot. At first he misses a lot, but the burden of revenge makes him better.

Staging:

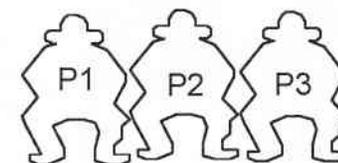
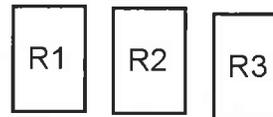
Shooter - Standing at center opening hands at side.
Pistols - Holstered and loaded with 5 rounds each.
Rifle - Loaded with 10 rounds staged in left window.
Shotgun - Open and empty staged in right window.

Ammo

10 Pistol
10 Rifle
4+ Shotgun

Procedure:

- Shooter says "I HATE RED LEGS" to start the clock.
- At the beep draw 1st pistol and shoot the targets in the following order P1,P2,P2,P3
- Draw 2nd pistol and repeat.
- Move to left window, retrieve rifle, and shoot the targets in the following order R1,R2,R2,R3,R1,R2,R2,R3
- Move to right window and engage 4 shotgun targets in any order.



STAGE 2

SPONSORED BY TRUE WEST MERCANTILE



STAGE 2 MERCANTILE YOU GONNA PULL THEM PISTOLS

Josey, Lone Watie, and the Squaw Moonlight ride into town for supplies where they meet Jay Hawkers from Kansas. Josey leaves the mercantile when the Snake Oil Salesman yells out for all to hear, "It's Josey Wales". Hearing this outburst four Yankee Blue Bellies spot Josey at the same time. As they face each other Josey spits and says, "YOU GONNA PULL THEM PISTOLS OR WHISTLE DIXIE"?

Staging:

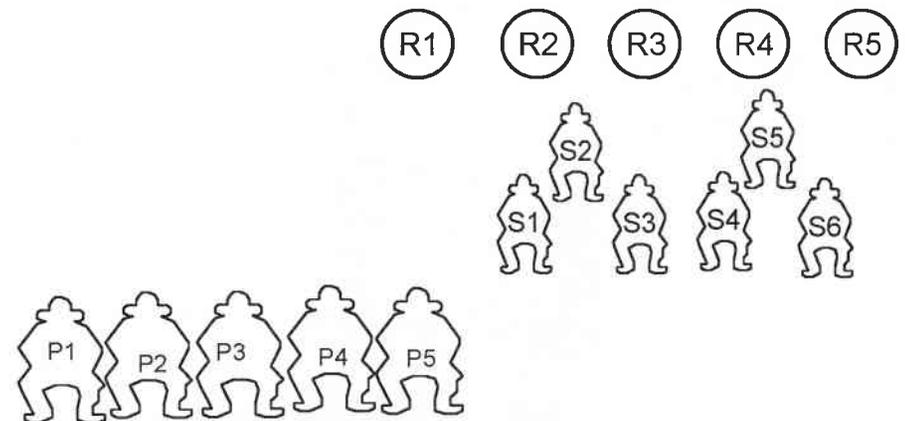
Shooter – Standing in doorway, holding bag in both hands.
Pistols – Holstered and loaded with 5 rounds each.
Rifle – Loaded with 10 rounds staged on counter.
Shotgun – Open and empty staged on counter.

Ammo

10 Pistol
10 Rifle
6 + Shotgun

Procedure:

- Shooter says, "YOU GONNA PULL THEM PISTOLS OR WHISTLE DIXIE" to start the clock. At the beep drop the bag and move to left side of the stage. The shooter must have both feet to the left of red line.
- Draw 1st pistol and shoot the targets in the following order, P1-P5-P2-P4-P3.
- Draw 2nd pistol repeat.
- Move to counter, retrieve rifle, shoot the targets in the following order R1-R1-R5-R5-R2-R2-R4-R4-R3-R3.
- Retrieve shotgun and shoot the 6 shotgun targets in any order.



STAGE 3

SPONSORED BY

**PEOPLES STATE
BANK**

&

MOSEN BELLA



STAGE 3 BANK LAST OF THE HOLD-OUTS

Fletcher tells Josey and rest of the gang, "All you have to do is ride into that Union camp and swear you'll be loyal to the United States, and you can take up your horse and go home." Josey replies, "I RECON NOT" and stays behind. Inside the camp Captain Terrill orders the unarmed Rebels cut down with a Gatlin gun.

