

# CHANGES TO THE SHOOTERS BOOK

Stage 2, Ammo should be 4+ for shotgun.

Stage 4, The Barbershop: Pistols may be restaged or returned to leather.

Stage 5, Big Ned: Reigns may be held in both hands or held in one hand with the other hand at SASS default. Long guns may be staged on the wagon seat if preferred over the bed of the wagon.

Stage 7, Two Ponies Saloon: We don't advise holstering your rifle. 😊

Stage 9, The Jail: Shooter begins standing in the cell any way you want.

Rifle barrel does not have to be through the bars, but per SASS rules, shooting a bar would be a match disqualification. It's not advised. 😊

Rifle is to be made safe in either the left or right rack before moving to the pistols.

Stage 10, Tango's Feed and Seed: Rifle begins held in hands. Yes, you can point it at the first target.

Be safe. Have fun. Yee-haw!

Alias \_\_\_\_\_

Shootout  
At  
Cavern Cove

Stage    Time    # Miss    Penalty    Bonus    Total

1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
Total					

**SASS  
and  
The North Alabama Regulators  
present**

**The 2019 Alabama  
State Championships**

**SHOOTOUT  
at  
Cavern Cove**



2004 SASS Club of the Year  
2013 SASS Match of the Year  
Home of the 2019 Southeast Regional

SINGLE ACTION SHOOTING SOCIETY



**SASS**

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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.

Thank you, Larry's Pistol and Pawn!

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Allied Digital Printing has been a longtime sponsor of our stage book for Ambush at Cavern Cove. Thank you, Allied Digital Printing, for your support!

**Match Sponsor**



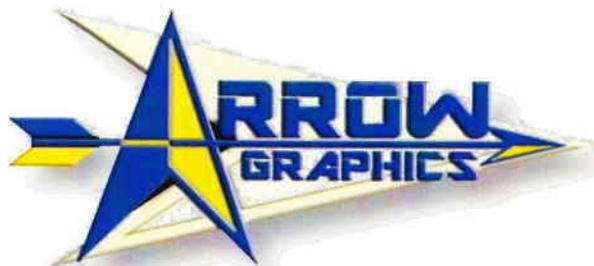
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## Match Sponsor



Imagine it printed. . .Arrow Graphics can make it happen!

A great big shout out to Buck D. Law and his company, Arrow Graphics.

Arrow Graphics offers offset printing, screen printing, signs, banners, and advertising specialties of all types. Special discounts to clubs, cowboys and cowgirls. The buckles and clean match pins for Ambush are only a couple of examples of the items available. If you have an awards idea, bounce it off Buck.

### **Arrow Graphics**

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Phone: 256.442.2333

BuckDLaw@ArrowGraphics.net

Thanks to the following cowboys and cowgirls  
for helping make  
Shootout at Cavern Cove happen

### **Our Landowners:**

Uncle Frank and Granna

### **Our Board Of Directors:**

President: Marshal TKD

Vice President: Barkeep Casey

Territorial Governor: Buck D. Law

Stage Marshal: Double Nickel

Range Marshal: Lickskillet Charlie

Awards Marshal: Scotch Before Noon

Treasurer: Water Snake

Secretary: Drake Robey

### **Committee Chairpersons:**

Match Director: Marshal TKD

Range Masters: Buck D. Law & Branchwater Jack

Banquet: Water Snake

Camping: Marshal TKD

Spirit of the Game Awards: Toolman & Ironhead Smith

Main Match Awards: Scotch Before Noon

Registration and Shooter's package: Drake Robey

Stage Design: Double Nickel

Stage and Property Management: Lickskillet Charlie

Special thanks to the clean up and set-up crews, those who worked the shoot-through, and Woody Anderson Ford for the Awards Dinner.

