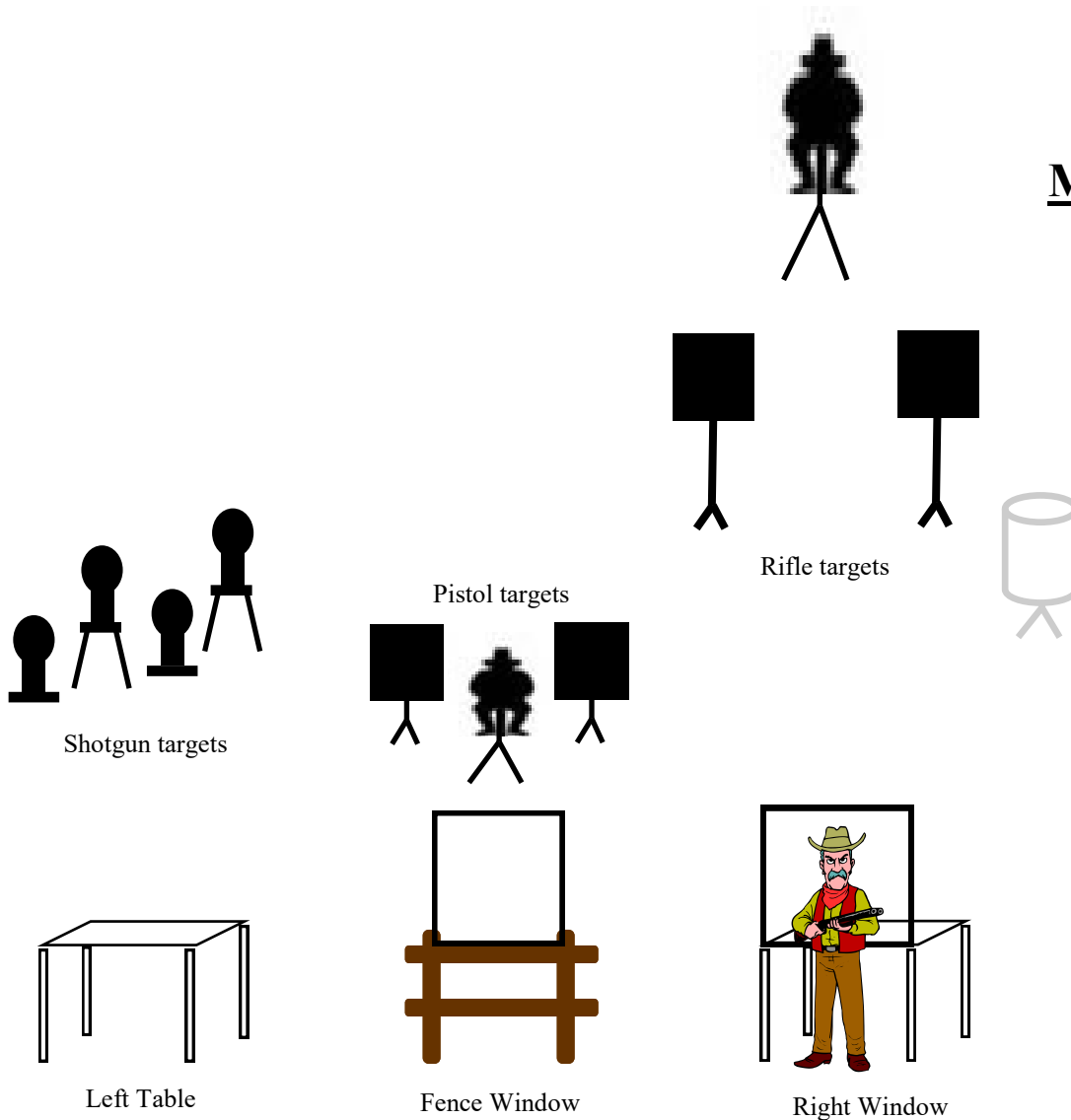


# ***Rio Salado Cowboys***

## *Stage Conventions*

1. Rio Salado Cowboys “default” starting position is “at the ready”, unless stated otherwise in the stage descriptions. At the Ready has the shooter standing any way they desire, not touching guns or ammo.
2. There are no stages where you must start at the SASS default. The shooter may stand in any way they desire as long as their hands are where indicated in the stage descriptions. Example: if hands on hat or on window frame, etc.
3. When instructed to shoot from a specific position (example: through a window, between 2 positions, one side of prop), it means the guns must be shot from that position. The position of the shooter is irrelevant. That means NO Foot Faults.
4. When stage instructions note: “repeat”, it means repeat the instructions.
5. Comstock rules: All shotgun targets MAY be re-engaged per SASS Comstock rules. Shotgun targets may be re-engaged at the end of the shotgun string or the moment they are missed, unless stage instructions say otherwise. They must be knocked down in the position or positions as indicated in the stage instructions.
6. Do not shoot the stage props. They are not expendable unless specifically identified as such. A shooter will earn a MDQ for “unsafe gun handling” if they shoot a stage prop.