Staging:

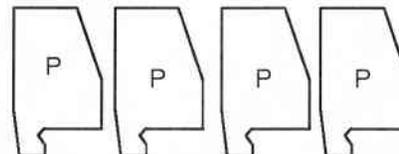
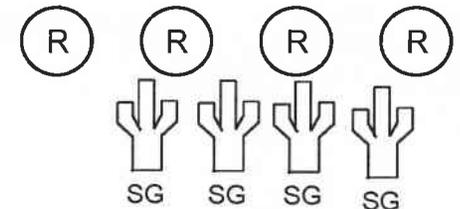
Shooter – Standing in doorway, hands at your side.
Pistols – Holstered and loaded with 5 rounds each.
Rifle – Loaded with 10 rounds staged on the counter.
Shotgun – Open and empty staged on counter.

Ammo

10 Pistol
10 Rifle
4 + Shotgun

Procedure:

- Shooter says "I RECKON NOT" to start the clock.
- At the beep move to the center bars, draw your 1st pistol and shoot thru the center bars placing at least one round on each target. (Gunfighters may put guns through different bars as long as one gun is through the center bars.)
- Draw 2nd pistol and repeat.
- Move to counter, retrieve rifle and place at least one round on each rifle target.
- Retrieve shotgun and shoot 4 the shotgun targets in any order.



STAGE 4

SPONSORED BY

STARLINE BRASS

&

ACTION GUN & PAWN



STAGE 4 BARBER SHOP MISSOURI BOAT RIDE

Josey and Jamie, hard put and desperate men, come to a ferry where Grannie Hawkins fixes a poultice for Jamie's injuries. On the other side of the river the ferry men begin transporting Captain Terrill across the river. Josey takes careful aim and severs the tow line sending all down river.

Staging:

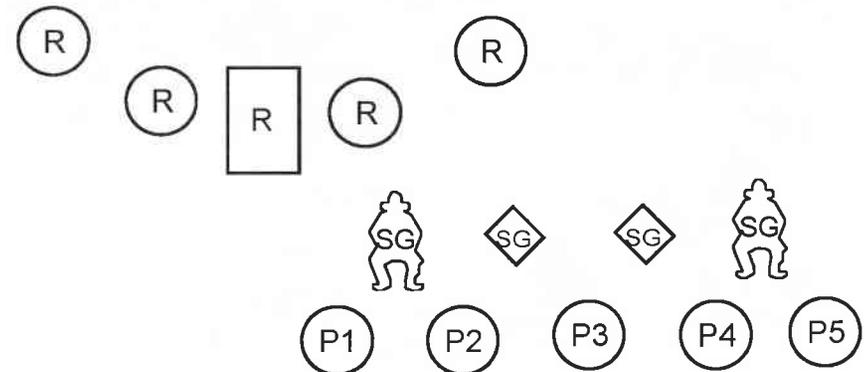
Shooter – Starts at left stage with rifle at port arms.
Pistols – Holstered and loaded with 5 rounds each.
Rifle – Loaded with 10 rounds.
Shotgun – Open and empty staged on table.

Ammo

10 Pistol
10 Rifle
4 + Shotgun

Procedure:

- Shooter starts with rifle held at port arms, and says, "WHAT WE HAVE HERE IS A MISSOURI BOAT RIDE" to start the clock.
- At the beep sweep the rifle targets twice with no double tapping. Move to table put rifle on table, action open.
- Draw 1st pistol and sweep pistol targets left to right.
- Draw 2nd pistol and repeat.
- Move to shotgun and shoot the 4 shotgun targets in any order.



STAGE 5

**SPONSORED BY
UNITED
CONSTRUCTION
&
DR JOHN BARNES
DDS**



STAGE 5 NED FRESH HORSES

While slipping through the countryside Josey Wales comes across the Indian Lone Watie. After sneaking up on Lone Watie he determines the Indian is friendly, and listens to his story. Lone Watie describes his peoples' plight and the plight of his horse. "I DIDN'T SURRENDER, BUT THEY TOOK MY HORSE AND MADE HIM SURRENDER. They have him pulling a wagon on in Kansas I bet."

