

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

&

The North Alabama Regulators

Present

The 21st Annual

**AMBUSH
AT
CAVERN COVE**



The 2017 Alabama State Championships

INFAMOUS GUNSLINGERS

SPECIAL THANKS TO OUR MATCH SPONSORS

LARRY'S

Pistol & Pawn

Where everyday is a Gun Show!

256-260-7000 Madison

256-534-1000 Huntsville

(Ya they have Cowboy Guns)

Larry's has been a long time supporter of the North Alabama Regulators. Giving the Cowboy shooters great discounts on guns and ammo.

Larry's also provides The North Alabama Regulators stage books for our monthly shoots.

ALLIED

DIGITAL PRINTING

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- Business Cards - Bulletins - Folders - Postcards - Invitations - Note cards - Brochures - Booklets - Binding - Programs - Pads

**1821 University Dr NW
Huntsville, AL 35816
(256) 539-2973**

**ALLIED DIGITAL PRINTING
HAS BEEN A LONG TIME
SPONSOR OF OUR STAGE
BOOK FOR AMBUSH AT
CAVERN COVE. THANK YOU
FOR SUPPORT.**

Woody Anderson Ford



Located On Jordan Lane In Huntsville
256-539-9441

- Main Match Sponsor
- Awards Lunch courtesy of Woody Anderson Ford
- Sponsor of Mustang Sally's

The North Alabama Regulators
thank you for your continued support.
And friendship.

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- Marshal TKD

Vice President-Barkeep Casey

Territorial Governor- Badger McNeely

Stage Marshal- Dead Lee Shooter

Range Marshal- Lickskillet Charlie

Awards Marshal- Scotch Before Noon

Treasurer-Water Snake

Secretary-Drake Robey

Committee Chairpersons:

Match Director Marshal TKD

Banquet - Water Snake

Camping- Uncle Frank

Spirit Of The Game Awards- Shooting D. Bullets

Main Match Awards- Scotch Before Noon

Registration & Shooters package- Drake

Stages- DeadLee Shooter

Stage & Property management Lickskillet Charlie.

Special Thanks to the :

Clean up & set up crews

Those that worked the shoot through.

Woody Anderson ford Sunday Awards Lunch

Costume Contest

Categories Judged On Saturday Evening

- Best Dressed Lady, Evening
- Best Dressed Gentleman, Evening
- Best Dressed Junior Boy and Girl
- Best Dressed Military
- Best Dressed Town Lady
- Best Dressed Town Gentleman
- Best Dressed Couple
- Best Gunslinger men
- Best Gunslinger women

AMBUSH SCHEDULE

Friday Sept.1st

7:30 a.m.
8:30am-5:00pm
9:00am-5:00pm
9:00am-5:00pm
9:00am
9:00am
9:00am
9:00am
1:00-5:00pm
1:00-5:00pm
12:00pm
5:00pm
5:30pm
6:00pm
6:30pm

Breakfast Available
Check-in and Pick Up Shooter Packet
Vendors Open
Cowboy Yard Sale (Cowboy Items only)
Black Powder match, at stages 1-5
Wild Bunch match, at stages 6-10
Doily Gang Shooting School at the 22 Range
Side Matches Open at stages 1-5
Rime fire match
Lunch Available
Posse Marshal Walk Through
All firearms locked up.
Welcome to Ambush Social & Barkeep's Bar is open
Dinner available Dutch Treat.

Saturday Sept. 2nd

7:00am-8:00am
7:00am-8:00am
8:00am-5:00pm
8:30am

9:00 am

12:45pm
1:45pm

5:30pm

6:00pm
6:00pm
6:30pm

Breakfast Available
Registration Open
Vendors Open
MANDATORY Safety Meeting and Opening Ceremonies
Shoot 5 Main Stages. Shooters shooting stages 1 through 5 will stay on 1 through 5 today and then shoot 6-10 the next day. The same applies for 6 through 10
Lunch
Gunfight in the street. This is a man on man challenge. Challenge your friends, we will go till there is only one left.
Barkeep's Bar is open / Be seen in your best costume.
Costume & Side Match Awards
Dinner at the Range included in Shooters Fee
Casino Night Starts win chips to bid on the prizes at the prize table.

