

SASS® & The North Alabama Regulators

Present

SHOOTOUT

THE 2022 SASS ALABAMA STATE
COWBOY ACTION SHOOTING CHAMPIONSHIP



#narshootout

Alias _____ **GHOST CHICKENS
IN THE SKY**

Stage	Time	Misses	Penalty	Total
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
Total				

#narshootout

Match and Range Rules

Rules

- All SASS rules apply.
- A rifle or pistol round over the berm is a Match DQ. Shotgun round over the berm is a no-call.
- The Loading Area extends five feet from the edges of the loading table.
- Eye and ear protection must be worn by shooters and spectators while standing behind or on the firing line.



Scoring

- The electronic tablets maintain the **OFFICIAL SCORE** of the match. The paper sheets are backups to be used only in the unlikely event the electronic systems fail. Please review your category and verify your scores **in the electronic tablets** before leaving **each** stage.
- The match is scored by total time following SASS rules.
- Shooters may appeal any ruling by notifying the Match RO and posting a \$50 cash bond before the posse leaves the stage. A panel of three TG's or RO Instructors will consider the appeal. Their decision is final. The bond will be forfeited to the SASS Scholarship Fund if the ruling is upheld.

The Firing Line

This range has a common firing line from stage one through five. There is also a common firing line from stage six through nine. Stage ten does not share a firing line with other stages.

The Flag System

This range utilizes the SASS flag system for signifying range operations on the firing line. Consult the SASS ROI for more information on the system.

Sponsors



A special Thank You to all our wonderful sponsors!

MAIN MATCH

Evil Bloodsucker Enterprises
Cavern Cove Competitive Shooting
Arrow Graphics
Fiocchi

BLACK POWDER SIDE MATCH

Evil Bloodsucker Enterprises

MINI MATCH

Porky's

PCC MATCH

Cavern Cove Competitive Shooting

Vendors

Be sure to check out and thank all our wonderful vendors!

Denhams
CSA Bullets
Porky's

Morning Warm Up at 9:00 am
Black Powder at 1:30 pm

Stage 1

"It hit me in the eye!"

AMMO: 10 Pistol, 10 Rifle, 6+ Shotgun

STAGING:

- ◆ Shooter: at the window at their discretion, hands held at shoulder level, thumbs and middle finger touching each other. (The first move of the Chicken Dance)
- ◆ Rifle: staged in left opening.
- ◆ Shotgun: staged in right opening.

PROCEDURE:

- ◆ Line: "It hit me in the eye!"
- ◆ Gun order: rifle not last.
- ◆ Pistol: from left opening, starting on any corner target, engage three targets diagonally in a single-tap Nevada sweep for 5 rounds. Repeat instructions on the opposite diagonal with the remaining five rounds.
- ◆ Rifle: from staged location, engage the targets with the same instructions as the pistol.
- ◆ Shotgun: from staged location, engage knockdowns in any order.

Time Misses Penalty Total

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4

Morning Warm Up at 9:00 am
Black Powder at 1:30 pm

Stage 2

"Oh, lawdy, they've come fer revenge!"

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at any table at their discretion, thumbs hooked in armpits. (The second move of the Chicken Dance)
- ◆ Rifle: staged on right table
- ◆ Shotgun: staged on right table

PROCEDURE:

- ◆ Line: "Oh, lawdy, they've come fer revenge!"
- ◆ Gun order: rifle not last.
- ◆ Pistol: from left table, triple tap the center target, then double tap the outside targets, then triple tap the center target.
- ◆ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: from staged location, engage knockdowns in any order.

Time Misses Penalty Total

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5

Morning Warm Up at 9:00 am
Black Powder at 1:30 pm

Stage 3

“Er, er, er, errrrr!”

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at any table at their discretion, thumbs hooked in armpits, and shaking their “tail feathers.” (The third move of the Chicken Dance)
- ◆ Rifle: staged on center table.
- ◆ Shotgun: staged on left or right table.

