

**SASS® & The North Alabama Regulators
Present
The SASS Southeast Regional
Cowboy Action Shooting Championship**

**2020 AMBUSH
AT
CAVERN COVE**

**RANGE
WARS**

**EPISODE V
The Rustlers Strike Back**

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

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.
- Load on the Right. Unload on the Left.



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 Master 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 Master.

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.

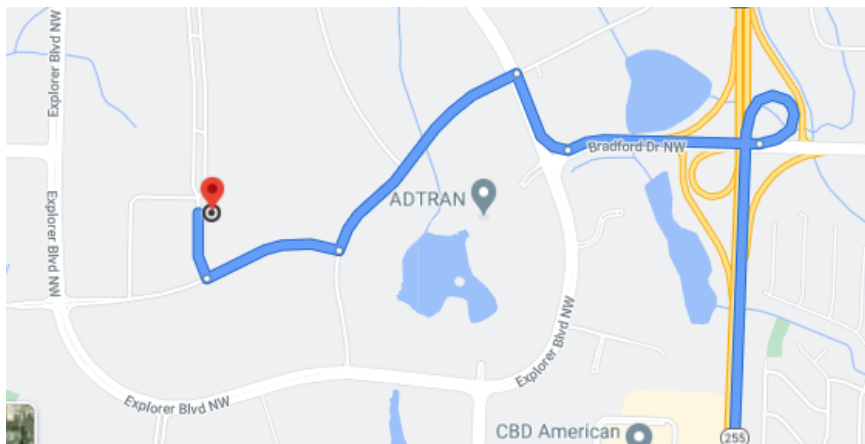
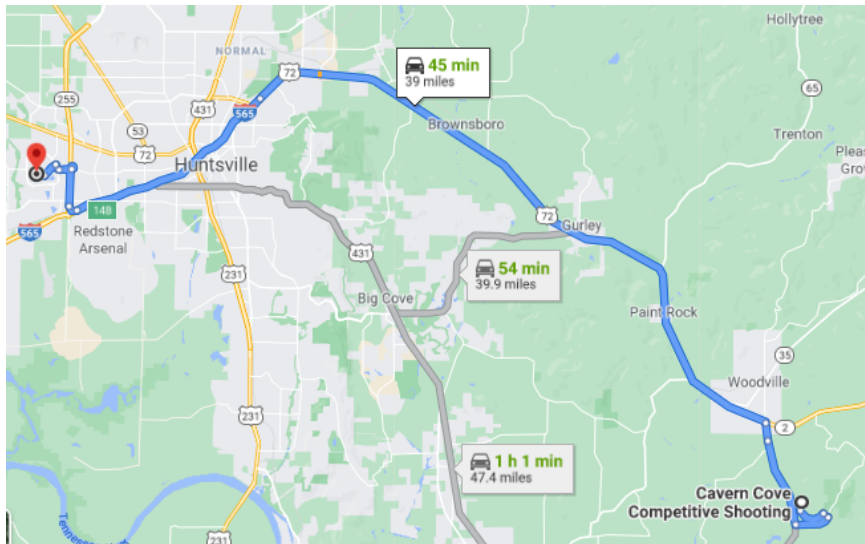
THE FLAG SYSTEM

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.

BANQUET LOCATION



The banquet will be held at the Jackson Center in Huntsville

Address:
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GPS:
34.726062, -86.689673

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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

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WARM UP

**Branchwater Jack, Alchemist Belle
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Black Powder & Warm Up

Stage 1

Two Ponies Gal Salon

"I thought they smelled bad on the outside."

Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun

Staging:

- ♦ Shooter: standing at either opening at shooter's discretion, hands not touching guns or ammo
- ♦ Pistols: holstered
- ♦ Rifle: staged at right opening
- ♦ Shotgun: staged at right opening

Procedure:

- ♦ Line: "I thought they smelled bad on the outside"
- ♦ Gun order is rifle not last.
- ♦ Pistol shot from left opening; starting on either end pistol target, engage the three pistol targets in a 2-1-2 sweep in either direction. Repeat instructions with remaining 5 rounds. Yes, you may.
- ♦ Rifle shot from staged location; engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun shot from staged location; engage the six knockdown targets in any order.
- ♦ Load on the right. Unload on the left.

Time	# Miss	Penalty	Bonus	Total
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10

Black Powder & Warm Up

Stage 2

Cavern Cove 1890 Mercantile

"Never tell me the odds."

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ♦ Shooter: standing at either table at shooter's discretion, holding gun(s) of choice in hand(s)
- ♦ Pistols: holstered or held in hand(s)
- ♦ Rifle: staged on right table or held in hand(s)
- ♦ Shotgun: staged on left table or held in hand(s)

Procedure:

- ♦ Line: "Never tell me the odds."
- ♦ Gun order is rifle not last.
- ♦ Pistol shot from right table, right of upright; starting on either end pistol target, double tap sweep the 4 pistol targets, then single tap the two inside pistol targets.
- ♦ Rifle shot from staged location; engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun; engage the four knockdown targets in any order.
- ♦ Load on the right. Unload on the left.

Time	# Miss	Penalty	Bonus	Total
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11

Black Powder & Warm Up

Stage 3

Peoples State Bank of Cavern Cove

“Looks to me like you found somebody.”

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ♦ Shooter: standing at left table at shooter's discretion, both hands touching rifle
- ♦ Pistols: holstered
- ♦ Rifle: staged on left table
- ♦ Shotgun: staged on right table

Procedure:

- ♦ Line: “Looks to me like you found somebody.”
- ♦ Gun order is rifle, pistol, shotgun.
- ♦ Rifle shot from staged location; starting on any rifle target, double tap Nevada sweep the three rifle targets for 10 rounds
- ♦ Pistol shot from center opening, engage the pistol targets with the same instructions as the rifle.
- ♦ Shotgun shot from staged location; engage the four knockdown targets in any order.
- ♦ Load on the right. Unload on the left.

Time	# Miss	Penalty	Bonus	Total

Black Powder & Warm Up

Stage 4

Desoto Jim's Barber Shop & Bath

“That ain't thunder!”

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ♦ Shooter: standing at left or right table at shooter's discretion with both hands touching hat. If hat not worn, both hands touching temples of safety glasses.
- ♦ Pistols: holstered
- ♦ Rifle: staged on left table
- ♦ Shotgun: staged on left table

Procedure:

- ♦ Line: “That ain't thunder!”
- ♦ Gun order is rifle not last
- ♦ Pistol shot from right table, right of upright; starting on either end pistol target, triple tap P1, double tap P2. Repeat instructions starting on the opposite end pistol target.
- ♦ Rifle shot from staged location, left of upright; engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun; engage the four knockdown targets in any order.
- ♦ Load on the right. Unload on the left.

