

SASS® & The North Alabama Regulators

Present

THE 2021 SASS SOUTHEAST REGIONAL
COWBOY ACTION SHOOTING CHAMPIONSHIP

25th Annual

Ambush at Cavern Cove

RANGE WARS

EPISODE VI

**RETURN
OF THE SHERIFF**

#narambush

Alias_____					RETURN OF THE SHERIFF	
Stage	Time	Misses	Penalty	Total		
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
Total						

#narambush

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.



Scoring

- The electronic tablets maintain the **OFFICIAL SCORE** of the match. The paper sheets are backups to be used only in unlikely event that the electronic systems fail. Please review your category and verify your scores in the electronic tablets before leaving each stage.
- The match is scored by total time following SASS rules.
- All DQs **MUST** be signed off by the Match RO prior to leaving the stage.
- Shooters may appeal any ruling by notifying the Match RO and posting a \$50 cash bond before the posse leaves the stage. A panel of three TG's will consider the appeal. Their decision is final. The bond will be forfeited to the SASS Scholarship Fund if the ruling is upheld.

Reshoots

- Rules for reshoots will follow SASS Rules.
- ALL reshoots **MUST** be pre-approved by the Match RO.

The Firing Line

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

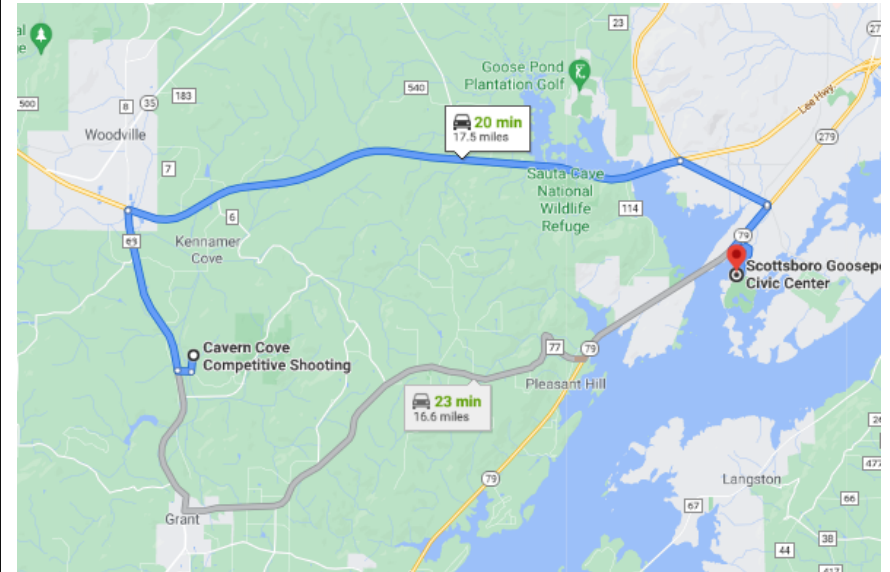
The Flag System

This range utilizes the SASS flag system for signifying range operations on the firing line. Consult the SASS ROI for more information on the system.

May the wind be with you.

Banquet Location

A little while after the shootin' in a hall not far, far away...



This year's banquet will be held at the picturesque Scottsboro Goosepond Civic Center, the traditional banquet facility for Ambush. Conveniently located in greater metropolitan Scottsboro, Alabama, approximately 17 miles from the range, a cash bar will be available on premises.

GPS Coordinates: 34.591954952818156, -86.07965917988032

Physical Address: 1165 Ed Hembree Dr, Scottsboro, AL 35768

Vendors

A Dark Day on the Santa Fe

352-222-4214
fwcc.net/black-powder/

Arizona Rocks

678-699-0014

Bullets by Scarlett

843-833-0770
bulletsbyscarlett.com

CSA Bullets and Shot

256-426-0856

Denham's

256-878-3641

Graver Bill

256-303-0963

Hairtrigger Floyd

256-945-0595

Hastings Holsters

662-415-7031

J&J Targets

352-949-0121

Jacksons Western Store

828-337-5126
jacksonswesternstore.com

Kitty's Kloset and Emporium

803-622-0948
facebook.com/KittysKlosetemp/

Page Custom Knives

803-507-7469
pagecustomknives.com

Live Entertainment

Join us under the pavilion
Thursday and Friday night
for some live entertainment.

Karaoke with T Bone Dooley

Thursday @ 7:30

Tanner Horton

Friday @ 7:30

Rye Davis

Friday @ 8:30



Upcoming Southeast Region Championship Matches

North Carolina

Uprising at Swearing Creek
November 4-6, 2021
sassncmatch.org

Florida

2020 Southeast Region Trail Drivers
The Fastest State in the Best Region in SASS
Ides of March
March 17-20, 2022
actions shootingnetwork.com/lcp

South Carolina

The Bushwhack
April 7-9, 2022
scstatematch.com

Kentucky

Shootout in the Hills
April 21-23, 2022
ponderosa-pines.com

**Alabama**

Shootout at Cavern Cove
April 28-30, 2022
northalabamaregulators.com

Georgia

Stampede at South River
May 19-21, 2022
srscowboy.com

Mississippi

Smokin' Guns at Rabbit Ridge
May 27-29, 2022
mississippiriverrangers.org

Tennessee

The Regulators Reckoning
June 2-4, 2022
wartraceregulators.com

Southeast Regional

Ambush at Cavern Cove
September 29-October 1, 2022
northalabamaregulators.com



RANGE

AM Warm-up/Black Powder Stage 1
TWO PONIES GAL SALON
“You’re gonna die here, ya know?”

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ♦ Shooter: at their discretion, hands not touching guns or ammo
- ♦ Rifle: staged in center opening
- ♦ Shotgun: staged in left opening

PROCEDURE:

- ♦ Line: “You’re gonna die here, ya know?”
- ♦ Gun order: rifle not last
- ♦ Pistol: from right opening, starting on either end pistol targets, single tap Nevada sweep the pistol targets for 10 rounds.
- ♦ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun: from staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

RANGE

AM Warm-up/Black Powder Stage 2
CAVERN COVE 1890 MERCANTILE
“Bubba Feltman! Where?”

