

**The Single Action Shooting Society
&
The North Alabama Regulators
Present**

**Bushwhacked
AT
CAVERN COVE**

**The 2017 Alabama State
Black Powder Championships**

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MATCH RULES

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- No alcohol is to be consumed until shooting ends for the day and firearms are safely stored.
- Pistols must be holstered, actions open on rifles and shotguns at all times, except on the firing line, or in "safe areas". Store firearms in gun cart when possible.
- Firearms may only be loaded at the loading tables.
- Cap and Ball pistols may only be capped at the loading tables.
- All shooters and spectators must wear ear and adequate eye protection in the shooting area.
- Unsafe firearm handling will not be tolerated.
- Cross-draw holsters may not depart from the vertical by more than 30 degrees. Offending holsters must be removed.
- The 170-degree plane rule will be strictly enforced. Cross-draw holster users must "do the stance or the dance" or be DQ'ed.
- Under the arm, shoulder holsters that sweep others will not be allowed.
- Rifle and shotguns must be empty of live or fired rounds when restaged.
- All shooters must conform to minimum dress requirements as required by SASS category.
- Coaching is encouraged. The timer will help the shooter through the course of fire if requested by the shooter. The shooter is ultimately responsible for his or her shooting.

Penalties:

- **Each missed target:** 5 seconds
- **Procedural:** 10 seconds (limit one per stage)
Example: Any unintentional procedural errors caused by "brain fade", confusion, ignorance, or mistakes. Accommodations are often allowed for those unable to comply with specific stage procedures due to physical limitations with no procedural penalties assessed.

Disqualified Stage:

- Will be scored as all misses plus 30 seconds

Did Not Finish:

- Will be scored as all misses plus 30 seconds

Safety Violations:

- Major – first offense is a stage DQ
- Second offense is a match DQ
- Minor – 10 seconds per offense

Major Safety Violations occur when a shooter displays unsafe gun handling. These include but are not limited to:

- Cocking a pistol with the barrel pointed in an unsafe direction
- Firing a round in an unsafe direction as deemed by the Range Officer is a stage DQ.
- Breaking the 170 degree plane with any firearm is a stage DQ
- Sweeping any person at any time with an unloaded gun is a stage DQ.
- Sweeping any person with a loaded gun is a match DQ.
- Dropped unloaded gun is a stage DQ.
- Dropped loaded gun is a match DQ.
- Walking (moving more than one of your feet), with a cocked, loaded gun is a stage DQ.
- Leaving a live round under the hammer of a holstered pistol or in the chamber of a long gun is a stage DQ.

Minor Safety Violations are acts that do not directly endanger persons. These include but are not limited to:

- Failure to open a long gun action
- Leaving an empty or live round on the carrier or in the magazine of a gun

Stage DQ may also be assessed if the shooter:

- Practices unsafe firearm handling, such as fanning
- Uses an illegal or illegally modified firearm

Match DQ may also be assessed if the shooter:

- Earns two stage DQ's or two Spirit of the Game penalties
- Has two or more DNF stages
- Presents belligerent attitude or un-sportsman like conduct
- Shoots while impaired by alcohol, medication, etc.
- Shoots illegal or "too hot" ammunition

Failure to Engage/ Spirit of the Game: 30 second penalty
Willfully shooting a stage other than the way it was intended in order to gain a competitive advantage

No re-shoots will be awarded unless a firearm malfunctions prior to the first shot of the stage, there is a malfunction of timer or targets, or if the range officer/timer incorrectly stops the shooter. The shooter will re-shoot the stage starting with no misses.

Shooters may appeal a ruling by notifying the Match Director 1st and posting a \$50 bond. A panel of three TG'S will consider the appeal. The Decision of the panel will be final. The bond will be forfeited if the ruling is upheld. If you are disputing the call during the shoot let your Posse Marshal know you are leaving the stage. Your posse will not wait or hold up the shooting order for you during the appeal process.

Shotgun Targets

Shotgun knock down targets must fall to be a hit. A miss on a knock down can be made up with ammo carried by a shooter on his or her person.

A Stationary (non knock down) Shotgun target that is missed can not be made up.

Staging of firearms

- All long guns will be restaged at starting point unless otherwise stated.
- All handguns will be re-holstered unless otherwise stated.

MEDICAL EMERGENCY PLAN

The North Alabama Regulators strive to be prepared for major medical emergencies, while at the same time, hoping that we never encounter a major medical emergency. Ambush At Cavern Cove has a outstanding safety record and we hope that will always be the case. We will have a Para-medical team on site during all shooting activities. Med Flight is 8 to 12 minutes away and the Ambulance service is 15 to 20 minutes away.

