

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 14th Annual

AMBUSH

AT

CAVERN COVE

The 2010 Alabama State Championships

A

Fistful

Of

TV Westerns

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

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.

**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- Lawman Mark

Vice President-Two Ponies

Territorial Governor- Marshal TKD

Stage Marshal- El Camino

Property Marshal- Licksillet Charley

Awards Marshal- Granna

Treasurer-Shez Lethal

Secretary-Drake Robey

Range Marshal- Cool Waters

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 Night Dinner- Woody Anderson Ford

Friday Poker Tournament- Grizzly Grady

Spirit Of The Game Awards Two Ponies & Two Ponies Gal

Main Match Awards Two Ponies & Two Ponies Gal

Registration & Shooters package- Huckleberry Moonshine

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

STAGE 1

TWO PONIES GAL SALON

YANCY DERRINGER

SPONSORED BY

TWO PONIES GAL

Yancy Derringer is a gentleman adventurer. He is a former Confederate Army officer who has returned to New Orleans, Louisiana, after the Civil War. Widely respected by all parts of New Orleans society, he is asked by the city administrator, John Colton, to work as an secret agent at no pay, and only Colton knows of Yancy's special work for his office. Yancey has steamed up the Tennessee river on his Steamboat the Sultana investigating a counterfeiting ring out of Cavern Cove. The source of the counter fit bills has been traced to Two Ponies Gal Salon. Yancey is in the process of destroying the printing presses when Two Ponies Gal comes in.



Staging:

Shooter Standing at left window rifle at Cowboy port arms.

Pistols: Holstered and loaded with 5 rounds each

Shotgun: Open and empty staged in left window.

Rifle: Loaded with 10 rounds held at Cowboy port arms.

Ammo

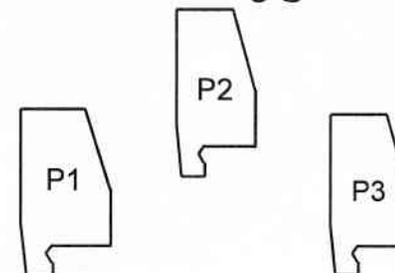
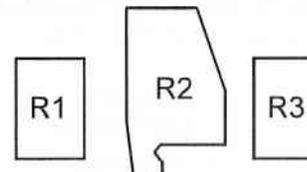
10 Pistol

10 Rifle

6 + Shotgun

Procedure:

- Shooter says "There will be no more funny money from here" to start the clock.
- Starting on R2 Nevada sweep the rifle targets in any direction, no double tapping.
- Get shotgun and down SG1 and SG2, move with shotgun to center window and down SG3 and SG4, shotgun down.
- Pull 1st pistol and starting on P2 Nevada sweep the pistol targets in any direction. Pull 2nd pistol and repeat.
- Retrieve shotgun and move to right window and down SG5 and SG6.

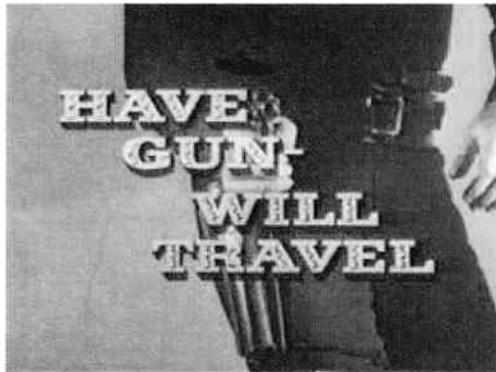


STAGE 2

MERCANTILE

HAVE GUN WILL TRAVEL SPONSORED BY TRUE WEST MERCANTILE

Paladin charges steep fees for his services — typically a thousand dollars a job. His primary weapon was a custom-made .45 caliber Colt Single Action Army revolver that was perfectly balanced and of excellent craftsmanship. Paladin has been wired to come to the sweet little town of Cavern Cove, to help the local merchant, Major Dundee. Carpetbaggers from New York City have been forcing the Major to pay "Protection" money. Paladin won't stand for this, especially from somebody from New York City!



