

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
and
The North Alabama Regulators
Present
The 15th Annual
AMBUSH
AT
CAVERN COVE
The 2011 Alabama State Championships



Costume Contest

Categories Judged On Saturday Evening During The Banquet

Best Dressed Lady, Evening

Ladies evening wear from 1860 - 1900 to include but not restricted to authentic garments or historic reproductions of ladies ball, dinner, reception, masquerade, attire and appropriate accessories.

Best Dressed Gentleman, Evening

Gentlemen's evening attire from 1860 - 1900 to include but not restricted to authentic garments or historic reproductions of gentlemen's wear, formal wear, or attire consistent with a gentleman going to a ball or other evening events. Gentlemen's appropriate accessories a plus.

Best Dressed 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.

Best Dressed Junior Boy and or 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 Town Lady

Best Dressed Town Gentleman

Best Dressed Couple

Couples should dress appropriately to each other and to the period they are representing in authentic garments or historic reproductions with the appropriate accessories.



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.

Men's Native American Ceremonial

Ladies Native American Ceremonial

Categories To Be Judged During Shooting Times On Saturday

Working Cowgirl

Working Cowboy

Classic Cowgirl

Classic Cowboy

Best Dressed B-Western, Lady

Best Dressed B-Western, Gentleman

All B-Western outfits should be influenced by or in the spirit of costumes worn in the B-Western movies of the 1920's, 30's, 40's, and 50's. The Silver Screen costumes should be consistent with those worn by characters in Western movies or television shows. Wild West Showmen or women should be dressed in appropriate outfits like those worn in the Wild West shows and Rodeos of the early 1900's.

Mountain man

Dresses in period correct Mountain man attire.

Working Military

Representation of a day to day uniform

Did Not Finish: 5 seconds per target not engaged

If the shooter fires at least one round and for some reason does not complete the course of fire. This may be either from a firearm malfunction or a physical limitation.

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
- Breaking the 170 degree plane with any firearm
- 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
- 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 Posse Leader/ Range Officer prior to leaving the stage in dispute and posting a \$50 bond. A panel of three will consider the appeal. The bond will be forfeited if the ruling is upheld.

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.

**Special Thanks to the Following Cowboys and Cowgirls
For Helping Make
Ambush At Cavern Cove Happen**

Our Land Owners:

Uncle Frank & Granna

Our Board Of Directors:

President– Lawman Mark

Vice President–El Camino

Territorial Governor– Marshal TKD

Stage Marshal– Tuff Stuff

Property Marshal– Lickskillet Charley

Awards Marshal– Granna

Treasurer–Shez Lethal

Secretary–Drake Robey

Range Marshal– Cool Waters

Committee Chairpersons:

Banquet - Diamond Deb

Side Matches- Andrew Quigley

Vendors and Stage Sponsors- Granna

Camping- Uncle Frank

Thursday Night Dinner- Woody Anderson Ford

Friday Poker Tournament– Drake Robey

Spirit Of The Game Awards Blue Wolf

Main Match Awards Granna

Registration & Shooters package- Huckleberry Moonshine

Special thanks to the

Vietnam Veteran of America, Chapter 511 in Athens

For the donation towards door prizes.

An extra special thanks to all our Veterans who are shooting with us this weekend.

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 dance or the stance" 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:

- The highest time on that stage plus 10 seconds

STAGE 1

TWO PONIES GAL SALON SPONSORED BY TWO PONIES GAL

July Johnson has agreed to help Gus rescue Lorie from a group of outlaws and Indians. As they come upon the camp, Gus says, "There they are. Have you ever killed, Mr. Johnson?" "No," replies July. "Do what I do then," says Gus. He draws his pistol, rides in and shoots six times killing a man with each shot. July never gets off a shot.



Staging:

- Shooter: Standing at left window with both hands on hat
- Pistols: Holstered and loaded with five rounds each
- Rifle: Loaded with ten rounds and staged in middle window
- Shotgun: Open and empty staged in right window

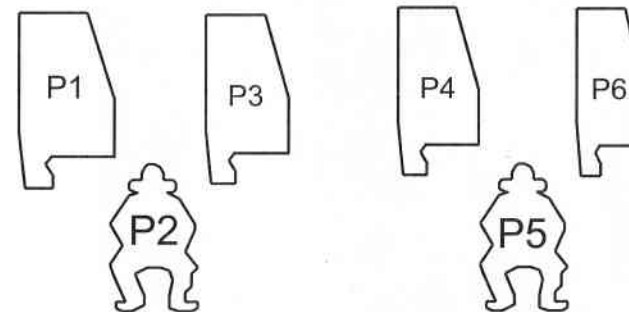
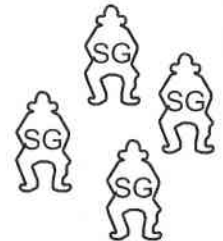
Ammo:

