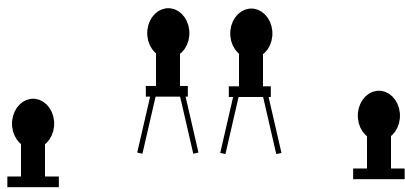


# *Rio Salado Cowboys*

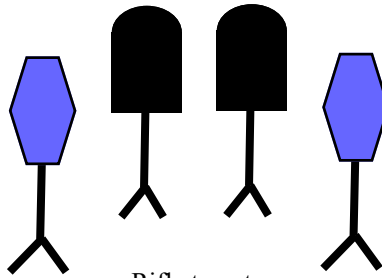
## *Stage Conventions*

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.

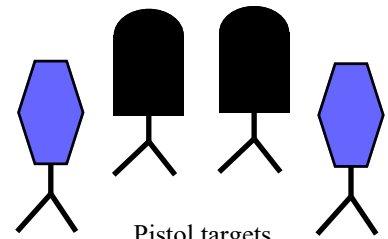
Stage 1  
Bay 3  
June 2026



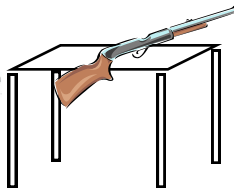
Shotgun targets



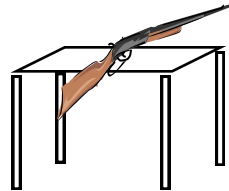
Rifle targets



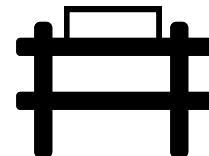
Pistol targets



Left Table



Center Table



Fence with Shelf

10 PISTOL 10 RIFLE 4+ SHOTGUN

Staging Pistols holstered. Rifle on center table. Shotgun on left table.

Gun Sequence Shotgun, Rifle, Pistols.

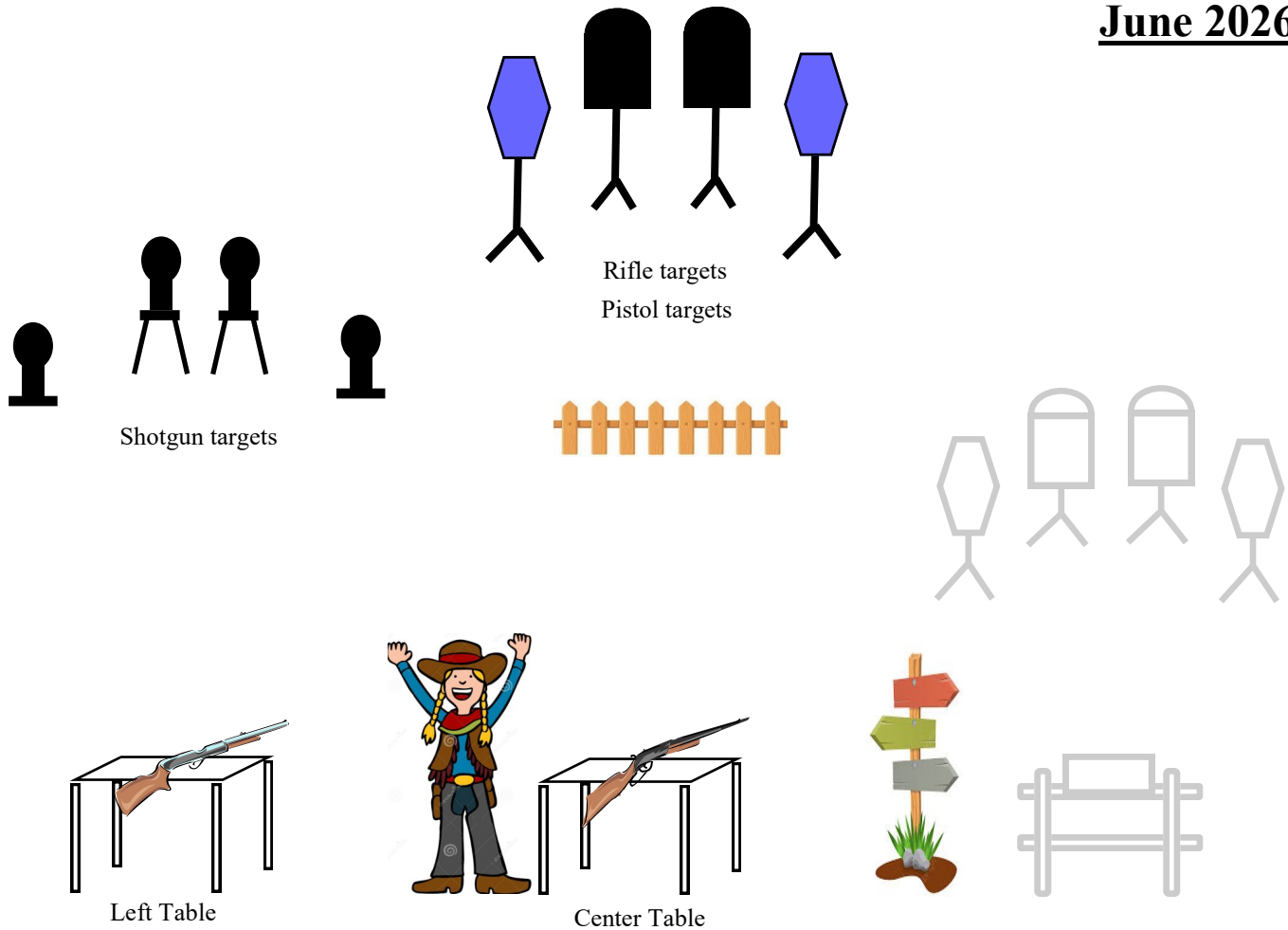
Start At the Left Table, At the Ready.

