

The Single Action Shooting Society

Society

&

The North Alabama Regulators

AMBUSH

AT

CAVERN COVE

The 2013 Alabama State Championships



**DO IT FOR
RANDOLPH SCOTT**

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

**SPECIAL THANKS TO OUR
MATCH SPONSOR**

Woody Anderson Ford



2500 Jordan Lane
Huntsville Al 35816
256-539-9441

**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-Buck D Law

Territorial Governor- Marshal TKD

Stage Marshal- Ben T Iron

Range Marshal- Licksillet Charlie

Awards Marshal- Granna

Treasurer-Shez Lethal

Secretary-Drake Robey

Property Marshal- Badger McNeely

Committee Chairpersons:

Banquet - Shez Lethal

Side Matches- Andrew Quigley

Vendors and Stage Sponsors- Granna

Camping- Uncle Frank

Thursday Night Dinner- Woody Anderson Ford

Friday Saloon Night- Marshal TKD / Buck D Law

Spirit Of The Game Awards- Licksillet Charlie

Main Match Awards- Granna

Registration & Shooters package- Shez Lethal

Ambush Book- Marshal TKD

Stages- Ben T Iron / Marshal TKD

Special Thanks to the clean up, set up crews and those that worked the shoot through.

Costume Contest

Judged On Friday Night at the Saloon Night

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.

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 Junior Boy and 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 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.

Best Dressed Town Lady

Costumes based on day to day wear of a town lady. The town lady could be a bankers wife, a lawyers wife, a store owners wife. She could also be a business owner or any other respected member of the town.

Best Dressed Town Gentleman

Costumes based on the day to day town wear of a gentleman. The town gentleman could be a doctor, lawyer, banker, judge or any other respected member of the town.

Best Dressed Couple

Couples should dress to compliment each other and to the period they are representing in authentic garments or historic reproductions with the appropriate accessories.

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 stance or the dance" or be DQ'ed.
- Under the arm, shoulder holsters that sweep others will not be allowed.
- Rifle and shotguns must be empty of live or fired rounds when restaged.
- All shooters must conform to minimum dress requirements as required by SASS category.
- Coaching is encouraged. The timer will help the shooter through the course of fire 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:

- Will be scored as all misses plus 30 seconds

Did Not Finish:

- Will be scored as all misses plus 30 seconds

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 is 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

Saluting Randolph Scott

Match DQ may also be assessed if the shooter:

- Earns two stage DQ's or two Spirit of the Game penalties
- Has two or more DNF stages
- 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.

Randolph Scott (January 23, 1898 – March 2, 1987) was an American film actor whose career spanned from 1928 to 1962.

Tall (6 ft 2.5 in), lanky, and handsome, Scott displayed an easy going charm and courtly Southern drawl in his early films that helped offset his limitations as an actor, where he was frequently found to be stiff or "lumbering". As he matured, however, Scott's acting improved while his features became burnished and leathery, turning him into the ideal "strong, silent" type of stoic hero.

As a leading man for all but the first three years of his cinematic career, Scott appeared in a variety of genres, including social dramas, crime dramas, comedies, musicals (albeit in non-singing and non-dancing roles), adventure tales, war films, and even a few horror and fantasy films. However, his most enduring image is that of the tall-in-the-saddle Western hero. Out of his more than 100 film appearances more than 60 were in Westerns; thus, "of all the major stars whose name was associated with the Western, Scott most closely identified with it. Scott's more than 30 years as a motion picture actor resulted in his working with many acclaimed screen directors, including Henry King, Rouben Mamoulian, Michael Curtiz, John Cromwell, King Vidor, Allan Dwan, Fritz Lang, and Sam Peckinpah. He also worked on multiple occasions with prominent directors: Henry Hathaway (eight times), Ray Enright (seven), Edwin R. Marin (seven), André de Toth (six), and most notably, his seven film collaborations with Budd Boetticher. Scott also worked with a diverse array of cinematic leading ladies, from Shirley Temple and Irene Dunne to Mae West and Marlene Dietrich.



STAGE 1
SPONSORED BY
TWO PONIES GAL

FROM THE MOVIE
GUNFIGHTERS

Brazos (Randolph Scott) has rode out to the Banner ranch. Brazos surprises the hired gun Ben Orcutt from behind. Orcutt says "I guess I was wrong about your reputation", and then asks "in the back?" Brazos tells him to turn around. When he does he sees that Brazos has his hands in the air also. Brazos tells him "Now any time you feel lucky" Orcutt draws but is too slow.