PROCEDURE:

- ◆ Line: [crowing like a ghost chicken] “Er, er, er, errrrr!”
- ◆ Gun order: rifle not last.
- ◆ Pistol: from center table, starting on either end target, engage the targets in a 2-1-2-2-1-2 sweep.
- ◆ Rifle: from staged location, repeat pistol instructions.
- ◆ Shotgun: from left table, engage any two knockdown targets.
- ◆ Shotgun: from right table, engage any two knockdown targets.
- ◆ Note: shotgun targets may be made up from any table at any time.

Time Misses Penalty Total

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6

Morning Warm Up at 9:00 am
Black Powder at 1:30 pm

Stage 4

“What’s a pullet?”

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at any table at their discretion, clap their hands four times, and keep hands clasped at chest level. (The fourth move of the Chicken Dance)
- ◆ Rifle: staged on right table.
- ◆ Shotgun: staged on either table.

PROCEDURE:

- ◆ Line: “What’s a pullet?”
- ◆ Gun order: rifle not last.
- ◆ Pistol: from left table, triple tap P1, single tap P2, single tap P3, single tap P2, single tap P3, triple tap P4.
- ◆ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: engage knockdowns in any order.

Time Misses Penalty Total

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7

Wild Bunch at 9:00 am

Stage 7

“Pass me the coleslaw!”

AMMO: 14 Pistol, 7 Rifle, 4 Shotgun

STAGING:

- ◆ Shooter: at any table at their discretion, hand(s) touching gun of choice.
- ◆ Rifle: staged on right table.
- ◆ Shotgun: staged on left table.

PROCEDURE:

- ◆ Line: “Pass me the coleslaw!”
- ◆ Gun order: shooter’s choice.
- ◆ Pistol: from right table, triple tap the headstone then single tap each coffin. Repeat instructions with remaining 7 rounds.
- ◆ Rifle: from staged location, triple tap the headstone then single tap each coffin.
- ◆ Shotgun: engage knockdowns in any order.

Time Misses Penalty Total

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8

Wild Bunch at 9:00 am

Stage 8

“Cows are so dumb!”

AMMO: 21 Pistol, 7 Rifle, 4 Shotgun

STAGING:

- ◆ Shooter: at any table at their discretion, both hands touching table.
- ◆ Rifle: staged on left table.
- ◆ Shotgun: staged on right table.

PROCEDURE:

- ◆ Line: “Cows are so dumb!”
- ◆ Gun order: shooter’s choice
- ◆ Pistol: from left table, engage the three rifle targets in a 2-3-2 sweep starting on either end.
- ◆ Pistol: from center table, engage the three pistol targets in a 2-3-2 sweep starting on either end. Repeat instructions with another 7 rounds.
- ◆ Rifle: from staged location, engage the three rifle targets in a 2-3-2 sweep starting on either end.
- ◆ Shotgun: from staged location, engage knockdowns in any order.

Time Misses Penalty Total

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9

Wild Bunch at 9:00 am

Stage 9

“Them chickens is haunting me!”

AMMO: 14 Pistol, 7 Rifle, 4 Shotgun

STAGING:

- ◆ Shooter: in jail office or jail cell at their discretion, touching metal bars dividing cell from office with both hands.
- ◆ Rifle: staged in jail office.
- ◆ Shotgun: staged in jail cell.

PROCEDURE:

- ◆ Line: “Them chickens is haunting me!”
- ◆ Gun order: shooter’s choice
- ◆ Pistol: from jail office, double tap each end target, then single tap each of the three center targets. Repeat instructions with remaining 7 rounds.
- ◆ Rifle: from staged location, double tap each end target, then single tap each of the three center targets.
- ◆ Shotgun: from staged location, engage knockdowns in any order.

Time Misses Penalty Total

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10



Wild Bunch at 9:00 am

Stage 10

“Don’t stand there laughing!”

AMMO: 14 Pistol, 7 Rifle, 6 Shotgun

STAGING:

- ◆ Shooter: at left table at their discretion, hands not touching guns or ammo.
- ◆ Rifle: staged on left table.
- ◆ Shotgun: staged on right table.