Staging:

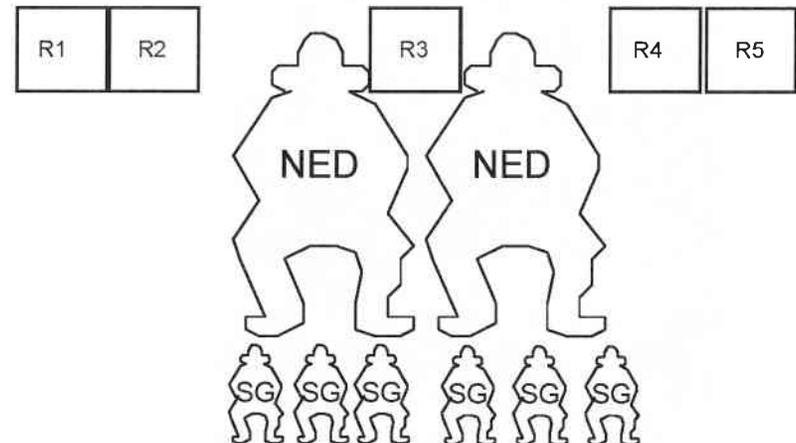
Shooter -- Starts behind and in center of wagon.
Pistols -- Holstered and loaded with 5 rounds each.
Rifle -- Loaded, 10 rounds, on either end of wagon.
Shotgun -- Open, empty staged on either end of wagon.

Ammo

10 Pistol
10 Rifle
6 + Shotgun

Procedure:

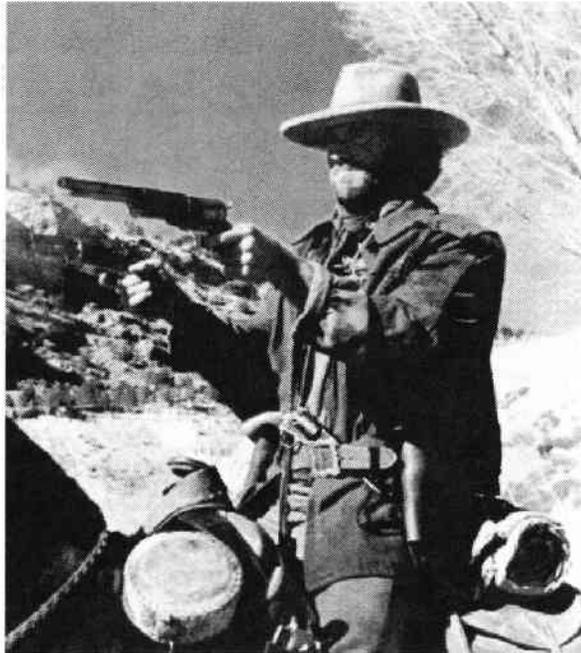
- Shooter says the line "I DIDN'T SURRENDER, BUT THEY TOOK MY HORSE AND MADE HIM SURRENDER," to start the clock.
- At the beep draw 1st pistol and engage Big Ned with 5 rounds.
- Draw 2nd pistol and engage the OTHER Big Ned with 5 rounds.
- Retrieve rifle and double tap the rifle targets in any order.
- Retrieve shotgun and shoot the 6 shotgun targets in any order.



STAGE 6

SPONSORED BY

**JACKSON'S
WESTERN STORE**



STAGE 6 CEMETERY TROUBLE IN TEXAS

Josey joins Bloody Bill's Guerrillas and together they ride through Missouri seeking and exacting revenge. Bloody Bill Anderson played the most violent role of the entire war, and did so with a vicious abandon that spread fear throughout the land. Bloody Bill met his demise at the young age of 26 while charging into an ambush.

Staging:

Shooter – Standing in front of P2.
Pistols – Holstered and loaded with 5 rounds each.
Rifle – Loaded with 10 rounds staged on table.
Shotgun – Open and empty staged on table.