**Stage 1**  
**Bay 2**  
**March 2026**



**10 PISTOL 10 RIFLE 4+ SHOTGUN**

**Staging** Pistols holstered, Shotgun staged anywhere, Rifle in the Right window.

**Gun Sequence** Rifle, Pistols, Shotgun.

**Start** At the Right Window, Rifle in both hands.

**At the Beep** With the Rifle, shoot a 3-4-3 sweep, using the long distance cowboy as the center target. You may start on either end.

Thru the Fence window, with the Pistols, shoot a 3-4-3 sweep, from either end.

Anywhere, with the shotgun, engage the 4 shotgun targets.

Note: gong is not in play for this stage.

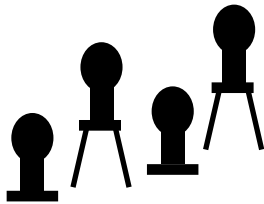
**Stage 2**  
**Bay 2**  
**March 2026**



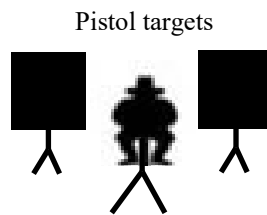
Rifle targets



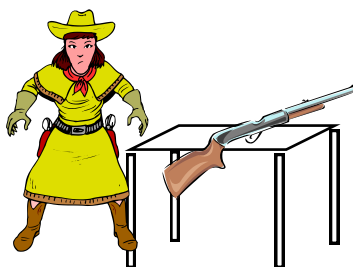
Gong



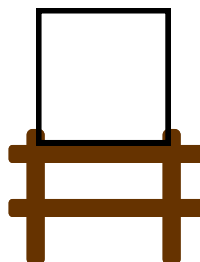
Shotgun targets



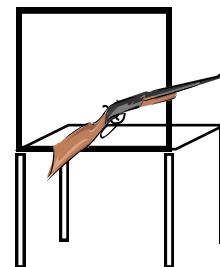
Pistol targets



Left Table



Fence Window



Right Window

**10 PISTOL 10 RIFLE 4+ SHOTGUN**

**Staging** Pistols holstered, Shotgun staged on the left table, Rifle staged in the Right window.

**Gun Sequence** Shotgun, Rifle, Pistols.

**Start** At the left table, at the Ready.

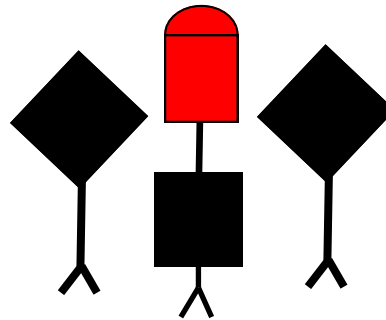
**At the Beep** With the shotgun, engage any 2 shotgun targets in front of you until down.

Take shotgun with you and thru the Right window engage the gong twice.

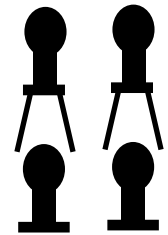
Then thru the Right Window, shoot a 5 round continuous Nevada sweep, starting on either end, and repeat. Use all 3 targets including the long range cowboy.

Then thru the Fence window, with the Pistols, shoot a 5 round cont. Nevada sweep, from either end, and repeat.

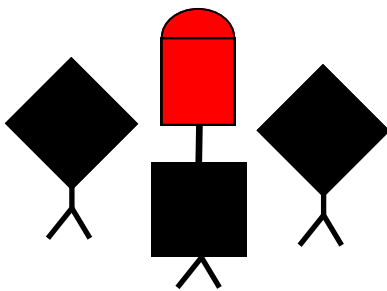
**Stage 3**  
**Bay 3**  
**March 2026**



