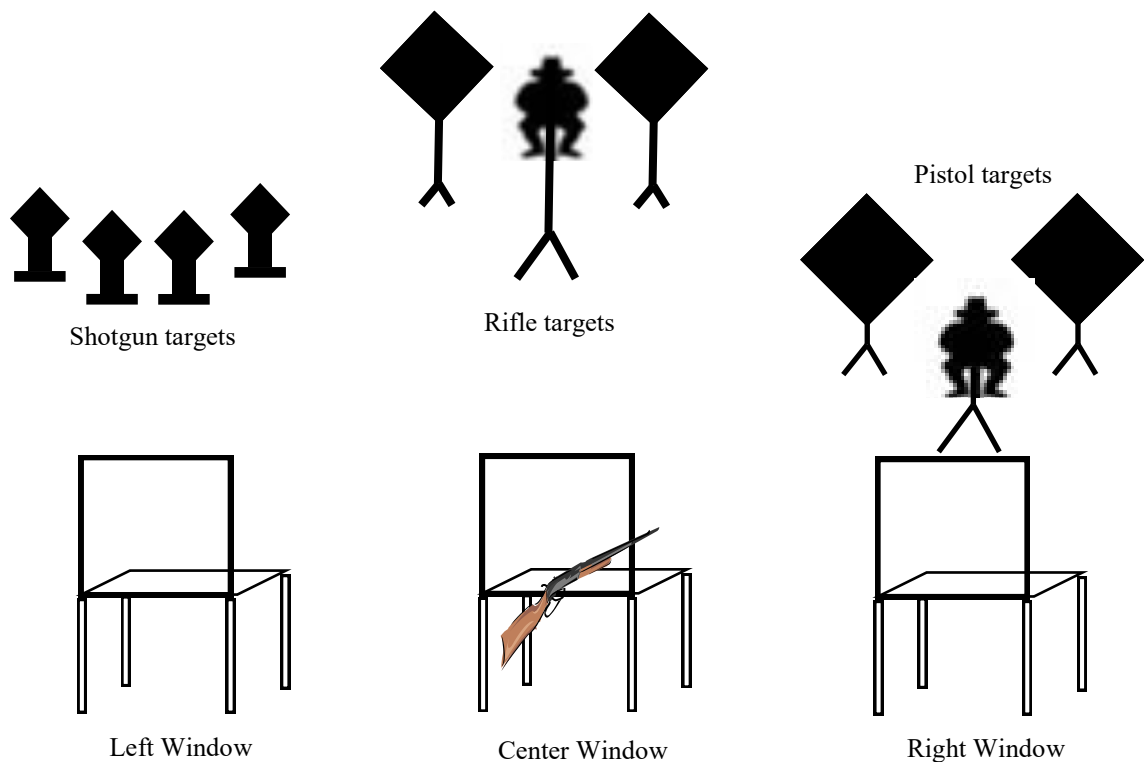


Rio Salado Cowboys

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
Jan 2026



10 PISTOL 10 RIFLE 4+ SHOTGUN

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

Gun Sequence Rifle first, then shooter's choice.

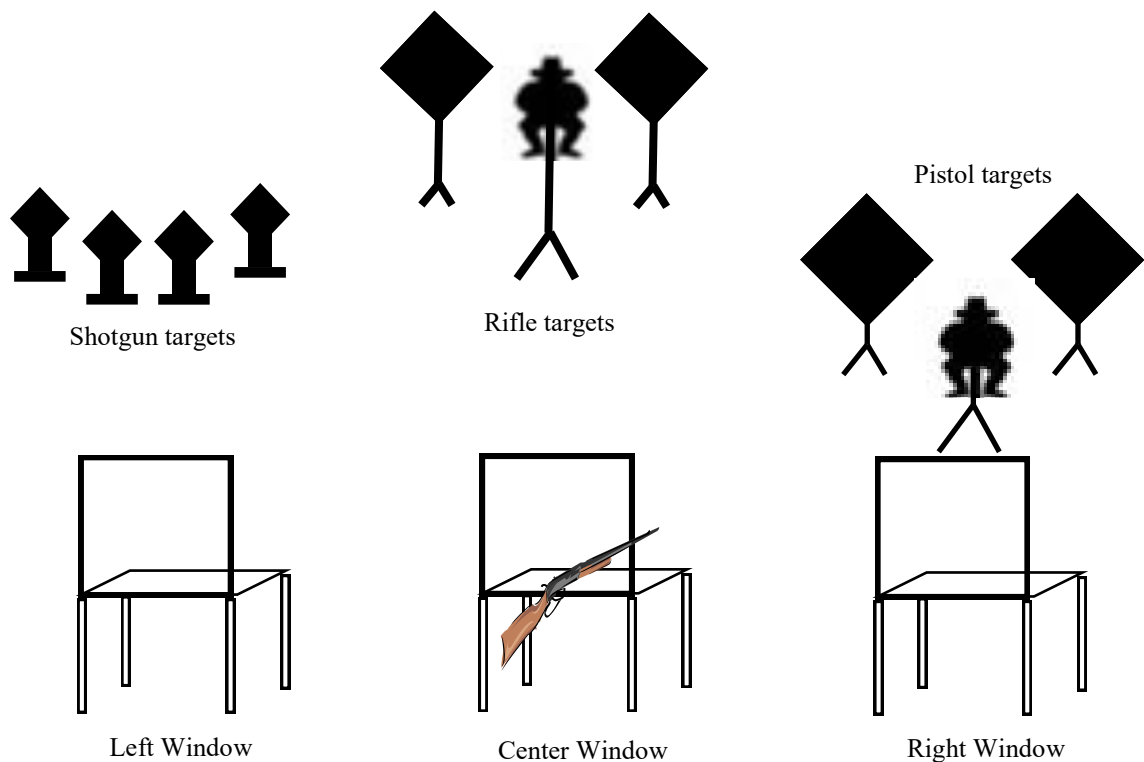
Start At the Center window, both hands touching the window frame.

