

**SASS & The North Alabama Regulators
Present
The 2019
Southeast Regional Championship**

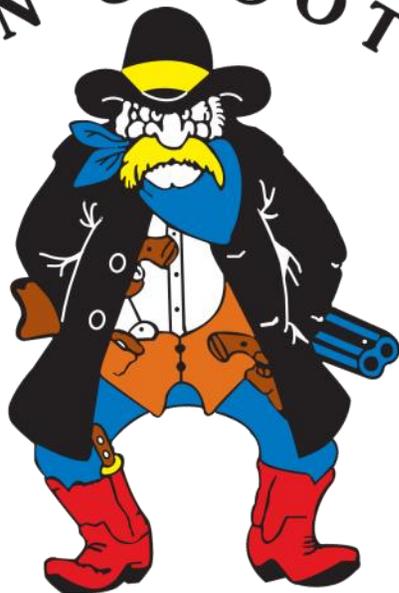
**23rd AMBUSH
AT
CAVERN COVE**

**RANGE
WARS**

**EPISODE IV
A NEW POSSE**

Alias _____					Ambush At Cavern Cove
Stage	Time	# Miss	Penalty	Bonus	Total
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
Total					

SINGLE ACTION SHOOTING SOCIETY



SASS

SINGLE ACTION SHOOTING SOCIETY
215 Cowboy Way
Edgewood, New Mexico 8701

AMBUSH SCHEDULE

Thursday, October 24th

- 8:00 am Registration Opens
- 8:00 am RO1 and RO2 Classes at the Pavilion
- 9:00 am Black Powder Match - Stages 7-10
- PCC Match at the Rimfire Range
- Warm-up Match Stages 1-4
- 10:00 am Zero Time & Speed Side Matches Stages 5 & 6 Long Range
- 12:00 pm RANGE IS COLD
- 1:30 pm Zero Time & Speed Side Matches Stages 5 & 6 Long Range
- Rimfire Match at the Rimfire Range
- Wild Bunch Match - Stages 7-10
- Warm-up Match Stages 1-4
- 3:30 pm Territorial Governor Meeting at the Pavilion
- 5:00 pm Posse Marshal walk-through - Meet at stage 1
- 6:00 pm Ambush Social at the Pavilion
- 6:30 pm Dinner courtesy of Woody Anderson Ford (Free)
- 7:15 pm Homebrew Contest

Friday, October 25th

- 7:00 am Breakfast available at the Pavilion (Dutch Treat)
- 8:00 am Vendors Open
- 8:30 am MANDATORY Safety Meeting Flight 1
- 9:00 am Flight 1—Shoot 5 Main Match Stages
- 11:00 am Lunch at the Pavilion (Dutch Treat)
- 12:00 pm MANDATORY Safety Meeting Flight 2
- 12:30 am Flight 2—Shoot 5 Main Match Stages
- 5:30 pm Barkeep's Saloon is open at the Pavilion
- 6:00 pm Dinner at the Pavilion (Dutch Treat)
- 6:45 pm Side Match Awards at the Pavilion
- 7:00 pm Karaoke with T-Bone Dooley, Sawyer's Poker Tournament, and Bourbon Tasting with Black Patch Distillery

Saturday, October 26th

- 7:00 am Breakfast Available at the Pavilion (Dutch Treat)
- 9:00 am Flight 2—Shoot 5 Main Match Stages
- 11:00 am Lunch available at the Pavilion (Dutch Treat)
- 12:30 pm Flight 1—Shoot 5 Main Match Stages
- 5:30-6:30 pm Costume Contest at Guntersville State Park Lodge
- 6:30 pm Awards dinner (included in Shooter Fee) at Guntersville State Park Lodge. Door prizes, costume awards, and main match awards.

ZERO TIME SIDE MATCHES

Shooters may shoot as many times as they like in an effort to determine the time they would like to “dial in.” The goal is to shoot as close as possible to the dialed in time without shooting faster. Shooting faster than the dialed in time results in a “break out” and no score is recorded. The difference in the dialed in time and the actual time is the score. Score is kept to the 100th of a second. Ideally a shooter will shoot exactly their dialed in time and receive a score of zero. The lowest score wins. **The shooter starts their own timer and can only dial in once in each category.**

- 1) The shooter announces their dial in time by writing it on the board.
- 2) The shooter shoots.
- 3) Score is recorded. . .if they didn't break out.

The person that shoots closest to their dialed in time is the winner. Come on zero!

There will be a stage for each of the following:

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

CASINO NIGHT



Join us at the Pavilion on the range Friday Night and enjoy a wide range of fun and activities.

- | | |
|---------|------------------------|
| 5:30 pm | Barkeep's Saloon opens |
| 6:00 pm | Dinner (Dutch Treat) |
| 6:45 pm | Side Match Awards |

Then, at 7:00 pm, the fun is just beginning as the festivities rage on with Karaoke with T-Bone Dooley, Casino table games, Sawyer's Poker Tournament, Bourbon Tasting with Black Patch Distillery, prize drawings, and so much more.

COSTUME CONTEST

Shooting Costume Contest - Friday, October 25th

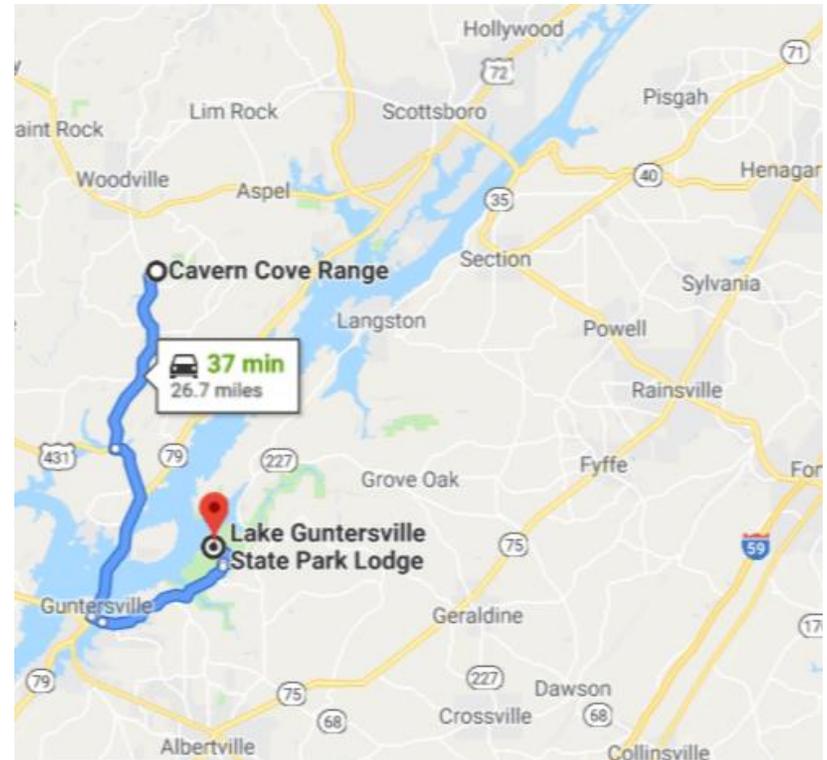
- Shooters will be judged while they are shooting the match. Judges will circulate to determine the best shooting costumes.
- First through 3rd place awards will be presented for the Best Shooting Costume Man, Lady, Junior Boy and Junior Girl during the Banquet.

