

# AMBUSH AT THE CAVERNS "98"

**HOSTED BY**



**THE NORTH ALABAMA REGULATORS**

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# **AMBUSH AT THE CAVERNS**

## **SCHEDULE**

### **FRIDAY, OCTOBER 2**

**3:00 PM — 7:00 PM**    **Packet Pickup**  
**3:00 PM — 6:00 PM**    **Vendors Open**  
**6:00 PM —**            **Campfire (wash pot stew, pickin' and grinnin', bring your beverage.)**

### **SATURDAY, OCTOBER 3**

**7:00 AM — 8:00 AM**    **Packet Pickup**  
**8:00 AM**                **Mandatory Shooter's Meeting**  
**8:30 AM — 11:30 AM**    **First Four Main Stages**  
**8:30 AM — 6:00 PM**    **Vendors Open**  
**1:00 PM — 4:00 PM**    **Side Matches and Posse Match**  
**7:00 PM**                **Dinner, Town Costume Contest and Programs**

### **SUNDAY, OCTOBER 4**

**8:00 AM —**            **Vendors Open**  
**9:00 AM — 12:00**    **Second Four Main Stages**  
**1:30 AM — 2:30 PM**    **Awards**

## BASIC RANGE RULES

1. The 1998 SASS Shooter's Handbook shall be followed at all times.
2. No wrist or butt stock shotgun bandoleers allowed.
3. Dropped ammo is "dead" ammo. Put extra ammo on your body for each stage. If ammo is dropped, leave it and retrieve a new round from your supply. The live round can be retrieved from the ground after the shooter has shot the stage.
4. A dropped gun is a "dead" gun, and may only be retrieved by the range officer. Any dropped gun will result in automatic disqualification for that stage. Empty long guns propped against a barricade that ultimately slip and fall will not result in a penalty.
5. All long guns shall be broken open when they leave the shooter's hands, unless instructed otherwise, all pistols will be returned to leather when empty.
6. Shotguns are always staged empty. When allowed, they may be loaded "on the line" and securely held at port arms until brought into action.
7. Cap and ball pistols may only be loaded with five rounds. It is permissible to initially charge the sixth chamber and then cap under the clock when the stage demands a "one round" reload. Note: All loading (charging the chambers) must be accomplished at a designated loading or unloading table on the range. Please be sensitive to muzzle direction even while loading and unloading. No one likes to have any gun pointed at them, loaded or unloaded.
8. All range commands, including "CEASE FIRE" are to be followed instantly.
9. Ambush At The Caverns is a "no alibi" match. Once the first round is sent down range, the shooter is committed to the stage. This means once you start, it is up to you to finish the stage the best way you can. Jams, faulty ammo, misfires, a round in the barrel, not understanding the stage, ect., are not grounds for a "re-shoot". Failure of the range equipment including failure to properly measure the shooting time, broken targets, ect., are grounds for a re-shoot at the discretion of the posse leader. When allowed a re-shoot, the score will be based upon the new shooting time adjusted by either the number of targets missed on the first run or the second run, whichever is greater. The shooter cannot have fewer misses on the second run, but can have more.
10. Verify the correctness of your scores prior to their being submitted.
11. Eye and hearing protection is mandatory.
12. Everyone is a safety officer, if you see someone doing something unsafe, politely inform them of the infraction.
13. If you see someone who is in violation of SASS rules/guidelines, inform them. If more action is required to ensure compliance, contact your posse leader.
14. Muzzle Control: Please be very conscious of your muzzle direction at all times, including moving your firearms between your gun cart and the loading and unloading tables. Also, please remember to manage the muzzle direction of your long guns when moving to the unloading table after finishing your shooting sequence on each stage. The first failure may result in a twenty second procedure penalty being added to your score for that stage. The second violation will result in disqualification from the match.
15. Cross-draw holsters may not be drawn from while the shooter is seated or while shooter is seated on a horse. Anyone doing so will be disqualified from the stage. Also, not turning your body before drawing a gun from a cross-draw holster will be cause for disqualification.

## **SCORING PROCEDURES**

<b>Each Miss</b>	<b>5 Seconds</b>
<b>Not Following Procedure</b>	<b>10 Seconds (limit to one per stage)</b>
<b>Disqualified For Stage</b>	<b>500 Seconds as Time for That Stage</b>
<b>Did Not Finish</b>	<b>5 Seconds Per Target Not Engaged</b>

**Disqualification occurs when a shooter displays unsafe gun handling. This can be cocking a pistol with the barrel pointed in an unsafe direction (straight up or down), firing a round in an unsafe direction such as into the ground at a distance that the Range Officer deems too close, or not turning to draw cross-draw guns.**

**“Did Not Finish” means that the shooter fired at least one round and for some reason did not complete the course of fire. This may be either from a firearm malfunction or a physical inability.**