Time	# Miss	Penalty	Bonus	Total



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Wild Bunch

Stage 6

Reverend Tuff Stuff's Church

"I want them taken alive"

Ammo: 21 Pistol, 7 Rifle, 4 Shotgun

Staging:

- ♦ Shooter: standing at table of choice at shooter's discretion, hands not touching guns or ammo
- ♦ Pistol: holstered
- ♦ Rifle: staged in center door
- ♦ Shotgun: staged in right or left window

Procedure:

- ♦ Line: "I want them taken alive."
- ♦ Gun order is shooter's choice.
- ♦ Pistol shot from each of the three tables; starting on either target, double tap T1, triple tap T2, double tap T1.
- ♦ Rifle shot from staged location; starting on either rifle target, double tap R1, triple tap R2, double tap R1
- ♦ Shotgun shot from each outside window, engage two knockdowns in any order.
- ♦ Load on the right. Unload on the left.

Time	# Miss	Penalty	Bonus	Total

Wild Bunch

Stage 7

Two Ponies Saloon

"There ain't no tryin'."

Ammo: 14 Pistol, 9 Rifle, 4 Shotgun

Staging:

- ♦ Shooter: standing at left table at shooter's discretion, both hands touching rifle
- ♦ Pistol: holstered
- ♦ Rifle: staged at left table
- ♦ Shotgun: staged at right table

Procedure:

- ♦ Line: "There ain't no tryin'."
- ♦ Gun order is rifle, pistol, shotgun.
- ♦ Rifle shot from staged location; starting on any rifle target, engage the 4 rifle targets in a clockwise, or counter-clockwise sweep for 9 rounds.
- ♦ Pistol shot from left table; engage the rifle targets in a clockwise, or counter-clockwise sweep for 7 rounds. Move to the right table and engage the pistol targets with the same instructions as the first 7 rounds.
- ♦ Shotgun shot from staged location; engage four knockdown targets in any order.
- ♦ Load on the right. Unload on the left.

Time	# Miss	Penalty	Bonus	Total

Wild Bunch

Stage 8

Miss Pearl's Parlor House

"How are you doing, old friend?"

Ammo: 14 Pistol, 7 Rifle, 6 Shotgun

Staging:

- ♦ Shooter: standing at either outside table at shooter's discretion with gun in hand(s), off hand not touching ammo
- ♦ Pistol: holstered or held in hand(s)
- ♦ Rifle: staged on center table
- ♦ Shotgun: staged on right table or held in hand(s)

Procedure:

- ♦ Line: "How are you doing, old friend?"
- ♦ Gun order shooter's choice.
- ♦ Pistol shot from left table; single tap each outside pistol target, then single tap each inside pistol target, then triple tap the center pistol target.
- ♦ Pistol shot from center table; engage the four rifle targets with the same instructions as the first 7 pistol rounds.
- ♦ Rifle shot from staged location; engage the rifle targets with the same instruction as the first 7 pistol rounds.
- ♦ Shotgun shot from staged location; engage the six knockdown targets in any order.
- ♦ Load on the right. Unload on the left.

Time	# Miss	Penalty	Bonus	Total

Wild Bunch

Stage 9

Jail

"Sit down and have a cup of coffee with me"

Ammo: 28 Pistol, 10 Rifle, 4 Shotgun

Staging:

- ♦ Shooter: standing with one foot on starting dot at shooter's discretion, hands not touching guns or ammo
- ♦ Pistol: holstered
- ♦ Rifle: staged on right table
- ♦ Shotgun: staged on left table

Procedure:

- ♦ Line: "Sit down and have a cup of coffee with me."
- ♦ Gun order is shotgun, pistol, rifle
- ♦ Shotgun shot from staged location, engage the four knockdown targets in any order.
- ♦ Pistol shot from jail office; engage the four pistol targets in a 2-3-4-5 sweep beginning on either end.
- ♦ Pistol shot from jail cell; engage the rifle targets with the same instructions as the first 14 rounds.
- ♦ Rifle shot from staged location; engage the rifle targets in a 1-2-3-4 sweep beginning on either end.
- ♦ Load on the right. Unload on the left.

Time	# Miss	Penalty	Bonus	Total

Thank you
Ironhead Smith
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to fill out the long range



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Warm Up

Stage 6

Reverend Tuff Stuff's Church

"I want them taken alive"

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ♦ Shooter: standing opposite window of shotgun staged location at shooter's discretion, hands not touching guns or ammo
- ♦ Pistols: holstered
- ♦ Rifle: staged in center door
- ♦ Shotgun: staged in right or left window

Procedure:

- ♦ Line: "I want them taken alive."
- ♦ Gun order pistol, rifle, shotgun.
- ♦ Pistol shot from starting location; starting on either pistol target, single tap P1, single tap P2, triple tap P1. Repeat sequence beginning on the opposite pistol target.
- ♦ Rifle shot from staged location; engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun engage 2 knockdowns from each outside window.
- ♦ Note: shotgun targets must be made up from where originally engaged.
- ♦ Load on the right. Unload on the left.

Time	# Miss	Penalty	Bonus	Total

Warm Up

Stage 7

Two Ponies Saloon

"There ain't no tryin'."

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ♦ Shooter: standing at left table at shooter's discretion, both hands touching pistol butts
- ♦ Pistols: holstered
- ♦ Rifle: staged at left table
- ♦ Shotgun: staged at right table

Procedure:

- ♦ Line: "There ain't no tryin'."
- ♦ Gun order is rifle first.
- ♦ Rifle shot from staged location; single tap sweep the three high rifle targets starting on either end, then double tap the low rifle target. Repeat instructions with remaining 5 rounds.
- ♦ Pistol shot from right table, right of upright; engage the pistol targets with the same instructions as the rifle.
- ♦ Shotgun shot from staged location, right of upright; engage four knockdown targets in any order.
- ♦ Load on the right. Unload on the left.

Time	# Miss	Penalty	Bonus	Total

Warm Up

Stage 8

Miss Pearl's Parlor House

"How are you doing, old friend?"

Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun

Staging:

- ♦ Shooter: standing at either outside table at shooter's discretion with hands not touching guns or ammo
- ♦ Pistols: holstered
- ♦ Rifle: staged on center table
- ♦ Shotgun: staged on right table

Procedure:

- ♦ Line: "How are you doing, old friend?"
- ♦ Gun order is rifle not last.
- ♦ Pistol shot from left table; starting on either end pistol target, double-tap sweep the 5 pistol targets.
- ♦ Rifle shot from staged location; engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun shot from staged location; engage the six knockdown targets in any order.
- ♦ Load on the right. Unload on the left.

Time	# Miss	Penalty	Bonus	Total

Warm Up

Stage 9

Jail

"Sit down and have a cup of coffee with me"

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ♦ Shooter: standing in jail cell at shooter's discretion holding rifle in both hands
- ♦ Pistols: holstered
- ♦ Rifle: held in both hands
- ♦ Shotgun: staged on left table

Procedure:

- ♦ Line: "Sit down and have a cup of coffee with me."
- ♦ Gun order is rifle, shotgun, pistol.
- ♦ Rifle shot from staged location; single tap Nevada sweep the four rifle targets for 10 rounds starting on either end.
- ♦ Shotgun shot from staged location, engage the four knockdown targets in any order.
- ♦ Pistol shot from jail office; engage the pistol targets with the same instructions as the rifle.
- ♦ Load on the right. Unload on the left.

