

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 16th Annual
AMBUSH
AT
CAVERN COVE
The 2012 Alabama State Championships



**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–El Camino

Territorial Governor– Marshal TKD

Stage Marshal– Tuff Stuff

Property Marshal– Lickskillet Charley

Awards Marshal– Granna

Treasurer–Shez Lethal

Secretary–Drake Robey

Range Marshal– Badger McNeely

Committee Chairpersons:

Banquet - Diamond Deb

Side Matches- Andrew Quigley

Vendors and Stage Sponsors- Granna

Camping- Uncle Frank

Thursday Night Dinner- Woody Anderson Ford

Friday Poker Tournament– Drake Robey

Spirit Of The Game Awards Blue Wolf

Main Match Awards Granna

Registration & Shooters package- Huckleberry Moonshine

Special thanks to the

Vietnam Veteran of America, Chapter 511 in Athens

For the donation towards door prizes.

An extra special thanks to all our Veterans who are shooting with us this weekend.

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

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 is a stage DQ.
- Breaking the 170 degree plane with any firearm a stage DQ
- 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 Match Director 1st and posting a \$50 bond. A panel of three TG'S will consider the appeal. The Decision of the panel will be final. The bond will be forfeited if the ruling is upheld. If you are disputing the call during the shoot let your Posse Marshal know you are leaving the stage. Your posse will not wait or hold up the shooting order for you during the appeal process.

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

(TWO PONIES GAL SALON)

FETTERMAN MASSACRE

SPONSORED BY
TWO PONIES GAL

In June 1866, Colonel Henry B. Carrington advanced from Fort Laramie into the Powder River country, the hunting grounds of the Lakota, Northern Cheyenne, and Northern Arapaho.

On November 3, a cavalry company numbering arrived to reinforce the fort. Accompanying the cavalry were Infantry Captains Fetterman and James W.

Powell. Fetterman had no experience fighting Indians, he was critical of Carrington's defensive posture and contemptuous of the Indian foe. He is reputed to have boasted, "Give me 80 men and I can ride through the whole Sioux nation."

December 21, 1866 Fetterman set out to relieve a wood cutting party that was under attack. He was lured into chasing a group of decoys. The decoys lead Fetterman into a Ambush where his entire command was wiped out.



Staging

Shooter: Standing in Doorway, Hands on Door Frame

Pistols: Loaded & holstered with 5 Rounds each

Shotgun: Open and empty staged on Table

Rifle: Loaded with 10 rounds staged on Table

Ammo

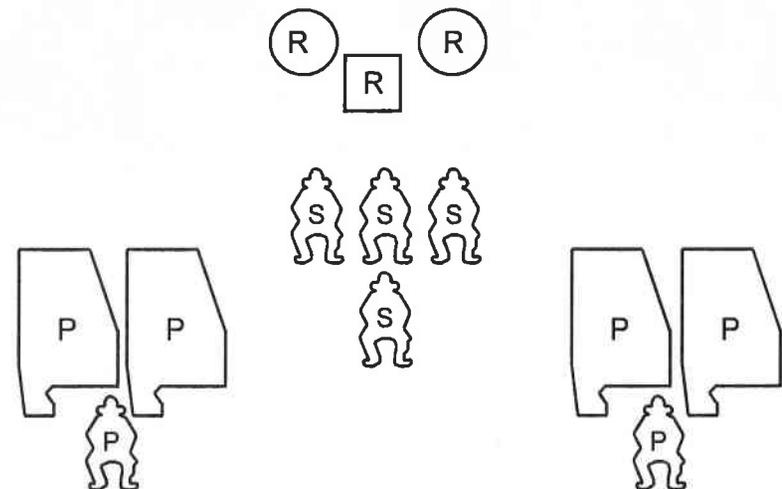
10 Pistol

10 Rifle

4 + Shotgun

Procedure:

- Gun order is Shooters Choice. Targets must be shot from the Window they are in front of.
- Shooter says: "Give me 80 men and I can ride through the whole Sioux nation." To start the clock.
- At the Beep starting with Gun of Choice shoot the two outside Pistol/Rifle Targets first, once each & then triple tap the middle Target. Then repeat the sequence .
- Shotgun Targets can be shot in any order.
- Note: RO'S if Rifle is shot last be sure last shot is picked up by the Timer.