Staging

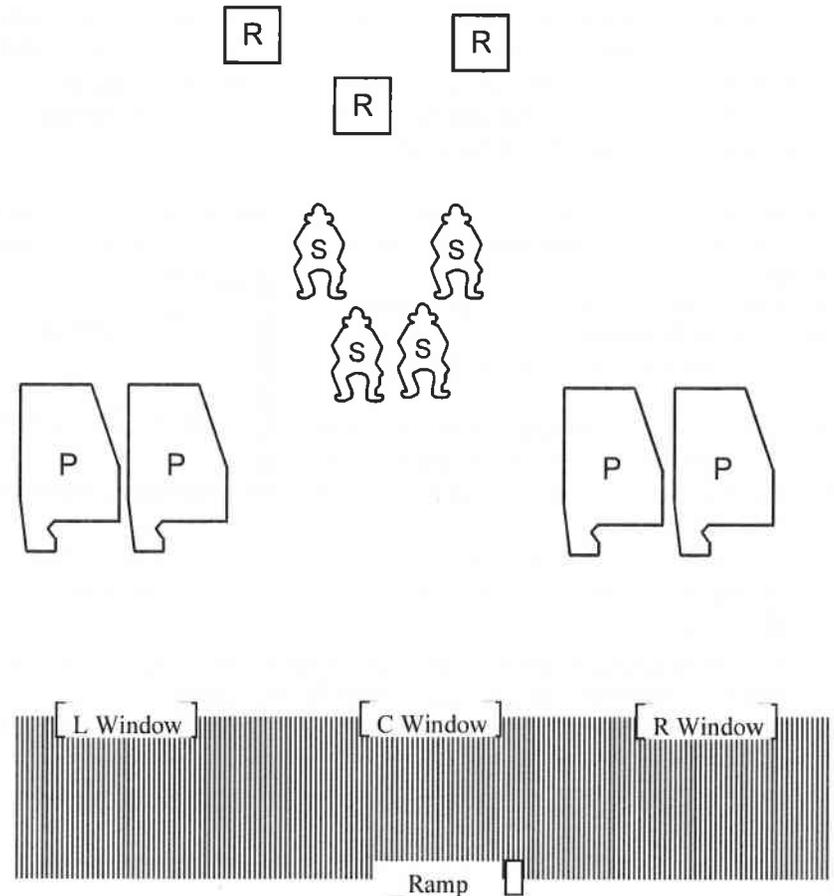
Shooter: Standing at the top of the ramp
 Pistols: Loaded & holstered with 5 Rounds each
 Shotgun: Open and empty staged in center window
 Rifle: Loaded with 10 rounds staged in center window

Ammo

10 Pistol
 10 Rifle
 4 + Shotgun

Procedure:

- Shooter says: "Now any time you feel lucky" to start the clock
- At the Beep: Move to center window retrieve your shotgun and shoot the 4 knock downs in any order.
- Retrieve your rifle and shoot the targets in a 2,6,2 sweep
- Move to the left or right window and shoot the pistol targets in a 2, 3 sweep
- Move to the other window and shoot the targets in a 2, 3 sweep.



STAGE 2
 SPONSORED BY
DENHAM ENTERPRISES LLC

**FROM THE MOVIE
 FORT WORTH**

Ned Britt (Randolph Scott) is working in his news paper office. He is setting up a news story to expose the crooked cattle baron Gabe Clevinger. Some of Clevingers men shoot up the print shop to discourage Britt. As the shots are fired Britt's assistant yells "where did I leave my shotgun" as he grabs a broom by mistake.

Staging

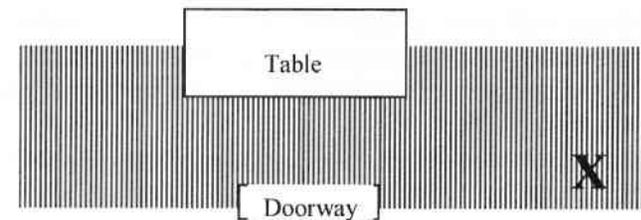
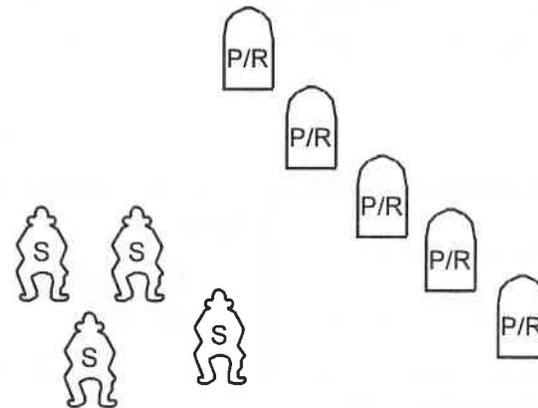
Shooter: Standing facing the right corner broom in both hands
 Pistols: Loaded & holstered with 5 Rounds each
 Shotgun: Open and empty staged on Table
 Rifle: Loaded with 10 rounds staged on Table