Time	# Miss	Penalty	Bonus	Total

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Stage 1
Two Ponies Gal Salon
“I thought they smelled bad on the outside.”
Sponsored by

Porky’s BBQ
The finest BBQ in Grant, Alabama

Having gone without anything to eat or drink for several days, Hank Singleman and Lester desperately look for the supplies they need in order to stay alive. With Lester hanging on near death, Hank finds a dead buffalo on the edge of town and decides to cut into the rotting corpse to see if there is anything that can be salvaged for a meal. As Hank slices into the deceased bison, he sighs, “I thought they smelled bad on the outside.”

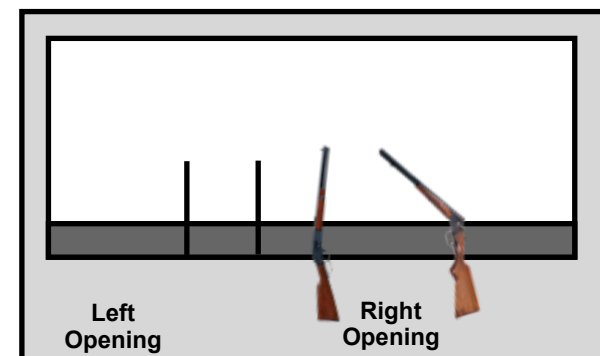
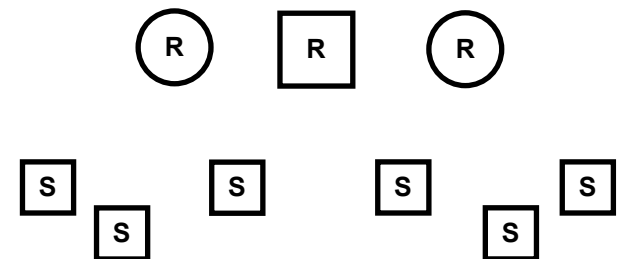
Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun

Staging:

- ◆ Shooter: standing at either opening at shooter’s discretion with both hands held in front of face
- ◆ Pistols: holstered
- ◆ Rifle: staged at right opening
- ◆ Shotgun: staged at right opening

Procedure:

- ◆ Line: “I thought they smelled bad on the outside”
- ◆ Gun order is rifle not last.
- ◆ Pistol shot from left opening; starting on either end pistol target, engage the three pistol targets in a 2-5-3 sweep in either direction.
- ◆ Rifle shot from staged location; engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun shot from staged location; engage the six knockdown targets in any order.
- ◆ Load on the right. Unload on the left.



Stage 2
Cavern Cove 1890 Mercantile
"Never tell me the odds."
Sponsored by

Jackson's Western Wear

Hank and Lolita find themselves being chased down by a couple of Desperados. Hank drives his team pulling the Mount Fargo Stagecoach harder as they near the entrance to the Boulder Canyon Pass. "Slow down," shouted Lolita. "The odds of successfully navigating the Boulder Canyon Pass at this speed are approximately 3,720 to 1." With a sly, confident grin, Hank replies, "Never tell me the odds."

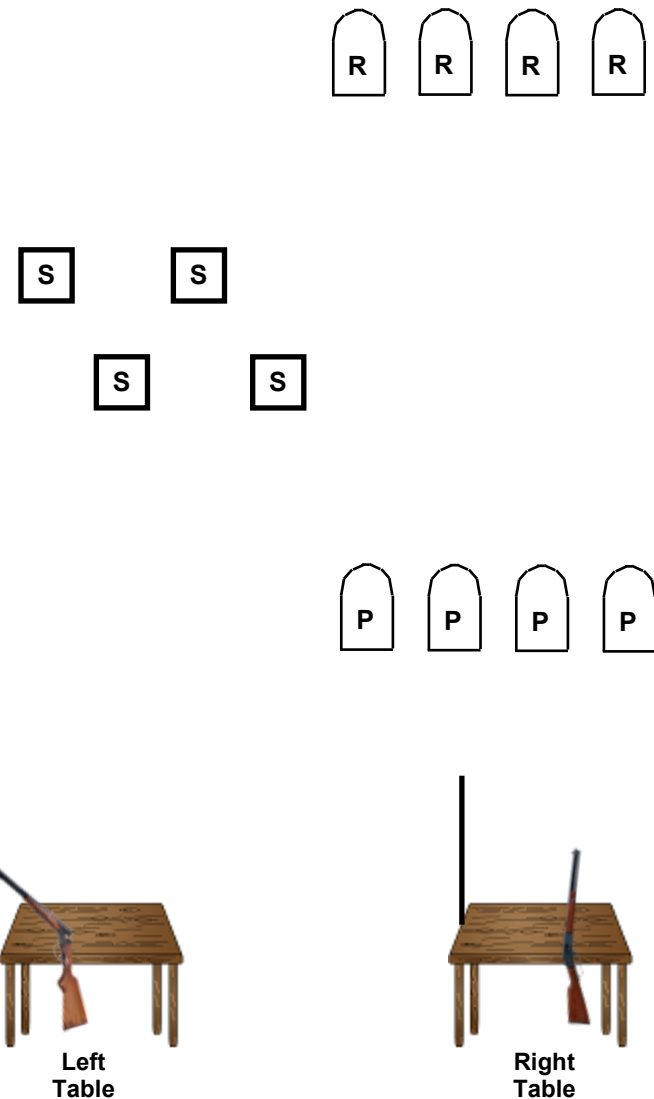
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing at either table at shooter's discretion, hands touching gun(s) of choice
- ◆ Pistols: holstered
- ◆ Rifle: staged on right table
- ◆ Shotgun: staged on left table

Procedure:

- ◆ Line: "Never tell me the odds."
- ◆ Gun order is rifle not last.
- ◆ Pistol shot from right table, right of upright; starting on either end pistol target, single tap sweep the four pistol targets, then triple tap P3, double tap P2, single tap P1. The plate that you start the pistol sequence is P1.
- ◆ Rifle shot from staged location, right of upright; engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun; engage the four knockdown targets in any order.
- ◆ Load on the right. Unload on the left.



Stage 3
Peoples State Bank of Cavern Cove
 “Looks to me like you found somebody.”
 Sponsored by

Cazadores Mexican Restaurant
Grant, Alabama

As he throws out his bed roll, trying to get ready to bed down for the night, Lester turns and draws on the silhouette of an aged, singing stranger standing behind him on the edge of camp. “I gotta know. What are you doin’ in these parts?” the Yodeler asked. Lester tells the stranger that he is looking for somebody. The stranger chuckles, saying, “Lookin’? Looks to me like you found somebody.”