Staging

Shooter: Standing in doorway, hands loose at side.

Pistols: Holstered and loaded with 5 rounds each

Rifle: Loaded with 10 rounds staged on table.

Shotgun: Open and empty staged on table.

Ammo

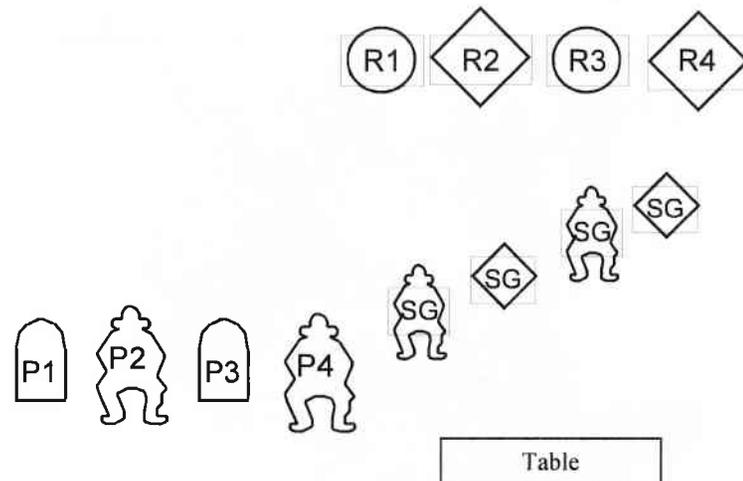
10 Pistol

10 Rifle

4 + Shotgun

Procedure:

- Shooter says "NEW YORK CITY", to start the clock.
- Move to center of pistol targets, pull 1ST pistol and shoot the pistol targets in the following order, P1-P1-P1-P2-P2.
- Pull 2nd pistol and engage P3-P3-P3-P4-P4.
- Retrieve rifle and shoot the rifle targets :R1-R1-R1-R2-R2-R3-R3-R3-R4-R4..
- Retrieve shotgun and shoot the 4 shotgun targets in any order.



STAGE 3

THE BANK

THE LONE RANGER

SPONSORED BY

STARLINE BRASS &

PEOPLES STATE BANK

Criminal elements have been drifting south since the War Between the States has ended. The Cavendish gang has decided that the small bank located in Cavern Cove will be easy pickings. Unbeknownst to the misguided robbers, this is the very bank used by the Lone Ranger and Tonto for their 401K. The Masked Man and his faithful sidekick arrive to find a robbery in progress at the teller's cage, and quickly let the robbers know the cash in this bank belongs to them!



Staging

Shooter: Standing in doorway, hands loose at your side.

Pistols: Holstered and loaded with 5 rounds each

Shotgun: Open and empty staged on counter.

Rifle: Loaded with 10 rounds staged on the counter.

Ammo

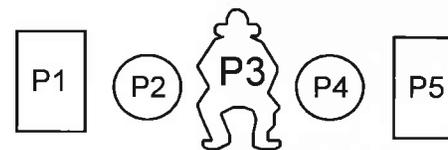
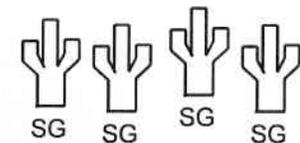
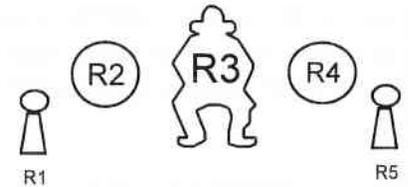
10 Pistol

10 Rifle

4+ Shotgun

Procedure:

- Shooter says "THAT'S OUR MONEY", to start the clock.
- Move to center bars, draw your first pistol (s) shoot the targets in the following order, P1-P2-P3-P4-P5.
- Draw second pistol and shoot P3- 5 times.
- Move to counter, retrieve rifle and shoot the rifle targets in the following order, R1-R2-R3-R4-R5-R3-R3-R3-R3.
- Retrieve shotgun and shoot the 4 shotgun targets in any order.
- After the last shot is fired say "WHO WAS THAT MASKED MAN?"
Posse members may say it for you if you forget!



