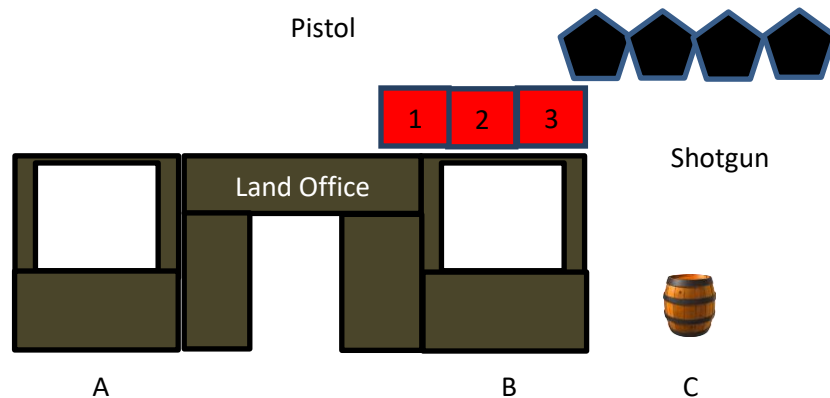


## STAGE 1

### LAND OFFICE

Target Distance - Yards							
Pistol	7	Rifle	13	Shotgun	8	Bonus	

Rifle



10 Pistol – Holstered

9 Rifle – At port arms (diagonal across body, muzzle at head, butt at waist) or staged safely

4+ Shotgun – At port arms or staged safely

There are three shooting positions: The left window **(A)**, the right window **(B)**, and the alley **(C)**. Shooter starts at the left window **(A)** or alley **(C)**, with gun at port arms.

To start the timer, shooter says ***“Of course! Land snatching!”***

**From the left window (A):** With rifle, engage the rifle targets with three rounds on each target, any order.

**From the right window (B):** With pistols, engage the pistol targets with five rounds on three targets for the first pistol, any order, each target must be engaged at least once; then repeat for the second pistol.

**From the alley (C):** With shotgun, engage the shotgun targets until down, any order.

## STAGE 2

### MERCANTILE

Target Distance - Yards							
Pistol	8	Rifle	15	Shotgun	8	Bonus	



Rifle



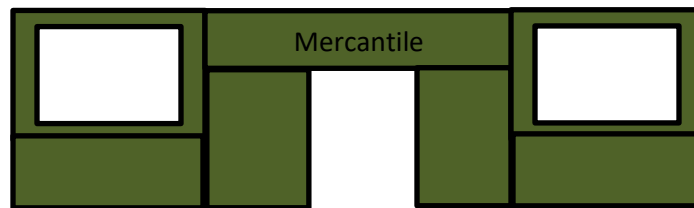
Shotgun



Pistol



A



B

C

10 Pistol – Holstered

10 Rifle – At port arms or staged safely.

4+ Shotgun – At port arms (diagonal across body, muzzle at head, butt at waist, action open) or staged safely

There are three shooting positions: The alley **(A)**, the left window **(B)**, and the right window **(C)**. Shooter starts at the alley **(A)** or right window **(C)**, with gun at port arms. **Shooting sequence is (A), (C), (B) or (C), (A), (B). Pistol must be last.**

To start the timer, shooter says ***“How ‘bout some more beans, Mr. Taggart?”***

**From the alley (A):** With shotgun, engage the shotgun targets until down, any order.

**From the right window (C):** With rifle, engage the rifle targets in an Idaho Sweep (same as a continuous Nevada sweep, ie: 1-2-3-4-3-2-1-2-3-4).

**From the left window (B):** With pistols, engage the pistol target with ten rounds.

## STAGE 3

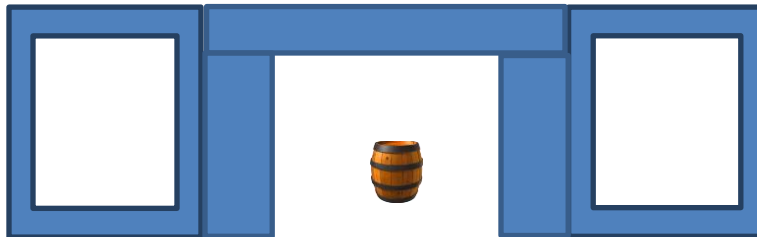
### BANK

Target Distance - Yards							
Pistol	10	Rifle	15	Shotgun	10	Bonus	

Rifle



Pistol



A

10 Pistol – Holstered

10 Rifle – Staged safely

4+ Shotgun – Staged safely

There is one shooting position: The tables **(A)**. Shooter starts at **(A)**, at SASS default position.