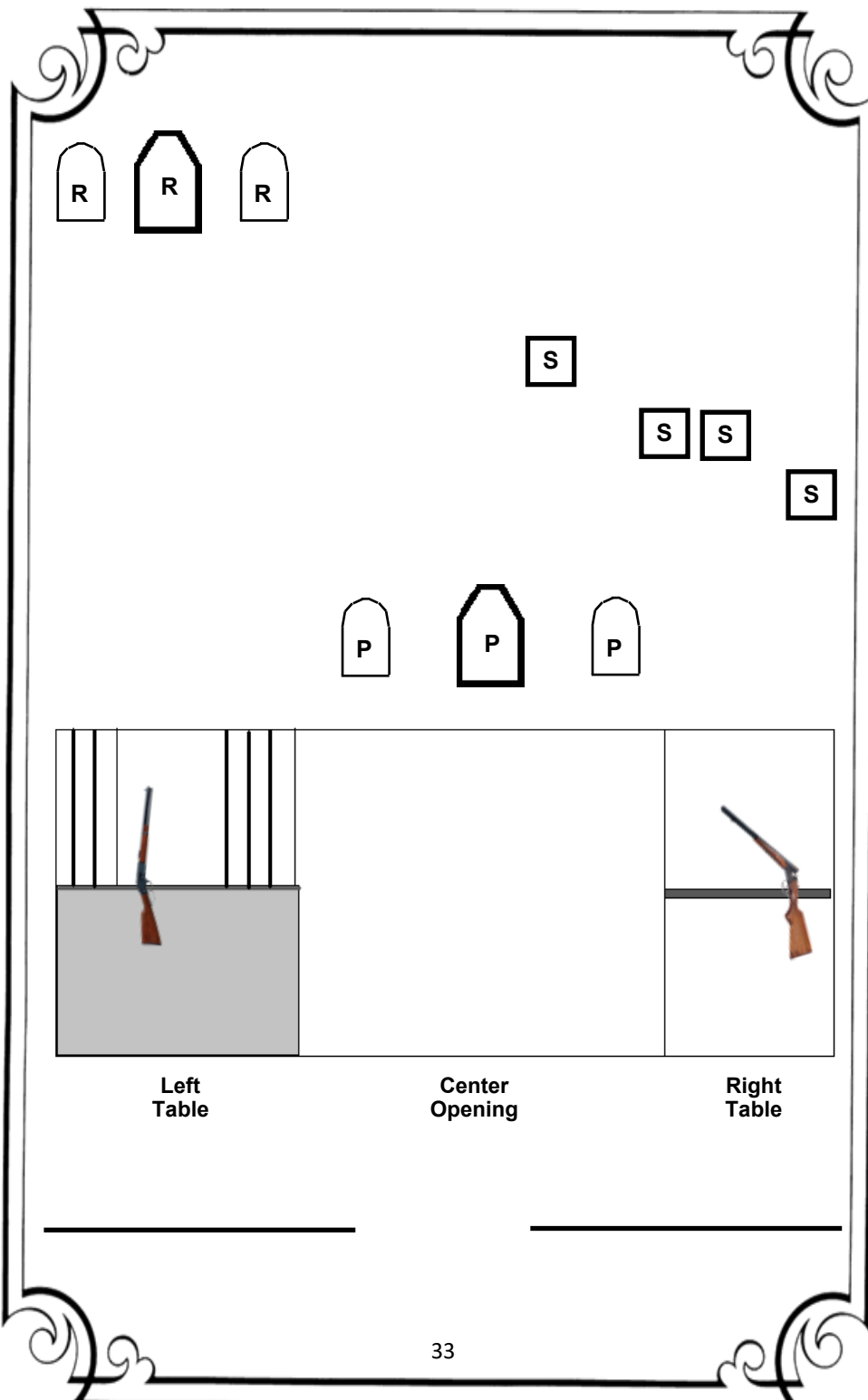
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing at right table at shooter’s discretion, holding shotgun in hand(s)
- ◆ Pistols: holstered
- ◆ Rifle: staged on left table
- ◆ Shotgun: held in hand(s) at right table

Procedure:

- ◆ Before the Beep: When at the starting position, under the direction of the timer operator, up to two rounds may be held in hand or loaded in the shotgun. All additional rounds must come off the body after the beep.
- ◆ Line: “Looks to me like you found somebody.”
- ◆ Gun order is shotgun, rifle, pistol.
- ◆ Shotgun shot from starting location; engage the four knockdown targets in any order.
- ◆ Rifle shot from staged location; starting on either end rifle target, triple tap R1, single tap R2, single tap R3. Repeat instructions with remaining 5 rounds. Yes, you may. (3-1-1;3-1-1)
- ◆ Pistol shot from center opening, engage the pistol targets with the same instructions as the rifle.
- ◆ Load on the right. Unload on the left.



Stage 4 **Desoto Jim's Barber Shop & Bath** **"That ain't thunder!"** **Sponsored by**

Arizona Rocks

After finding refuge in Boulder Canyon, Hank and Lolita take a much deserved rest. As Hank tends to the horses, a low rumble can be heard off in the distance. Looking towards the sound, Lolita comments that it sounds like a storm is headed their way. Seeing the dust cloud coming towards them and recognizing the telltale signs of the approaching stampede, Hank grabs the reins and shouts, "That ain't thunder!"

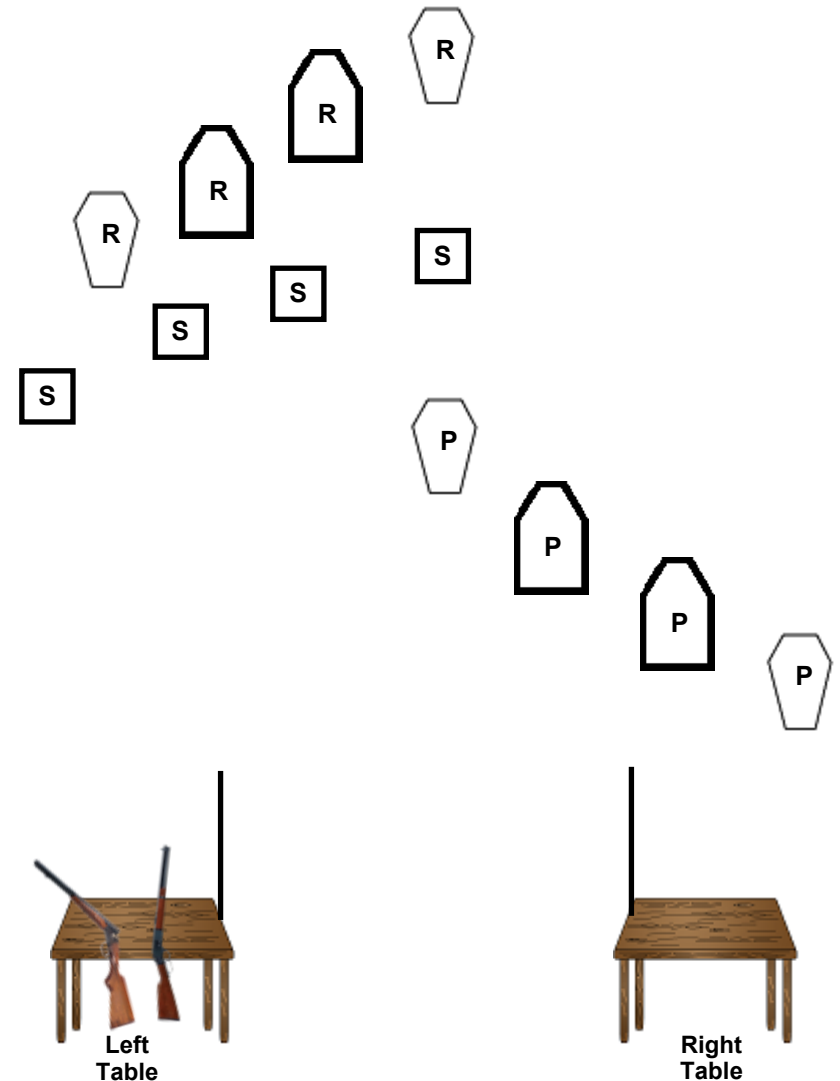
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing at left or right table at shooter's discretion with hands not touching guns or ammo
- ◆ Pistols: holstered
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on left table

Procedure:

- ◆ Line: "That ain't thunder!"
- ◆ Gun order is rifle not last.
- ◆ Pistol shot from right table, right of upright; starting on either end pistol target, single tap P1, double tap P2, double tap P3, double tap P2, double tap P3, single tap P4 (1-2-2;2-2-1).
- ◆ Rifle shot from staged location, left of upright; engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun; engage the four knockdown targets in any order.
- ◆ Load on the right. Unload on the left.