Teller bars

Counter

STAGE 4

BARBER SHOP

BONANZA

SPONSORED BY

LADY IN BLACK

Ben, Little Joe, Hoss and Adam are sick to death of riding fence on their huge ranch. Since its Saturday night, they decide to get cleaned up with the works...a bath, haircut and shave. While in the Barber's chair with hot towels covering their faces, the Cartwright's hear Land Agents for the Great Northern Railroad planning to cut a track directly through the center of the Ponderosa. Hearing all he can stand, Hoss punches one of the land agents and knocks him out. The other land agents draw pistols and start shooting.



Staging

Shooter: Sitting in barber chair with hat held in front of face with both hands.

Pistols: Loaded with 5 rounds each holstered.

Rifle: Loaded with 10 rounds staged on table.

Shotgun: Open and empty staged on table.

Ammo

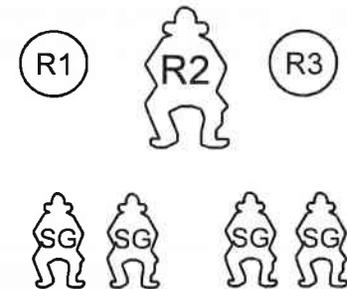
10 Pistol

10 Rifle

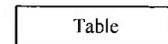
11 4+ Shotgun

Procedure:

- Shooter says "NO TRACK TODAY" to start the clock.
- At the beep, place your hat on your head, stand up.
- With your pistols shoot the targets 2 times in the following order, P1-P2-P2-P2-P3
- Move to table retrieve rifle and shoot the targets 2 times in the following order, R1-R2-R2-R2-R3.
- Retrieve shotgun and shoot the 4 shotgun targets in any order.



Barbers Chair



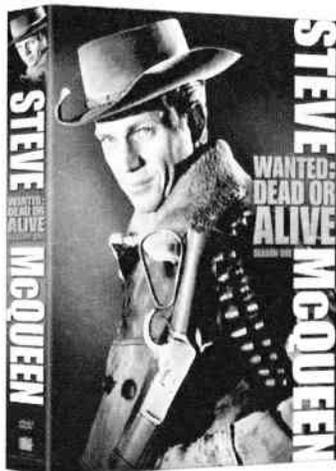
Table

STAGE 5

BIG NED

WANTED DEAD OR ALIVE SPONSORED BY DR JOHN BARNES DDS

As a bounty hunter, Josh Randall and his twenty shot .30-30 mare's leg rifle have travelled most of the southeast. Josh has been in search of the most famous outlaws the area has ever known, and they are rumored to be holed up in Cavern Cove. This notorious gang is lead by Bad Bernie, and Josh knows they will never surrender without a fight. Josh comes prepared with all the guns and ammo he can find. An innocent bystander asks how he's gonna haul all that iron and lead, and Josh says, "I'm gonna need a wagon!"



Staging

Shooter: Starts behind wagon anywhere.

Pistols: Holstered and loaded with 5 rounds each
Shotgun: Open and empty staged on either end of wagon.

Rifle: Loaded with 10 rounds staged on either end of wagon.