Best Dressed Costume Contest - Saturday, October 26th Judging takes place from 5:30-6:30 pm at the Banquet

- All contestants must be SASS members in good standing.
- No registration is required for the contest.
- Judges will be set up in the banquet hall.
- Please go to the judge's table to show-off your costume!
- A contestant will only be considered for one category.
- No presentation is required, but you are welcome to tell the judges about your costume. Criteria used for judging will be: authenticity, originality, details/accessories, and knowledge of costume.
- First through third place awards will be presented during the banquet in each of the following Best Dressed Categories:

Lady
Gentleman
Couple
Military
B-Western / Silver Screen Man
B-Western / Silver Screen Lady
Soiled Dove/Parlor House Madam
Junior Boy (16 & under)
Junior Girl (16 & under)

BANQUET LOCATION



The banquet will be held at
the Lake Guntersville
State Park Lodge

Address:
1155 Lodge Drive
Guntersville, AL 35976

GPS:
34.395022, -86.204583



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Stage 1
Two Ponies Gal Salon
 "I want to be a Sheriff,
 like my paw was."
 Sponsored by
 Rip Ford
 North Alabama Regulator #2

Having seen his family killed by Don Vela Cruz's Desperados, young Lester now has nothing left for him on his family farm in west Texas. Lester agrees to travel with the retired lawman, Old Will, to Abilene. Old Will has dynamite, stolen from Don Vela Cruz, in the saddlebags of his horse, Blue, and plans to blow up the bandit's hideout. Lester tells Old Will, "I want to be a Sheriff, like my paw was."

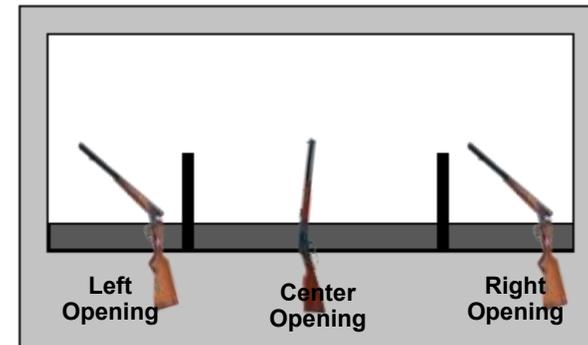
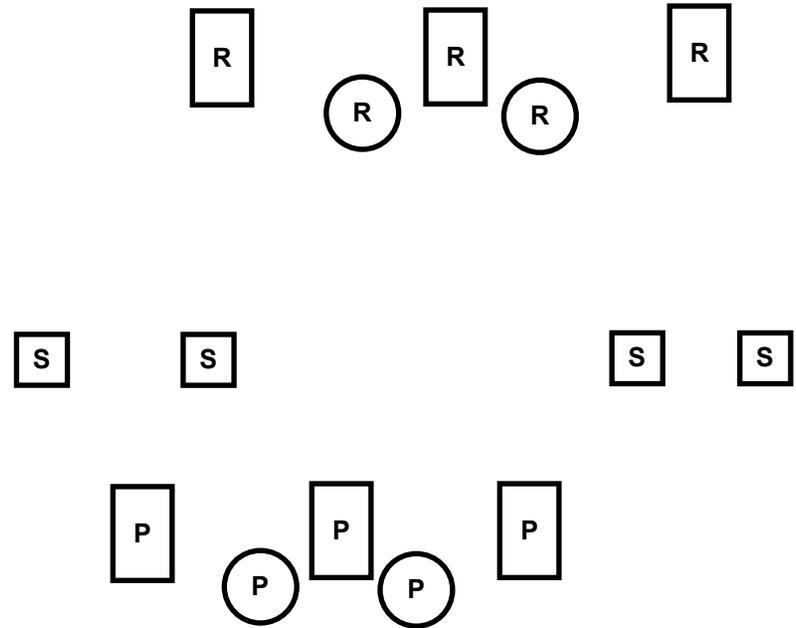
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing at any opening, body position at shooter's discretion, with hands touching hat brim. (If hat not worn, hands touching temples of safety glasses.)
- ◆ Pistols: holstered
- ◆ Rifle: staged at center opening
- ◆ Shotgun: staged at right or left opening

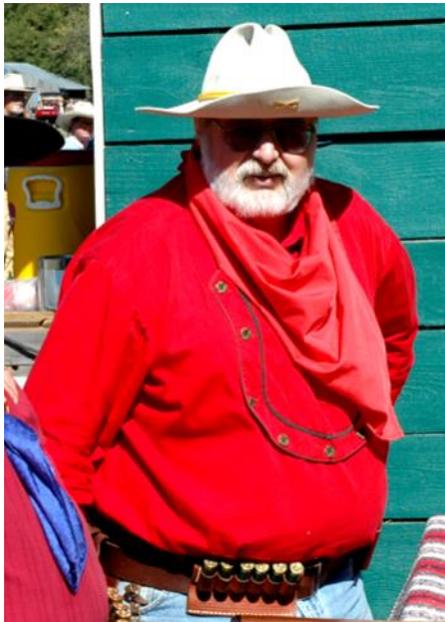
Procedure:

- ◆ Line: "I want to be a sheriff, like my paw was."
- ◆ Gun order is shooter's choice, rifle not last.
- ◆ Pistols shot from center opening; starting on any of the three middle pistol targets, single tap Nevada sweep the three middle pistol targets with five rounds. Then, beginning on any of the three rectangle pistol targets, single tap Nevada sweep the three rectangle pistol targets with the remaining five rounds.
- ◆ Rifle shot from center opening; starting on any of the three middle rifle targets, single tap Nevada sweep the three middle rifle targets with five rounds. Then, beginning on any of the three rectangle rifle targets, single tap Nevada sweep the three rectangle rifle targets with the remaining five rounds.
- ◆ Shotgun shot from staged location; engage two knockdown targets in any order. Move to opposite outside opening and engage remaining knockdown targets in any order. Shotgun targets must be made up from where originally engaged.



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Stage 2
The Mercantile
“These ain’t the saddlebags
yur lookin’ fer.”
Sponsored by
Cavern Cove Rimfire

Needing to find transportation to Abilene, Old Will and Lester head into El Paso looking to hire a stagecoach. Just as they reach the edge of town, our heroes are approached by a group of Desperados on the hunt for the stolen dynamite. Old Will convinces the Desperados that, “These ain’t the saddlebags yur lookin’ fer.”