AMMO: 10 Pistol, 10 Rifle, 6+ Shotgun

STAGING:

- ♦ Shooter: at their discretion, hands not touching guns or ammo
- ♦ Rifle: staged on either table
- ♦ Shotgun: staged on right table

PROCEDURE:

- ♦ Line: “Bubba Feltman! Where?”
- ♦ Gun order: rifle not last
- ♦ Pistol: from left table, engage the pistol targets in a 3-4-3 sweep starting on either end.
- ♦ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun: from staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

RANGE

AM Warm-up/Black Powder Stage 3
PEOPLES STATE BANK OF CAVERN COVE
 [laughs wickedly]

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ♦ Shooter: at their discretion, hands not touching guns or ammo
- ♦ Rifle: staged on left table
- ♦ Shotgun: staged on center table

PROCEDURE:

- ♦ Line: [laughs wickedly]
- ♦ Gun order: rifle, pistol, shotgun
- ♦ Rifle: from staged location, beginning on either end rifle target, single tap R1, triple tap R2, single tap R1. Repeat instructions with remaining five rounds starting on the opposite end.
- ♦ Pistol: from center opening, engage the pistol targets with the same instructions as the rifle.
- ♦ Shotgun: from staged location, engage any two knockdowns in any order.
- ♦ Shotgun: from right table, engage remaining knockdowns in any order.
- ♦ Note: shotgun makeups may be made from either location at any time.

Time	Misses	Penalty	Total

RANGE

AM Warm-up/Black Powder Stage 4
DESOTO JIM'S BARBER SHOP & BATH
 "Wash casual."

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ♦ Shooter: at their discretion, hands not touching guns or ammo
- ♦ Rifle: staged on left table
- ♦ Shotgun: staged on right table

PROCEDURE:

- ♦ Line: "Wash casual."
- ♦ Gun order: rifle not last
- ♦ Pistol: from left table, double tap the center pistol target, then, single tap sweep the pistol targets starting on either end. Repeat instructions with remaining five rounds.
- ♦ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun: from staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

RANGE

PM Warm-up Stage 7
TWO PONIES SALOON
“Your faith in your friends is yours.”

AMMO: 10 Pistol, 10 Rifle, 6+ Shotgun

STAGING:

- ♦ Shooter: at their discretion, hands not touching guns or ammo
- ♦ Rifle: staged on right table
- ♦ Shotgun: staged on left table

PROCEDURE:

- ♦ Line: “Your faith in your friends is yours.”
- ♦ Gun order: rifle not last
- ♦ Pistol: from right table, starting on either end target, single tap P1, double tap P2, triple tap P3, quad tap P4.
- ♦ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun: from staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

RANGE

PM Warm-up Stage 8
MISS PEARL'S PARLOR HOUSE
“IT'S A TRAP!”

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ♦ Shooter: at their discretion, hands not touching guns or ammo
- ♦ Rifle: staged on either outside table
- ♦ Shotgun: staged on center table

PROCEDURE:

- ♦ Line: “IT'S A TRAP!”
- ♦ Gun order: rifle, shotgun, pistol
- ♦ Rifle: from staged location, engage rifle targets in a 2-1-2 sweep starting on either end. Repeat instructions with remaining five rounds.
- ♦ Shotgun: from staged location, engage knockdowns in any order.
- ♦ Pistol: from center table, engage the pistol targets with the same instructions as the rifle.

Time	Misses	Penalty	Total

RANGE

PM Warm-up Stage 9
JAIL
"I know."

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ♦ Shooter: at their discretion, hands not touching guns or ammo
- ♦ Rifle: staged in jail cell
- ♦ Shotgun: staged in jail office

PROCEDURE:

- ♦ Line: "I know."
- ♦ Gun order: rifle not last
- ♦ Pistol: from jail cell, starting on either outside pistol target, double tap P1 then triple tap P2. Repeat instructions starting on opposite end pistol target.
- ♦ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun: from staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

RANGE

PM Warm-up Stage 10
GRAYWOLF TATE & CASKETMAKER DAVE CORRAL
"I am a sheriff, like my pa was."

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ♦ Shooter: at their discretion, hands not touching guns or ammo
- ♦ Rifle: staged on desk
- ♦ Shotgun: staged on right table

PROCEDURE:

- ♦ Line: "I am a sheriff, like my pa was."
- ♦ Gun order: rifle, shotgun, pistol
- ♦ Rifle: from starting location, starting on either end target, double tap sweep the five targets. Discard rifle on right table.
- ♦ Shotgun: from staged location, engage four knockdowns in any order. Discard shotgun on downrange table.
- ♦ Pistol: from downrange table, engage the targets with the same instructions as the rifle.
- ♦ Note: shotgun targets must be made up from where originally engaged.

Time	Misses	Penalty	Total



Specialty Clothing & Accessories

PAGE
CUSTOM KNIVES

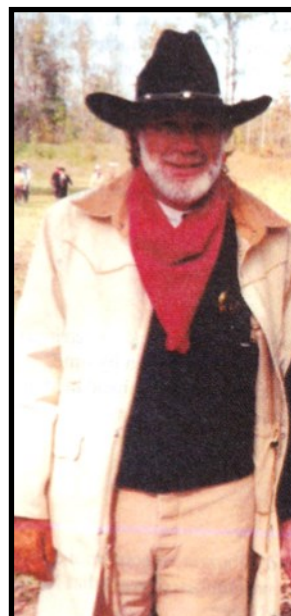


pagecustomknives.com
larry@pagecustomknives.com
(803) 648-0001

EVIL BLOODSUCKER ENTERPRISES

Drake Robey has donated many of the firearms and door prizes that are given away during Ambush at Cavern Cove over the years.

Thank you, Drake Robey



RIP FORD

Co-Founder of
The North Alabama Regulators

NAR Badge #2
SASS 1268 Life

Many thanks to all the shooters who have made Ambush at Cavern Cove a success for 25 years.

Wild Bunch Stage 7
TWO PONIES SALOON
 “Your faith in your friends is yours.”

AMMO: 28 Pistol, 7 Rifle, 6 Shotgun

STAGING:

- ♦ Shooter: at their discretion, hands not touching guns or ammo
- ♦ Rifle: staged on right table
- ♦ Shotgun: staged on left table

PROCEDURE:

- ♦ Line: “Your faith in your friends is yours.”
- ♦ Gun order: shooter’s choice
- ♦ Pistol: from right table, triple tap either pistol headstone target then quad tap the other pistol headstone target. Then, triple tap either pistol casket target then quad tap the other pistol casket target.
- ♦ Pistol: from between the tables, repeat pistol instructions engaging the rifle targets.
- ♦ Rifle: from staged location, triple tap either rifle headstone then quad tap the other rifle headstone.
- ♦ Shotgun: from staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

Wild Bunch Stage 8
MISS PEARL’S PARLOR HOUSE
 “IT’S A TRAP!”