Sunday Sept. 3rd

7:00am
8:00am
9:00am
12:45pm

12:45pm
1:45pm

Breakfast Available
Cowboy Church Under the Pavilion
Shoot Final 5 Main Stages
Lunch Courtesy of Woody Anderson Ford & Drawing for Ruger Vaquero
Drawing Prizes for Casino Night
Main Match Awards

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 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
Two Ponies Gal Salon
Sponsored by
Eargasmic Ear Plugs
By Bea & Roland

Staging:

- Shooter: shooter standing at the top of the ramp heel touching ramp.
- Pistols: holstered 5 rounds each
- Rifle: loaded with 10 rounds staged in right window.
- Shotgun staged in left window.

Ammo

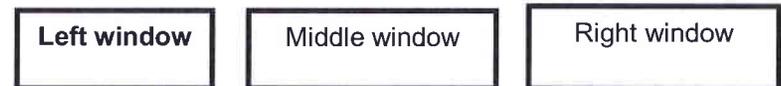
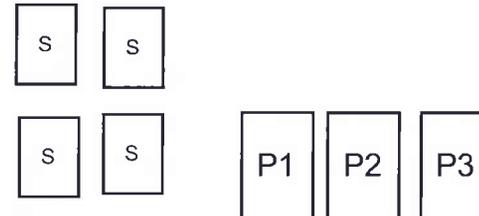
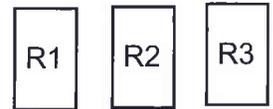
10 Pistol
 10 Rifle
 Shotgun as needed

Procedure:

- Shooter says the line "I never Killed a man that didn't need killing"
- ATB, Move to your rifle, with your rifle engage R2 5 times, then start a Nevada sweep from either end for 5 rounds. Restage rifle.
- With Pistols engage P2 5 times, then start a Nevada sweep from either end for 5 rounds.
- With shotgun engage the shotgun targets in any order

Clay Allison

"I never Killed a man that didn't need killing"
 Known for his mercurial personality and violent temper, Clay Allison was a gunfighter who is remembered as one of the most notorious and downright deranged outlaws of the Old West.



Stage 2 The Merchantile Sponsored by RRR Bullets

Staging:

- Shooter: hands on door frame standing in the doorway
- Rifle loaded with 10 rounds and staged on the table.
- Pistols: loaded with 5 rounds each.
- Shotgun staged on table.

Ammo

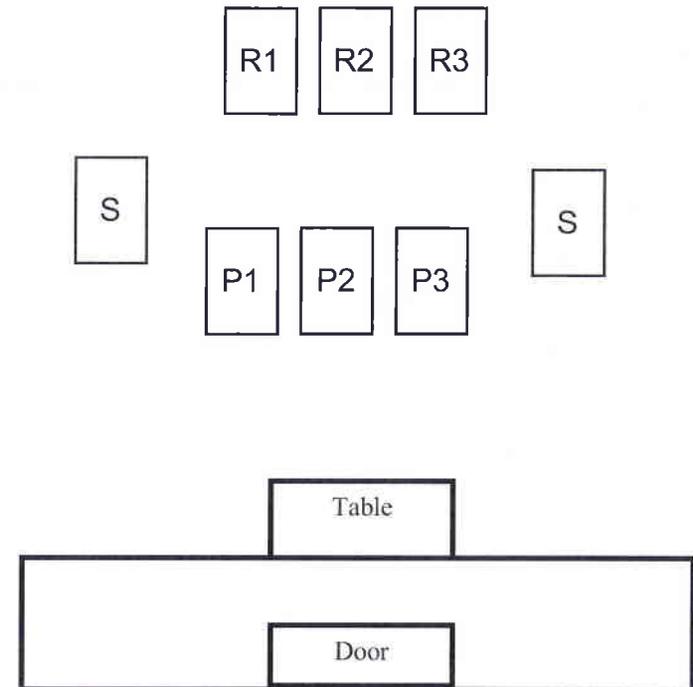
10 Pistol
10 Rifle
2 Shotgun

Procedure:

- Shooter says the line "Let 'er rip!"
- ATB: With pistols engage the targets by quad tapping P2 and then by double tap sweeping all the pistol targets.
- With rifle engage the rifle targets by quad tapping R2 and then double tap sweep all the rifle targets.
- With shotgun engage the two shotgun targets in any order.