**No reshoots will be permitted unless a firearm malfunctions prior to the first shot of the stage or there is a malfunction of timer or targets.**

## **SIDE MATCHES**

### **LONG RANGE DOUBLE DINGER SHOOT**

**All calibers. In this shoot you will be scored by hits and time.**

### **GUNFIGHTER**

**You will need 2 pistols with 5 rounds in each. This will be shot gunfighter style with both guns in your hands. Alternating, shoot at Johnny Ringo. At the buzzer shooter will say, "I'm your Huckleberry".**

### **OUT HOUSE FUNNEL SHOOT**

**You will need 1 pistol with 5 rounds and your rifle with 5 rounds. Shooting will be from inside the out house where some folks say the funnels are way to small. All barrel lengths will be allowed. All dribbled cases in the out house become property of same. The trophy for this event is said to be more valuable than the Black Badge at End Of Trail.**

### **ONE ON ONE**

**You will need 1 pistol and 5 rounds. This side match takes two shooters, shooting again one another. It's just you and your rival, one trying to eliminate the other.**

### **22 PISTOL AND RIFLE**

**You will need 1 pistol with 5 rounds and your rifle with 8 rounds.**

### **POCKET PISTOL AND DERRINGER**

**Shooter is sitting at the table, derringer and pocket pistol on the table. Momma just finished baking biscuits and she burned them. Instead of eating them you shoot them. At the buzzer shooter says, "The Milk Is Spoled And The Biscuits Are Burned". Pick up the derringer and shoot the two close in biscuits then pick up the pocket pistol and shoot the four remaining biscuits.**



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**Rod Kibler  
aka. Yellowstone  
SASS# 10106**

**Vicky Kibler  
aka. Lacey V.  
SASS# 7152**

# STAGE 1

Designed By Cool Waters

## BACK IN THE JAIL AGAIN

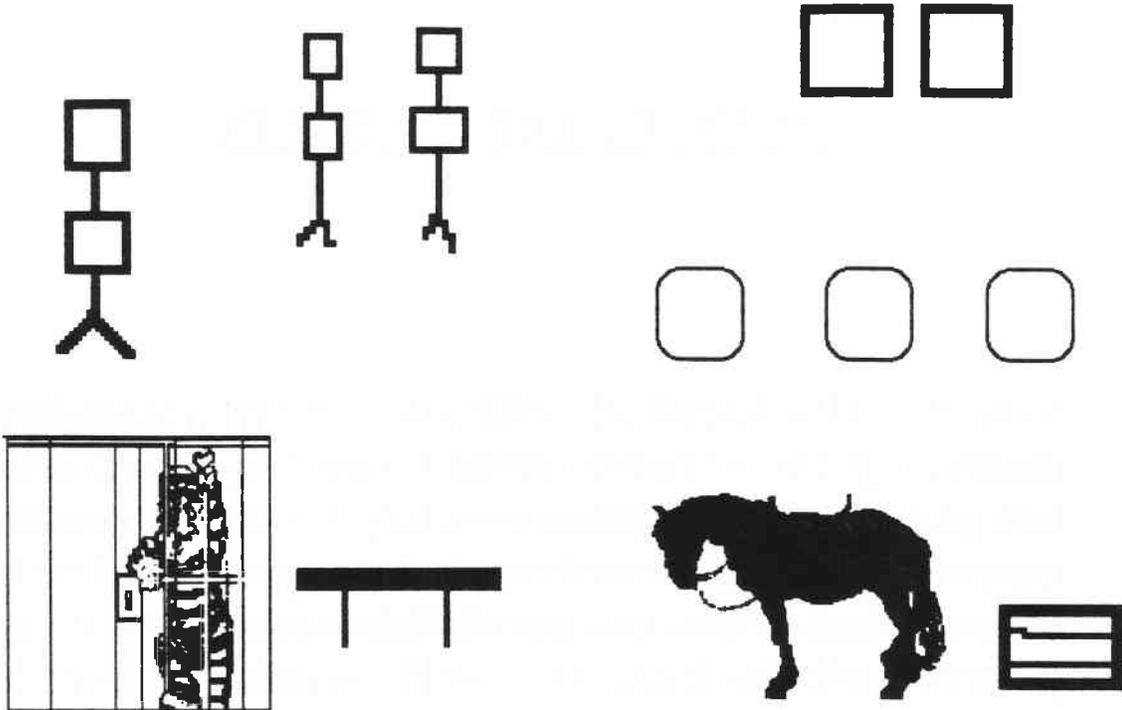
**You've done went and did it again. Haven't learned your lesson from last year. But this time you brought along your partner. Back chasing the judge's daughter or son around the corral. In this here town your wanted for killing the judge's nine sons last year. As the Sheriff rounds up you and your partner, back to the jail you go, handcuffed to your buddy and thrown in the cell. The sheriff misses a pistol on your partners person. Just then the deputy yells out, "here comes the lynchin party...."**

