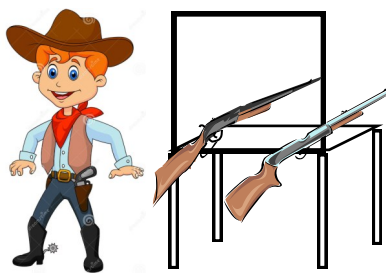
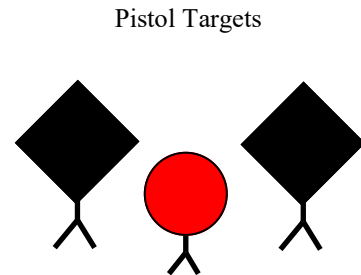
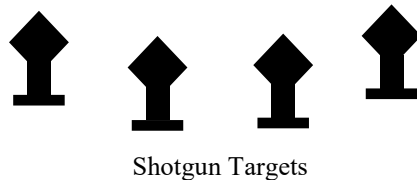
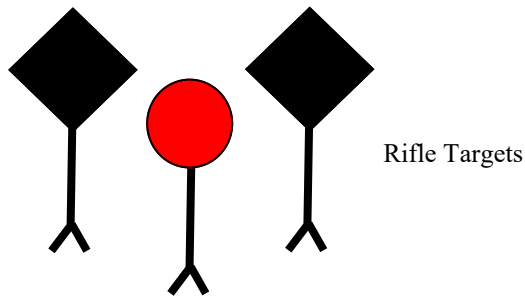


# *Rio Salado Cowboys*

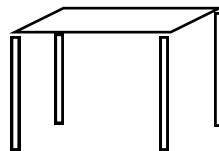
## *Stage Conventions*

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 unless specified in the stage instructions.
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. That is considered “unsafe gun handling” and will be penalized per SASS Conventions.

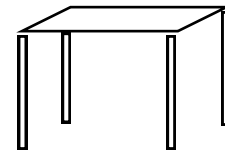
**Stage 1**  
**Bay 2**  
**May 2026**



Left Window



Center Table



Right Table

**10 PISTOL 10 RIFLE 4+ SHOTGUN**

**Staging** Pistols holstered. Rifle & Shotgun staged in the Left window.

**Gun sequence** Rifle, shotgun, pistols.

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

**At the Beep** With the **Rifle**, double tap the center **Red** target, then single tap sweep all 3 targets from either end. Then repeat.

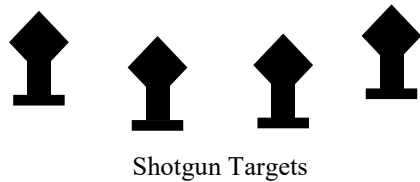
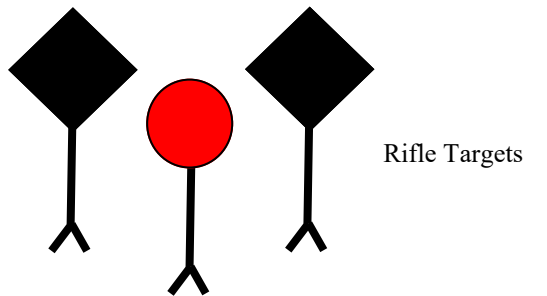
Thru the left window, with the **Shotgun**, engage any 2 shotgun targets.

Then with the **Shotgun**, engage the other 2 remaining targets anywhere between the left window and the cactus (not thru the window).

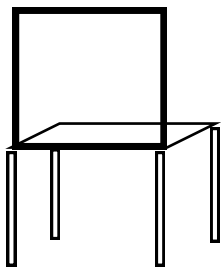
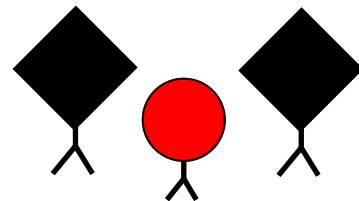
Then, to the right of the cactus, with the **Pistols**, repeat the rifle instructions.

Note: shotgun makeups may be made anywhere along the shooting line.

