

SASS® & The North Alabama Regulators

Present

# AMBUSH

THE 2022 SASS SOUTHEAST REGIONAL  
COWBOY ACTION SHOOTING CHAMPIONSHIP

A MILLION  
WAYS TO DIE  
IN THE WEST

#narambush

Alias \_\_\_\_\_

A MILLION  
WAYS TO DIE IN THE WEST

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.
- The Loading Area extends five feet from the edges of the loading table.
- 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. 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.
- 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 or RO Instructors will consider the appeal. Their decision is final. The bond will be forfeited to the SASS Scholarship Fund if the ruling is upheld.

### The Firing Line

This range has a common firing line from stage one through five. There is also a common firing line from stage six through nine. Stage ten does not share a firing line with other stages. On side match day, the common firing line extends from stage one through nine to accommodate long range.

### 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.

**Spirit of the game awards  
Sponsored in part by**



**And  
Hand made by Moog SASS#97253**

### Side Match Sponsors

**Black Powder Side Match**  
Bullets By Scarlett

**Wild Bunch Side Match**  
Evil Blood Sucker enterprises

**PCC Side Match**  
Cavern Cove Competitive Shooting

**Warm Up Match**  
Porky's

### Vendors

Bullets by Scarlett  
Pages Custom Knives  
Jacksons Western Wear  
GP Hutchinson  
Hasting Holsters  
CSA Bullets

Arizona Rocks  
Kitty's Klostet and Emporium  
Graver Bill  
Denham's  
Hunters HD Gold

**Wild Bunch at 9:00 am**  
**Stage 1**  
“Even the doctor!”

**AMMO:** 21 Pistol, 7 Rifle, 4 Shotgun

**STAGING:**

- ♦ Shooter: at their discretion, both hands touching table.
- ♦ Rifle: staged in right opening
- ♦ Shotgun: staged in left opening

**PROCEDURE:**

- ♦ Line: “Even the doctor!”
- ♦ Gun order: shooter’s choice.
- ♦ Pistol: from right opening, triple tap the center pistol target, then double tap the two outside pistol targets. Then, repeat instructions engaging the rifle targets with the pistol. Finally, repeat instructions engaging the pistol targets with the pistol.
- ♦ Rifle: from staged location, triple tap the center rifle target, then double tap the two outside rifle targets.
- ♦ Shotgun: from staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

**Wild Bunch at 9:00 am**  
**Stage 2**  
“People die at the fair.”

**AMMO:** 14 Pistol, 10 Rifle, 5 Shotgun

**STAGING:**

- ♦ Shooter: at their discretion, holding stick of meat in the air. If held with one hand, the other hand not touching guns or ammo.
- ♦ Rifle: staged on right table
- ♦ Shotgun: staged on either table

**PROCEDURE:**

- ♦ Line: “People die at the fair.”
- ♦ Gun order: shooter’s choice.
- ♦ Pistol: shot from left table, triple tap any two pistol targets and double tap any two targets in any order. Then, starting on either end, single tap sweep the four targets with the remaining 4 rounds. Yes, rounds 10 and 11 may be on the same target.
- ♦ Rifle: from staged location, starting on either end rifle target, single tap Nevada sweep the rifle targets for 10 rounds.
- ♦ Shotgun: from center opening, engage knockdowns in any order.

Time	Misses	Penalty	Total

**Wild Bunch at 9:00 am**  
**Stage 3**  
“That’s a dollar bill.”

**AMMO:** 28 Pistol, 4 Shotgun

**STAGING:**

- ♦ Shooter: at left or right table at their discretion, holding prop hat with both hands at chest level.
- ♦ Shotgun: staged on right table

**PROCEDURE:**

- ♦ Line: “That’s a dollar bill.”
- ♦ Gun order: shooter’s choice.
- ♦ Pistol: from left table, starting on either end pistol target, engage the pistol targets in a 1-4-4-1 sweep.
- ♦ Pistol: from center table, engage the rifle targets with the same instructions as the pistol targets.
- ♦ Shotgun: from staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total

**Wild Bunch at 9:00 am**  
**Stage 4**  
“All the live long day?”

**AMMO:** 21 Pistol, 7 Rifle, 5 Shotgun

**STAGING:**

- ♦ Shooter: at their discretion, in a thoughtful pose with one hand touching chin and the other hand touching the opposite elbow.
- ♦ Rifle: staged on left table
- ♦ Shotgun: staged on left table

**PROCEDURE:**

- ♦ Line: “All the live long day?”
- ♦ Gun order: shooter’s choice.
- ♦ Pistol: from right table, alternate single taps on the two outside pistol targets for four rounds, then triple tap the center pistol target. Then, triple tap the center pistol target, and finally alternate single taps on the two outside pistol targets for four rounds.
- ♦ Pistol: from left table, alternate single taps on the two outside rifle targets for four rounds, then triple tap the center rifle target.
- ♦ Rifle: triple tap the center rifle target, then alternate single taps on the two outside rifle targets for four rounds.
- ♦ Shotgun: from staged location, engage knockdowns in any order.