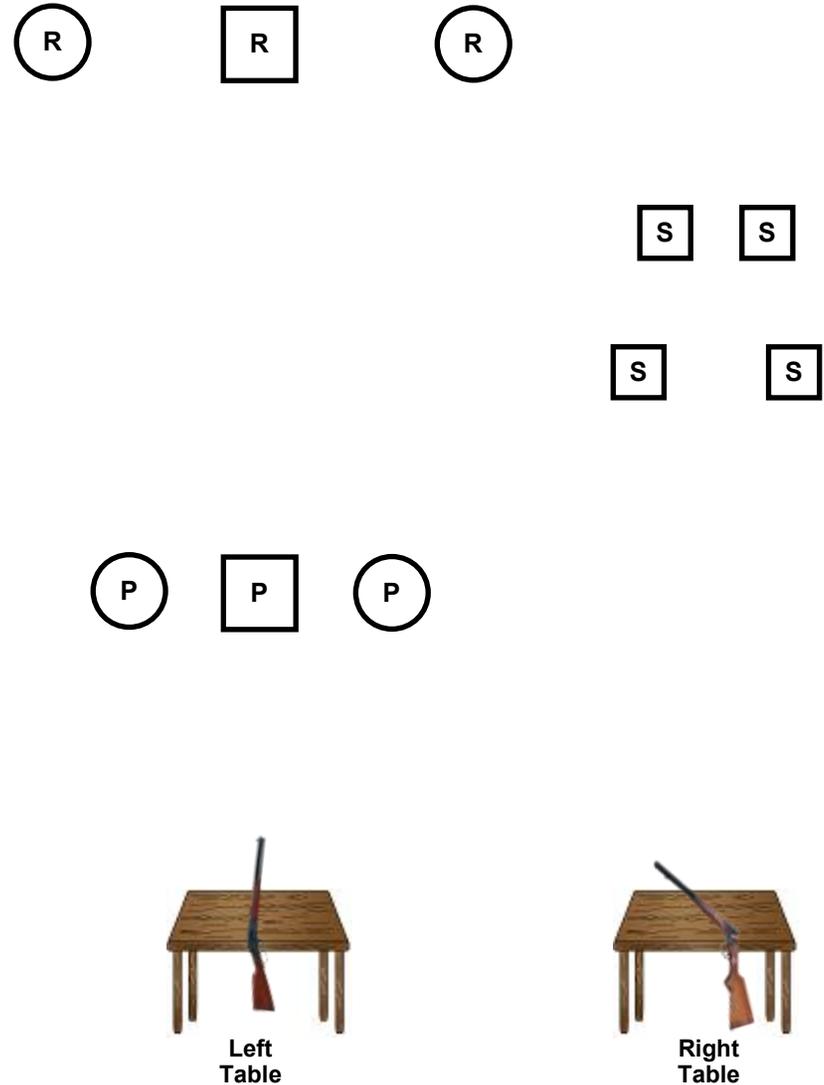
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing at right or left table, body position at shooter’s discretion, holding saddlebags filled with dynamite in air with both hands.
- ◆ Pistols: holstered
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on right table

Procedure:

- ◆ Line: “These ain’t the saddlebags yur lookin’ fer.”
- ◆ Gun order is shooter’s choice, rifle not last.
- ◆ At the beep, place the saddlebags on the table.
- ◆ Pistols, starting on either end pistol target, single tap P1, double tap P2, single tap P3, double tap P2, single tap P1, double tap P2, single tap P3. (1-2-1-2-1-2-1)
- ◆ Rifle shot from staged location; starting on either end rifle target, single tap R1, double tap R2, single tap R3, double tap R2, single tap R1, double tap R2, single tap R3. (1-2-1-2-1-2-1)
- ◆ Shotgun, engage the four knockdown targets in any order.





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Stage 3
The Bank
“You’ll be dead!”
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Old Will and Lester head into the bank to cash out what little bit of gold they have in order to hire a stage to Abilene. Waiting for their turn in the bank, a nefarious bandit starts making trouble with Lester and boasts that he is wanted, dead or alive, in most counties west of the Pecos. “I’ll be careful,” quipped Lester. The bandit replied, “You’ll be dead!”

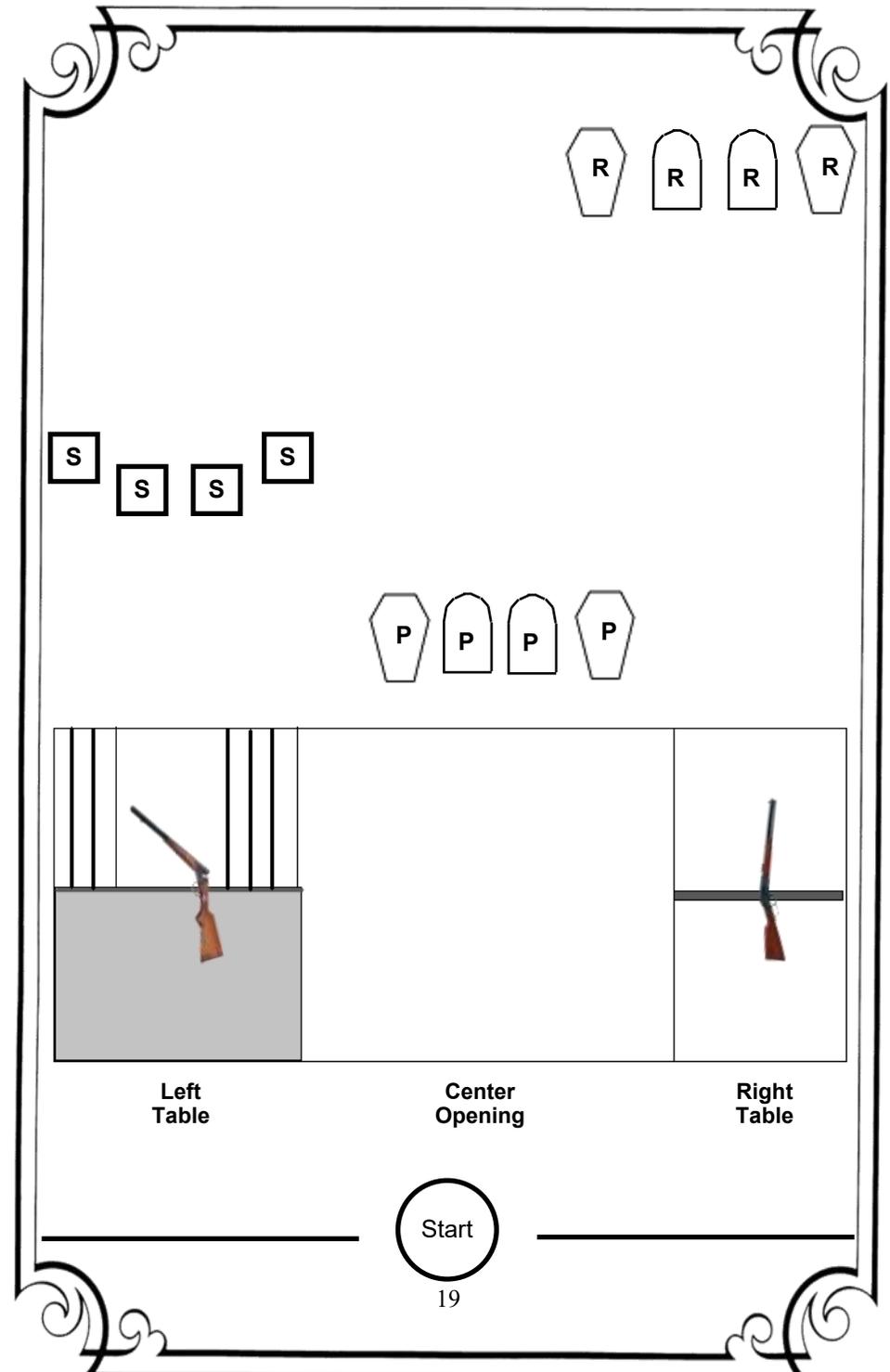
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing with one foot on starting dot, body position at shooter’s discretion, holding bag of gold with both hands.
- ◆ Pistols: holstered
- ◆ Rifle: staged on right table
- ◆ Shotgun: staged on left table

