

The Single Action Shooting Society
 &
 The North Alabama Regulators
 Present

The 19th Annual

**AMBUSH
 AT
 CAVERN COVE**

The 2015 Alabama State Championships

**WESTERN COMEDIES
 & COMEDY IN WESTERNS**



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-Barkeep Casey

Territorial Governor- Marshal TKD

Stage Marshal- Deadlee Shooter

Range Marshal- Licksillet Charlie

Awards Marshal- Scotch Before Noon

Treasurer-Water Snake

Secretary-Drake Robey

Property Marshal- Badger McNeely

Committee Chairpersons:

Banquet - Water Snake

Camping- Uncle Frank

Thursday Night Dinner- Woody Anderson Ford

Spirit Of The Game Awards- Shooting D. Bullets

Main Match Awards- Scotch Before Noon

Registration & Shooters package- Drake

Ambush Book- Marshal TKD

Stages- DeadLee Shooter

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

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.

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-medical 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.

STAGE 1

FROM THE MOVIE SUPPORT YOUR LOCAL SHERRIFF

Jason McCullough is on his way to Australia from back east and rides into Calendar, Colorado to pick up a little traveling money. After seeing Joe Danby kill a man, he takes the job of Sherriff. Setting out to settle down the town he arrests Joe, being forced to kill a man doing so. He puts Joe in a cell without bars and is later confronted by Pa Danby who draws a gun on him. McCullough sticks his finger in the barrel and backs down the elder Danby and lets him go talk to Joe.

Staging:

Shooter: standing at the middle window with one hand touching rifle
Rifle: loaded with 10 rounds, staged in the middle window
Pistols: holstered & Loaded with 5 rounds each
Shotgun: staged in left window

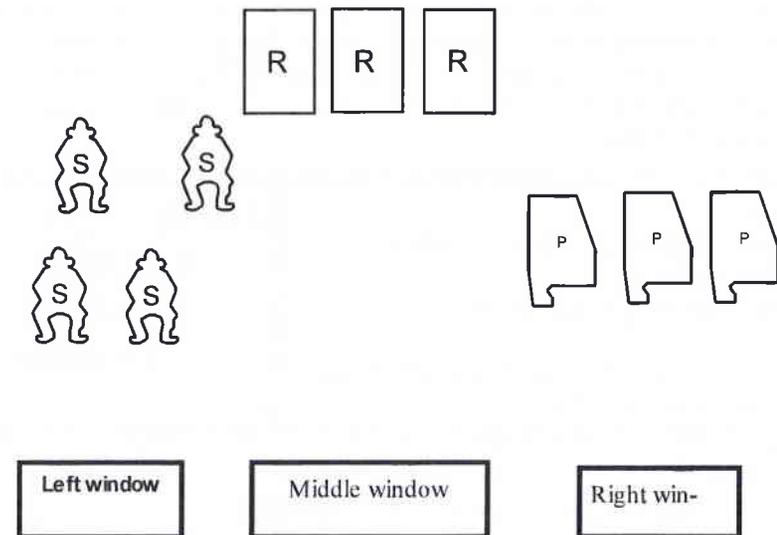
Ammo

10 Pistol
10 Rifle
4 + Shotgun

Procedure:

Shooter says: "It wouldn't have done my finger a whole lotta good either!"

- At the Beep: Engage the Rifle targets from middle window with 3-2-5 sweep from either end. Rifle down
- Engage pistol targets from right window with a 3-2-5 sweep from either end
- Move to the left window and with shotgun, engage 4 shotgun targets in any order



Stage 1

STAGE 2

FROM THE MOVIE BLAZING SADDLES

Mongo comes into town riding on his trusty bull. He is told by one of the townsfolk that he can't park his animal there. Mongo walks up to the man and his horse and punches the horse. He enters the building by tearing down the swinging doors. The Waco Kid and Sheriff Bart hear about Mongo's arrival in town. The Waco kid tells Bart not to shoot him because it'll piss him off. Bart comes up with an interesting idea.

