

**SASS® & The North Alabama Regulators
Present**

**2021 SHOOTOUT
AT
CAVERN COVE**

**The SASS Alabama State
Cowboy Action Shooting Championship**



Alias _____		Shootout At Cavern Cove			
Stage	Time	# Miss	Penalty	Bonus	Total
1					
2					
3					
4					
5					
6					
7					
8					
9					
11					
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 eleven, The Corral, 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.

A BLACK FLAG means your posse needs the attention of the Range Master and has no other affect on the firing line.

Evil Bloodsucker Enterprises
has been a longtime supporter of the
North Alabama Regulators.

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

Thank you,
Drake Robey



DENHAM'S COWBOY SHOOTING GEAR



256-878-3641

Denham's has been a longtime supporter
of the North Alabama Regulators.

We thank you for your monthly support as
well as your support for Ambush.

Wild Bunch

Stage 1

Two Ponies Gal Salon

“Do you?”

Ammo: 14 Pistol, 7 Rifle, 4 Shotgun

Staging:

- ◆ Shooter: standing in window at shooter's discretion, hands not touching guns or ammunition
- ◆ Rifle: staged in window
- ◆ Shotgun: staged in window

Procedure:

- ◆ Line: “Do You?”
- ◆ Gun order is shooter's choice.
- ◆ Pistol; double tap the center target, then sweep the five targets in either direction. Repeat instructions with another seven rounds.
- ◆ Rifle; double tap the center target, then sweep the five targets in either direction.
- ◆ Shotgun; engage the four knockdown targets in any order.

Load on Right. Unload on Left

Time	# Miss	Penalty	Bonus	Total

Wild Bunch

Stage 2

Cavern Cove 1890 Mercantile

“I've spilled bullets all over the counter.”

Ammo: 21 Pistol, 7 Rifle, 6 Shotgun

Staging:

- ◆ Shooter: standing in doorway at shooter's discretion
- ◆ Rifle: staged at left table
- ◆ Shotgun: staged at left table

Procedure:

- ◆ Line: “I've spilled bullets all over the counter.”
- ◆ Gun order is rifle, shotgun, pistol.
- ◆ Rifle shot from staged location; starting on either end rifle target; triple tap R1, single tap R2, triple tap R3.
- ◆ Shotgun engage the popper, then engage the 4 knockdown targets in any order, then engage the popper. Make shotgun safe on right table.
- ◆ Pistol shot from right table; starting on either end pistol target; triple tap R1, single tap R2, triple tap R3.
- ◆ Pistol shot from left table; starting on either end rifle target, triple tap R1, single tap R2, triple tap R3. Repeat instructions with another seven rounds.

Load on Right. Unload on Left

Time	# Miss	Penalty	Bonus	Total

Wild Bunch

Stage 3

Peoples State Bank of Cavern Cove “Are you that Montana Kid?”

Ammo: 28 Pistol, 10 Rifle, 4 Shotgun

Staging:

- ◆ Shooter: standing at either staged gun location at shooter’s discretion with hand(s) touching gun of choice
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on right table

Procedure:

- ◆ Line: “Are you that Montana Kid?”
- ◆ Gun order is shooter’s choice.
- ◆ Pistol shot from right table; starting on either end pistol target, engage the four pistol targets in a double-tap Nevada sweep for 14 rounds.
- ◆ Pistol shot from left table; starting on either end rifle target, engage the four rifle targets in a double-tap Nevada sweep for 14 rounds.
- ◆ Rifle shot from staged location; starting on either end rifle target, engage the four rifle targets in a single-tap Nevada sweep for 10 rounds.
- ◆ Shotgun shot from staged location; engage the four knockdown targets in any order.

Load on Right. Unload on Left

Time	# Miss	Penalty	Bonus	Total

Wild Bunch

Stage 4

Desoto Jim’s Barber Shop & Bath “I didn’t get a look at it.”

Ammo: 28 Pistol, 7 Rifle, 6 Shotgun

Staging:

- ◆ Shooter: Standing at either table at shooter’s discretion, hands not touching guns or ammo
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on left table

Procedure:

- ◆ Line: “I didn’t get a look at it.”
- ◆ Gun order is shooter’s choice.
- ◆ Pistol shot from right table; starting on either end pistol target, single tap P1, single tap P2, single tap P1, single tap P2, single tap P3, single tap P2, single tap P3.
- ◆ Pistol shot from left table; starting on either end rifle target, single tap R1, single tap R2, single tap R1, single tap R2, single tap R3, single tap R2, single tap R3.
- ◆ Rifle shot from left table; starting on either end rifle target, single tap R1, single tap R2, single tap R1, single tap R2, single tap R3, single tap R2, single tap R3.
- ◆ Shotgun shot from staged location; engage the six knockdown targets in any order.