Ammo

10 Pistol
 10 Rifle
 4 + Shotgun

Procedure:

- Shooter says: " Where did I leave my Shotgun" to start the clock. At the beep put the broom in the right corner. Move to the table .
- Retrieve shotgun step to left side of table, you must clear the table and shoot the 4 knock downs in any order.
- Move back to the table, retrieve rifle and shoot the rifle targets in two sweeps no double taps.
- With your pistols shoot the pistol targets in two sweeps no double taps.



STAGE 3
SPONSORED BY
STARLINE BRASS

FROM THE MOVIE
RAGE AT DAWN

Special agent James Barlow has been sent out west to capture the notorious Reno Gang. He has staged a phony train robbery and is now part of the gang. The Reno gang is robbing a bank with Barlow helping out. As they bust in the bank Frank Reno exclaims "Open the Safe!" to the teller.

Staging

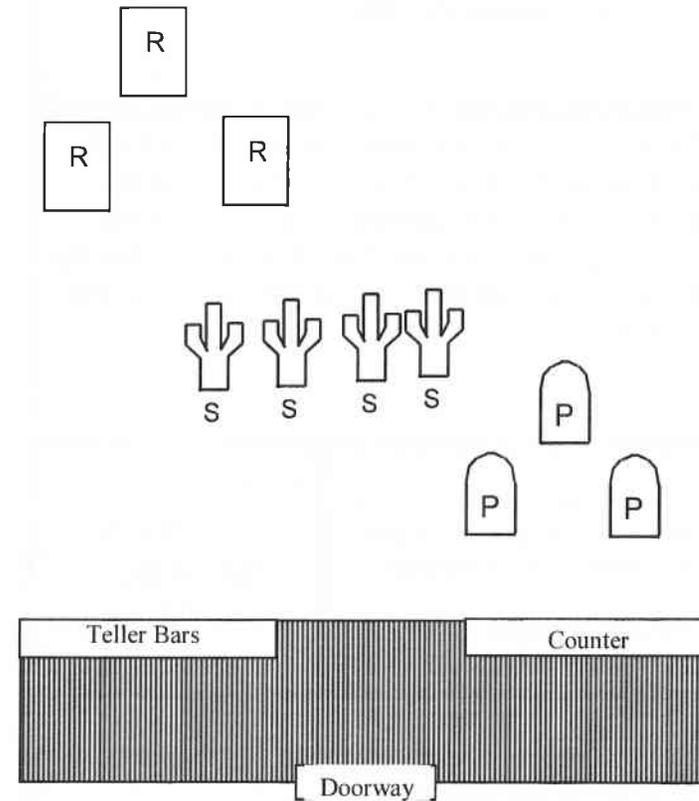
Shooter: Standing in at the center of teller bars, rifle at ready.
 Pistols: Loaded & holstered with 5 Rounds each
 Shotgun: Open and empty staged on Table
 Rifle: Loaded with 10 rounds at the ready

Ammo

10 Pistol
 10 Rifle
 4 + Shotgun

Procedure:

- Shooter says: " Open the Safe " to start the clock
- At the Beep with your rifle shoot the targets in a double tap Nevada sweep. Move to counter and stage rifle on the counter. Make sure your muzzle clears the bars and you do break the 170.
- With you pistols shoot the pistol targets in two Nevada sweeps.
- Retrieve shotgun step past the end of the counter and shoot the 4 knock downs in any order.



STAGE 4
SPONSORED BY
LADY IN BLACK

FROM THE MOVIE
10 WANTED MEN

Campbell and his 10 hired guns have Stewart (Randolph Scott) and the other land owners trapped. Campbell observes that all of the Fox's are bottled up and orders his men to start shooting. As shots are fired and bullets are flying Carr exclaims "We are all caught like rats in a trap and we are going to die!".

