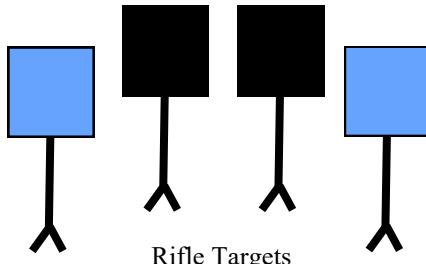


Rio Salado Cowboys

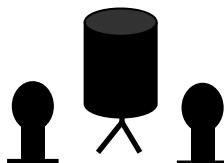
Stage Conventions

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
Feb 2026

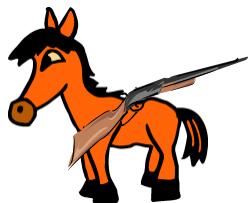
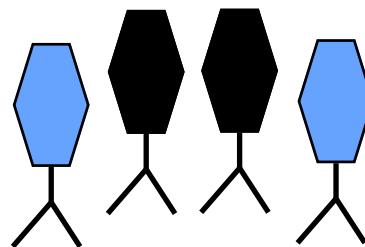


Rifle Targets

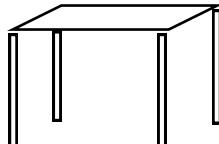


Shotgun Targets

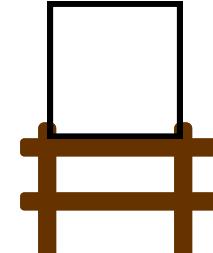
Pistol Targets



Horse



Center Table



Fence Window

10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging Pistols holstered. Rifle on Horse. Shotgun anywhere.

Gun Sequence Shooters choice, rifle not last.

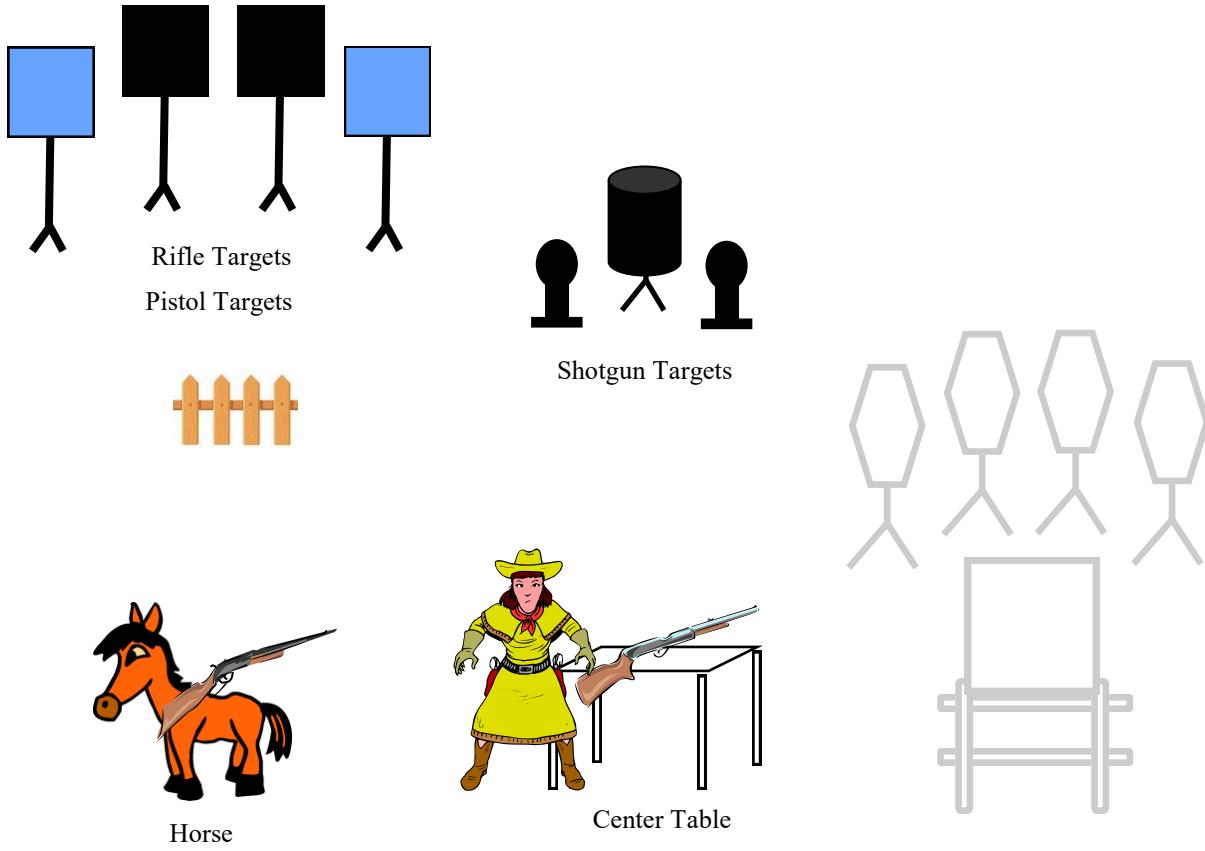
Start At any position, hands at low surrender.