Staging :

Shooter: standing in the door, both hands touching door frame

Pistols: holstered & loaded with 5 rounds each

Rifle: loaded with 10 rounds staged on table

Shotgun: staged on Table

Ammo

10 Pistol

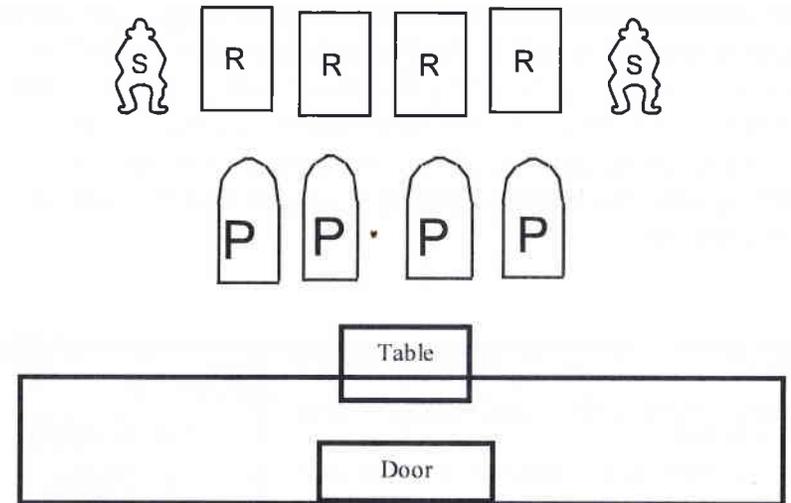
10 Rifle

2+ Shotgun

Procedure:

Shooter says "Candy gram for mongo!"

- At the beep: with pistols, engage pistol targets with a progressive sweep starting on either end. P1x1 P2x2 P3x3 P4x4
- With rifle engage rifle targets in a progressive sweep starting on either end. P1x1 P2x2 P3x3 P4x4.
- With Shotgun, engage the 2 shotgun targets in any order



Stage 2

STAGE 3
SPONSORED BY
FROM THE MOVIE
YOUNG GUNS

Looking for a way out of the trouble they have landed in Chavez convinces the gang that they must journey to the Spirit World to find the way. Dirty Steve is troubled by Chickens on his journey. He comes out of a small cave blasting with his shotgun yelling "Did you see the size of that Chicken?"

Staging:

Shooter: Standing in the teller bars, with hands touching bars

Pistols: holstered & loaded with 5 rounds each

Rifle: loaded with 10 rounds and stage on the counter

Shotgun: staged on the counter

Ammo

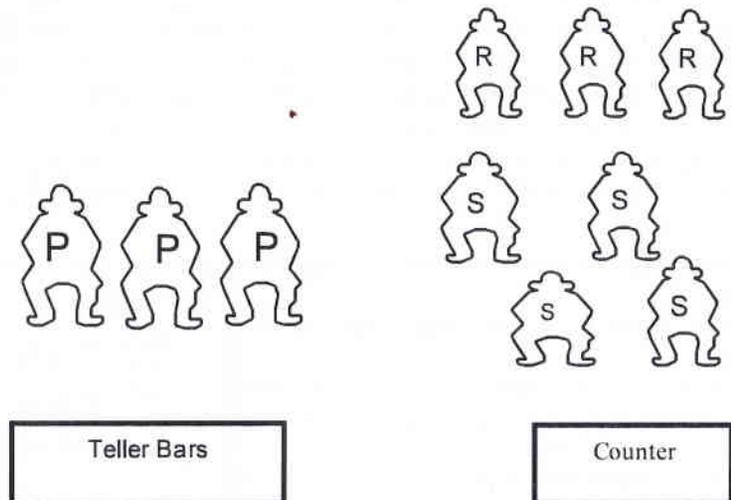
10 Pistol

10 Rifle

4 + Shotgun

Procedure:

- Shooter says "Did you see the size of that CHICKEN?"
- At the beep: engage the 3 pistol targets in a 3-1-1 sweep from either end and repeat the sweep from the same direction.
- Move to the counter and shoot your rifle in a 3-1-1 sweep from either end and repeat the sweep from same direction.
- Rifle down pick up your shotgun and make sure you shoot your shotgun targets in any order.



Stage 3

STAGE 4

FROM THE MOVIE

Support Your Local Gunfighter

Latigo Smith sneaks off the train in Purgatory, Colorado to get away from his bride to be Goldie. To make money Latigo passes off Jug may as notorious gunfighter Swifty Morgan to aid miner Taylor Barton and his daughter Patience who Latigo has fallen for. The real Swifty Morgan arrives and Latigo atop a mule loaded with dynamite faces him. As Swifty draws, an explosion in the mine causes him to shoot himself in the foot and the mule starts trying to buck Latigo off. Latigo is thrown and the explosion from the dynamite exposes the mother lode.