At the Beep Thru the center window, triple tap the center cowboy, then single tap the diamonds. Then repeat.

Thru the Right Window, with the Pistols, repeat the rifle instructions.

Thru the Left Window, with the Shotgun, engage the 4 shotgun targets.

Stage 2
Bay 2
Jan 2026



10 PISTOL 10 RIFLE 4+ SHOTGUN

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

Gun Sequence Shooter's choice, rifle not last.

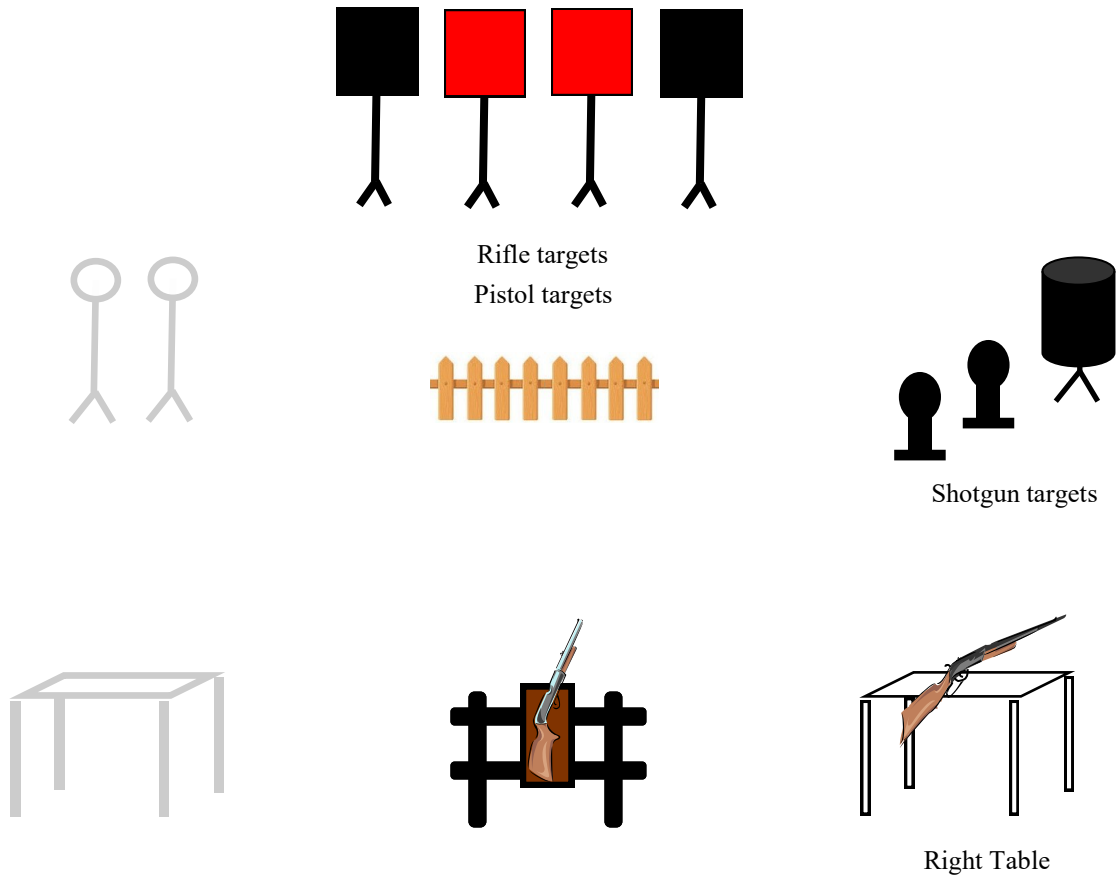
Start At any window, At the Ready.