Ammo

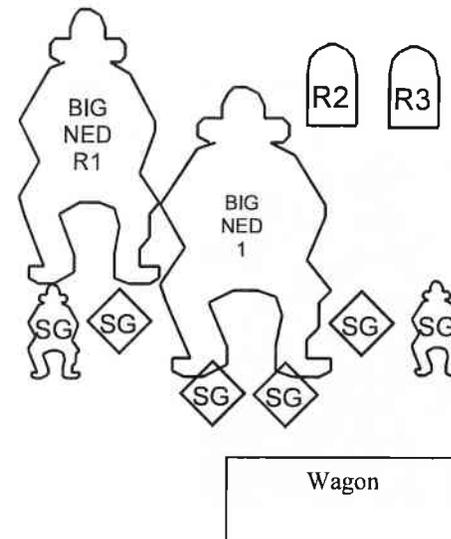
10 Pistol

10 Rifle

6 + Shotgun

Procedure:

- Shooter starts behind wagon anywhere, shooter says "I'M GONNA NEED A WAGON" to start the clock.
- At the beep with your pistols engage Big Ned 1 with 10 rounds.
- Get rifle and engage the 3 rifle targets in a Nevada sweep from either end double tapping.
- Get shotgun and down the 6 shotgun targets any order.



STAGE 6

THE CEMETERY

ROY ROGERS SHOW

SPONSORED BY

JACKSON WESTERN WEAR

Roy and Gabby are bouncing along in old Nelly Belle. They are looking for a rustler that stole Roy's favorite guitar during a Sons of the Pioneers barn dance. When they stop near Boot Hill to let Nelly Belle cool off a mite, they hear someone plucking out a most horrible tune. Roy decides to investigate, but Gabby thinks they are hearing a spook, and stays behind Roy.



Staging.

Shooter: Standing at middle of fence, hands loose at side.

Pistols: Holstered and loaded with 5 rounds each

Rifle: Loaded with 10 rounds staged on table.

Shotgun: Open and empty staged on table.

Ammo

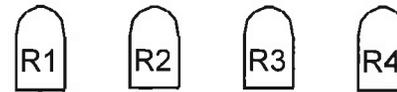
10 Pistol

10 Rifle

4+ Shotgun

Procedure:

- Shooter says "ARE YOU READY ROY" to start the clock.
- With pistols shoot the pistol targets in following sweep, P1-P2-P2-P3-P3-P3-P4-P4-P4-P4
- Retrieve rifle and engage rifle targets in the following sweep, R1-R2-R2-R3-R3-R3-R4-R4-R4-R4
- Retrieve shotgun and shoot the 4 shotgun targets in any order.



Table

STAGE 7

TWO PONIES SALOON

GUN SMOKE SPONSORED BY TWO PONY'S

Marshal Dillon, Festus, Doc Adams and Miss Kitty are all having a cool one in the Long Branch Saloon. All of a sudden, Chester busts in, shouting "Marshal Dillon...Marshal Dillon...the Wartrace gang are riding into town...with whiskey on their breath and trouble in their heads...and they are armed to the teeth".



Staging

Shooter: Starts with hands flat on bar.

Pistols: Holstered and loaded with 5 rounds each.

Rifle: Loaded with 10 rounds staged on bar.

Shotgun: Open and empty staged on bar.

Ammo

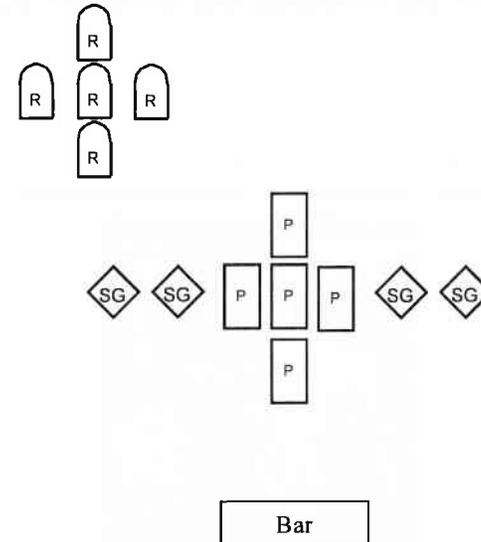
10 Pistol

10 Rifle

4+ Shotgun

Procedure:

- Shooter says "Mister Dillon, Mister Dillon the War Trace gang is in town!" to start the clock, at the beep:
- Draw 1st pistol and engage the pistol targets in a horizontal Nevada sweep from either end.
- Draw 2nd pistol and engage pistol targets in a vertical Nevada sweep from either end.
- Retrieve rifle and engage rifle targets in a horizontal Nevada sweep from either end with 5 rounds, then engage the rifle targets in a vertical Nevada sweep from either end with 5 rounds.
- Get shotgun and shoot the 4 Shotgun targets in any order.