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

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

The North Alabama Regulators have worked hard to assemble the best possible medical equipment including and very large and complete first aid kit and a defibrillator. There are several club members that have been trained in the operation of this machine and also trained in CPR. The generosity of club members has made the purchase of this equipment possible. We feel that the North Alabama Regulator club is the best prepared club in SASS. We hope that none of this equipment and training is ever utilized.

Stage 1

The Salon

I Need A Shave And A Hair Cut Or Now Git!

Bama Red rides into town a whoopin and hollarin. He has just finished a Cattle Drive and has a pocket full of cash. His first order of business is to get cleaned up. He stops at Two Ponies Gal Salon. He busts through door yelling that he needs a shave and a hair cut! Two Ponies Gal tells him "He needs a bath first!" and that Desoto Jims would be a more fitting place for him. "Now Git!."

Staging:

- Shooter: shooter standing at left window with hat in hands held at chest level.
- Pistols: holstered and loaded with 5 rounds each.
- Rifle: loaded with 10 rounds staged in right window.
- Shotgun staged in middle window.

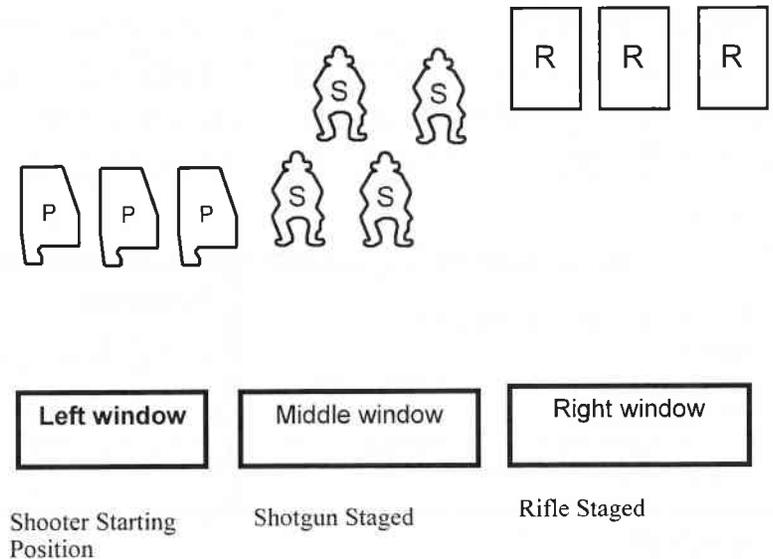
Ammo

10 Pistol
10 Rifle
4 Shotgun

Procedure:

- Shooter says "Now Git" or I need a shave and a haircut.
- At the beep: Move to left window shoot the pistols targets in a 3-2 sweep starting on P1, with the second pistol shoot a 3-2 sweep starting on P3
- With your rifle shoot the Rifle Targets in the same order as your pistols.
- With shotgun engage the four shotgun targets in any order.

Stage 1



Stage 2

The Mercantile

Pistol whipping!

As Bama Red walks past the mercantile on his way to get a shave and a hair cut. Badger McNeely is giving the store owner a hard time. Bama decides to help out. He steps through the door and clubs Badger. Two of Badgers cohorts start shooting at Bama.

Staging :

- Shooter: standing at the door frame holding the club.
- Rifle loaded with 10 rounds and staged on the table.
- Pistols: loaded with 5 rounds each.
- Shotgun staged on table.