Staging

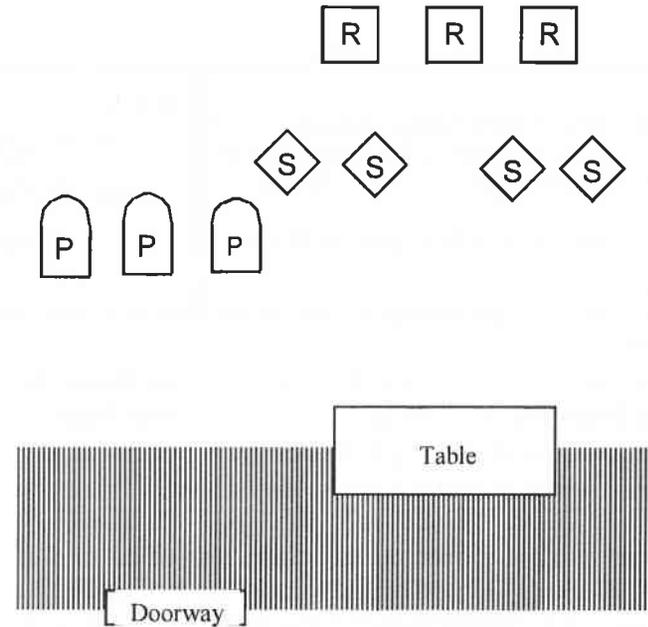
Shooter: Standing in Doorway, leaning on the door frame shoulder touching arms crossed
Pistols: Loaded & holstered with 5 Rounds each
Shotgun: Open and empty staged on Table
Rifle: Loaded with 10 rounds staged on Table

Ammo

10 Pistol
10 Rifle
4 + Shotgun

Procedure:

- Shooter says: "**We are all caught like rats in a trap and we are going to die!**". to start the clock
- At the Beep move to the center of the pistol targets and shoot them P1,P1,P3,P3,P2 then repeat with second pistol.
- Move to the table retrieve rifle and shoot the rifle targets R1,R1,R3,R3,R2,R1,R1,R3,R3,R2
- Retrieve shotgun and shoot the 4 knock downs in any order.



STAGE 5
SPONSORED BY
DR JOHN BARNES DDS

NO SUCH THING AS A MISS
FROM THE MOVIE
THE TALL T

Brennan (Randolph Scott) and Doretta are being held for ransom in an old mine. Usher goes for the ransom and Brennan kills Chink and Billy Jack. When Usher returns Brennan gets the drop on him from behind. Brennan tells Usher to turn around. Usher keeps his back to him, mounts his horse and rides away. He then turns his horse around and opens fire on Brennan. Brennan shoots Usher down. Brennan and Doretta walk off together.

Staging

Shooter: Standing in center of the Wagon
Pistols: Loaded & holstered with 5 Rounds each
Shotgun: Open and empty staged on Wagon
Seat
Rifle: Loaded with 10 rounds staged on Wagon
Seat

Ammo

10 Pistol
10 Rifle
4 + Shotgun

Procedure:

- Shooter says: " Turn Around Usher!" to start the clock
- At the Beep with your pistols put 10 rounds on Ned
- Retrieve rifle and put 10 rounds on Ned
- Retrieve shotgun and put 4 rounds on Ned

Shooter can not get a miss on this stage unless he or she does not fire 24 rounds. Unfired rounds count as a miss. Rifle and shotgun can be reloaded to avoid the miss if a round is jacked out. Shooter must engage the Ned target with all 24 rounds. All SASS safety rules apply.



STAGE 6
 SPONSORED BY
BUFFALO WESTERN WEAR

FROM THE MOVIE
BLAZING SADDLES

Upon learning that Headley Lamar is planning the destruction of Rock Ridge, the citizens decide to cut and run. Sheriff Bart asks the citizens of Rock Ridge to stay and fight. He asks for 24 hours to come up with a brilliant plan. The citizens say "No!" Sheriff Bart tells them, "You'd do it for Randolph Scott".

