



**SASS**

**&**



**NORTH ALABAMA REGULATORS**

**PRESENT**

**AMBUSH**

**AT**

**CAVERN COVE**

**October 4, 5 & 6**

**Sponsored by**

**Running "P" Saddlery & Ropes**

THEY'RE GOING

TO THE

DRIVE

AND

**MATCH SPONSOR**

**RUNNING 'P' SADDLERY & ROPES**

And Beloved Mother of Di Suthern and Will B. Suthern

Sandra, Stuart and Clint Bigbee

2709 Avalon Avenue

Muscle Shoals, AL 35661

256-383-0594

## **WELCOME**

### **COWBOY ACTION SHOOTERS**

The North Alabama Regulators would like to welcome you to their annual **AMBUSH** this year being held at their new range At Cavern Cove. Get ready to have more fun than you can imagine. You are participating in the fastest growing and most exciting shooting game ever. We have done our best to make this the most fun-filled time you've had in a long time.

This match is sanctioned by The Single Action Shooting Society (SASS). SASS guidelines will be strictly enforced.

As a competitor, you are responsible for your competence with firearms. You are a safety officer, responsible for your conduct, your guest's conduct and others within your influence. You must always follow range rules.

We hope you have a most enjoyable time. Also, please remember to support our vendors and sponsors and above all **ALWAYS THINK SAFE AND BE SAFE**. We hope you enjoy your weekend and will want to return to visit us again. So have fun and shoot straight.

Cherokee Dan, Club President  
Rip Ford, Match Director

## TENTATIVE SCHEDULE

### Thursday, October 3, 2002

12 Noon – 5:00 PM	Check-in, Pick Up Shooters Packet
12 Noon – 6:00 PM	Vendors Open
5:00 PM	Food Available

### Friday, October 4, 2002

8:00 AM	Breakfast Available
8:00 AM – 6:00 PM	Check-in, Pick Up Shooters Packet
10:00 AM – 3:00 PM	Side Matches
10:00 AM – 6:00 PM	Vendors Open
11:30 AM	Lunch Available
5:30 PM	Stealth Bullet Society Gathering
6:00PM	Dinner Available
7:00 PM	North Alabama Regulators Extravaganza

### Saturday, October 5, 2002

7:00AM - 8:00AM	Check-In and Pick Up Shooters Packet
8:00AM <u>SHARP</u>	Mandatory Shooters Meeting
8:30AM	Shooting Begins, shoot 3 stages, take lunch break
12:00PM - 1:30PM	Lunch Will Be Staggered in Two Shifts
3:30PM	Shoot Remaining Stages for Saturday
6:30PM - 7:00PM	Hospitality Under the Pavilion
7:00PM to -	Dinner Under the Pavilion

### Sunday, October 6, 2002

9:00AM – 3:00 PM	Final Six Stages, shoot 3 stages, take lunch break
1:00 PM – 2:00 PM	Lunch, staggered
3:00 PM	Awards

## MATCH SCORING

Each Miss:	5 Seconds
Procedural:	10 Seconds – limit one per stage
Did Not Finish:	5 Seconds per target not engaged “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 limit.
Safety Violation:	Major: First offense stage DQ Second offense (any) match DQ Minor: 10 seconds per offense

A **Major Safety Violation** occurs when a shooter displays unsafe gun handling. This includes but is not limited to:

- 1) Cocking a pistol with the barrel pointed in an unsafe direction (straight up or down).
- 2) Firing a round in an unsafe direction such as into the ground at a distance that the range Officer deems too close.
- 3) Not turning to draw or reholster cross-draw guns. Breaking the 170 degree plane.
- 4) Sweeping any person at any time with an unloaded gun is a stage DQ; with a loaded gun it is a match DQ.
- 5) Dropped unloaded gun is a stage DQ. Dropped loaded gun is a match DQ.
- 6) Walking (moving more than one of your feet) with a cocked loaded gun.
- 7) Leaving a live round under the hammer of a holstered pistol or in the chamber of a long gun.

A **Minor Safety Violation** occurs during the course of fire but does not directly endanger persons. This includes but is not limited to:

- 1) Failure to open the action on a long gun.
- 2) Leaving a live round on the carrier or in the magazine of a gun.
- 3) Leaving empty rounds in the chamber or on the carrier of a gun.