Time	Misses	Penalty	Total



## MATCH SPONSOR



## MATCH SPONSOR

An advertisement for Bullets by Scarlett. The background is a collage of images related to bullets, including a close-up of a bullet, a box of bullets, and a person holding a gun. Overlaid on this is a white rectangular box containing the following text:

bulletsbyscarlett@gmail.com

HARD CAST LEAD &  
HI-TEK COATED  
BULLETS BY SCARLETT

*email Scarlett to place bullet  
orders*

**SHOP NOW**

**Morning Warm Up at 9:00 am**  
**Black Powder at 1:30 pm**

### Stage 7

**“How did my sheep make 20 dollars?”**

**AMMO:** 10 Pistol, 10 Rifle, 6+ Shotgun

**STAGING:**

- ♦ Shooter: at their discretion, holding rope in both hands.
- ♦ Rifle: staged on right table
- ♦ Shotgun: staged on left table

**PROCEDURE:**

- ♦ Line: “How did my sheep make 20 dollars?”
- ♦ Gun order: rifle not last.
- ♦ Pistol: from right table, double tap the outside targets, then engage the center target with six rounds.
- ♦ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun: engage knockdowns in any order.

Time	Misses	Penalty	Total

**Morning Warm Up at 9:00 am**  
**Black Powder at 1:30 pm**

### Stage 8

**“Please, don’t shoot us on sex night!”**

**AMMO:** 10 Pistol, 10 Rifle, 4+ Shotgun

**STAGING:**

- ♦ Shooter: at their discretion at left or right table, hands held up at shoulder level.
- ♦ Rifle: staged on center table
- ♦ Shotgun: staged on right table

**PROCEDURE:**

- ♦ Line: “Please, don’t shoot us on sex night!”
- ♦ Gun order: rifle not last.
- ♦ Pistol: from left table, starting on either end pistol target, double tap P1, single tap P2, single tap P3, double tap P4, single tap P3, single tap P2, double tap P1. (2-1-1-2-1-1-2)
- ♦ 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

**Morning Warm Up at 9:00 am**  
**Black Powder at 1:30 pm**

### Stage 9

**"I don't think that's the real President Lincoln."**

**AMMO:** 10 Pistol, 10 Rifle, 4+ Shotgun

#### STAGING:

- ♦ Shooter: in the jail office at their discretion, both hands touching table.
- ♦ Rifle: staged in jail cell.
- ♦ Shotgun: staged in jail office.

#### PROCEDURE:

- ♦ Line: "I don't think that's the real President Lincoln."
- ♦ Gun order: rifle not last.
- ♦ Pistol: shot from jail office, starting on either target, engage the two targets with alternate double taps 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

**Morning Warm Up at 9:00 am**  
**Black Powder at 1:30 pm**

### Stage 10

**"Did he hear all that smart stuff?"**

**AMMO:** 10 Pistol, 10 Rifle, 4+ Shotgun

#### STAGING:

- ♦ Shooter: at their discretion at uprange table, holding rifle in both hands, rifle muzzle touching table top.
- ♦ Shotgun: staged on left or right table

#### PROCEDURE:

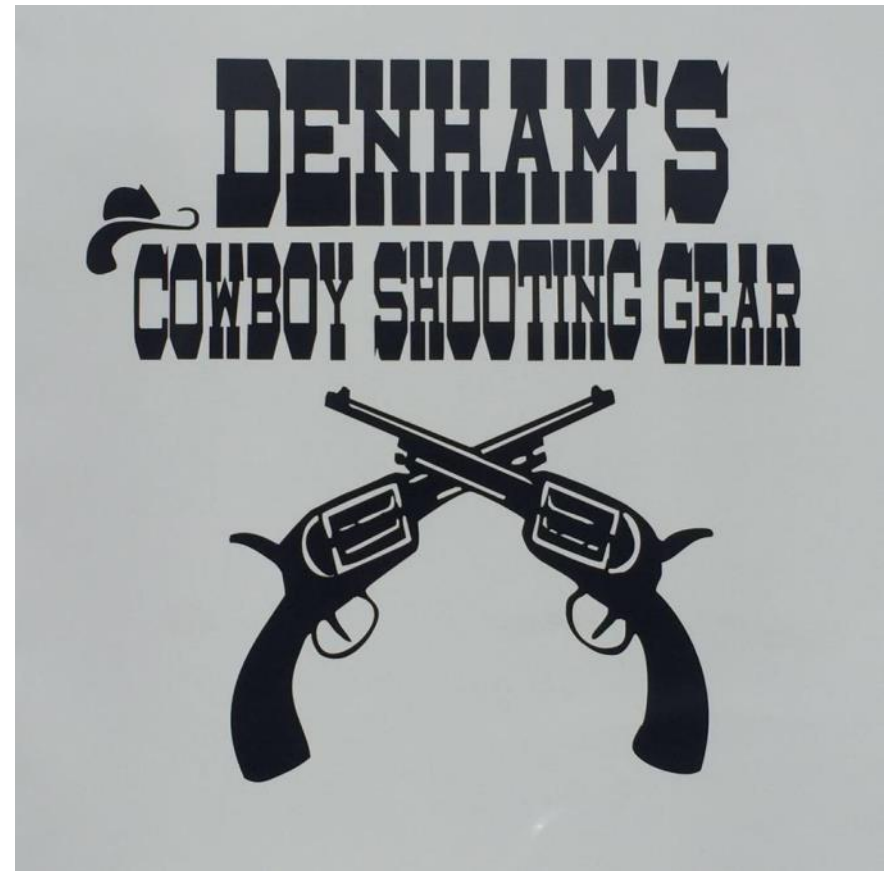
- ♦ Line: "Did he hear all that smart stuff?"
- ♦ Gun order: rifle, shotgun, pistol
- ♦ Rifle: from starting location, starting on either end target, single tap T1, double tap T2, double tap T3. Repeat instructions starting on the opposite end target. Restage rifle on left or right table.
- ♦ Shotgun: from staged location, engage knockdowns in any order.
- ♦ Pistol: from between the cacti to the downrange table, engage the targets with the same instructions as the rifle.