Staging:

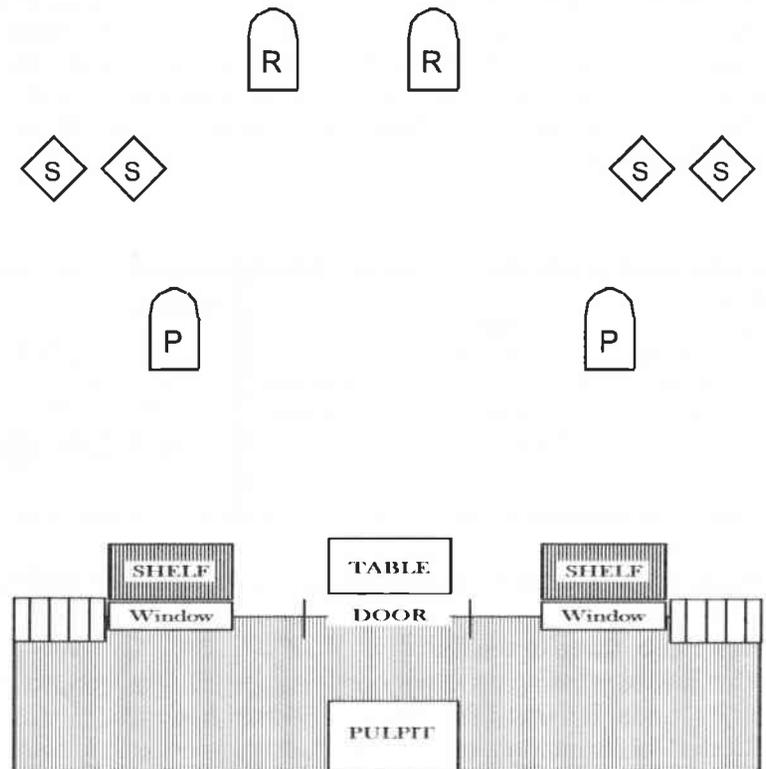
Shooter: Standing at Left or Right Rail, holding Shotgun with Both Hands on the Gun, at Cowboy Port Arms
 Pistols: Holstered & Loaded with 5 Rounds each
 Rifle: Loaded with 10 rounds staged at the Door

Ammo

10 Pistol
 10 Rifle
 4 + Shotgun

Procedure:

- Shooter says "*You'd do it for Randolph Scott*" to start the clock.
- At the Beep: Engage 2 Shotgun Targets, make Shotgun Safe
- Move to **Nearest Window** (*take your shotgun with you!*) With First Pistol engage the Target with 5 rounds
- Move to **the Door** (*take your shotgun with you!*) With Rifle, Engage the Rifle Targets alternating between the two targets, no double taps, for 10 rounds
- Move to **Remaining Window** (*take your shotgun with you!*) With Second Pistol Engage the Target with 5 rounds
- Take Shotgun to Remaining Rail and Engage 2 Shotgun Targets.



STAGE 7
SPONSORED BY
TWO PONIES

FROM THE MOVIE
THE NEVADAN

United States Marshal Andrew Barclay (Randolph Scott) arranges the escape of outlaw Tom Tanner in order to locate the \$250,000 Tanner stole. Barclay befriends Tanner on the trail to Twin Forks. Barclay catches up with Tanner in the Saloon at Twin Forks. Barclay pretends that he left his money in his other clothes when asked to pay for a drink. He tells the bartender that Tanner can vouch for him. Tanner denies knowing him.

Staging:

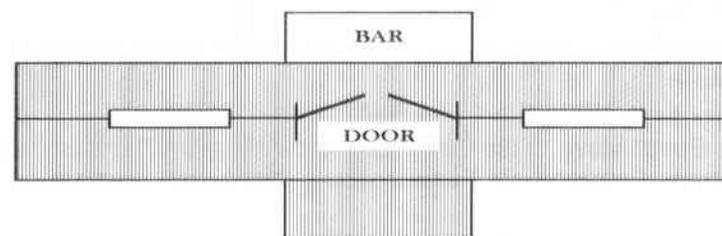
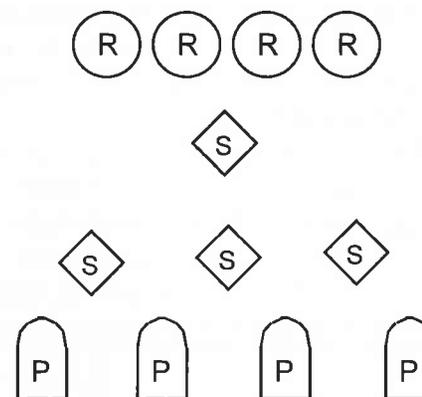
Shooter: Standing at the Saloon Doors, Doors Closed with Both Hands on the Doors
Pistols: Holstered & Loaded with 5 Rounds each
Rifle: Loaded with 10 rounds staged on the Bar
Shotgun: Staged on the Bar