Stage 5 **Wagon** **“You don’t need no guns.”** **Sponsored by**

Kitty’s Kloset and Emporium

Taking a break from their sheriff training, Lester and the Yodeler rest for a moment when a commotion is heard beyond the wagon. Confused as to how someone could have snuck up on them, Lester straps on his gun belt as he heads out to investigate the noise. The Yodeler is troubled by Lester’s aggressive reaction and tells him, “You don’t need no guns.”

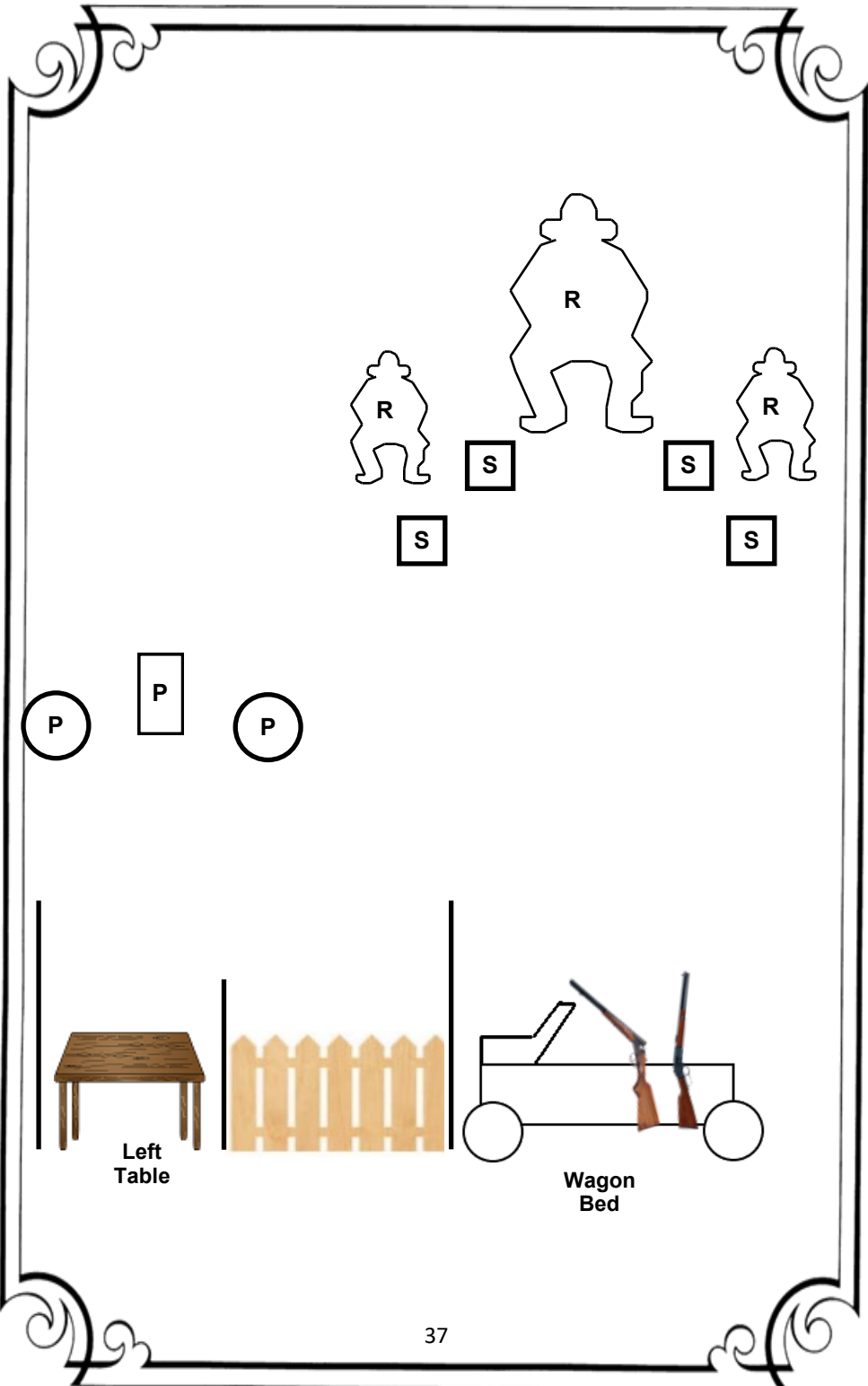
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ♦ Shooter: standing at left table or wagon bed at shooter’s discretion with both hands touching pistol butts
- ♦ Pistols: holstered
- ♦ Rifle: staged on wagon bed
- ♦ Shotgun: staged on wagon bed

Procedure:

- ♦ Line: “You don’t need no guns.”
- ♦ Gun order is rifle not last.
- ♦ Pistol shot from the left table, left of the post; beginning on either end pistol target, engage the two outside pistol targets with alternating single taps for five rounds. Then, engage the center pistol target with the remaining five rounds.
- ♦ Rifle shot from staged location; engage the rifle targets with the same instructions as the pistol. Make rifle safe on wagon bed.
- ♦ Shotgun shot from staged location; engage four knockdown targets in any order. Make shotgun safe on wagon bed.
- ♦ Note: A rifle round that hits a shotgun target is scored as a miss. If shooter wishes to shoot the cowboy’s boots, start with the shotgun!
- ♦ Load on the right. Unload on the left.





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Evil Bloodsucker Enterprises has been a longtime supporter of our club.



Drake has donated many firearms and door prizes to the club over the years.

Thank you,
Drake Robey

Stage 6

Reverend Tuff Stuff's Church

"I want them taken alive."

Sponsored by

CSA Bullets

With his Desperados unable to find Hank and Lolita, Don Vela Cruz enlists the services of several of the most ruthless gunfighters and bounty hunters in the territory in order to track them down. Laying out the terms of the deal, Vela Cruz tells them that, "There is a cash box full of gold if you can hold up the Mount Fargo Stagecoach." He scowls a stern look towards the most ruthless of the bounty hunters and warns him, "I want them taken alive."