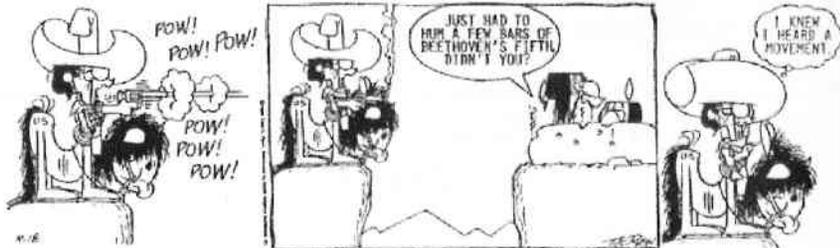
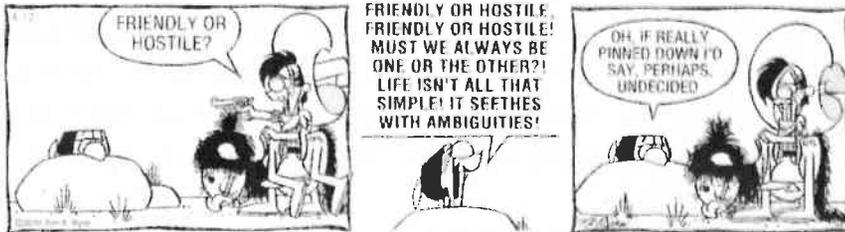


STAGE 2

(THE MERCANTILE)

TUMBLE WEEDS

SPONSORED BY
REDDING RELOADING EQUIPMENT

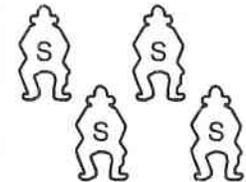


Staging
Shooter: Standing in Doorway, Hands on Door Frame
Pistols: Loaded & holstered with 5 Rounds each
Shotgun: Open and empty staged on Table
Rifle: Loaded with 10 rounds staged on Table

Ammo
10 Pistol
10 Rifle
4 + Shotgun

Procedure:

- Shooters says: " FRIENDLY OR HOSTILE" to start the clock
- At the Beep: Move to Table & with Rifle double tap each of the three Rifle Targets, then quad tap the center Target.
- Move in front of Pistol Targets & shoot each Target once & then double tap the center Target. Then repeat the sequence.
- Move in front of Shotgun Targets & shoot Shotgun Targets in any order.
- Note: You MUST be in the front of the Targets before engaging them.



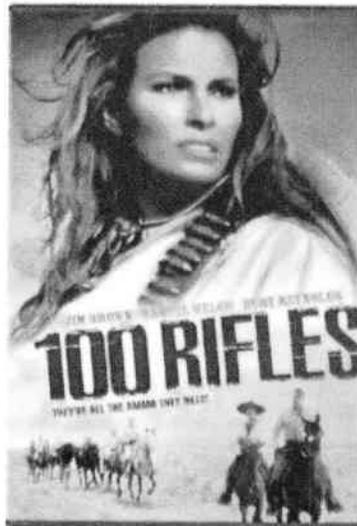
STAGE 3

(THE BANK)

100 RIFLES

SPONSORED BY
STARLINE BRASS

Yaqui Joe has made an illegal withdrawal of \$6,000 from the bank to buy rifles. Sarita (Raquel Welch) is the local woman who is friendly towards the Indian leaders. The battle ensues between the Indians and the government troops as Lyedecker and Joe form a temporary alliance to survive. They are captured by the troops, but the Indians instead of the calvary come to the rescue,



Staging

Shooter: Standing in Doorway Hands at side.