At the Beep Thru the Right Window, with the Pistols, shoot a 2-3-5 sweep from either end.

Thru the Center Window, with the Rifle, repeat the pistol instructions.

Thru the Left Window, with the Shotgun, engage the 4 shotgun targets.

Stage 3
Bay 3
Jan 2026



10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging Pistols holstered, Rifle in box on the fence, shotgun staged on the Right Table.

Gun Sequence Rifle, Shotgun, Pistols

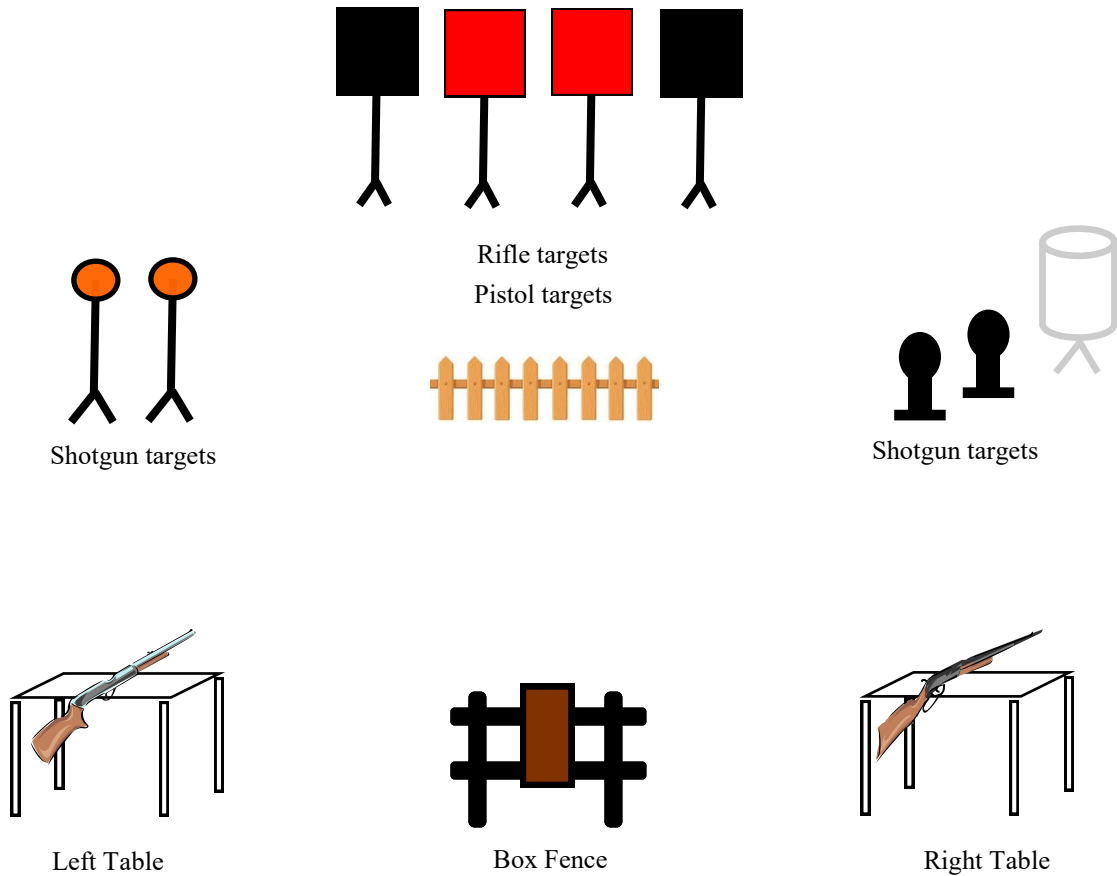
Start At the fence, hands at Low Surrender.

At the Beep Shoot a Nevada sweep by double tapping the end targets and single tapping the 2 center targets. Start the sweep from either end target. Restage the rifle vertically at the fence or on the right table at an angle to the right berm.

With the Shotgun, engage the 2 knockdowns and shoot the Gong twice. Restage the shotgun on the table at an angle to the right berm.