Procedure:

- ◆ Line: “You’ll be dead!”
- ◆ Gun order is rifle, pistol, shotgun.
- ◆ At the beep, set bag of gold on right table.
- ◆ Rifle shot from staged location; starting on either end rifle target, double tap R1, single tap R2, single tap R3, double tap R4, single tap R3, single tap R2, double tap R1. (2-1-1-2-1-1-2)
- ◆ Pistols shot from center opening; starting on either end pistol target, double tap P1, single tap P2, single tap P3, double tap P4, single tap P3, single tap P2, double tap P1. (2-1-1-2-1-1-2)
- ◆ Shotgun shot from staged location; engage the four knockdown targets in any order.



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Stage 4
The Barber Shop
“Over my dead body!”
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Mexican Restaurant
in Gurly

While Hank Singleman still boasts that his team on the Mount Fargo Stagecoach Line once made the Cotton Run in 12 miles, he has been down on his luck since losing a payroll box from the Hunt Brothers Mining Company in a holdup. After agreeing to take Old Will and Lester to Abilene, Hank heads into the barbershop for a shave where he is confronted by a bounty hunter hired by the Hunt brothers. As Hank grips his trusty rifle by his side, the bounty hunter tells Hank that he has to take him in. Before the greedy bounty hunter can react, Hank shoulders his rifle and shouts, “Over my dead body.”

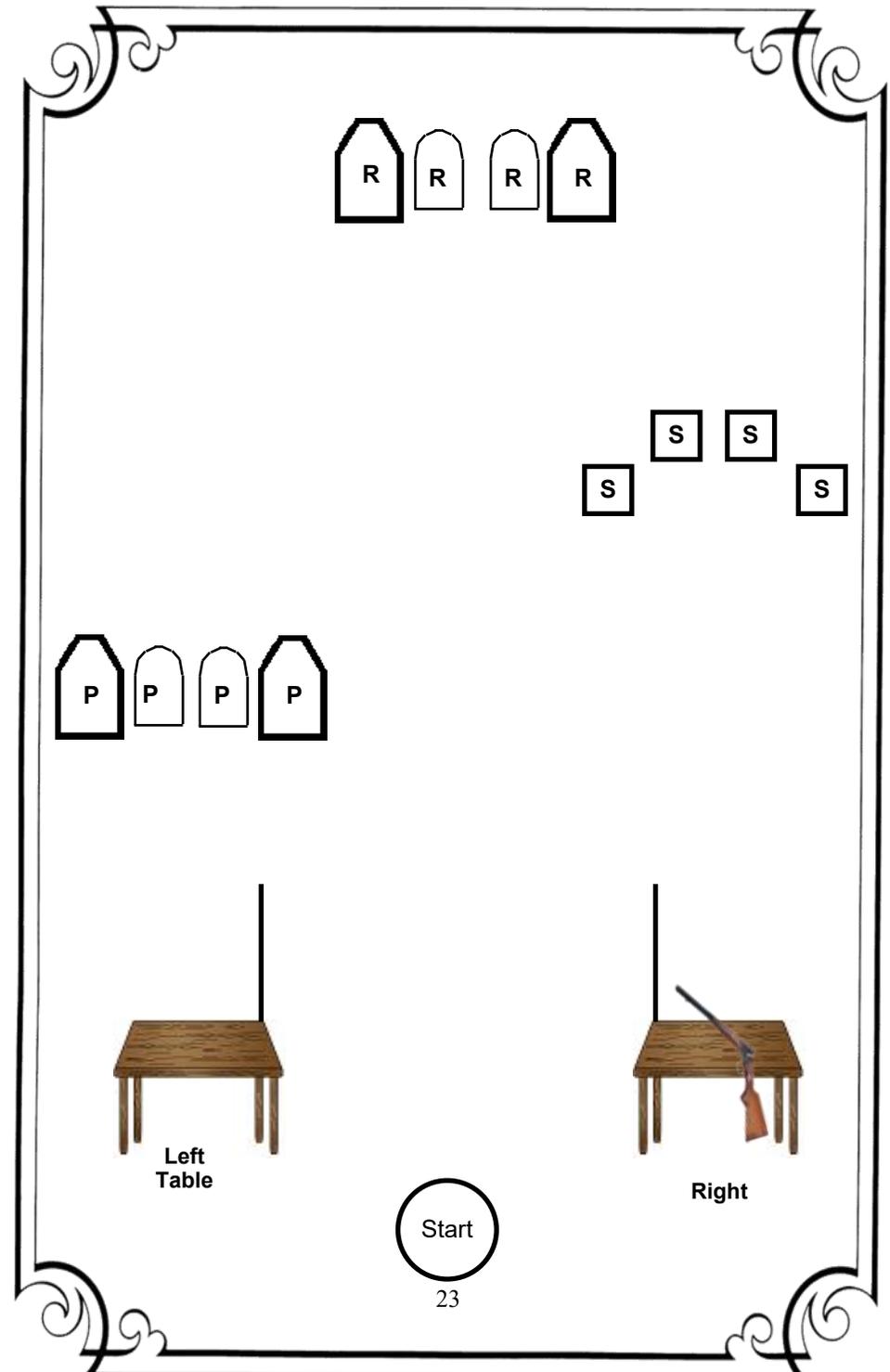
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing in center opening with one foot on starting dot at shooter’s discretion.
- ◆ Pistols: holstered
- ◆ Rifle: in hands pointed safely downrange at shooter’s discretion.
- ◆ Shotgun: staged on right table

Procedure:

- ◆ Line: “Over my dead body!”
- ◆ Gun order is rifle first, shotgun and pistols are shooter’s choice.
- ◆ Rifle shot from starting location; single tap each inside rifle target, then single tap each outside rifle target, then single tap each inside rifle target, then single tap each outside rifle target, then single tap each inside rifle target.
- ◆ Pistols shot from left table, left of hat rack; single tap each inside pistol target, then single tap each outside pistol target, then single tap each inside pistol target, then single tap each outside pistol target, then single tap each inside pistol target.
- ◆ Shotgun shot from right table, right of hat rack; engage the four knockdown targets in any order.



MATCH AND RANGE RULES

RULES

- All SASS rules apply.
- A rifle or pistol round over the berm is a Match DQ. Shotgun round over the berm is a no-call.
- Eye and ear protection must be worn by shooters and spectators while standing behind or on the firing line.

SPOTTING

- If you know it's a hit...it's a hit.
- If you think it's a hit...it's a hit.
- If you think it's a miss...it's a hit.
- If you know it's a miss...it's a miss.

SCORING

- The match is scored by total time.
- All DQs MUST be signed off by the Range Masters prior to leaving the stage.
- Max Stage Time will be computed using total stage targets x 5 + 30 seconds.