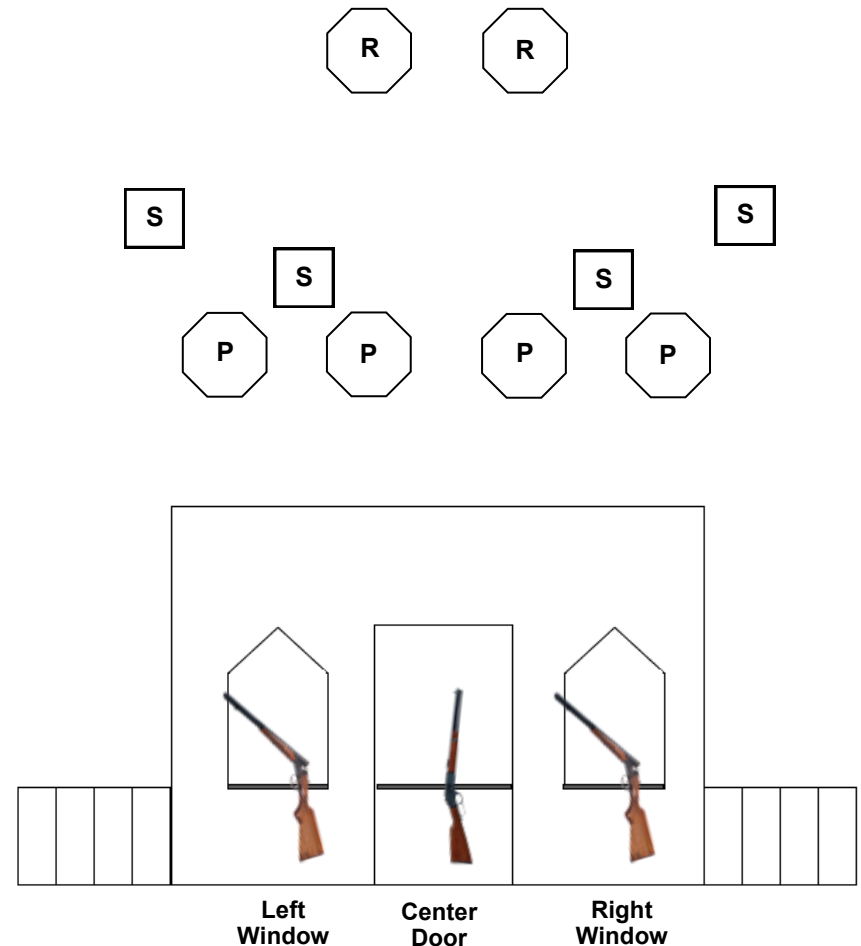
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing at center door at shooter's discretion, hands held at low surrender
- ◆ Pistols: holstered
- ◆ Rifle: staged in center door
- ◆ Shotgun: staged in right or left window

Procedure:

- ◆ Line: "I want them taken alive."
- ◆ Gun order is rifle first.
- ◆ Rifle shot from staged location; starting on either rifle target, engage the two rifle targets with alternating single taps for 10 rounds.
- ◆ Pistol shot from each window; starting on either pistol target, engage the appropriate set of pistol targets with alternating single taps for 5 rounds.
- ◆ Shotgun shot from each window; engage the two appropriate knockdown targets in any order.
- ◆ Note: shotgun targets must be made up from where originally engaged, but may be made up at any time.
- ◆ Load on the right. Unload on the left.



Stage 7 Two Ponies Saloon “There ain’t no tryin’.” Sponsored by

Ironhead Smith, Toolman & El Coyote

The Yodeler asks Lester to do something that Lester believes to be impossible. “All you talk about is what you can’t do. You gotta forget all that other stuff,” the Yodeler tells him. With a shrug, Lester turns and says, “Well, ok then. I’ll give it a try.” Pointing his finger towards Lester, the Yodeler scolds him telling him, “You either do it, or ya’ don’t. There ain’t no tryin’.”

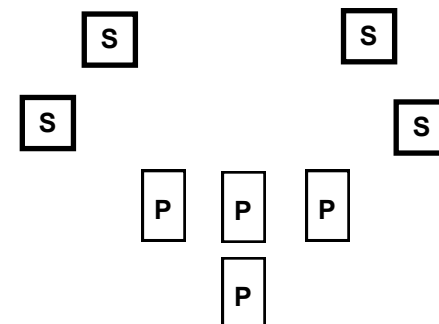
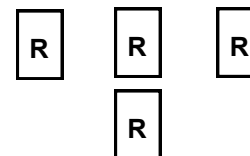
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing at left table at shooter’s discretion, one arm extended pointing at the rifle targets, other hand not touching guns or ammo
- ◆ Pistols: holstered
- ◆ Rifle: staged at left table
- ◆ Shotgun: staged at right table

Procedure:

- ◆ Line: “There ain’t no tryin’.”
- ◆ Gun order is rifle first.
- ◆ Rifle shot from staged location; single tap the low rifle target, then double tap any high rifle target. Then, single tap the low rifle target, then double tap either unengaged high rifle target. Then single tap the low rifle target, then double tap the remaining unengaged high rifle target. Then single tap the low rifle target. (1-2-1-2-1-2-1)
- ◆ Pistol shot from right table, right of upright; engage the pistol targets with the same instructions as the rifle.
- ◆ Shotgun shot from staged location; engage four knockdown targets in any order.
- ◆ Load on the right. Unload on the left.



Left
Table



Right
Table

Stage 8

Miss Pearl's Parlor House

"How you doing, old friend?"

Sponsored by

Watersnake

As Hank and Lolita head to an old mining town located beyond the edge of the frontier, he tries to convince her that the mayor of the town is an old friend of his, but she is buying none of it. As Hank begins to help Lolita off the stage, he feels the barrel of a gun being pressed into his spine and hears a familiar voice saying, "You got an awful lot of gall showing your face around these parts after what you done did. I aught to cut you in two where you stand." Raising his hands and slowly turning around, Hank sees his friend smiling as the mayor says, "How you doing, old friend?"