Staging:

Shooter: sitting in the chair with hands anywhere

Pistols: holstered & loaded with 5 rounds each

Rifle: loaded with 10 rounds staged on the table

Shotgun: staged on the table

Ammo

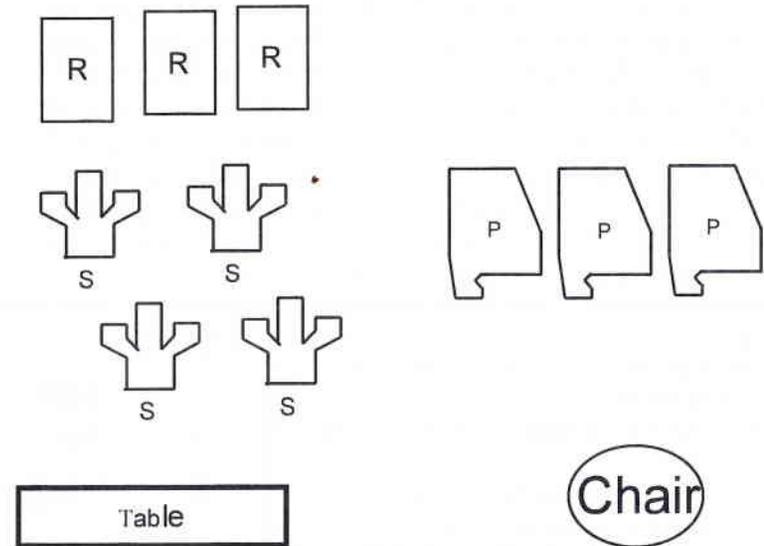
10 Pistol

10 Rifle

4 + Shotgun

Procedure:

- Shooter says "Boss, Latigo just put \$10,000 on 23 Red, Spin it."
- At the beep: stand up, shoot pistols with a 2-2-1 sweep from either end and repeat sweep from same direction.
- Move to table and engage rifle targets in a 2-2-1 sweep from either end and repeat same Sweep from same direction.
- Retrieve shotgun and engage the 4 shotgun targets in any order



STAGE 5

FROM THE MOVIE MCCLINTOCK!

G.W. McClintock has been estranged from his wife Katherine due to her suspecting him of adultery. McClintock butts heads with a local gadfly, Matt Douglas, and Territorial Governor Cuthbert Humphrey, a sleazy bureaucrat who is looking to discredit McClintock, settle the territory, and remove the local Comanche Indians. Sparks begin to fly as an unexpected turn of events results in brawls, gunfire, an Indian attack ... and the return of Mrs. McClintock, who wants custody over their daughter Becky (returning from college) and a divorce from G.W.

Staging:

Shooter: standing at the wagon seat with hands on hat brim

Pistols: holstered & loaded with 5 rounds each

Shotgun: staged on the wagon seat

Rifle: staged on the wagon seat

Ammo

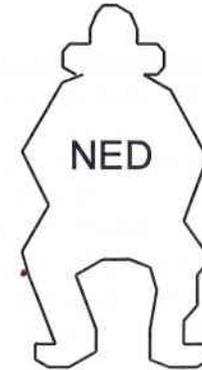
10 Pistol

10 Rifle

6 + Shotgun

Procedure:

- Shooter says "Don't Say it's a good morning or I'll shoot ya!"
- At the beep: engage Big Ned , with pistols for 10 rounds
- Engage Big Ned with the rifle for 10 rounds
- Engage Big Ned with 6 Shotgun shells
- Misses don't count unless rounds are unfired.



Wagon seat

Shelf

STAGE 6

FROM THE MOVIE THEY CALL ME TRINITY

Saddle Bum and Loner Trinity rides into the town where his brother Bambino has taken on the job of Sherriff. Bambino is just waiting for his gang to arrive so he can steal a herd of horses and leave, but seeing Trinity, he knows things are about to go hay-wire. Trinity befriends the local Mormon pacifists and helps them wind up with the horses after a big fist fight with the Major's men. Trinity then earning of the hard work expected of him in the group sneaks away to try and rejoin Bambino who is angry at him as always.

Staging:

Shooter: both hands touching pulpit facing out
Rifle: loaded with 10 rounds, staged on the middle table