James "Killer" Miller

One of the most downright murderous figures of the Old West, Jim "Killer" Miller was an assassin and gunfighter who is credited with killing at least 14 people, though legend has it that the number is somewhere closer to 50. In his typical maniacal fashion, prior to being hanged Miller is said to have shouted, "Let 'er rip!" and voluntarily jumped off the box to his death.



**Stage 3
The Bank
Sponsored by
Drake Robey (Evil Blood Sucker)**

Staging:

- Shooter: Standing behind teller bars with rifle in hand
- Pistols: holstered and loaded with 5 rounds each.
- Rifle: loaded with 10 rounds aimed down range
- Shotgun staged on the right counter

Ammo

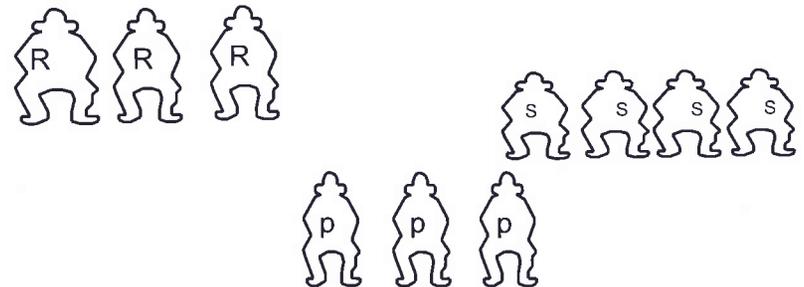
- 10 Pistol
- 10 Rifle
- 4 Shotgun

Procedure:

- Shooter says the line " Hand over the money"
- At the beep: with rifle engage rifle targets with at least two rounds each.
- With pistols engage the pistol targets with at least two rounds each.
- With shotgun engage the targets in any order.

Sam Bass

Sam Bass started out an honest man. He had a simple and modest dream of moving to Texas and becoming a cowboy. Eventually he did just that, but decided after one season he didn't like it. While transitioning from simple farmer to famed outlaw might be a stretch for some, Bass did it seamlessly. He began robbing banks and stage-coaches, and became rather proficient at it. After his 7th stagecoach robbery, Bass and his gang turned their sights on bigger prizes and decided to rob trains. They eventually robbed the Union Pacific gold train from San Francisco, netting over \$60,000, which is to this day the largest single robbery of the Union Pacific.



Teller Window

Right Counter

Stage 4 The Barbershop Sponsored by El Coyote Mexican Restaurant

Staging:

- Shooter: Standing outside the door branding iron in hand.
- Pistols: holstered and loaded with 5 rounds each.
- Rifle: loaded with 10 rounds staged
- Shotgun staged

Ammo

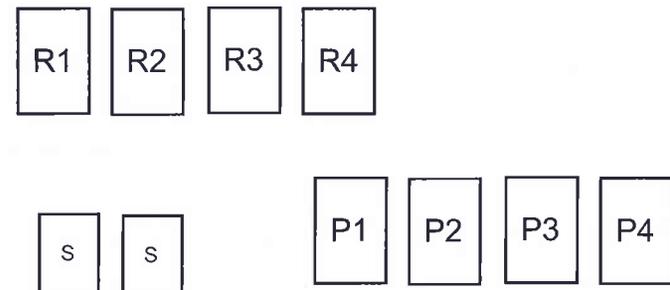
10 Pistol
10 Rifle
2 Shotgun

Procedure:

- ATB Shooter drops the branding iron and moves to center of pistol targets.
- Gun Order: Pistols, Rifle, Shotgun
- ATB: With pistols engage the targets with a progressive sweep. P1-1, P2-2, P3-3, P4-4 starting on either end.
- With rifle engage the rifle targets the same way you shot your pistols with a progressive sweep.
- With shotgun engage the shotgun targets in any order.

John King Fisher

One the lesser-known but more notoriously violent gunslingers of the Old West was John King Fisher, who was in and out of prison from the age of sixteen. In the early 1870s, Fisher became known as a bandit when he started running with a group of outlaws who raided ranches in Mexico. Fisher was known both for his flamboyant style, which saw him wear brightly colored clothes and carry twin ivory-handled pistols, as well as for his propensity for violence. Fisher is said to have taken on four Mexican cowboys single-handedly. After hitting one with a branding iron, he supposedly outdrew another and shot him. In his typical brutal style, he then shot two of the man's unarmed accomplices.