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# STAGE 1

**2 Pistols—10 rounds, Rifle—8 rounds, Shotgun—4 rounds**



**Shooter starts in cell handcuffed to dummy. Shooter yells, "SHE/HE AIN'T WORTH LYNCHIN". This starts the buzzer. Shooter retrieves first pistol from dummy's person, kicks open the cell door and shoots Sheriff (swinging targets) four times and top round (Deputy) target once. Lay pistol down in cell, pointed down range. Exit cell and retrieve Sheriff's pistol off the desk and holster in strong side holster. Retrieve shotgun off the desk and four shotgun shells out of the desk. Move to doorway and engage four shotgun targets. Leave shotgun back on desk, exit doorway and mount Sheriff's horse. With second pistol engage three pistols targets left to right then center target twice. Re-holster pistol then pull rifle from the scabbard and sweep targets left to right, four in left, four in right. Shooter remains handcuffed entire stage. Now your wanted for murder, horse stealing and next year you'll be back in jail again.**

**10 second penalty for not saying the line**

**10 second penalty for shooting targets out of sequence**

**A haybale will be next to the horse for those who care not to mount Splinters. You must inform Posse Leader before stage begins.**

## STAGE 2

Designed By Uh Ka Ta

### BUBBLES AND TROUBLES

**You are the local Sheriff and every Saturday morning the saloon owner allows you to use his place to take your weekly bath before he opens up. It's a courtesy, 'cause your office is downwind from his establishment. You've just poured all the bath water from the bucket into the tub, when you hear a commotion out front....**

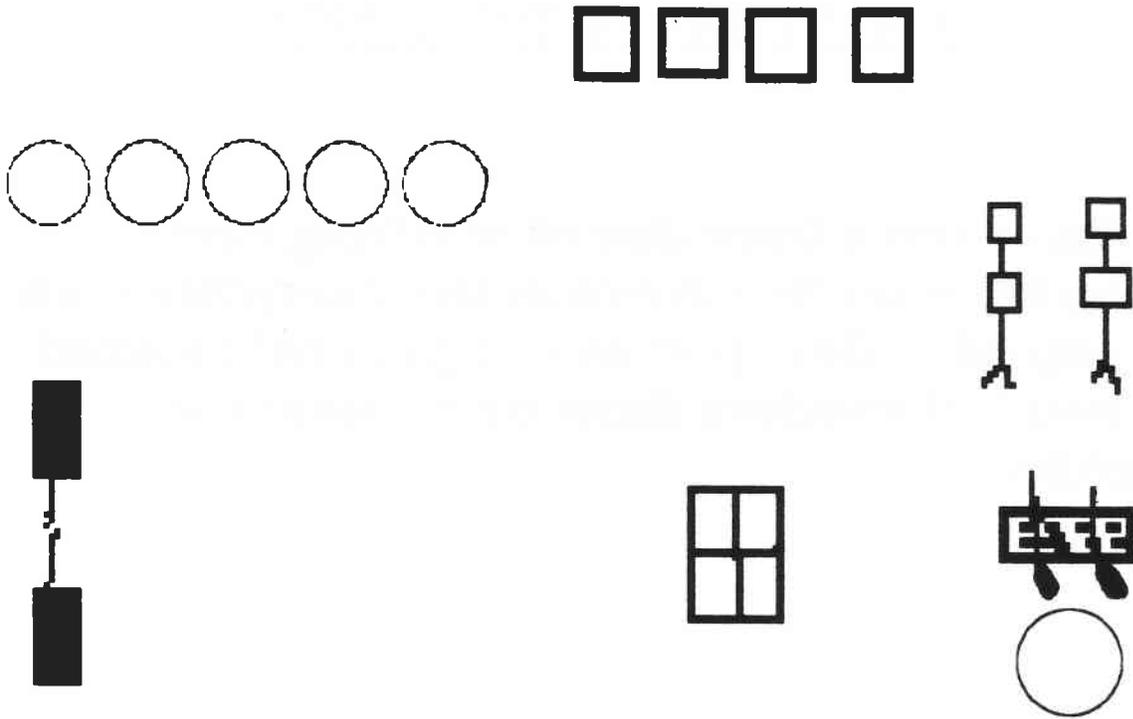
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## STAGE 2

**2 Pistols—10 rounds, Rifle—8 rounds, Shotgun—4 rounds**



When you step thru the swinging doors to investigate, you discover two different factions of the "Cowboy Gang" are having a dispute. You call out, "TAKE OFF THEM GUNS WHILE YOU'RE IN TOWN AND STOP ALL THIS RACKET"! With that, all the outlaws turn on you. You draw your first pistol and engage the far left figure, then the far right figure, and then left to right on the three middle targets. Holster pistol. Draw your second pistol. Engage the far right figure, then the far left figure and then the three middle targets right to left. Holster pistol. Step to the window. Pick up your rifle and thru the window, engage the four rifle targets left to right, then right to left. Set your rifle down, action open. Last, step into the hoola-hoop at the end of the saloon. Your shotgun will be staged on the bale of hay. Engage the four shotgun targets left to right, top to bottom, top to bottom, without stepping out of the hoop. Take your shotgun and move immediately to the unloading table.