No reshoots will be awarded unless a firearm malfunctions prior to the first shot of the stage. However, if there is a malfunction of range equipment (timer, targets, or ranger officer), a reshoot may be granted. The shooter will reshoot the stage starting with no misses.

## **Rules and Regulations**

- SASS rules for shooting and safety will apply.
- No one will be allowed to shoot if in the judgment of the Range Officer they are impaired.
- Pistols must be holstered and actions open on rifles and shotguns at all times, except on the firing line, or in "SAFE AREAS". Open in gun carts 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.
- Dropped ammo during a stage is dead ammo and may not be retrieved by the shooter during the course of the stage.
- Once a live round is placed under the hammer, the gun is to be shot dry, even if the firearm must be shot out of sequence.
- No cocked revolver may leave a shooter's hand (stage disqualification).
- 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 dance" or be DQ'd.
- Under the arm, shoulder holsters which sweep others will not be allowed.
- Premature or uncontrolled firing of any firearm which strikes the ground too close to the shooter is subject to a stage DQ.
- A dropped unloaded gun is a stage DQ,. A dropped loaded gun is a match DQ.
- All shooters must conform to minimum dress requirements (cowboy boots, cowboy hats, jeans and long sleeve western shirts).
- Rifle and shotguns must be empty of live or fired rounds when restaged.
- Reholstering or restaging a pistol containing a live round under the hammer is a stage DQ.

**ANYONE NOT ABIDING BY THE ABOVE RULES WILL BE DISQUALIFIED AND ASKED TO LEAVE THE MATCH. THE DECISIONS OF THE MATCH DIRECTORS ARE FINAL.**

## **FLAG PROCEDURES**

At Cavern Cove we shoot our stages on a line without berms. No one may go down range without making all stages clear. We use three flags (red, yellow and green) to indicate the status of the range.

**RED FLAG:** A red flag means immediate cease fire and is only used in emergencies. At a red flag the shooter will cease fire immediately and all shooters will step back from the loading and unloading tables. The shooter will be allowed to reshoot with no misses carried forward.

**YELLOW FLAG:** A yellow flag is used to clear the range in a non-emergency situation. An example is to fix a target. The shooter will continue to shoot and complete the stage. The posse leader is responsible for authorizing the raising of a yellow flag. He will authorize a yellow flag only after he ensures that the shooter is finished shooting, guns are safe, and that the loading and unloading tables are clear. Only when he is willing to walk out in front of his own posse will he authorize a yellow flag to be raised. Posse leaders who see the yellow flag will make their posse safe and then raise their flag. After all stages indicate a yellow flag, the range is clear to go down range.

**GREEN FLAG:** A green flag is raised by the posse who first requested a yellow flag to indicate the range is clear. Other posse leaders will raise green flags when their stage is clear and no one is down range. When all stages have green flags, the flags are lowered and shooting may begin.

## **BROKEN TARGET PROCEDURES**

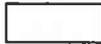
If a target breaks or falls during the course of fire, the shooter will maintain the shooting order and shoot in the vicinity of the downed target. This is a free shot and will not be counted as a miss. He will not shoot at other targets instead of the downed target.

STAGE ONE  
**"AMBUSHED"**

RIFLE



PISTOL



SHOTGUN



SHOTGUN



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RACK

You have just received your warrants from the Territorial Governor for the arrest of the Bushwacker Gang. Bushwacker has gotten wind of the warrants from the crooked mayor. He has sent four of his gang to ambush the posse. Just a few miles outside of town they dry gulch you. Not much cover around to get behind so this is a straight up shootout for you.

SETTING: Both pistols are loaded and holstered. Rifle and shotgun are staged in rack.

AT THE BUZZER: Shooter starts in front of the gun rack with both arms out straight to the sides. The buzzer starts when the shooter says "TAKE COVER BOYS". Shooter picks up the rifle and shoots the 10 rounds at the rifle targets. Return rifle to the rack with the action open. Shooter draws the first pistol and shoots the cowboy pistol target 5 times. Holster first pistol and draw second pistol, shooting cowboy pistol target 5 times. Holster second pistol. Pick up shotgun and shoot shotgun targets, left to right, alternating targets for 6 rounds. Return to unloading table with actions open.