At the Beep With the rifle, shoot a Regressive sweep, starting from either end. (4-3-2-1)

From anywhere, with the Shotgun, engage the 2 knockdown targets, and the Gong twice.

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

Stage 2
Bay 2
Feb 2026



Staging Pistols holstered. Rifle on Horse. Shotgun on Center Table.

Gun Sequence Shotgun, Rifle, Pistols.

Start At the Center Table, at the Ready.

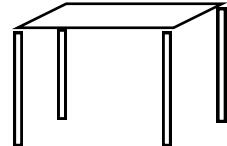
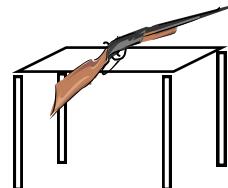
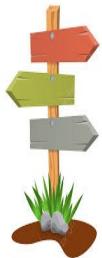
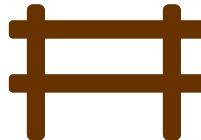
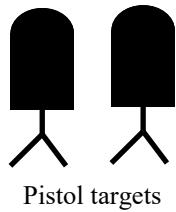
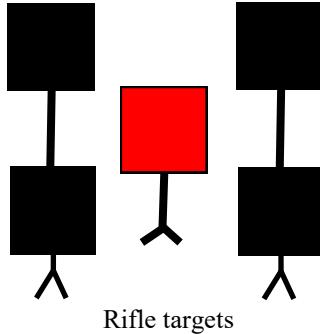
At the Beep With the Shotgun, engage the 2 knockdown targets, and the Gong twice. Restage the shotgun on the horse with the muzzle at an angle pointing to the left berm or on the center table with the muzzle pointed to the right berm.

With the Rifle, Triple tap the outside blue targets, then double tap the inside black targets. Restage the rifle on the horse with the muzzle at an angle pointing to the left berm.

Then, from anywhere between the horse and the downrange fence, with the Pistols, repeat the rifle instructions.

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

Stage 3
Bay 3
Feb 2026



10 PISTOL 10 RIFLE 4+ SHOTGUN

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

Gun Sequence Shooters choice, rifle not last.