**10 second penalty for not saying lines**

**10 second penalty for shooting targets out of sequence**

## **STAGE 3**

**Designed By Rip Ford**

### **A HARD DAY IN THE SADDLE**

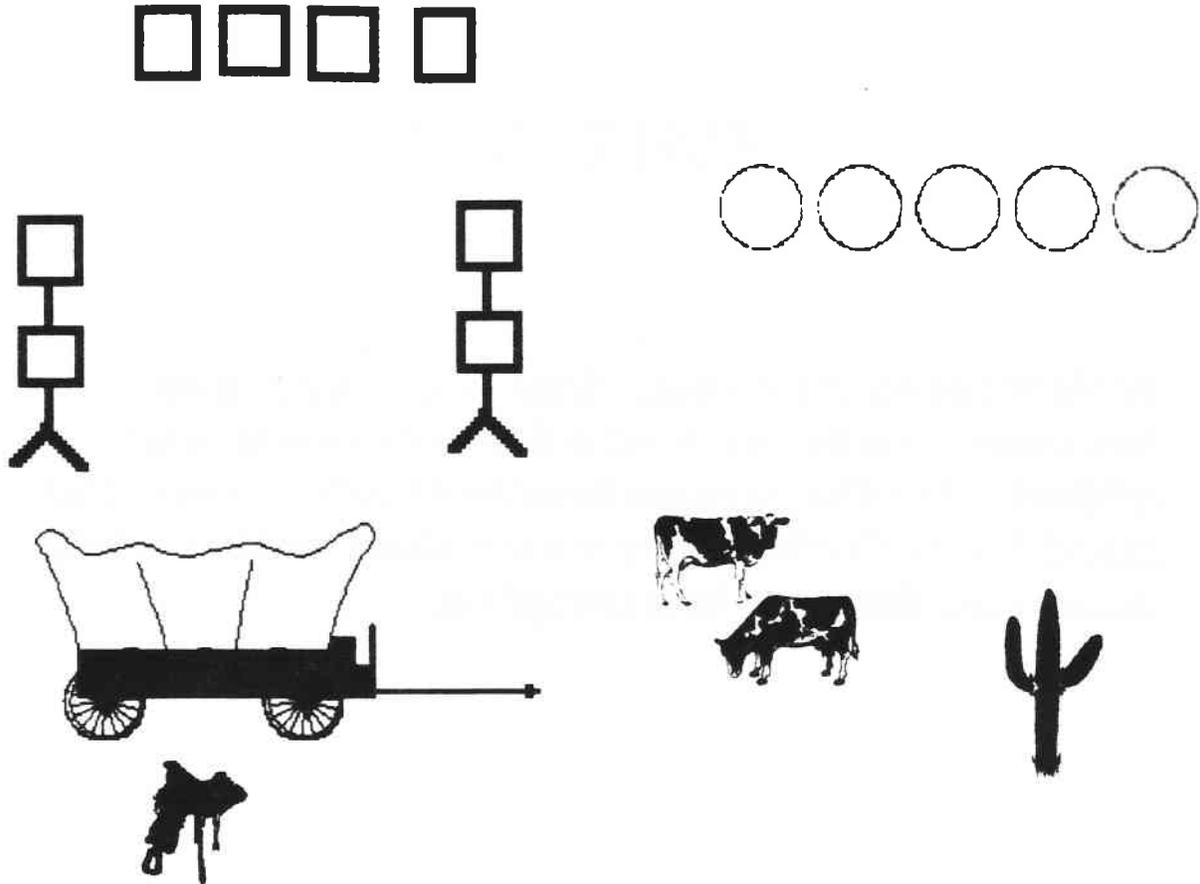
**It has been a long day of working cattle. You have settled down at the campfire with a cup of coffee. Just as you get real relaxed, a band of rustlers show up to steal the cattle....**