Time	Misses	Penalty	Total

MATCH SPONSOR



MATCH SPONSOR





**Afternoon Warm Up at 1:30 pm**

**Stage 1**

**“Even the doctor!”**

**AMMO:** 10 Pistol, 10 Rifle, 4+ Shotgun

**STAGING:**

- ♦ Shooter: at their discretion, both hands touching table.
- ♦ Rifle: staged in right opening
- ♦ Shotgun: staged in left opening

**PROCEDURE:**

- ♦ Line: “Even the doctor!”
- ♦ Gun order: rifle not last.
- ♦ Pistol: from right opening, starting on either end pistol target, engage the three pistol targets in a 1-3-1 sweep. 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

**Afternoon Warm Up at 1:30 pm**

**Stage 2**

**“People die at the fair.”**

**AMMO:** 10 Pistol, 10 Rifle, 4+ Shotgun

**STAGING:**

- ♦ Shooter: at their discretion, holding stick of meat in the air. If held with one hand, the other hand not touching guns or ammo.
- ♦ Rifle: staged on right table
- ♦ Shotgun: staged on either table

**PROCEDURE:**

- ♦ Line: “People die at the fair.”
- ♦ Gun order: shotgun last.
- ♦ Pistol: shot from left table, starting on either end pistol target, engage the pistol targets with a single tap Nevada sweep for 10 rounds.
- ♦ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun: from center opening, engage knockdowns in any order.

Time	Misses	Penalty	Total

**Afternoon Warm Up at 1:30 pm**

**Stage 3**

**“That’s a dollar bill.”**

**AMMO:** 10 Pistol, 10 Rifle, 4+ Shotgun

**STAGING:**

- ♦ Shooter: at left or right table at their discretion, holding prop hat with both hands at chest level.
- ♦ Rifle: staged on center table
- ♦ Shotgun: staged on right table

**PROCEDURE:**

- ♦ Line: “That’s a dollar bill.”
- ♦ Gun order: rifle not last.
- ♦ Pistol: from left table, starting on either end pistol target, engage the pistol targets in a 1-2-4-2-1 sweep.
- ♦ 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

**Afternoon Warm Up @ 1:30 pm**

**Stage 4**

**“All the live long day?”**

**AMMO:** 10 Pistol, 10 Rifle, 4+ Shotgun

**STAGING:**

- ♦ Shooter: at their discretion, in a thoughtful pose with one hand touching chin and the other hand touching the opposite elbow.
- ♦ Rifle: staged on left table
- ♦ Shotgun: staged on left table

**PROCEDURE:**

- ♦ Line: “All the live long day?”
- ♦ Gun order: rifle not last.
- ♦ Pistol: from right table, starting on the center target, engage the three pistol targets with a double tap Nevada sweep 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

MATCH SPONSOR



**SOUTH CAROLINA  
STATE CHAMPIONSHIP  
APRIL 6-8, 2023**

MATCH SPONSOR



**Stage 1**  
**“Even the doctor!”**  
Sponsored by  
**Geechee Gunfighters**

Local sheep farmer Albert Stark is sitting in the salon with a keen eye for reality. While his contemporaries have romanticized life on the frontier, Albert realizes that, in reality, they live in a bleak, miserable, lawless era. Albert explains, “Everything out here is trying to kill you. Angry drunk people, hungry animals, outlaws...even the doctor!”

