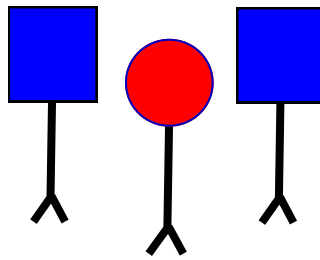


# ***Rio Salado Cowboys***

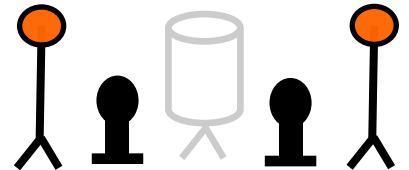
## *Stage Conventions*

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. When stage instructions say “engage” Shotgun targets at a specific position, the shooter may re-engage at that position or move to another position to re-engage. Exception to this rule is if the stage instructions say “until down”.
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.

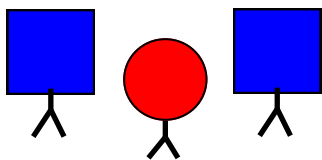
Stage 1  
Bay 3  
July 2026



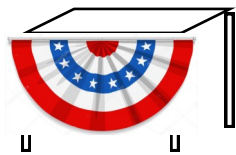
Rifle targets



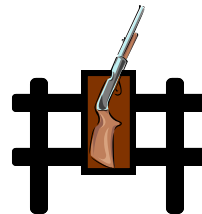
Shotgun Targets



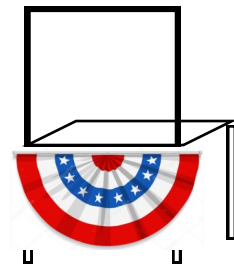
Pistol targets



Left Table



Center Fence



Right Window

10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging Pistols holstered. Rifle staged in fence box, Shotgun staged anywhere.

Gun Sequence Shooters choice, rifle not last.

Start Anywhere, Hands at low surrender.

When ready, shooter may say: **Live free or die!**

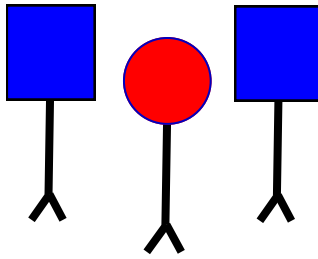
At the Beep Anywhere left of the post, with the **Pistols**, double tap the center circle, then single tap the 2 squares, then double tap the circle, then single tap the 2 squares, then double tap the circle.

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

Thru the Right window, with the **Shotgun**, engage the 2 knockdowns and the 2 lollypops.

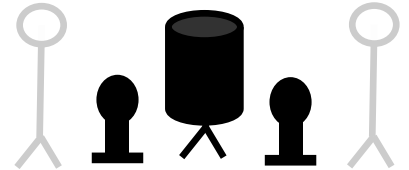
Note: Any piece of the lollypop disks on the ground is a hit.  
The gong is not in play for this stage.

**Stage 2**  
**Bay 3**  
**July 2026**

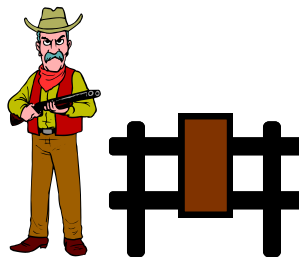
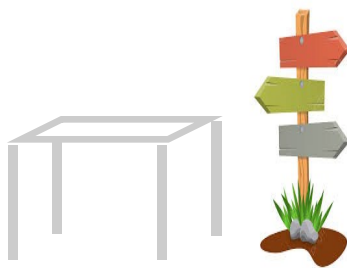
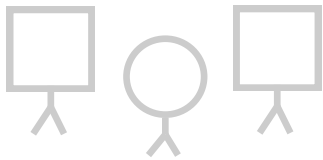