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## STAGE 3

**2 Pistols—10 rounds, Rifle—8 rounds, Shotgun—4 rounds**



**Pistols are holstered, rifle is staged against wheel, shotgun staged against wheel, action open. Shotgun must be loaded from the body. You start the stage sitting on the ground leaning against your saddle with a cup of coffee in your hand. At the buzzer, yell, "CAN'T A BODY GET ANY REST", drop the coffee and move to the rifle leaning against the wagon. Double tap the four outlaws from left to right. Open action and lean rifle back against wheel. Move to cactus and with one pistol, sweep targets from left to right. Holster empty pistol, draw other pistol and sweep targets right to left. Holster empty pistol. Move back to wagon, pick up shotgun and take out last four bad guys shooting top to bottom, left to right. Break open shotgun and lean against wagon.**

**10 second penalty for not saying line**

**10 second penalty for shooting targets out of sequence**

**5 seconds for each miss**

# STAGE 4

Designed By Brazos Bill

## HANG'EM HIGH

**Well it looks like your time has come. Just because you borrowed a fellow's horse and trifled with the school teachers affections. The good folks decide why waste time with a trial, what you deserve is a hanging....**

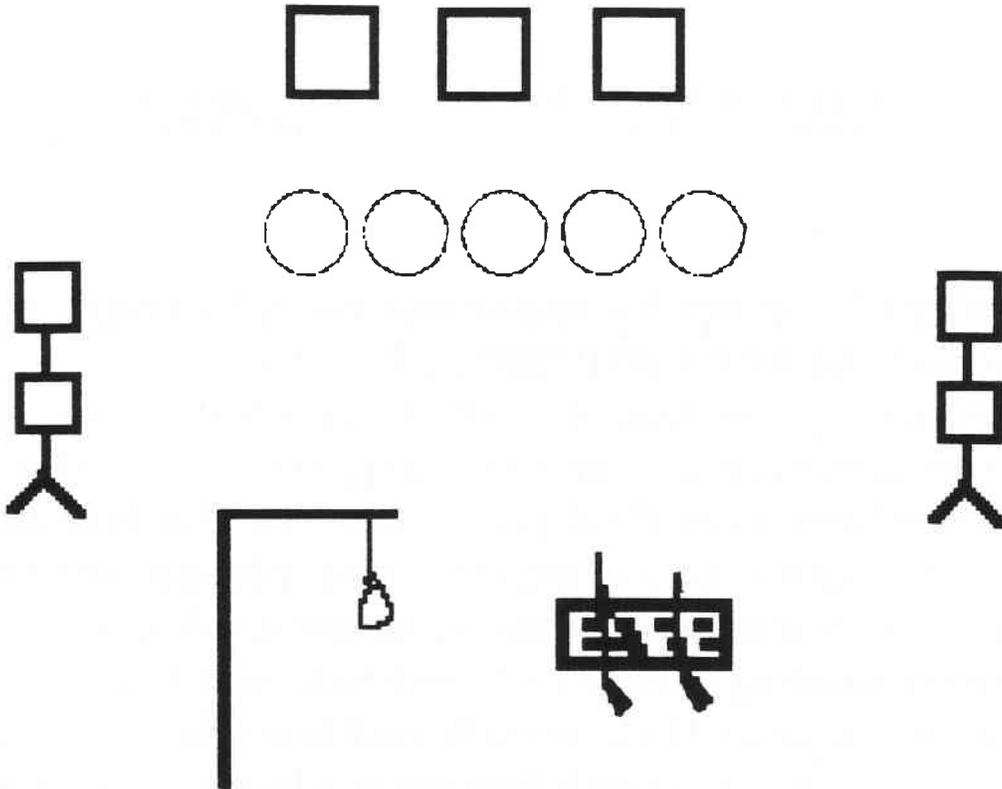
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## STAGE 4

**1 Pistol—5 rounds, Rifle—6 rounds, Shotgun—4 rounds**



**Stage all guns on hay bale under cover. Shooter starts with his neck in the noose. At the buzzer you point past the crowd and yell, "HEY LOOK THE LIVERY STABLE IS ON FIRE". While everyone in attendance looks away you seize the moment. Take off the noose, move to the hay bale where your shootin irons have been hidden by a friend (it cost you \$50 in gold you had hidden in your boot). Lifting the cover, grab your pistol and shoot the lynchers (left to right). Put your pistol back on the hay bale then take up your rifle and touch off six more rounds (double tap each rifle target). Lay your rifle down and pick up your shotgun, load and shoot the shotgun swingers, bottom to top, bottom to top. Open the action on your shotgun, gather up your guns and make your getaway to the unloading table.**