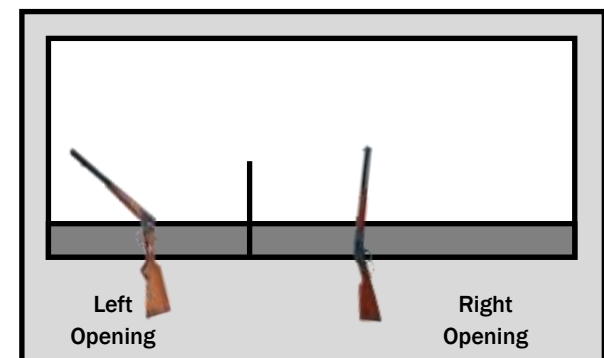
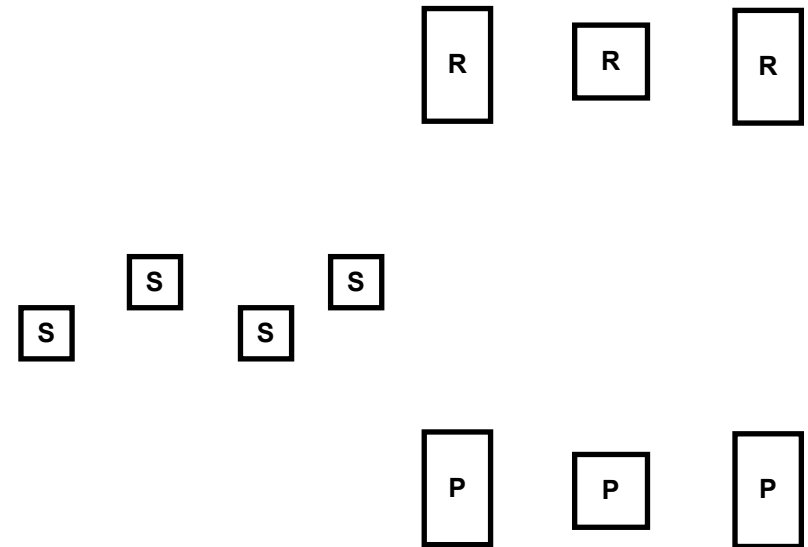
**AMMO:** 10 Pistol, 10 Rifle, 4+ Shotgun

**STAGING:**

- ♦ Shooter: at their discretion, both hands touching table.
- ♦ Rifle: staged in right opening
- ♦ Shotgun: staged in left opening

**PROCEDURE:**

- ♦ Line: “Even the doctor!”
- ♦ Gun order: rifle not last.
- ♦ Pistol: from right opening, starting on the center pistol target, engage the three pistol targets with a single tap Nevada sweep 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**  
**“People die at the fair.”**  
Sponsored by  
**Arizona Rocks**

It is a special day as the fair is in town. Waiting in line to have their photograph taken, Anna and Albert engage in idle chit chat and even ponder if it could be possible to smile in a photo. Chaos ensues as the photographer snaps a portrait and is consumed by fire from his flash pan. Disgusted, Albert exclaims “Every year people die at the fair.”

**AMMO:** 10 Pistol, 10 Rifle, 4+ Shotgun

**STAGING:**

- ♦ Shooter: at their discretion, holding stick of meat in the air. If held with one hand, the other hand not touching guns or ammo.
- ♦ Rifle: staged on right table
- ♦ Shotgun: staged on either table

**PROCEDURE:**

- ♦ Line: “People die at the fair.”
- ♦ Gun order: shotgun last.
- ♦ Pistol: shot from left table, engage any two pistol targets with alternating single taps for five rounds. Repeat instructions engaging the other two pistol targets with the remaining five rounds.
- ♦ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun: from center opening, engage knockdowns in any order.



Left  
Table



Right  
Table

**Stage 3**  
**“That’s a dollar bill.”**  
Sponsored by  
**Memphis Gunslingers**

Albert fails to win a prize at the fair’s shooting gallery. Not wanting Albert to be shown up by his rival, Foy, Anna bets Foy a dollar that she can outshoot him. After winning the bet, Foy begrudgingly pays off his bet while someone in the crowd shouts, “Take your hat off, boy. That’s a dollar bill.”

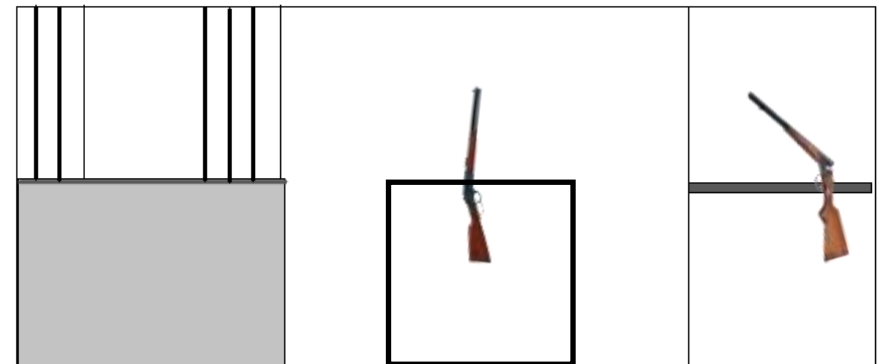
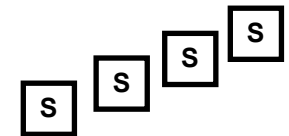
**AMMO:** 10 Pistol, 10 Rifle, 4+ Shotgun

**STAGING:**

- ♦ Shooter: at left or right table at their discretion, holding prop hat with both hands at chest level.
- ♦ Rifle: staged on center table
- ♦ Shotgun: staged on right table

**PROCEDURE:**

- ♦ Line: “That’s a dollar bill.”
- ♦ Gun order: rifle not last.
- ♦ Pistol: from left table, engage each of the five pistol targets with two rounds, no multi-taps.
- ♦ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun: from staged location, engage knockdowns in any order.