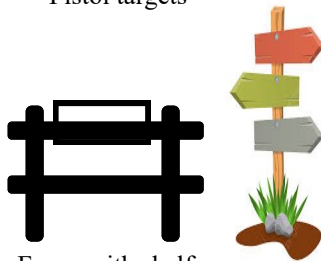
Rifle targets



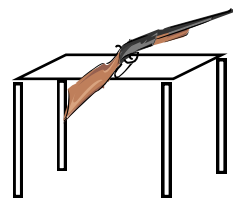
Shotgun targets



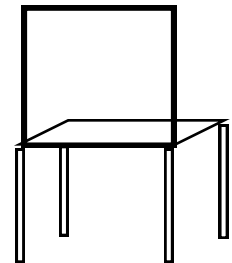
Pistol targets



Fence with shelf



Center Table



Right Window

**10 PISTOL 10 RIFLE 4+ SHOTGUN**

**Staging** Pistols holstered. Rifle on the Center Table. Shotgun staged anywhere.

**Gun Sequence** Shooter's choice, rifle not last.

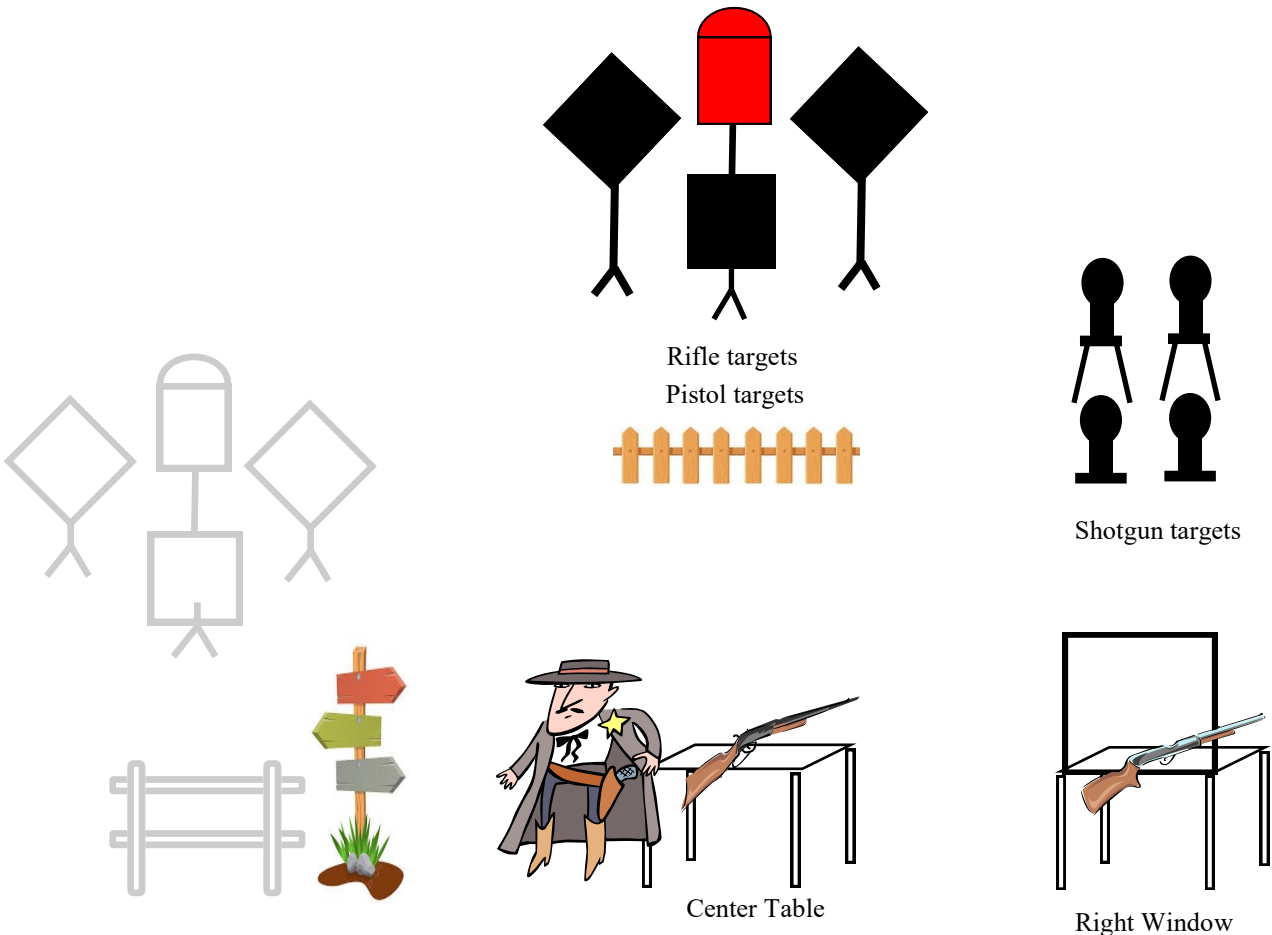
**Start** At any position, both hands touching hat.