10 - Pistol  
10 - Rifle  
6 - Shotgun

**STAGE 1**

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By

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P.O. BOX 40

Scottsboro, AL 35769

256-259-1327

STAGE TWO  
**“GET YA TO DOC’S”**

RIFLE



SHOTGUN TARGETS



PISTOL



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BUCKBOARD

After being ambushed by the Bushwacker Gang you have a wounded Marshal. You see a farm house and barn off in the distance and head that way to get a buckboard to get the wounded Marhsal back to town. Bushwacker is still close and sees that you are only a few left. He decides to hit the Marshals again. You take cover by the buckboard and shoot it out with the gang again.

**SETTING:** Both pistols loaded and holstered. Rifle and shotgun staged in front of buckboard by seat. Shooter starts at rear of buckboard with Dummy Marshal in arms.

**AT THE BUZZER:** The buzzer starts when the shooter says “WE’LL GET YOU TO THE DOC’S”. Place the dummy in the back of the buckboard and draw you first pistol. Nevada sweep the pistol targets from left to right and holster first pistol. Draw your second pistol, and again Nevada sweep the pistol targets from left to right. Holster second pistol. Move to the front of the buckboard and pick up your rifle. Double tap Nevada sweep the rifle targets from left to right and place the rifle in the back of the buckboard with the action open. Pick up your shotgun and shoot the shotgun target resetables twice each for a total of 4 rounds (no double tap). Return to the unloading table with actions open.

- 10 – Pistol
- 10 – Rifle
- 4 – Shotgun

**STAGE 2**

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By

**TERRY G. HUTCHESON**

Attorney at Law

(A.K.A. Marabou Leech)

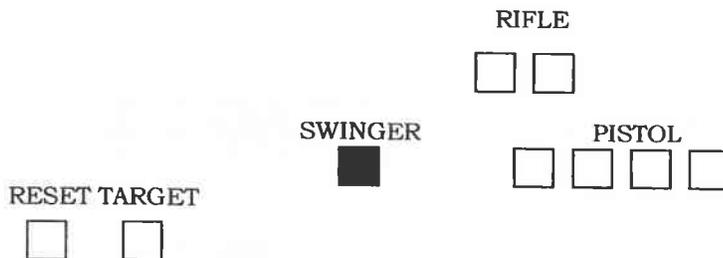
108 Alabama Avenue South

Fort Payne, AL 35967

256-845-8884

Fax: 256-845-8919

STAGE THREE  
**“MAJOR IS HAVIN A SALE”**



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MERCHANTILE

Your getting ready to head out of town and on the trail of the Bushwacker Gang again. Stopping by the Major's Mercantile to get some dry goods and ammo. Just as you get to the door you see that the gang is in the Mercantile cleaning it out and destroying what they don't need. One of the gang notices you at the door and all hell breaks loose.

**SETTING:** Both pistols loaded and holstered. Rifle staged on shelf on right side of Mercantile. Shotgun staged in holder on left side of Mrecantile. Shooter starts with one hand on each side of door frame.

**AT THE BUZZER:** The buzzer starts when the shooter says "MAJOR ARE YOU IN". At the sound of the buzzer, the shooter goes to the right side of the Mercantile and picks up the rifle from the shelf. Double taps the rifle targets alternating from right to left until all ammo is gone. Return the rifle to the shelf with the action open and move to the center of the Mercantile. At the firing line, draw first pistol and shoot pistol targets from right to left, holster pistol. Draw second pistol and shoot targets again right to left and holster second pistol. Move to the left side of the Mercantile and retrieve shotgun. Shoot shotgun swinger top to bottom twice for a total of 4 rounds; engage the knockdown cowboys shooting right to left for a total of two rounds. Return to the unloading table with actions open.

- 10 - Pistol
- 10 - Rifle
- 6 - Shotgun

**STAGE 3**

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**HURICANE'S HATS**

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Colleyville, TX 76034

817-498-4527

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Victorian Hats, 1800's Ladies Clothing

& Accessories

STAGE FOUR  
**“PEOPLE’S NATIONAL BANK”**



BANK TELLER WINDOW

CHAIR

As a Marshal you get some of the rewards from capturing part of the Bushwacker Gang. You head over to the People’s Bank to cash your reward vouchers. Outside you notice that some of the horses tied up to the hitching post look familiar. They have to be the gangs horses. As a Marshal you have to go in to help protect the towns money and savings. You walk in to see what is going on.