Left  
Table

Center  
Opening

Right  
Table



**Stage 4**  
**“All the live long day?”**  
Sponsored by  
**Cherokee Cowboys**

At the barber shop, Albert engages in a conversation with the barber about their fathers. After the barber admits that his old man is a gandy dancer, Albert asks if he likes working on the railroad. Puzzled, the barber asks him, “Do you know what kind of hours they have to work?” Not sure if it is a trick question, Albert responds, “All the live long day?”

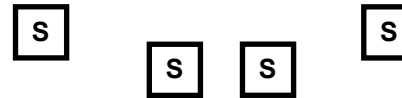
**AMMO:** 10 Pistol, 10 Rifle, 4+ Shotgun

**STAGING:**

- ♦ Shooter: at their discretion, in a thoughtful pose with one hand touching chin and the other hand touching the opposite elbow.
- ♦ Rifle: staged on left table
- ♦ Shotgun: staged on left table

**PROCEDURE:**

- ♦ Line: “All the live long day?”
- ♦ Gun order: rifle not last.
- ♦ Pistol: from right table, starting on either end pistol target, double tap P1, single tap P3, single tap P2, single tap P1. Repeat instructions 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**  
**“Great Scott!”**  
Sponsored by  
**Evil Bloodsucker Enterprises**

Albert ventures into the local blacksmith shop where the proprietor is hard at work late into the night. As Doc Brown quickly covers up his contraption, Albert asks him about what he’s working on. Doc Brown explains, “It’s a weather experiment.” Content with the answer, Albert leaves.

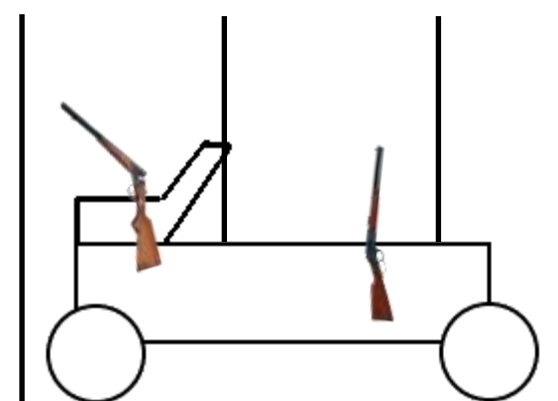
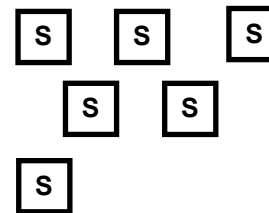
**AMMO:** 10 Pistol, 10 Rifle, 6+ Shotgun

**STAGING:**

- ♦ Shooter: at their discretion, arms crossed at chest level.
- ♦ Rifle: staged on wagon bed
- ♦ Shotgun: staged on wagon seat

**PROCEDURE:**

- ♦ Line: “Great Scott!”
- ♦ Gun order: rifle not last.
- ♦ Pistol: shot from wagon bed, starting on either end pistol target, engage the three pistol targets with a 1-2-2 sweep. Repeat instructions starting on the opposite end of the first sweep.
- ♦ 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

**“You really shouldn’t drink and horse.”**

Sponsored by

### Tennessee Mountain Murders

After a lengthy drinking session at the saloon, Albert drunkenly mounts his horse. As he struggles, mightily, to stay in the saddle as he passes the church, his friend Edward warns him, “Hey, dude, you really shouldn’t drink and horse.”

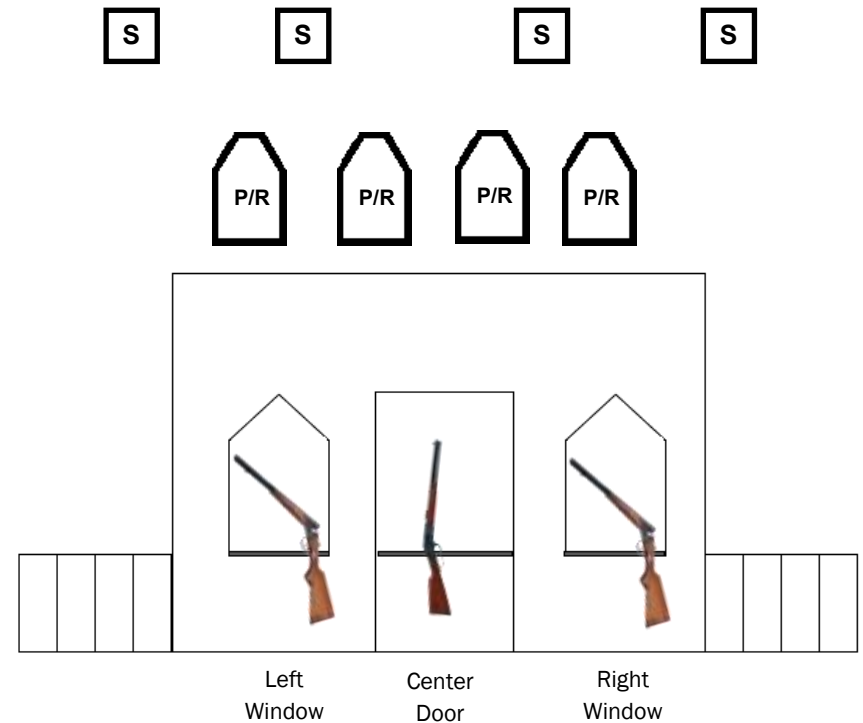
**AMMO:** 10 Pistol, 10 Rifle, 4+ Shotgun