AMMO: 28 Pistol, 4 Shotgun

STAGING:

- ♦ Shooter: at their discretion, hands not touching guns or ammo
- ♦ Shotgun: staged on center table

PROCEDURE:

- ♦ Line: “IT’S A TRAP!”
- ♦ Gun order: shooter’s choice
- ♦ Pistol: from left table, engage the targets in a 2-3-2 sweep starting on either end target.
- ♦ Pistol: From center table, engage the targets in a 2-3-2 sweep starting on either end target. Repeat instructions with another 7 rounds.
- ♦ Pistol: from right table, engage the targets in a 2-3-2 sweep starting on either end target.
- ♦ Shotgun: from staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

RANGE

Wild Bunch Stage 9
JAIL
"I know."

AMMO: 21 Pistol, 7 Rifle, 4 Shotgun

STAGING:

- ◆ Shooter: at their discretion, hands not touching guns or ammo
- ◆ Rifle: staged in jail cell
- ◆ Shotgun: staged in jail office

PROCEDURE:

- ◆ Line: "I know."
- ◆ Gun order: shooter's choice
- ◆ Pistol: from jail cell, starting on either outside pistol target, triple tap P1, double tap P2, single tap P3, single tap P4. Then, repeat instructions engaging the rifle targets with the pistol. Finally, repeat original instructions engaging the pistol targets with the pistol.
- ◆ Rifle: from staged location, starting on either outside rifle target, triple tap R1, double tap R2, single tap R3, single tap R4.
- ◆ Shotgun: from staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

RANGE

Wild Bunch Stage 10
GRAYWOLF TATE & CASKETMAKER DAVE CORRAL
"I am a sheriff, like my pa was."

AMMO: 14 Pistol, 7 Rifle, 6 Shotgun

STAGING:

- ◆ Shooter: at their discretion, hands not touching guns or ammo
- ◆ Rifle: staged on desk
- ◆ Shotgun: staged on left table

PROCEDURE:

- ◆ Line: "I am a sheriff, like my pa was."
- ◆ Gun order: rifle, pistol, shotgun
- ◆ Rifle: from starting location, double tap the center target, then, starting on either end target, single tap sweep the five targets. Discard rifle on left table.
- ◆ Pistol: from left table, repeat rifle instructions twice.
- ◆ Shotgun: from staged location, engage two knockdowns in any order.
- ◆ Shotgun: from right table, engage four knockdowns in any order.

Time	Misses	Penalty	Total



Arrow Graphics

101 Rainbow Industrial Blvd

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Episode VI

RETURN OF THE SHERIFF

Lester Traildriver has returned to his hometown in Texas in an attempt to rescue his friend Hank Singleman from the clutches of the ruthless Hunt brothers and their henchmen.

Little does Lester know the **CATTLE RUSTLING EMPIRE** has secretly begun construction on a new fortified ranch house even more protected than their first dreaded hideout.

When completed, this ranch house will spell certain doom for the small band of ranchers struggling to restore freedom to the west...

Stage 1
TWO PONIES GAL SALON
“You’re gonna die here, ya know?”

With the rescue mission seeming going awry, the Hunt brothers prepare nooses to hang Hank and Lester, Lester takes a minute to reminisce about his surroundings. Thinking back to how his adventure started, Lester tells Hank, “I usta live here, ya know?” Still struggling to figure out how Lester is going to get them out of their predicament, Hank turns to Lester and tells him, “You’re gonna die here, ya know?”

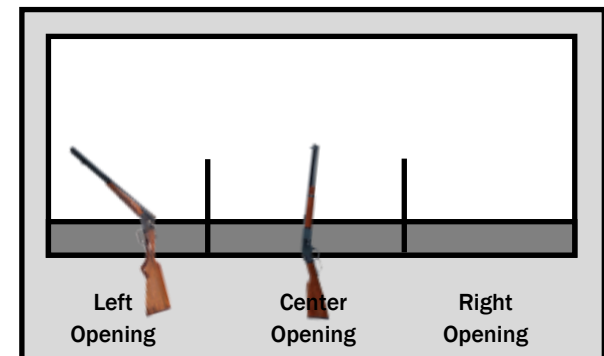
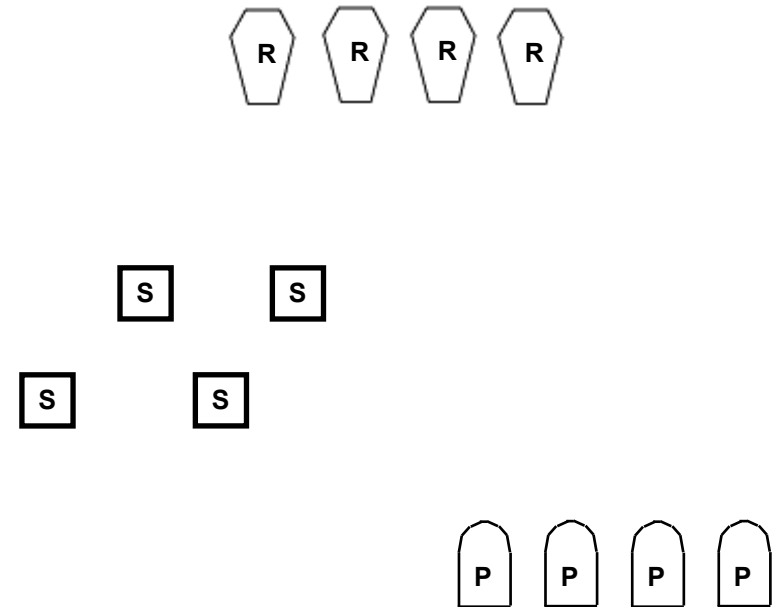
AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ♦ Shooter: at their discretion, holding either rein with both hands
- ♦ Rifle: staged in center opening
- ♦ Shotgun: staged in left opening

PROCEDURE:

- ♦ Line: “You’re gonna die here, ya know?”
- ♦ Gun order: rifle not last
- ♦ Pistol: from right opening, engage each pistol target with at least one round for five rounds. Repeat instructions with remaining five rounds.
- ♦ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun: from staged location, engage knockdowns in any order.



Stage 2

CAVERN COVE 1890 MERCANTILE

“Bubba Feltman! Where?”

