

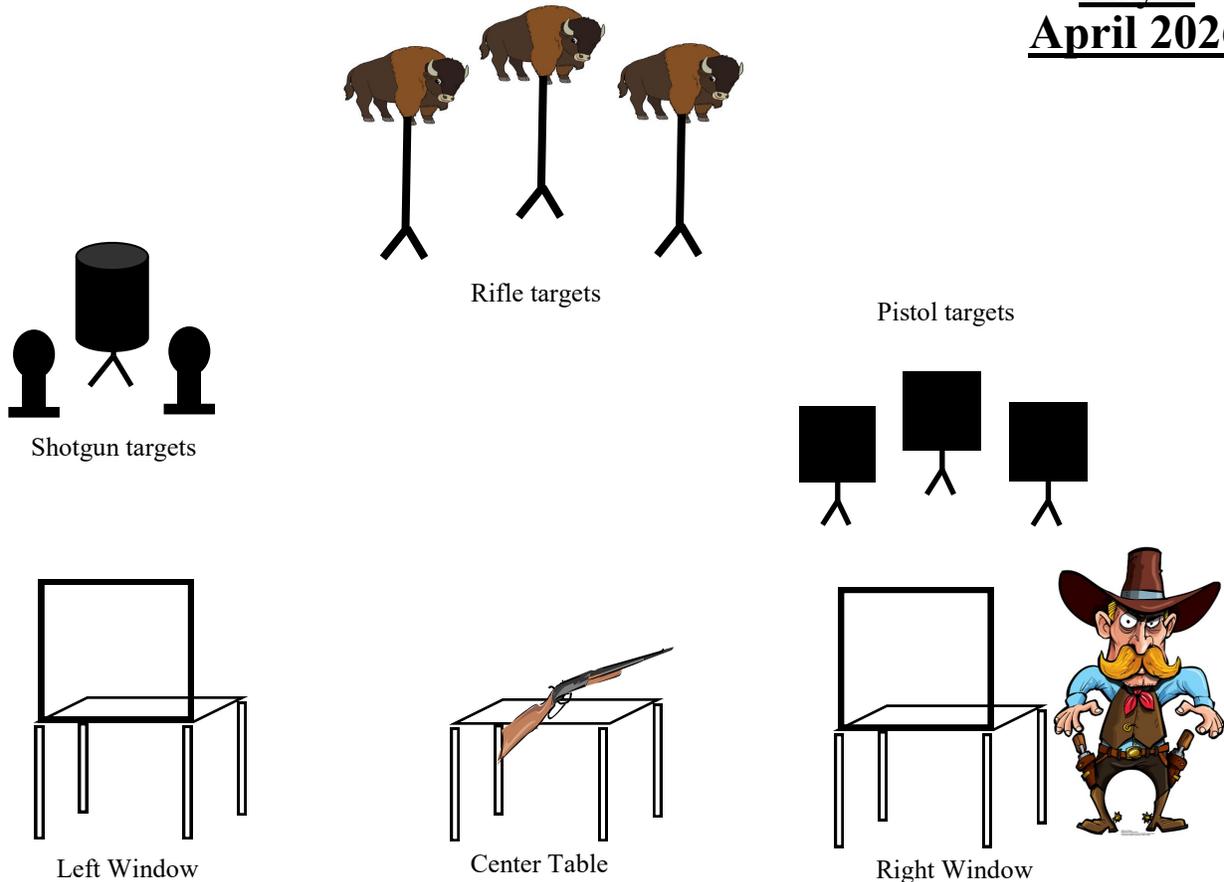
# *Rio Salado Cowboys*

## *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.

34th Anniversary Match

Stage 1  
Bay 1  
April 2026



10 PISTOL 10 RIFLE 4+ SHOTGUN

**Staging** Pistols holstered. Rifle staged on the Center Table. Shotgun staged anywhere.

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

**Start** At any position, At the Ready.

**At the Beep** Anywhere between the windows, with the rifle, place at least 3 rounds on each buffalo with no double taps.