Table

Stage 5
Big Ned & Brothers
Sponsored by
Larry's Pistol & Pawn (West)

Staging:

- Shooter: Standing at the wagon hands on pistols.
- Pistols: holstered and loaded with 5 rounds each.
- Rifle: loaded with 9 rounds staged on the wagon bed
- Shotgun staged on the wagon bed

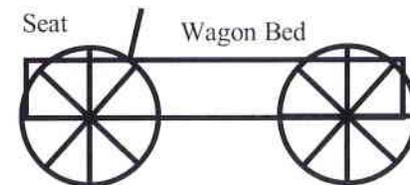
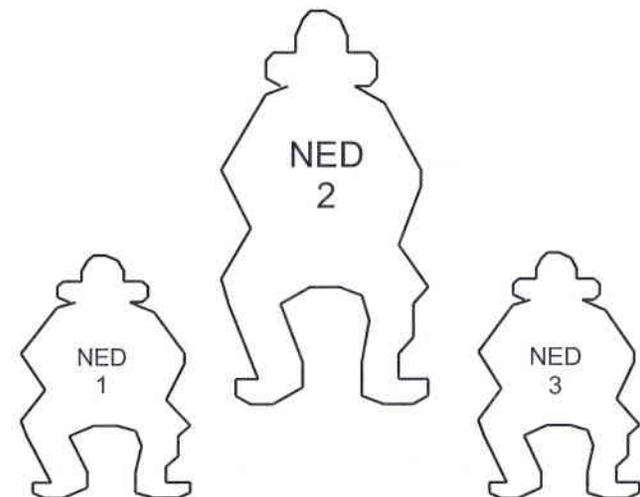
Ammo
10 Pistol
9 Rifle
4 Shotgun

Procedure:

- Shooter says the line "Four Dead in Five Seconds"
- ATB, With pistols first pistol shoot Ned 1, 5 Times, with your second pistol shoot Ned 3, 5 times
- With rifle triple tap sweep the Ned brothers from either end.
- With shotgun Shoot Ned 1, 2 times and then shoot Ned 3, 2 times.

Dallas Stoudenmire

Although not as well known as someone like Wild Bill Hickok or Wyatt Earp, Dallas Stoudenmire was a feared lawman in his day, and is known for participating in more gunfights than most of his contemporaries. Only three days into his tenure as Sheriff of El Paso, he became involved in one of the West's most legendary battles, what is common known as the "Four Dead in Five Seconds Gunfight," in which he shot three men. A few days after the fight, friends of the men Stoudenmire had shot hired the town drunk to assassinate him. But Dallas was able to get the drop on him and supposedly shot the man eight times, killing him.



Stage 6 The Church Sponsored by Denham's Leather

Staging :

- Shooter: Standing behind Left window rifle held in port arms.
- Pistols: Holstered with 5 rounds each
- rifle: Help at port arms
- Shotgun staged in right window

Ammo

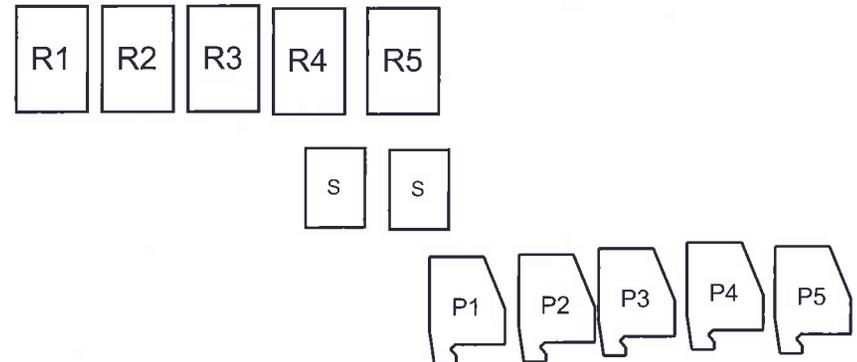
10 Pistol
10 Rifle
2 Shotgun

Procedure:

- Shooter says the line "Think you used enough dynamite there Butch?"
- Atb: with rifle engage the 3 inner targets with a 2-1-2 sweep (R2-2,R3-1,R4-2) and with last 5 rounds sweep all targets from either end.
- With shotgun engage the two shotgun targets in any order.
- Move to middle window and with pistols engage 2-1-2 sweep (P2-2,P3-1,P4-2). With second pistol sweep the 5 targets from either end.