***Shooters, YOU are our measure of success. Thank you for coming!***

## Shootout 2019 Schedule

### Thursday 4/25

8:00am Registration opens  
9:00am Black Powder Stages 6-10  
12:00pm Lunch Available at the Pavilion on range  
1:30pm Wild Bunch Match Stages 6-10  
1:45pm Side Matches Open Stages 1-5  
5:00pm Posse Marshal walk through Meeting at Stage 1  
5:00pm All firearms locked up.  
6:00pm Welcome to Ambush Social at the Pavilion on range  
6:30pm Dinner available

### Friday 4/26

7:00am Breakfast Available at the Pavilion on range  
7:00am Registration Open  
8:00am Vendors Open  
8:30am MANDATORY Safety Meeting and Opening Ceremonies  
9:00 am 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  
12:30pm Lunch Available at the Pavilion on range  
2:00pm Pistol Caliber Carbine stages 6-10  
2:00pm 22 Match 22 Range  
5:30pm Barkeep's Saloon is open at the Pavilion on range  
6:00pm Dinner Available at the Pavilion on range  
6:45pm Side Match Awards at the Pavilion on range

### Saturday 4/27

7:00am Breakfast Available at the Pavilion on range  
9:00am Shoot Final 5 Main Stages  
12:30pm Lunch available at the Pavilion on range  
5:30pm Barkeep's Saloon is open at the Pavilion on range  
6:00pm Costume Contest at the Pavilion on range  
6:30pm Awards Dinner at the Range included in Shooters Fee at the Pavilion on range  
7:15pm Main Match & Costume Awards at the Pavilion on range

## Match Sponsor

**DENHAM'S**  
**COWBOY SHOOTING GEAR**



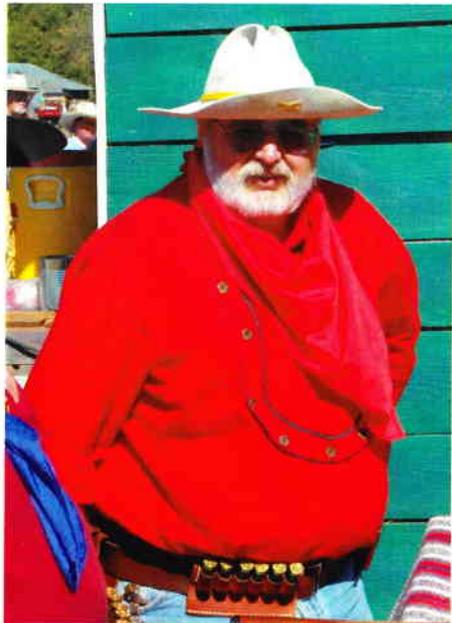
**256-878-3641**

Denham's has been a long time supporter of the North Alabama Regulators. We thank you for your monthly support as well as your support for Shootout .

## Match Sponsor

Evil Bloodsucker Enterprises has been a longtime supporter of our club. He has donated many firearms to the club over the years.

Thank you,  
Drake Robey!



## Match Sponsor

### Woody Anderson Ford

Located On Jordan Lane In Huntsville

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Awards Dinner courtesy of  
Woody Anderson Ford  
Sponsor of Mustang Sally's

The North Alabama Regulators  
thank you for your continued  
support and friendship!





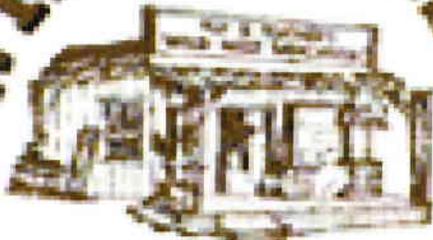
*Good Luck to all competitors!*

Purchase from your favorite reloading supplier or order factory direct.



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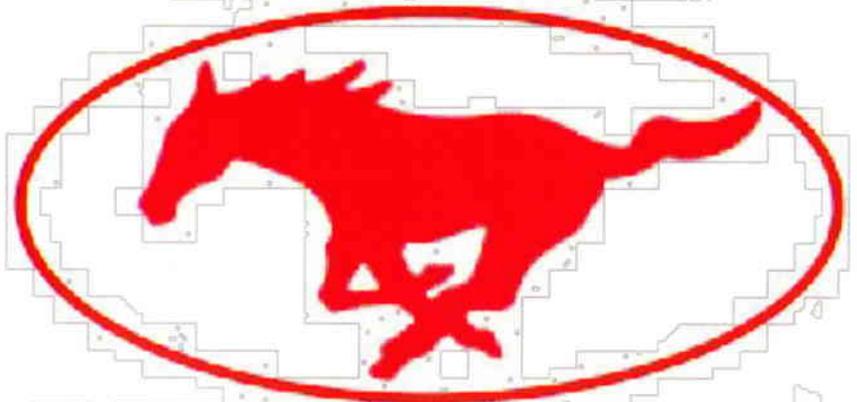
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### **Zero Time Side Matches**

Zero Time Side Matches work like this.

The Shooter can shoot the side match as many times as they like. Once they have a time dialed in they will announce the time by writing it on the board.