PROCEDURE:

- ◆ Line: “Don’t stand there laughing!”
- ◆ Gun order: rifle, pistol, shotgun
- ◆ Rifle: from staged location, engage the two outside targets with alternating single taps for four rounds, then triple tap the center target.
- ◆ Pistol: from left table, engage the two outside targets with alternating single taps for four rounds, then triple tap the center target.
- ◆ Pistol: from right table, engage the two outside targets with alternating single taps for four rounds, then triple tap the center target. Repeat instructions with remaining 7 rounds.
- ◆ Shotgun: from staged location, engage two knockdowns in any order.
- ◆ Shotgun: from left of cactus, engage four knockdowns in any order.

Time Misses Penalty Total

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11



Afternoon Warm Up at 1:30 pm

Stage 7

“Pass me the coleslaw!”

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at any table at their discretion, hand(s) touching gun(s) of choice.
- ◆ Rifle: staged on right table.
- ◆ Shotgun: staged on left table.

PROCEDURE:

- ◆ Line: “Pass me the coleslaw!”
- ◆ Gun order: rifle not last.
- ◆ Pistol: from right table, engage each target with 2 rounds in any order.
- ◆ Rifle: from staged location, repeat pistol instructions.
- ◆ Shotgun: engage knockdowns in any order.

Time Misses Penalty Total

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12

Afternoon Warm Up at 1:30 pm

Stage 8

“Cows are so dumb!”

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at any table at their discretion, both hands touching table.
- ◆ Rifle: staged on center table.
- ◆ Shotgun: staged on right table.

PROCEDURE:

- ◆ Line: “Cows are so dumb!”
- ◆ Gun order: rifle not last.
- ◆ Pistol: from left table, starting on either end target, single tap sweep the pistol targets twice in the same direction, then engage the center target with four rounds.
- ◆ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: from staged location, engage knockdowns in any order.

Time Misses Penalty Total

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13

Afternoon Warm Up at 1:30 pm

Stage 9

“Them chickens is haunting me!”

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: in jail office or jail cell at their discretion, touching metal bars dividing cell from office with both hands.
- ◆ Rifle: staged in jail office.
- ◆ Shotgun: staged in jail cell.

PROCEDURE:

- ◆ Line: “Them chickens is haunting me!”
- ◆ Gun order: rifle not last
- ◆ With pistol and rifle as necessary, from jail office, starting on either end target, engage the targets in a 2-3-4-5-6 sweep.
- ◆ Shotgun: from staged location, engage knockdowns in any order.

Time Misses Penalty Total

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14

Afternoon Warm Up @ 1:30 pm

Stage 10

“Don’t stand there laughing!”

AMMO: 10 Pistol, 10 Rifle, 6+ Shotgun

STAGING:

- ◆ Shooter: at left table at their discretion, hands not touching guns or ammo.
- ◆ Rifle: staged on right table.
- ◆ Shotgun: staged on right table.

PROCEDURE:

- ◆ Line: “Don’t stand there laughing!”
- ◆ Gun order: pistol, rifle, shotgun
- ◆ Pistol: from starting location, starting on the center target, engage the targets in a double tap Nevada sweep for ten rounds.
- ◆ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: from staged location, engage two knockdowns in any order.
- ◆ Shotgun: from left of cactus, engage four knockdowns in any order.
- ◆ Note: Shotgun targets must be made up from where originally engaged.

Time Misses Penalty Total

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15

Stage 1

"It hit me in the eye!"

A chicken farmer took a walk out on his farm one day. He rested by the coop as he went along his way. When all at once a rotten egg hit him in the eye. It was the sight he dreaded, Ghost Chickens in the Sky!

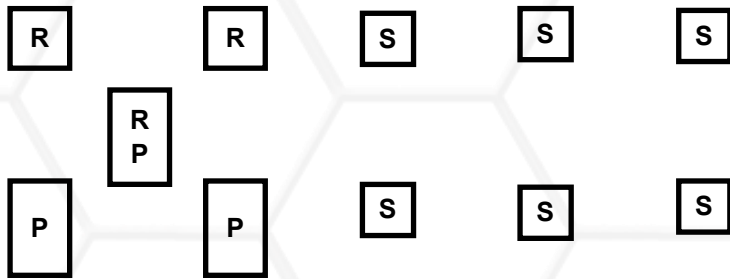
AMMO: 10 Pistol, 10 Rifle, 6+ Shotgun

STAGING:

- ◆ Shooter: at the window at their discretion, hands held at shoulder level, thumbs and middle finger touching each other. (The first move of the Chicken Dance)
- ◆ Rifle: staged in left opening.
- ◆ Shotgun: staged in right opening.