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

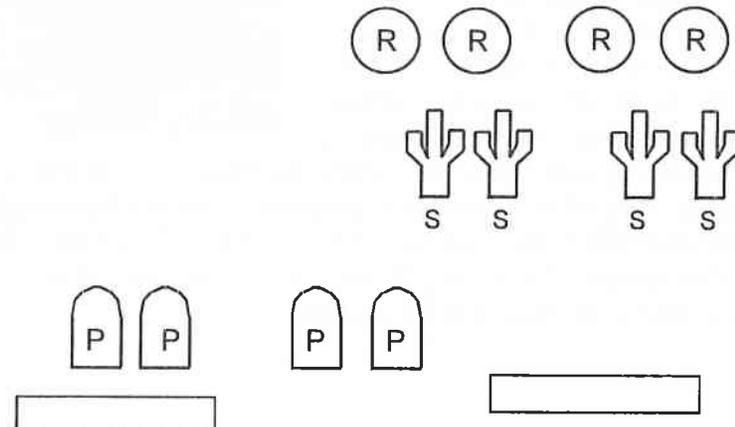
10 Rifle

4 + Shotgun

Procedure:

Gun order is Shooters Choice .

- Shooter says: "Gotta buy some rifles" To start the clock.
- At the Beep move to Teller Window or Table & with Gun of Choice shoot both Pair of Pistol/Rifle Targets in a 2-2-1 order.
- Shotgun Targets can be shot in any order.
- Note: When shooting Pistol Targets ,you must shoot thru the middle Bars on left pair of Targets & move to in front of right pair of Targets.



STAGE 4

(BARBER SHOP)

BATTLE OF GREASY GRASS

SPONSORED BY
LADY IN BLACK

The **Battle of the Little Bighorn**, also known as **Custer's Last Stand** and, by the Native Americans involved, as the **Battle of the Greasy Grass**, was an armed engagement between combined forces of Lakota, Northern Cheyenne and Arapaho people against the 7th Cavalry Regiment of the United States Army. The battle, which occurred on June 25 and 26, 1876 near the Little Bighorn River in eastern Montana Territory, was the most famous action of the Great Sioux War of 1876. It was an overwhelming victory for the Lakota, Northern Cheyenne, and Arapaho. Five of the Seventh's companies were annihilated; Custer was killed, as were two of his brothers, a nephew, and a brother-in-law. The total U.S. casualty count, including scouts, was 268 dead and 55 injured.

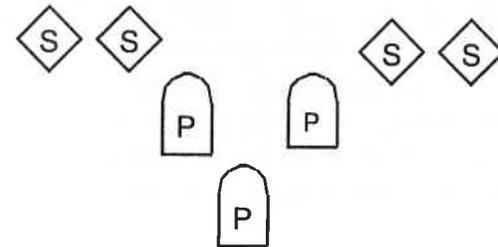
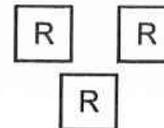


Staging
Shooter: Sitting in Barber Chair
Pistols: Holstered and loaded with 5 rounds each
Shotgun: Open and empty staged on Table
Rifle: Loaded with 10 rounds & held in Lap with both Hands, Barrel pointed down Range.

Ammo
10 Pistol
10 Rifle
4 + Shotgun

Procedure:

- Shooter says: "General Custer we got a problem!" To start the clock.
- At the Beep stand & shoot the three Rifle Targets in a double Tap center Nevada Sweep. Then move to Table.
- With Pistols shoot the three Pistol Targets in a center Nevada Sweep & then repeat the sequence.
- Shoot Shotgun Targets in any order.



STAGE 5

(BIG NED)

LITTLE BIG MAN

SPONSORED BY
DR JOHN BARNES DDS

Jack Crabb, looking back from extreme old age, tells of his life being raised by Indians and fighting with General Custer.

Scene at the Little Big Horn

Jack Crabb: General, you go down there.

General Custer: You're advising me to go into the Coulee?

Jack Crabb: Yes sir.

General Custer: There are no Indians there, I suppose.

Jack Crabb: I didn't say that. There are thousands of Indians down there. And when they get done with you, there won't be nothing left but a greasy stain. This ain't the Washite River, General, and them ain't helpless women and children waiting for you. They're Cheyenne brave, and Sioux. You go down there, General, if you've got the nerve.