After killing the Hunt brothers and escaping the hangman’s noose, Hank and Lester retreat to the mercantile with the Hunt brother’s posse closing in on them. As the thick smoke of gunfire fills the air, Lester sees the silhouette of the bounty hunter, who slipped into the mercantile through the back door, standing directly behind Hank. After Lester warns his friend, Hank stands up, spins around and shouts, “Bubba Feltman! Where?”

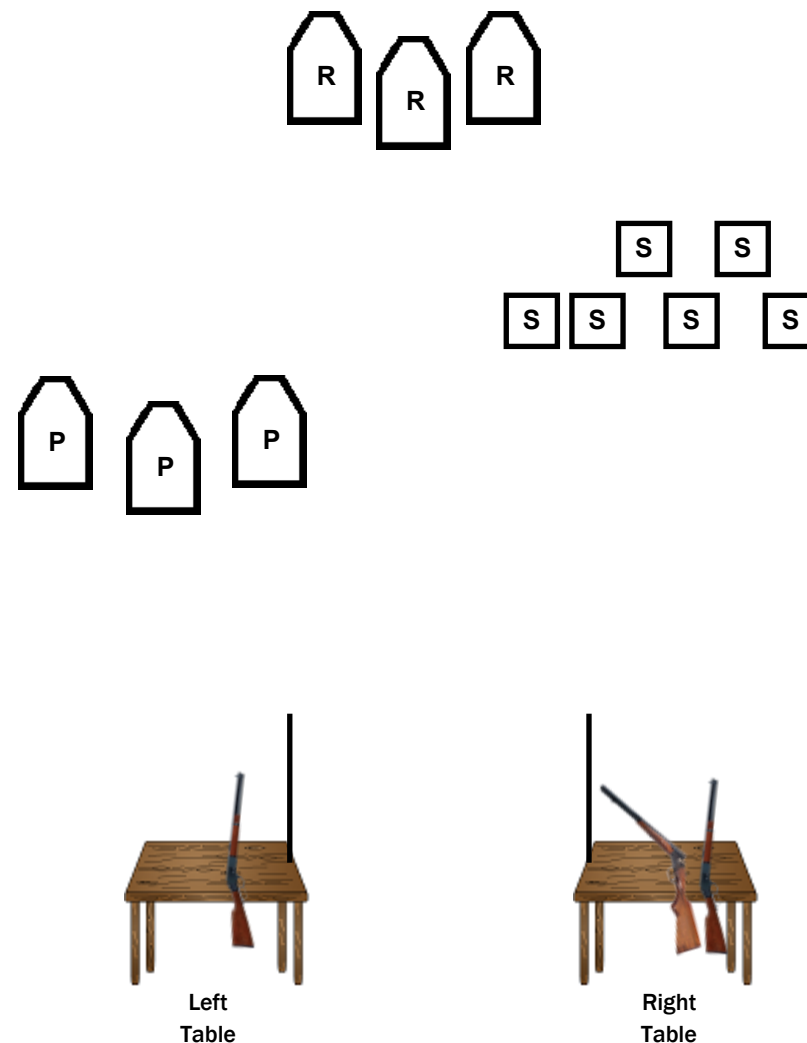
AMMO: 10 Pistol, 10 Rifle, 6+ Shotgun

STAGING:

- ♦ Shooter: at their discretion, body facing uprange, both hands touching either window frame
- ♦ Rifle: staged on either table
- ♦ Shotgun: staged on right table

PROCEDURE:

- ♦ Line: “Bubba Feltman! Where?”
- ♦ Gun order: rifle first
- ♦ Rifle: from staged location, beginning on either outside rifle target, engage the two outside rifle targets with alternating single taps for four rounds, then single tap the center rifle target. Repeat instructions with remaining five rounds.
- ♦ Pistol: from left table, engage the pistol targets with the same instructions as the rifle.
- ♦ Shotgun: from staged location, engage knockdowns in any order.



Stage 3

PEOPLES STATE BANK OF CAVERN COVE

[laughs wickedly]

Don Vela Cruz meets with Boss Paladin at the bank to plan their next move. While Boss Paladin is pleased with Vela Cruz's recent progress, Vela Cruz has a strong desire to find his son, Lester. Trying to reassure him, Boss Paladin says Lester will come around later and they will get him to join their cattle rustling empire. As Vela Cruz agrees to the plan, Boss Paladin replies, "Everything is going just like I knew it would," and laughs wickedly.

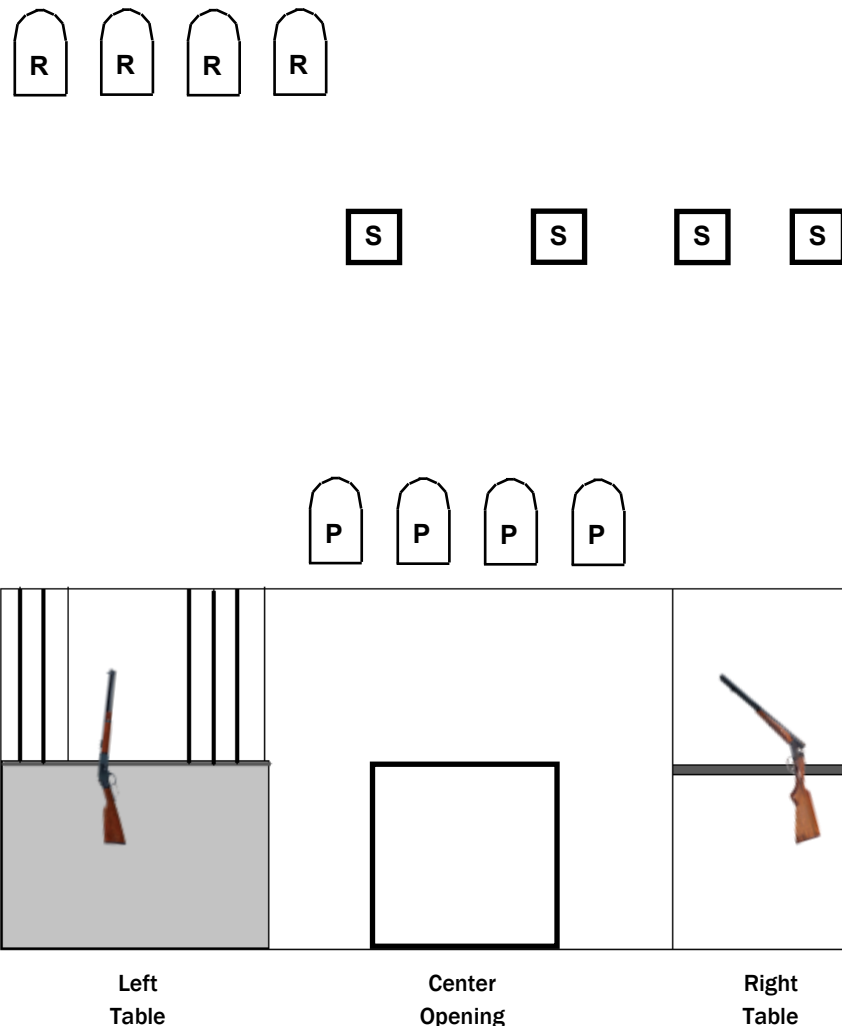
AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ♦ Shooter: at their discretion, standing in doorway, hands clasped at chest level
- ♦ Rifle: staged on left table
- ♦ Shotgun: staged on right table

