

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



The North Alabama Regulators

Present

The 20th Annual

AMBUSH

AT

CAVERN COVE



The 2016 Alabama State Championships

A BLAST FROM THE PAST!

SPECIAL THANKS TO OUR MATCH SPONSORS

Woody Anderson Ford



Located On Jordan Lane In Huntsville
256-539-9441



Located On Jordan Lane In Huntsville
800-624-2899

**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- Marshal TKD

Vice President-Barkeep Casey

Territorial Governor- Badger McNeely

Stage Marshal- Dead Lee Shooter

Range Marshal- Licksillet Charlie

Awards Marshal- Scotch Before Noon

Treasurer-Water Snake

Secretary-Drake Robey

Property Marshal- Hikes Point Hank

Committee Chairpersons:

Banquet - Water Snake

Camping- Uncle Frank

Friday 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

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. The Match Director 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 the Match Director 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
The Salon
Ambush Past
Judge Roy Bean

Judge Roy Bean rides into town to restore his cigar supply. A gang of outlaws is looting the town so the Judge grabs his rifle and shoots 10 of them dead in the street. He runs in to the mercantile and see more of the outlaws stealing his favorite brand of cigars. He draws his pistols and takes care of 10 more of the outlaws. He is about to light up a cigar when 4 more out laws bust in. So the Judge grabs his trusty Greener shotgun and dispatches 4 more of the outlaws.

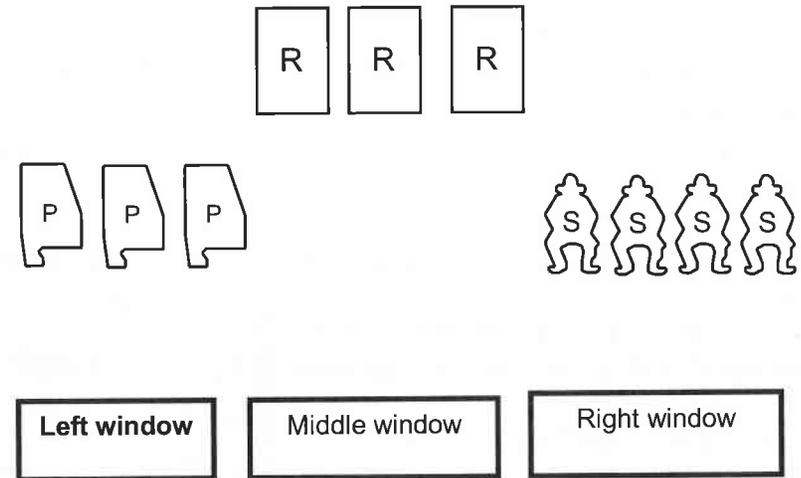
Staging:
Shooter: shooter standing behind left window or right window hands crossed at chest.
Pistols: holstered and loaded with 5 rounds each.
Rifle: loaded with 10 rounds staged in middle window.
Shotgun staged in right window.

Ammo
10 Pistol
10 Rifle
4 Shotgun

Procedure:

- Shooter says "Judge has gotta shotgun"
- At the beep: shooter's choice rifle can not be shot last.
- With pistols engage the pistol targets in a 3-3-4 sweep starting on either end.
- With rifle engage the rifle targets in a 3-3-4 sweep starting on either end.
- With shotgun engage the four shotgun targets in any order.

Stage 1 sponsored by
Hikes Point Hank & Sue Demonas



Stage 2

The Mercantile Paladin

Paladin charges steep fees for his services — typically a thousand dollars a job.

Paladin has been wired to come to the little town of Cavern Cove, to help the local merchant, Major Dundee. Carpetbaggers from New York City have been forcing the Major to pay "Protection" money. Paladin won't stand for this, especially from somebody from New York City!

Staging :

Shooter: hands touching door frame
Rifle loaded with 10 rounds and staged on the table.

Pistols: loaded with 5 rounds each.

Shotgun staged on table.