STAGE 8

PEARLS PARLOR HOUSE

THE WILD WILD WEST

SPONSORED BY
COWBOYS AGAIN

Secret Service Agents James West and Artemus Gordon have arrived at Cavern Cove in their private train, the Wanderer. True to Artemus's appetite for beautiful young ladies and rowdy entertainment, the two of them head for Parlor house Pearl's. They are met at the door by the Tango Kid, who informs them that Doctor Loveless has taken over the joint. Loveless is building some sort of malicious machine to start a drought by controlling the weather. The agents step through the door and announce that this has to stop!



Staging

Shooter: Standing in the door.

Pistols: Holstered and loaded with 5 rounds each.

Rifle: Loaded with 10 rounds staged on left table.

Shotgun: Staged on left table

Ammo

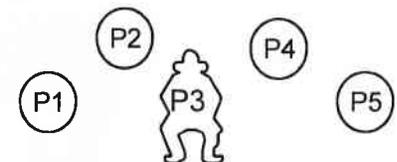
10 Pistol

10 Rifle

4+ Shotgun

Procedure:

- Shooter says "WE'RE GONNA RAIN ON YOUR PARADE" to start the clock.
- Move to center of pistol targets and with your pistols and shoot the pistol targets in the following order, P1-P5-P2-P4-P-3 2 times.
- Move to the left of stage retrieve rifle and shoot the targets R1-R5-R2-R4-R3 double tapping.
- Retrieve and shoot the 4 shotgun targets in any order.



Table

Door

STAGE 9

THE JAIL

JOHNNY YUMA

SPONSORED BY

LOG CABIN STORE

Johnny Yuma has just escaped from the clutches of the famous Kiowa chief, Santana. He is put upon by no-good, egg sucking local ruffians who hate Johnny for not killing Santana during his escape. They put Johnny in jail, planning on holding him until he reveals the chief's hiding place. Unfortunately for the ruffians, they put Johnny's guns and sawed off shotgun on a table just a little too close to the cell. Asked again about Santana's whereabouts, Johnny says, "I'll never tell" and makes his move!



Staging:

Shooter: Starts inside closed cell door hands on cell door.

Pistols: Loaded with 5 rounds each staged on table.

Rifle loaded with 10 rounds staged on table.

Shotgun: Open and empty staged on jail table.

Ammo:

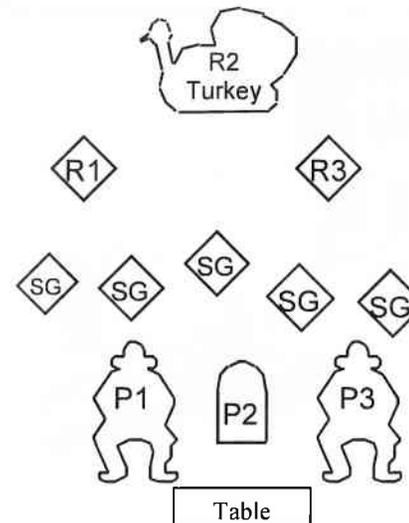
10 Pistol

10 Rifle

5+ Shotgun

Procedure:

- Shooter says "I'LL NEVER TELL" to start the clock.
- At the beep open the jail door, move to table, retrieve 1st pistol and shoot the targets in the following order, P1-P1-P1-P1-P2 holster or restage pistol on table.
- Retrieve 2nd pistol and shoot the targets in the following order, P3-P3-P3-P3-P2, holster or restage pistol on table.
- Retrieve rifle and shoot the targets in the following order, R1-R1-R1-R1-R2-R3-R3-R3-R3-R2
- Get shotgun and down the 5 shotgun targets any order.