For example Shooter announces 7.00 seconds.

The Shooter will then shoot the side match. If the shooter shoots faster than the announced time, they have busted. Shooter is out.

If the shooter shoots slower than the 7.00 seconds, it is the announced time and the added time.

For example the Shooter shoots stage in 7.5 seconds. The score would be 7.0 (.5) for the time.

The person that shoots closest to their announced time is the winner.

Zero Time Side Matches:

- Zero Time Pistol
- Zero Time Rifle
- Zero Time Shotgun

### **Costume Contest**

Our costume contest will take place Saturday night just prior to dinner in the pavilion. Judging will be from 6:00 to 6:30 pm. Categories have been adjusted to accommodate dinner being held at the range.

Please sign in at the judging area when you arrive.

Our categories will be:

- Classic Cowboy and Classic Cowgirl
- B-Western - Men and ladies are judged separately.
- Military
- Saloon Girl
- Working Townsperson - Men and ladies are judged separately. Examples would be a shopkeeper, banker, lawyer, bartender, marshal, blacksmith, lady about town, and even a town drunk.
- Steam Punk - Men and ladies are judged separately.

# Stage 1

## Two Ponies Gal Salon



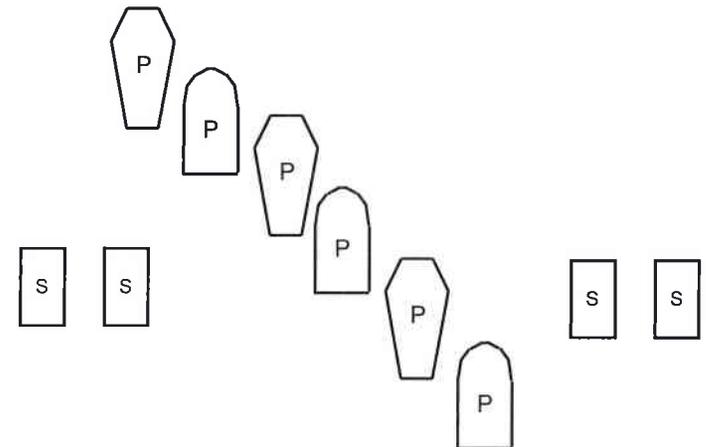
**Ammo:** 10 pistol, 10 +1 rifle, 4+ shotgun

### Staging:

- Shooter: Standing any way you want, anywhere you want with hands anywhere.
- Rifle: Staged in window.
- Shotgun: Staged in window.
- Pistols: Staged in window. May be restaged or returned to leather.

### Procedure:

- Gun order: Pistols, rifle, shotgun.
- Shooter says, "When you have to shoot, shoot don't talk."
- Pistols and rifle combined will perform a progressive sweep beginning on the right target. 1, 2, 3, 4 with the pistols. 5, 6 with the rifle. **10 rounds must be fired from the rifle BEFORE the 11<sup>th</sup> round is loaded.**
- Engage the shotgun targets.



## Stage 2 The Merchantile



**DEATH RIDES A HORSE**

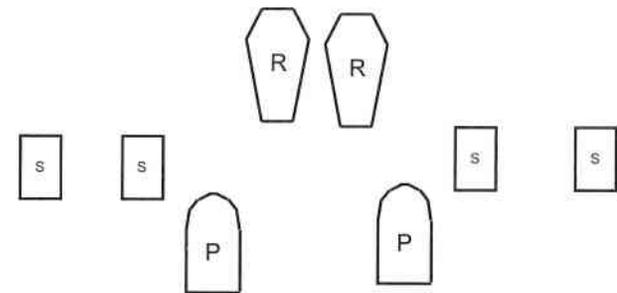
**Ammo: 10 pistol, 10 rifle, 6+ shotgun**