Staging

Shooter: standing behind ol Nellie holding Rein's with one Hand & the other on Pistol

Pistols: Holstered and loaded with 5 rounds each
Shotgun: Open and empty staged on right side of Wagon

Rifle: Loaded with 10 rounds staged on left side of Wagon

Ammo

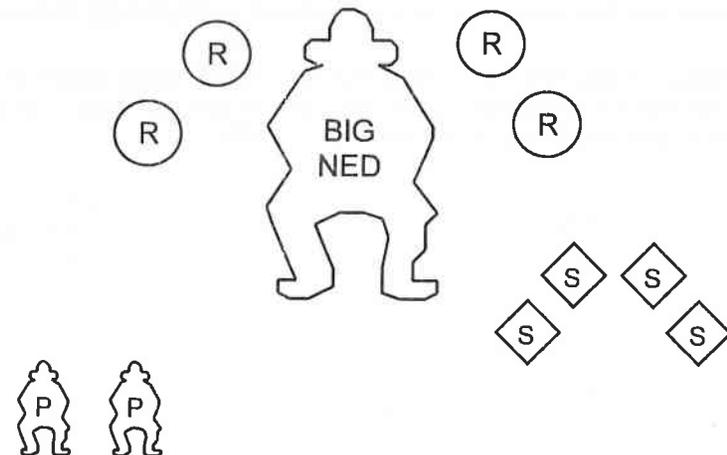
10 Pistol

10 Rifle

4 + Shotgun

Procedure:

- Shooter says "You go down there, General, if you've got the nerve."
- At the Beep with first Pistol shoot the Little Brothers in a 2-3 order from either direction.(You can drop the rein's if you want to)
- Move to Wagon & with second Pistol shoot Big Ned in a 2-3 from either direction .
- Pick up Rifle & shoot the two Rifle Targets on each side of Big Ned in a 2-3 order from either direction.
- Shoot Shotgun Targets in any order.



STAGE 6

(THE CHURCH)

BATTLE OF BIG DRY WASH

SPONSORED BY
BUFFALO WESTERN WEAR

In the middle of July, Na-tio-tish led his band up Cherry Creek to the Mogollon Rim, intending to reach General Springs, a well-known water hole on the Crook Trail. The Apaches noticed that they were trailed by a single troop of cavalry and decided to lay an ambush seven miles north of General Springs where a fork of East Clear Creek cuts a gorge into the Mogollon Rim. The Apaches hid on the far side and waited.

The cavalry company was led by Captain Adna R. Chaffee. However, Chaffee's chief scout, Al Sieber, discovered the Apaches' trap and warned the troops. During the night, Chaffee's lone company was reinforced by four more from Fort Apache under the command of Major A. W. Evans.

The Battle of Big Dry Wash was the last battle fought between the Apaches and army regulars. It was also one of the few times that army soldiers fought and bested Apaches in actual battle

Staging

Shooter: standing facing Pulpit with both Hands on Pulpit.

Pistols: Staged in left or right Window or Doorway Table, loaded with 5 rounds each

Shotgun: Open and empty staged in staged in left or right Window or Doorway Table.

Rifle: Loaded with 10 rounds staged in left or right Window or Doorway Table.

Ammo

10 Pistol

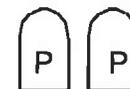
10 Rifle

4 + Shotgun

Procedure:

- Guns can be shot in any order. You must shoot from each Window/Door & Targets must be shot from Window/Door they are in front of.
- Shooter says : AMBUSH!
- At the Beep move to Gun of choice & put at least one Round on each Target with each Gun.

Note: You may holster or restage your Pistol after shooting them. RO'S if Rifle is shot last, be sure last shot is picked up by the Timer



STAGE 7

(TWO PONIES SALOON)

FORT APACHE

SPONSORED BY
TWO PONIES

At Fort Apache, an honorable and veteran war captain finds conflict when his regiment is placed under the command of a young, glory hungry lieutenant colonel with no respect for the local Indian tribe.



Sgt. Beaufort: [the four soldiers who've come to escort Lt. O'Rourke to the fort have been invited to have a drink by Col. Thursday] Four bottles of cool beer, Ma.
Sgt. Festus Mulcahy: And I'll have the same... with a whiskey chaser.

Staging

Shooter: standing at Bar with Whiskey Glass in one Hand the other flat on the Table.