To start the timer, shooter says ***“Hold it, men. He’s not bluffing.”***

**From the tables (A):** With your first pistol, engage the pistol targets, with one round each, in a sweep from left to right. (ie: 1-2-3-4-5) **Then**

**From the tables (A):** With rifle, engage the rifle targets with one round each, in a sweep from left to right, then one round each, in a sweep from right to left. (ie: 1-2-3-4-5-5-4-3-2-1) **Then**

**From the tables (A):** With shotgun, engage the shotgun targets until down, **from right to left.** **Then**

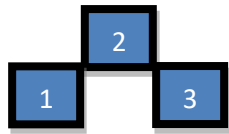
**Still from the tables (A):** With your second pistol, engage the pistol targets, with one round each, in a sweep from right to left. (ie: 5-4-3-2-1)

**Note:** Gunfighter may stage pistols on the tables or shoot Double Duelist.

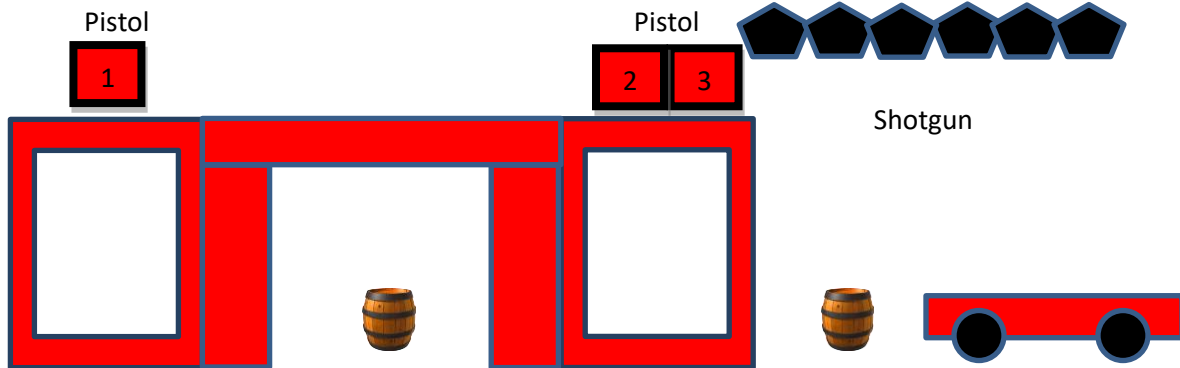
## STAGE 4

### SALOON

Target Distance - Yards						
Pistol	7	Rifle	13-15	Shotgun	8	Bonus



Rifle



A  
10 Pistol – Holstered  
10 Rifle – Staged safely  
6+ Shotgun – Staged safely

There are four shooting positions: The left window **(A)**, the doorway **(B)**, the right window **(C)**, and the barrel **(D)**. Shooter starts at the left window **(A)** or barrel **(D)**, with hands flat on the window sill/barrel.

To start the timer, shooter says ***“Get your fwiggin’ feet off the stage!”***

**From the left window (A):** With one pistol, engage the pistol target with five rounds.

**From the doorway (B):** With rifle, engage the rifle targets in a 3-4-3 sweep.

**From the right window (C):** With second pistol, engage the pistol targets with five rounds, any order, at least one round on each target.

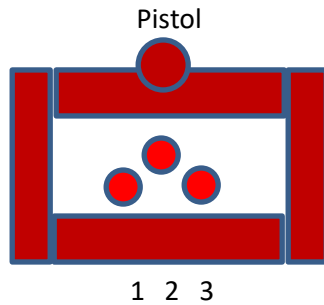
**From the barrel (D):** With shotgun, engage the shotgun targets until down, any order.

**Note: Gunfighter must shoot this stage as Double Duelist.**

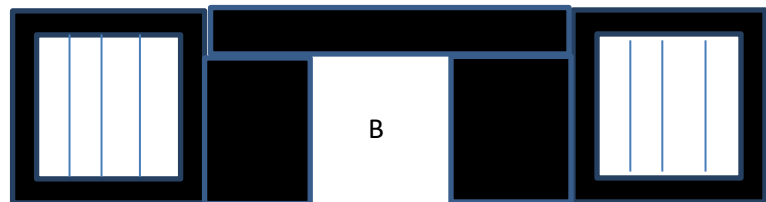
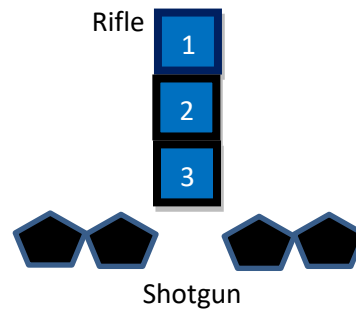
## STAGE 5

### JAIL

Target Distance - Yards						
Pistol	7	Rifle	13	Shotgun	8	Bonus



A



10 Pistol – Holstered  
10 Rifle – Staged safely  
4+ Shotgun – Staged safely

There are two shooting positions: The barrel **(A)** and the inside window **(B)**. Shooter starts at the barrel **(A)**, with one hand cupped to ear in a listening position.