Pistol.....10
Rifle.....10
Shotgun.... 4 +

Procedure:

- Shooter says "Do what I do" to start the clock.
- At the beep, using pistols as needed: Through the left window, shoot a Kansas Cut: P1, P2, P3, P1, P3.
- Move to the middle window and shoot a Kansas Cut: P4, P5, P6, P4, P6.
- Pick up Rifle and shoot a Kansas Cut: R1, R2, R3, R1, R3 and repeat. Make rifle safe.
- Move to right window and shoot shotgun targets in any order.

R1 R2 R3

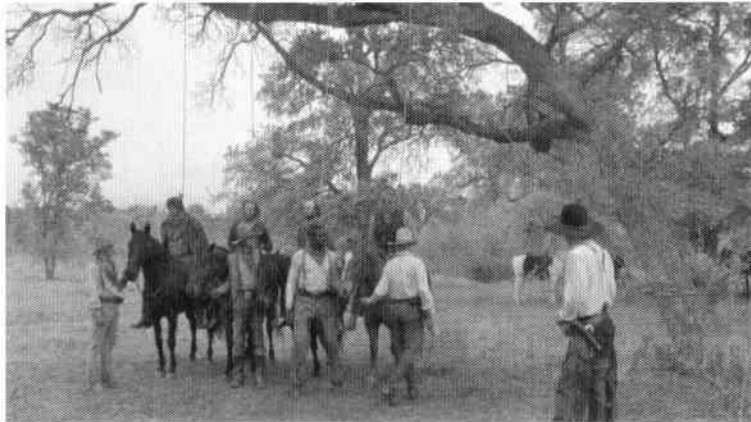


STAGE 2

THE MERCANTILE
SPONSORED BY

GRAPHIC PUBLISHING INC.

Jake has fallen in with the Suggs' and it's gonna get him hung. His hands are tied, he has a noose around his neck and is sitting on his horse when he speaks to his friends. "Well, hell, boys. I'd damn sight rather be hung by my friends than by a bunch o' damn strangers. Newt... Well, adios, boys. Hope you won't hold it against me. Never meant no harm." He spurs his horse and hangs himself.



Staging:

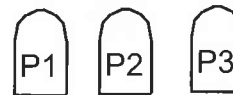
- Shooter: Standing in doorway hands loose at side
- Pistols: Holstered and loaded with five rounds each
- Rifle: Loaded with ten rounds and staged on table
- Shotgun: Open and empty staged on table

Ammo:

Pistol.....10
Rifle.....10
Shotgun.... 4 +

Procedure:

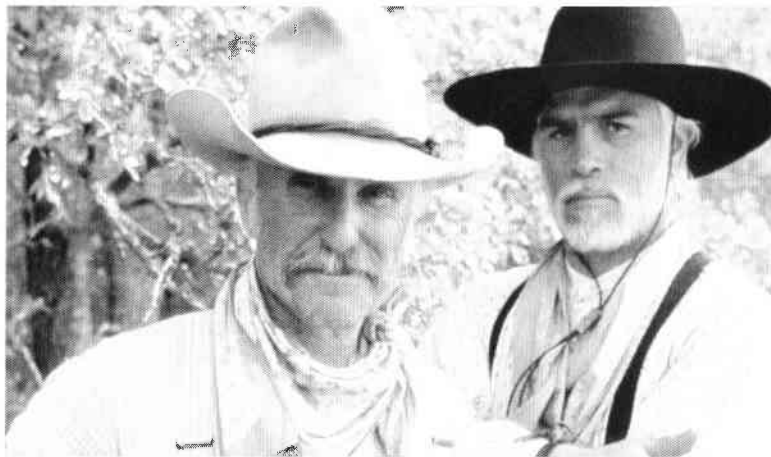
- Shooter says "Never meant no harm" to start the clock. At the beep, move to table and shoot both long guns.
- Order of long guns is shooter's choice.
- Rifle: R2-R2, R1-R1, R2-R2, R3-R3, R2-R2.
- Shotgun: Shoot shotgun targets in any order. Make long guns safe.
- Move to the center of either the left or right bank of pistol targets and shoot first bank of targets P2, P1, P2, P3, P2.
- Move to center of the other bank of pistol targets and repeat.