At the Beep With the **Shotgun**, engage the 2 outside targets until down, Then engage the 2 inside targets.

With the **Rifle**, double tap the outside Blue coffins, then triple tap the inside Black tombstones.

Anywhere right of the post, with the **Pistols**, repeat the rifle instructions.

**Stage 2**  
**Bay 3**  
**June 2026**



**10 PISTOL 10 RIFLE 4+ SHOTGUN**

**Staging** Pistols holstered. Rifle on center table. Shotgun on left table.

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

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

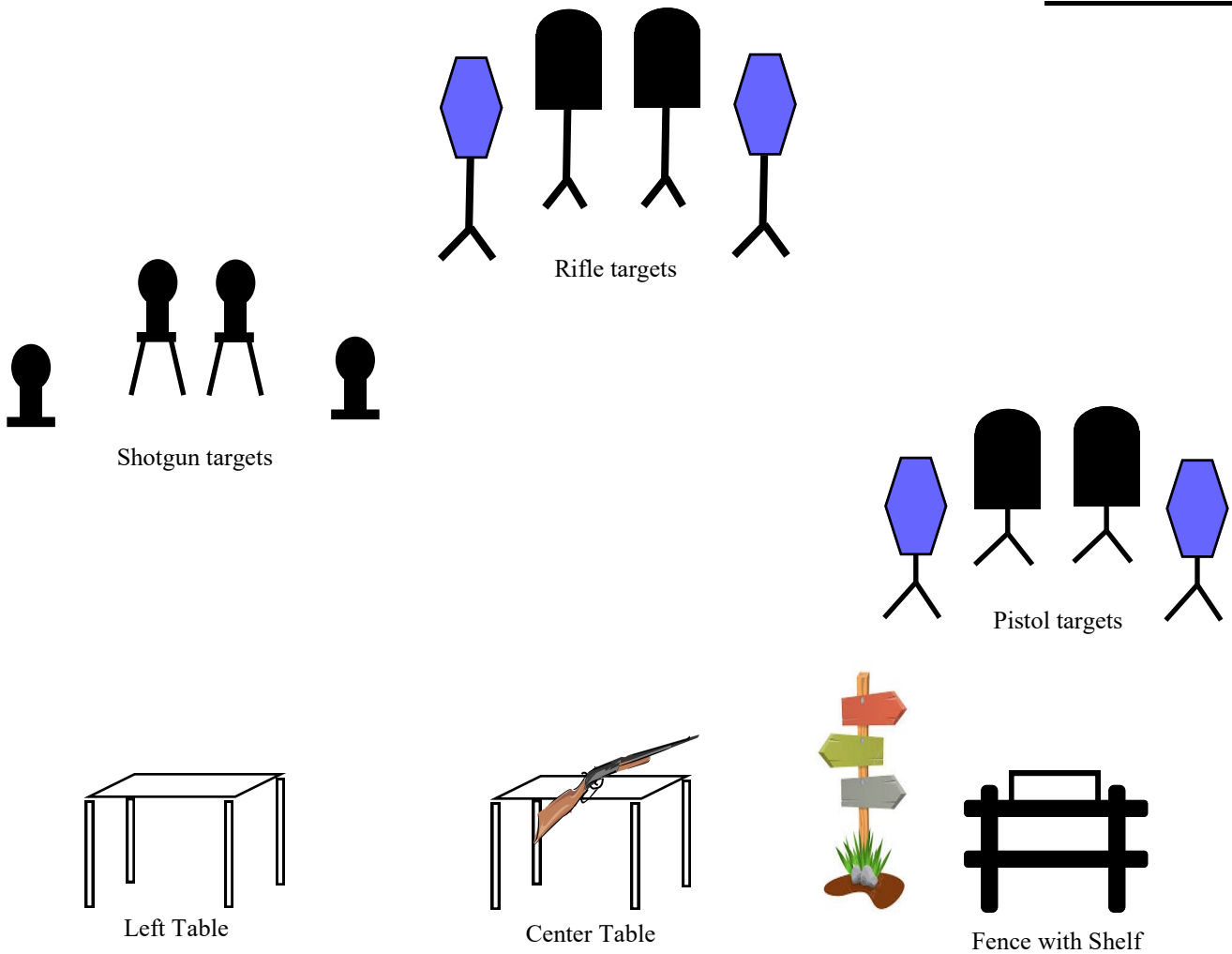
**At the Beep** With the **Rifle**, shoot a continuous single tap Nevada sweep, starting from either end. Restage the rifle on the left table at an angle to left berm with the muzzle pointing to the left side of the shotgun targets.