Load on Right. Unload on Left

Time	# Miss	Penalty	Bonus	Total

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.**

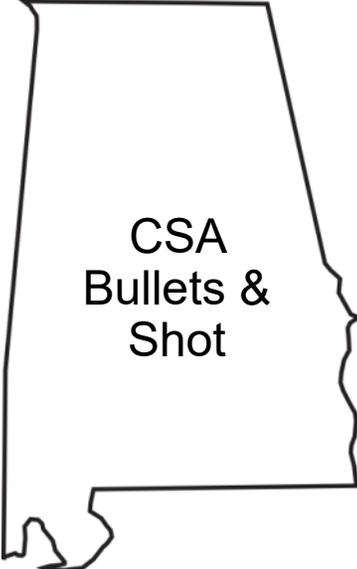
- 1) The shooter announces their dial in time by writing it on the board.
- 2) The shooter shoots.
- 3) Score is recorded. . .if they didn't break out.

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

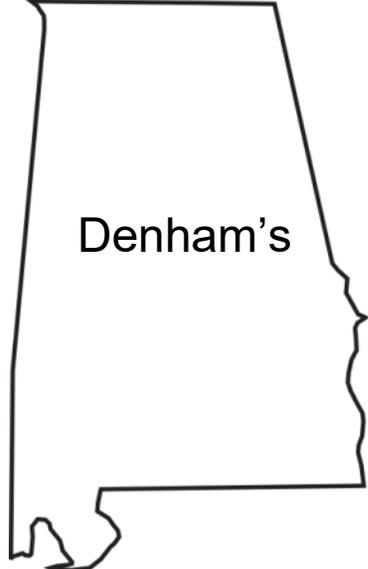
There will be a stage for each of the following:

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

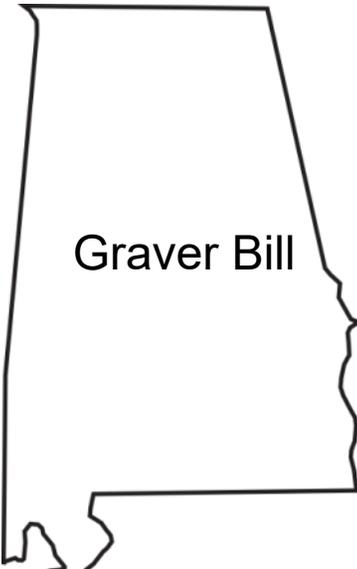
Thank You, Vendors



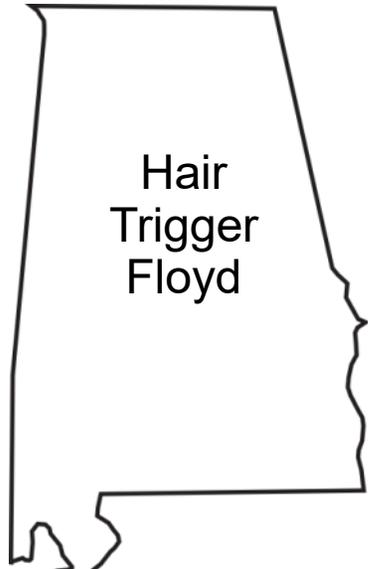
CSA
Bullets &
Shot



Denham's



Graver Bill



Hair
Trigger
Floyd

Warm Up

Stage 1

Two Ponies Gal Salon

“Do you?”

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing in window at shooter's discretion with both hands held at face level, pointing at mouth
- ◆ Rifle: staged in window
- ◆ Shotgun: staged in window

Procedure:

- ◆ Line: “Do you?”
- ◆ Gun order is shooter's choice, rifle not last
- ◆ Pistol, starting on either end target, double tap sweep the five targets.
- ◆ Rifle, starting on either end target, double tap sweep the five targets.
- ◆ Shotgun, engage the four knockdown targets in any order.

Load on Right. Unload on Left

Time	# Miss	Penalty	Bonus	Total

Warm Up

Stage 2

Cavern Cove 1890 Mercantile

“I've spilled bullets all over the counter.”

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

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

Procedure:

- ◆ Line: “I've spilled bullets all over the counter.”
- ◆ Gun order is rifle, shotgun, pistol
- ◆ Rifle shot from staged location, starting on either end rifle target, sweep the three rifle targets three times in the same direction, then place the tenth round on the center rifle target.
- ◆ Shotgun engage the four knockdown targets in any order.
- ◆ Pistol shot from right table; starting on either end pistol target, sweep the three pistol targets three times in the same direction, then place the tenth round on the center pistol target.

Load on Right. Unload on Left

Time	# Miss	Penalty	Bonus	Total

Warm Up

Stage 3

Peoples State Bank of Cavern Cove

“Are you that Montana Kid?”

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing behind left table at shooter’s discretion hands not touching guns or ammo
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on right table

Procedure:

- ◆ Line: “Are you that Montana Kid?”
- ◆ Gun order is rifle, shotgun, pistol
- ◆ Rifle shot from staged location, single tap either outside rifle target, then double tap the two inside rifle targets, then single tap the unengaged outside rifle target, then double tap the two inside rifle targets.
- ◆ Shotgun shot from staged location, engage the four knockdown targets in any order.
- ◆ Pistol shot from right table, single tap either outside pistol target, then double tap the two inside pistol targets, then single tap the unengaged outside pistol target, then double tap the two inside pistol targets.