**10 second penalty for not saying line**

**10 second penalty for shooting targets out of sequence**

**5 second penalty for each miss**

## STAGE 5

Designed By Noah Fence

### LASH OUT AND TOUCH SOMEONE

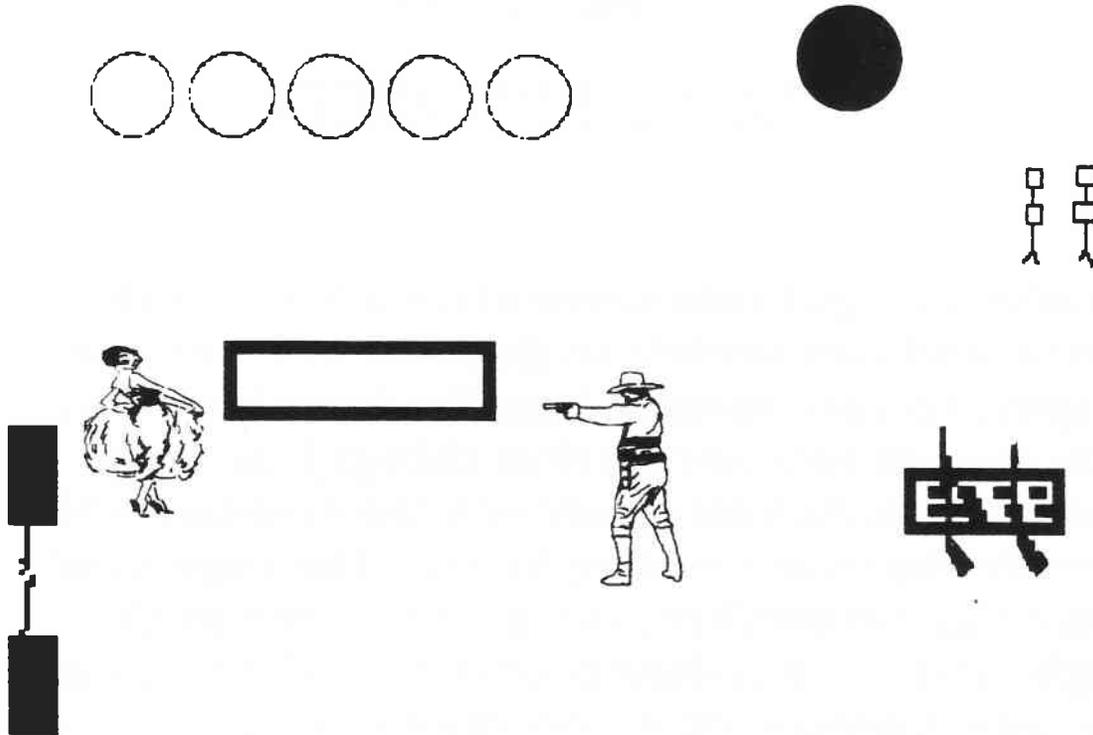
**You were held up by some robbers in route to “Ambush At The Caverns”. They took your money and guns but worst of all, your pride. After you arrive at Cavern City, you go to the saloon where you find the leader of the bandits, Jake the Snake, showing off your pistols at the bar to sell for drink money. Armed with your only remaining weapon (a whip), you take revenge on Jake (but watch out for his pet snake) and continue to wreak havoc on the rest of his gang....**

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## STAGE 5

**2 Pistols—10 rounds, Rifle—8 rounds, Shotgun—4 rounds**



**Your pistols are staged on the bar. Your rifle and shotgun are staged on the hay bale. Start in front of the saloon doors with whip in hand. At the buzzer, go through the swinging doors to the mark and take out Jake. This is done by knocking the gun from his hand with your whip. If after three tries you are unsuccessful, drop the whip, step up to Jake and knock the gun from his hand before moving to the bar. There is no time to kibitz with Madam Foo so pick up one of your pistols and shoot five hombres (targets) left to right. Place it back on the bar and do the same with the second pistol only this time shoot right to left. You pursue the rest of the cowardly gang out the back door where you find your shotgun and rifle laying on a bale of hay in the alley. Shoot the shotgun four times (one target each in any order) at the nearest fleeing bad guys then shoot the rifle eight times at the fast running bad guy who has already made it to the trees.**

**NOTE: Shotgun shells may be staged on hay bale or loaded from person.**

**10 second penalty (one time) for shooting targets out of sequence.**

**If you like this stage, it was designed by Noah Fence. If you don't like this stage, it was designed by Cherokee Dan.**

## STAGE 6

Designed By Swapper

### YOU AIN'T NO BANKER

**You've just got into town after a long cattle drive and you decide to deposit some of your wages, so you wander into the local bank. As you step in you notice that things just don't seem right. As you approach the counter you decide that the hombre behind the cage don't look like no banker, you glance over to the right and see another hombre holding a gun on the real banker, now you realize you've walked into a hold up....**

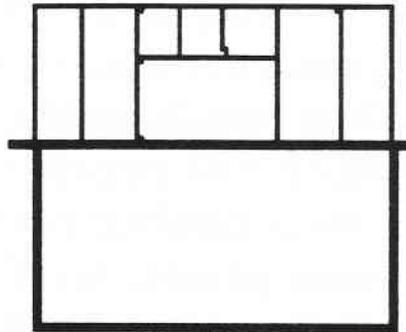
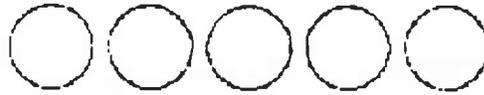
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## STAGE 6