To start the timer, shooter says ***“The drunk in number two must be awake.”***

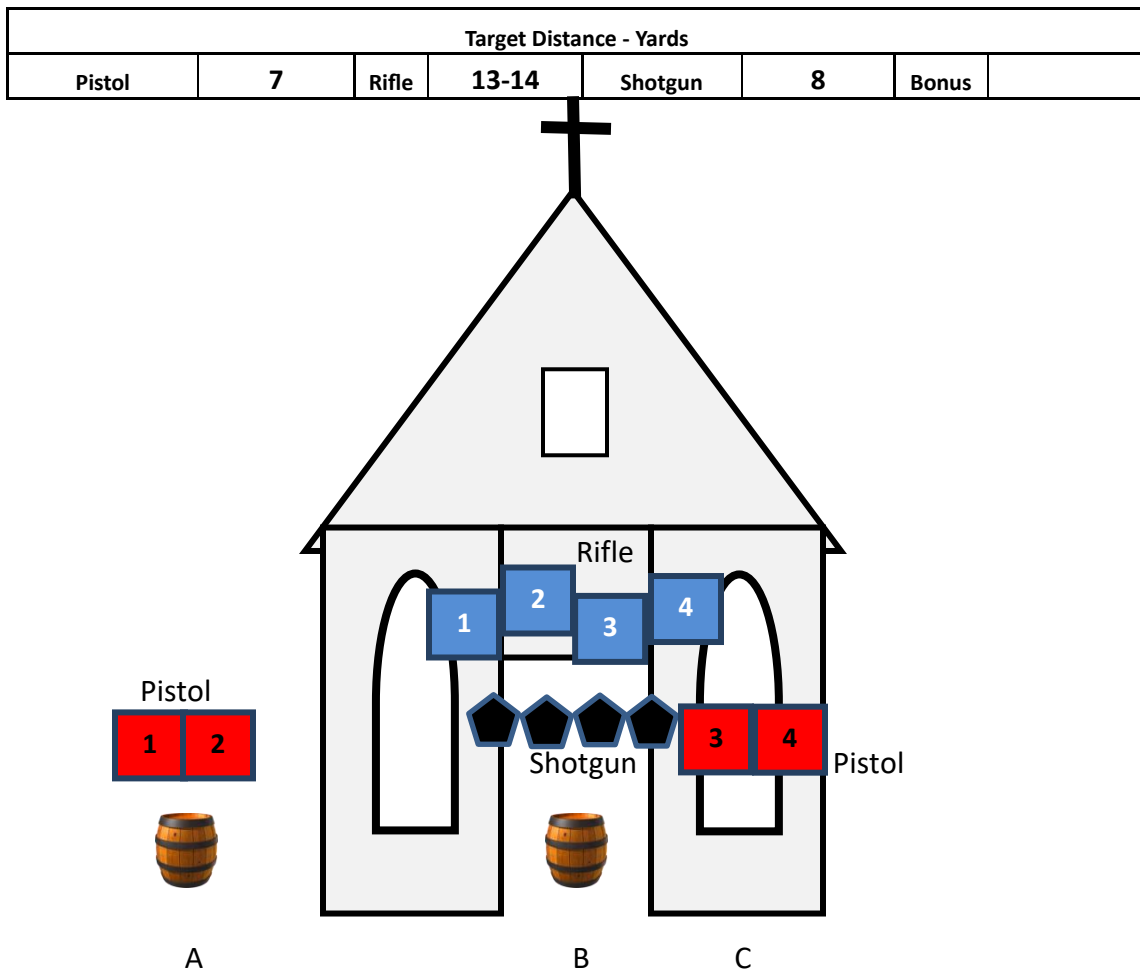
**From the barrel (A):** With pistols, engage the pistol targets in a double tap Nevada sweep, starting from either end. (ie: 2 on 1, 2 on 2, 2 on 3, 2 on 2, 2 on 1)

**From the inside window (B):** With rifle, engage the rifle targets in a double tap Nevada sweep, starting from either top or bottom. (ie: 2 on 1, 2 on 2, 2 on 3, 2 on 2, 2 on 1) **Then**