Load on Right. Unload on Left

Time # Miss Penalty Bonus Total

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Warm Up

Stage 4

Desoto Jim’s Barber Shop & Bath

“I didn’t get a look at it.”

Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun

Staging:

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

Procedure:

- ◆ Line: “I didn’t get a look at it.”
- ◆ Gun order is pistol, rifle, shotgun
- ◆ Pistol shot from starting location; starting on either end pistol target, triple tap P1, quad tap P2, triple tap P3.
- ◆ Rifle shot from staged location; starting on either end rifle target, triple tap R1, quad tap R2, triple tap R3.
- ◆ Shotgun shot from staged location; engage the six knockdown targets in any order.

Load on Right. Unload on Left

Time # Miss Penalty Bonus Total

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From the Target Shed

In the late summer of 2019, NAR President Marshal TKD and I talked a bit about his vision for the 2020 Alabama State Match. With the 2019 Regional still months away, I was still not completely sure if I was ready for that match, let alone planning out the next one. Over the next couple of months, a match was born. One that was intended to pay homage to some Alabama State Matches of old, but still relate to how the game is played today.

Then COVID became a thing, eventually forcing the postponement of the match we planned and worked so hard to put together. There was a lot of work put into that match by a lot of folks, and it was not an easy decision.

In mid 2020, new officers dotted the ranks of the NAR board of directors, chief among them was the new president and Match Director, Buck D. Law. Buck had his unique vision for the 2021 Alabama State Match. While I had initially hoped to pull forward the work that went into the match that was not to be, alas, it was just not meant to be.

Buck's challenge to me—give this match its own identity, separate from the Regional—with Big & Close being the imperative. It is our hope that you have a wonderful time filled with great shooting all weekend long, and I hope you agree that this match meets Buck's goal.

We encourage you to join us again in October for the 25th Annual Ambush at Cavern Cove, The SASS Southeast Regional Cowboy Action Shooting Championship. For those who have shot the first two Regional matches hosted at Cavern Cove, we plan to continue the formula of those two matches as we complete the Range Wars trilogy.

On behalf of the North Alabama Regulators, I am proud to present to you the cumulation of two years of blood, sweat, and tears of several indispensable and talented volunteers.

I wish you well, and, we'll see you on
The Firing Line.



Branchwater Jack

The SASS Southeast Regional Cowboy Action Shooting Championship OCTOBER 21–23, 2021

RANGE WARS

EPISODE VI

RETURN OF THE SHERIFF

Black Powder & Warm Up

Stage 7 Two Ponies Saloon "I am what I do."

Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun

Staging:

- ◆ Shooter: Standing outside saloon at shooters discretion, doors closed
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on left table

Procedure:

- ◆ Line: "I am what I do."
- ◆ Gun order is rifle and shotgun in any order, pistols last
- ◆ Rifle shot from staged location; starting on either end rifle target, single tap R1, double tap R2, double tap R3, double tap R4, double tap R5, single tap R6.
- ◆ Shotgun engage the six knockdown targets in any order
- ◆ Pistols shot from right table; starting on either end pistol target, single tap P1, double tap P2, double tap P3, double tap P4, double tap P5, single tap P6.

Load on Right. Unload on Left

Time	# Miss	Penalty	Bonus	Total

Black Powder & Warm Up

Stage 8 Miss Pearl's Parlor House "Cock that gun!"

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing at any table at shooter's discretion, hands not touching guns or ammo
- ◆ Rifle: staged on center table
- ◆ Shotgun: staged on left table

Procedure:

- ◆ Line: "Cock that gun!"
- ◆ Gun order is shooter's choice, rifle not last
- ◆ Pistol shot from right table; starting on either end pistol target, single tap P1, triple tap P2, single tap P3. Repeat instructions with remaining five rounds. Yes, you may.
- ◆ Rifle shot from staged location; starting on either end rifle target, single tap R1, triple tap R2, single tap R3. Repeat instructions with remaining five rounds. Yes, you may.
- ◆ Shotgun shot from staged location; engage each of the four knockdown targets in any order.

Load on Right. Unload on Left

Time	# Miss	Penalty	Bonus	Total

Black Powder & Warm Up

Stage 9
Jail
"I dunno."

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing at left table, hands touching pistol butts
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on right table

Procedure:

- ◆ Line: "I dunno."
- ◆ Gun order is pistol, rifle, shotgun
- ◆ Pistol shot from starting location; starting on the right front target, sweep the five front targets twice in the same direction.
- ◆ Rifle shot from staged location; starting on the right rear target, sweep the five rear targets twice in the same direction.
- ◆ Shotgun engage four knockdowns in any order.

Load on Right. Unload on Left

Time # Miss Penalty Bonus Total

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Black Powder & Warm Up

Stage 11
The Corral
"What is wrong with you people?"