### **Staging:**

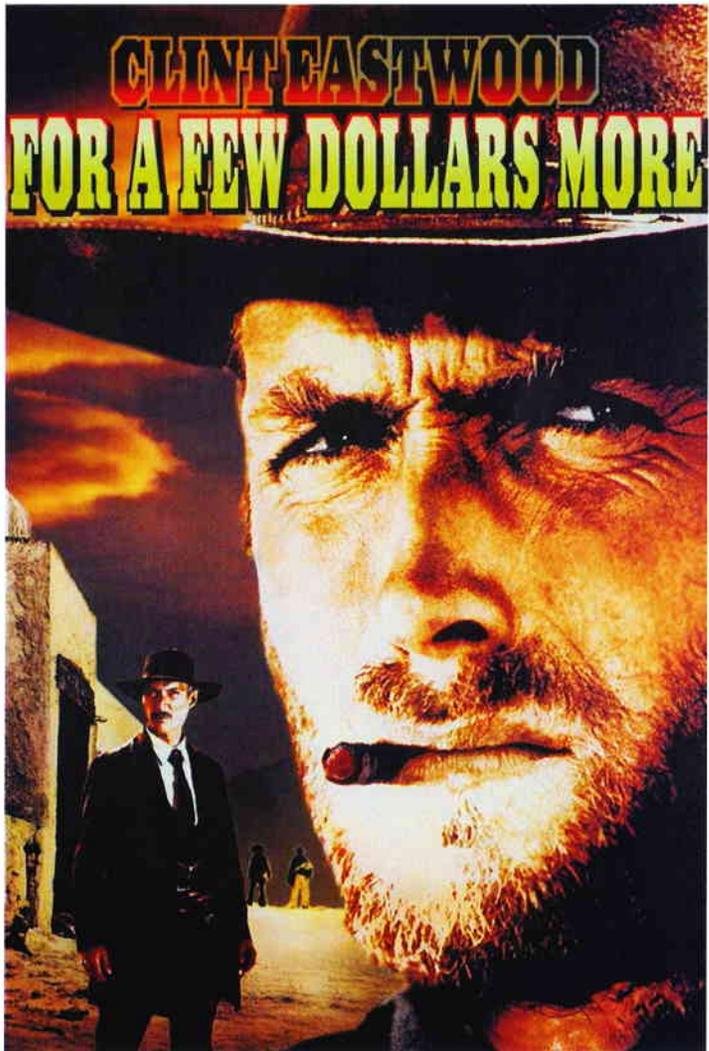
- Shooter: Hands touching door jamb (both hands can be on same side) standing any way you want.
- Rifle: Staged on table.
- Shotgun: Staged on table.
- Pistols: Holstered.
- 

### **Procedure:**

- Gun order: Rifle not last.
- Shooter says, "We both have accounts to settle with the same people."
- Engage pistol targets in a 2, 3, 5 sweep starting on either end.
- Engage the rifle targets using the same instructions as the pistols.
- Engage the shotgun targets.



## Stage 3 The Bank



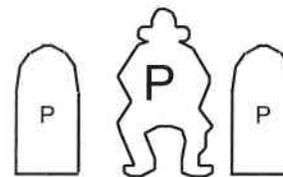
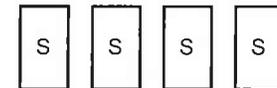
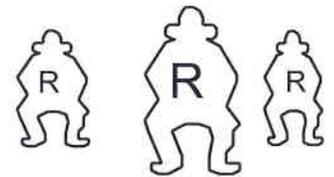
**Ammo:** 10 pistol, 10 rifle, 4+ shotgun

### Staging:

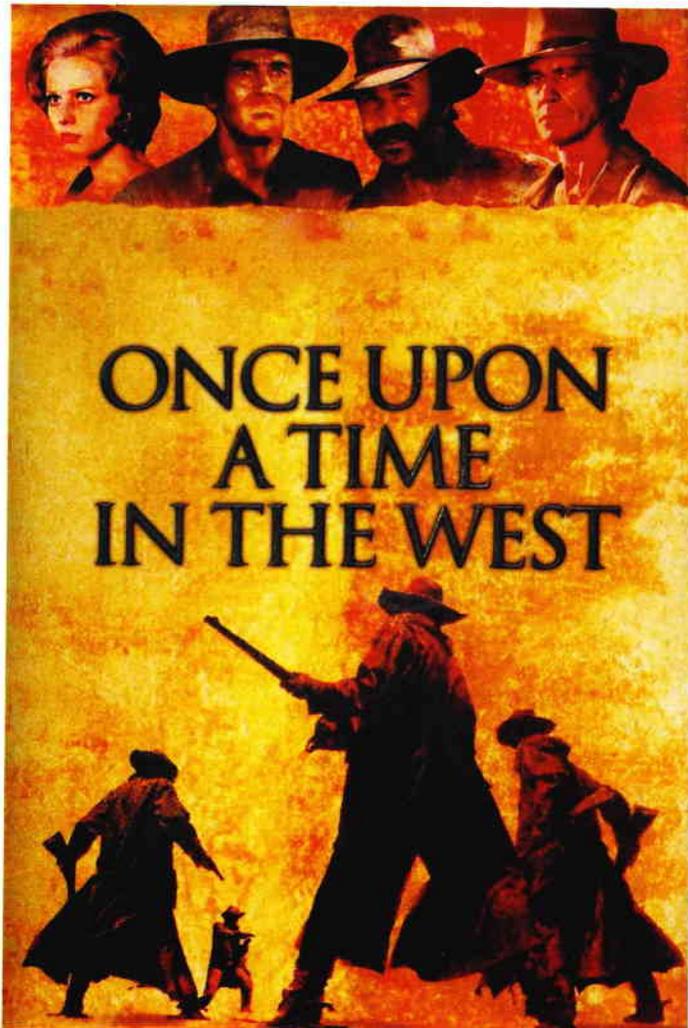
- Shooter: Holding the bag of gold with both hands, standing any way you want with one foot touching the blue spot on the floor.
- Rifle: Staged on the right table.
- Shotgun: Staged on right table.
- Pistols: Holstered.