STAGE 9.5

SAW MILL

WAGON TRAIN

SPONSORED BY

CHEROKEE CHARLIE

Our local Wagon master, Cool Waters of the Cavern Cove Wagon Train will be right back with scenes from this week's episode! Just do what Cool says!!!

Staging:
Where ever Cool
Waters tells ya.

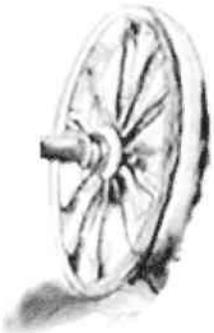
Ammo

10 Pistol
10 Rifle
4+ Shotgun
But maybe
more.

Procedure:

- Well we would like to able to give you a heads up on this but the devious one says it is a secret until your posse shoots the stage.
- This not scored for your main match time.

**WAGON
TRAIN**



STAGE 10

THE OPEN RANGE

THE RIFLEMAN

SPONSORED BY
CLAYTON HOMES

Homesteader Lucas McCain and his son Mark have just finished rebuilding their home in the town of North Fork, New Mexico Territory. Bandits from south of the border are threatening to burn Lucas out after all his hard work. Even though Lucas is vastly outnumbered, his modified multi-shot big loop Winchester '92 takes up the slack with these unlucky bandits!

The Rifleman



Staging:

Shooter: Starts Standing at table.

Rifle: Loaded with 10 rounds held at port arms.

Pistols: Holstered and loaded with 5 rounds each.

Shotgun: Open and empty staged on right table.

Ammo

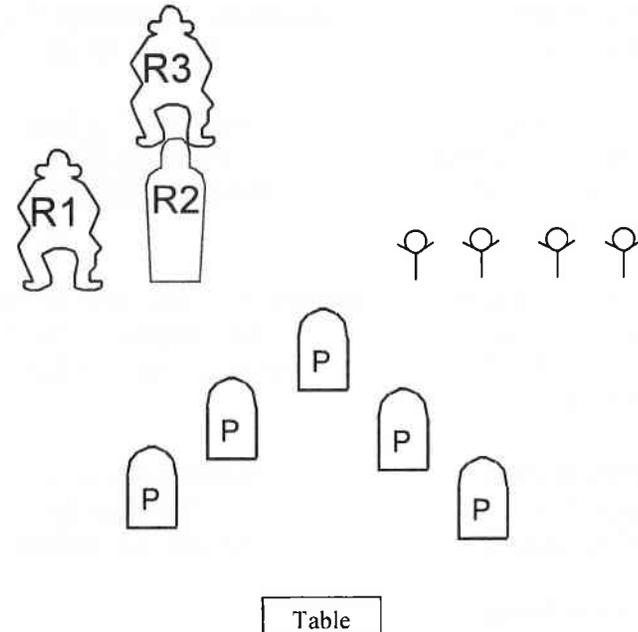
10 Pistol

10 Rifle

4+ Shotgun

Procedure:

- Shooter says "Nobody's gonna burn us out" to start the clock. At the beep with rifle shoot the 5 plates off the Texas Star, dump any remaining rounds on the lone bandit up the hill, rifle down on left table.
- Move to center of pistol targets and with pistols shoot the pistol targets with 2 rounds each any order.
- Move to right table and retrieve shotgun and shoot the 4
- shotgun targets any order.