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

Staging:

- ◆ Shooter: standing at shotgun staged location, both hands touching shotgun, shotgun flat on the table
- ◆ Rifle: staged on left or right table
- ◆ Shotgun: staged on uprange table opposite rifle

Procedure:

- ◆ Line: "What is wrong with you people?"
- ◆ Gun order is shotgun, rifle, pistol
- ◆ Shotgun engage the two outside targets closest to starting position. Then, move to opposite location and engage the other two outside targets. Shotgun targets must be made up from where originally engaged.
- ◆ Rifle shot from staged location; single tap the six high targets in any order, then single tap the four low targets in any order. Make rifle safe on downrange table
- ◆ Pistol shot from downrange table; single tap the six high targets in any order, then single tap the four low targets in any order.
- ◆ Note: the two center shotgun targets will not be engaged.

Load on Right. Unload on Left

Time # Miss Penalty Bonus Total

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Good Luck

Alabama Shooters

as you compete for your state championships



Home of

THE REGULATORS RECKONING

THE SASS TENNESSEE STATE
COWBOY ACTION SHOOTING CHAMPIONSHIP

October 7-9, 2021

WartraceRegulators.com

Movie Night

This year's match theme is from the 2010 western comedy film, *Gunless*, starring Paul Gross and Sienna Guillory.

Produced and filmed in Canada, the film, set in 1878, focuses on a hardened American gunfighter who arrives in a small town in the foothills of the Canadian Rockies, a place that doesn't understand or appreciate the brutal code of the American Wild West.



Stage 1 Two Ponies Gal Salon “Do you?”

Once upon a time in the North...an outlaw called the Montana Kid rode into town tied to his horse with a noose hanging from his neck. Drifting in and out of consciousness, his horse stops for a drink in front of the town's laundry. As his eyes focus on a young Chinese girl, he puzzlingly asks her, “You speekee any English?” Looking at him with disdain, she replies, “Do you?”

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

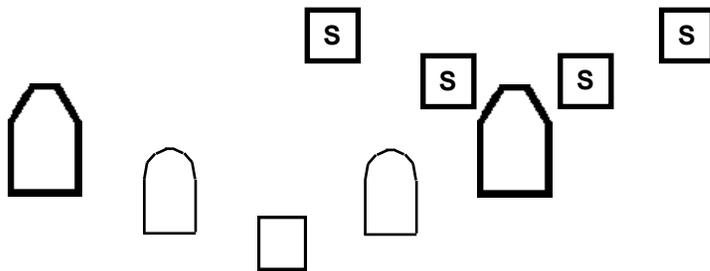
Staging:

- ◆ Shooter: standing in window at shooter's discretion with both hands held at face level, pointing at mouth.
- ◆ Rifle: staged in window
- ◆ Shotgun: staged in window

Procedure:

- ◆ Line: “Do you?”
- ◆ Gun order is rifle not last.
- ◆ Pistols, single tap the center target, then double tap each inside target, then single tap the center target, then double tap each outside target.
- ◆ Rifle, engage the targets with the same instructions as the pistols.
- ◆ Shotgun, engage the four knockdown targets in any order.

Load on Right. Unload on Left



Stage 2 Cavern Cove 1890 Mercantile “I've spilled bullets all over the counter.”

As the Montana Kid walks into the mercantile looking to replenish his ammunition supply, the two clerks argue over who is going to help the stranger first. One tries to preoccupy the Kid by selling him some tea. In a hurry to get his attention, the other clerk fumbles around and exclaims, “Oh look! I've spilled bullets all over the counter.”

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

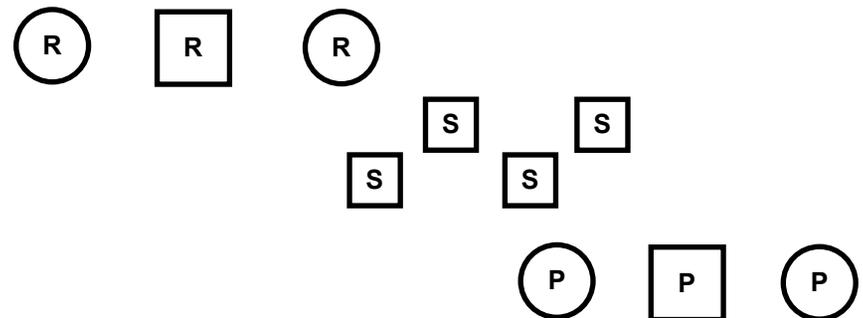
Staging:

- ◆ Shooter: standing in mercantile doorway facing up-range at shooter's discretion
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on right or left table

Procedure:

- ◆ Line: “I've spilled bullets all over the counter”
- ◆ Gun order is rifle first.
- ◆ Rifle shot from staged location, left of upright; starting on either end rifle target, double tap R1, engage R2 with six rounds, double tap R3.
- ◆ Pistol shot from right table; engage the pistol targets with the same instructions as the rifle.
- ◆ Shotgun shot from center opening or right table; engage the four knockdown targets in any order.