Ammo

10 Pistol
10 Rifle
4+ Shotgun

Procedure:

- Shooter says "LET 'EM KNOW WE'VE BEEN HERE," to start the clock.
- Draw 1st pistol engage pistol targets in a Nevada sweep from either end.
- Draw 2nd pistol engage pistol targets in a Nevada sweep from either end.
- Retrieve rifle and shoot targets in a continuous Nevada sweep.
- Retrieve shotgun and shoot the 4 shotgun targets in any order.

R1

R2

R3

R4

SG

SG

SG

SG

P1

P2

P3

STAGE 7

SPONSORED BY
TWO PONIES



STAGE 7 TWO PONIES SALOON COMANCHEROS

Grannie Jayhawker and her band have been taken by Comancheros to sell to Ten Bears. Lone Watie also “falls” into their lair. Josey has to ride to their rescue. There are many bad guys, and it will take all your firearms to reckon with them.

Staging:

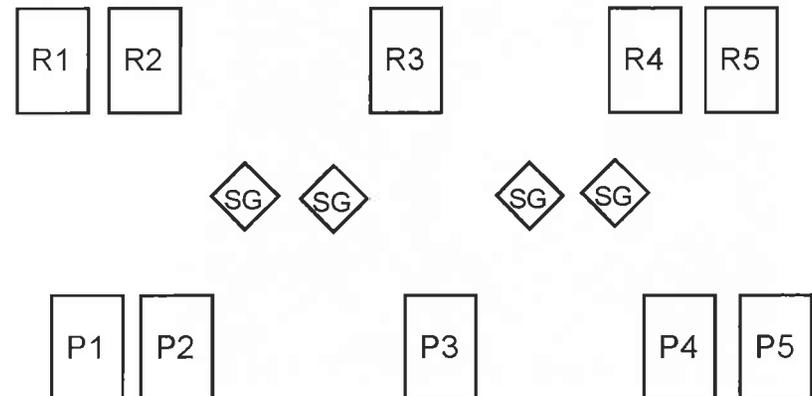
Shooter – Starts standing with hands on the saloon doors.
Pistols – Holstered and loaded with 5 rounds each.
Rifle – Loaded with 10 rounds staged on bar.
Shotgun – Open and empty staged on bar.

Ammo

10 Pistol
10 Rifle
4+ Shotgun

Procedure:

- Shooter says “HELL IS COMIN’ TO BREAKFAST” to start the clock.
- At the buzzer go through the saloon doors to the bar.
- Draw 1st pistol and engage pistol targets in a sweep from left to right.
- Draw 2nd pistol and repeat.
- Retrieve rifle and sweep the 5 rifle targets from left to right twice.
- Retrieve shotgun and shoot the 4 shotgun targets in any order.



STAGE 8

SPONSORED BY COWBOY AGAIN 1890 GUNSMITHING



STAGE 8 PARLOR HOUSE PEARL'S LOST LADY SALOON

In the Saloon at Santa Rio, Josey is sharing a case of Comanchero whiskey with what is left of the local town folk. A man walks in and confronts Josey. He says, "You're wanted, Wales." Josey replies "Reckon I'm right popular. You a bounty hunter?" the man replies, "A man's gotta do somethin' for a livin' these days." Josey tells him "DYING AIN'T MUCH OF A LIVIN'."

Staging:

Shooter – Standing left stage in front of P2.
Pistols – Holstered and loaded with 5 rounds each.
Rifle – Loaded with 9 rounds staged on center table.
Shotgun – Open and empty staged on table on right.

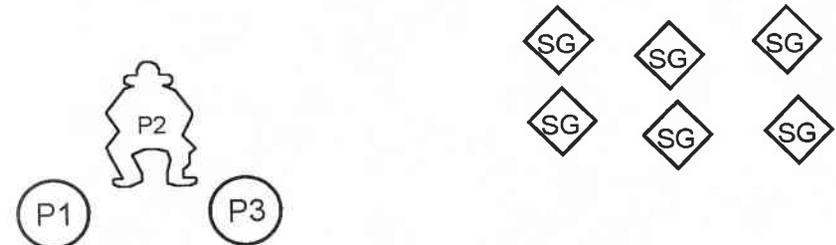
Ammo

10 Pistol
9 Rifle
6+ Shotgun

Procedure:

- Shooter says "DYING AIN'T MUCH OF A LIVIN'," to start the clock.
- Draw 1st pistol and engage pistol targets in a Nevada sweep starting on the left.
- Draw 2nd pistol and repeat.
- Move to rifle and triple the 3 targets in any order.
- Move to shotgun rack and shoot the 6 shotgun targets in any order.