### Procedure:

- Gun order: Rifle not last.
- Shooter says, "When the chimes end pick up your gun"
- Engage pistol targets at the teller window in a 1,5,4 sweep beginning on either outside target.
- Engage the rifle targets using the same instructions as the pistols.
- Engage the shotgun targets through the center opening.



## Stage 4 The Barbershop



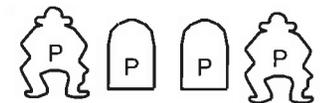
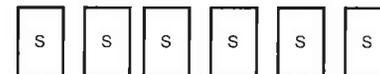
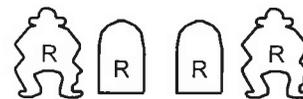
**Ammo:** 10 pistol, 10 rifle, 6+ shotgun

### Staging:

- Shooter: Standing anywhere and any way you want with hands anywhere.
- Rifle: Staged on left table.
- Shotgun: Staged on left or right table.
- Pistols: Staged on right table.

### Procedure:

- Gun order: Rifle not last.
- Shooter says, "Your friends have a high mortality rate Frank"
- Engage pistol targets with a double-tap on each inside target, then single tap an outside target. Double-tap each of the inside targets, then single tap the OTHER outside target.
- Engage the rifle targets using the same instructions as the pistols.
- Engage the shotgun targets.



## Stage 5 Big Ned & Brothers



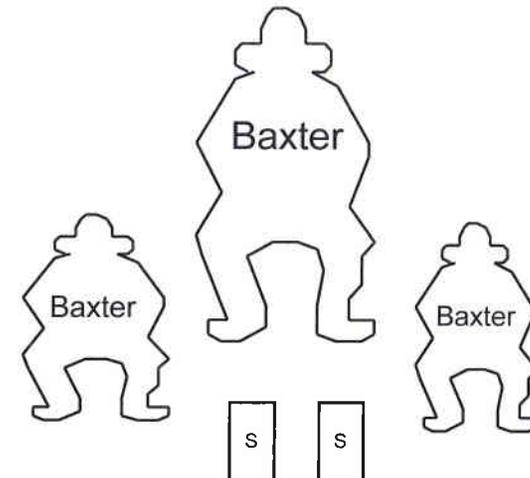
**Ammo:** 10 pistol, 10 rifle, 2+ shotgun

**Staging:**

- Shooter: Holding the reins of the mule.
- Rifle: Staged on the wagon.
- Shotgun: Staged on the wagon.
- Pistols: Holstered.