PROCEDURE:

- ♦ Line: [laughs wickedly]
- ♦ Gun order: rifle, pistol, shotgun
- ♦ Rifle: from staged location, beginning on either end rifle target, single tap R1, single tap R2, single tap R1, single tap R2, single tap R3 (1-2-1-2-3). Repeat instructions with remaining five rounds starting on the opposite end.
- ♦ Pistol: from center opening, engage the pistol targets with the same instructions as the rifle.
- ♦ Shotgun: from staged location, engage any two knockdowns in any order.
- ♦ Shotgun: from center opening, engage remaining knockdowns in any order
- ♦ Note: shotgun makeups may be made from either location at any time.



Stage 4

DESOTO JIM'S BARBER SHOP & BATH

"Wash casual."

Hiding out in the barber shop, Hank, Lolita, and Lester devise a plan to destroy the cattle rustling empire's new ranch house. They spot a gang of Desperados standing just outside the window. Hank looks over at Lester and tells him, "Don't look at 'em, but don't look like you're not looking at 'em." "Do what?" a confused Lester replies. "I dunno," quips Hank. "Wash casual."

AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ♦ Shooter: at their discretion, both hands holding bar of soap in air
- ♦ Rifle: staged on left table
- ♦ Shotgun: staged on right table

PROCEDURE:

- ♦ Line: "Wash casual."
- ♦ Gun order: rifle not last
- ♦ Pistol: from left table, beginning on either end pistol target, single tap Nevada sweep the pistol targets for five rounds. Repeat instructions with remaining five rounds starting on the opposite end.
- ♦ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun: from staged location, engage knockdowns in any order.



Stage 5 WAGON “Hey...It’s me.”

Riding in the Mount Fargo stagecoach, Hank, Lester, and Lolita make their way to a clearing where they spot two Desperados. Hank climbs down from the driver’s seat telling the others, “You two stay here. I got this.” Lester warns Hank, “Keep quiet. There might be more of them out there.” With a confident, sly grin, Hank replies, “Hey...It’s me.”

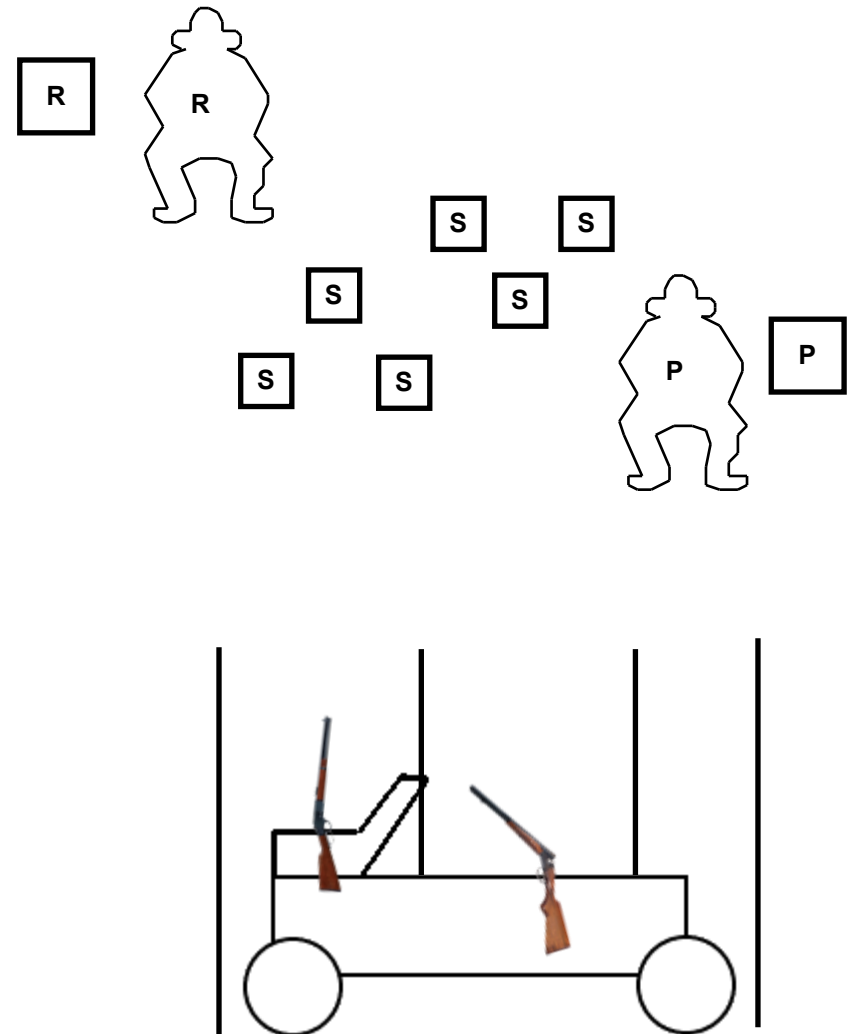
AMMO: 10 Pistol, 10 Rifle, 6+ Shotgun

STAGING:

- ♦ Shooter: at their discretion, both hands touching either wagon bow
- ♦ Rifle: staged on wagon seat
- ♦ Shotgun: staged on wagon bed

PROCEDURE:

- ♦ Line: “Hey...It’s me.”
- ♦ Gun order: shotgun last
- ♦ Pistol: from rear of wagon, between the wagon bow and the post, starting on either pistol target, double tap R1, then double tap R2, then single tap R1, then single tap R2, then double tap R1, then double tap R2.
- ♦ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun: from staged location, engage knockdowns in any order.