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

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

Note: targets to the right of the post are not in play for this stage.

Stage 3  
Bay 3  
June 2026



10 PISTOL 10 RIFLE 4+ SHOTGUN

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

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

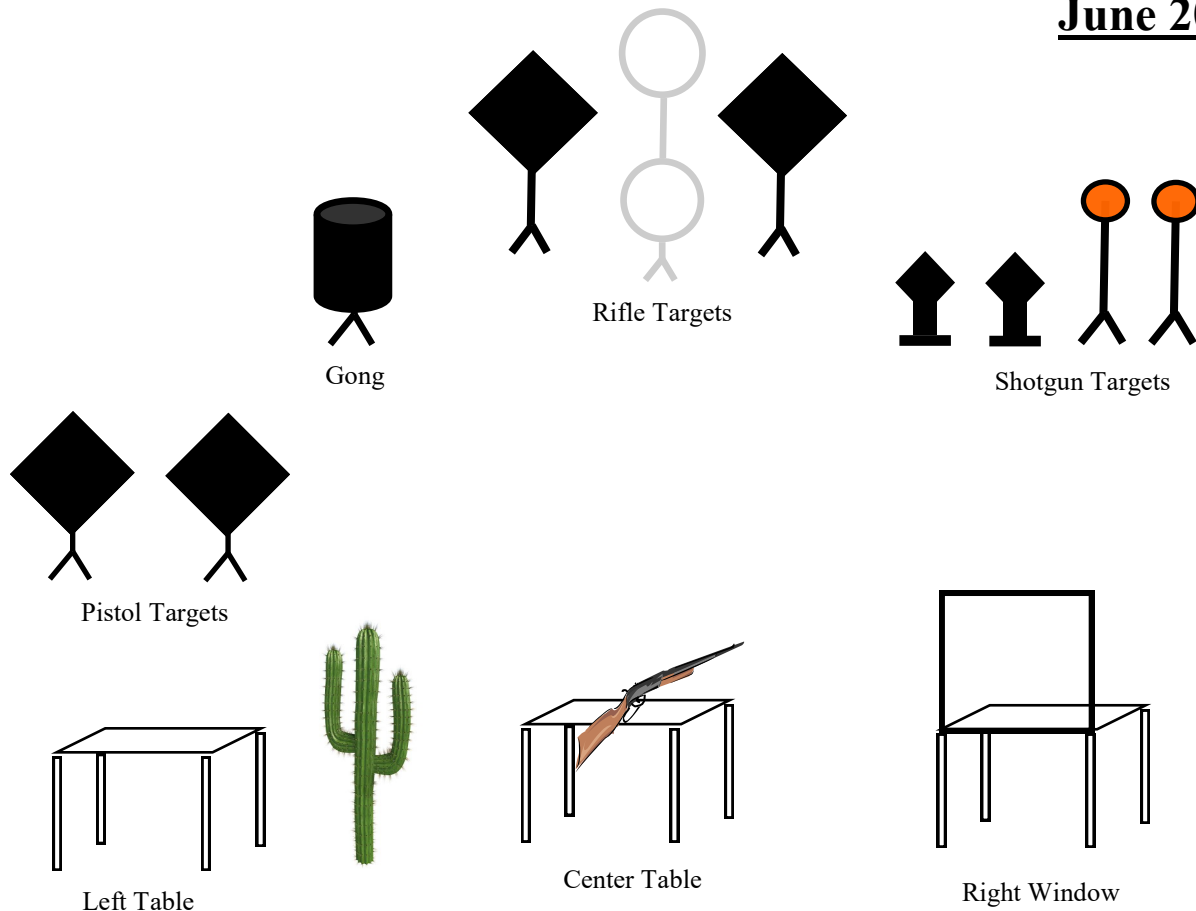
**Start** Anywhere, gun or guns of choice in hand or hands.