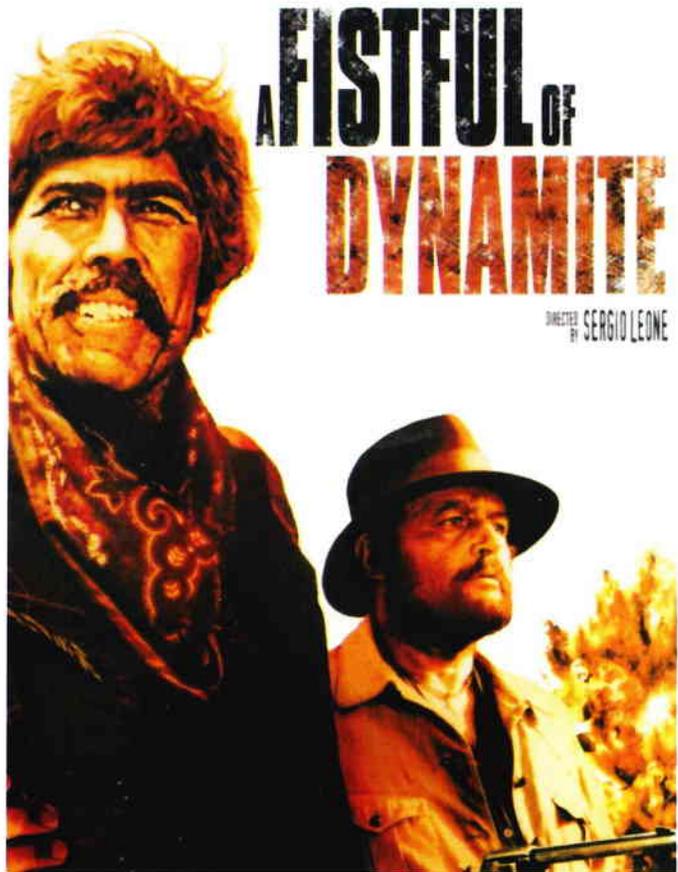
**Procedure:**

- Gun order: Rifle not last.
- Shooter says, "I understand you were just playing around, but the mule he doesn't get it."
- Engage pistol targets in a 3, 4, 3 sweep beginning on either outside target.
- Engage the rifle targets using the same instructions as the pistols.
- Engage the shotgun targets.



## Stage 6 The Church

ROD STEIGER JAMES COBURN



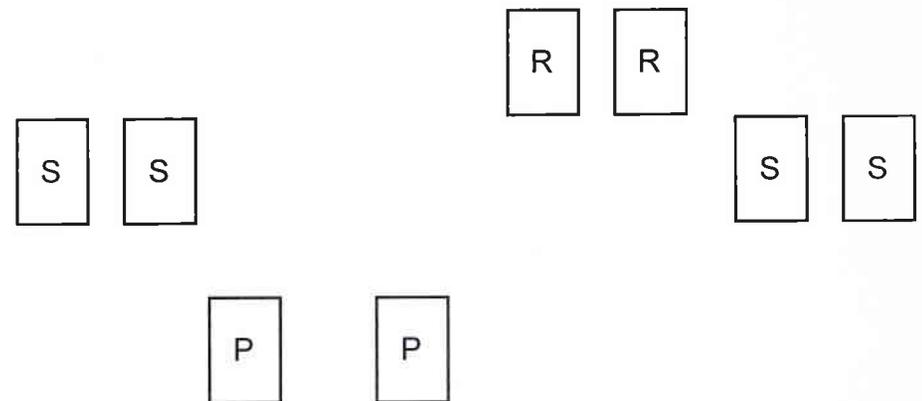
**Ammo:** 10 pistol, 10 rifle, 4+ shotgun

### Staging:

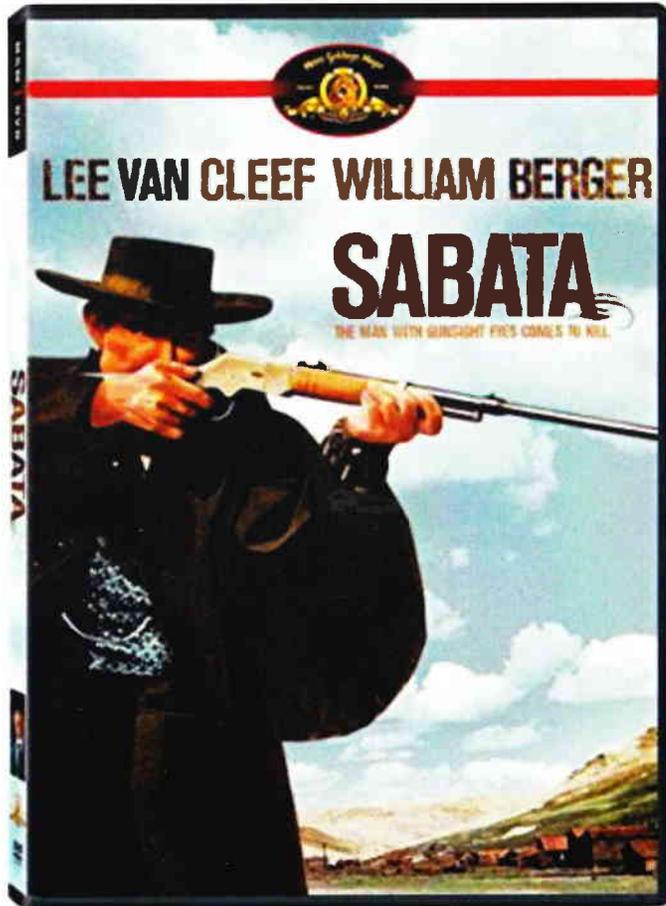
- Shooter: At left fence.
- Rifle: Staged in right window.
- Shotgun: In hands.
- Pistols: Holstered.