RE-SHOOTS

- Rules for re-shoots will follow SASS Rules.
- ALL Re-shoots MUST be pre-approved by the Range Masters.

FIRING LINE

This range has a common firing line from stage one through five, Two Ponies Gal Salon to The Wagon. There is also a common firing line from stages six through nine, the Church to the Jail. Stage ten, The Sawmill, does not share a firing line with other stages.

THE FLAG SYSTEM

In the event that a stage needs to go cold to repair a target or something similar, the current shooter is allowed to finish, a posse marshal (or designated individual) insures that no guns are in hand, loaded guns are tabled and shooters are to "Stand back" before "YELLOW FLAG" is declared and the posse's yellow flag is displayed. Each posse on that firing line follows the same procedure before displaying their yellow flag. Only when ALL POSSES ON THAT FIRING LINE display their yellow flag does the original posse marshal (or designated individual) declare "RANGE IS COLD!" Only then should anyone go downrange.

When the posse that called the yellow flag is ready to resume shooting, they are to display their green flag. Other posses are to insure nobody is downrange on their posse before displaying their green flag. Shooting is not to resume until ALL POSSES HAVE DISPLAYED THEIR GREEN FLAG. Once all posses display their green flag, only then should the range be declared hot.

A RED FLAG means "CEASE FIRE." All shooting must stop IMMEDIATELY and all firearms must be laid down or otherwise made safe. Once the Cease Fire condition is resolved, an "ALL CLEAR" command is given and normal range operations are resumed.

Stage 5
The Wagon
“There’s nothing like
a good cartridge gun by your side”
Sponsored by
AFD Welding & Fabrication
256-777-4637

As our heroes race towards Abilene, Old Will begins to teach Lester how to use his father’s Old Army revolver. As Lester begins to master some of the skills he will need to be a good Sheriff, Old Will starts to explain how the Wind helps a Sheriff when he needs it most. Not impressed by these old cap guns and ancient propellants, Hank quips, “There’s nothing like a good cartridge gun by your side.”

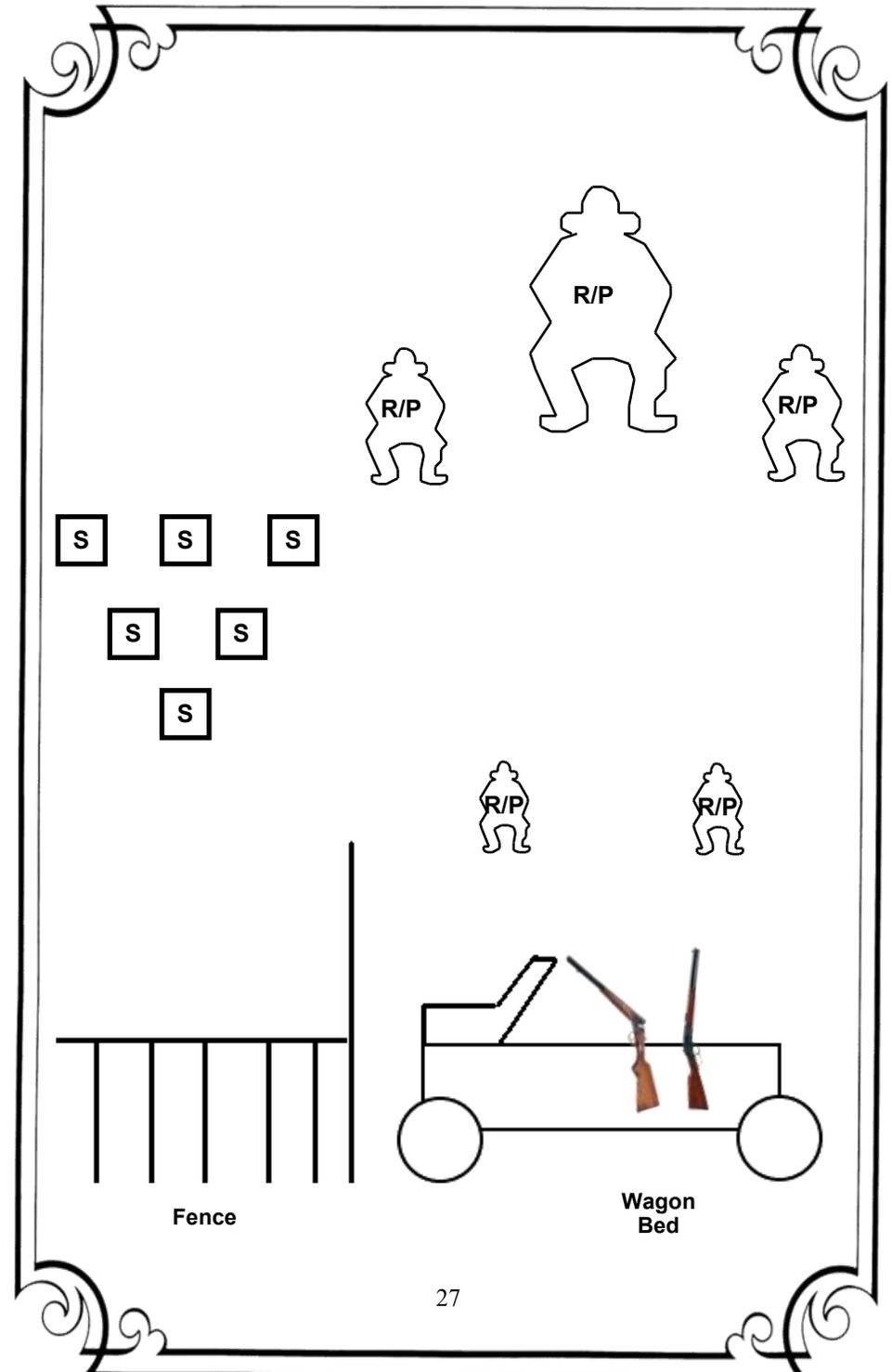
Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun

Staging:

- ◆ Shooter: standing behind fence or wagon bed at shooter’s discretion with gun(s) in hand(s). (If shooter chooses gun in hand, off-hand may be at shooter’s discretion, not touching ammo.)
- ◆ Pistol(s): in hand(s) or holstered
- ◆ Rifle: in hand(s) or staged on wagon bed
- ◆ Shotgun: in hand(s) or staged on wagon bed

Procedure:

- ◆ Line: “There’s nothing like a good cartridge gun by your side.”
- ◆ Gun order is shooter’s choice, rifle not last.
- ◆ Pistols shot from wagon bed; single tap either small cowboy target, then triple tap either outside large cowboy target, then double tap the center large cowboy target, then triple tap the unengaged outside large cowboy target, then single tap the unengaged small cowboy target. (1-3-2-3-1)
- ◆ Rifle shot from staged location; single tap either small cowboy target, then triple tap either outside large cowboy target, then double tap the center large cowboy target, then triple tap the unengaged outside large cowboy target, then single tap the unengaged small cowboy target. (1-3-2-3-1). Make rifle safe on wagon bed.
- ◆ Shotgun shot from behind the fence, left of the post; engage six knockdown targets in any order. Shotgun targets must be made up from where engaged. Make shotgun safe on wagon bed.