**At the Beep** Anywhere right of the post, with the **Pistols**, place 1 round on each blue coffin and 4 rounds on each black tombstone (round count).

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

From anywhere, with the **Shotgun**, engage the 4 knockdowns.

**Stage 4**  
**Bay 4**  
**June 2026**



**10 PISTOL 10 RIFLE 6+ SHOTGUN**

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

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

**Start** Anywhere, At the Ready.

**At the Beep** Anywhere left of the cactus, with the **Pistols**, alternate double taps on the 2 diamonds.

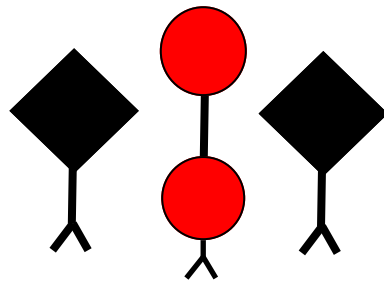
With the **Rifle**, repeat the pistols instructions.

Thru the right window, with the **Shotgun**, engage the 2 knockdowns and the 2 lollypops. And from anywhere, engage the gong twice.

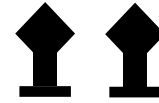
Notes: The circle targets are not in play for this stage.

Any part of the lollipop disks on the ground are good to go.

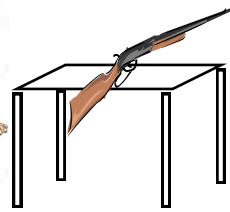
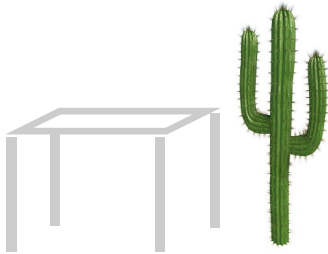
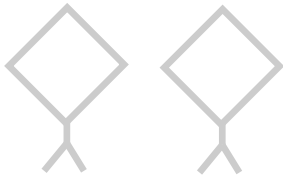
**Stage 5**  
**Bay 4**  
**June 2026**