R1 R2 R3



STAGE 9

SPONSORED BY

LOG CABIN
STORE



STAGE 9 JAILHOUSE SHOOTOUT WITH THE BLUE COATS

One bounty hunter escapes from Santa Rio to alert Captain Terrill of Josey's whereabouts. Terrill spits, "Ain't a hard man to track, leaves dead men wherever he goes." Josey prepares for battle and advises, "Now remember, when things look bad and it looks like you won't make it, then you got to get mean. I mean plumb, mad dog mean! Because if you lose your head and give up, then you neither live nor win, that's just the way it is!"

Staging:

Shooter: Starts in the Jail cell holding door closed.

Pistols: Holstered and loaded with 5 rounds each.

Shotgun: Open and empty staged on table.

Rifle: Loaded with 10 rounds staged on table.

Ammo

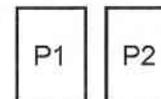
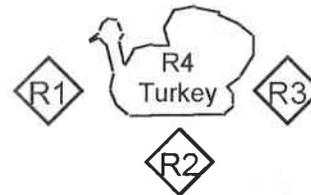
10 Pistol

10 Rifle

4+ Shotgun

Procedure:

- Shooter says, "NEVER GIVE UP!" to start the clock.
- At the buzzer shooter moves to firing line.
- Draw 1st pistol and alternate targets starting on either target.
- Draw 2nd pistol and alternate targets starting on either target.
- Retrieve rifle and engage rifle targets in this order: R1-R1-R2-R2-R3-R3-R4-R4-R4-R4.
- Retrieve shotgun and shoot the 4 shotgun targets in any order.



STAGE 10

SPONSORED BY
LADY IN BLACK



STAGE 10 CORRAL CAPTAIN REDLEGS TERRILL GETS HIS!

While the battle with the Blue Bellies rolls on, the coward Captain Terrill retreats to Santa Rio with Josey hot on his trail. After facing Terrill down and dry firing all 24 chambers in his pistols, Josey runs Terrill through with his own sword.

Staging:

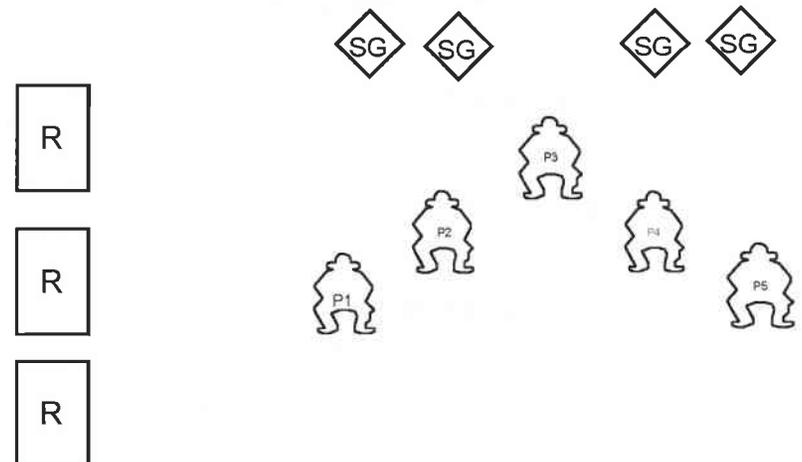
Shooter – Standing at table rifle at cowboy port arms.
Pistols: – Holstered and loaded with 5 rounds each.
Rifle – Loaded with 9 rounds staged in shooters hands.
Shotgun – Open and empty staged on other table.

Ammo

10 Pistol
9 Rifle
4+ Shotgun

Procedure:

- Shooter says the line "A SWORD IS ALWAYS LOADED" to start clock.
- At the beep triple tap the 3 rifle targets in any order. Lay rifle down on table action open.
- Move to pistol targets and sweep pistol targets from either end.
- Draw 2nd pistol and sweep pistol targets from either end.
- Retrieve shotgun and shoot the 4 shotgun targets in any order.