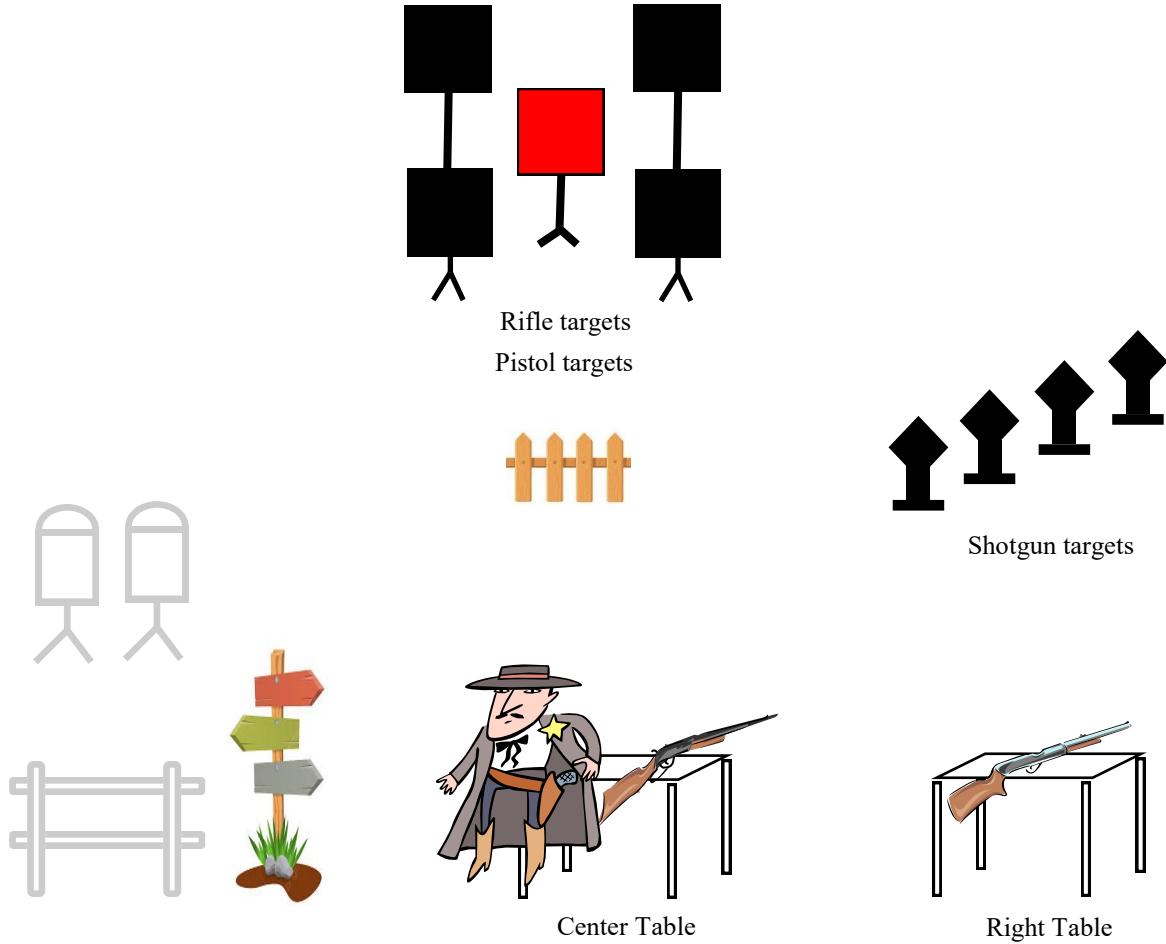
Start At any position, both hands touching gun or guns.

At the Beep Anywhere left of the post, with the Pistols, place at least 2 rounds on each of the 2 tombstones.

Anywhere right of the post, with the Rifle, place 2 rounds on each of the 5 square targets.

With the Shotgun, engage the 4 knockdowns.

Stage 4
Bay 3
Feb 2026



10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging Pistols holstered. Rifle on Center table. Shotgun on Right Table.

Gun Sequence Rifle, Shotgun, Pistols.

Start At the Center table, at the Ready.