STAGE 3

THE BANK
SPONSORED BY
PEOPLE'S STATE BANK OF COMMERCE
&
STARLINE BRASS

Gus barricades himself and goes to work with his Henry immediately dropping four of the Indians and thugs before they retreat. One of them pulls out a Sharps and places some shots close to Gus's head. "Aye Gawd, that's enough" says Gus who lifts his ladder sight and begins returning shots that are falling short. The thug decides to make fun, stands and does a chicken dance only to be gut shot by Gus.



Staging:

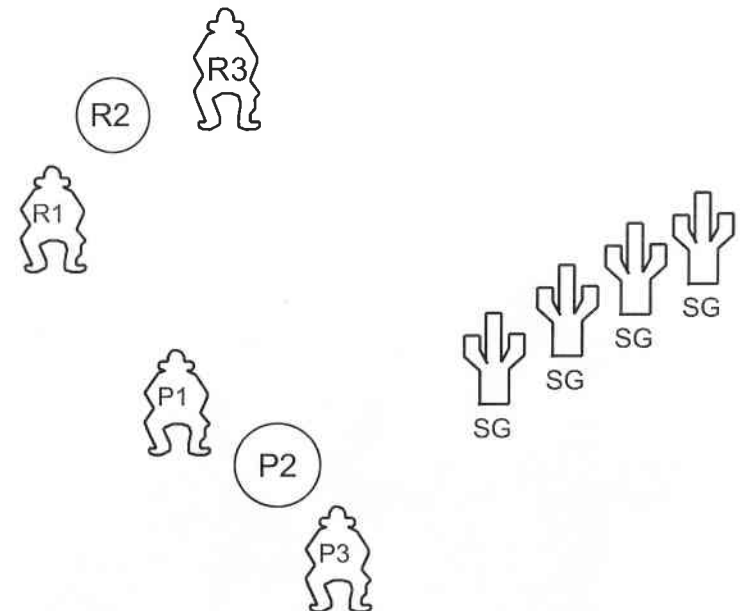
- Shooter: Standing at teller bars
- Pistols: Holstered and loaded with five rounds each
- Rifle: Loaded with ten rounds held at port arms with barrel through middle bars
- Shotgun: Open and empty staged on table

Ammo

10 Pistol
10 Rifle
4+ Shotgun

Procedure:

- Shooter says "That's enough!" to start the clock.
- At the beep, shoot the rifle targets R1-R3, R2 and repeat. Move to table and make rifle safe.
- Pick up shotgun and shoot the shotgun targets in any order. Make shotgun safe.
- Move to middle of pistol targets and shoot pistols as needed: P1-P3, P2 and repeat.



Teller bars →

Counter

STAGE 4

BARBER SHOP

SPONSORED BY

LADY IN BLACK & HOLE IN THE BAR GANG

Gus has disappeared chasing a herd of buffalo, but returns being chased with two arrows in his leg. Pea shoots an Indian and they run for cover in a creek bed. Gus shoots another as Pea is tackled by a third that he manages to dispatch with his knife at the same moment Gus kills #4. "How many more'd you kill?" asked Pea. As Gus aims, he says, "Not but one." He pulls the trigger and adds, "Two."



Staging:

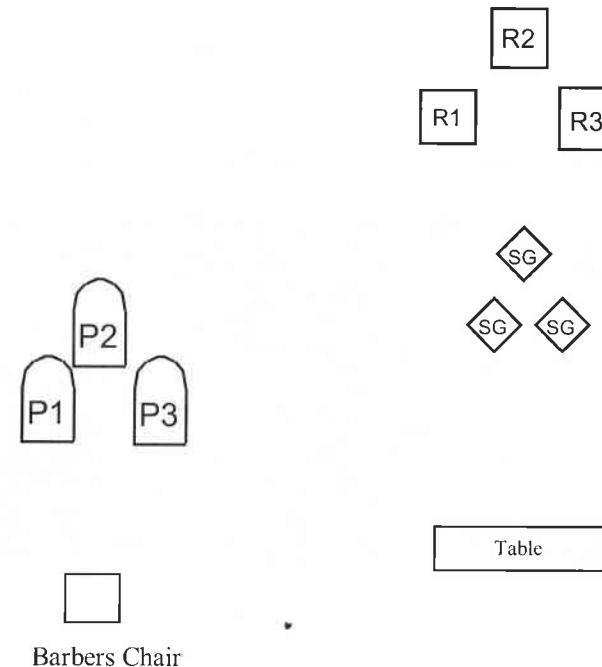
- Shooter: Seated in barber's chair with hands wherever you want 'em
- Pistols: Holstered and loaded with five rounds each
- Rifle: Loaded with ten rounds and staged on table
- Shotgun: Open and empty staged on table

Ammo

10 Pistol
10 Rifle
3+ Shotgun

Procedure:

- Shooter says "Two!" to start the clock.
- At the beep, stand and using pistols as needed, shoot P1, P3, P1, P3, P2 and repeat.
- Move to table, pick up rifle and shoot R1-R1, R3-R3, R1-R1, R3-R3, R2-R2. Make rifle safe.
- Pick up shotgun and shoot the shotgun targets in any order.