#### STAGING:

- ♦ Shooter: at any location at their discretion, both hands touching door or window frame.
- ♦ Rifle: staged in center door
- ♦ Shotgun: staged in right or left window

#### PROCEDURE:

- ♦ Line: “You really shouldn’t drink and horse.”
- ♦ Gun order: rifle not last.
- ♦ With pistol and rifle as necessary: from the center door, starting on either end target, engage the four targets in an 1-8-6-5 sweep.
- ♦ Shotgun: from each window, engage two knockdowns in any order. Knockdowns can be made up at any location at any time.



**Stage 7**  
**“How did my sheep make 20 dollars?”**  
Sponsored by  
**Bullets By Scarlett**

Alberts ex tries to embarrass him by pointing out that he’s unable to keep track of his sheep, which is the one thing a sheep farmer has to do. Just as Albert agrees, the brothel owner comes out, turns over one of Albert’s lost sheep, and hands him 20 dollars. Puzzled, Albert wonders, “How did my sheep make 20 dollars?”

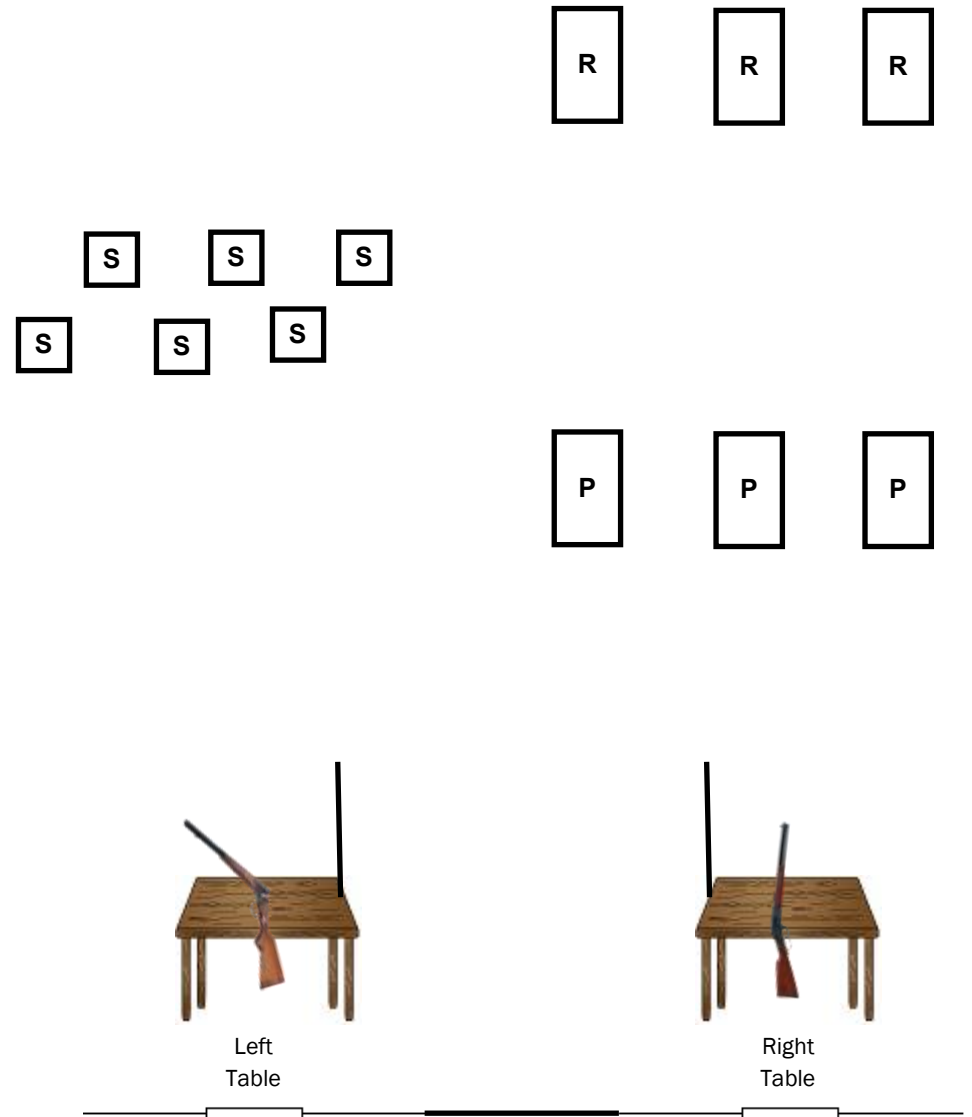
**AMMO:** 10 Pistol, 10 Rifle, 6+ Shotgun