### Procedure:

- Gun order: Shotgun, rifle, pistols.
- Shooter says, " Duck You suckers."
- Engage the two shotgun targets at the left fence, move to the right fence and engage the two remaining targets. Shotgun misses are made up where they occur.
- Engage the rifle targets through the right window with five rounds on each target. (Round count)
- Engage the pistol targets with five rounds through the middle window and five rounds through the left window. Each pistol target must be engaged with five rounds each. (Round count)



## Stage 7 Two Ponies Saloon



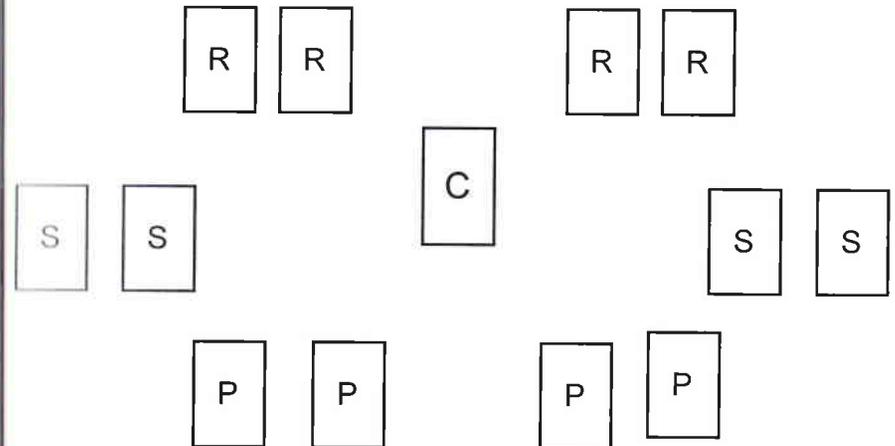
**Ammo:** 10 pistol, 10 rifle, 4+ shotgun

### Staging:

- Shooter: Outside of closed swinging doors standing any way you want.
- Rifle: Staged on table. May be returned to the table or holstered.
- Shotgun: Staged on table.
- Pistols: Staged on table.

### Procedure:

- Gun order: Rifle not last.
- Shooter says, "I wouldn't bet a dollar on that last card."
- Pistols: Engage the common target three times, then the four pistol targets in a continuous sweep beginning on either end, then engage the common target three times. Pistols may be restaged or returned to leather.
- Engage the rifle targets using the same instructions as the pistols.
- Engage the shotgun targets.



## Stage 8 Pearls Parlor House



**MY NAME IS  
NOBODY**



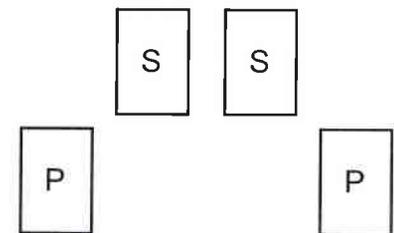
**Ammo: 10 pistol, 10 rifle, 6+ shotgun**

### Staging:

- Shooter: At center table standing any way you want, hands anywhere.
- Rifle: Staged on center table.
- Shotgun: Staged on either right or left table.
- Pistols: Holstered.

### Procedure:

- Gun order: Rifle first.
- Shooter says, " You sure are trying hard to make a hero out of me"
- Engage rifle targets beginning on either target in an alternating double-tap.
- Engage pistol targets from the right of the screen using the same instructions as the rifle.
- Engage shotgun targets from both left and right of screens. Misses must be made up where they occur.