Load on Right. Unload on Left



Stage 3

Peoples State Bank of Cavern Cove “Are you that Montana Kid?”

Stepping out on the street, the Kid is confronted by three armed men. As he tries to assess his situation, one of the armed men reads from a dime-store novel on the escapades of The Montana Kid. As he puts the book in his back pocket, he asks, “Are you that Montana Kid?”

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

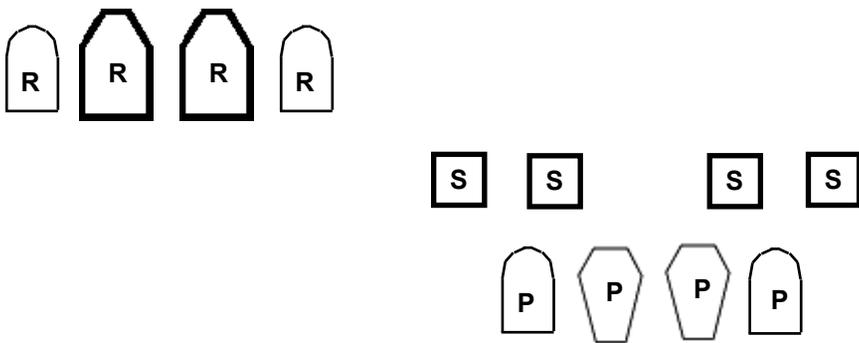
Staging:

- ◆ Shooter: standing behind right table at shooter’s discretion, hands not touching guns or ammo
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on right table

Procedure:

- ◆ Line: “Are you that Montana Kid?”
- ◆ Gun order is rifle not last.
- ◆ Pistols shot from right table; double tap each outside pistol target, then single tap each inside pistol target, then double tap each outside pistol target.
- ◆ Rifle shot from staged location; engage the rifle targets with the same instructions as the pistols.
- ◆ Shotgun shot from staged location; engage the four knockdown targets in any order.

Load on Right. Unload on Left



Stage 4

Desoto Jim’s Barber Shop & Bath “I didn’t get a look at it.”

After finding the Kid passed out in the middle of the street, the town doctor and taxidermist takes him back to his office to see if he can help fix the stranger’s wounds. The Kid wakes up just as Doc begins to pull a bullet from the Kid’s gluteus. Examining it, Doc sums up his diagnosis saying, “I would say 36 caliber. Am I right?” The Montana Kid replies, “I didn’t get a look at it on the way in.”

Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun

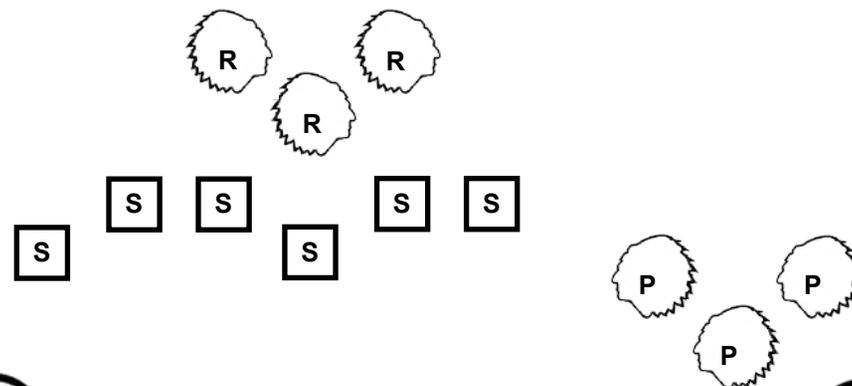
Staging:

- ◆ Shooter: standing at left or right table at shooter’s discretion with both hands on gluteus
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on left table

Procedure:

- ◆ Line: “I didn’t get a look at it.”
- ◆ Gun order is rifle not last.
- ◆ Pistols shot from right table, right of the hat rack; starting on either end pistol target, single tap P1, double tap P2, quad tap P3, double tap P2, single tap P1.
- ◆ Rifle shot from staged location, left of hat rack; engage the rifle targets with the same instructions as the pistols.
- ◆ Shotgun shot from staged location, left of hat rack; engage the six knockdown targets in any order. Make shotgun safe on left table.

Load on Right. Unload on Left



Stage 5 Wagon “I’ve got pie.”

The Montana Kid is cornered by the local Mountie Troop at the town dance. Trying to catch the Kid in a position where they can arrest him, one of the Mounties asks him, “Are you armed.” Shoveling another fork full of dessert into his mount, the Kid replied, “I’ve got pie.”