Pistols: holstered & Loaded with 5 rounds each

Shotgun: staged in left window

Ammo

10 Pistol

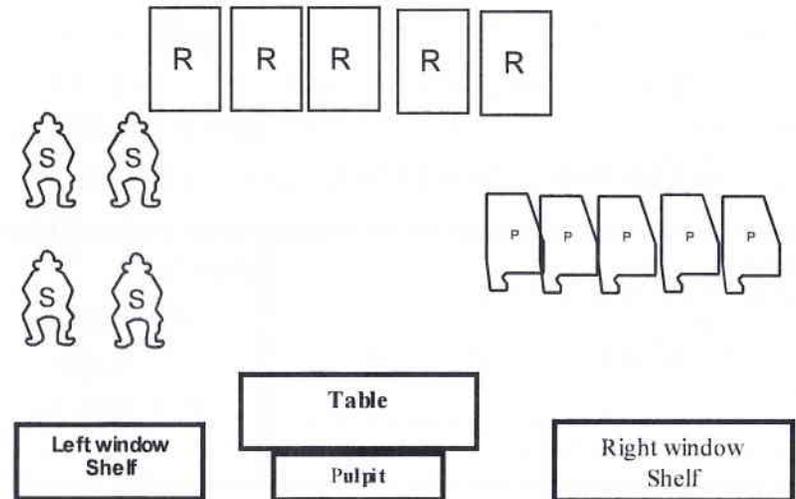
10 Rifle

4 + Shotgun

Procedure:

Shooter says "Who are you? They call me Trinity"

- At the beep: engage the rifle targets with single tap sweep starting from either end. Then single tap sweep from the opposite end.
- Retrieve shotgun and engage the 4 shotgun targets in any order. Restage Shotgun.
- Move to right window and shoot pistols in a single tap sweep starting on either end. Then shoot a single tap sweep from the opposite end.



Stage 6

STAGE 7

FROM THE MOVIE THE 3 AMIGOS

The three amigos walk into the bar looking for a hotel. The bartender tells them they don't have any beer and offers them tequila and then tells them its just like beer. The bartender tells them to not to get into any trouble and that the German asked them to stay there.

Staging :

Shooter: standing at bar, both hands touching hat brim.

Pistols: holstered & loaded with 5 rounds each

Rifle: loaded with 10 rounds staged on table

Shotgun: staged on Table

Ammo

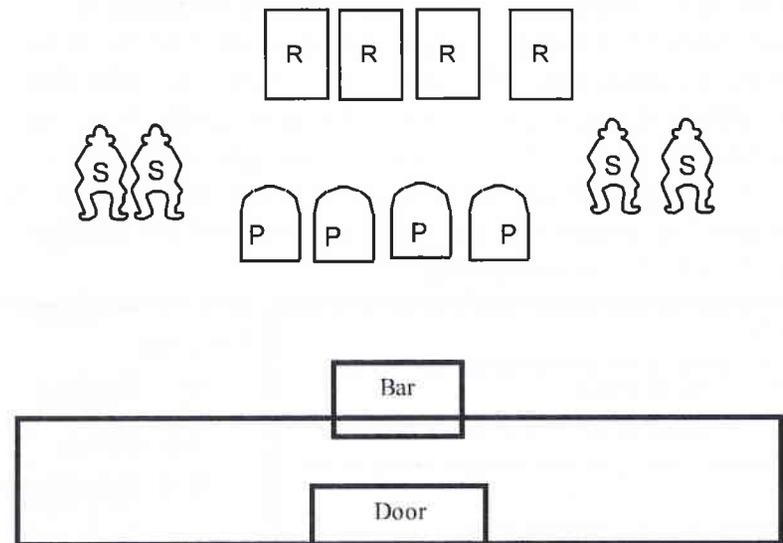
10 Pistol

10 Rifle

4 + Shotgun

Procedure:

- Shooter says **"Tequila is just like beer!"**
- At the beep shoot pistol targets in a 4-1-1-4 sweep from either end.
- With rifle engage the rifle targets with same instructions as pistols. 4-1-1-4 sweep from either direction.
- With the shotgun, engage the knockdowns in any order.



Stage 7

STAGE 8
SPONSORED BY
FROM THE MOVIE
THE 3 AMIGOS

The Amigos, once again thinking they are shooting a movie, perform another Hollywood style stunt show to try to scare El Guapo out of town. Lucky confesses that they have only been acting and are too scared to confront him after he gets shot in the arm by El Guapo's right hand man Jefe. El Guapo allows the Amigos to leave the town as his men loot the village and kidnap Carmen, and the Amigos leave Santo Poco, humiliated.

Staging:

Shooter: standing behind left table with hands touching pistol or pistols.