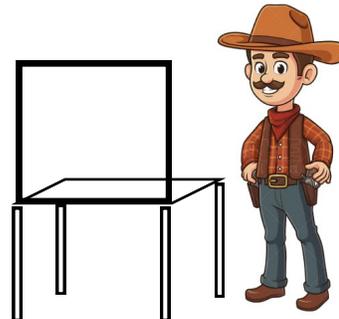
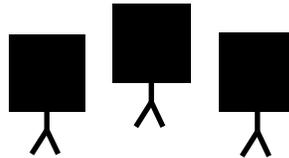
Thru the Right window, with the Pistols, repeat the rifle instructions on the squares.

Thru the Left window, with the shotgun, engage the 2 shotgun targets and the gong twice.

Pistols  
Skill Stage



Pistol targets



Right Window

10 PISTOL + 5 Reloads

**Staging** Pistols holstered with at least 5 reload rounds on your person. Shooters using cap and ball pistols may stage a loaded but uncapped pistol (or cylinder) and your capper for your reload.

**Gun Sequence** Pistols only.

**Start** At Right window, with hand or hands on pistol or pistols.

**At the Beep** Thru the Right window, shoot a 2-1-2 sweep from either end, and repeat.

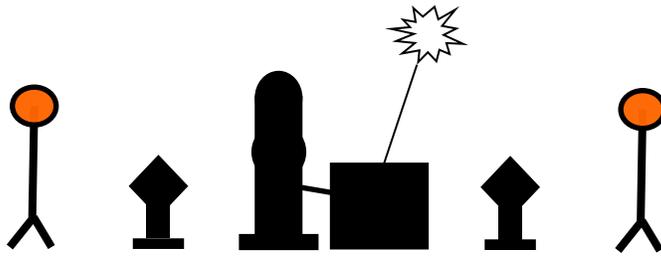
Then reload 1 pistol with 5 rounds and repeat the sweep.

Note: **After** the beep, shooter may stage reloads on the table or keep on your person.

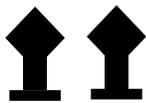
Note: **Shooter may use any shooting style on this stage regardless of Category.**

34th Anniversary Match

Stage 3  
Bay 2  
April 2026



Shotgun  
Skill Stage



10 + SHOTGUN

Staging Shotgun in both hands.

Gun Sequence Shotgun only.

Start With both feet inside the shooter's square.

At the Beep Engage the 6 knockdown targets, the Flipper & Flyer and the 2 lollypops anywhere from the shooter's square to the red fault line.

**The flyer is a 5 second bonus if hit, no penalty if missed.  
Failure to shoot at the flyer will be counted as a miss.**

**Note: No Up-Range movement by the shooter is allowed or a procedural penalty will be scored, unless the shooter commits a more serious SASS violation.**

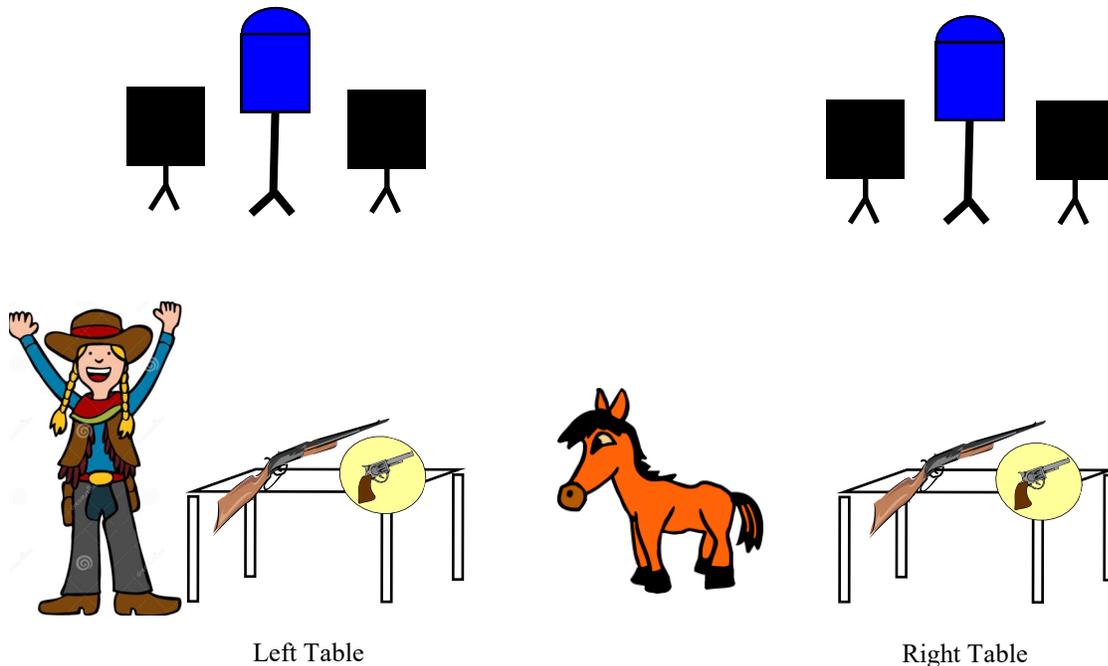
Notes: Do not go beyond the red fault line.