**STAGING:**

- ♦ Shooter: at their discretion, holding rope in both hands.
- ♦ Rifle: staged on right table
- ♦ Shotgun: staged on left table

**PROCEDURE:**

- ♦ Line: “How did my sheep make 20 dollars?”
- ♦ Gun order: rifle not last.
- ♦ Pistol: from right table, starting on either end target, engage the three targets in a 2-3-5 sweep.
- ♦ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun: engage knockdowns in any order.



## Stage 8

**“Please, don’t shoot us on sex night!”**

Edward and his fiancé Ruth are waiting for the right time to consummate their relationship. After deciding that tonight is the night, the outlaw Clinch comes to town seeking his revenge on the sheep farmer that his wife has fallen in love with. Staring down the outlaw’s gun, Edward begs him, “Please, don’t shoot us on sex night!”

**AMMO:** 10 Pistol, 10 Rifle, 4+ Shotgun

### STAGING:

- ♦ Shooter: at their discretion at left or right table, hands held up at shoulder level.
- ♦ Rifle: staged on center table
- ♦ Shotgun: staged on right table

### PROCEDURE:

- ♦ Line: “Please, don’t shoot us on sex night!”
- ♦ Gun order: rifle not last.
- ♦ Pistol: from left table, triple tap any two targets and double tap the other two targets in any order. All four targets must be engaged.
- ♦ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun: from staged location, engage knockdowns in any order.



Left  
Table



Right  
Table

## Stage 9

**“I don’t think that’s the real President Lincoln.”**

Albert has a mind-bending drug trip after he accidentally overindulges in a psychedelic brew with the local tribe. During his vision quest, he flashes back to his days as a school boy where President Abraham Lincoln allegedly paid a visit to his class. As the speaker walks away, Albert says, “I don’t think that’s the real President Lincoln.”

**AMMO:** 10 Pistol, 10 Rifle, 4+ Shotgun

### STAGING:

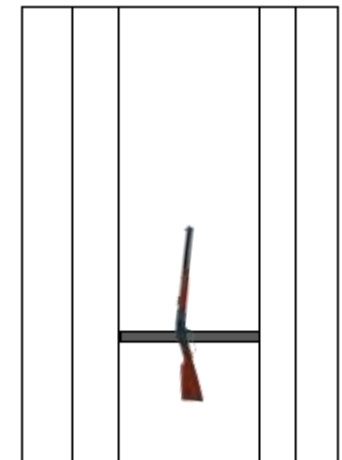
- ♦ Shooter: in the jail office at their discretion, both hands touching table.
- ♦ Rifle: staged in jail cell.
- ♦ Shotgun: staged in jail office.

### PROCEDURE:

- ♦ Line: “I don’t think that’s the real President Lincoln.”
- ♦ Gun order: rifle not last.
- ♦ Pistol: shot from jail office, starting on either target, single tap P1, then quad tap P2, then quad tap P1, then single tap P2.
- ♦ Rifle: from staged location, engage the rifle targets with the same instructions as the pistol.
- ♦ Shotgun: from staged location, engage knockdowns in any order.



Office



Cell



## Stage 10

### “Did he hear all that smart stuff?”

Following their climactic shootout, Albert babbles on describing his cunning plan to kill Clinch with a venom-laced bullet. Right as he is about to tie up all the loose ends with a Poirot-like flair, he is interrupted with one of the townspeople telling him, “He’s been dead for a few minutes.” Puzzled, Albert asks, “Did he hear all that smart stuff I did?”

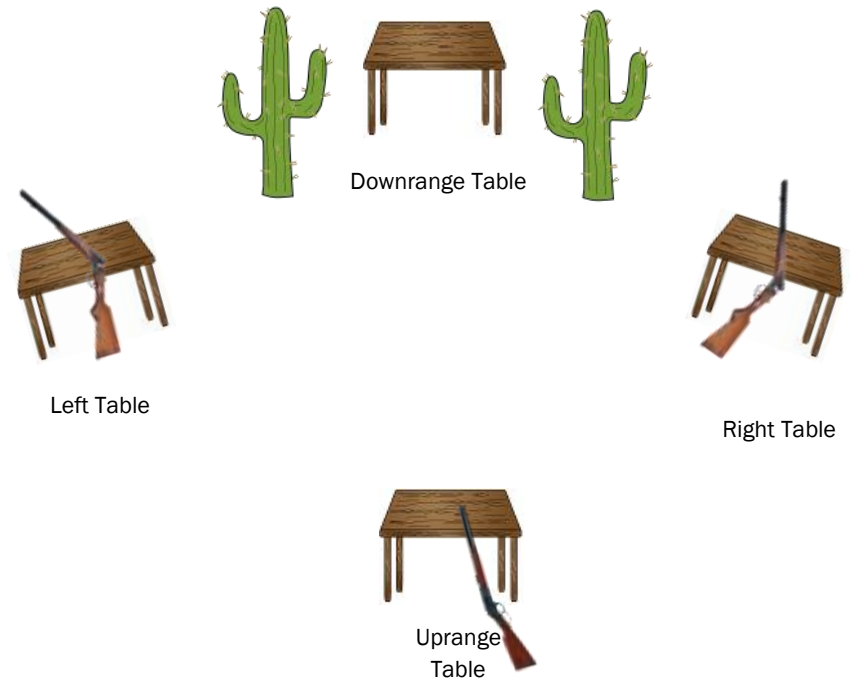
**AMMO:** 10 Pistol, 10 Rifle, 4+ Shotgun