Ammo

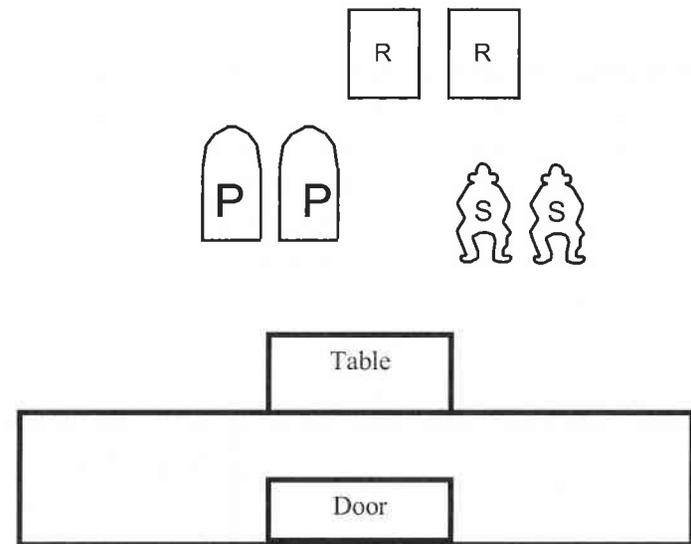
- 10 Pistol
- 10 Rifle
- 2 Shotgun

Procedure:

Shooter says: "I won't stand for this"

- At the beep: shooter's choice rifle can not be shot last.
- With pistols engage the two pistol targets with 5 rounds each any way you want to do it.
- With rifle engage the rifle targets with 5 rounds each.
- With shotgun engage the shotgun targets in any order.

Stage 2 sponsored by Starline Brass



Stage 3

The Bank

Sometimes Things Happen

Sometimes things happen. Sometime in the past we had to grab the money bag out of the strong box, then shut the strong box. And run out side of the bank. Spunky Hollow Slim grabbed the money sack, slammed the lid which shut on the sack and then attempted to drag the strong box down the board walk.

Line is: Spunky slammed the lid on his sack.

Staging:

Shooter: standing in the door way holding the money bag.

Rifle: staged on right table.

Pistols: holstered and loaded with 5 rounds each.

Shotgun: staged on right counter

Ammo:

- 10 Pistol
- 10 Rifle
- 4 Shotgun

Procedure:

- Shooter says "Spunky slammed the lid on his sack."
- At the beep: take the sack to the teller window, with pistols engage pistol targets with a progressive sweep starting on either end. P1x1, P2x2, P1x3, P2x4.
- With rifle engage the rifle targets with a progressive sweep starting on either end. R1x1, R2x2, R1x3, and R2x4.
- With shotgun engage the shotgun targets in any order.

Stage 3 sponsored by
Water Snake



Teller Window

Right Counter

Stage 4

The Barber Shop

Big Jake

Jacob McCandles was a legend in South Texas, founder of the McCandles ranch, he is summoned home by his wife Martha to go after the men who have kidnapped his only grandson and killed many friends on his ranch. Big Jake finally tracks the kidnappers down.

Looking over the ransom box at the kidnappers leader John Fain, Big Jake says " your fault, my fault, nobody's fault, if anything happens to that kid I'm gonna blow your head off"

Line is " your fault, my fault, nobody's fault, if anything happens to that kid I'm gonna blow your head off"

Staging:

Shooter: Standing in front of chair with hands on hips.

Rifle: loaded with 10 rounds staged on table

Shotgun staged on table

Pistols: holstered and loaded with 5 rounds each

Ammo

10 Pistol

10 Rifle

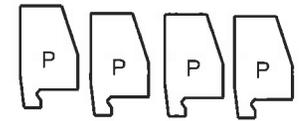
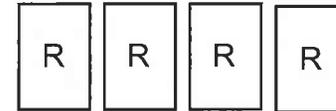
4 Shotgun

Procedure:

Shooter says "your fault, my fault, nobody's fault, if anything happens to that kid I'm gonna blow your head off"

- At the beep: with pistols engage the pistol targets by quad tapping an end target and then by double tap sweeping the other 3 targets starting on the opposite end.
- With rifle engage the rifle targets by quad tapping an end target and then by double tap sweeping the other 3 targets starting on the other end.
- With shotgun engage the shotgun targets in any order.

Stage 4 sponsored by
Lickskillet Charlie



Stage 5

Big Ned

Josey Wales

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

Line is: Dying aint much of a livin!

Staging:

Shooter Standing behind wagon seat Shotgun in hands
 Rifle: loaded with 10 rounds staged on wagon shelf.
 Pistols holstered and loaded with 5 rounds each.
 Shotgun: held in both hands

Ammo

10 Pistol
 10 Rifle
 4 Shotgun

Shooter says "Dyin aint much of a livin"

- At the beep with shotgun engage big Ned with 4 shotgun rounds. Shotgun make safe.
- Move to rifle and with rifle dump 10 rounds on Ned.
- With pistols dump 10 on Ned as well.
- Note misses on Ned do not count only way a shooter can get a miss on this stage is rounds unfired.