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Doubleheader

Darkness Falls

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Stage 6
The Church
“Burn it to the ground.”
Sponsored by
Porky’s BBQ
In Grant

Don Vela Cruz is tired of dealing with Lolita. Vela Cruz knows that she was involved in stealing the dynamite, but he cannot figure out where she hid it. In his anger, Vela Cruz orders his Desperados to gather all the people of Abilene into the church and surround it to ensure that no one escapes. In order to teach her, and anyone else that threatens his cattle rustling empire, a lesson, he orders his Desperados to torch the church exclaiming, “Burn it to the ground.”

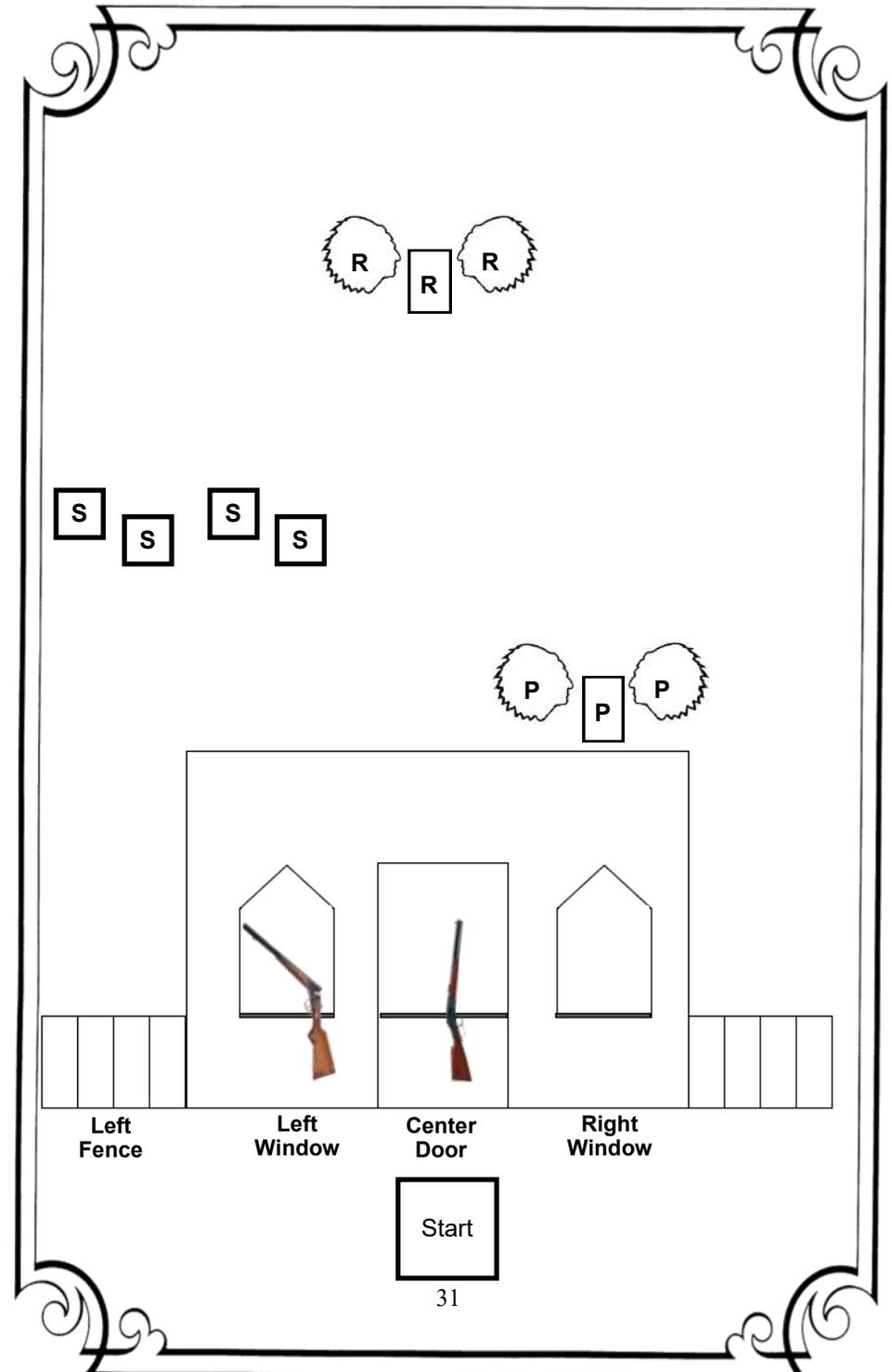
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing at pulpit at shooter’s discretion facing up range, both hands on pulpit.
- ◆ Pistols: holstered
- ◆ Rifle: staged in center door
- ◆ Shotgun: staged in left window

Procedure:

- ◆ Line: “Burn it to the ground.”
- ◆ Gun order is rifle, pistol, shotgun.
- ◆ Rifle shot from staged location; double tap the center rifle target, then, starting on either end rifle target, sweep the three rifle targets twice in the same direction, then double tap the center rifle target.
- ◆ Pistols shot from right window; double tap the center pistol target, then, starting on either end pistol target, sweep the three pistol targets twice in the same direction, then double tap the center pistol target.
- ◆ Shotgun engage any two knockdown targets from staged location, then move to left fence and engage remaining knockdown targets in any order. Shotgun targets may be made up from either location.





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The 2020 Alabama State Championships

SHOOTOUT at Cavern Cove



April 23rd - 25th

Application is in your shooters pack or find us on the web at

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We are also on facebook
North Alabama Regulators

Stage 7
Two Ponies Saloon
“Oh, yeah, the bandana.”
Sponsored by
Gunfight In Dixie
By
Memphis Gunslingers

Our heroes learn that Don Vela Cruz is holding Lolita captive in the rundown saloon on the edge of town and decide to rescue her. Disguising themselves as Desperados, Lester and Hank bluff their way into the saloon and try to convince Lolita that they are there to rescue her. Lolita looks strangely at Lester in his disguise and asks, “Little short for a Desperado, ain’t ya?” Lester pulls the covering off his face and says, “Oh, yeah, the bandana.”