Stage 6

REVEREND TUFF STUFF'S CHURCH

“Point that thing somewheres else!”

As Hank, Lolita, and Lester continue to make their way towards Boss Paladin's ranch house, a sand storm forces them to take refuge in an abandoned church. As the storm clears, they realize they are surrounded by a Kowe hunting party, each bearing a weapon. As one of the hunters presses his spear into Hank's side, Hank scolds him saying, “Point that thing somewheres else!”

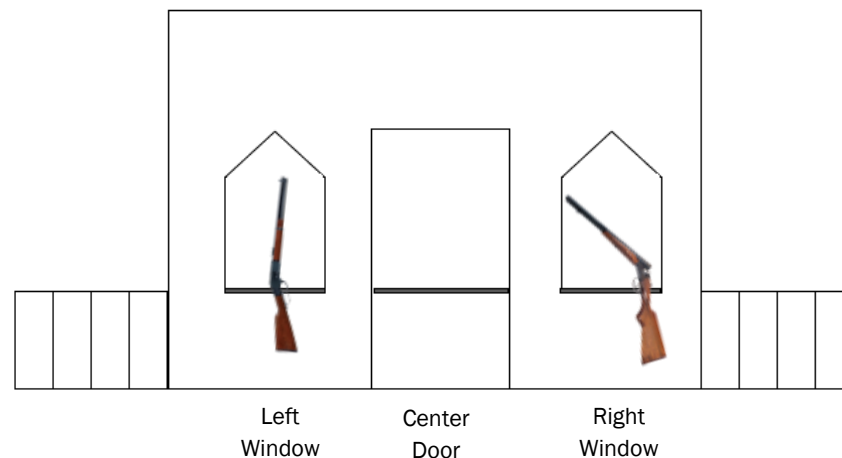
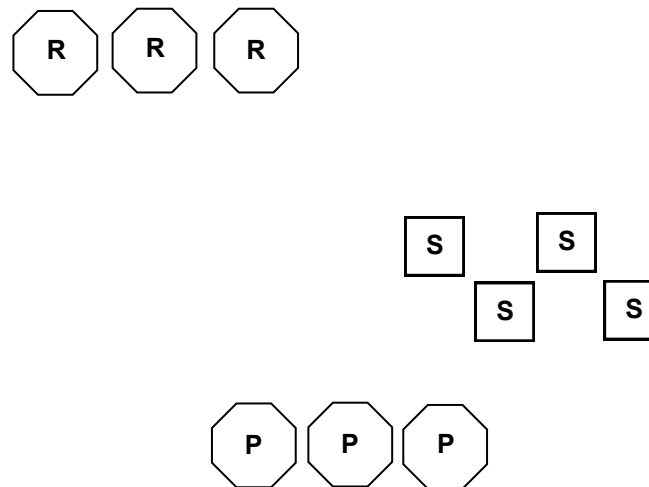
AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ◆ Shooter: at their discretion, both hands touching spear
- ◆ Rifle: staged in left window
- ◆ Shotgun: staged in right window

PROCEDURE:

- ◆ Line: “Point that thing somewheres else!”
- ◆ Gun order: pistol last
- ◆ Rifle: from staged location, quad tap the center rifle target, then, starting on either end rifle target, double tap sweep the three rifle targets.
- ◆ Shotgun: from staged location, engage any knockdowns in any order.
- ◆ Pistol: from center door, engage the pistol targets with the same instructions as the rifle.



Stage 7
TWO PONIES SALOON
“Your faith in your friends is yours.”

Lester slips away from the group and surrenders himself to Don Vela Cruz. Vela Cruz immediately takes him to Boss Paladin where they attempt to persuade Lester to join their cattle rustling empire. Lester is sure that his friends will succeed in carrying out their mission to blow up the ranch house, but Boss Paladin assures him that his friends pose no threat. “Your overconfidence is your weakness,” Lester tells Boss Paladin. Paladin turns to Lester and replies, “Your faith in your friends is yours.”