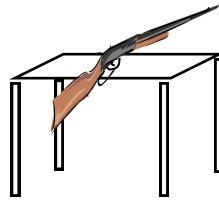
**Stage 2**  
**Bay 2**  
**May 2026**



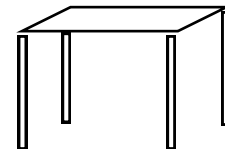
Pistol Targets



Left Window



Center Table



Right Table

**10 PISTOL 10 RIFLE 4+ SHOTGUN**

**Staging** Pistols holstered. Rifle on Center table, Shotgun anywhere.

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

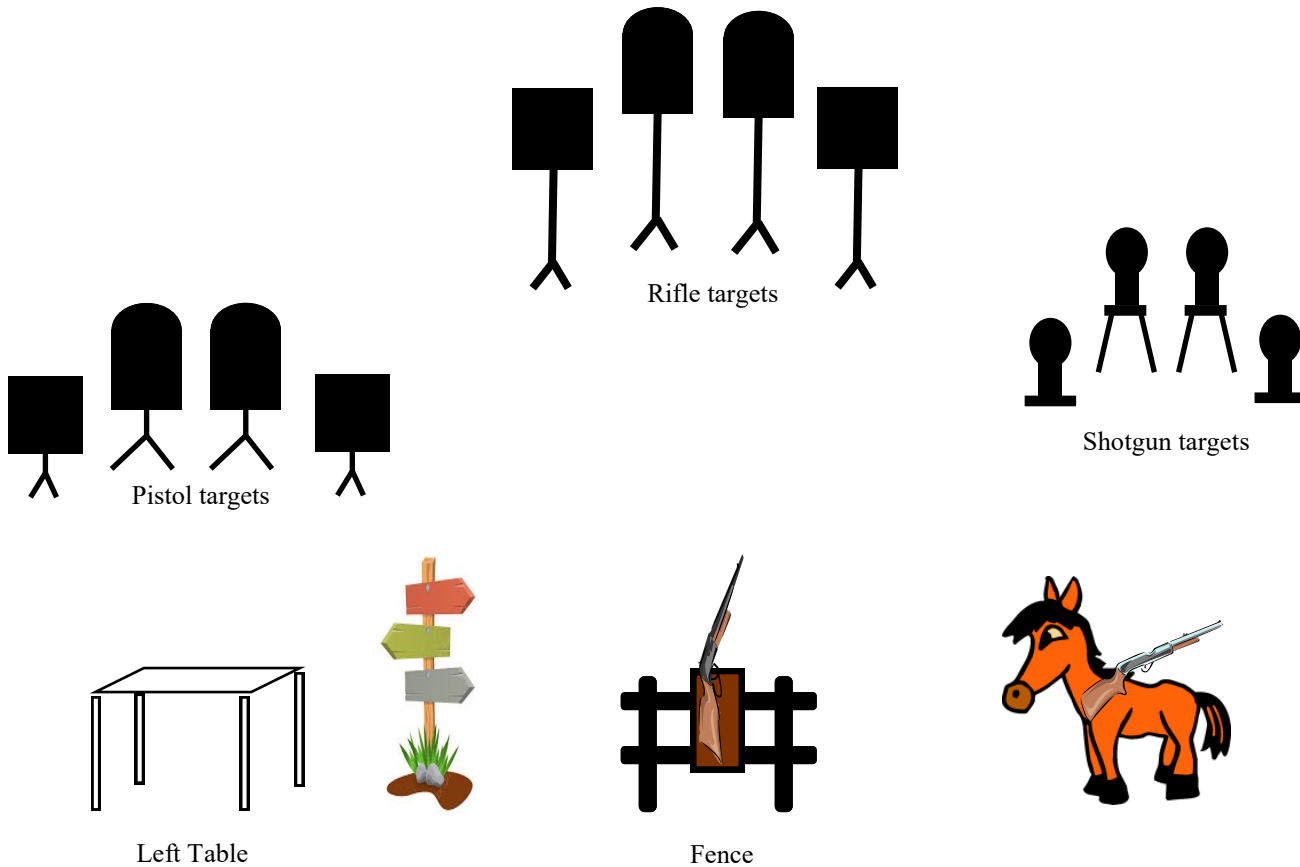
**Start** At any position, Both hands flat on table.