**SETTING:** Both pistols loaded and holstered. Rifle and shotgun are staged at the guards chair. Shooter is standing at the teller window with the vouchers in hand.

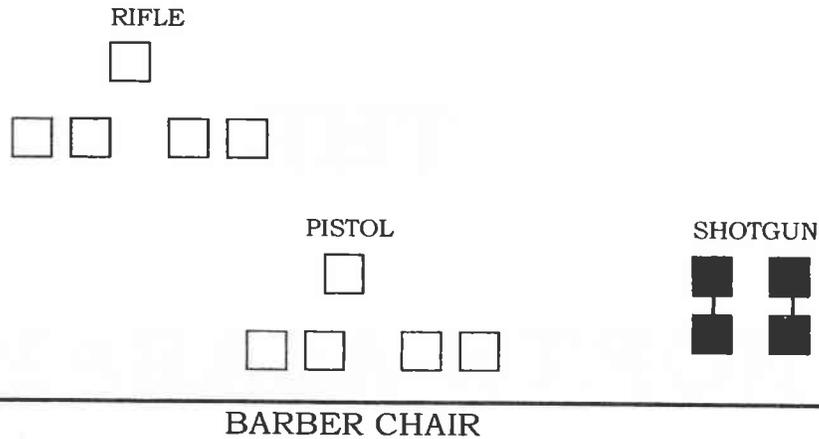
**AT THE BUZZER:** As you enter the bank you say “HI BRENDA, HOW ARE YOU TODAY?” When you reach the teller window the timer will respond “WE ARE HERE TO MAKE A WITHDRAWAL”. The buzzer starts when you lay the vouchers down and raise your hands. Pick up the guards’ shotgun and shoot the left target top to bottom, then shoot the right target top to bottom. For a total of 6 rounds finish shooting either left OR right target top to bottom. Return shotgun to the guards’ charis with the action open. Now pick up the rifle and shoot the rifle targets from left to right, one shot per target, continue shooting left to right until ammo is gone. Return the rifle to the guards’ chair with the action open. Draw your first pistol and shoot target pistols left to right, holster pistol. Draw second pistol and shoot targets left to right, holster pistol. Return to the unloading table with acitons open.

10 – Pistol  
 10 – Rifle  
 6 – Shotgun

Rifle	Targets	Shooting Order
1-4-7-10	2-5-8	3-6-9

**THE**  
**NORTH ALABAMA**  
**REGULATORS**  
**THANK YOU**  
**FOR SHOOTING**  
**AT CAVERN COVE**

STAGE FIVE  
**“SHAVE AND HAIRCUT 2 BITS”**



You have gone into the barber shop to get a shave and a haircut. While sitting in the chair reading the Cowboy Chronicle you notice that the barber seems a little nervous. You hear some men in the bath area in the back of the shop. Asking the barber who is back there he replies “The Bushwacker Gang”. You have warrants for all of the gang and this is a good time to catch them with their pants down. Making sure that they are in the bath tubs to give you an advantage, you make your move. They are ready for trouble and the shooting begins.

**SETTING:** Both pistols loaded and holstered. Rifle staged on left side of barber shop and shotgun staged on right side of shop. Shooter is seated in chair with Cowboy Chronicle open just like your reading it. A hand on each side of the paper.

**AT THE BUZZER:** The buzzer starts when Shooter says “JIM, I AM GOING TO CLEAN UP THESE BOYS ACT”. Drop the paper and stand up. Draw your first pistol and shoot the two targets on the left, then shoot the two targets on the right. Shoot the last round in the center target and holster pistol. Draw your second pistol and shoot the pistol targets in the same order, two on the left, two on the right and center target, holster pistol. Move to your left and retrieve the rifle. Shoot the rifle targets in the same order as the pistol but double tap the targets. Return the rifle to its original position with the action open. Move to the right side of the shop and retrieve your shotgun. Shoot the shotgun targets top/top. Then shoot the targets again bottom/bottom. With the last two rounds, shoot either top/top OR bottom/bottom (no double tap). Return to the unloading table with actions open.