**From the inside window (B):** With shotgun, engage the shotgun targets until down, any order.

## STAGE 6

### CHURCH



10 Pistol – In hand  
 10 Rifle – Staged safely  
 4+ Shotgun – Staged safely

There are three shooting positions: The left barrel **(A)**, the doorway **(B)**, and the right window **(C)**. Shooter starts at either position **(A)** or **(C)**, gun in hand. To start the timer, shooter says *“Son, you’re on your own.”*

**If from the left barrel (A):** With your first pistol, alternate for five rounds on the two pistol targets. **Then go to position (B).**

**From the doorway (B):** With shotgun, engage the shotgun targets until down, any order. **Then**

**From the doorway (B):** With rifle, engage the rifle targets in a progressive sweep, starting from either end. (ie: 1 on 1, 2 on 2, 3 on 3, 4 on 4)

**From the right window (C):** With your second pistol, alternate for five rounds on the two pistol targets.

**Note: Gunfighter must shoot this stage as Double Duelist.**

## STAGE 7

### LAND OFFICE

Target Distance - Yards							
Pistol	7	Rifle	13	Shotgun	8	Bonus	

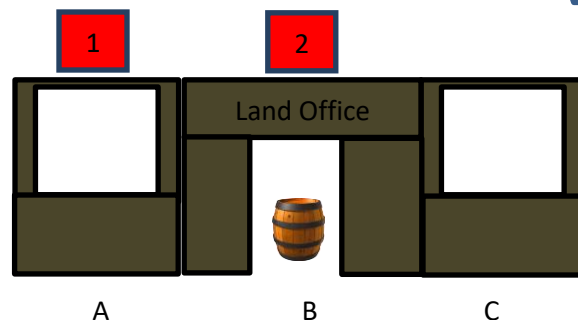
Rifle

Rifle



Pistol

Pistol



Shotgun

10 Pistol – Holstered  
10 Rifle – Staged safely  
4+ Shotgun – Staged safely

There are four shooting positions: The left window **(A)**, the doorway **(B)**, the right window **(C)**, and the alley **(D)**. Shooter starts at the left window **(A)** or alley **(D)**, with your arms crossed in front of you.

To start the timer, shooter says ***“But we don’t want the others!”***

**From the left window (A):** With your first pistol, engage the pistol target with five rounds.

**From the doorway (B):** With your second pistol, engage the pistol target with five rounds.

**From the right window (C):** With rifle, alternate double tap on the rifle targets, starting on either side.

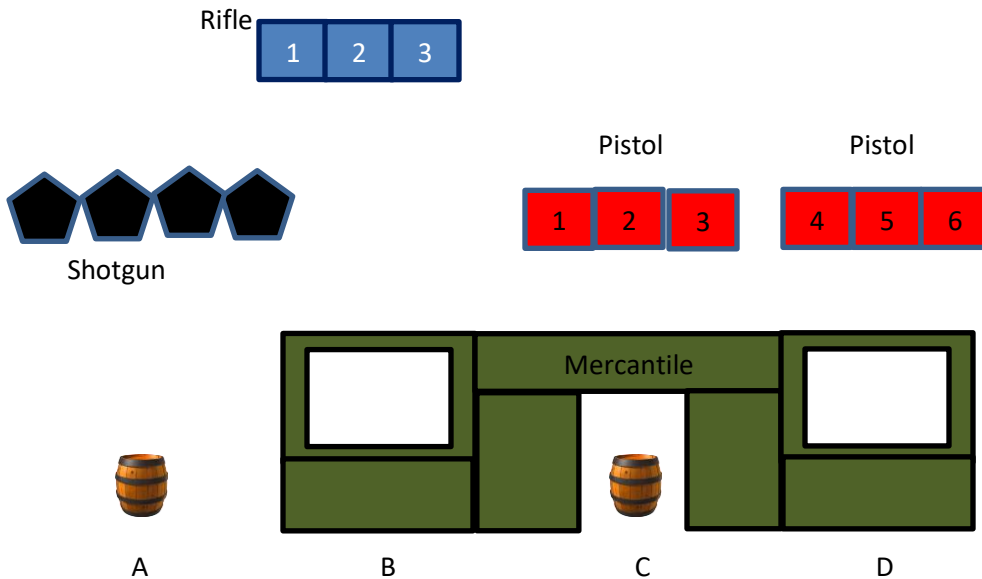
**From the alley (D):** With shotgun, engage the shotgun targets until down, any order.

**Note:** Gunfighter must move with pistol hammers down on chambers holding an expended round or shoot Double Duelist.

## STAGE 8

### MERCANTILE

Target Distance - Yards							
Pistol	8	Rifle	15	Shotgun	8	Bonus	



10 Pistol – In hand or holstered

9 Rifle – Staged safely

4+ Shotgun – In hand or staged safely

There are four shooting positions: The alley **(A)**, the left window **(B)**, the doorway **(C)**, and the right window **(D)**. Shooter starts at the alley **(A)** or right window **(D)**, with gun in hand.