Rifle targets

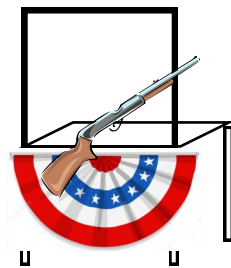
Pistol targets



Shotgun Targets



Center Fence



Right Window

**10 PISTOL 10 RIFLE 4+ SHOTGUN**

**Staging** Pistols holstered. Rifle in hands at center fence, Shotgun staged in the right window.

**Gun Sequence** Rifle, Shotgun, Pistols

**Start** Behind the center fence with Rifle At Porte Arms.

**When ready, shooter may say:** **The British are coming!**

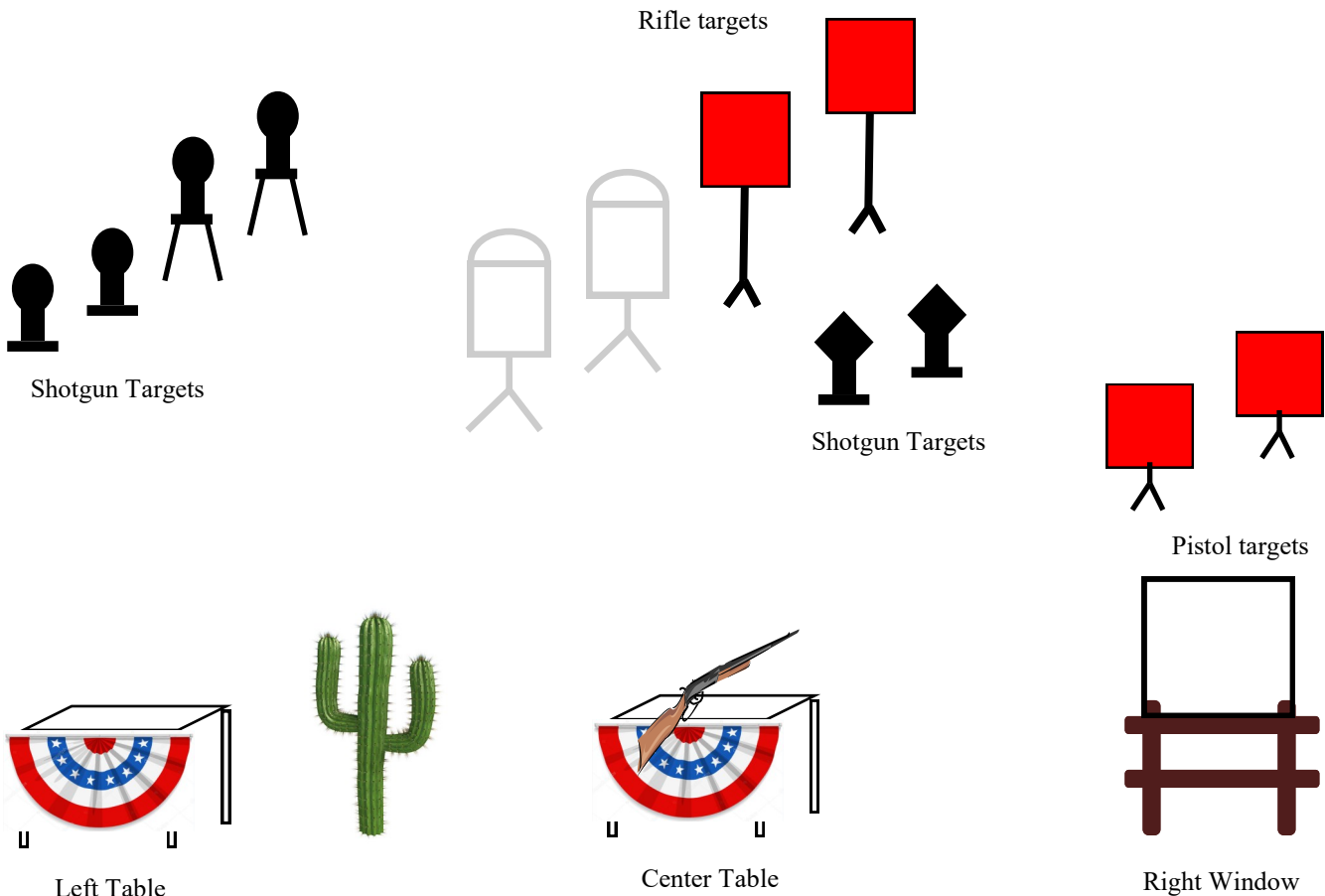
**At the Beep** With the **Rifle**, shoot a 2-1-2 sweep, starting from either end, then repeat. Restage the rifle in the fence box or vertical against the fence.