Then, anywhere between the rifle fence and the low fence, with the Pistols, repeat the rifle instructions.

Stage 4
Bay 3
Jan 2026



10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging Pistols holstered, Rifle staged on either table, Shotgun staged on the opposite table.

Gun Sequence Shotgun, Rifle, Pistols.

Start At either Table, both hands flat on the table.

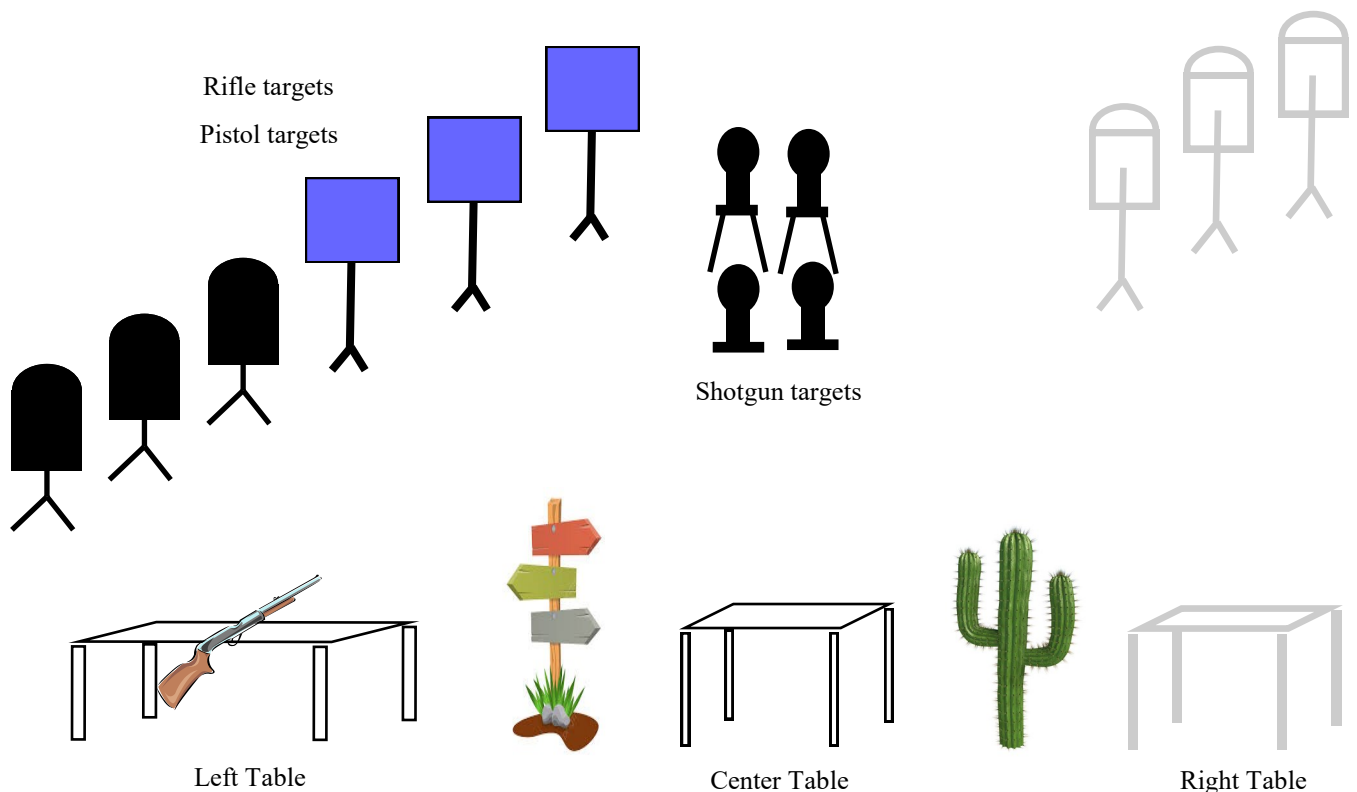
At the Beep With the Shotgun, engage the 2 knockdowns and the 2 lollypops (until the disks are knocked off the sticks). Restage the shotgun on either table at an angle to the nearest side berm.

With the Rifle, place at least 1 round on each target, **No double taps**. Restage the rifle on either table at an angle to the nearest side berm or vertically against the box fence.

Then, from anywhere between the box fence and the low fence, with the Pistols, repeat the rifle instructions.

Note: the gong is not in play on this stage.

Stage 5
Bay 4
Jan 2026



10 PISTOL 10+1 RIFLE 4+ SHOTGUN

Staging Pistols holstered. Rifle staged on the left table with at least 1 reload on your person.
Shotgun staged as needed.