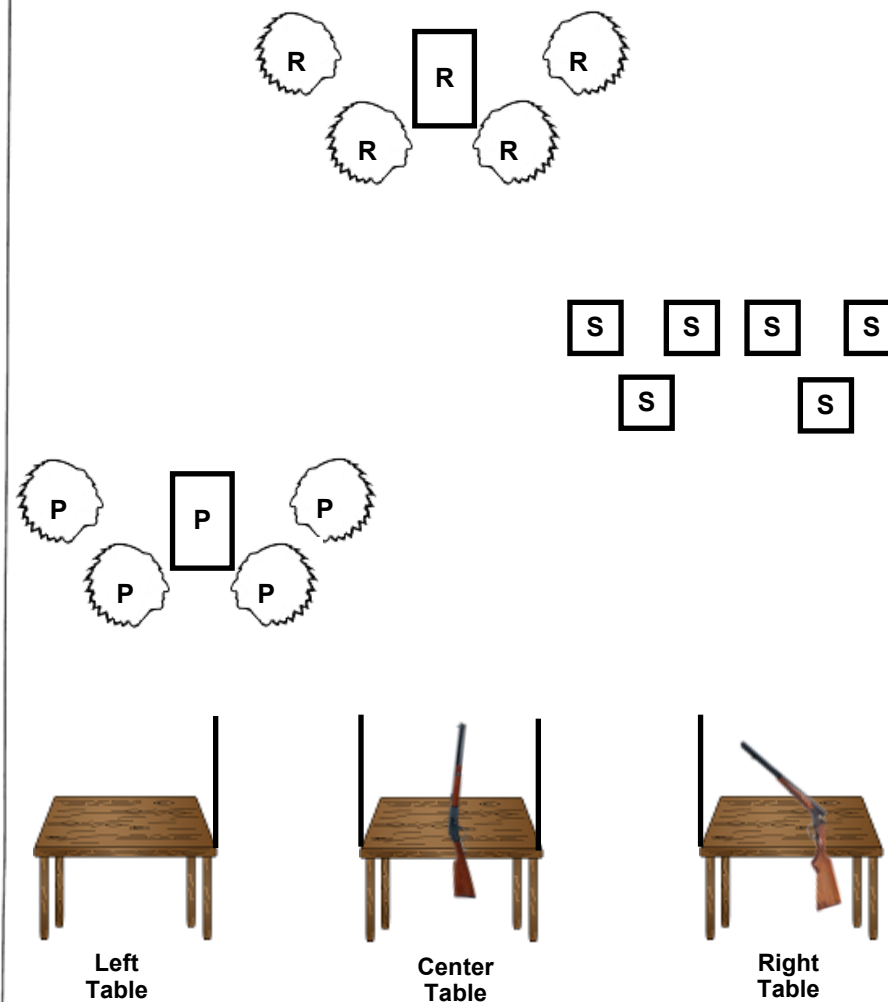
Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun

Staging:

- ◆ Shooter: standing at either outside table at shooter's discretion with both hands touching hat. If hat not worn, both hands touching temples of glasses
- ◆ Pistols: holstered
- ◆ Rifle: staged on center table
- ◆ Shotgun: staged on right table

Procedure:

- ◆ Line: "How you doing, old friend?"
- ◆ Gun order is rifle not last.
- ◆ Pistol shot from left table; double tap the center pistol target, then single tap any two outside pistol targets, then double tap the center pistol target, then single tap the two unengaged pistol targets, then double tap the center pistol target.
- ◆ Rifle shot from staged location; engage the rifle targets with the same instructions as the pistol.
- ◆ Shotgun shot from staged location, engage the six knockdown targets in any order.
- ◆ Load on the right. Unload on the left.



Stage 9 Jail

“Sit down and have a cup of coffee with me.”
Sponsored by

The Law Offices of Dewey, Cheetham, and Howe

The mayor walks Hank and Lolita around town showing off everything that that they have built. Impressed that Don Vela Cruz and his cattle rustling empire seem unaware of the small mining operation, the mayor insists that he has a plan to make sure that Vela Cruz stays out of their operation permanently. As they enter the jail, they find Vela Cruz sitting in the office waiting for them. “Please,” Vela Cruz insists. “Sit down and have a cup of coffee with me.”

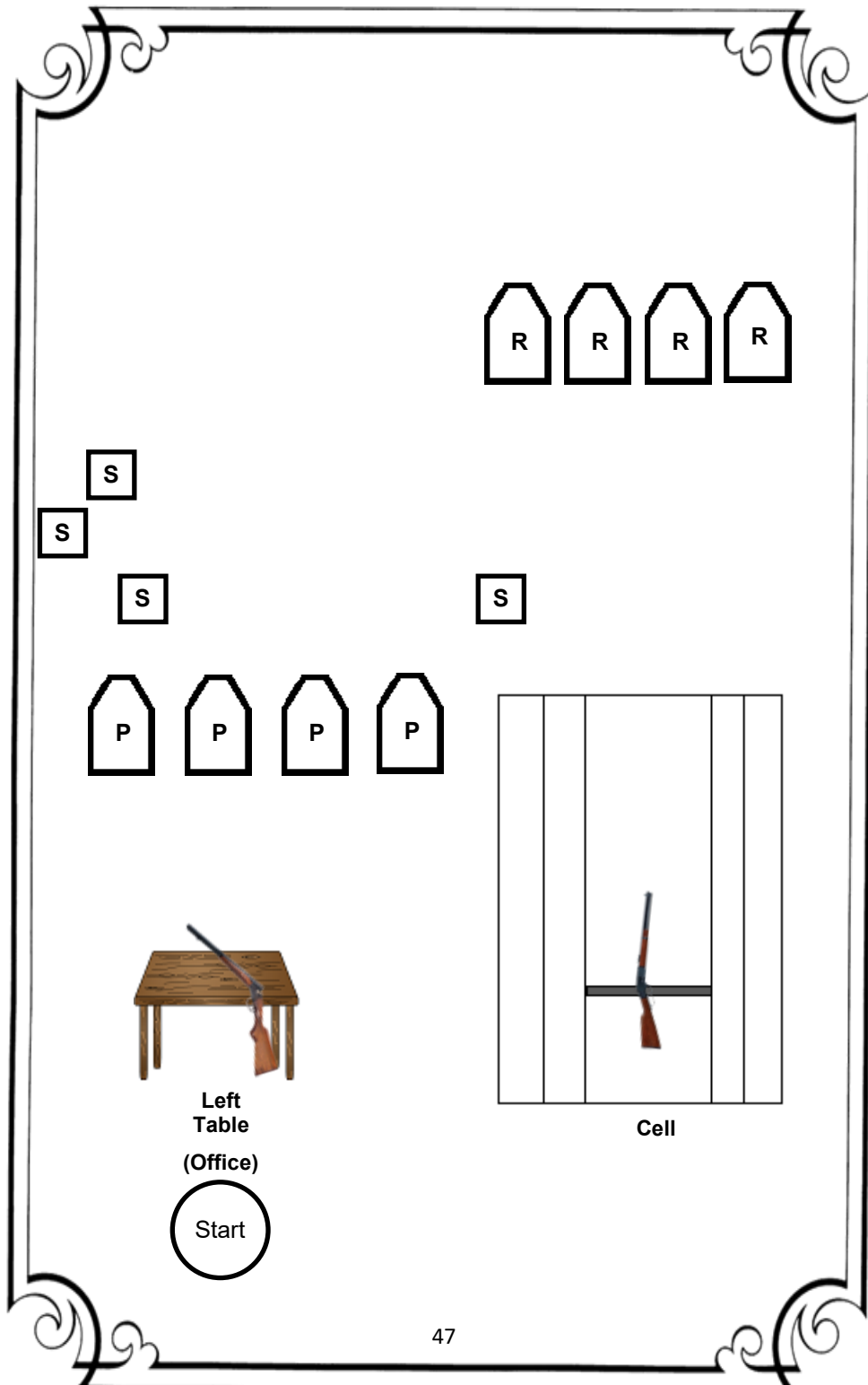
Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ♦ Shooter: standing with one foot on starting dot at shooter’s discretion, hands not touching guns or ammo
- ♦ Pistols: holstered
- ♦ Rifle: staged on right table
- ♦ Shotgun: staged on left table

Procedure:

- ♦ Line: “Sit down and have a cup of coffee with me.”
- ♦ Gun order is rifle not last.
- ♦ Pistol shot from jail office; single tap either inside pistol target, then, starting on either end pistol target, single tap sweep the four pistol targets. Then single tap the other inside pistol target, then, starting on either end pistol target, single tap sweep the four pistol targets.
- ♦ Rifle shot from staged location; engage the rifle targets with the same instructions as the pistol. Restage rifle on right table.
- ♦ Shotgun shot from staged location; engage the four knockdown targets in any order. Restage shotgun on left table.
- ♦ Load on the right. Unload on the left.