10 – Pistol  
 10 – Rifle  
 6 – Shotgun

Shooting Order for pistol and rifle targets  
 5  
 1 2            3 4

**STAGE 5**

Sponsored  
By

**PURPLE PORCH POSSE**

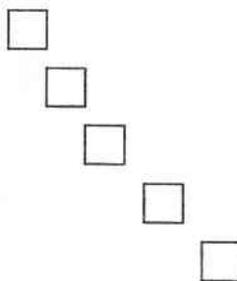
**AND**

**DESOTO JIM &**

**LITTLE RIVER ROSE**

STAGE SIX  
**“THAT WILL GET YOU PLANTED”**

RIFLE



SHOTGUN



SHOTGUN



PISTOL



PISTOL




---

PICKET FENCE

The Bushwacker Gang is headed out of town when they notice that your family cemetery is on the way out of town. They have decided to pay you back for getting some of their partners. Drunk and shooting up the head stones sounds like fun. You hear the shots down the street and you take off to see what is going on. They have torn up most of the tombstones when you get there. They have made this personal now. Warrant or not it is time for payback. Your family honor is at stake.

**SETTING:** Both pistols loaded and holstered. Rifle and shotgun staged on picket fence.

**AT THE BUZZER:** The buzzer starts when you say “DIG AN EXTRA HOLE FOR YOURSELF”. At the sound of the buzzer, pick up your rifle from the right side of the fence and sweep rifle the targets from front to back twice. Return the rifle to the fence with the action open. Draw your first pistol and shoot the pistol targets from left to right and holster pistol. Draw your second pistols and shoot the pistol targets from left to right and holster pistol. Pick up shotgun on the left side of the fence and shoot the left cactus target and then the right cactus target. Engage the left shotgun swinger top to bottom, then shoot the right shotgun swinger top to bottom. Return to the unloading rifle with actions open.

- 10 – Pistol
- 10 – Rifle
- 6 – Shotgun

## **STAGE 6**

Sponsored  
By

# **SADDLEBAG BULLETS**

13 Collins Street

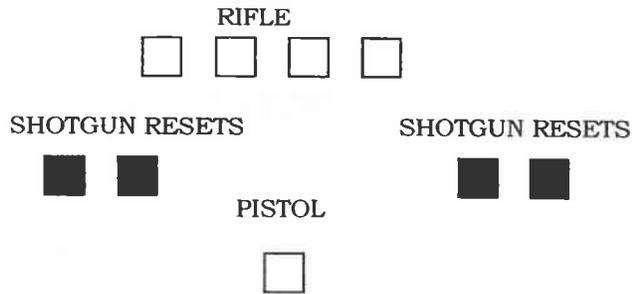
Woodville, AL 35776

256-776-4909

[coolwaters7306@aol.com](mailto:coolwaters7306@aol.com)

Randy Gothart

STAGE SEVEN  
**“SHOT OF RYE AND DIE”**



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SALOON

Hunting all over the county for the gang you decide to check out one of Bushwackers hang outs. He has a gal by the name of Hanna that deals Five Card Stud in Two Ponies Saloon. You are looking around for Hanna and see her sitting over in the corner hard at work. But she is acting a little jumpy. You have the feeling that she knows where Bushwacker is. Just as you ask her the gang and Bushwacker come in from the back room.

**SETTING:** Both pistols loaded and holstered. Rifle is staged on right side of table. Shotgun is staged on left side of table.

**AT THE BUZZER:** The buzzer starts at the swinging doors of the salon when the shooter hollers to Hanna “Hanna, **HAVE YOU SEEN BUSHWACKER?**” Enter the saloon through the swinging doors and flip over one card. The square target in the center is the Joker. Draw your first pistol and shoot all 5 rounds into the matching suit of cards and holster pistol. Flip over a second card, draw your second pistol and again shoot all 5 rounds into the matching suit of cards and holster pistol. Pick up your shotgun and shoot resetable shotgun targets in any order. All 4 targets must fall and you may make up any missed shotgun targets. Return the shotgun to its original location with the action open. Pick up your rifle and double tap the rifle targets from left to right. The last 2 rounds are the shooters choice for target. Return to the unloading table with actions open.