PROCEDURE:

- ◆ Line: "It hit me in the eye!"
- ◆ Gun order: rifle not last.
- ◆ Pistol: from left opening, engage the three front targets in a 3-4-3 sweep starting on either end.
- ◆ Rifle: from staged location, engage the three back targets with the same instructions as the pistol.
- ◆ Shotgun: from staged location, engage knockdowns in any order.



Stage 2

"Oh, lawdy, they've come fer revenge!"

He'd been a chicken farmer since he was twenty-four. A workman for the Colonel for thirty years or more. Killing all those chickens and sending them to fry. And now they want revenge, Ghost Chickens in the Sky!

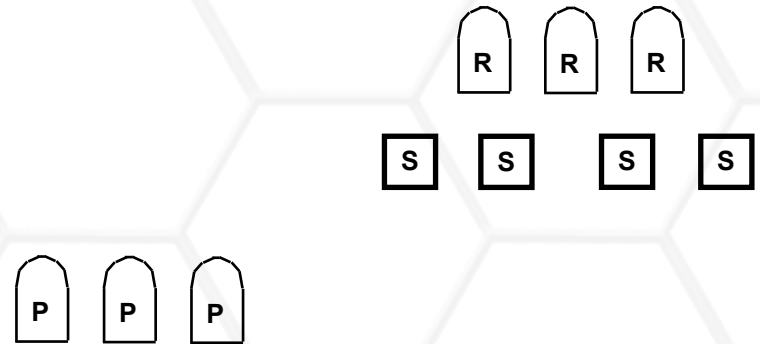
AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at any table at their discretion, thumbs hooked in armpits. (The second move of the Chicken Dance)
- ◆ Rifle: staged on right table
- ◆ Shotgun: staged on right table

PROCEDURE:

- ◆ Line: "Oh, lawdy, they've come fer revenge!"
- ◆ Gun order: rifle not last.
- ◆ Pistol: from left table, starting on either end target, Nevada sweep the three targets single tapping the end targets and double tapping the center target each time by for 10 rounds.
- ◆ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: from staged location, engage knockdowns in any order.



Stage 3

“Er, er, er, errrrr!”

The chicken farm was just downstream of Oak Ridge, Tennessee. A nuclear reactor leaked some water accidentally. What happened next was like a horror story by Ralph Nader. Some toxic waste leaked into the brood house incubator.

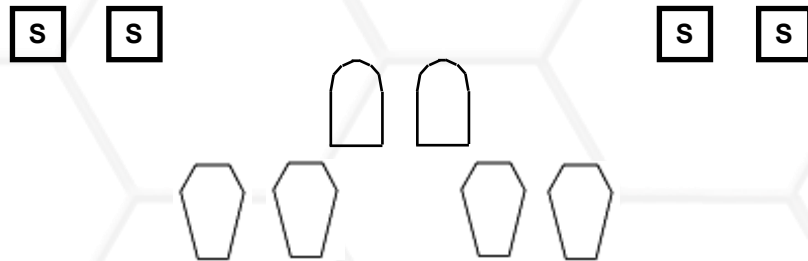
AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at any table at their discretion, thumbs hooked in armpits, and shaking their “tail feathers.” (The third move of the Chicken Dance)
- ◆ Rifle: staged on center table.
- ◆ Shotgun: staged on left or right table.

PROCEDURE:

- ◆ Line: [crowing like a ghost chicken] “Er, er, er, errrrr!”
- ◆ Gun order: rifle not last.
- ◆ Pistol: from center table, triple tap each headstone and single tap each coffin in any order.
- ◆ Rifle: from staged location, repeat pistol instructions.
- ◆ Shotgun: from left table, engage any two knockdown targets.
- ◆ Shotgun: from right table, engage any two knockdown targets.
- ◆ Note: shotgun targets may be made up from any table at any time.



Stage 4

“What’s a pullet?”