MATCH VENDORS

Bootleggers BBQ
New Hope, AL
256-990-5056

Saddlebag Bullets
13 Collins St.
Woodville, AL 35772
256-776-4909

True West Mercantile
3341 Leatherwood Ford Road
Jamestown, TN 38556
931-752-8272

Wellness Works
408 Randles Road
Grant, AL 35747
256-468-1957

Eargasmic Earplugs
5009 Peach Mountain Circle
Gainesville, GA 30507
770-540-7612

Jackson's Western Store
641 Patton Avenue
Asheville, NC 28806
866-254-1812

Buffalo Western Wear
P.O. Box 134
Conyers, GA 30012

When Pigs Fly Forge
3281 N. Sibert Street
Hokes Bluff, AL 3590

CAPS Tongue Flapping Fry Bread
8055 New Liverty Rd.
Jacksonville, AL 36265

Woody Anderson Ford
2500 Jordan Lane
Huntsville, Alabama 35816.
1-800-457-1383

Lady in Black
5949 Curry Highway
Jasper, AL 35503
205-384-9811

Heavy Tractor & Equipment
US Hwy 431
Albertville, Alabama, 35950
256-441-3118

Redwing Trading
PO Box 221
Kimball, NE 69145

Blackwater Old West Mercantile
1013 Eastside Road
Ashland City, TN 37015

Keshena Jewelry
75 Oakview Dr.
Ashville, AL 35953

STAGE SPONSORS

Stage 1
Two Ponies Gal Salon
Two Ponies Gal
138 Greenbriar Road
Gadsden, AL 35901
256-413-7607

Stage 2
Mercantile
True West Mercantile
3341 Leatherwood Ford Road
Jamestown, TN 38556
931-752-8272

Stage 3
People's State Bank of Commerce
People's State Bank of Commerce
PO Box 100
Grant, AL 35747
256-728-4213

Stage 4
Barber Shop
Lady in Black
5949 Curry Highway
Jasper, AL 35503
205-384-9811

Stage 5
Ned
Dr John Barnes DDS
915 Bob Wallace Avenue,
Huntsville, AL 35801
256-539-7000

Stage 6
Cemetery
Jackson's Western Store
641 Patton Avenue
Asheville, NC 28806
866-254-1812

Stage 7
Two Ponies Saloon
Two Ponies
138 Greenbriar Road
Gadsden, AL 35901
256-413-7607

Stage 8
Pearl's Parlor House
Cowboy's Again Gunsmithing
44 Circle 1
Shelby, AL 35143
205-670-9090

Stage 9
Jail
Log Cabin Store
10137 Highway 72
Woodville, AL 35776
256-776-0045

Stage 9.5
Secret Stage- Cavern Cove
Cherokee Charlie
Gainsville, GA 30506
770-532-3721

Stage 10
Clayton Homes
8691 US HWY 431
Albertville, AL 35950
256-878-1282

**SPECIAL THANKS TO OUR
MATCH SPONSORS**

Woody Anderson Ford



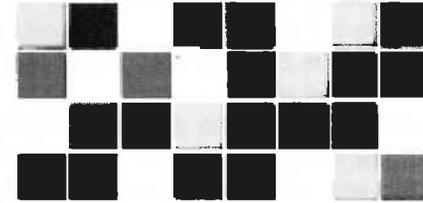
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MEDICAL EMERGENCY PLAN

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. We will have a Para-medical team on site during all shooting activities. Med Flight is 8 to 10 minutes away and the Ambulance service is 15 to 20 minutes away.

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 Lawman Mark and the posse leader 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 a 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

Speed Rifle

Speed Pistol

Fastest 3 Gun

Speed Shotgun

22 Shooting Gallery

Cherokee Charlie's 22 Side Match

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, September 30th, 2010

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 1st, 2010

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 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
 5:00 p.m. Posse Marshal Walk Through
 5:30 p.m. All firearms locked up, drinking can commence except for people shooting the night shoot
 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
 Night shoot
 Dark 30

Saturday, October 2nd, 2010

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 Goose pond Civic Center Costume Contest Awards and Door Prize Drawings
 MUST BE PRESENT TO WIN.

Sunday, October 3rd 2010

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