STAGE 5

BIG NED

SPONSORED BY

**DR JOHN BARNES DDS &
DENHAM ENTERPRISES LLC**

One leg is gone and Gus has sealed his fate by refusing to have his other removed. He just has a couple of things to ask of Call. The first being to tell Newt that Call is his father and the other is to be buried in Clara's orchard back in Texas. He writes a note to Lorie and Clara and says to his old friend, "Aye Gawd Woodrow, it's been quite a party, ain't it?"



Staging:

- Shooter: Standing in front of rifle targets
- Pistols: Holstered and loaded with five rounds each
- Rifle: Loaded with ten rounds and held at port arms
- Shotgun: Open and empty staged on right side of wagon

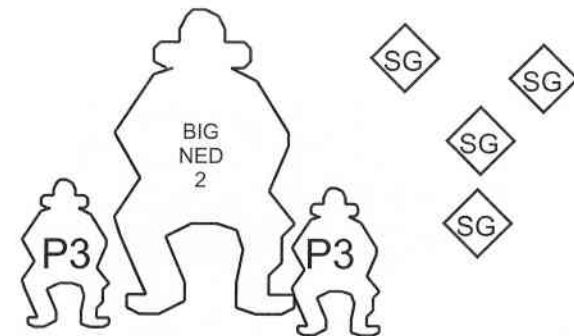
Ammo

10 Pistol
10 Rifle
4 + Shotgun

Procedure:

- Shooter says "It's been quite a party" to start the clock.
- At the beep, shoot the rifle targets placing five rounds on the middle target, then three rounds on the left target and two rounds on the right target. Move with rifle to wagon and make rifle safe on left side.
- Using pistols as needed, place five rounds on Big Ned (P2), then three rounds on little brother, Runt (he's on the left) and two rounds on little brother, Lefty (he's on the right).
- Pick up shotgun and shoot shotgun targets in any order.

(R1) (R2) (R3)

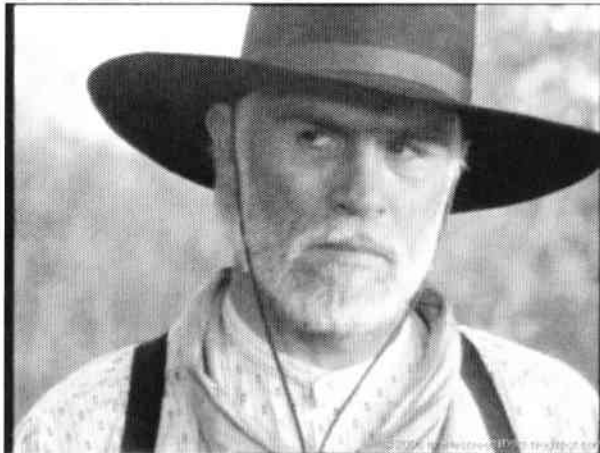


Wagon

STAGE 6

**THE CHURCH
SPONSORED BY
BUFFALO WESTERN WEAR &
CHEROKEE CHARLIE**

Call has made the long journey back to Texas to bury Gus in Clara's orchard. As he finishes driving the remnants of the Hat Creek Cattle Company's sign into the ground to mark Gus's grave, he stands and says, "Well, there you are Augustus. I guess this will teach me to be more careful about what I promise the future."



Staging:

- Shooter: Standing in front of either the right or left Window.
- Pistols: Holstered and loaded with 5 rounds each.
- Rifle: Loaded with 10 rounds and staged on table in Doorway.
- Shotgun: Open and empty held at Port arms.

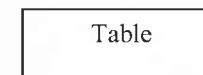
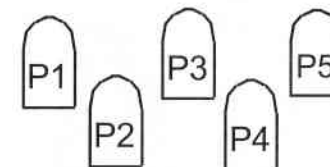
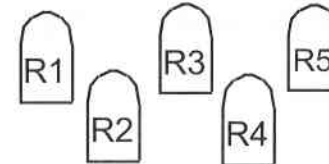
Ammo

10 Pistol
10 Rifle
4+ Shotgun

Procedure:

Procedure:

- Shooter says "Well, there you are Augustus." to start the clock. At the beep, shoot right or left pair of Shotgun Targets in any order.
- Move to the other Window to shoot the remaining Shotgun Targets in any order. Make shotgun safe.
- Move to table, pick up Rifle and shoot (center to left) R3-R3, R2-R1, R1, then (center to right) R3-R3, R4, R5-R5. Make rifle safe.
- Using pistols as needed, shoot (center to left) P3-P3, P2, P1-P1, Then (center to right) P3-P3, P4, P5-P5.