Ammo

10 Pistol
10 Rifle
4 + Shotgun

Procedure:

- Shooter says *"I must have left my money in my other clothes"* to start the clock.
- At the Beep: Move to the Bar
- With the Rifle, starting on either end, Engage R1 with 1 round, R2 with 2 rounds, R3 with 3 Rounds and R4 with 4 rounds
- With the Pistols, starting on either end, Engage P1 with 1 round, P2 with 2 rounds, P3 with 3 rounds and P4 with 4 rounds
- With the Shotgun, Engage the knockdowns in any order



STAGE 8

SPONSORED BY
COWBOY'S AGAIN

FROM THE MOVIE
RIDE THE HIGH COUNTRY

Gil Westrum (Randolph Scott) and Steve Judd are facing off against the Hammond brothers. One of the brothers yells "lets start the ball" and the shooting begins. When the dust settles, the three brothers are dead, but Judd is mortally wounded. He tells his old friend, "I don't want them to see this. I want to go it alone." When Gil pledges to take care of everything just like he would have, Judd says, "Hell, I know that. I always did. You just forgot it for awhile, that's all." Judd looks back toward the high country and then dies.

Staging:

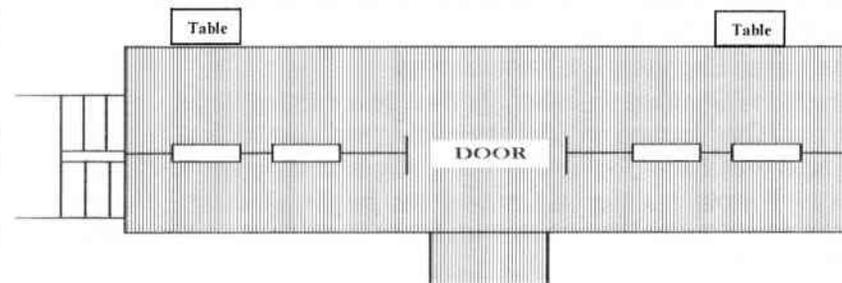
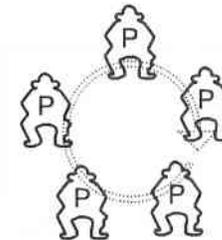
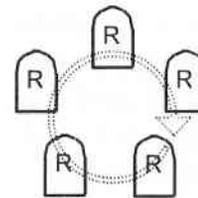
Shooter: Seated in the Far Left Window
Pistols: Holstered & Loaded with 5 Rounds each
Rifle: Loaded with 10 rounds staged on the Left Table
Shotgun: Staged on the Right Table

Ammo

10 Pistol
10 Rifle
4 + Shotgun

Procedure:

- Shooter says **"Lets Start The Ball"** to start the clock.
- At the Beep: Move to the Left Table and With the Rifle, starting on any target, Engage Rifle Targets with **2 Clockwise Sweeps** (2 times around!)
- Move to the center of the Pistol Targets and With the Pistols, starting on any target, Engage Pistol Target with **2 Clockwise Sweeps**
- Move to the Right Table and With the Shotgun, Engage the knock-downs in any order



STAGE 9
 SPONSORED BY
JACKSON'S WESTERN STORE

FROM THE MOVIE
GUNFIGHTERS

Brazos (Randolph Scott) is waiting for the corrupt Deputy Yount in the Jail. He questions the deputy at gunpoint about the killing of his friend Bob Tyrell. Deputy Yount tells Brazos the others will bust in the door if they hear a shot. Brazos replies "I guess they would bust in the door if they heard a shot". Brazos shoots a couple of shots that graze Deputy Yount. Yount tells Brazos that they all work for Banner.

Staging:

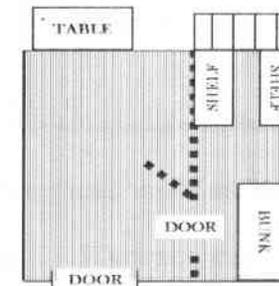
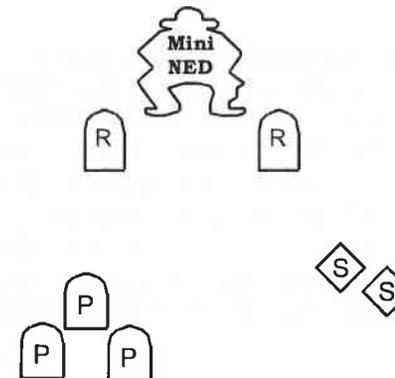
Shooter: Standing in the Cell with Shotgun in hand at Cowboy Port Arms
 Pistols: Holstered & Loaded with 5 Rounds each
 Rifle: Loaded with 10 rounds staged on the Table