**At the Beep** Anywhere right of the cactus, with the **Pistols**, alternate single taps on the outside targets for 4 rounds, then single tap the middle **Red** target. Then repeat.

With the **Rifle**, repeat the pistol instructions.

With the **Shotgun**, engage the 4 shotgun targets from anywhere.

Stage 3  
Bay 3  
May 2026



10 PISTOL 10 RIFLE 4+ SHOTGUN

**Staging** Pistols holstered, Rifle staged in the box on the fence, Shotgun on horse.

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

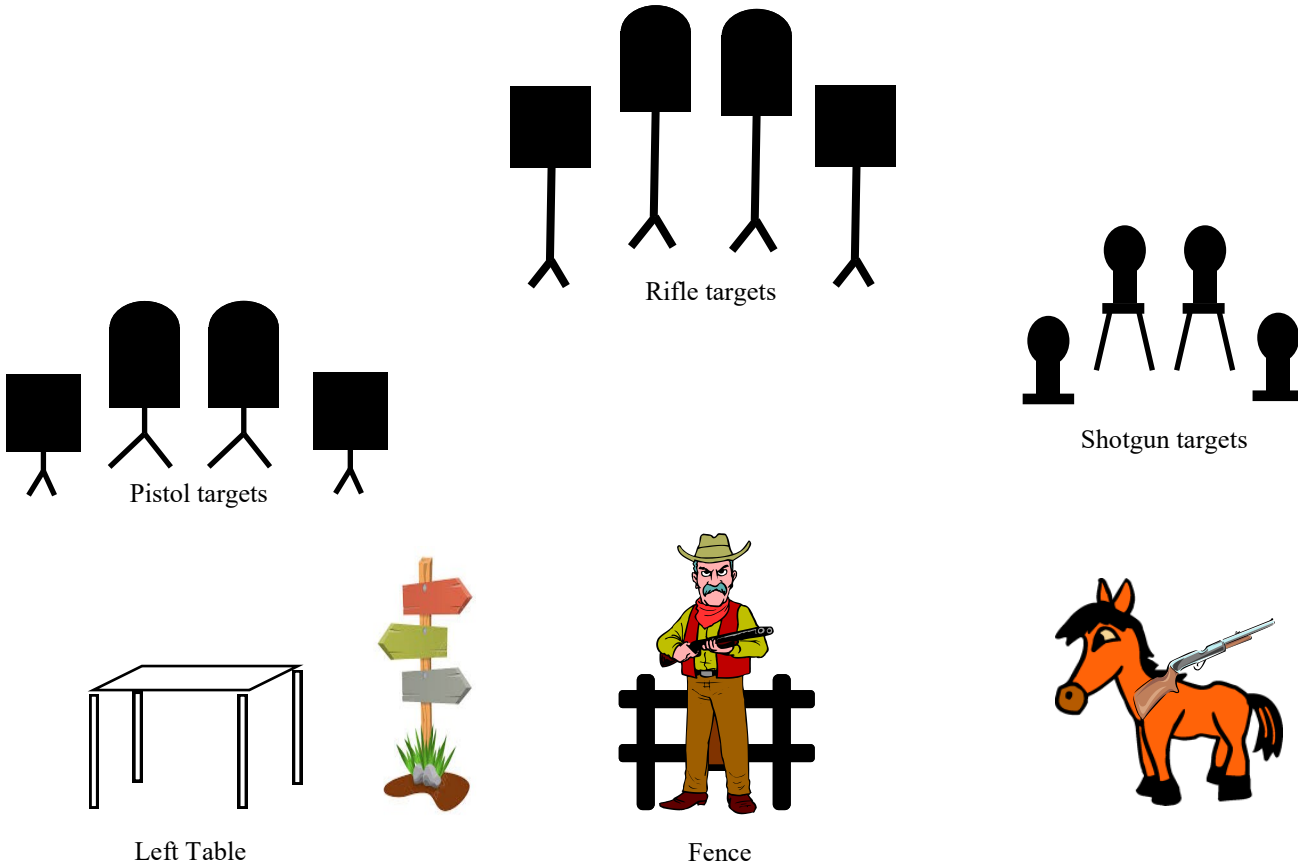
**Start** At any position, Both hands touching hat.