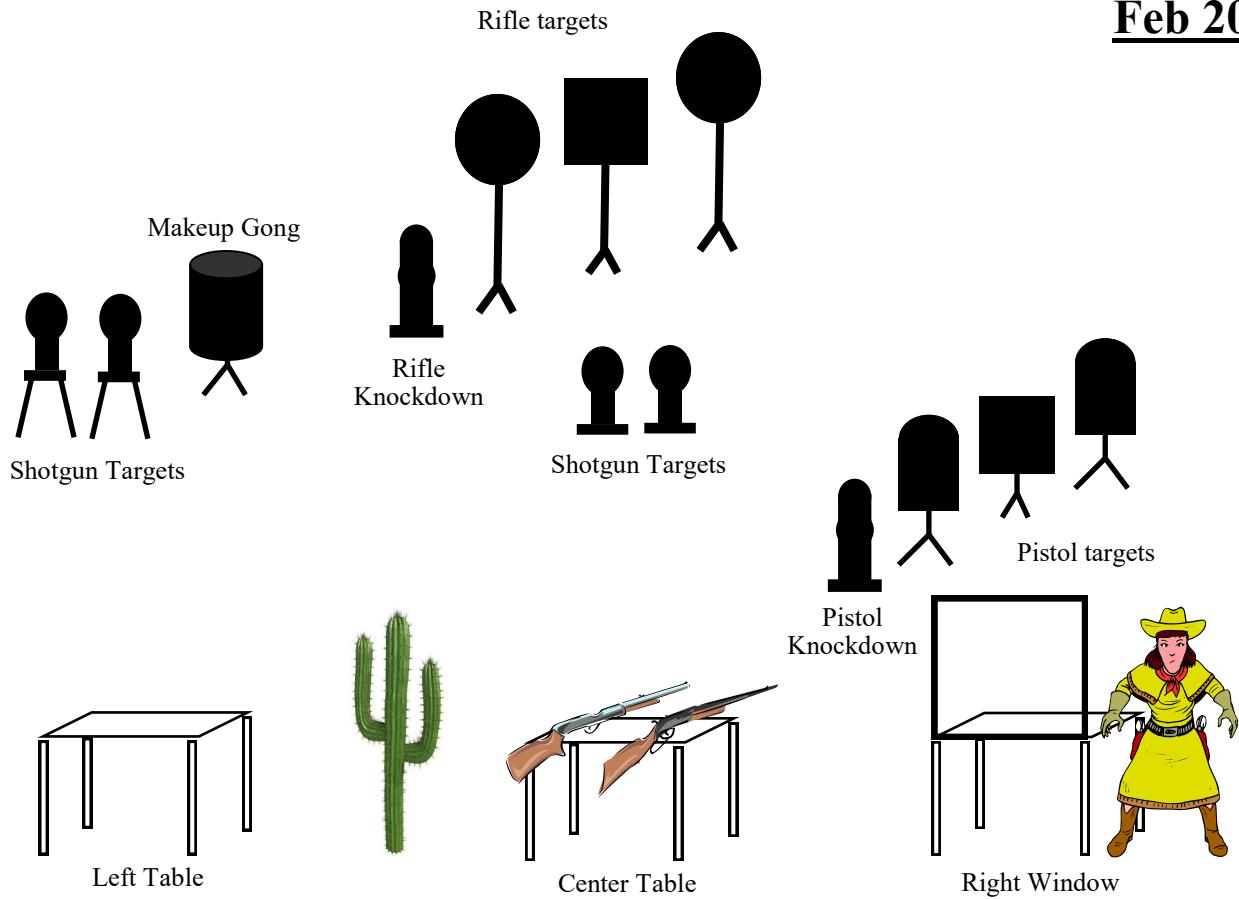
At the Beep With the Rifle, single tap the 4 outside black targets, then double tap the center red target, then single tap the 4 outside black targets. Restage the rifle on the right table with the muzzle at an angle pointing to the right berm.

With the Shotgun, engage the 4 knockdowns. Restage the shotgun per the rifle instructions.

Anywhere between the center table and the short fence, with the Pistols, repeat the rifle instructions.

Note: the tombstones are not in play for this stage.

Stage 5
Bay 4
Feb 2026



10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging Pistols holstered. Rifle and Shotgun on Center Table.

Gun Sequence Pistols, Rifle, Shotgun.

Start At the Right Window, both hands touching the window frame.

At the Beep Thru the Right Window, with the Pistols, engage the pistol knockdown once and place 3 rounds on each of the other 3 targets.