Stage 10
Sawyer's Mill/Tango's Feed-Seed
"I am your pa."
Sponsored by

Reno Mustang & Dodge City Dixie

With Lester retreating deep into the mine, Don Vela Cruz stands at the entrance to the mine and tries to make Lester angry. "Do you know what happened to your pa?" Vela Cruz asked. Lester shouted from the bottom of the mine, "I know you killed him." "That ain't right, Lester," Vela Cruz responded. "I am your pa."

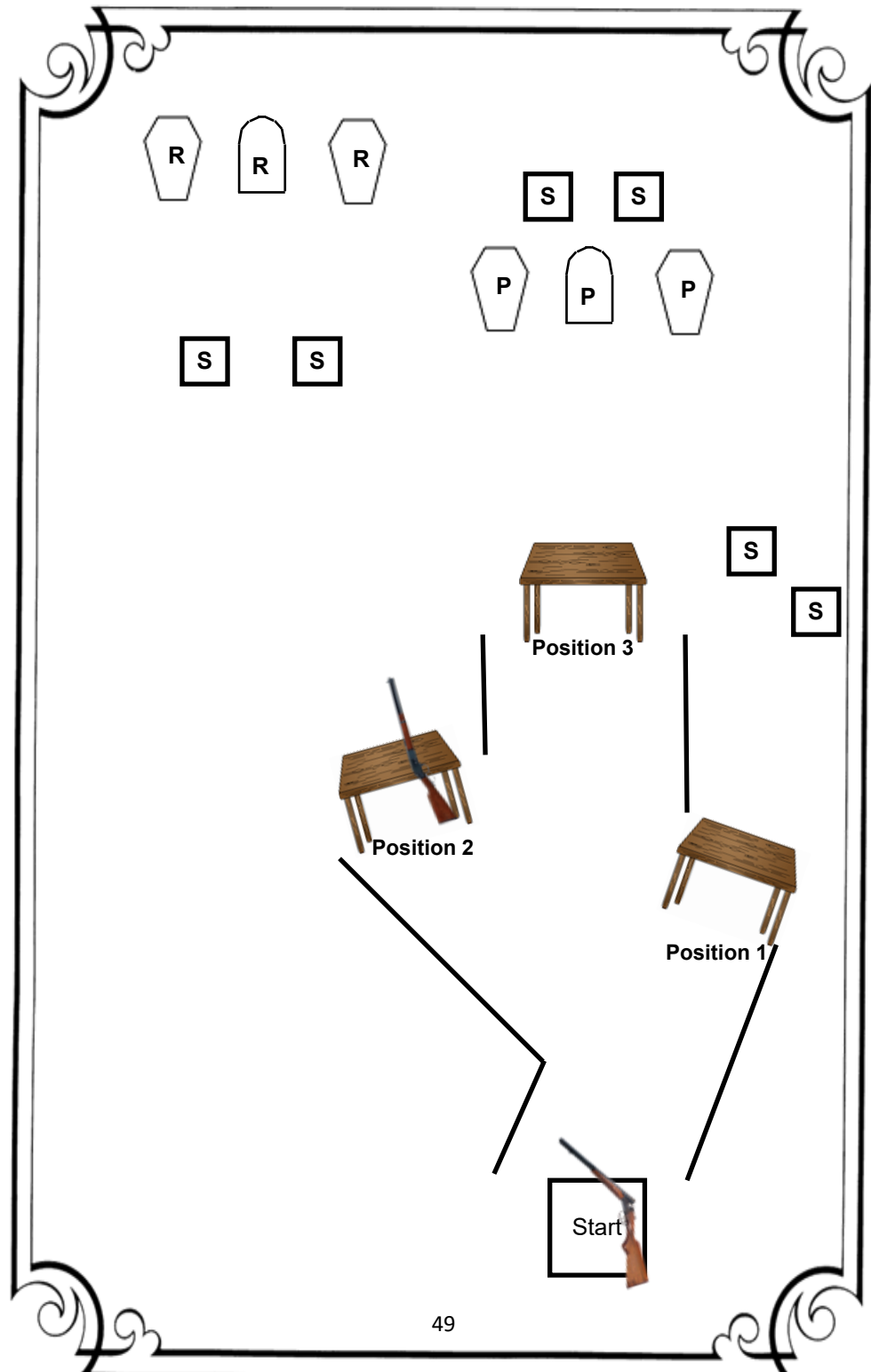
Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun

Staging:

- ◆ Shooter: standing with one foot on starting plate at shooter's discretion, shotgun held in both hands
- ◆ Pistols: holstered
- ◆ Rifle: staged on table at Position 2
- ◆ Shotgun: held in both hands

Procedure:

- ◆ Line: "I am your pa"
- ◆ Gun order is shotgun, rifle, shotgun, pistol
- ◆ Shotgun shot from Position 1, engage two knockdowns in any order. Move to Position 2 and engage two knockdowns in any order.
- ◆ Rifle shot from staged location, starting on either end rifle target, single tap sweep the three rifle targets then double tap the center rifle target. Repeat instructions with remaining 5 rounds.
- ◆ Shotgun shot from Position 3, engage two knockdowns in any order.
- ◆ Pistol shot from Position 3, engage the pistol targets with the same instructions as the rifle.
- ◆ Note: shotgun make-ups must be made from where originally engaged.
- ◆ Load on the right. Unload on the left.



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

Land Barons:

Cavern Cove Competitive Shooting

NAR Board Of Directors:

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Stage Marshal—Branchwater Jack
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Awards Marshal—Toolman
Territorial Governor—Reno Mustang

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Range Master—Branchwater Jack
Registration & Shooters package—Drake Robey
Scoring—Ironhead Smith
Main Match Awards—Toolman
Stages—Branchwater Jack
Shooter Book—Branchwater Jack
Stage & Property Management—Graywolf Tate

Posse Swag:

ActionShootingNetwork.com

Special thanks to:

Clean up and set up crews
Shoot through workers

And a very special thank you to:

You, our honored guest!

AMBUSH SCHEDULE

Thursday, October 22th

8:00 am Registration Opens
8:00 am RO1 and RO2 Classes at the Pavilion
9:00 am Wild Bunch Match—stages 6-9
Warm-up Match Stages 1-4
10:00 am Zero Time & Speed Side Matches Stages 10 & 11
Long Range
12:00 pm RANGE IS COLD
1:30 pm Zero Time & Speed Side Matches Stages 10 & 11
Long Range
PCC Match at the Rimfire Range
Black Powder Match - Stages 1-4
Warm-up Match Stages 6-9
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

Friday, October 23th

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

Saturday, October 24th

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 pm Costume Contest at the Jackson Center
6:30 pm Awards dinner (included in Shooter Fee) at the Jackson Center. Door prizes, costume awards, and main match awards.