## Stage 9 The Jail



### Stage 4 – The Jail

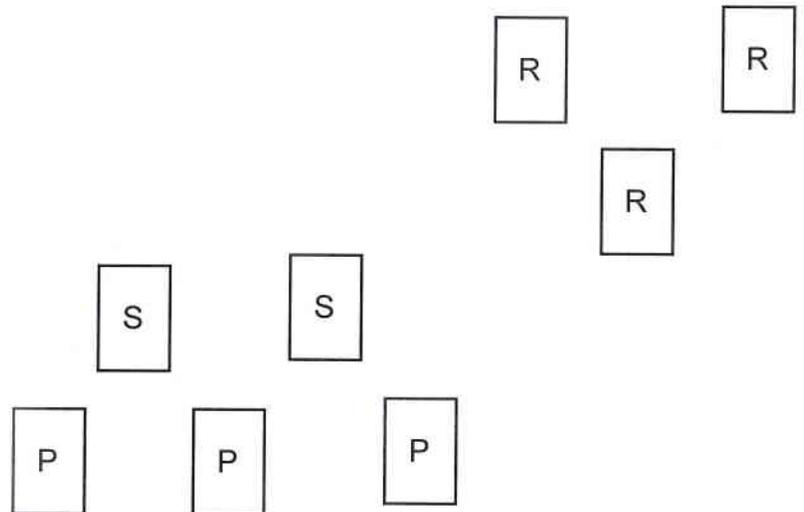
**Ammo:** 10 pistol, 10 rifle, 2+ shotgun

#### Staging:

- Shooter: Standing anywhere and any way you want.
- Rifle: In hands, **end of barrel through bars.**
- Shotgun: Staged on table.
- Pistols: Staged on table. May be returned to the table or holstered.

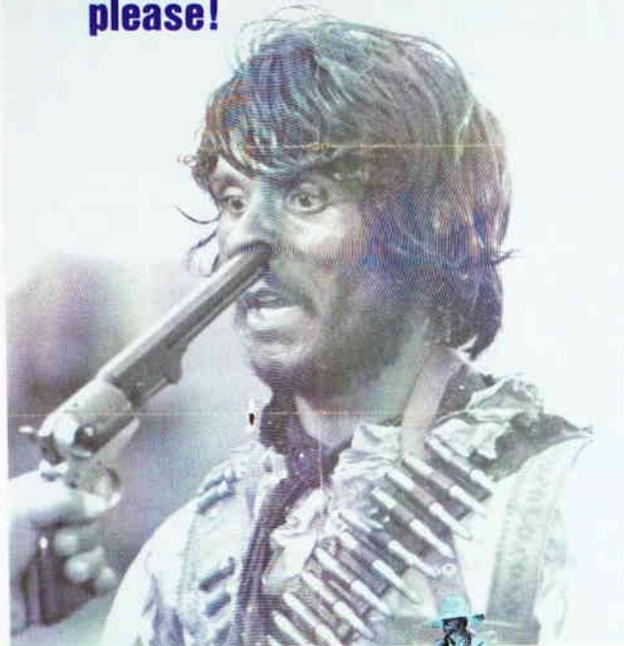
#### Procedure:

- Gun order: Rifle, shotgun, pistols.
- Shooter says, "That is all the help I need."
- Engage rifle in a 2, 6, 2 sweep beginning on either end.
- Engage the pistol targets in a 1, 3, 1 sweep beginning on either end. Repeat sequence beginning on the same end.
- Engage the shotgun targets.



## Stage 10 Tango's Feed & Seed

Senør let me blow my own nose,  
please!



Joseph E. Levine Presents  
An Avco Embassy Film  
Terence Hill in  
**"They Call Me Trinity"**  
He's the  
right hand  
of the devil

with Bud Spencer Stefan Zacharias Dan Sturkie Gisela Hahn Elena Pedemonte  
and with Harley Granger Produced by Italo Zingarelli Directed by E.B. Clucher Prints by Deluxe

G

AN AVCO EMBASSY RELEASE

1970

Ammo: 10 pistol, 10 rifle, 6+ shotgun

### Staging:

- Shooter: Standing at table 1 holding rifle in John Wayne stance. (Rifle on hip. Other hand on pistol.)
- Shotgun: Staged on table 2.
- Pistols: Holstered.

### Procedure:

- Gun order: Rifle first, shooters choice on pistols & shotgun.
- Shooter says, "This was a quite town before you came, disgusting but quite."
- Engage the rifle in a continuous Nevada sweep beginning on either end.
- Engage the pistol target with ten rounds.
- Engage the shotgun targets.