Inside that chicken coop they always kept the TV on. They said it helped the chicks to grow, helped to keep them calm. As four young chickens put that heavy water down their gullets, an old western was on the air, something happened to those pullets.

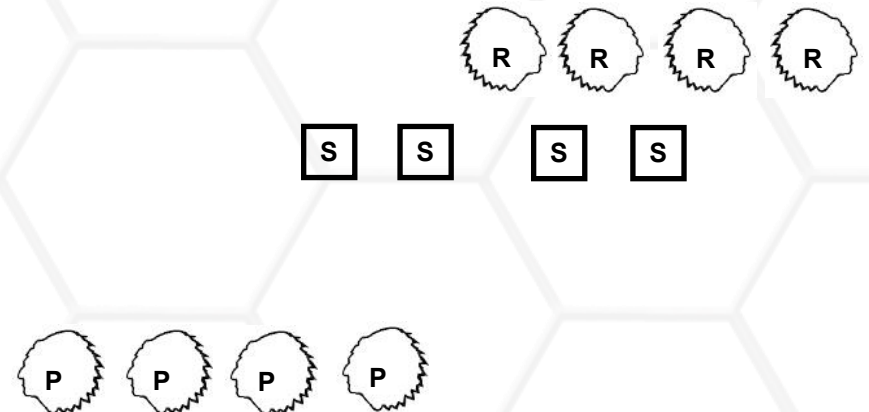
AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at any table at their discretion, clap their hands four times, and keep hands clasped at chest level. (The fourth move of the Chicken Dance)
- ◆ Rifle: staged on right table.
- ◆ Shotgun: staged on either table.

PROCEDURE:

- ◆ Line: “What’s a pullet?”
- ◆ Gun order: rifle not last.
- ◆ Pistol: from left table, starting on either end target engage the pistol targets in a 4-3-2-1 sweep.
- ◆ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: engage knockdowns in any order.



Stage 5

“Did you see the size of them chickens?”

They grew up mighty quick, and they became awfully strong. They learned to twirl a six-gun, found a cowboy hat, put it on. They called upon the spirits of all dead chickens from the past. The farmer tried to run and hide, but he wasn't all that fast.

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at wagon at their discretion, touching egg with both hands.
- ◆ Rifle: staged on wagon bed.
- ◆ Shotgun: staged on wagon seat.

PROCEDURE:

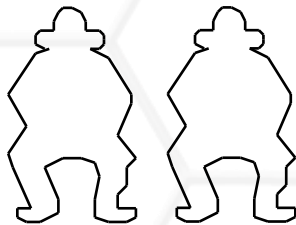
- ◆ Line: “Did you see the size of them chickens?”
- ◆ Gun order: rifle not last.
- ◆ Pistol: from wagon bed, starting on either target, engage the targets with alternating double taps for 10 rounds.
- ◆ Rifle: from staged location, repeat pistol instructions.
- ◆ Shotgun: from staged location, engage knockdowns in any order.

S

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20

Stage 6

“They call me “Stew.” How do you do?”

One said his name was Fricassee, the second Cordon Bleu. The third was Cacciatore, and the fourth they just called "Stew." Seemed awful dangerous having grown so big on heavy water. They decided then to serve the farmer with a side of law and order.

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at any table at their discretion, both hands touching hat. If hat not worn, hands touching temples of safety glasses.
- ◆ Rifle: staged on center table.
- ◆ Shotgun: staged on left table.

PROCEDURE:

- ◆ Line: “They call me “Stew.” How do you do?”
- ◆ Gun order: rifle not last.
- ◆ Pistol: from right window, starting on either end target, engage the three pistol targets in a 1-3-1 sweep twice in the same direction.
- ◆ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: from staged location, engage knockdowns in any order.

S

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P

21

Stage 7

“Pass me the coleslaw!”

Their beaks were black and shiny, their eyes were burning red!
They didn't have no feathers, these chickens all were dead!
They picked that farmer up, and he died by the claw.
They cooked him extra crispy and ate him with coleslaw!