**Pistol—5 rounds, Shotgun—2 rounds**



**All shooting is done from the hip. You start with pistol holstered, shotgun empty at port arms (pointed down range). At the buzzer walk over to the counter and say, "TLL BE DEPOSITING SOME LEAD TODAY". Place shotgun on the counter. Drawing your pistol, shoot all five pistol targets in any order, under counter, reholster. Pick up your shotgun, load two rounds. From your person, and from under the counter, shoot shotgun swinger top to bottom.**

**10 second penalty for not saying line**

**10 second bonus for hitting all 5 pistol targets**

**Don't ask about the shotgun targets, a good cowboy needs not to aim to hit their target.**

# STAGE 7

Designed By Bushwhacker Johnston

## WELCOME TO LEADVILLE

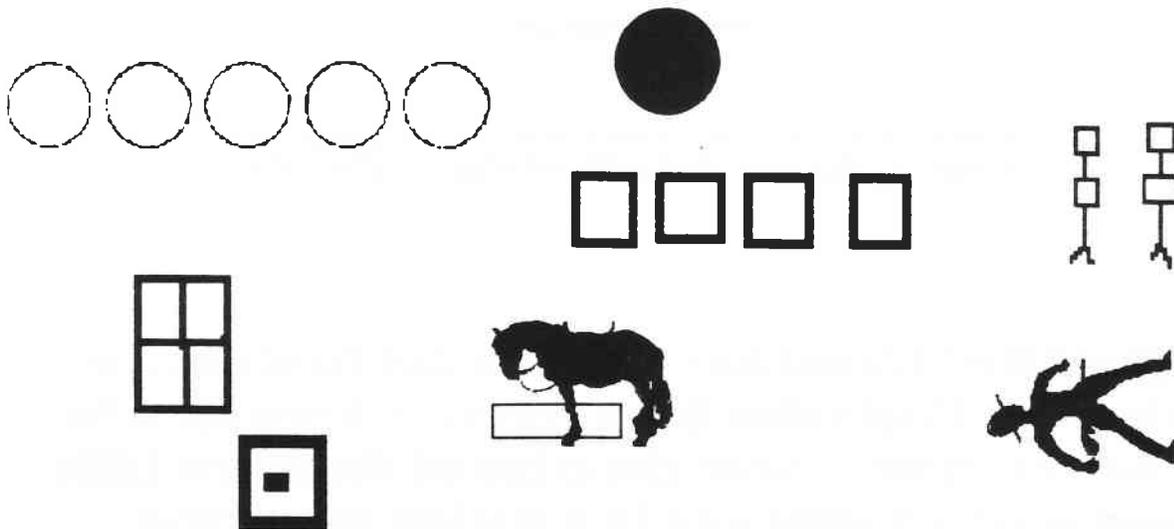
**You and your gang have been sweeping the territory, robbing every bank and train along the way. For awhile the pickins was easy. Now it seems like every lawdog and Pinkerton man in the west is after you. Just one more bank job, then you're heading south to the border. But news of your coming has reached town before you and there's a welcoming committee that intends to spoil your plans. So if you intend to get out of town alive, you'd better do some fast and straight shooting....**

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## STAGE 7

**2 Pistols—10 rounds, Rifle—9 rounds, Shotgun—4 rounds, 1 Bandanna**



**Start position: Shooter is standing outside the bank door, with back to wall, saddlebags, with dynamite inside, over sholder. At the buzzer, shooter pulls up their mask, enters the bank and says, "THIS IS A STICK UP"! 1st position: Suddenly you realize that the bank patrons are those pesky Pinkerton Agents. Shout, "PINKERTONS"! Draw your 1st pistol and engage the 5 Pinkertons thru the window, in any order. Holster your pistol. Next attach dynamite to safe and light the fuse. (fuse may be lit with cigar or match, but must be lit) Go back to window and yell, "BOOM"! Then remove money from safe and put in saddlebags. 2nd position: As soon as you come out of the bank the whole town erupts in gunfire. So take cover behind the water trough (kneeling or squatting). Draw 2nd pistol and take out the 5 snipers on the roof top. Holster your pistol. Then you see that Jake, your long time partner, has been shot, and you can't leave him, so rush to his aid. 3rd position: Pick up Jake's scattergun and give 4 blasts. Alternate targets, shooting thru the wagon wheel and loading with shells on Jake. (only 4 shells can be staged on Jake) Then you get shot in the leg! You must get back to the horses, so pick up Jake and carry him. But since you've been shot in the leg, you must hobble (hurriedly) with your leg straight and stiff (Chester style). Go back to water trough. 4th position: Place Jake and the saddlebags over the horse. Then pick up your rifle and take out those last 9 lawdogs. Shoot the 4 forward targets twice each, but no double tapping. Any order. Then shoot the 9th round at the long range target.**