Ammo

10 Pistol
 10 Rifle
 2 + Shotgun

Procedure:

- Shooter says "*I guess they would bust in the door if they heard a shot*" to start the clock
- At the Beep: Engage the 2 Knockdowns
- Restage the Shotgun on either shelf *or* take it to the table
- With the Rifle, starting on Mini Ned with 2 rds, Left Rifle with 2 rds, Mini Ned with 2 rds, Right Rifle with 2 rds, and Mini Ned with 2 rds
- With the Pistols, starting on Center Pistol target with 1 rd, Left Pistol with 1 rd, Center Pistol with 1 rd, Right Pistol with 1 rd and Center Pistol with 1 rd.
- Repeat with Second Pistol



STAGE 10
SPONSORED BY
REDDING RELOADING EQUIPMENT

FROM THE MOVIE
SEVEN MEN FROM NOW

Ben stride has caught up with two of the outlaws who killed his wife while robbing the Silver Springs express office. Stride finds the two outlaws taking refuge from the rain storm in a rock out cropping. One of the two recognizes Stride. He asks Stride "Don't I know you from some where mister?" Stride replies "Ever Been in Silver Springs?". The feller replies "Can't say as I have" after a little more conversation the first one asks if they ever caught any of them that did the killing. Stride replies two of them." The second outlaw goes for his gun.

Staging:

Shooter: Standing at the top of the Ramp with rifle at the port arms.

Pistols: Holstered & Loaded with 5 Rounds each

Rifle: Loaded with 10 rounds held at port arms

Shotgun: Staged on the Table

Ammo

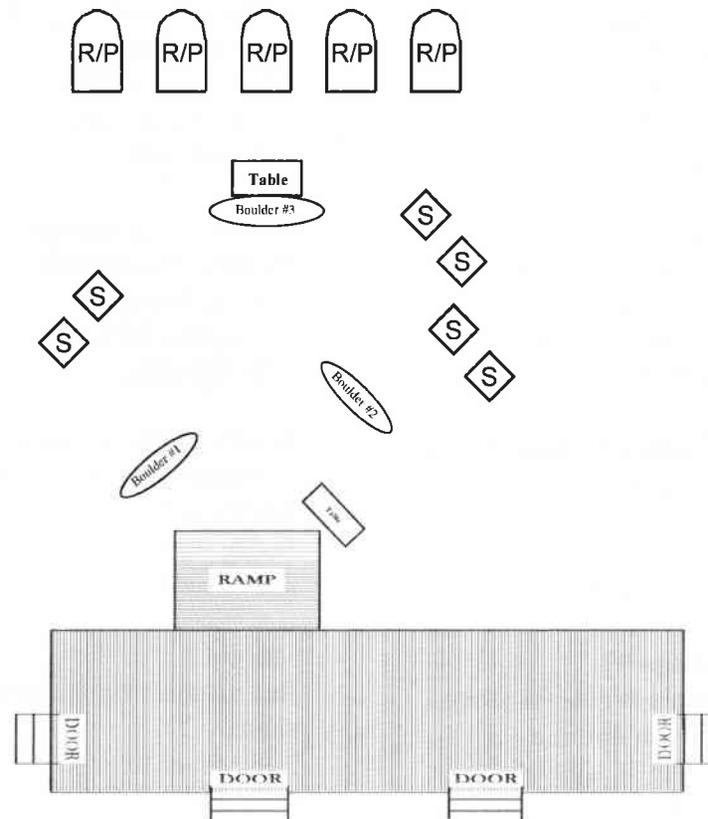
10 Pistol

10 Rifle

6 + Shotgun

Procedure:

- Shooter says **"Ever Been to Silver Springs?"** in yer most menacing voice to start the clock.
- At the Beep with the Rifle engage the R/P Targets with 2 sweeps starting from same direction (NO Double Taps) stage rifle on table
- Retrieve Shotgun and move to the Boulder #1 and shoot the 2 knock downs, move to Boulder #2 and shoot the 4 knock downs
- Move to the table/Boulder #3 and stage Shotgun on Table down range
- Engage R/P Targets with the Pistols with 2 sweeps starting from the same direction (NO Double Taps).