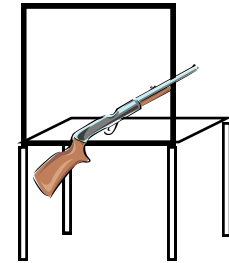
Rifle Targets  
Pistol Targets



Shotgun Targets



Center Table



Right Window

**10 PISTOL 10 RIFLE 2+ SHOTGUN**

**Staging** Pistols holstered. Rifle on center table. Shotgun in right window.

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

**Start** At the Center Table, hands flat on the table.

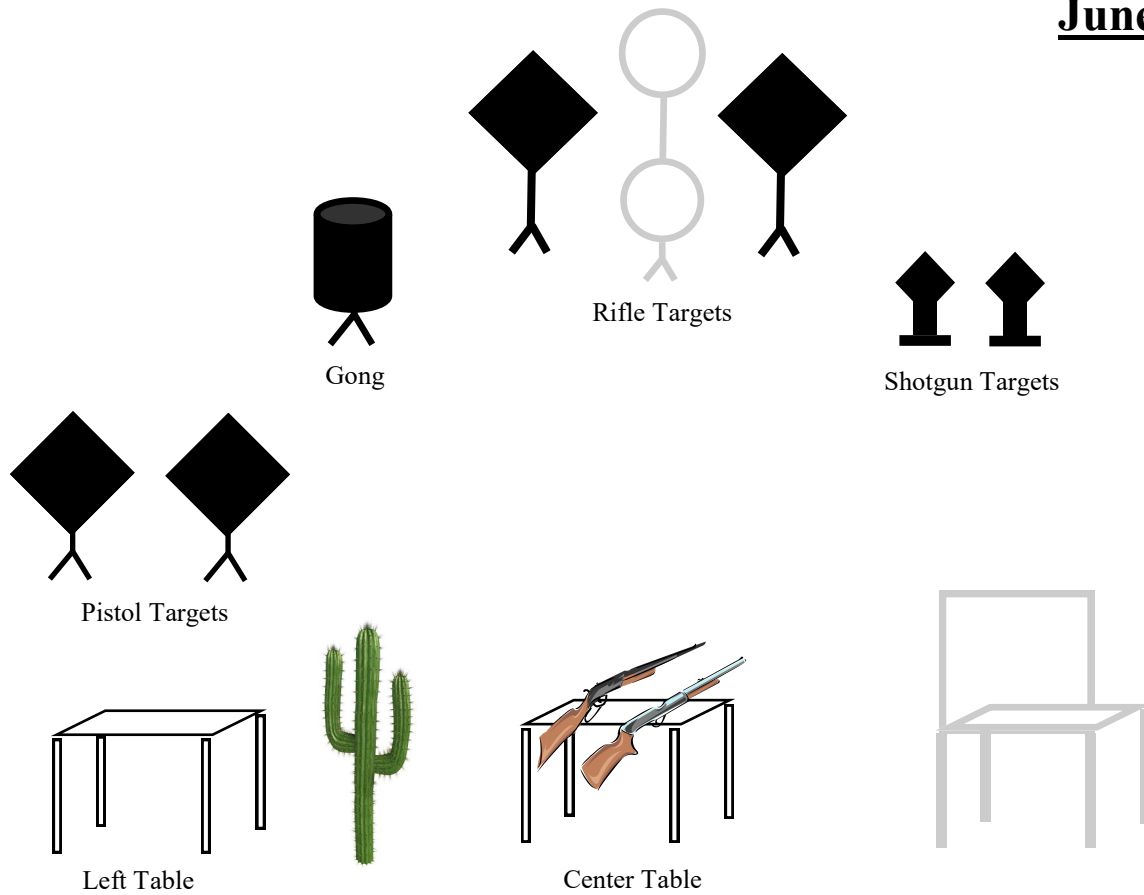
**At the Beep** With the **Rifle**, alternate single taps between a Red circle and a Black diamond for 5 rounds. Repeat using the other Red and Black targets. Restage the rifle in the right window at an angle to right berm with the muzzle pointing to the right side of the shotgun targets.

With the **Shotgun**, engage the 2 knockdowns. Restage per the rifle instructions.

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

Note: targets to the left of the cactus, the gong and lollypops are not in play for this stage.

**Stage 6**  
**Bay 4**  
**June 2026**



**10 PISTOL 10 RIFLE 4+ SHOTGUN**

**Staging** Pistols holstered. Rifle and Shotgun on Center table.

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

**Start** Anywhere, Hand or hands touching gun of choice.

**At the Beep** Anywhere left of the cactus, with the **Pistols**, shoot a Regressive sweep (4-3-2-1) by alternating on the 2 diamonds.

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

Anywhere, with the **Shotgun**, engage the 2 knockdowns and the gong twice.

Notes: The circle targets are not in play for this stage.