**At the Beep** Left of the post, with the **Pistols**, shoot a **Continuous Nevada Sweep**, starting on either end, by single tapping the first 4 targets, then double tapping the last 3 targets.

With the **Rifle**, repeat the pistol instruction.

With the **Shotgun**, engage the 4 shotgun targets.

**Stage 4**  
**Bay 3**  
**May 2026**



**10 PISTOL 10 RIFLE 4+ SHOTGUN**

**Staging** Pistols holstered, Rifle at the Fence, Shotgun on horse.

**Gun Sequence** Rifle first, then shooter's choice.

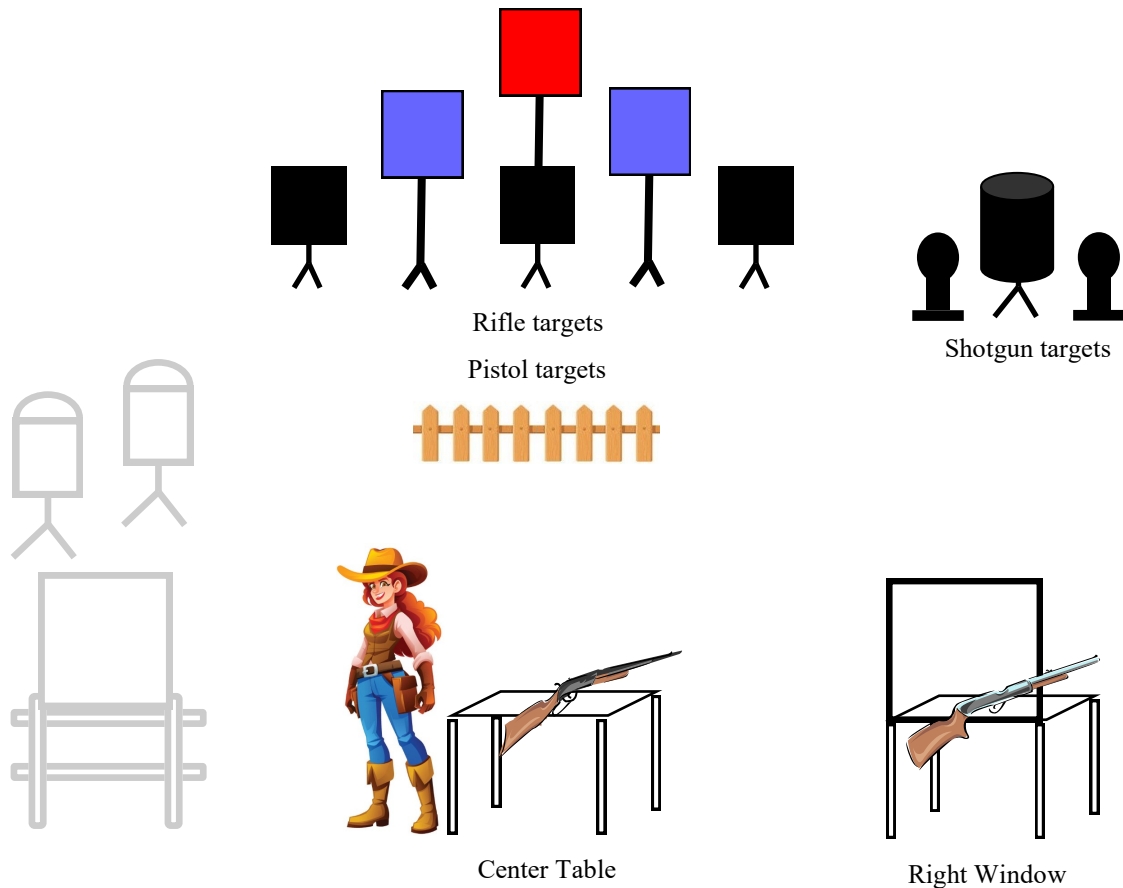
**Start** With both feet behind the fence, **Rifle at Port Arms**.

**At the Beep** With the **Rifle**, shoot a **Progressive Sweep** (1-2-3-4), starting on either end.

Left of the post, with the **Pistols**, repeat the rifle instructions.

With the **Shotgun**, engage the 4 shotgun targets.