Pistols: Holstered and loaded with 5 rounds each

Shotgun: Open and empty staged on Table

Rifle: Loaded with 10 rounds staged on Table

Ammo

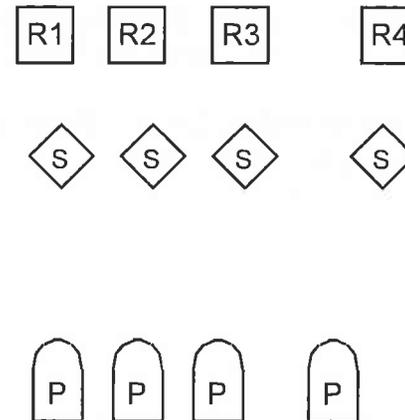
10 Pistol

10 Rifle

4 + Shotgun

Procedure:

- Gun order is Shooters Choice .
- Shooter says: "And I'll have the same... with a whiskey chaser."
- At the Beep put whiskey Glass down & with Gun of Choice.
- Shoot Pistol Targets , P1,P4, P2,P4,P3. Repeat the sequence with second Pistol.
- Shoot Rifle Targets R1-R1,R4-R4,R2-R2,R4-R4,R3-R3.
- Shoot Shotgun Targets in any order.
- Note : RO'S if Rifle is shot last, be sure last Shot is picked up by the Timer.



STAGE 8

(PEARLS PARLOR HOUSE)

CAPTAIN JACK

SPONSORED BY
JACKSONS WESTERN WEAR

In 1872 the Army was sent to capture Captain Jack's band and return them to the reservation. On November 29, while negotiating their surrender at the Lost River in Oregon, fighting broke out between a soldier and one of the Modoc warriors. The brief Battle of Lost River ensued, and Jack took the opportunity to lead his band into the wastelands of what is now Lava Beds National Monument. The band settled in a natural fortress, now known as Captain Jack's Stronghold, consisting of many caves and trenches in the lava beds. When they were finally located, the Army quickly launched an attack on January 17, 1873; the Army was left with 35 dead and many wounded, while the Modoc suffered no casualties.

Captain Jack Later shot and killed General Edward Canby the only General killed during the Indian Wars.



Staging

Shooter: standing in front of left or right two Shotgun Targets or behind Table .

Pistols: Holstered and loaded with 5 rounds each. Hand on Gun

Shotgun: Open and empty staged on Table or held in Hands.

Rifle: Loaded with 10 rounds staged on Table or held in Hands.

Ammo

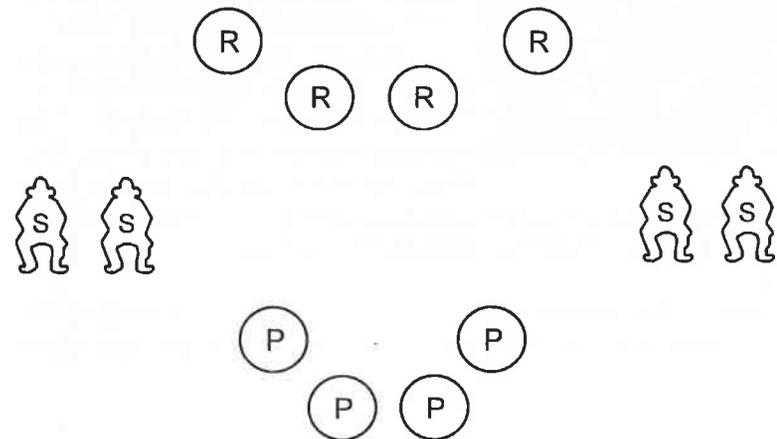
10 Pistol

10 Rifle

4+ Shotgun

Procedure:

- Gun order is Shooters choice .
- At the Beep with Gun of Choice .
- With Pistols double tap the two outside Targets first , then double tap one of the two inside Targets & quad tap the other inside Target.
- With Rifle double tap the two outside Targets first , then double tap one of the two inside Targets & quad tap the other inside Target .
- With Shotgun shoot Shotgun Targets in any order.
- Note: when shooting Shotgun Targets YOU MUST MOVE TO IN FRONT OF THE TARGETS. When shooting Rifle & Pistol Targets YOU MUST BE BEHIND THE TABLE.