#### STAGING:

- ♦ Shooter: at their discretion at uprange table, holding rifle in both hands, rifle muzzle touching table top.
- ♦ Shotgun: staged on left or right table

#### PROCEDURE:

- ♦ Line: “Did he hear all that smart stuff?”
- ♦ Gun order: rifle, shotgun, pistol
- ♦ Rifle: from starting location, single tap each stop sign, then double tap each square, then triple tap the center target. Restage rifle on left or right table.
- ♦ Shotgun: from staged location, engage knockdowns in any order.
- ♦ Pistol: from between the cacti to the downrange table, engage the targets with the same instructions as the rifle.



# Ambush

## Match Director

Marshal TKD

## Match RO

Branchwater Jack

## Range Master

Reno Mustang

## NAR Board Of Directors

President-Lawman Mark

Vice President-Barkeep Casey

Secretary-Drake Robey

Treasurer-Sapphire Rose

Stage Marshal-Branchwater Jack

Awards Marshal-Toolman

Range Marshal-Limpin Jim

Territorial Governor-Reno Mustang

## Land Barons



## Cavern Cove Competitive Shooting

caverncovecompetitiveshooting.com

Promotional opportunities  
and other considerations provided by



# Schedule of Events

(probably gonna be some changes)

## Thursday

8:00 am - 9:00 am.  
8:00 am - 5:00 pm  
8:00 am - 3:30 pm  
8:00 am - 3:00 pm  
9:00 am  
9:00 am  
10:00 am - 12:00 pm  
11:00 am - 1:30 pm  
12:00 - 1:30 pm  
1:30 pm

1:30 - 3:30 pm

3:45 - 4:45 pm  
5:00 pm  
5:30 pm  
6:00 pm  
7:00 pm  
10:30 pm

## Friday

7:00 - 9:00 am  
7:00 - 8:00 am  
8:00 am  
8:30 am  
9:00 am  
11:00 am - 1:30 pm  
12:00 pm  
12:30 pm  
5:00 pm  
6:00 pm  
6:45 pm  
7:30 pm  
10:30 pm

## Saturday

7:00 - 9:00 am  
8:00 am  
8:30 am  
11:00 am - 1:30 pm  
12:00 pm  
5:00 ish.  
6:00 pm  
7:00 pm

8:00

Breakfast available  
Registration open at the Pavilion  
Cowboy Yard Sale at the pavilion  
RO1 and RO2 Classes at the pavilion - short lunch break  
Wild Bunch Match - Stages 7-10  
Warm-up Match Stages 1-4  
Long Range (between stages 5 and 6)  
Lunch available at the pavilion - not included in shooter fee  
RANGE IS COLD  
PCC Match at the Action Bays (past stage 10)  
Black Powder Match - Stages 1-4  
Warm-up Match Stages TBD  
Zero Time & Speed Side Matches Stages - TBD  
Long Range (between stages 5 and 6)  
Territorial Governor Meeting at the pavilion  
Posse Marshal walk-through - Meet at stage 1  
Barkeep's Saloon is open at the pavilion  
Ambush Social Meet & Greet Potluck Dinner at the pavilion  
Live Music with Tommy Brown.  
Lights out in the pavilion

Breakfast available at the pavilion - On your own  
Registration open at the cabin  
Vendors Open  
MANDATORY Safety Meeting Flight 1 at the pavilion  
Flight 1 - Shoot 5 Main Match Stages  
Lunch available at the pavilion - Dutch  
MANDATORY Safety Meeting Flight 2 at the pavilion  
Flight 2 - Shoot 5 Main Match Stages  
Barkeep's Saloon is open at the pavilion  
Dinner at the pavilion - On your own  
Side Match Awards at the pavilion  
Karaoke with DJ Joey.  
Lights out in the pavilion

Breakfast available at the pavilion - On your own  
Vendors Open  
Flight 2 - Shoot 5 Main Match Stages  
Lunch available at the pavilion - On your own  
Flight 1 - Shoot 5 Main Match Stages  
Barkeeps Bar open  
Costume Contest judging at the Pavillion on the Range  
Awards & (included in shooter fee) at the Pavillion on the Range. Door prizes, costume awards, and main match awards.  
Live music by The Creeker's, Post match social at the range.