To start the timer, shooter says ***“Doggone near lost a \$400 handcar.”***

**From the alley (A):** With shotgun, engage the shotgun targets until down, any order.

**From the left window (B):** With rifle, engage the rifle targets in an Idaho Sweep, starting from either end (same as a continuous Nevada sweep, ie: 1-2-3-2-1-2-3-2-1).

**From the doorway (C):** With your first pistol, engage the first three pistol targets in a Nevada Sweep, starting from either end (ie: 1-2-3-2-1).

**From the right window (D):** With your second pistol, engage the second three pistol targets in a Nevada Sweep, starting from either end (ie: 4-5-6-5-4).

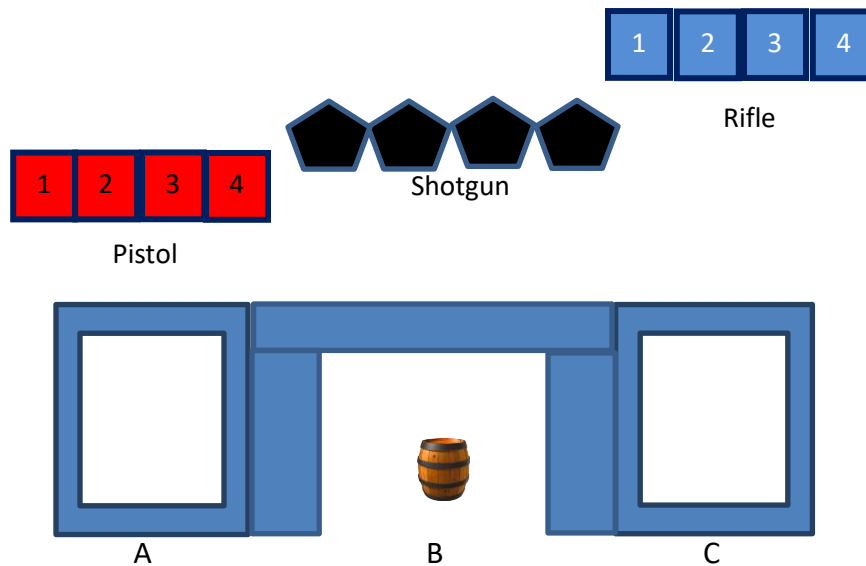
**Note:** Gunfighter must move with pistol hammers down on chambers holding an expended round or shoot Double Duelist.



## STAGE 9

### BANK

Target Distance - Yards						
Pistol	7	Rifle	15	Shotgun	10	Bonus



10 Pistol – Holstered  
10 Rifle – Staged safely  
4+ Shotgun – Staged safely

There are three shooting positions: The left window **(A)**, the doorway **(B)**, and the right window **(C)**. Shooter starts at the right window **(C)**, with hands touching hat.

To start the timer, shooter says ***“Somebody’s gotta go back and get a boat-load of dimes!”***

**From the right window (C):** With rifle, engage the rifle targets in a 3-2-2-3 sweep, starting from either end. **Then move to position (A).**

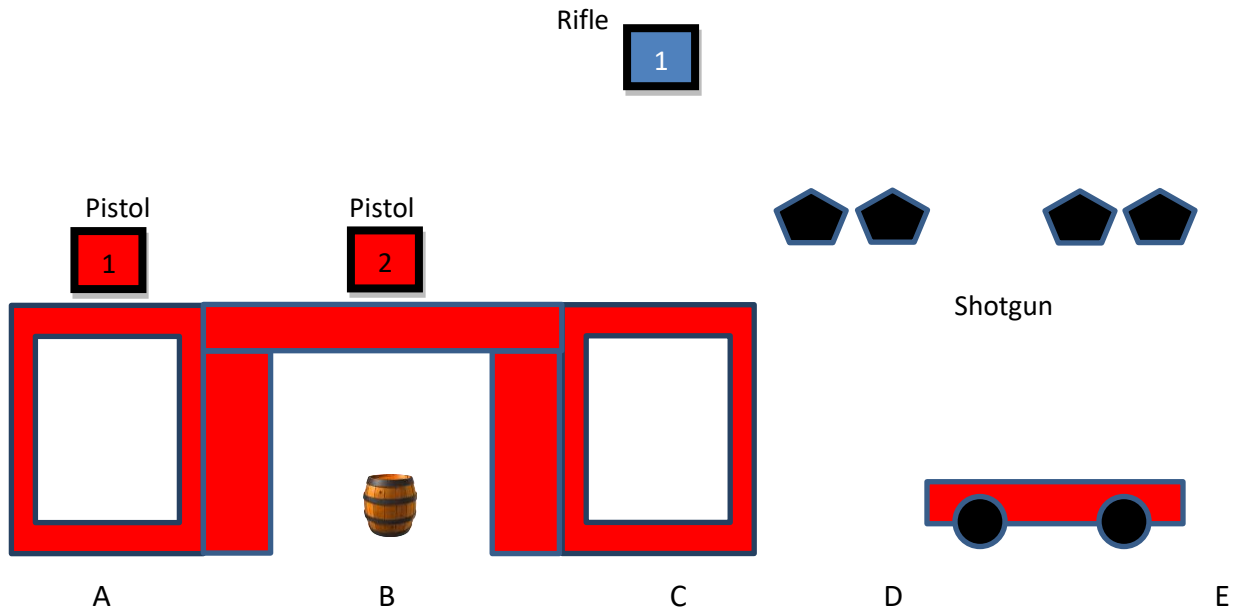
**From the left window (A):** With pistols, engage the pistol targets with the rifle instructions. **Then move to position (B).**