STAGE 9

(THE JAIL)

DRUM BEAT

SPONSORED BY
MIDWAY USA



President Grant orders Indian fighter MacKay to negotiate with the Modocs of northern California and southern Oregon. On the way he must escort Nancy Meek to the home of her aunt and uncle. After Modoc renegade Captain Jack engages in ambush and other atrocities, MacKay must fight him one-on-one with guns, knives and fists.

Captain Jack has been captured. He waiting to be hanged for his crimes. The Preacher stops by to make sure Captain Jack has affairs in order. Captain Jack asks the Preacher if he believes heaven is a nice place. The Preacher responds with yes he does

think it is nice. Captain Jack Responds with "Good. Then you take my place up there." Nodding towards the gallows.

In our version the alternate ending is that Captain Jack Busts out of jail and shoots way out of the fort. Optimistic I know, but hey this is SASS.

Staging

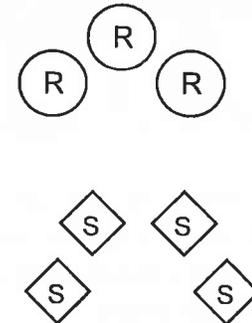
Shooter: standing in Jail Cell ,both Hands on Bars OR standing at Table ,with Arms crossed..
Pistols: Holstered and loaded with 5 rounds each
Shotgun: Open and empty staged in Jail Cell.
Rifle: Loaded with 10 rounds & staged in Jail Cell.

Ammo

10 Pistol
10 Rifle
4+ Shotgun

Procedure:

- Gun order is Shooters Choice .
- Shooter says: "Good You Take My Place Up There!"
- At the Beep with Gun of Choice shoot the three Pistol/ Rifle Targets in a 2-1-2 order, then repeat the sequence.
- Shoot Shotgun Targets in any order.
- Note: RO'S if Rifle is shot last be sure last shot is picked up by the Timer.

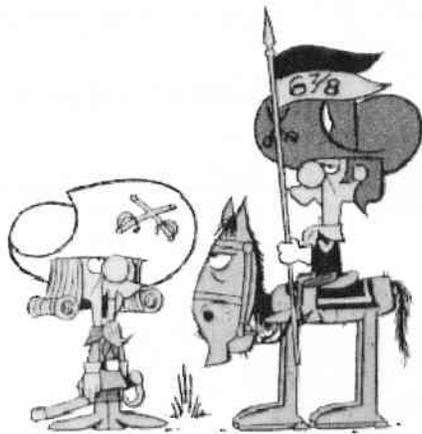


STAGE 10

(SAW MILL)

POOHAWK'S

SPONSORED BY
DENHAM ENTERPRISES LLC



It is a little known fact that General Drake Robey and the 6 7/8's Calvary was wiped out and scalped at Cavern Cove on Sept 7th 1885. He was cut off from his main force by the raiding party of PooHawk's. He and small group of troopers made a last stand near the creek. Why they didn't cross the creek to safety is still a mystery to this day. His body was

recovered, he had been scalped and... well his beard was gone also. Unconfirmed reports are that he was heard yelling "I aint taking a bath".... "Aint no Injun gonna make me swim that creek."

Staging

Shooter: Standing at top of Ramp, Hands at Side.

Pistols: Holstered and loaded with 5 rounds each

Shotgun: Open and empty staged in Rack down Range .

Rifle: Loaded with 10 rounds & staged in Rack down Range.

Ammo

10 Pistol

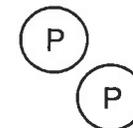
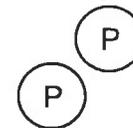
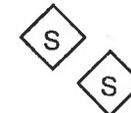
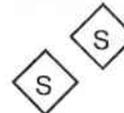
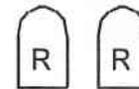
10 Rifle

4+ Shotgun

Procedure:

Shooter says: "I aint taking a bath" Or "Aint no Injun gonna make me swim that creek." To start the clock.