STAGE 7

TWO PONIES SALOON SPONSORED BY TWO PONIES

After Gus introduced a rude bartender's nose to the bar and informed him of who he and Call were back when people wanted to make them Senators, he said, "Now the thing we didn't put up with then was dawdling service and as you can see, we still don't...put up with it." He killed his whiskey, tossed the glass into the air, shot it with his Walker and continued, "Now then, if I could have a fresh glass, please."



Staging:

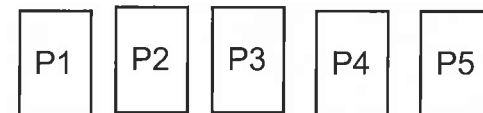
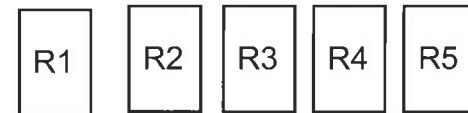
- Shooter: Standing outside closed swinging doors with hands on doors
- Pistols: Holstered and loaded with five rounds each
- Rifle: Loaded with ten rounds staged on table
- Shotgun: Open and empty staged on table

Ammo:

Pistol.....10
Rifle.....10
Shotgun.... 4 +

Procedure:

- Shooter says "A fresh glass, please" to start the clock.
- At the beep, move to table and using pistols as needed, shoot a double tap in to out. P3-P3, P2-P2, P4-P4, P1-P1, P5-P5.
- Pick up rifle and shoot a double tap in to out: R3-R3, R2-R2, R4-R4, R1-R1, R5-R5. Make rifle safe.
- Pick up shotgun and shoot shotgun targets in any order.



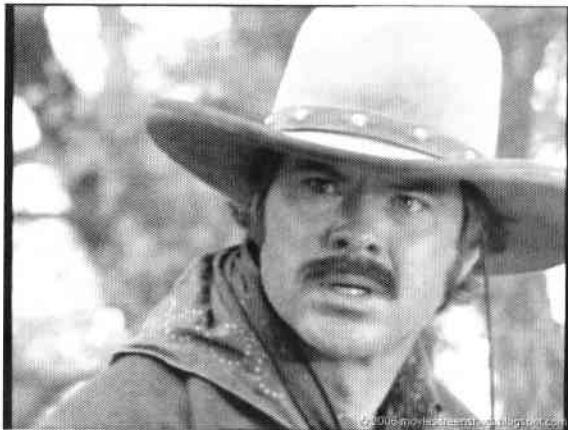
STAGE 8

PEARLS PARLOR HOUSE

SPONSORED BY

COWBOY'S AGAIN GUNSMITHING
& JACKSON'S WESTERN STORE

Jake was none too happy when he found out Gus had cut cards with Lorie for a poke, but the \$50 came in handy when it came time to buy Lorie a horse. As Jake and Lorie rode into camp, Gus couldn't believe Mary Pumphrey had sold her fine horse to Lorie and said as much. "Well, I had \$50 to spend, Gus" says Jake to which Gus replied, "Money well spent...both times."



Staging:

- Shooter: Standing in front of left bank of pistol targets with thumbs in gun belt
- Pistols: Holstered and loaded with five rounds each
- Rifle: Loaded with ten rounds staged on table
- Shotgun: Open and empty staged on table

Ammo:

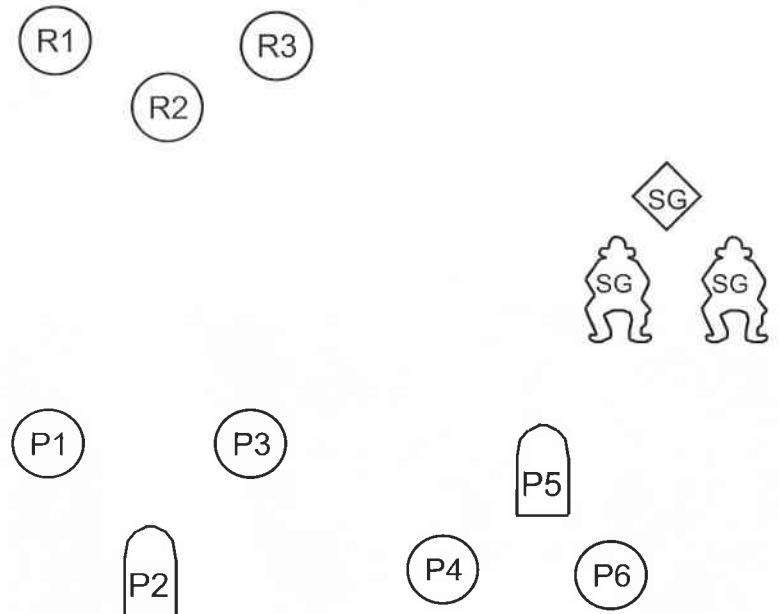
Pistol.....10

Rifle.....10

Shotgun.... 3 +

Procedure:

- Shooter says "Money well spent" to start the clock.
- At the beep, using pistols as needed for five rounds, shoot the pistol targets: P1, P2, P3, P2-P2.
- Move to table, pick up rifle and shoot the rifle targets: R1, R2, R3, R2-R2 and repeat. Make rifle safe.
- Using pistols as needed for five rounds, shoot the right bank of pistol targets: P4, P5, P6, P5-P5.
- Pick up shotgun, move to middle of shotgun targets and shoot shotgun targets in any order.



STAGE 9

THE JAIL

**SPONSORED BY
LOG CABIN STORE &
C & C INTERIOR TRIM WORK**

Blue Duck (BD) brags of his exploits in Call's territory and says, "You rangers! I expect I'll kill a passel of you yet!" "I doubt it," said Call, "not unless you can sprout wings and fly through the hangman's noose." "I can fly. An old woman taught me" says BD. Later, BD dove out a window taking a deputy to both their deaths. Call says, "Well, I guess that old woman didn't teach you to fly after all."

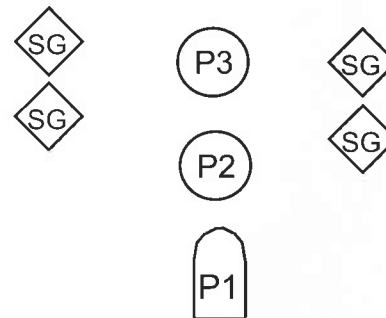


Staging:
Shooter: Standing in jail cell at firing line
Pistols: Holstered and loaded with five rounds each
Rifle: Loaded with ten rounds held at port arms with barrel through bars
Shotgun: Open and empty staged on table

Ammo:
Pistol.....10
Rifle.....10
Shotgun.... 4 +

Procedure:

- Shooter says "You can't fly after all. " to start the clock.
- At the beep, shoot the rifle targets: R1-R1-R1, R2-R2-R2, R3-R3-R3-R3. Make rifle safe inside jail cell.
- Move out of jail cell to table and using pistols as needed, shoot the pistol targets: P1-P1-P1, P2-P2-P2, P3-P3-P3-P3
- Pick up shotgun and shoot shotgun targets in any order.



STAGE 10

SAW MILL

SPONSORED BY
CLAYTON HOMES &
REDDING RELOADING EQUIPMENT

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 between the two rifle racks

Pistols: Holstered and loaded with five rounds each

Rifle: Loaded with ten rounds and held at port arms

Shotgun: Open and empty staged in either rack on the stage

Ammo:

Pistol.....10

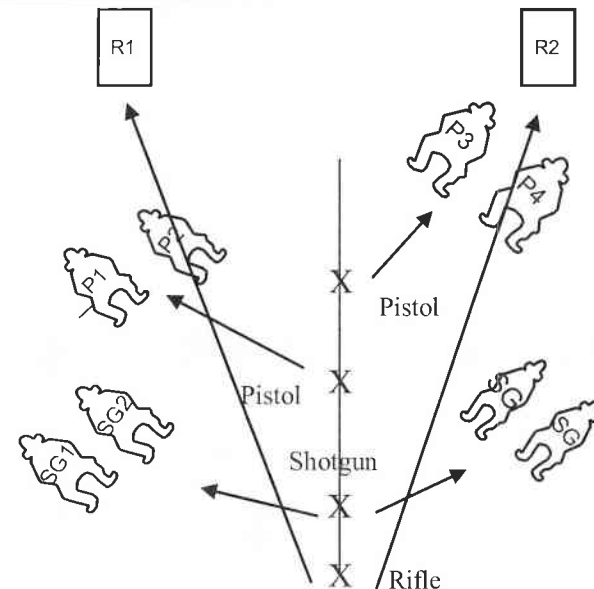
Rifle.....10

Shotgun.... 4

+

Procedure:

- Shooter says "Tell 'em vision" to start the clock.
- At the beep, shoot the two rifle targets: R1-R1-R1, R2-R2 and repeat. Make rifle safe in either rifle rack.
- Pick up shotgun and move down range to racks and shoot the shotgun targets in any order. Make Shotgun safe in a rack.
- Move downrange to within kicking distance of hay bail and using pistols as needed, shoot the left pistol targets: P1-P1-P1, P2,P2 and then move to within kicking distance of second hay bail and shoot the right pistol targets: P3-P3-P3, P4-P4.