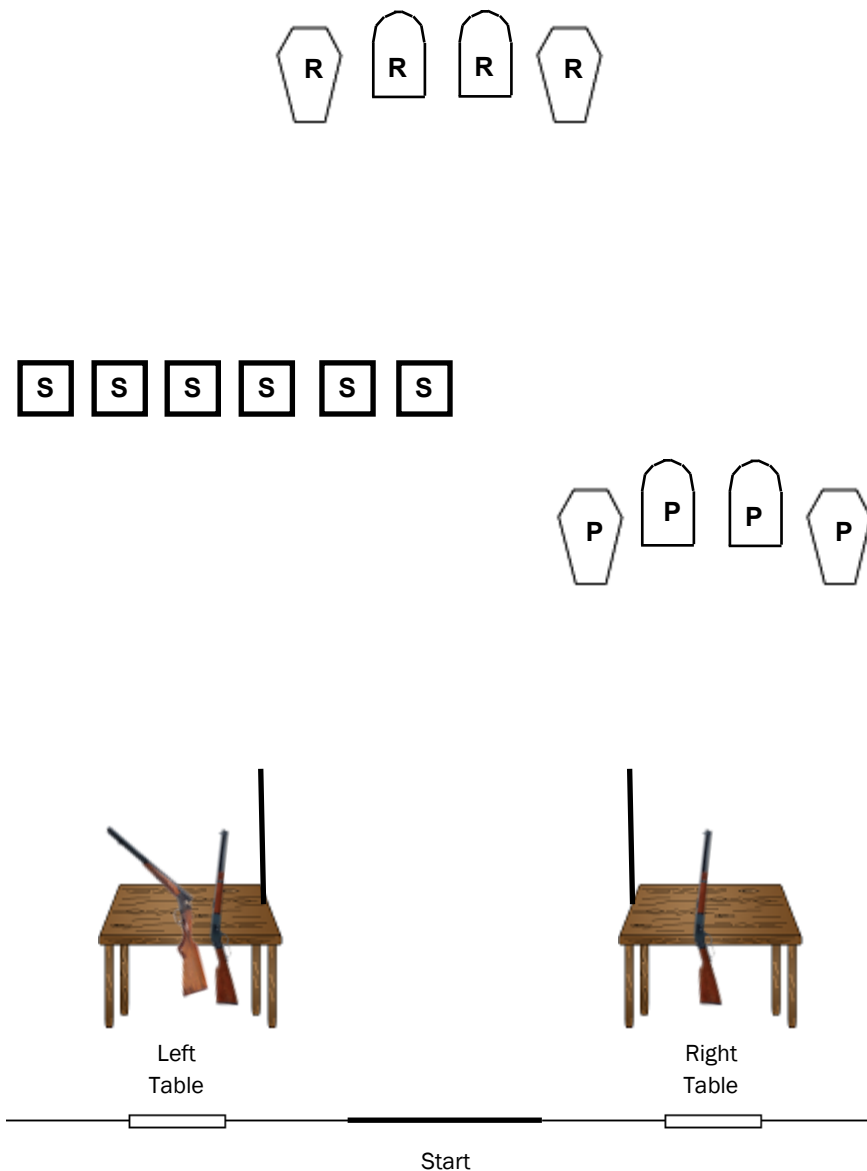
AMMO: 10 Pistol, 10 Rifle, 6+ Shotgun

STAGING:

- ♦ Shooter: at their discretion, standing outside saloon, doors closed, both hands touching doors
- ♦ Rifle: staged on left or right table
- ♦ Shotgun: staged on left table

PROCEDURE:

- ♦ Line: “Your faith in your friends is yours.”
- ♦ Gun order: rifle first
- ♦ Rifle: from staged location, triple tap the outside rifle targets, then double tap the inside rifle targets.
- ♦ Pistol: from right table, engage the pistol targets with the same instructions as the rifle.
- ♦ Shotgun: from staged location, engage knockdowns in any order.



Stage 8

MISS PEARL'S PARLOR HOUSE

"IT'S A TRAP!"

Having received a telegram from Hank and Lolita outlining their predicament, the local cavalry garrison sends out their entire division, lead by a young, charismatic officer, General Custer. His mission is to round up the Desperados, currently held up at the Parlor House. Hank and Lolita are to set up a diversion just prior to the troop's arrival, but as the cavalry arrives, they are greeted by a hailstorm of gunfire. Summing up their situation, General Custer draws his saber and exclaims, "IT'S A TRAP!"

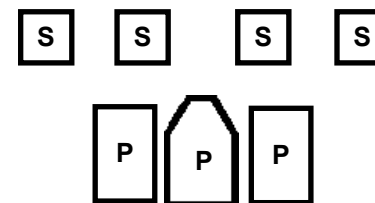
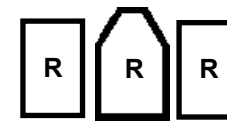
AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ♦ Shooter: at their discretion, holding saber hilt with both hands
- ♦ Rifle: staged on either outside table
- ♦ Shotgun: staged on center table

PROCEDURE:

- ♦ Line: "IT'S A TRAP!"
- ♦ Gun order: rifle, shotgun, pistol
- ♦ Rifle: from staged location, single tap both outside rifle targets, then triple tap the center rifle target. Repeat instructions with remaining five rounds.
- ♦ Shotgun: from staged location, engage knockdowns in any order.
- ♦ Pistol: from center table, engage the pistol targets with the same instructions as the rifle.



Left
Table



Center
Table



Right
Table

Stage 9

JAIL

"I know."

During the attack, Hank and Lolita are pinned down inside the jail. Two Desperados catch them off guard and order their surrender. Behind Hank, and out of view of the Desperados, Lolita draws her pistol, holding it at the ready. Hank and Lolita's eyes lock as Hank confesses, "I love you." As they gaze into each other's eyes, she replies, "I know."

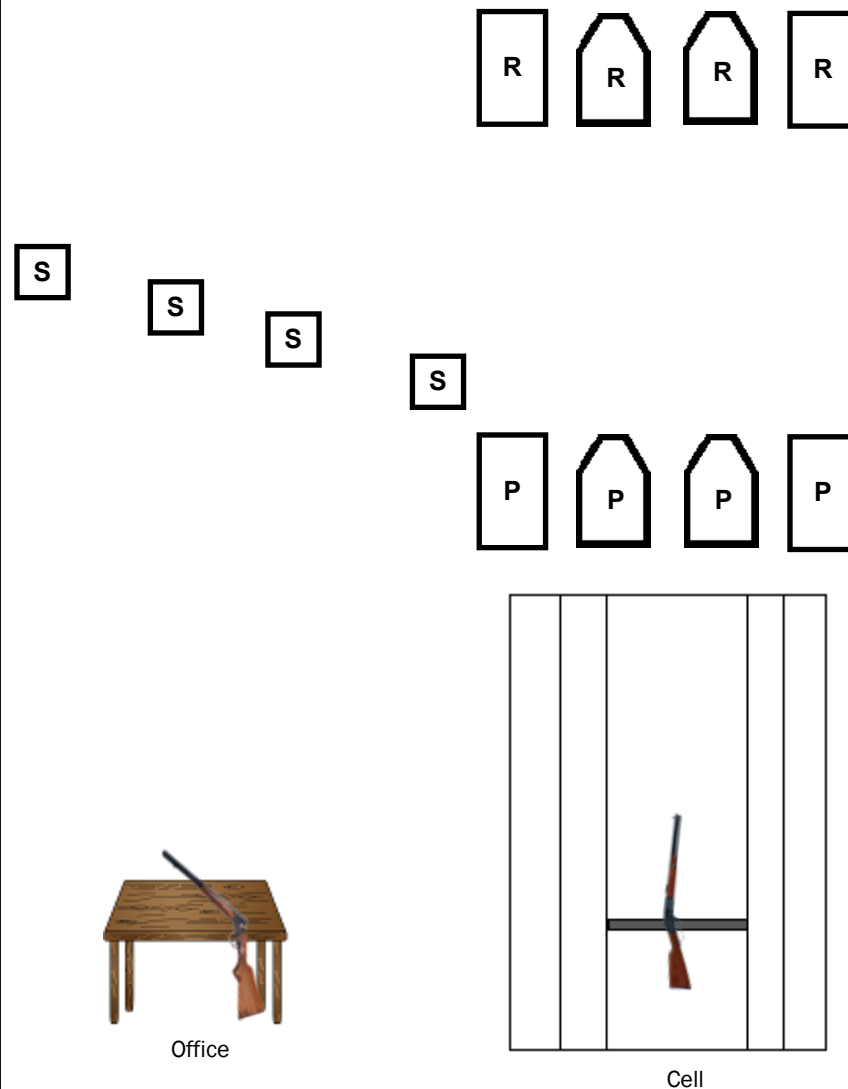
AMMO: 10 Pistol, 10 Rifle, 4+ Shotgun

STAGING:

- ♦ Shooter: at their discretion, in jail cell, holding pistol(s) in hand(s)
- ♦ Rifle: staged in jail cell
- ♦ Shotgun: staged in jail office

PROCEDURE:

- ♦ Line: "I know."
- ♦ Gun order: pistol, rifle, shotgun
- ♦ Pistol: from starting location, single tap either inside pistol target, then starting on either end pistol target, double tap sweep the pistol targets, then single tap the other inside pistol target.
- ♦ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun: from staged location, engage knockdowns in any order.