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

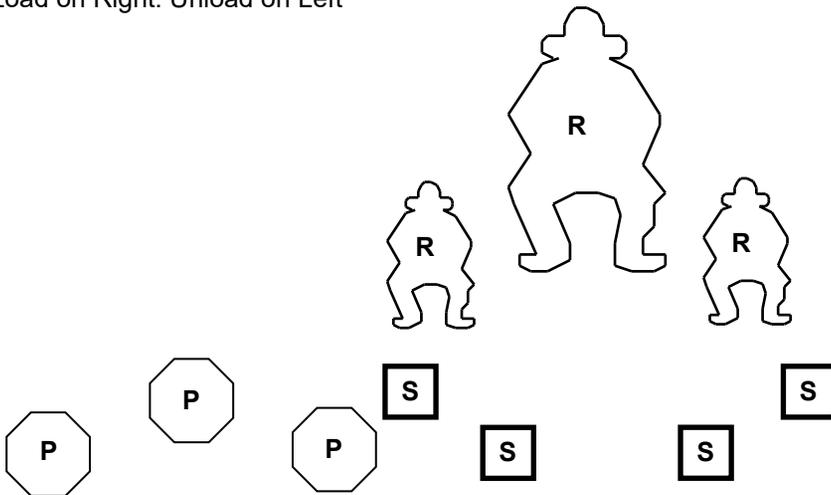
Staging:

- ◆ Shooter: standing at left table or wagon bed at shooters discretion with both hands held at low surrender
- ◆ Rifle: staged on wagon bed
- ◆ Shotgun: staged on wagon bed

Procedure:

- ◆ Line: “I’ve got pie.”
- ◆ Gun order is rifle not last.
- ◆ Pistols shot from left table, left of the post; engage each of the three pistol targets at least three times each, no multi taps.
- ◆ Rifle: shot from staged location; engage the rifle targets with the same instructions as the pistols. Restage rifle on wagon bed.
- ◆ Shotgun: shot from staged location; engage four knockdown targets in any order. Make shotgun safe on wagon bed.

Load on Right. Unload on Left



Stage 6 Reverend Tuff Stuff’s Church “I’m trying to get rid of her.”

Over the course of many trips, The Montana Kid has ridden by a farm house on the edge of town. The farm’s owner has been spending all his time—both day and night—trying to dig up a stump in his front yard, with limited success. As The Kid rides by, he asks the farmer, “Are you really trying to get rid of that stump, or are you just dodging the Missus?” The farmer looked around at his work and replied, “I’m trying to get rid of her. The stump I mean.”

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

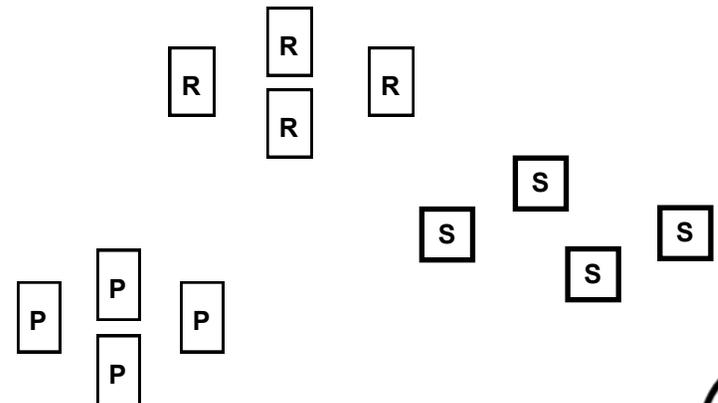
Staging:

- ◆ Shooter: standing at left or right window at shooter’s discretion, hands not touching guns or ammo
- ◆ Rifle: staged in center door
- ◆ Shotgun: staged in right window

Procedure:

- ◆ Line: “I’m trying to get rid of her.”
- ◆ Gun order is rifle not last.
- ◆ Pistols shot from left window; engage the two center pistol targets with alternating single taps for 5 rounds, then engage the two outside pistol targets with alternating single taps for 5 rounds.
- ◆ Rifle shot from staged location; engage the rifle targets with the same instructions as the pistols.
- ◆ Shotgun shot from staged location; engage four knockdown targets in any order.

Load on Right. Unload on Left



Stage 7 Two Ponies Saloon “I am what I do.”

The Montana Kid gets into a philosophical discussion on the nature of people and things. As the argument is made that people can be identified by what they do, The Kid ponders the thought for a moment and tries to reconcile his life. Strapping on his gun getting ready for a fight, he surmises that, “This is what I do, and I am what I do.”

Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun

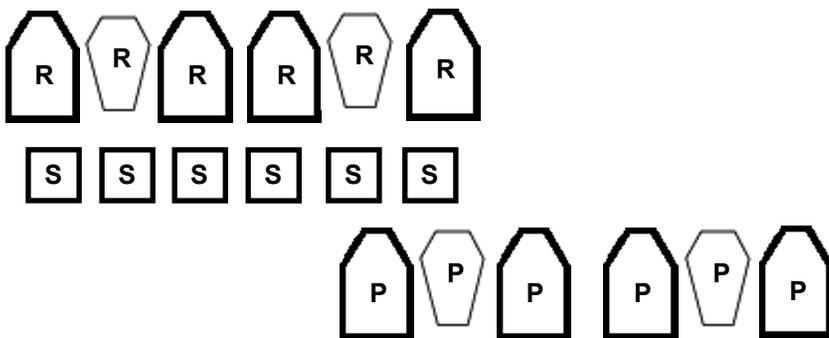
Staging:

- ◆ Shooter: standing at left table at shooter’s discretion, shotgun held in both hands
- ◆ Rifle: staged at left table
- ◆ Shotgun: held in both hands

Procedure:

- ◆ Line: “I am what I do.”
- ◆ Gun order is shotgun, rifle, pistol.
- ◆ Shotgun shot from starting location, left of upright; engage six knockdown targets in any order.
- ◆ Rifle shot from staged location, left of upright; double tap either rifle coffin target, then, starting on either end rifle target, sweep the six rifle targets in either direction, then double tap the other rifle coffin target.
- ◆ Pistols shot from right table, right of upright; engage the pistol targets with the same instructions as the rifle.

Load on Right. Unload on Left



Stage 8 Miss Pearl’s Parlor House “Cock that gun!”

After calling out the town’s blacksmith for a gunfight in the street, The Kid tires of waiting for his reluctant opponent to draw iron. The Kid finally gets him to pull, but the blacksmith is still not ready to shoot and he tries to talk the Kid into reconsidering. Tiring of the stalling tactics, the Kid responds, “Cock that gun or I swear I’ll blow your head off.”

Ammo: 10 Pistol, 9 Rifle, 4+ Shotgun

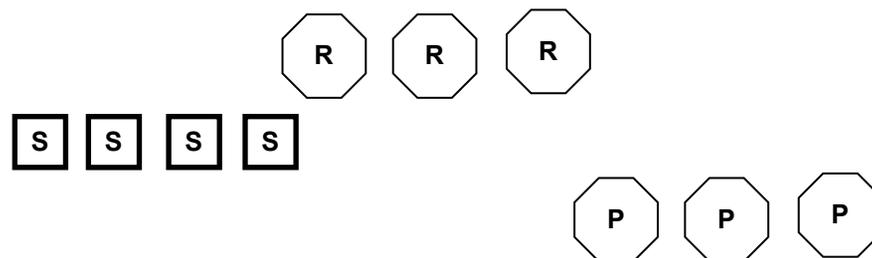
Staging:

- ◆ Shooter: standing at either outside table at shooter’s discretion with one arm extended pointing downrange, other hand not touching guns or ammo
- ◆ Rifle: staged on center table
- ◆ Shotgun: staged on left table

Procedure:

- ◆ Line: “Cock that gun!”
- ◆ Gun order is rifle not last
- ◆ Pistols shot from the right table; starting on any pistol target, single tap Nevada sweep the three pistol targets for five rounds. Repeat instructions with remaining five rounds.
- ◆ Rifle shot from center table; starting on any rifle target, single tap Nevada sweep the three rifle targets for nine rounds.
- ◆ Shotgun shot from left table; engage the knockdown targets in any order.

Load on Right. Unload on Left



Stage 9 Jail “I dunno.”

After a gang of bounty hunters threatens to start killing townsfolk until The Montana Kid is found, The Kid realizes that he can run no more. As The Kid loads his pistol, Doc tries to let him know the odds and asks, “There’s four of them. Are you *that* good?” Shrugging his shoulders, The Kid replies, “I dunno.”

Ammo: 10 Pistol, 10 Rifle, 4+ Shotgun

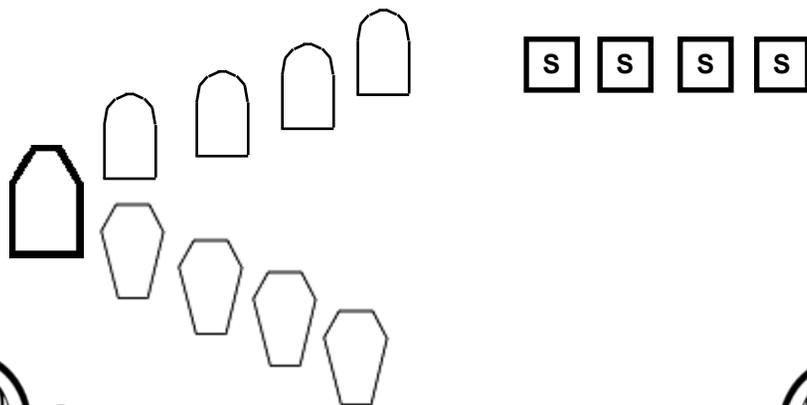
Staging:

- ◆ Shooter: standing in cell or office at shooter’s discretion, hands not touching guns or ammo
- ◆ Pistols: staged on left table
- ◆ Rifle: staged on left table
- ◆ Shotgun: staged on right table

Procedure:

- ◆ Line: “I dunno.”
- ◆ Gun order is rifle not last.
- ◆ From left table, with pistols and rifle as necessary; starting on either right side end target, single tap T1, single tap T2, single tap T3, single tap T4, double tap T5, single tap T6, single tap T7, single tap T8, single tap T9. Repeat the same sequence in the opposite direction with remaining 10 rounds. Rifle must be restaged on left table. Pistols may be holstered or restaged on left table.
- ◆ Shotgun shot from staged location, engage the four knockdown targets in any order. Restage shotgun on right table.