**At the Beep** With the rifle, place 3 rounds on each black target. Then, place the 10th round on the red tombstone.

Anywhere to the left of the Post, with the pistols, repeat the rifle instructions.

Thru the Right window, with the shotgun, engage the 4 shotgun targets.

**Stage 4**  
**Bay 3**  
**March 2026**



**10 PISTOL 10 RIFLE 4+ SHOTGUN**

**Staging** Pistols holstered. Rifle on Center Table. Shotgun in Right Window.

**Gun Sequence** Rifle, Shotgun, Pistols.

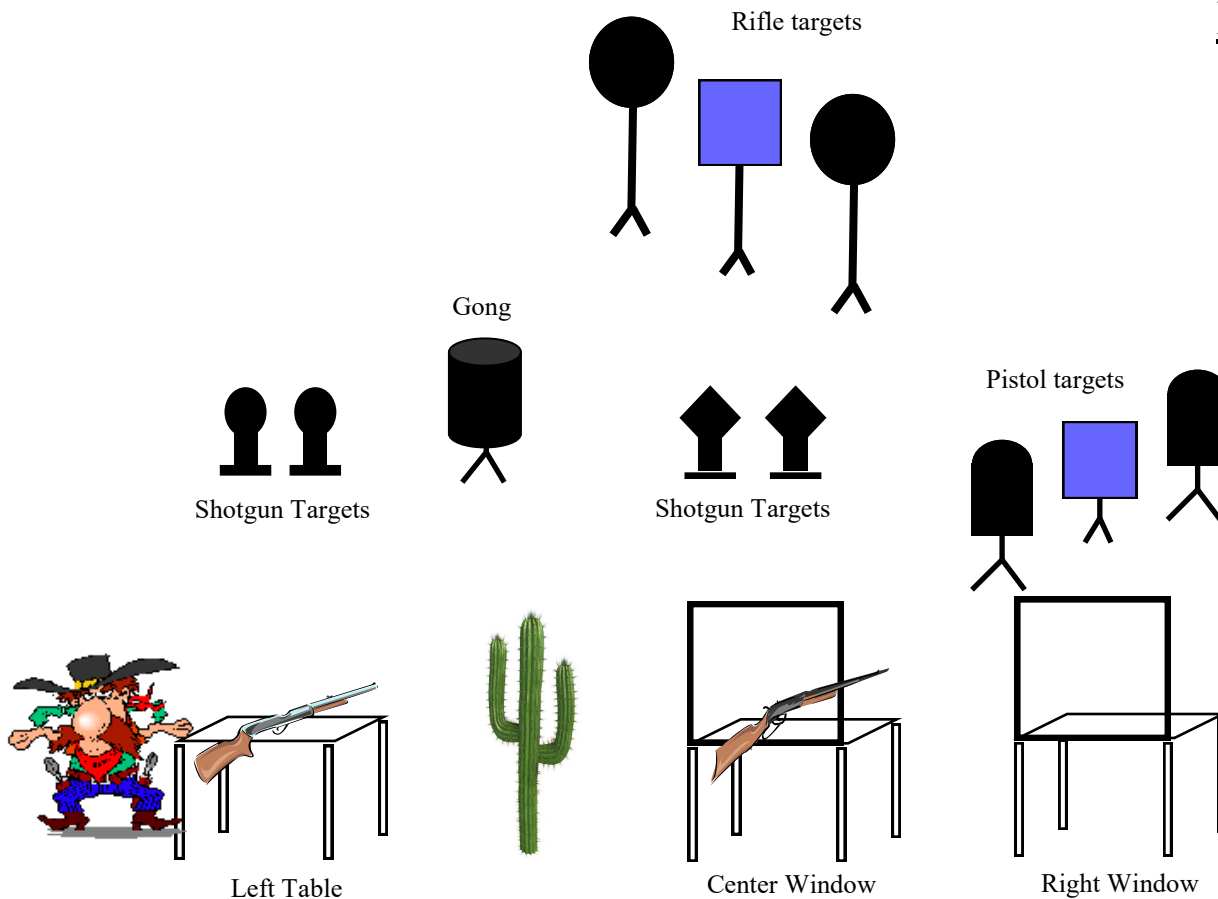
**Start** At the Center Table, hands at low surrender.

**At the Beep** With the Rifle, starting on any black target, double tap alternate between the red tombstone and all 3 black targets (black, red, black, red, black) for 10 rounds. Restage the rifle in the Right Window at an angle to the right berm with the muzzle pointing to the right side of the shotgun targets.

Thru the Right window, with the shotgun, engage the 4 shotgun targets. Restage per the rifle instructions.

Anywhere between the Center Table and the low fence, with the Pistols, repeat the rifle instructions.