MATCH VENDORS

Classic Impressions
908 Broad Street
Augusta GA
706-836-4303

Buffalo Western Wear
2145 C. Pace St.
Covington, GA 30014
866-254-1812
770-788-8922

Bullet Splat Jewelry
8207 Friendsville Road
Lenoir City, TN 37772
865-567-3983

Cowboy Guns By Roughneck
19745 NW 123
Micanopy, FL 32667
352-538-0453

Jackson's Western Store
641 Patton Avenue
Asheville, NC 28806
866-254-1812

Robert Cooke
21 Ridge Lane
Shelby, AL 35146
205-669-9777

Lone Wolf Swaim
515 Smith Vasser Rd.
Harvest, AL 35749
256-509-2162

Cavern Cove Rimfire
Uncle Frank & Granna
373 Ambush Trail
Woodville AL 35776
256-728-2280

When Pigs Fly Forge
3281 N. Sibert Street
Hokes Bluff, AL 3590
727-744-9050

Long Creek Dry Goods
P. O. Box 2102
Chatsworth, Georgia 30705
706-217-7691

Blackwater Old West Mercantile
1013 Eastside Road
Ashland City, TN 37015
615-746-5745

Denham Enterprises LLC
192 Blair Road
Albertville, AL
256-878-3641

Lady in Black
5949 Curry Highway
Jasper, AL 35503
205-384-9811

Woody Anderson Ford
2500 Jordan Lane
Huntsville, Alabama 35816.
1-800-457-1383

People's State Bank of Commerce (Stage 3)

People's State Bank of Commerce PO Box 100 Grant, AL 35747 256-728-4213	Starline Brass 1300 W. Henry Sedalia, MO 65301
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Barber Shop (Stage 4)

Lady in Black 5949 Curry Highway Jasper, AL 35503 205-384-9811	Hole in the Bar Gang 8207 Friendsville Road Lenoir City, TN 37772 865-567-3983
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Ned (Stage 5)

Dr John Barnes DDS 915 Bob Wallace Avenue Huntsville, AL 35801 256-539-7000	Denham Enterprises LLC 192 Blair Road Albertville, AL 256-878-3641
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Cemetery (Stage 6)

Buffalo Western Wear 2145 C. Pace St. Covington, GA 30014 866-254-1812	Cherokee Charlie 2525 Thompson Mill Rd. Gainesville, GA 30506 770-532-3721
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Two Ponies Saloon (Stage 7)

Two Ponies 138 Greenbrier Road Gadsden, AL 35901	Long Creek Dry Goods P. O. Box 2102 Chatsworth, Georgia 30705 706-217-7691
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Pearl's Parlor House (Stage 8)

Cowboy's Again Gunsmithing 44 Circle 1 Shelby, AL 35143 205-670-9090	Jackson's Western Store 641 Patton Avenue Asheville, NC 28806 866-254-1812
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Jail (Stage 9)

Log Cabin Store 10137 Highway 72 Woodville, AL 35776 256-776-0045	C & C Interior Trim Work Licksillet Charlie Hazel Green, AL 256-270-5100
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Sawmill (Stage 10)

Clayton Homes 8691 US HWY 431 Albertville, AL 35950 256-878-1282	Redding Reloading Equipment 1089 Starr Road Cortland, NY 13045
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STAGE SPONSORS

Two Ponies Gal Salon (Stage 1)

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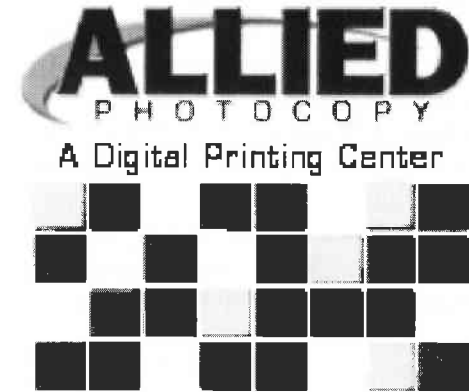


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MEDICAL EMERGENCY PLAN

The North Alabama Regulators have tried 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 perfect 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 10 minutes away and the Ambulance service is 15 to 20 minutes away.