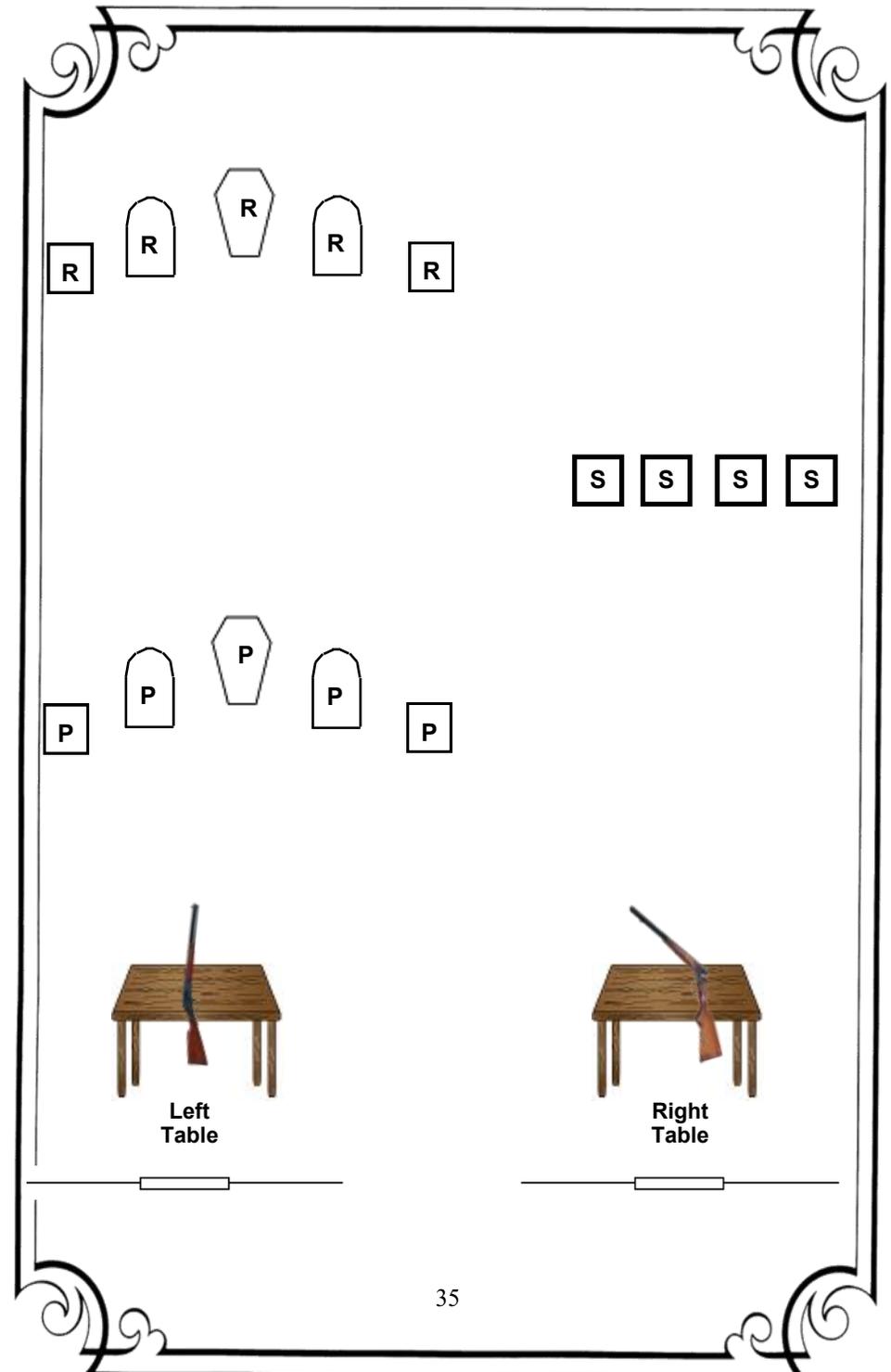
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing at any up-range bottle rack, facing downrange, both hands touching any bottle(s).
- ◆ Pistols: holstered
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on right table

Procedure:

- ◆ Line: “Oh, yeah, the bandana.”
- ◆ Gun order is shooter’s choice, rifle not last.
- ◆ Pistols starting on either end pistol target; single tap P1, double tap P2, double tap P3, then single tap P5, double tap P4, double tap P3. (1-2-2-1-2-2)
- ◆ Rifle shot from staged location, starting on either end rifle target; single tap R1, double tap R2, double tap R3, then single tap R5, double tap R4, double tap R3. (1-2-2-1-2-2)
- ◆ Shotgun, engage the four knockdown targets in any order.

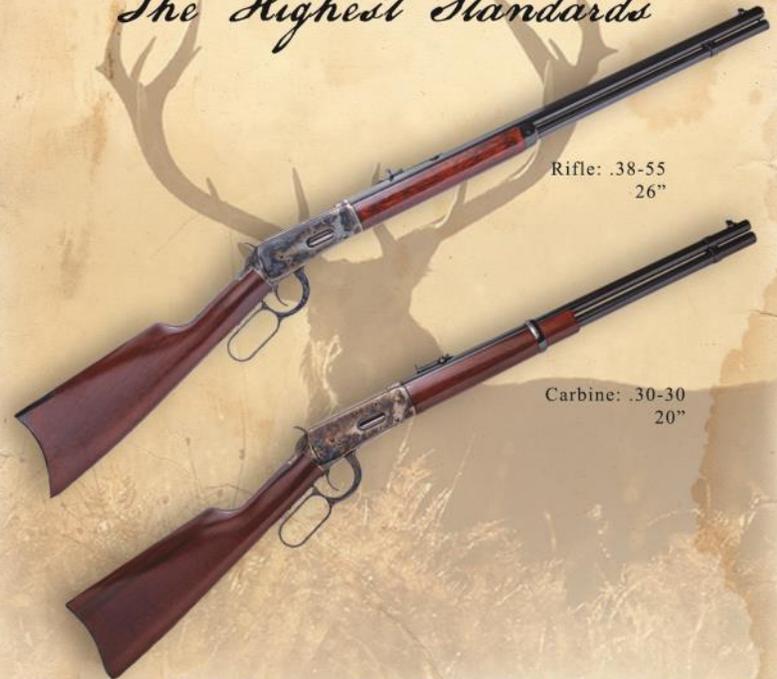




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Stage 8 Pearl's Parlor House

"I'll still be faster than you'll ever be."

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With Hank, Lester, and Lolita pinned down and unable to make an escape, Old Will enters the street in order to face Don Vela Cruz, hombre contra hombre, in order to serve as a distraction. Vela Cruz mocks Old Will saying that he is now the fastest gun in Texas and can strike Old Will down as soon as Old Will calls for the draw. As Old Will removes the latigo restraining his pistol in its holster, he says, "You might shoot me dead, but I'll still be faster than you'll ever be."

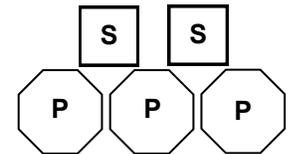
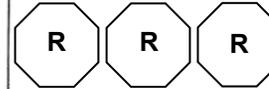
Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun

Staging:

- ◆ Shooter: standing behind center table at shooter's discretion with both hands touching table.
- ◆ Pistols: holstered
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on center table

Procedure:

- ◆ Line: "I'll still be faster than you'll ever be."
- ◆ Gun order is shooters' choice, rifle not last.
- ◆ Pistols shot from right table; triple tap the center pistol target, then double tap either outside pistol target, then triple tap the center pistol target, then double tap the unengaged outside pistol target. (3-2-3-2)
- ◆ Rifle shot from staged location; triple tap the center rifle target, then double tap either outside rifle target, then triple tap the center rifle target, then double tap the unengaged outside rifle target. (3-2-3-2)
- ◆ Shotgun engage two knockdown targets from each table in any order. Shotgun targets must be made up from where originally engaged at any time.



**Left
Table**



**Center
Table**



**Right
Table**



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MADISON AL

Stage 9 The Jail

“Don’t get cocky, buckaroo.”