**SPECIAL THANKS TO
OUR
OUR MAIN MATCH
SPONSOR
WOODY ANDERSON
FORD**

PLEASE BE SURE TO VISIT OUR VENDORS.

Woody Anderson Ford
1-800-457-1383

Lady in Black
205-384-9811

Lakeside Trading Post
256-622-0085

J and S Pawn & Gun
205-680-1215

Eargasmic Earplugs
770-540-7612

Brims & Trims
423-728-4830

Diane & Floyd Pirtle
256-776-0897

Eye Magic
662-252-7219

Sawyer's Shooting School
256-489-2955

Mosen Bella
270-816-2119

Saddlebag Bullets
256-776-4909

B & B Enterprises LLC
256-533-6228

Heavy Tractor & Equipment
256-878-1631

Jackson's Western Store
866-254-1812

Buffalo Western Wear
877-915-0732

**Cherokee Indians Tribe
of Northeast AL**
205-681-1010

True Western Merchantile
931-752-8272

Blue Mist Creations
205-446-8412

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 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

**Extreme Rimfire – Lever Action or Pump Rifle at
50 Yards
22 Cal. Shooting Gallery (Must Use Club Ammo)**

Long Range Rifle Big Bore Lever Action

Long Range Big Bore Single Shot

Long Range Rifle Pistol Caliber

3 Stage Black Powder

3 Stage Wild Bunch

Long Range Pistol

Speed Shotgun

Fastest 3 Gun

Speed Pistol

Speed Rifle

Secret Stage

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 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 is under the age of 16.

Best Dressed Town Lady

Best Dressed Town Gentleman

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

Working Cowgirl

Working Cowboy

Classic Cowgirl

Classic Cowboy

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.

Mountain man

Dresses in period correct Mountain man attire.

Working Military

Representation of a day to day uniform

| 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

Thursday, October 1, 2009

7:30 a.m. Breakfast Available
 9:00 a.m. – 12:00 Noon R.O I Course
 12:00 Noon Lunch Available
 1:00 p.m. – 4:30 p.m. R. O. II Course
 6:00 p.m. Hospitality Night Free Dinner at the Pavilion

Friday, October 2, 2009

7:30 a.m. Breakfast Available
 8:30 a.m. – 6:00 p.m. Check-in and Pick Up Shooter Packet
 9:00 a.m. – 5:00 p.m. Vendors Open
 9:00 a.m. – Noon Pistoleer's Free Shooting School for Ladies (Bring Guns & Ammo.)
 9:30 a.m. – Noon Side Matches Open (See Side Match Insert)
 12:00 p.m. Lunch Available
 1:00 p.m. – 4:00 p.m. Side Matches
 6:00 p.m. Catfish and Chicken Dinner (At your expense)
 7:00 p.m. The Bobcat Sparks Memorial Poker Tournament under the Pavilion
 Bingo Under the Pavilion

Saturday, October 3, 2009

7:00 a.m. – 8:00 a.m. Breakfast Available
 7:00 a.m. – 8:00 am. Registration Open
 8:00 a.m. – 5:00 p.m. Vendors Open
 8:15 a.m. – 8:45 a.m. MANDATORY Safety Meeting and Opening Ceremonies
 8:45 a.m. – 12:45 p.m. Four Main Stages
 12:45 p.m. – 1:45 p.m. Lunch
 1:45 p.m. – 3:45 p.m. Remaining Two Main Stages for Saturday
 6:00 p.m. – 7:00 p.m. Hospitality at Goose Pond Civic Center
 7:00 p.m. Dinner at Goosepond Civic Center Costume Contest Awards and Door Prize Drawings
 MUST BE PRESENT TO WIN.

Sunday, October 4, 2009

7:00 a.m. Breakfast Available
 8:00 am. Cowboy Church Under the Pavilion
 With Cree Vicar Dave
 8:45 a.m. – 12:45 p.m. Final Four Main Stages
 12:45 p.m. Lunch
 1:45 p.m. Brass Auction (To Benefit Boy Scouts)
 2:00 p.m. Awards Ceremony and Farewell