Pistols: holstered & loaded with 5 rounds each

Rifle: loaded with 10 rounds staged on the middle table

Shotgun: staged on the right table

Ammo

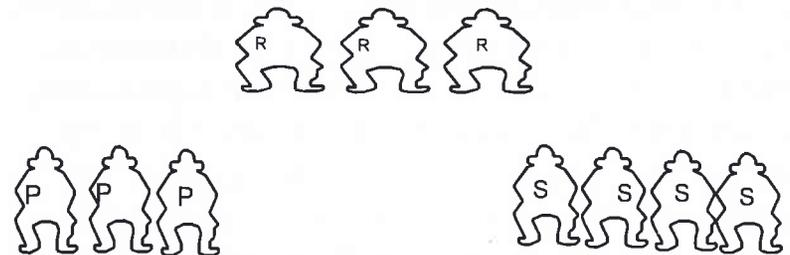
10 Pistol

10 Rifle

4 + Shotgun

Procedure:

- Shooter says "They've got real bullets!"
- At the beep: engage the 3 pistol targets in a 3-4-3 sweep from either end.
- Move to the middle table and shoot your rifle in a 3-4-3 sweep from either end.
- Rifle down move to your shotgun and make sure you shoot your shotgun targets in any order.



Left table

Middle table

Right table

STAGE 9

FROM THE MOVIE SHANGHAI NIGHTS

Roy O Bannon and Chon Wang find themselves locked up in jail. Chon has a plan to escape using a wet silk shirt. Roy doesn't believe Chon that the shirt will bend the bars. Chon Pee's on his shirt and uses it bend the bars. As the bars start to bend Chon says see I told you so. Roy says "No you told me wet shirt bend bars, not pee shirt bend bars."

Staging:

Shooter: Holding twisted up shirt with both hands at cell bars.

Pistols: holstered & loaded with 5 rounds each

Rifle: loaded with 10 rounds staged on the table

Shotgun: staged on the shelf in cell.

Ammo

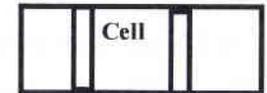
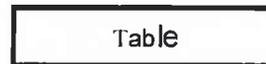
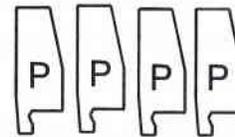
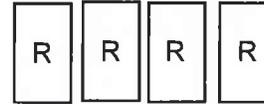
10 Pistol

10 Rifle

4 + Shotgun

Procedure:

- Shooter says "No you told me wet shirt bend bars, not pee shirt bend bars."
- At the beep: engage the rifle targets in a 222,1,2,3,4,333 sweep.
- With pistols engage the pistols targets in a 222,1,2,3,4,333 sweep.
- Move to shotgun and engage the four shotgun targets in any order



STAGE 10
 SPONSORED BY

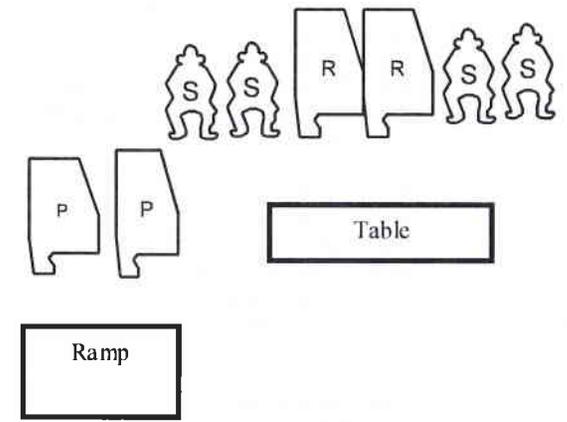
FROM THE MOVIE
BACK TO THE FUTURE 3

Doc is talking to a local old timer about the future. He tells the old timer that in the future everybody has automobiles. The old timer wants to know if anybody still walks or runs in the future if they all have these auto-ma-whats-its. Doc tells him sure, in the future we run fun. The old timer replies "Run for Fun? What the hell kinda fun is that?"

Staging:
 Shooter standing bottom of ramp arms crossed at chest level.
 Rifle: staged on table
 Shotgun: staged at table
 Pistols: holstered & loaded with 5 rounds each

Ammo
 10 Pistol
 10 Rifle
 4 + Shotgun

- Procedure:**
- Shooter says "Run for Fun? What the hell kinda fun is that?" At the beep: with pistols, engage the two pistol targets in a continuous alternating double taps for 10 rounds from either direction.
 - Move to the table and with rifle engage the two rifle targets in a continuous alternating double taps for 10 rounds from either direction.
 - Rifle down grab shotgun and engage the shotgun targets in any order.



AMBUSH SCHEDULE

Thursday

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

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 2 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. 2 Course continues
 1:00pm Wild Bunch match
 5:00pm Posse Marshal Walk Through
 5:30pm All firearms locked up.
 6:00pm Dinner Dutch Treat
 7:00pm Saloon Night Party under the pavilion.

Saturday

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

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

M S M

SDQ = Stage Disqualification; MDQ = Match Disqualification

S D D

MSV = Minor Safety Violation = 10 Second Penalty

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 procedural, second is a SDQ, 3rd is a MDQ			