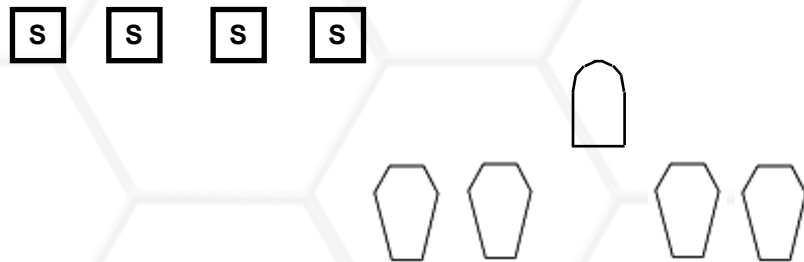
AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at any table at their discretion, hand(s) touching gun(s) of choice.
- ◆ Rifle: staged on right table.
- ◆ Shotgun: staged on left table.

PROCEDURE:

- ◆ Line: “Pass me the coleslaw!”
- ◆ Gun order: rifle not last.
- ◆ Pistol: from right table, single tap each coffin, then double tap the headstone, then single tap each coffin.
- ◆ Rifle: from staged location, repeat pistol instructions.
- ◆ Shotgun: engage knockdowns in any order.



22

Stage 8

“Cows are so dumb!”

Remember chickens are your friends, so let them go their way.
Those stupid cows are liars, don't eat at Chick-fil-A.
You never want to end up on the rotisserie,
or fried with herbs and spices, your wings served with celery.

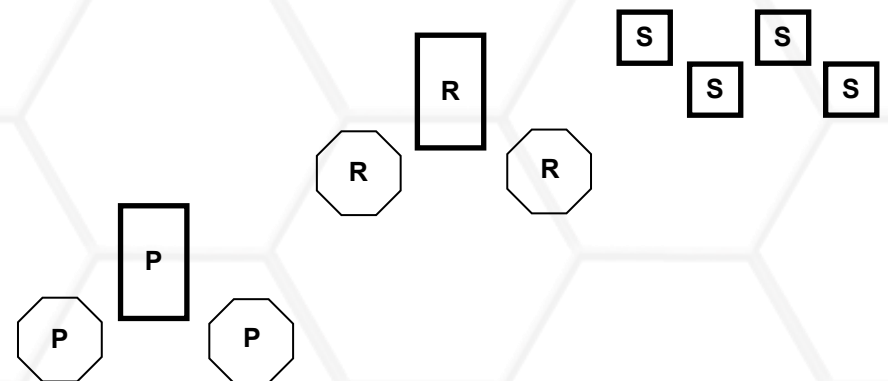
AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at any table at their discretion, both hands touching table.
- ◆ Rifle: staged on center table.
- ◆ Shotgun: staged on right table.

PROCEDURE:

- ◆ Line: “Cows are so dumb!”
- ◆ Gun order: rifle not last.
- ◆ Pistol: from left table, with the first five rounds, single tap the rectangle and double tap the stop signs in any order. Repeat instructions with the remaining five rounds. Yes, you may.
- ◆ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: from staged location, engage knockdowns in any order.



23

Stage 9

“Them chickens is haunting me!”

So let this song remind you, if you want eternal peace,
Don't raise up harmless poultry for to cook 'em up in grease.
Remember don't raise animals that you will someday kill
'Cause a chicken may come haunt you, but tofu never will.

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: in jail office or jail cell at their discretion, touching metal bars dividing cell from office with both hands.
- ◆ Rifle: staged in jail office.
- ◆ Shotgun: staged in jail cell.

PROCEDURE:

- ◆ Line: “Them chickens is haunting me!”
- ◆ Gun order: rifle not last
- ◆ Pistol: from jail office, double tap either end target, then single tap sweep the three center targets twice in the same direction, then double tap the opposite end target.
- ◆ Rifle: from staged location, engage the targets with the same instructions as the pistol.
- ◆ Shotgun: from staged location, engage knockdowns in any order.



Stage 10

“Don't stand there laughing!”

If you spot a chicken foot, then you've already lost your way.
You better check behind you, them chickens come to slay.
Why do you stand there laughing? 'Cause I would never lie.
Them chickens coming for you. Ghost Chickens in the Sky!