Stage 5 sponsored by
 El Coyote
 Mexican Restaurant



Wagon seat

Shelf

Stage 6

The Church
The 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 :

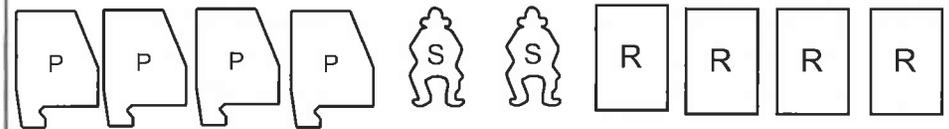
Shooter: Standing behind pulpit back touching pulpit.
Pistols: staged on left window shelf
rifle: staged on right window shelf.
Shotgun staged in center window.

Ammo
10 Pistol
10 Rifle
4 + Shotgun

Procedure:

- Shooter says . "Now anytime you feel lucky"
- At the beep: shooters choice rifle can not be shot last .
 - With rifle double tap sweep all four targets and then single tap the two inner targets.
 - Move to pistols and double tap all four pistol targets and then single tap the two inner targets.
 - Move to shotgun engage the shotgun targets in any order.

Stage 6 sponsored by
Watersnake



Stage 7

Two Ponies Saloon Wild Bill

Wild Bill Hickok is one of the most well known gunfighters of the old west, he was a living legend. Wild Bills fame is due to his legendary skill with a pistol.

In his early years while working as a buffalo hunter he stops in at trading post for a drink and some supplies. He is confronted by a local who asks Wild Bill to buy him a drink. Wild Bill replies "I only buy drinks for my friends." Wild Bill turns back to the bar. The stranger knocks Wild Bills hat off and starts to draw his pistol. Wild Bill pulls his pistols and shoots the stranger twice in the chest.

Line "I only buy drinks for my friends."

Staging:

Shooter: standing behind table with hands flat on table.

Rifle and Shotgun are staged on table

Pistols: holstered with 5 rounds each.

Ammo

10 Pistol

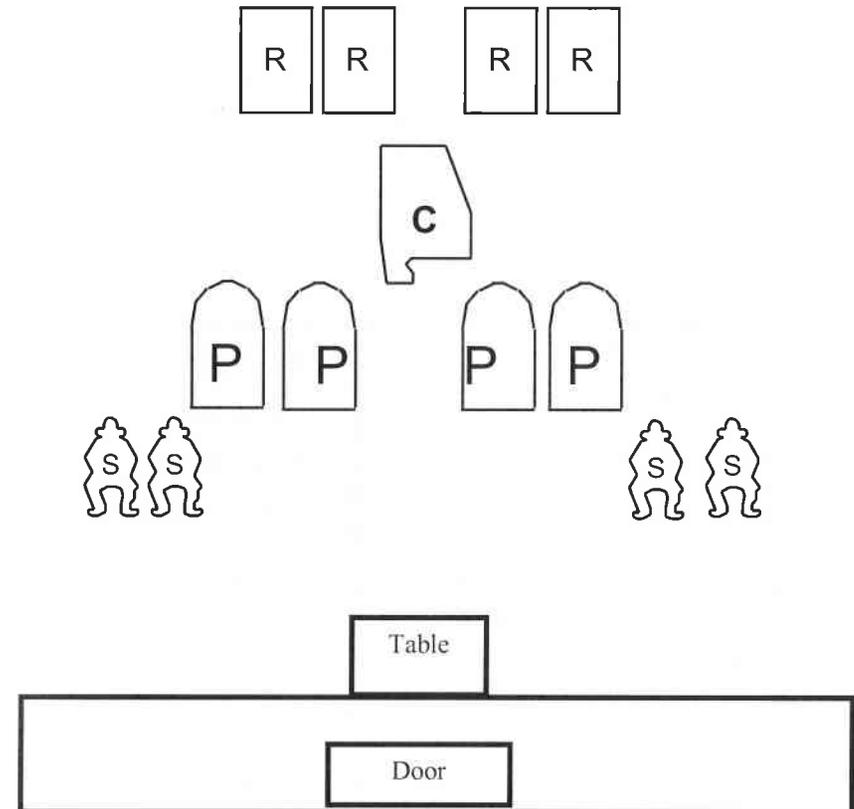
10 Rifle

4+ Shotgun

Procedure : Shooter says " I only buy drinks for my friends."