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

Big 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)

Jackson's Western Store

641 Patton Avenue
Asheville, NC 28806
866-254-1812

Mercantile (Stage 2)

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

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)

Cowboys Again Gunsmithing

44 Circle 1
Shelby Al 35143
205-670-9090

Stage 10

Redding Reloading Equipment

1089 Starr Road
Cortland, NY 13045

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

Lone Wolf Swaim Bullets

515 Smith Vasser Rd.
Harvest, AL 35749
256-509-2162

Bullet Splat Jewelry

8207 Friendsville Rd.
Lenior City, Tn 37772
865-567-3983

Hear-Pro

1678 Montgomery Hwy
Hoover Al 35216
205-994-3200

Eargasmic Ear Plug

5009 Peach Mountain Circle
Gainsville, Ga 30507
770-540-7612

Artistic Blades

6866 Sw 162nd Way
Fort Lauderdale Fl 33331
954-680-0497

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

When Pigs Fly Forge

3281 N. Sibert Street
Hokes Bluff, AL 3590
727-744-9050

Cherokee Charlie

2525Thompson Mill Rd
Gainsville Ga 30506
770-532-3721

MRB Originals

8171 Valley Ridge Trail
Cordova Tn 38016
901-309-5221

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 outstanding safety record and we hope that will always be the case. We will have a Para-medic team on site during all shooting activities. Med Flight is 8 to 12 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.

Side Matches

On Thursday 10-3-2013

**Cavern Cove Rim fire Cowboy
Match**

On Friday 10-4-2013

Speed Rifle

Speed Pistol

Fastest 3 Gun

Speed Shotgun

Wild Bunch Match

Black Powder Match

AMBUSH SCHEDULE

Thursday, October 3rd

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

Friday, October 4th

7:30 a.m. Breakfast Available
 8:30am-5:00pm Check-in and Pick Up Shooter Packet
 9:00am-5:00pm Vendors Open
 8:00am-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-3:00pm R. O. I Course continues
 1:00pm Wild Bunch match
 4:00-4:45 Gunfighter 101
 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 Saloon Night Party under the pavilion.
 Dark 30 Night shoot

Saturday, October 5th

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 6th

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

RO CARD

SDQ = Stage Disqualification; MDQ = Match Disqualification

MSV = Minor Safety Violation = 10 Second Penalty

M S M

S D D

V Q Q

Loading too many rounds	✓		
Empty or live round left in a long gun after the next gun is fired or if the last gun put down on unloading table	✓		
Revolvers not returned to leather (unless stages instructions are to the contrary)	✓		
Retrieving "Dead" dropped ammo rounds	✓		
Open, empty long guns that fall but don't break the 170 or sweep anyone	✓		
Cocking a revolver before it reaches 45 degrees down range	✓		
Not leaving long gun action open after shooting	✓		
Loading at other than designated location		✓	
Live round in long gun (chamber)		✓	
Holstering or staging gun hammer cocked (not fully down) or down (on a live round)		✓	
Dropped gun (unloaded/empty)		✓	
Discharge impacting 5-10 feet from the shooter while on the firing line		✓	
Cocked revolver leaving the shooters hand		✓	
Changing location or leaving the designated loading area with a cocked gun / gun with hammer down on a live round			✓
Unsafe gun handling (fanning, etc)		✓	
Use of illegal or illegally modified firearms		✓	
Dry firing at the loading table		✓	
Arriving at the designated loading area with a un-cleared firearm after completing a stage within the same day (assessed on the previously completed stage)			✓
Violation of the 170 rule without sweeping anybody			✓
Sweeping anyone with a unloaded firearm			✓
Not adhering to loading or unloading procedures			✓
De-Cocking to avoid a penalty if cocked at the wrong time, position or place			✓
Dropped gun (loaded)			✓
Discharge impacting 5 feet from the shooter while on the firing line or any discharge away from the firing line. Any discharge in the loading or unloading area			✓
Sweeping anyone with a loaded firearm			✓
Any two (2) stage DQ's or 2 FTE / SOG's during the course of a match			✓
Belligerent attitude with unsportsmanlike like conduct			✓
Shooting under the influence of alcohol, drugs or impairing medication			✓
Leaving the firing line with a malfunctioning firearm unless under the 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 B/P categories 1st violation is a proccudral, second is a SDQ, 3rd is a MDQ			✓
	P	2	3