**Each miss—5 second penalty, Not walking stiff legged—10 second penalty  
Each line not said—5 second penalty, Bad acting—10 second penalty  
Not using mask—5 second penalty, Sounding like a wimp while saying your lines—10 second penalty  
BONUS—10 seconds if you can convince the other posse members that you were actually shot in the leg**

## STAGE 8

Designed By Shotgun Hanna

### DON'T MESS WITH CRAZY HORSE

**Chief Red Cloud has sent you out to scout for the Blue Coats that have recently been seen in your territory. Near the edge of the Black Hills you spot a patrol and in a daring move you ride out into the open, enticing the soldiers to chase you. When you lead them into a box canyon, the Long Knives think they've got you, but you're the mighty warrior Crazy Horse and you've lead them right into your trap....**

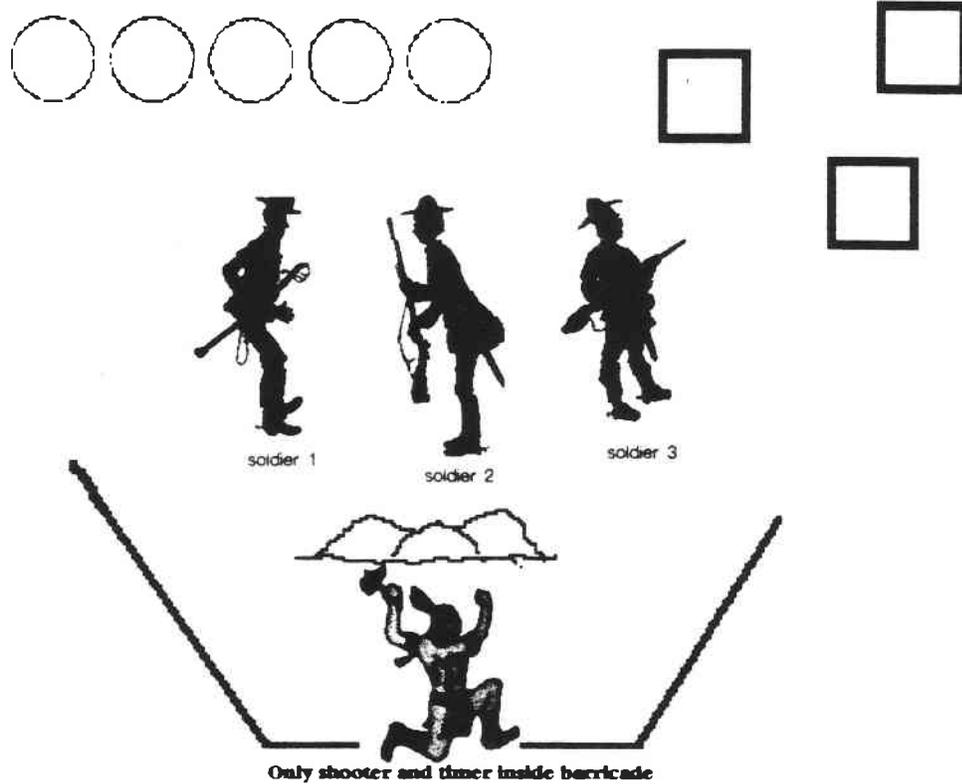
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## STAGE 8

**2 Pistols—10 rounds, Rifle—9 rounds**



**Shooter must wear loin cloth, with knife, and head dress. Pistols shall be staged in the holsters on soldier #1 and #2. Rifle is staged at soldier #3. Tomahawk is staged behind rocks. Shooter starts behind rocks with bow and arrow in hand. At the buzzer, shooter stands and shoots arrow at soldier #1. Leave the bow behind rocks, then give a indian "WAR CRY", and rush to soldier #1. Draw first pistol from his holster and take out five more soldiers, sweeping left to right. Place pistol back in his holster, then draw your knife and scalp him. Keeping the scalp on your person, go back behind the rocks. Then throw your knife at soldier #2. Give another "WAR CRY", and go to soldier #2. Draw second pistol and sweep the soldiers (targets) right to left. Place pistol back in holster and go back behind the rocks. Retrieve tomahawk and throw it at soldier #3. Give another "WAR CRY" as you rush to soldier #3. Take his rifle and finish off the last three soldiers, triple tapping the targets.**

**10 second penalty for not saying line**

**10 second penalty for dropping scalp**

**10 second penalty for procedurals**

**Missing soldiers with arrow, knife, or tomahawk 2 second penalty each**

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