Henry Longabaugh
AKA The Sundance Kid

The Sundance Kid earned his nickname when he was caught and convicted of horse thievery in Sundance, Wyoming. Despite his reputation as a gunfighter, he is not certain to have actually killed anyone. After his release from jail in 1896, he and Robert LeRoy Parker aka "Butch Cassidy" formed the gang known as the Wild Bunch. They were responsible for the longest string of successful train and bank robberies in American history.



Left Window Shelf	Center Window	Right Window Shelf
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Stage 7 Two Ponies Saloon Sponsored by CSA Bullets

Staging:

- Shooter: Standing at table.
- Pistols: holstered and loaded with 5 rounds each.
- Rifle: loaded with 10 rounds staged on table
- Shotgun staged on table

Ammo

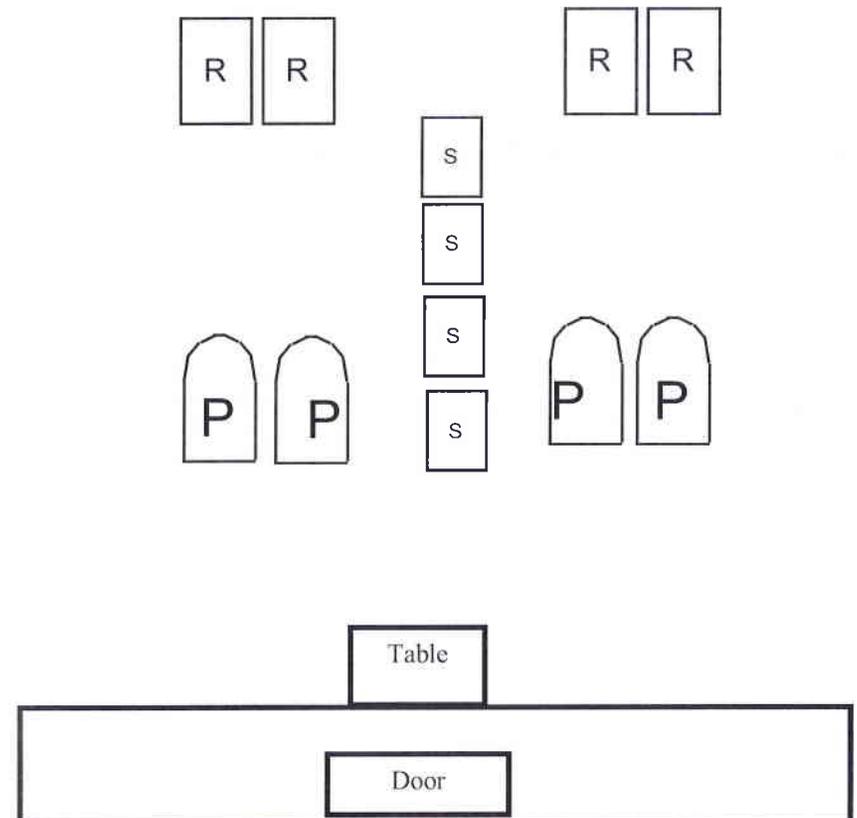
10 Pistol
10 Rifle
Shotgun as needed.

Procedure:

- Shooter flip a card over. If it is a red card start on the right side, if black card start on the left side. If it is a Red/Black card it shooters choice. Shooter then says the line " I will take two"
- With pistols alternate between the two targets corresponding to the color card you flipped over for 5 rounds, with second pistol alternate between the other two targets for 5 rounds
- With rifle shoot the targets in the same order as the pistols
- With shotgun shoot the 4 targets in any order. Use as many or as few shells as you need.

Wild Bill Hickock

One of the most legendary figures of the Old West, Wild Bill Hickok was an actor, gambler, lawman, and gun-fighter who was regarded as one of the most skilled gun-slingers of his day. Hickok was playing poker when he was shot in the back of the head by a gambler named Jack McCall, supposedly in retaliation for a prior insult. Hickok was supposedly holding a pair of Aces and Eights at the time, a combination now known as the "Dead Man's Hand."