Any part the lollypop disk on the ground is a hit. TO can make the call.

Shooter shall follow all SASS Conventions for movement with a long gun.

34th Anniversary Match

Stage 4  
Bay 2  
April 2026



10 PISTOL 10 RIFLE (NO Shotgun)

**Staging** Rifle staged on either table, Pistols staged separately, one on each table.

**Gun Sequence** Rifle, Pistols

**Start** At either table, hands at low surrender.

**At the Beep** With the rifle, shoot a 1-3-1 sweep from either end and repeat from the same end.

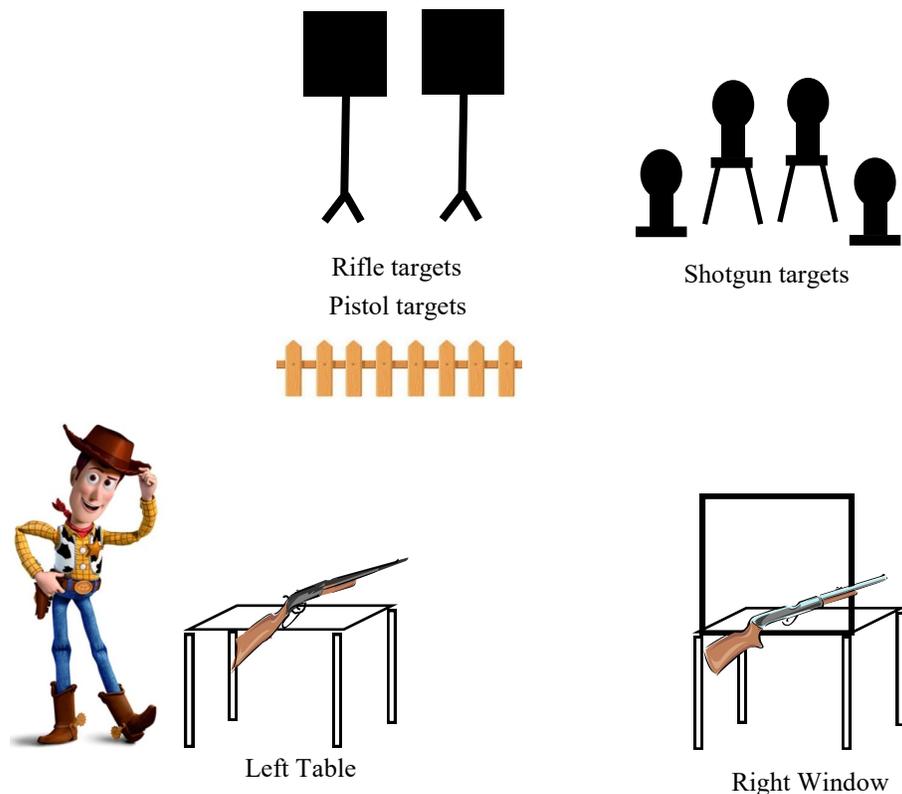
From the same table, with the first 5 pistol shots, shoot a 1-3-1 sweep from either end. You may either holster the pistol or restage back on either table.

Move to the other table and with the second 5 pistol shots, repeat the first pistol instructions on the other set of targets.

**Note: Gunfighters may stage both pistols on one table but must have both feet past the Horse before engaging the second set of targets.**

34th Anniversary Match

Stage 5  
Bay 3  
April 2026



**10 PISTOL 10 RIFLE 4+ SHOTGUN**

**Staging** Pistols holstered. Rifle on the Left Table. Shotgun in the Right Window.

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

**Start** At the Left Table, One hand touching hat.

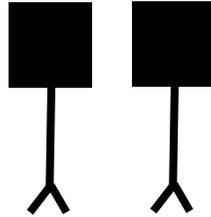
**At the Beep** With the Rifle, shoot a Progressive sweep (1-2-3-4) by alternating on the 2 squares. You may start on either target. Restage the rifle in the Right Window at an angle to the right berm **with the muzzle pointing to the right side of the shotgun targets.**

Thru the Right window, with the shotgun, engage the 4 shotgun targets. Restage per the rifle instructions.