**From the doorway (B):** With shotgun, engage the shotgun targets until down, any order.

## STAGE 10

### SALOON

Target Distance - Yards							
Pistol	7	Rifle	15	Shotgun	8	Bonus	



A  
10 Pistol – Holstered  
10 Rifle – Staged safely  
4+ Shotgun – Staged safely

There are five shooting positions: The left window **(A)**, the doorway **(B)**, the right window **(C)**, the left side of the stagecoach **(D)**, and the right side of stagecoach **(E)**. Shooter starts at the left window **(A)** or right side of the stagecoach **(E)**, with hands above shoulders.

To start the timer, shooter says ***“Candygram for Mongo!”***

**From the left window (A):** With first pistol, engage the pistol target with five rounds.

**From the doorway (B):** With second pistol, engage the pistol target with five rounds.

**From the right window (C):** With rifle, engage the rifle target with ten rounds.

**From the left side of the stagecoach (D):** With shotgun, engage two shotgun targets until down, any order.

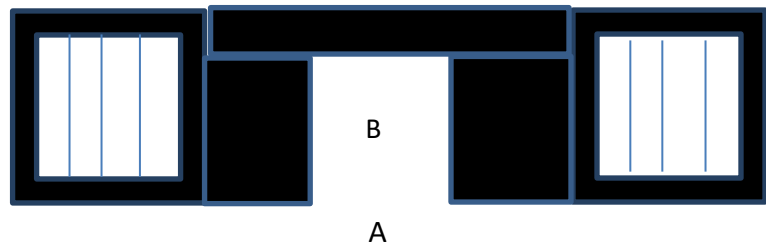
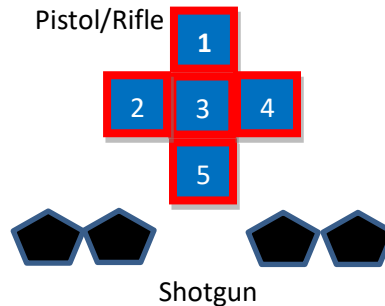
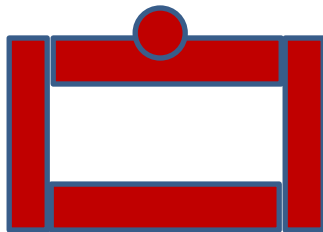
**From the right side of the stagecoach (E):** With shotgun, engage the two remaining shotgun targets until down, any order.

**Note:** Gunfighter must move with pistol hammers down on chambers holding an expended round or shoot Double Duelist.

## STAGE 11

### JAIL

Target Distance - Yards						
Pistol	7	Rifle	13	Shotgun	8	Bonus



10 Pistol – Holstered

10 Rifle – In hand

4+ Shotgun – Staged on side tables at inside window (B)

There are two shooting positions: The doorway (A) and the inside window (B). Shooter starts at the doorway (A), with rifle in hand, and will move forward, under the direction of the TO, until the entire bottom target is visible.