Stage 10

GRAYWOLF TATE & CASKETMAKER DAVE CORRAL

"I am a sheriff, like my pa was."

Forced into a shootout inside Boss Paladin's ranch house, Lester wounds Vela Cruz, much to the Boss's delight. Lester takes aim at Vela Cruz's chest, but struggles to take the final shot. Growing agitated at Lester's stalling, Boss Paladin shouts, "Finish him, and take your father's place at my side." Realizing what is happening to him, Lester solidifies the decision that started him on his journey. Reholstering his pistols, Lester turns to Paladin saying, "I am a sheriff, like my pa was."

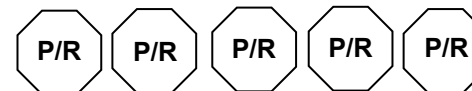
AMMO: 10 Pistol, 10 Rifle, 6+ Shotgun

STAGING:

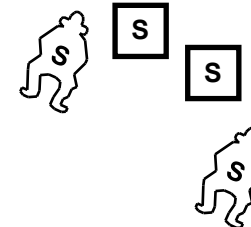
- ♦ Shooter: at their discretion, both hands touching pistol butts
- ♦ Rifle: staged on desk
- ♦ Shotgun: staged on left table

PROCEDURE:

- ♦ Line: "I am a sheriff, like my pa was."
- ♦ Gun order: rifle, shotgun, pistol
- ♦ Rifle: from starting location, starting on either end target, single tap T1, double tap T2, quad tap T3, double tap T4, single tap T5. Discard rifle on left table.
- ♦ Shotgun: from staged location, engage two knockdowns in any order.
- ♦ Shotgun: from right table, engage four knockdowns in any order. Discard shotgun on downrange table.
- ♦ Pistol: from downrange table, engage the targets with the same instructions as the rifle.
- ♦ Note: shotgun targets must be made up from where originally engaged.



Downrange
Table



Right Table



Left Table



Desk

Thanks to the Following Ranch Hands Who Make Ambush at Cavern Cove Possible

Ambush Remuda:

Match Director–Buck D. Law
Range Master–Reno Mustang
Match RO–Branchwater Jack
Registration–Drake Robey
Sponsors–The Loan Arranger
Vendors–Marshal TKD
Shooter's Book–Branchwater Jack
Shooter's Packet–Drake Robey
Shooter's Badge–Drake Robey
Catering–Buck D. Law
Thursday Night Dinner–Graywolf Tate
Side Matches–Toolman
Long Range–Ironhead Smith
Stages–Branchwater Jack
Range Maintenance–Graywolf Tate
Blanket Wrangler–Branchwater Jack
Scoring–Big Iron Ranger
Banquet Location Coordinator–Barkeep Casey
Awards–Toolman

NAR Board Of Directors:

President–Buck D. Law
Vice President–Barkeep Casey
Secretary–Big Iron Ranger
Treasurer–Drake Robey
Stage Marshal–Branchwater Jack
Range Marshal–Graywolf Tate
Awards Marshal–Toolman
Territorial Governor–Reno Mustang

Land Barons:

Cavern Cove Competitive Shooting

And a very special thank you to:

Our Posse Marshals and to YOU, our honored guest!

SCHEDULE OF EVENTS

Stages number from right to left

Thursday

8:00 am - 5:00 pm Registration open at the cabin
8:00 am - 3:30 pm Cowboy Yard Sale at the pavilion
8:00 am - 3:00 pm RO1 and RO2 Classes at the pavilion - short lunch break
9:00 am Wild Bunch Match - Stages 7-10
9:00 am Warm-up Match Stages 1-4
10:00 am - 12:00 pm Zero Time & Speed Side Matches Stage 5
Long Range (between stages 5 and 6)
11:00 am - 1:30 pm Lunch available at the pavilion - not included in shooter fee
12:00 - 1:30 pm RANGE IS COLD
1:30 pm PCC Match at the Action Bays (past stage 10)
Black Powder Match - Stages 1-4
Warm-up Match Stages TBD
1:30 - 3:30 pm Zero Time & Speed Side Matches Stages - TBD
Long Range (between stages 5 and 6)
3:45 - 4:45 pm Territorial Governor Meeting at the pavilion
5:00 pm Posse Marshal walk-through - Meet at stage 1
5:30 pm Barkeep's Saloon is open at the pavilion
6:00 pm Ambush Social at the pavilion - dinner included in shooter fee.
7:30 pm DJ Joey - Karaoke with T Bone Dooley
10:30 pm Lights out in the pavilion

Friday

7:00 - 9:00 am Breakfast available at the pavilion - On your own
7:00 - 8:00 am Registration open at the cabin
8:00 am Vendors Open
8:30 am MANDATORY Safety Meeting Flight 1 at the pavilion
9:00 am Flight 1 - Shoot 5 Main Match Stages
11:00 am - 1:30 pm Lunch available at the pavilion - Dutch
12:00 pm MANDATORY Safety Meeting Flight 2 at the cabin
12:30 pm 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 - On your own
6:45 pm Side Match Awards at the pavilion
7:30 pm Tanner Horton
8:30 pm Rye Davis
10:30 pm Lights out in the pavilion

Saturday

7:00 - 9:00 am Breakfast available at the pavilion - On your own
8:00 am Vendors Open
9:00 am Flight 2 - Shoot 5 Main Match Stages
11:00 am - 1:30 pm Lunch available at the pavilion - On your own
12:00 pm MANDATORY Safety Meeting Flight 2 at the pavilion
12:30 pm Flight 1 - Shoot 5 Main Match Stages
5:30 pm Costume Contest judging at Goose Pond Colony
6:30 pm Awards dinner (included in shooter fee) at Goose Pond Colony.
Door prizes, costume awards, and main match awards.