Load on Right. Unload on Left



Stage 11 Corral “What is wrong with you people?”

With the bounty hunters sent back south of the border, The Montana Kid finds himself ready to hang up his guns and start a new life in the small Canadian town he now calls home. Jane reminds The Kid that he made her a promise in the event that he were to have found himself killed in the melee. “Do I still get your horse?” she asked. Shaking his head, The Kid replied, “What is wrong with you people?”

Ammo: 10 Pistol, 10 Rifle, 6+ Shotgun

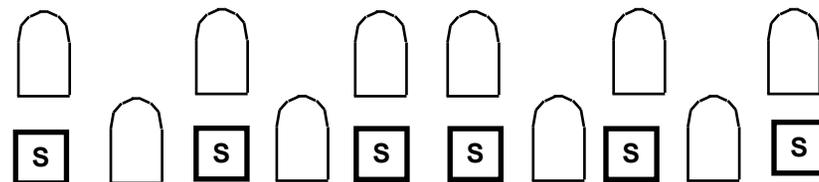
Staging:

- ◆ Shooter: standing at rifle staged location, both hands touching rifle, rifle flat on the table
- ◆ Rifle: staged on left or right table
- ◆ Shotgun: staged on uprange table opposite rifle

Procedure:

- ◆ Line: “What is wrong with you people?”
- ◆ Gun order is rifle, shotgun, pistol
- ◆ Rifle shot from staged location, single tap each of the ten targets in any order. Restage rifle on table fully between the rails.
- ◆ Shotgun engage two knockdown targets from staged location, then engage four remaining knockdown targets from anywhere between staged location and downrange table. Shotgun targets can be made up from any location. Make shotgun safe on downrange table.
- ◆ Pistols shot from downrange table, single tap each of the ten targets in any order.

Load on Right. Unload on Left



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

Land Owners:

Cavern Cove Competitive Shooting

North Alabama Regulators Board Of Directors:

President—Buck D. Law

Vice President—Barkeep Casey

Territorial Governor—Reno Mustang

Stage Marshal—Branchwater Jack

Range Marshal—Graywolf Tate

Awards Marshal—Toolman

Treasurer—Drake Robey

Secretary—Big Iron Ranger

Committee Chairpersons:

Match Director—Buck D. Law

Range Master —Branchwater Jack

Registration —Drake Robey

Shooter Book—Branchwater Jack

Side Matches—Toolman

Long Range—Ironhead Smith

Stages—Branchwater Jack

Scoring—Big Iron Ranger

Target Repair—Branchwater Jack

Stage & Property Management—Graywolf Tate

Blanket Wrangler—Branchwater Jack

Awards—Toolman

Special thanks to:

Clean up and set up crews & shoot through workers

And a very special thank you to:
You, our honored guest!

Shootout Schedule

Thursday

- 8:00 am Registration Opens at the Pavilion
- 8:00 am RO1 Class at the Pavilion
- 9:00 am Wild Bunch Match Stages 1-4
- Warm-up Match Stages 7-9 & 11
- 10:00 am Zero Time and Speed Side Matches Stage 5
- Long Range
- 11:00 am Lunch available at the Pavilion (**not included** in shooter fee)
- 12:00 pm RANGE IS COLD
- 1:30 pm Warm-up Match Stages 1-4
- Black Powder Match Stages 7-9 & 11
- PCC Match at the Rimfire Range
- Zero Time and Speed Side Matches Stage 5
- Long Range
- 5:00 pm All firearms put up
- Posse Marshal walk-through - Meet at stage 1
- 6:00 pm Movie at the Pavilion
- 6:30 pm Dinner available at the Pavilion (**included** in shooter fee)

Friday

- 7:00 am Breakfast available at the Pavilion (not included in shooter fee)
- Registration Opens at the Pavilion
- 8:00 am Vendors Open
- 8:30 am MANDATORY Safety Meeting and Opening Ceremonies at the Pavilion
- 9:00 am Shoot 5 Main Stages
- Shooters shooting stages 1 through 5 will stay on 1 through 5 today and then shoot 6-9 & 11 the next day. The same applies for 6 - 9 & 11.
- 12:30 pm Lunch available at the Pavilion (**not included** in shooter fee)
- 5:30 pm Barkeep's Saloon opens at the Pavilion
- 6:00 pm Dinner available at the Pavilion (**not included** in shooter fee)
- 6:45 pm Side Match Awards & karaoke at the Pavilion

Saturday

- 7:00 am Breakfast available at the Pavilion (**not included** in shooter fee)
- 9:00 am Shoot Final 5 Main Stages
- 12:30 pm Lunch available at the Pavilion (**not included** in shooter fee)
- 6:00 pm Costume Contest at the Pavilion
- 6:30 pm Dinner at the Pavilion (**included** in shooter fee)
- 7:15 pm Main Match & Costume Awards at the Pavilion