- 10 – Pistol
- 10 – Rifle
- 4 – Shotgun

# **STAGE 7**

Sponsored  
By

# **WELCOME TO AMBUSH AT CAVREN COVE**

A Great Club and A Super Place to Shoot

Special Regards to our Orlando Guests:

**Johnny The Kid and Miss Sassy**

**Gun Dawg and Kalico Kitty**

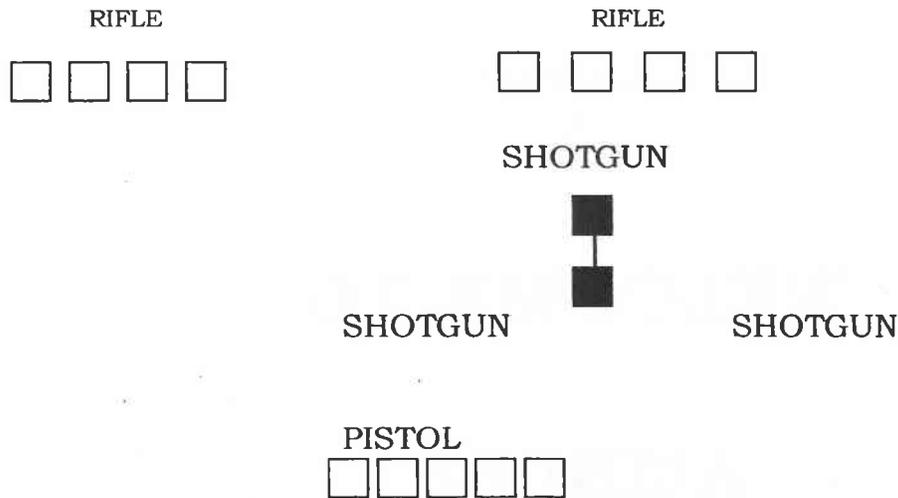
**Colonel Dan and Miss Mary**

**Compliments of:**

**Two Ponies Gal and Two Ponies**

**Building and fixing fences wouldn't be so bad,  
If you didn't have to get off your horse to do'em.**

STAGE EIGHT  
**“PEARL’S PLEASURE PALACE”**



PEARL’S

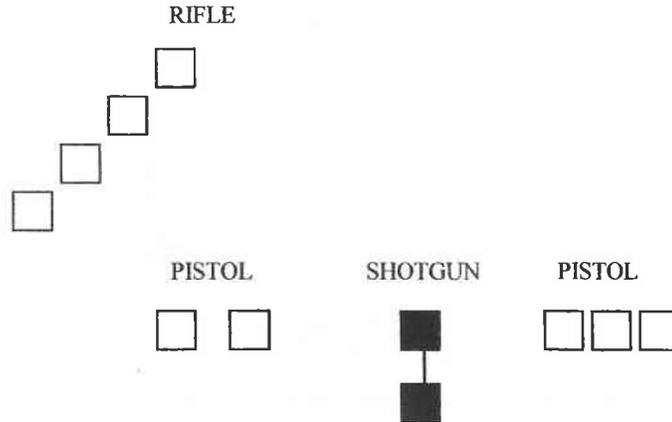
You have been on the trail for 2 weeks again and are ready for some rest and some fun. You know of a place in Cavern Cove called Pearl’s Parlor House. There is a good time to be had there and you need it. You have a few drinks and to the amazement of your eyes in walks some of the Bushwacker gang. You slide to the end of the bar and out the door to keep from being seen by them. Close call, but you got to try and do something. You have a favorite gal that you see them messing with so it is time to take action.

**SETTING:** Both pistols loaded and holstered. Rifle and shotgun staged in rack in doorway of Pearl’s.

**AT THE BUZZER:** Standing on the porch of the first set of steps, the buzzer starts when the shooter says “STOP FOOLIN’ ABOURND WITH MY GAL.” (Cowgirls say “STOP FOOLIN’ AROUND WITH MY FELLA.”) At the sound of the buzzer, draw your first pistol and sweep the pistol targets from left to right and holster pistol. Go down the steps to the window on the left side of Pearl’s building. Draw your second pistol and again sweep the pistol targets from left to right and holster pistol. Move to the doorway and get your shotgun. Shoot left cowboy and then the right cowboy, engage the shotgun swinger from top to bottom twice for a total of 4 shotgun rounds. Return the shotgun to the rack with the action open. Pick up your rifle and sweep the rifle targets from left to right, double tapping. Load one round and shoot the center rifle target. Return to the unloading table with actions open.