- At the beep: shooter's choice rifle can not be shot last.
- With rifle engage the common target with a triple tap and then engage all four rifle targets once each and then triple tap the common target.
- With pistols engage the common target with a triple tap and then engage all four pistol targets with one round each and the n triple tap the common target.
- With shotgun engage the four shotgun targets in any order.

Stage 7 sponsored by
Drake Robey



Stage 8

Pearls Parlor House
Blazing Saddles

Taggart and the posse of ,rustlers, cut throats, murderers, bounty hunters, desperados, mugs, pugs, thugs, nitwits, halfwits, dimwits, vipers, snipers, con men, Indian agents, Mexican bandits, muggers, buggerers, bushwhackers, horn swogglers, horse thieves, bull dykes, train robbers, bank robbers, ars-kickers, sh*t -kickers and Methodists have been held up at the toll gate.

Line is: Somebody go back and get a S**t load of dimes.

Staging:

Shooter: Standing at either end table hands on hat brim.

Pistols : Holstered loaded with 5 rounds each

Rifle: Staged on right table

Shotgun: Staged on left table

Ammo:

10 Pistol

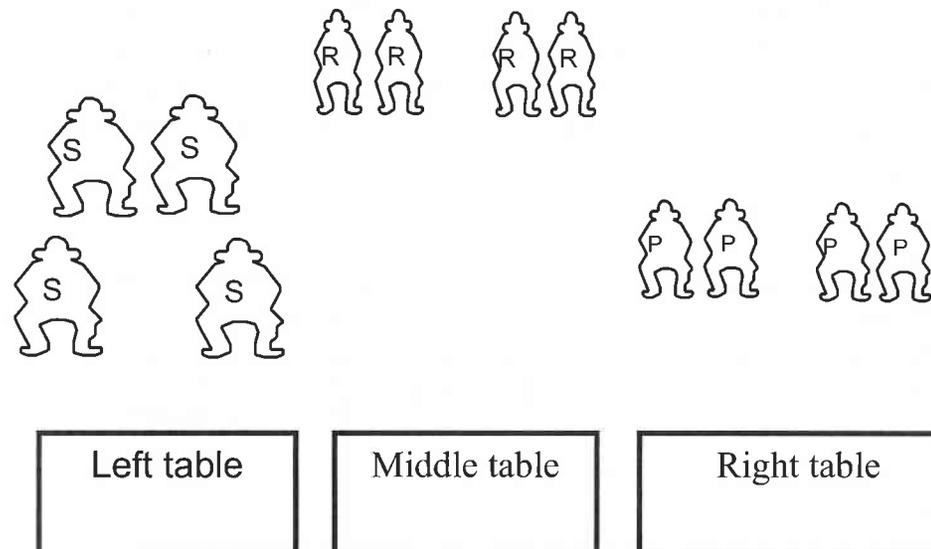
10 Rifle

4+ Shotgun

Procedure: shooter says "Somebody go back and get a S**t load of dimes."

- At the beep: shooter's choice rifle can not be shot last.
- With pistols engage any pair of pistol targets in a military sweep triple tap P1 single tap P2 then single tap P1. then repeat the same scenario with the other pair of pistol targets. P1 is the left target in each set.
- With rifle engage the same scenario as the pistol triple tap R1 single tap R2 and then single tap R1. Repeat the same scenario starting on the other pair of rifle targets. Must start on left side each string.
- With shotgun shoot shotgun targets in any order.

Stage 8 sponsored by
Clayton Homes



Stage 9

The Jail

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: hands on the shirt at the bars
 Pistol: Holstered & loaded 5 rounds each.
 Shotgun staged on shelf
 Rifle on table.

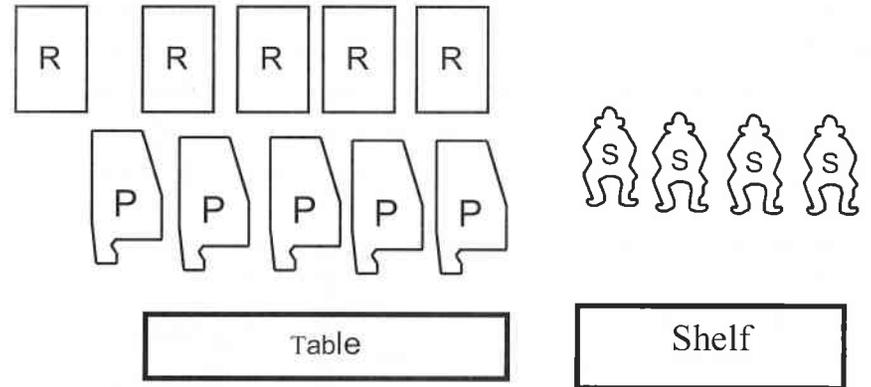
Ammo

10 Pistol
 10 Rifle
 4 +Shotgun

Procedure: " Shooter Says " You told me wet shirt bend bars, not pee shirt bend bars.