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

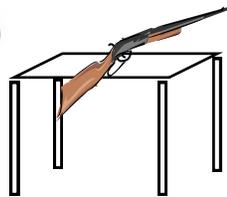
34th Anniversary Match

Stage 6  
Bay 3  
April 2026



Rifle targets

Rifle  
Skill Stage



Left Table

10 RIFLE + 3 Reloads

Staging Rifle on the Left Table with at least 3 reload rounds on your person.

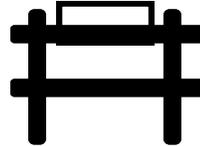
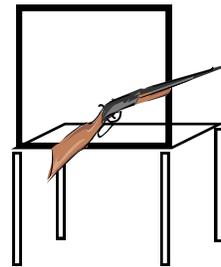
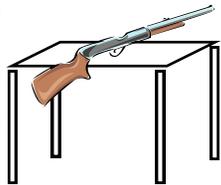
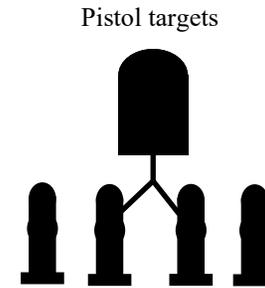
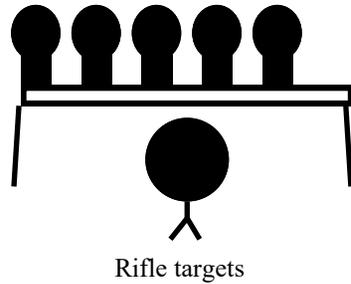
Gun Sequence Rifle only.

Start At the Left Table, hands touching rifle. Hand in lever is ok but gun must remain flat on the table.

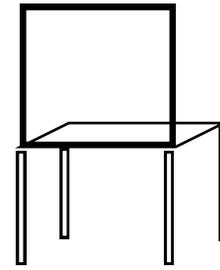
At the Beep With the Rifle, place 5 rounds on each square.  
After 10 rounds have been fired, load 3 more rounds and place them on the Buffalo.

**Notes: You may load all 3 reloads at once or load 1 at a time and fire three times.  
After the beep, you may stage the rifle reloads on the table or keep on your person.**

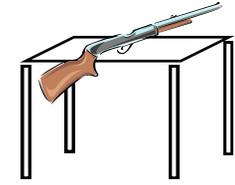
The Gauntlet



Position 3



Position 4



10 PISTOL 10 RIFLE 8+ SHOTGUN

**Staging** Pistols holstered. Rifle staged at position 2, Shotgun staged at position 1 or 5.

**Gun Sequence** Shotgun first. Stage may be shot Left to Right or Right to Left, but you must use all 5 shooting positions.

**Start** At Position 1 or 5, with your staged shotgun, At the Ready.

**At the Beep** At **Position 1** (left of the Post), with the Shotgun, engage the 2 shotgun targets.

At **Position 2**, with the Rifle, engage the plate rack thru the window until all the plates are down. Place any remaining rounds on the round dump target.

**Each rifle hit on the dump target will be a 1 second bonus (5 bonus points maximum, no penalty for misses).**

At **Position 3**, with the Shotgun, engage the 2 knockdowns, the flipper and the Flyer.

**The Flyer is a 5 second bonus if hit, no penalty if missed. Failure to shoot at the Flyer will be a miss.**

At **Position 4**, thru the window, with the Pistols, engage the 4 pistol knockdowns until down. Place any remaining rounds on the Tombstone dump target.

**Each Pistol hit on the dump target will be a 1 second bonus (5 bonus points maximum, no penalty for misses).**

At **Position 5** (right of the cactus), with the Shotgun, engage the 2 shotgun targets.

**Notes: Any knockdowns still standing at the end of the stage will be scored as misses.**

**Shotgun make-ups must be from the original position shot from.**

**Pistol and Rifle knockdowns can NOT be made-up with the shotgun.**