Sponsored by
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Hank, Lester, and Lolita sprint off in the Mount Fargo Stagecoach desperately trying to make their escape, but are chased close behind by the Desperados. With Hank driving the team, it is up to Lester to ride shotgun and protect Lolita and the saddlebags. Lester quickly dispatches his first Desperado and shouts for joy as he grabs for another box of shells. Hank retorts, “Don’t get cocky, buckaroo.”

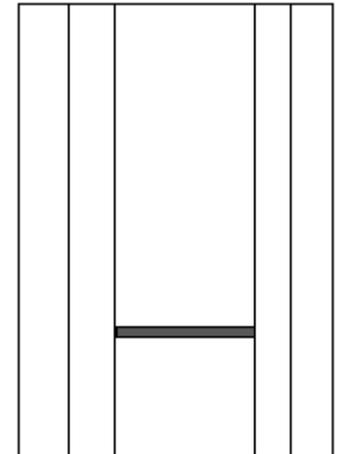
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing in cell or office at shooter’s discretion holding box of shells in air with both hands.
- ◆ Pistols: holstered
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on left table

Procedure:

- ◆ Line: “Don’t get cocky, buckaroo.”
- ◆ Gun order is shooter’s choice, rifle not last.
- ◆ At the beep, place box of shells on either table.
- ◆ Pistol shot from inside cell; starting on either end pistol target, quad tap P1, triple tap P2, double tap P3, single tap P4 (4-3-2-1)
- ◆ Rifle shot from staged location; starting on either end rifle target, quad tap R1, triple tap R2, double tap R3, single tap R4 (4-3-2-1)
- ◆ Shotgun shot from staged location; engage the four knockdown targets in any order.



Left
Table
(Office)

Stage 10
The Sawmill
“Let’s blow this thing
and head back to the ranch.”
Sponsored by
Remington

Lester sets the dynamite right where Old Will told him to and gets ready to blow the charge. Hank is trying to hold off the Desperados long enough for Lester to get the detonator wired, but he knows that they may have to shoot their way out of the valley once the charge goes off. Trying to get Lester to hurry it along, Hank encourages him saying, “Let’s blow this thing and head back to the ranch.”

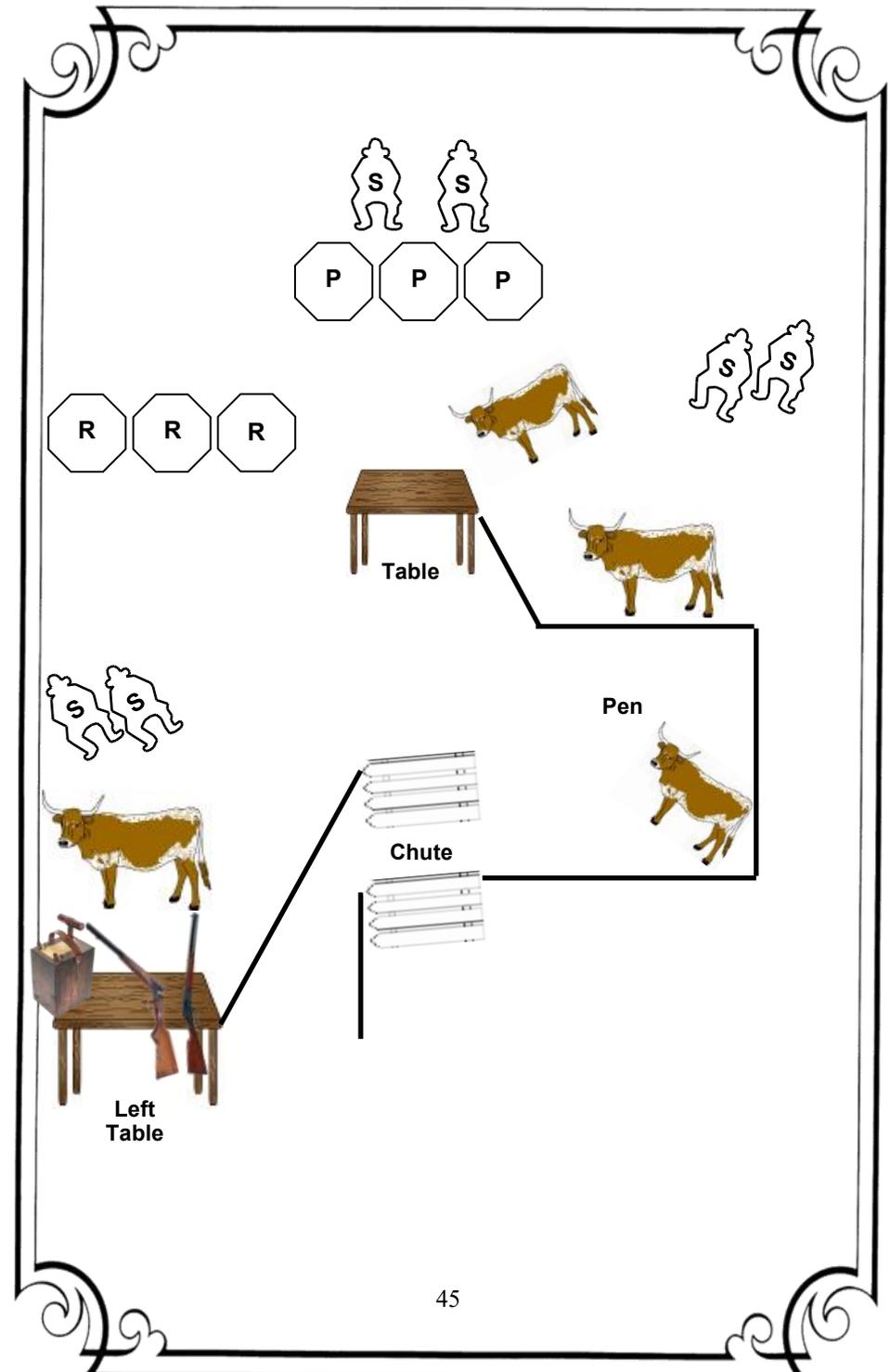
Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun

Staging:

- ◆ Shooter: standing at shooter’s discretion with both hands touching detonator handle.
- ◆ Pistols: holstered
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on left table

Procedure:

- ◆ Line: “Let’s blow this thing and head back to the ranch.”
 - ◆ Gun order is rifle, shotgun, pistol.
 - ◆ Rifle shot from staged location; beginning on either end rifle target, engage the three rifle targets in a 2-1-2 sweep. Repeat instructions with remaining five rounds. Yes, you may. Rifle must be restaged back on table, barrel fully between the rails.
 - ◆ Shotgun engage two knockdown targets anywhere between table and where you enter the cattle chute.
 - ◆ Travel through chute then engage two knockdown targets from anywhere in the cattle pen.
 - ◆ Engage two knockdown targets from anywhere between cattle pen and table. Make shotgun safe on table.
 - ◆ Pistols shot from table; beginning on either end pistol target, engage the three pistol targets in a 2-1-2 sweep. Repeat instructions with remaining five rounds. Yes, you may.
 - ◆ Note: Shotgun targets must be made up from where engaged.
- Props are not expendable.



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Stages–Branchwater Jack
Stage & Property management–Licksillet Charlie.

Special thanks to:
Clean up and set up crews
Those that worked the shoot through
You, our honored guest!

MAY THE WIND BE WITH YOU!