- At the Beep move down Range & off the Ramp.
- Shoot the two Pistol Targets on the left in a 1-3-1 & then the two Pistol Targets on the right in a 1-3-1
- Move down Range to Rack & shoot the Shotgun Targets in any order.
- With Rifle move down Range to Table & shoot the two left Hand Rifle Targets in a 1-3-1 & then the two right Hand Rifle Targets in a 1-3-1.
- Note: RO'S be sure the Timer picks up the last Rifle shot.



MATCH VENDORS

Classic Impressions
908 Broad Street
Augusta GA
706-993-2124

Buffalo Western Wear
2145 C. Pace St.
Covington, GA 30014
866-254-1812
770-788-8922

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

Lone Wolf Swaim Bullets
515 Smith Vasser Rd.
Harvest, AL 35749
256-509-2162

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

Denham Enterprises LLC
192 Blair Road
Albertville, AL
256-878-3641

Denham Enterprises LLC
192 Blair Road
Albertville, AL
256-878-3641

When Pigs Fly Forge
3281 N. Sibert Street
Hokes Bluff, AL 3590
727-744-9050

STAGE SPONSORS

Two Ponies Gal Salon (Stage 1)
Two Ponies Gal
138 Green briar Road
Gadsden, AL 35901
256-413-7607

People's State Bank of Commerce (Stage 3)
Starline Brass
1300 W. Henry
Sedalia, MO 65301

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

Two Ponies Saloon (Stage 7)
Two Ponies
138 Green briar Road
Gadsden, AL 35901
256-413-7607

Jail (Stage 9)
Midway USA
5875 West Van Horn Tavern Rd.
Columbia, MO 65203

Mercantile (Stage 2)
Redding Reloading Equipment
1089 Starr Road
Cortland, NY 13045

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

Cemetery (Stage 6)
Buffalo Western Wear
2145 C. Pace St.
Covington, GA 30014
770-788-8922

Pearl's Parlor House (Stage 8)
Jackson's Western Store
641 Patton Avenue
Asheville, NC 28806
866-254-1812

Stage 10
Denham Enterprises LLC
192 Blair Road
Albertville, AL
256-878-3641

**SPECIAL THANKS TO OUR
MATCH SPONSOR**

Woody Anderson Ford



2500 Jordan Lane
Huntsville Al 35816
256-539-9441

Side Matches

Speed Rifle

Speed Pistol

Fastest 3 Gun

Speed Shotgun

22 Shooting Gallery

**Cherokee Charlie's
Extreme Rim fire match**

Wild Bunch Match

Black Powder Match

**Cavern Cove Rim fire Cowboy
Match Thursday.**

MEDICAL EMERGENCY PLAN

The North Alabama Regulators strive 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 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 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.

 Pocket RO Card (Current as of January 2012) "SDQ" = Stage Disqualification, "MDO" = Match Disqualification "MSV" = Minor Safety Violation = 10 Second penalty	M	S	M
	S	D	D
	V	Q	Q
Loading at other than designated location		✓	
Empty or live round left in a long gun after the next gun is fired, or if last gun, put down on the unloading table	✓		
Live round in long gun (chamber)		✓	
Holstering or staging gun with hammer cocked (not falls down) or down (on a live round)		✓	
Revolvers not returned to leather (unless stage instructions to the contrary)	✓		
Retrieving "dead" dropped ammo rounds	✓		
Dropped gun (unloaded/empty)		✓	
Dropped gun (loaded)			✓
Discharge impacting 5-10 feet from shooter, while on the firing line		✓	
Discharge impacting within 5 feet from shooter, while on the firing line or any discharge away from the firing line Any discharge in the loading or unloading areas			✓
Cocked revolver leaving shooter's hand		✓	
Changing location or leaving the designated loading area with a cocked gun/gun's hammer down on live round		✓	
Unsafe gun handling (fanning, etc.)		✓	
Open empty long guns that slip and fall but don't break 170 or sweep anyone	✓		
Use of illegal or illegally modified firearm		✓	
Dry firing at the loading table		✓	
Cocking a revolver before it reaches 45 degree downrange	✓		
Arriving at the designated loading area with unloaded firearms after completing a stage within the same day (assessed on the previously completed stage)		✓	