To start the timer, shooter says *"If you shoot him, you'll just make him mad."*

**From the doorway (A):** With rifle, engage the pistol/rifle targets twice each, any order. Place rifle in rack or take with you to (B)

**From the inside window (B):** Shooter can begin with either pistols or shotgun

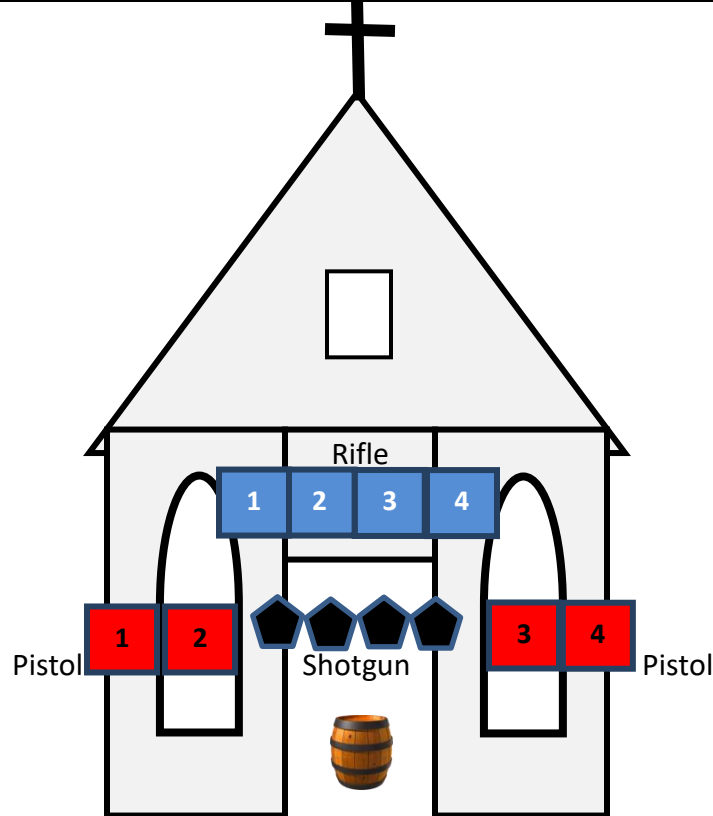
**From the inside window (B):** With pistols, engage the pistol/rifle targets with the rifle instructions

**From the inside window (B):** With shotgun, engage the shotgun targets until down, any order.

## STAGE 12

### CHURCH

Target Distance - Yards						
Pistol	8	Rifle	15	Shotgun	8	Bonus



10 Pistol – Holstered  
10 Rifle – Staged safely  
4+ Shotgun – Staged safely

A

There is one shooting position: The doorway (A). Shooter starts at position (A), with hands flat on the barrel.

To start the timer, shooter says *“And isn’t it a lovely morning?”*

**From the doorway (A):** With rifle, engage the rifle targets in an Idaho sweep (same as a continuous Nevada sweep, ie: 1-2-3-4-3-2-1-2-3-4). **Then**

**From the doorway (A):** With your first pistol, engage the left two pistol targets for five rounds, each target must be engaged at least once. **Then**

**From the doorway (A):** With shotgun, engage the shotgun targets until down, any order. **Then**

**From the doorway (A):** With your second pistol, engage the right two pistol targets for five rounds, each target must be engaged at least once.

**Note:** Gunfighter may stage pistols on the barrel or shoot Double Duelist.

**SASS 2025 Idaho State Championship**  
**“The Reckoning at Rock Ridge “**  
**Posse Lineup**

<b>Friday June 6th</b>	<b>Land Office</b>	<b>Mercantile</b>	<b>Bank</b>	<b>Saloon</b>	<b>Jail</b>	<b>Church</b>
Stage	1	2	3	4	5	6
Posse	1		2		3	

<b>Saturday June 7</b>	<b>Land Office</b>	<b>Mercantile</b>	<b>Bank</b>	<b>Saloon</b>	<b>Jail</b>	<b>Church</b>
Stage	7	8	9	10	11	12
Posse	1		2		3	

,

**Match Officials**

**Match Director:** Jailbreak Jeff

**Range Master:** Holy Rider

**Match RO:** Nels Gandy

## Idaho State Stage Conventions & Match Conduct

Please review these before the match as these conventions will be followed and enforced.