Stage 8

Pearls Parlor House

**Sponsored by
Clanton Homes**

Staging:

- Shooter: Standing behind left table, holding two wooden pistols at eye level.
- Pistols: holstered and loaded with 5 rounds each.
- Rifle: loaded with 10 rounds staged on middle table
- Shotgun staged on right table

Ammo

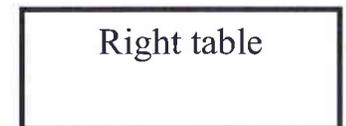
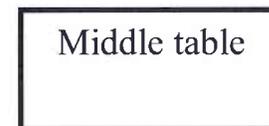
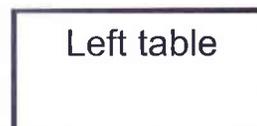
10 Pistol
10 Rifle
4 Shotgun

Procedure:

- Shooter says the line, " I have two guns, one for each of ya."
- ATB lay the Wooden Pistols on the table.
- With pistols engage the pistols targets in a 4-1 sweep on the inside targets and then a 4-1 on the two outer targets. Move to your rifle.
- With rifle engage the rifle targets with same sequence as the pistols.
- With shotgun engage the shotgun targets in any order.

Doc Holiday

In the 125-year plus years since his death, the legend lives on as debates continue about the exact crimes that John Henry 'Doc' Holliday committed. He earned a DDS degree in dentistry before he became a renowned gambler and gunfighter. He moved to the southwest when he was diagnosed with tuberculosis at age 15, which is where he took up gambling and acquired a reputation as a deadly gunman. He rode with Wyatt Earp during the infamous 'Vendetta Ride', and is known to have killed no less than 10 men.



Stage 9
The Jail
Sponsored by
Dodge City Dixie & Reno Mustang

Staging:

- Shooter: standing behind bars and hands holding keys.
- Pistol: Holstered & loaded 5 rounds each.
- Shotgun stage on table
- Rifle also on table loaded with 10 rounds.

Ammo

10 Pistol
10 Rifle
Shotgun as needed

Procedure:

- Shooter says the line” He needed killin, he was snoring!”
- ATB drop the keys. With pistols engage the targets by shooting P2-3 times, P1-2 times. With the second pistol shoot P2-3times, P3-2 times.
- Move to rifle and engage the rifle targets with the same scenario as the pistols.
- Shotgun engage the shotgun targets in any order.

John Wesley Hardin

In a relatively short life, famed outlaw and gunslinger John Wesley Hardin established himself as easily the most bloodthirsty figure of the Old West, and is credited with the deaths of no less than 42 people. At 15, he gunned down an ex-slave, and then proceeded to kill three Union soldiers . John Wesley Hardin was later reported to have killed a man for snoring.

Buffalo R2

R1

R3

S

S

P1

P2

P3

Table

Shelf

Stage 10 Tango's Feed & Seed Sponsored by Dillon Precision

Staging:

- Shooter: Standing at the top of the ramp holding shotgun at port arms.
- Pistols: holstered and loaded with 5 rounds each.
- Rifle: loaded with 10 rounds staged on table 2
- Shotgun held at port arms.

Ammo

10 Pistol
10 Rifle
4 Shotgun

Procedure:

- Shooter says the line "Reap the whirlwind, Brady. Reap it."
- ATB:
- With shotgun move as needed to engage the 4 shotgun targets. Stage the shotgun on table 1 when done.
- Move to your rifle and engage the three rifle targets in a continuous Nevada Sweep for 10 rounds.
- Move as needed to be able to engage the two pistol targets with 5 rounds each.

DO NOT move with a cocked revolver or with your action closed on a live round with shotgun.

Henry McCarty Aka Billy The Kid

Arguably one of the most well known gunslingers, Henry "Billy the Kid" McCarty started his life of crime with petty theft and horse thievery, and is said to have made his first kill at the age of eighteen. Often portrayed as a cold-blooded killer, history shows that he actually entered a life of crime out of necessity, not meanness. In fact, people who knew him called him brave, resourceful, loyal, and possessing a remarkable sense of humor. But when you're leading a group known as 'The Regulators', it's understandable why people might label you as a cold-to-the-core killer.