Ammo

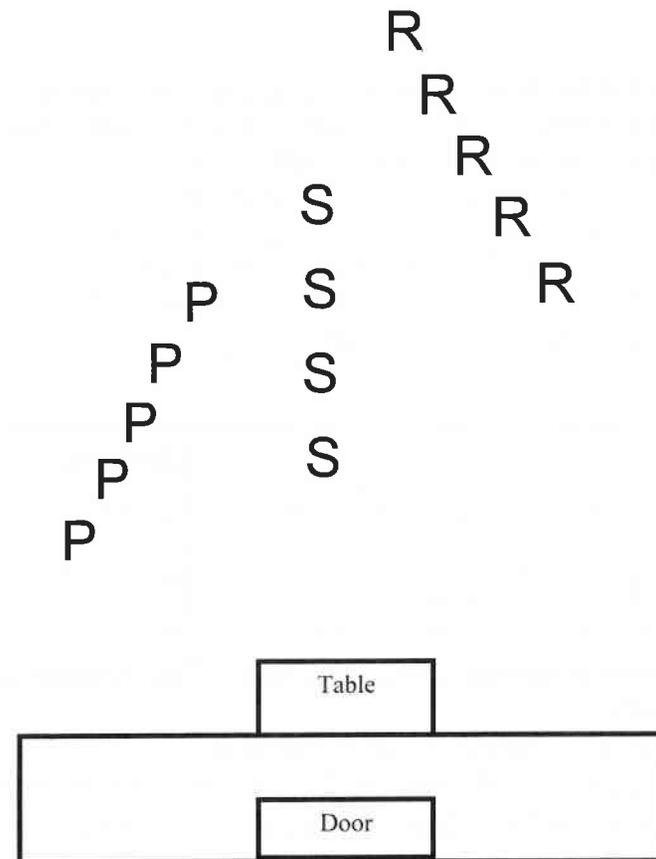
- 10 Pistol
- 10 Rifle
- 4 Shotgun

Procedure:

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

- At the beep: Club Badger.
- Move to the table engage the pistol targets in two sweeps no double taps
- With rifle engage the rifle targets in two sweeps no double taps
- With shotgun engage the shotgun targets in any order. You must shoot at least 4 shells.

Stage 2



Stage 3

The Bank

Which Do Want Me To Do?

Inside the bank Dead Lee Shooter and Blackjack Lee are robbing the bank. Bama Red Walks in with his bag of cash. Blackjack tells Bama to get his hands up. At the same time Dead Lee tells him to drop the bag. Bama asks them which one do you want me to do, Raise my hands or drop the bag? They yell "both" at him! Bama raises his hands, drops the money bag and starts shooting.

Staging:

- Shooter Standing in the door way holding the money bag with hands in the surrender position.
- Rifle staged on the right counter.
- Shotgun staged on the right counter
- Pistols holster loaded with 10 rounds

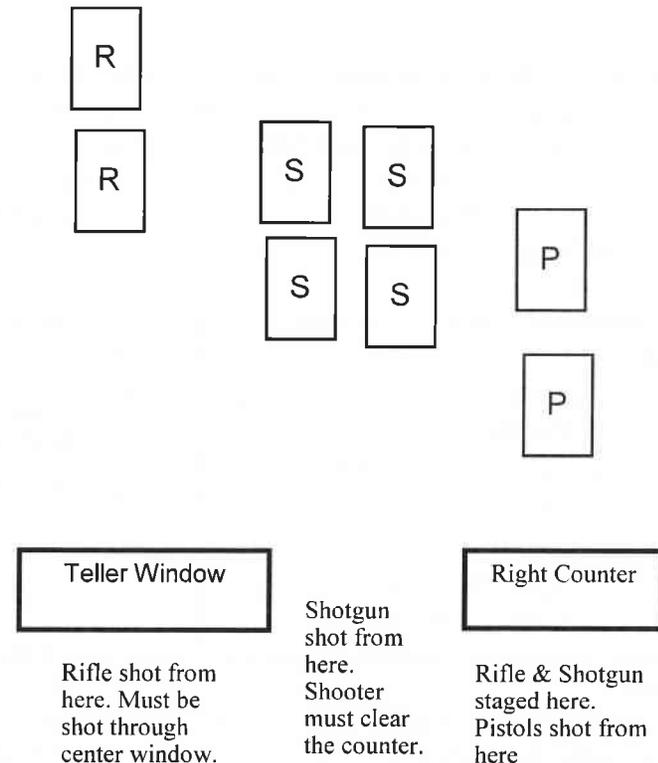
Ammo:

- 10 Pistol
- 10 Rifle
- 4 Shotgun

Procedure:

- Shooter says "which do want me to do?"
- At the beep drop the money bag, move to the counter.
- With your pistols engage the targets alternating for 10 rounds
- Grab you rifle and move to the teller window. Engage the targets alternating for 10 rounds through the center teller bars.
- Move back to the counter with your rifle restage it on the counter retrieve your shotgun move to the opening and shoot the targets in any order. You must shoot 4 shots

Stage 3



Stage 4

The Barber Shop

I don't want no part of that.

Bama is finally at The Barber Shop. There is a commotion going on inside. El Camino has been tied down to the chair to get a hair cut. Bama asks his good friend Licksillet if he could borrow a set of pistols. Licksillet tells him sure thing, just help me hold Camino down. Bama says "I don't want no part of that"

Staging:

- Shooter: Standing in front of table 2 back to the table.
- Rifle: loaded with 10 rounds staged on table 1
- Shotgun staged on table 1
- Pistols: Staged on table 2 along with 2 other unloaded pistols

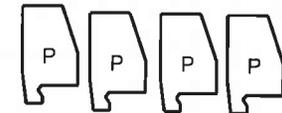
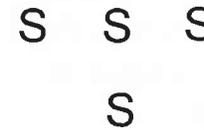
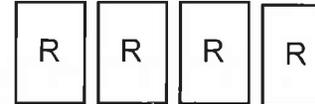
Ammo

10 Pistol
10 Rifle
4 Shotgun

Procedure:

- Shooter says "I don't want no part of that!" to start the clock.
- At the beep: turn retrieve your pistols and shoot the targets in a continuous Nevada Sweep.
 - Move to your rifle and shoot the targets in a continuous Nevada Sweep.
 - With shotgun engage the shotgun targets in any order. You must shoot 4 shots.