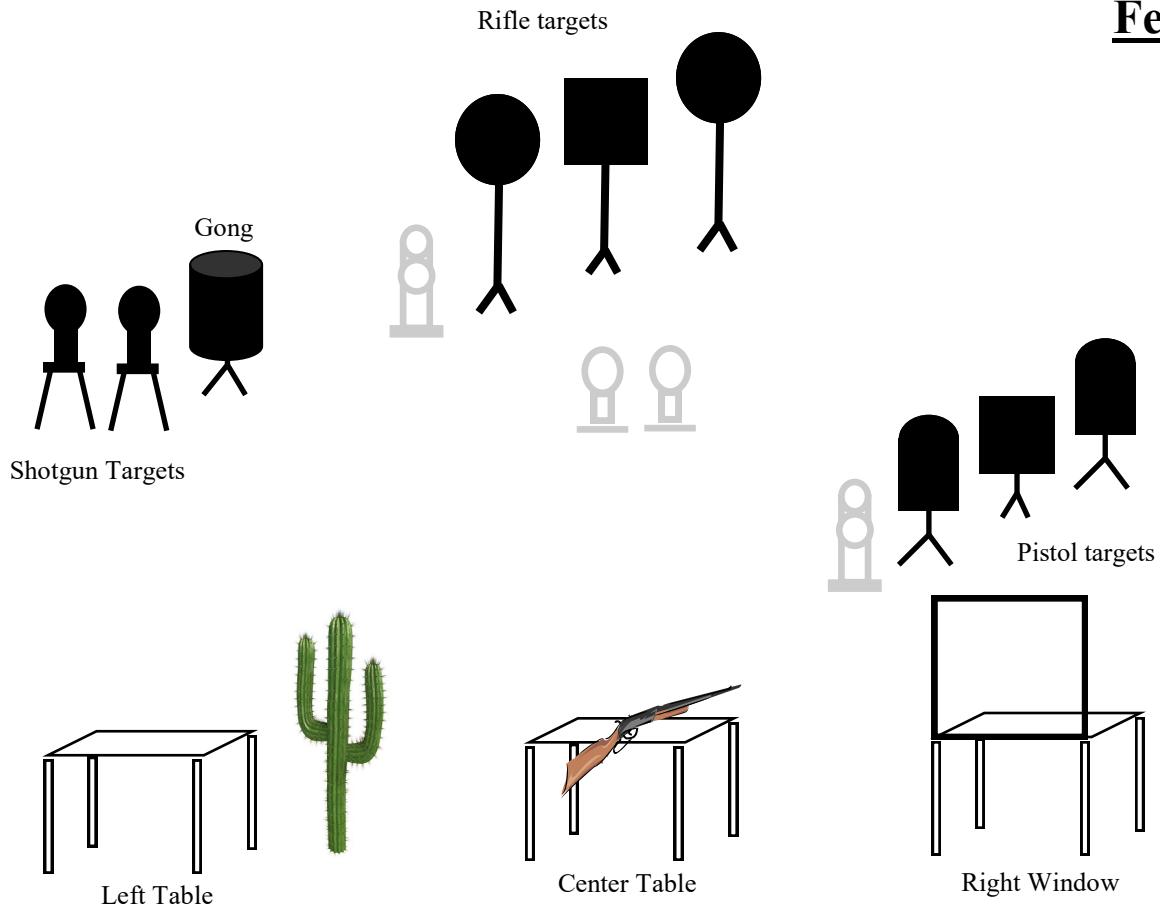
Then, with the rifle, repeat the pistol instructions using the rifle knockdown.

Then, from the right of the cactus, with the shotgun, engage the 2 shotgun knockdowns in front of you until down.

Then, from left of the cactus, with the shotgun, engage the other 2 shotgun knockdowns. After all shotgun targets are down, you may makeup any pistol or rifle knockdown still standing by engaging the makeup gong once for each target.

** DO NOT engage the pistol and rifle knockdowns with the shotgun**

Stage 6
Bay 4
Feb 2026



10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging Pistols holstered, Rifle at Center Table, Shotgun anywhere.

Gun Sequence Shooters choice, rifle not last.

Start At any position, gun or guns of choice in hand or hands with muzzle touching table top.

At the Beep Thru the Right Window, with the Pistols, shoot a continuous double tap Nevada sweep starting from either end.

From right of the cactus, with the rifle, repeat the pistol instructions.

From left of the cactus, with the shotgun, engage the 2 tall shotgun knockdowns and the gong twice.

Note: The pistol and rifle knockdowns and the 2 short shotgun knockdowns are not in play for this stage.