Gun Sequence Shooters choice, rifle not last.

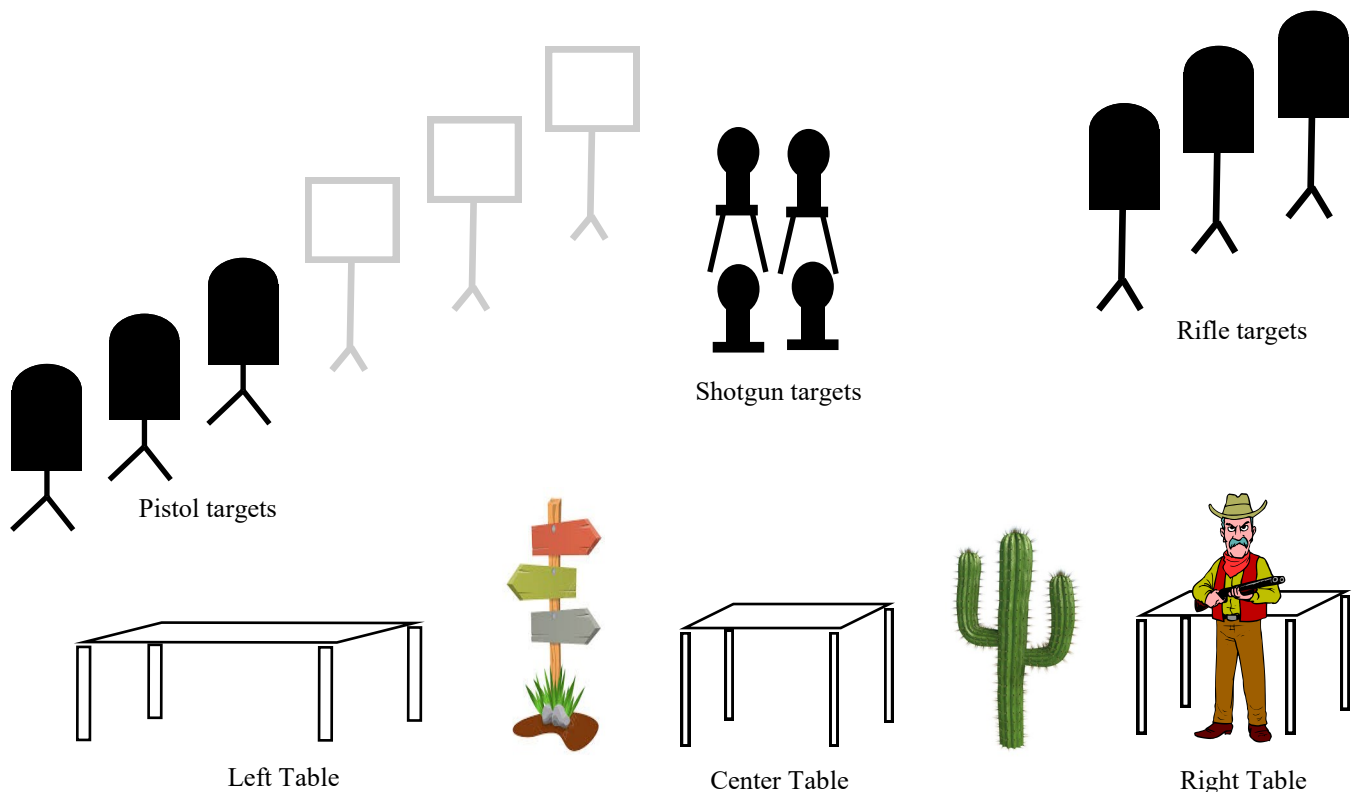
Start From any table, At the Ready.

At the Beep From the Left Table, using both Pistols and the Rifle, shoot a Grand Progressive sweep (1-2-3-4-5-6), starting from either end. You may load the 11th rifle round at any time after the beep.

Between the post and the cactus, with the Shotgun, engage the 4 shotgun targets.

Note: The rifle and pistols must be shot to the left of the Post.
and the right table and right tombstones are not in play for this stage.

Stage 6
Bay 4
Jan 2026



10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging Pistols holstered, Rifle in both hands, Shotgun staged anywhere.

Gun Sequence Rifle, Shotgun, Pistols

Start From the Right Table, rifle in both hands, muzzle touching the tabletop.

At the Beep With the Rifle, shoot 2-1-2 sweep from either end, and repeat from the same end.

Between the post and the cactus, with the Shotgun, engage the 4 shotgun targets.

Then, anywhere left of the Post, with the Pistols, repeat the rifle instructions.

Note, the square targets are not in play for this stage.