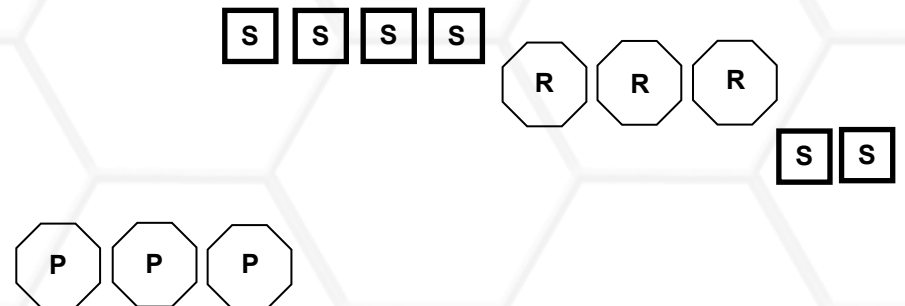
AMMO: 10 Pistol, 10 Rifle, 6+ Shotgun

STAGING:

- ◆ Shooter: at left table at their discretion, hands not touching guns or ammo.
- ◆ Rifle: staged on right table.
- ◆ Shotgun: staged on right table.

PROCEDURE:

- ◆ Line: “Don't stand there laughing!”
- ◆ Gun order: pistol, rifle, shotgun
- ◆ Pistol: from starting location, quad tap either outside pistol target, then single tap the center pistol target. Repeat instruction starting on the opposite end pistol target.
- ◆ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun: from staged location, engage two knockdowns in any order.
- ◆ Shotgun: from left of cactus, engage four knockdowns in any order.
- ◆ Note: Shotgun targets must be made up from where originally engaged.



Shootout

Match Director

Marshal TKD

Match RO

Branchwater Jack

Range Master

Reno Mustang

NAR Board Of Directors:

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Vice President-Barkeep Casey

Secretary- Drake Robey

Stage Marshal-Branchwater Jack

Awards Marshal-Toolman

Territorial Governor-Reno Mustang

Land Barons:



Cavern Cove Competitive Shooting

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Schedule of events

Stages number from right to left

Thursday

8:00 am - 5:00 pm Registration open at the cabin
 8:00 am - 3:30 pm Cowboy Yard Sale at the pavilion
 8:00 am - 3:00 pm RO1 and RO2 Classes at the pavilion - short lunch break
 9:00 am Wild Bunch Match - TBD
 9:00 am Warm-up Match Stages TBD
 10:00 am - 12:00 pm Zero Time & Speed Side Matches Stages TBD
 Long Range (between stages 5 and 6)
 11:30 am - 1:30 pm Lunch available at the pavilion - On your own
 12:00 - 1:30 pm RANGE IS COLD
 1:30 pm PCC Match at the Action Bays (past stage 10)
 Black Powder Match - Stages TBD
 Warm-up Match Stages TBD
 1:30 - 3:30 pm Zero Time & Speed Side Matches Stages - TBD
 Long Range (between stages 5 and 6)
 3:45 - 4:45 pm Territorial Governor Meeting at the pavilion
 5:00 pm Posse Marshal walk-through - Meet at stage 1
 5:30 pm Barkeep's Saloon is open at the pavilion
 6:00 pm Spaghetti Western Dinner under the pavilion. We will have a Spaghetti and Spaghetti Westerns playing on the TV's. Dinner is no included in shooter fee.

Friday

7:00 - 9:00 am Breakfast available at the pavilion - On your own
 7:00 - 8:00 am Registration open at the cabin
 8:00 am Vendors Open
 8:30 am MANDATORY Safety Meeting at the pavilion
 9:00 am Shoot 5 Main Match Stages
 11:00 am - 1:30 pm Lunch available at the pavilion - On your own
 5:30 pm Barkeep's Saloon is open at the pavilion
 6:00 pm Dinner at the pavilion - On your own
 6:45 pm Side Match Awards at the pavilion

Saturday

7:00 - 9:00 am Breakfast available at the pavilion - On your own
 8:00 am Vendors Open
 9:00 am Shoot 5 Main Match Stages
 11:00 am - 1:30 pm Lunch available at the pavilion - On your own
 5:30 pm Costume Contest judging at the pavilion
 6:30 pm Awards Social with finger foods (included in shooter fee) at the pavilion. Door prizes, costume awards, and main match awards.