The log cabin shall serve as the primary treatment point for any minor or major medical situation. Sweet Sarah Jane is the Medical Director for the club and will direct medical activities in an emergency situation.

Should a medical emergency occur, the Posse Leader will have a posse member locate Lawman Mark and the posse leader locate the Para-medics and summon them to the emergency location. Posse Leaders will insure that posse members remain on the stage where they were shooting and do not interfere with the treatment of the injured person.

The North Alabama Regulators have worked hard to assemble the best possible medical equipment including a 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.

Side Matches

Speed Rifle

Speed Pistol

Fastest 3 Gun

Speed Shotgun

22 Shooting Gallery

Wild Bunch Match (4 Stages)

Black Powder Match (4 Stages)

**Cavern Cove Rimfire Cowboy
Match (8 Stages) Thursday.**

Saturday					
Time	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5
8:45-9:45	1	2	3	4	5
9:45-10:45	10	1	2	3	4
10:45-11:45	9	10	1	2	3
11:45-12:45	Lunch	Lunch	Lunch	Lunch	Lunch
12:45-1:45	8	9	10	1	2
1:45-2:45	7	8	9	10	1
2:45-3:45	6	7	8	9	10
Time	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
8:45-9:45	6	7	8	9	10
9:45-10:45	5	6	7	8	9
10:45-11:45	4	5	6	7	8
11:45-12:45	Lunch	Lunch	Lunch	Lunch	Lunch
12:45-1:45	3	4	5	6	7
1:45-2:45	2	3	4	5	6
2:45-3:45	1	2	3	4	5
Sunday					
Time	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5
8:45-9:45	5	6	7	8	9
9:45-10:45	4	5	6	7	8
10:45-11:45	3	4	5	6	7
11:45-12:45	2	3	4	5	6
Time	Stage 6	Stage 7	Stage 8	Stage 9	Stage 10
8:45-9:45	10	1	2	3	4
9:45-10:45	9	10	1	2	3
10:45-11:45	8	9	10	1	2
11:45-12:45	7	8	9	10	1

AMBUSH SCHEDULE

Thursday, September 29th 2011

7:30 a.m. Breakfast Available
 9:00 a.m. – 12:00 Noon R.O I Course
 12:00 Noon Lunch Available
 1:00 p.m. – 4:30 p.m. R. O. II Course
 1:00 pm. 8 stage cowboy rim fire match
 6:00 p.m. Hospitality Night Free Dinner at the Pavilion
 Dark 30 Night shoot @ Rafter Livery Stable

Friday, September 30th 2011

7:30 a.m. Breakfast Available
 8:30 a.m. – 6:00 p.m. Check-in and Pick Up Shooter Packet
 9:00 a.m. – 5:00 p.m. Vendors Open
 9:00 am. Black Powder mini match,
 9:00 a.m. – Noon Side Matches Open (See Side Match Insert)
 12:00 p.m. Lunch Available
 1:00 p.m. – 4:00 p.m. Side Matches
 1:00 pm Wild Bunch mini match
 4:00 pm, Gunfighter school at Pavilion, taught by Buck D. Law
 5:00 p.m. Posse Marshal Walk Through
 5:30 p.m. All firearms locked up, drinking can commence except for people shooting the night shoot
 6:00 p.m. Dinner Dutch Treat
 7:00 p.m. The Bobcat Sparks Memorial Poker Tournament under the Pavilion
 Dark 30 Night shoot

Saturday, October 1st 2011

7:00 a.m. – 8:00 a.m. Breakfast Available
 7:00 a.m. – 8:00 am. Registration Open
 8:00 a.m. – 5:00 p.m. Vendors Open
 8:15 a.m. – 8:45 a.m. MANDATORY Safety Meeting and Opening Ceremonies
 8:45 a.m. – 12:45 p.m. Four Main Stages
 12:45 p.m. – 1:45 p.m. Lunch
 1:45 p.m. – 3:45 p.m. Remaining Two Main Stages for Saturday
 6:00 p.m. – 7:00 p.m. Hospitality at Goose Pond Civic Center
 7:00 p.m. Dinner at Goose pond Civic Center Costume Contest Awards and Door Prize Drawings
MUST BE PRESENT TO WIN.

Sunday, October 2nd 2011

7:00 a.m. Breakfast Available
 8:00 am. Cowboy Church Under the Pavilion With Graver Bill
 8:45 a.m. – 12:45 p.m. Final Four Main Stages
 12:45 p.m. Lunch
 1:45 p.m. Brass Auction (To Benefit Boy Scouts)
 2:00 p.m. Awards Ceremony and Farewell