Thru the right window, with the **Shotgun**, engage the 2 knockdowns and the gong twice. Restage the shotgun on the table at an angle to the right berm with the muzzle pointing to the right side of the shotgun targets.

Anywhere between the center fence and the downrange fence, with the **Pistols**, repeat the rifle instructions.

Note: targets left of the post and the lollypops are not in play for this stage.

**Stage 3**  
**Bay 4**  
**July 2026**



**10 PISTOL 10 RIFLE 6+ SHOTGUN**

**Staging** Pistols holstered. Rifle staged on center table, Shotgun staged anywhere.

**Gun Sequence** Shooters choice, rifle not last.

**Start** Anywhere, At the Ready.

**When ready, shooter may say:** **I have not yet begun to fight!**

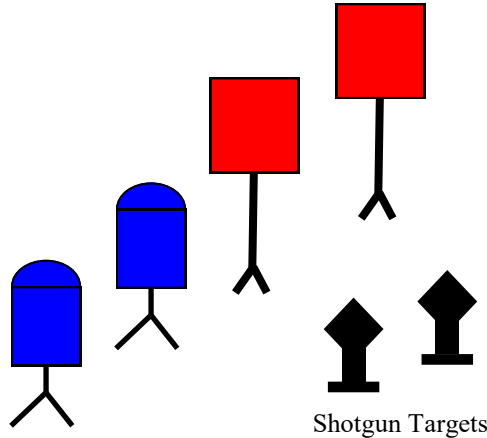
**At the Beep** Thru the right window, with the **Pistols**, alternate double taps on the 2 Red squares for 10 rounds. You may start on either square.

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

Anywhere left of the cactus, with the **Shotgun**, engage the 4 round knockdowns.  
From anywhere, with the **Shotgun**, engage the 2 diamond knockdowns.  
You may engage the shotgun targets in any order.

Note: the Tombstones are not play for this stage.

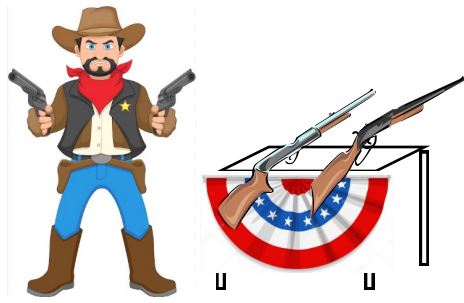
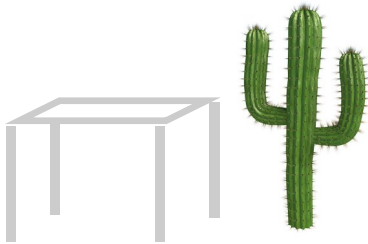
**Stage 4**  
**Bay 4**  
**July 2026**



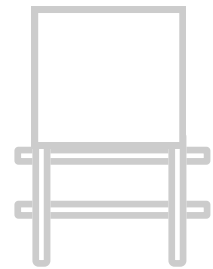
Rifle targets

Pistol targets

Shotgun Targets



Center Table



**10 PISTOL 10+1 RIFLE 2+ SHOTGUN**

**Staging** Pistols holstered or staged on center table. Rifle staged on the center table with at least 1 reload on your person. Shotgun staged on the center table.

**Gun Sequence** Shooters choice, rifle not last.

**Start** At the center table with gun of choice in hand or hands. Gunfighter shooters may have both pistols in hands.

**When ready, shooter may say:** **Don't tread on me!**

**At the Beep** Using **Pistols** and **Rifle** in any combination, shoot a 1776 sweep, from either end. You may reload the 11th rifle round anytime after the beep. Pistols may be holstered or restaged on table after use.

With the **Shotgun**, engage the 2 diamond knockdowns.

Note: The fence window square targets and the shotgun targets left of the cactus are not in play for this stage.