 Pocket RO Card "SDQ" = Stage Disqualification, "MDO" = Match Disqualification "MSV" = Minor Safety Violation = 10 Second penalty	M	S	M
	S	D	D
	V	Q	Q
Not leaving long gun action open after shooting	✓		
Violation of 170 rule (without sweeping anyone)		✓	
Sweeping anyone with unloaded firearm		✓	
Sweeping anyone with loaded firearm			✓
Any two (2) stage 1Q's or 2 1/4 = SDQ's during the course of a match			✓
Not adhering to loading or unloading procedures		✓	
Belligerent attitude/unsportsmanlike conduct			✓
Shooting under the influence of alcohol/drugs or impairing medications			✓
Decocking to avoid a penalty if cocked at the wrong time, position or location		✓	
Leaving the firing line with a malfunctioning firearm unless under direct supervision of a match official			✓
Shooting out of category (e.g., Not wearing the correct items in Classic Cowboy) or not making enough smoke in BP Categories 1 st violation is a procedure, 2 nd violation is SDQ, 3 rd violation is MDO	P	Q	Q

Procedural: Unintentional errors caused by confusion or mistakes. If unable to comply with stage instructions due to physical limitations or handicap, the RO may make allowances for the shooter to complete the stage w/o penalty, adhering as closely as possible to the spirit of the game. **10 seconds; no more than one procedural penalty may be assessed per stage.**

Failure to Engage/Spirit of the Game: Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage, not meeting the Ammunition Power Factor or willfully disregarding a non-shooting procedure. **30 seconds.**

Re-shoots are granted for failure of prop/match equipment, Range Officer impeding shooter progress, or timer failure.

Failure of shooter equipment or firearms may be granted, at the discretion of the Match Director, except at annual or state/regional championships and above. Only safety penalties carry over.

Restarts shall be allowed for a competitor to achieve a "clean" start, up to the point at which the first round goes down range. Multiple restarts by the same shooter that in the judgment of the RO are seen to be taking advantage, will not be entertained as they are not in the spirit of the game.

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	2	3	4	5	6
10:45-11:45	3	4	5	6	7
11:45-12:45	4	5	6	7	8
12:45-1:45	Lunch	Lunch	Lunch	Lunch	Lunch
1:45-2:45	5	6	7	8	9
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	7	8	9	10	1
10:45-11:45	8	9	10	1	2
11:45-12:45	9	10	1	2	3
12:45-1:45	Lunch	Lunch	Lunch	Lunch	Lunch
1:45-2:45	10	1	2	3	4
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	7	8	9	10	1
9:45-10:45	8	9	10	1	2
10:45-11:45	9	10	1	2	3
11:45-12:45	10	1	2	3	4
Time	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
8:45-9:45	2	3	4	5	6
9:45-10:45	3	4	5	6	7
10:45-11:45	4	5	6	7	8
11:45-12:45	5	6	7	8	9

AMBUSH SCHEDULE

Thursday, September 29th 2011

7:30am Breakfast Available
 12:00pm Lunch Available
 1:00pm 8 stage cowboy rim fire match
 6:00pm Hospitality Night Free Dinner at the Pavilion
 Dark 30 Night shoot

Friday, September 30th 2011

7:30 a.m. Breakfast Available
 8:30am-5:00pm Check-in and Pick Up Shooter Packet
 9:00am-5:00pm Vendors Open
 9:00am-12:00pm R.O I Course
 9:00am Black Powder match,
 9:00am-12:00pm Side Matches Open (See Side Match Insert)
 12:00pm Lunch Available
 1:00pm-4:00pm Side Matches
 1:00pm-4:30pm R. O. II Course
 1:00pm Wild Bunch match
 5:00pm Posse Marshal Walk Through
 5:30pm All firearms locked up, drinking can commence except
 for people shooting the night shoot
 6:00pm Dinner Dutch Treat
 7:00pm The Bobcat Sparks Memorial Poker Tournament
 under the Pavilion
 Night shoot
 Dark 30

Saturday, October 1st 2011

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

Sunday, October 2nd 2011

7:00am Breakfast Available
 8:00 am Cowboy Church Under the Pavilion
 8:45am-12:45pm Final Four Main Stages
 12:45pm Lunch
 2:00pm Awards Ceremony and Farewell