Stage 4



Rifle and shotgun staged here

Pistols staged here with 4 other unloaded pistols, shooter standing back to this table.



Stage 5

Big Ned

He Needed Pistol Whipping!

There is going to be a gunfight in the street.

Dusty Dan, Drake Robey & Water Snake have called Bama Red out. Dusty tells Bama Red that he did not like Bama pistol whipping his friend Badger. Drake & Water Snake remind Dusty that Badger is not his friend any more since Badger kissed his Mule. Bama exclaims "I have a set of borrowed guns! Bring the thunder!"

Staging:

- Shooter Standing behind wagon seat
- Rifle: loaded with 9 rounds staged on wagon shelf.
- Pistols holstered and loaded with 5 rounds each.
- Shotgun: Staged on the shelf

Ammo

10 Pistol
9 Rifle
4 Shotgun

Shooter says "I have a set of borrowed guns! Bring the thunder!"

- At the beep, with your first pistol engage Drake with 5 rounds. With your second pistol engage Water Snake with 5 Rounds
- Retrieve rifle and shoot Dusty for 5 rounds, Drake for 2 rounds, Water Snake for 2 rounds.
- Retrieve shotgun and shoot Drake 1 time Dusty 2 times and Water Snake 1 time.

Stage 5



Wagon seat

Shelf

Stage 6

The Church

We gotta change our ways

After the gunfight in the street, in which 72 shots were fired and nobody was hit. Bama Red is in the church with Badger, Watersnake, Dusty & Drake. Bama tells them they have to change their ways. Just then Dead-Lee Shooter & Blackjack Lee sneak into the church and are seen stealing the orphans food fund. Bama looks at his pards and tells them we gotta change our ways after we take deal with those two!

Staging :

Shooter: Standing behind pulpit back touching pulpit.

Pistols: staged on left window shelf

rifle: staged on right window shelf.

Shotgun staged in center window.

Ammo

10 Pistol

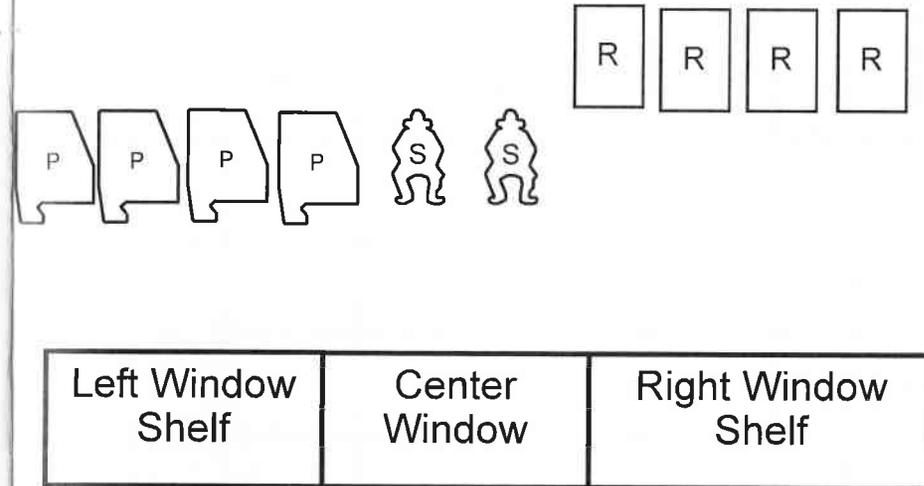
10 Rifle

2 + Shotgun

Procedure:

- Say the line We gotta change our ways After we deal with those two.
- At the beep move to the right window and retrieve your rifle. Shoot the targets 3 rounds on R1, 2 rounds on R2, 3 rounds on R4, 2 rounds on R3.
- Move to the left window and shoot P1 3 times and P2 2 times.
- Move to the middle window and with your shotgun shoot to 2 knockdowns.
- Move back to the left window and shoot P4 3 times and P3 2 times.

Stage 6



Alias _____

Stage	Time	# Miss	Penalty	Bonus	Total
1					
2					
3					
4					
5					
6					
Total					

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