1. If no starting position is given, the shooter shall stand upright with revolvers holstered, hands at the sides and not touching any firearm. (SASS default). Any exceptions to the “default” position do not negate the other criteria.
2. All shotgun **knockdown targets** MAY be re-engaged until down. Shotgun targets may be re-engaged at the end of the shotgun string or at the moment they have been missed. Shotgun targets must be re-engaged from where they are initially attempted.
3. **Buckaroos and Buckarettes** need only HIT a knock-down target, including plate racks – they do not have to go down.
4. **Make long guns safe:** On downrange movement stages, long guns must be made safe vertically or pointing into the berm as stated in the stage description. Failure to make long guns safe as indicated incurs a 10 second procedural penalty.
5. Long guns may be initially staged In, near or at the positions indicated, vertically or horizontally, unless stage description indicates otherwise.
6. **Leaving the Loading Area with a cocked/loaded rifle:** The shooter will be escorted to the firing line by the TO (Xp), directed to point the rifle safely downrange, bring the hammer to full cock, then pull the trigger. If no round is fired, the shooter will be directed to finish staging firearms in order to start the stage (NO CALL). If a round fires when the shooter pulls the trigger, the shooter will be assessed a STAGE DQ and directed to proceed to the unloading table. (ref: SHB)
7. **All unloading tables will have an Unloading Officer** in place to clear all firearms before the shooter leaves the unloading table. This may be the previous shooter, or a posse member assigned by the Posse Marshal.
8. **Long guns will be transported** to and from the firing line, empty with actions open, muzzles vertical. Long guns with soft cases or “socks” that are visible in guns carts must also have actions open.
9. **Re-Shoots will only be granted** for Timer (equipment) malfunctions, RO interference or Prop malfunctions, once the first round has left the barrel. ALL reshoots for ANY reason must first be approved by the Match ROs.
10. **Re-Starts:** Bad or fumbled starts may be re-initiated provided no rounds have left the barrel. This may only be allowed if the shooter can complete the re-start immediately keeping the delay to a minimum. Technical issues with firearms at the start should be addressed at the unloading table so as not to cause delays on the firing line. Multiple re-starts for the same shooter on multiple stages will not be entertained by the TO.
11. Shooters must make a good faith effort to say initiating line correctly, but NO penalty will be incurred for incorrect lines. The Starting Line is an indication that the Shooter is ready.
12. **Revolvers:** Revolvers shall start from, and be returned to, leather (holstered) at the beginning and end of the revolver string, unless the stage description states otherwise or the revolvers are the last firearms used on the stage.

13. **Spotters** must position themselves to clearly see the targets being engaged, and move, if necessary. Spotters are reminded that spotting is an extremely important job in operation of a posse, and that some targets do not “ring” when hit as most do. Therefore, the absence of sound does not necessarily indicate the target has been missed. Spotters **MUST SEE A MISS**, and any doubt will be given to the shooter. (ref: Miss Flow Chart SHB ) Lastly, spotters must be at least 18 years of age.
14. **Show courtesy** to the posse ahead of you. Posse members should not crowd the posse ahead and should not move into the stage area until vacated by the previous posse.
15. **Malfunctioning/Jammed Firearms:** Firearms that cannot be cleared and made safe **MUST** remain on the bay/unloading table. In the event a malfunctioning/jammed firearm cannot be cleared at the unloading table, contact the Match ROs and a gunsmith will be called to the Bay to assist. Loaded firearms are **NOT** to be transported away from the stage without direct, match official supervision. Failure to observe this will result in a Match DQ.
16. **In Hand or In Hands means** holding the firearm with both hands with the firearm pointed in a safe direction including pointing at the target. In the case of a long gun, the shooter may have the firearm shouldered and be aiming at the target, action closed, No round under the hammer.
17. **Hand(s) on Firearm(s)** means hand gripping pistol completely in the holster, or hand or hands touching the long gun, and the long gun must be flat on the table. Hands/fingers cannot be under the long gun.

**Final Note:**

Remember you are at a SASS sanctioned match. This is not a club level monthly. Please respect your fellow shooters while they are competing. Maintain quiet on the stage during each shooter’s course of fire. Joking around, unnecessary chatter can be distracting. Many shooters have travelled great distances at great expense to attend this match. Let’s be great to each other and remember safety first, fun second.

**On behalf of the Oregon Trail Rough Riders Board of Directors, we would like to thank you for participating in this year's Idaho State Championship. We hope to see you at future events. Happy Trails!**

**Johnny Patriot – President and Black Pin**

**Holy Rider -Vice President and Territorial Governor**

**Bad Bart – Secretary**

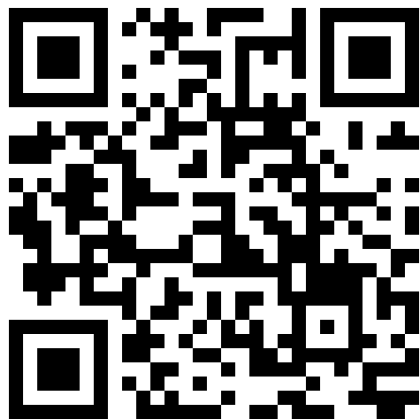
**Nels Gandy - Treasurer**

**Blue Fire – Director of Social Media**

**Miner 49er Todd – Director of Facility Maintenance**

**Redwood Jay – Director of Communications**

**Please visit us at our website [idahocowboyaction.org](http://idahocowboyaction.org) for news and information about future events.**





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Snake River Western Shooting Society

Home of the SASS Northwest Regional Championship