**Stage 5**  
**Bay 4**  
**May 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, **At the Ready**.

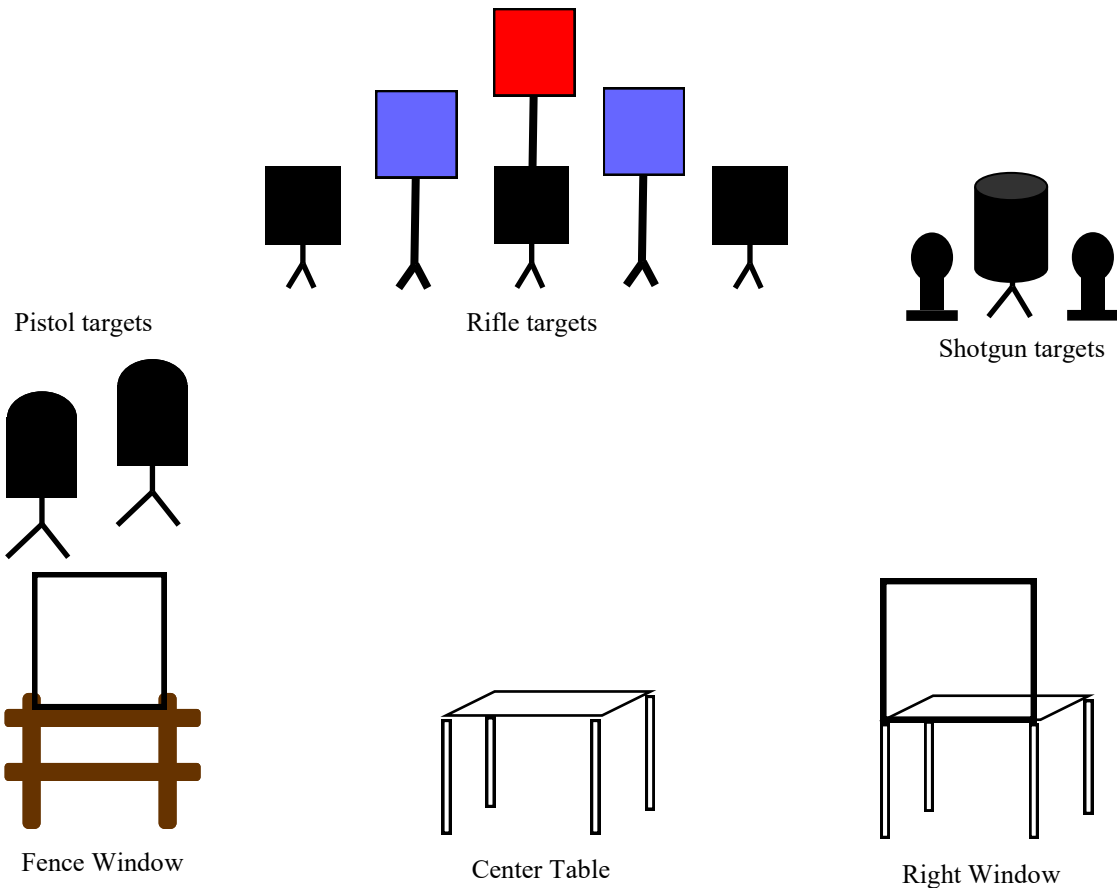
**At the Beep** With the **Rifle**, engage the **Red** target with 3 rounds, the **Blue** targets with 2 rounds each and the **Black** targets with 1 round each. This is a **Round Count**. Restage the rifle in the right window at an angle to right berm with the muzzle pointing to the right side of the shotgun targets.

Thru the Right window, with the **Shotgun**, engage the 2 knockdown targets and the gong twice. Restage per the rifle instructions.

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

Note: the tombstone targets are not in play for this stage.

**Stage 6**  
**Bay 4**  
**May 2026**



**10 PISTOL 10 RIFLE 4+ SHOTGUN**

**Staging** Pistols holstered, Rifle and Shotgun staged anywhere.

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

**Start** At any position, Hands at low surrender.

**At the Beep** Thru the fence window, with the **Pistols**, place at least 1 round on each tombstone.

With the **Rifle**, place at least 1 round on each of the 6 rifle targets.

With the **Shotgun**, engage the 2 knockdowns and the gong twice.