**Stage 5**  
**Bay 4**  
**March 2026**



**10 PISTOL 10 RIFLE 6+ SHOTGUN**

**Staging** Pistols holstered. Rifle staged in Center Window. Shotgun staged on Left table.

**Gun Sequence** Shotgun, rifle, pistols.

**Start** At the Left Table, both hands flat on table.

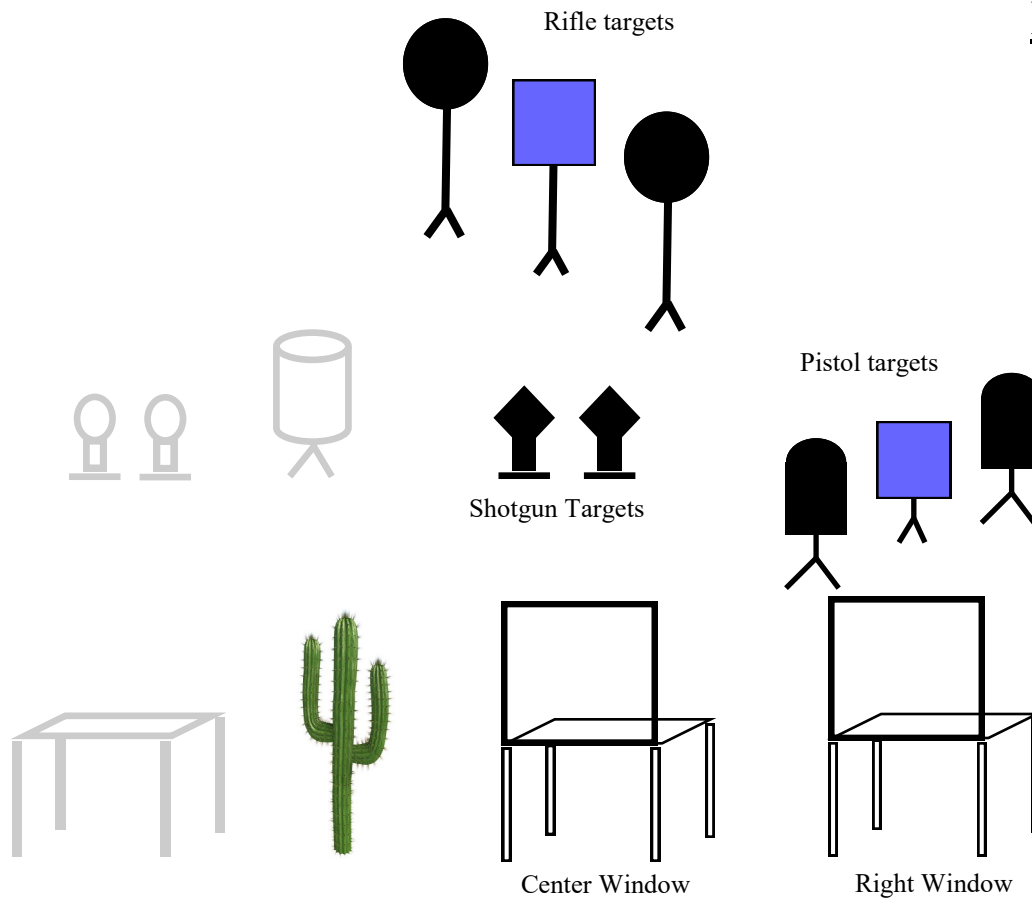
**At the Beep** Anywhere left of the cactus, engage the 2 knockdown shotgun targets until down and engage the gong twice.

Then, thru the Center Window, engage the 2 diamond shotgun targets.

Then, thru the Center Window, with the rifle, double tap the 2 outside black targets, then double tap the inside blue target, then double tap the 2 outside black targets.

Then, thru the right Window, with the pistols, repeat the rifle instructions.

**Stage 6**  
**Bay 4**  
**March 2026**



**10 PISTOL 10 RIFLE 2+ SHOTGUN**

**Staging** Pistols holstered or staged in either window. Rifle and shotgun staged in either window.

**Gun Sequence** Shooter's choice, rifle not last.

**Start** At either window, At the Ready.

**At the Beep** Thru either window, with the Pistols, engage the pistol targets in a 1-3-1 sweep from either end. Then repeat

Thru either window, with the Rifle, repeat the pistol instructions on the rifle targets.

Thru either window, with the shotgun, engage the 2 diamond shotgun targets.

Notes: Shooter may use one or both windows to shoot the stage.

Pistols may be holstered or restaged in either window at the conclusion of the pistol string.

Gong and 2 short round shotgun targets are not in play.