- At the beep: gun order is shooter's choice but shotgun must be shot last.
- With rifle shoot the middle rifle target 5 times and then single tap sweep all rifle targets from either end.
- With Pistols engage the middle target 5 times and the single tap sweep all pistol targets from either end.
- With shotgun engage the shotgun targets in any order.

Stage 9 sponsored by
 Denham's Western Wear



Stage 10
The Saw Mill
Lonesome Dove

Outside the Dry Bean, a reporter trails Call. "They say you carried your friend 3000 miles just to bury him. They say the both of you were Texas Rangers back in the old days. They say you cleaned out the Apaches and bandits. They say you started the first cattle ranch up in Montana. They say you're a man of vision. Is that true?" Call shakes his head no. "...vision you say? Yeah, tell 'em vision."

Staging:

Shooter standing at bottom of ramp
Pistols: holstered & loaded 5 rounds each.
Shotgun: staged on table.
Rifle: also on table

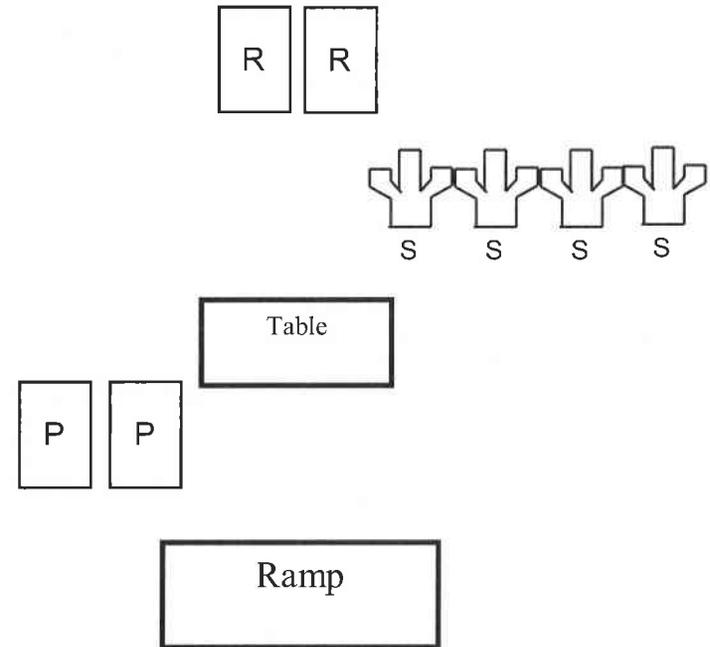
Ammo
10 Rifle
10 Pistol
4 + Shotgun

Shooter says "Vision you say? Yeah, tell em vision"

- At the beep with pistols engage the two pistol targets in a 4-1 sweep from either direction and repeat the same exact sweep from the same direction.
- With rifle engage the rifle targets in a 4-1 sweep from either direction and repeat the same exact sweep from the same direction.
- With shotgun engage the four shotgun targets in any order.

Sponsored By

Cavern Cove
Rim Fire



AMBUSH SCHEDULE

Thursday

Vendor set up

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,
 10:00am-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 Saloon Night Dinner Dutch Treat
 7:00pm Hospitality Night

Saturday

7:00am-8:00am Breakfast Available
 7:00am-8:00am Registration Open
 8:00am-5:00pm Vendors Open
 8:30am MANDATORY Safety Meeting and Opening Ceremonies
 9:00 am Shoot 5 Main Stages
 12:45 Lunch
 6:00pm Banquet dinner at the Range

Sunday

7:00am Breakfast Available
 8:00 am Cowboy Church Under the Pavilion
 9:00 am Shoot Final 5 Main Stages
 12:45pm Lunch & Drawing for Rifle and Pistol
 1:45pm Awards

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)	✓		
Arriving "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			