- 10 – Pistol
- 11 – Rifle
- 6 – Shotgun

STAGE NINE  
**“STARK RAVEN MAD”**



JAIL

With the new jail built and you being the new Marshal in town you just got your first arrest. The prisoner that you arrested last night for being rowdy in town is one of Bushwackers gang members. You find out and know that Bushwacker isn't going to leave him in there for long. You have all the shotguns and rifles ready and doors locked. Just as you unlock the cell to feed the prisoner the gang rides into town and heads straight for the jail trying to shoot their way in.

SETTING: Both pistols loaded and holstered. Rifle and shotgun laying on the desk.

AT THE BUZZER: To start the buzzer the shooter says “BUSHWACKER, YOU TURKEY, YOU MUST BE STARK RAVEN MAD”. The shooter is standing at the jail door with the key in the lock and hand on key. Take the key out and hang it on the hook. You DO NOT have to lock or unlock the door. Step to the table and pick up the shotgun. Shoot the shotgun target top to bottom 3 times for a total of 6 rounds. Return the shotgun to the table with the action open. Draw your first pistol and shoot the pistol targets on the left alternating left to right on the 2 left targets only for all 5 rounds, holster pistol. Draw your second pistol and Nevada sweep the 3 pistol targets on the right from left to right, holster pistol. Pick up your rifle and shoot the rifle targets from front to back twice. The last 2 rounds are a double tap on the turkey. Return to the unloading table with action open.

- 10 – Pistol
- 10 – Rifle
- 6 – Shotgun

STAGE TEN  
**“FRESH HORSES”**

RIFLE



SHOTGUN



PISTOL



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RACK

Well, the posse and horses are done in. They have been on Bushwackers trail for a month now and it has taken its toll. The posse finds the remains of old FORT HAYES. Deciding to rest the horses outside of the fort to let them graze and the posse get some rest inside the fort. But just your luck you pull first watch. You see the Bushwacker gang coming in on foot and you know they need horses bad to make it to the border. They sneak up to the horses and you know this is your chance to get them.

**SETTING:** Both pistols loaded and holstered. Rifle and shotgun staged in rack.

**AT THE BUZZER:** Pick up your shotgun and shoot top to bottom 3 times. After firing off 6 rounds, return the shotgun to the rack with the action open. Draw your first pistol and shoot the targets from left to right, holster pistol. Draw your second pistol and shoot the pistol targets again from left to right, holster pistol. Pick up your rifle and go for the long range. Double tap the rifle targets from left to right for all 10 rounds. Return to the unloading table with the actions open.

10 - Pistol  
10 - Rifle  
6 - Shotgun

STAGE ELEVEN  
**“PINNED DOWN”**

RIFLE



SHOTGUN



SHOTGUN



PISTOL



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SADDLE SLIVERS (CORRAL OPENING)

Well, you have chased the Bushwacker gang all over the territory and no luck getting all of them. You are hot on another trail that seems to for sure have Bushwacker with them. You ride in after dark and decide to camp out of town just incase the gang is around and hopefully surprise them. The next morning just as you break camp you notice in a corral that one of the horses looks like Buschwackers. Trying to get mounted as fast as you can, the other marshals notice the gang and they are getting mounted fast. You get your saddle on but don't have time to finish. Grabbing your firearms you take off to the corral to stop the gang.

**SETTING:** Both pistols loaded and holstered. Rifle and shotgun staged in rack at opening of corral.

**AT THE BUZZER:** Shooter is standing next to the saddle and says “BUSHWACKER YOU WON'T GET AWAY THIS TIME”. When the buzzer sounds, place the saddle on Silvers. **DO NOT THROW THE SADDLE ON – PLACE IT ON SILVERS.** Draw your first pistol and start with the right pistol target. Alternate right to left for 5 rounds, holster pistol. Pick up your rifle and start on the right rifle target alternating right to left for 10 rounds. Replace the rifle on the rack with the action open. Pick up your shotgun and shoot top right shotgun swinger then left top shotgun swinger. Shoot bottom right swinger and then shoot bottom left swinger targets. The last round is your choice but must be on different targets and shot right to left. Top or bottom is shooters choice. Return the shotgun to the rack with action open. Draw your second pistol and shoot pistol target right to left alternating for 5 rounds. Return to the unloading table with actions open.

10 – Pistol  
10 – Rifle  
6 – Shotgun

STAGE TWELVE  
**"HIDE AND SEEK"**

Last year the rangers you sent to capture the band of Bushwackers, who robbed the bank at Cavern Cove, were all killed. So you roundup another posse of FIVE Marshals and set out for the hideout. When you arrive, the gang is no where in sight. So you position your FIVE Marshals to hide out, to ambush the gang when they return, but you are going to wait in the hideout.

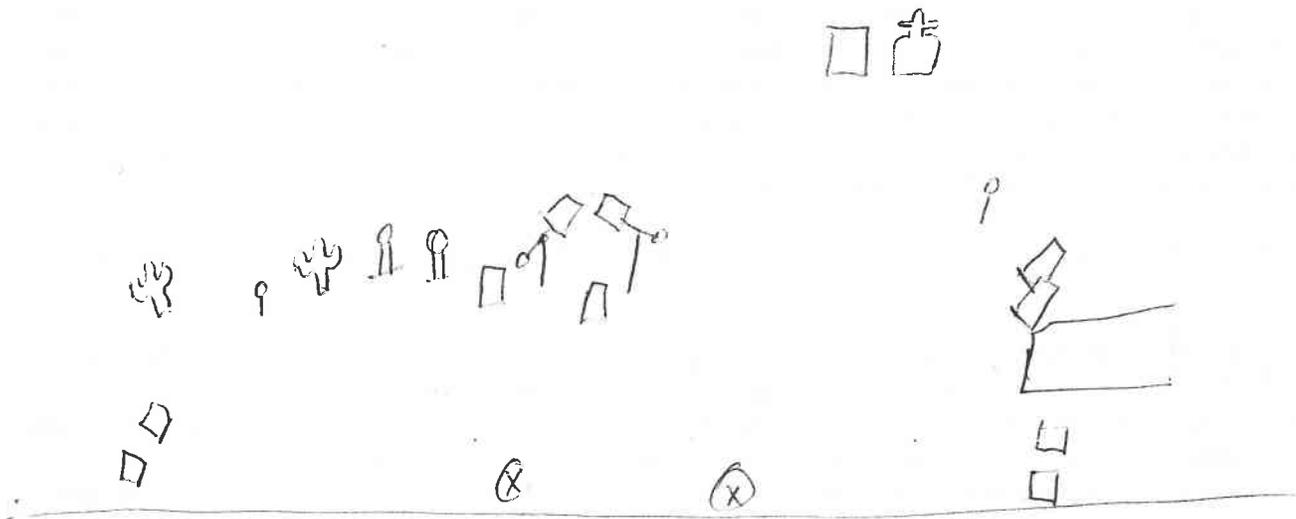
SETUP: Both pistols loaded and holstered. Rifle and shotgun staged in rack outside door of the hideout.

Pistol - 10 RDS

Rifle - 10 RDS

Shotgun - 6 RDS

**THIS IS THE SECRET STAGE, OFF LIMITS UNTIL YOUR TIME TO SHOOT**



## **VENDORS**

Skeet Shooter Brass  
1105 Abbeville St., Collierville, TN 38017  
901-853-8323  
[skeetshooter346@aol.com](mailto:skeetshooter346@aol.com)  
Jesse Yarbrough

Saddlebag Bullets  
13 Collins St., Woodville, AL 35776  
256-776-4909  
[coolwaters7306@aol.com](mailto:coolwaters7306@aol.com)  
Randy Gothart

Eargasmic Earplugs  
5009 Peach Mountain Circle  
Gainesville, GA 30507  
770-534-5804  
[steier@bellsouth.net](mailto:steier@bellsouth.net)  
David Steier

Hurricane  
6208 Westcoat Dr., Colleyville, TX 76034  
814-498-4527  
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