



SASS WORLD CHAMPIONSHIP OF  
COWBOY ACTION & WILD BUNCH SHOOTING

# NEWSLETTER

01-21-26

## SASS World Championship of Cowboy Action & Wild Bunch Shooting February 23rd – March 1st, 2026

### VOLUNTEERS NEEDED

We need you! If you have a desire to volunteer and would like more details, please reach out! Whether you are brand new to SASS or have been a member for many years, we would love to have you whether it is for a day or for a few hours.

**For more info:** Rattlesnake Slim - [Leo\\_96150@yahoo.com](mailto:Leo_96150@yahoo.com)  
Buckshot Sheridan - [jrice404@gmail.com](mailto:jrice404@gmail.com)  
Rustler - [coltsixshooter@gmail.com](mailto:coltsixshooter@gmail.com)

LOOK WHAT WE'VE BEEN UP TO!!



DRAWING



PAINTING



CUTTING



Our FEARLESS leader!



Can you spot our RANGE MASTER?



# RANGERS NEEDED



## But what the heck do they do? 🤠

- ✓ Buildout all the stages for EOT - Only 3 of the stages are permanent structures
- ✓ Do the conversion of the stages from Wild Bunch to Cowboy
- ✓ Depending on which shift you work on any given day, Rangers also open the range to have it ready for shooters for the day. Make sure water is supplied, respond to any issues that arise during the shoot in regard to targets and stage props. Secure the range after shooting is done for the evening activities.
- ✓ At the end of the match, Rangers will pack the entire range back up and get ready to do it all again next year.

Volunteers are the backbone of every shooting match. At End of Trail, our Arizona Territorial Rangers support our Match Director, Range Staff, shooters, vendors, and spectators. They work in shifts before, during, and after the day's shooting to make EOT a world class event. Although Rangers work scheduled shifts under the leadership of a Ranger Captain, they have ample time off during the day to shoot, shop, and socialize with their fellow shooters.

In return for their commitment to give back to their fellow shooters, they enjoy the following perks:

- ❖ \$1.00 per day, the traditional pay rate for cowboys in the old west.
- ❖ A free lunch, also part of a traditional cowboy's pay.
- ❖ A reduced match entry rate, or a complementary Conventioneer entry for non-shooting Rangers.
- ❖ Free dry camping.
- ❖ A Ranger scarf and badge to identify them to our shooters and the public.
- ❖ The post match Ranger Appreciation Dinner and prize raffle.

**If you have what it takes to be an Arizona Territorial Ranger, email our Ranger Coordinator, Buckshot Sheridan at: [jjrice404@gmail.com](mailto:jjrice404@gmail.com).**

# WANTED!!

## LONG RANGE MARKSMEN FOR 2-3 HOURS SERVICE.

EOT has historically had approximately 100 shooters participate in the long range events. This year we are set to have 12 long range events.

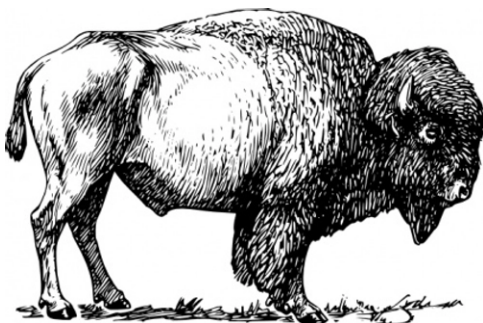
- Pistol
- Lever Action Rifle
- Buffalo Single Shot
- Quigley
- Bill Williams Bison
- Know Your Limits
- Pistol Caliber Rifle
- Single Shot Rifle
- Bucky O'Neil (Single Shot & Bolt Action)
- Take No Prisoners
- Unknown Distance

As you all know SASS matches are entirely staffed by volunteers, and these side matches are no exception. In order to staff these events for 3 waves and allow everyone ample opportunity to shoot the events of their choosing, we need 50 volunteers. As of this point only 10 have chosen to give back to the sport. I whole heartedly thank those individuals. We still need 40 volunteers to help staff the events fully.

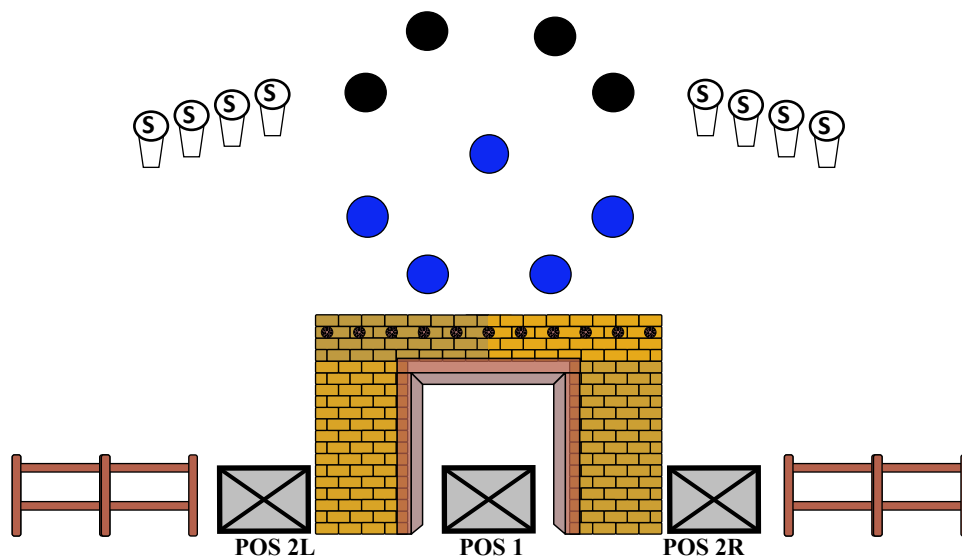
**If we do not have the needed volunteers shooting time will be reduced, and events will be eliminated.**

If you want to have the opportunity to shoot your chosen events your fellow shooters need you to step up and help make sure their events can be offered as well.

Buckshot Sheridan: [Jrice404@gmail.com](mailto:Jrice404@gmail.com)



# COWBOY



**Ammo Count:** 10 Revolver, 8 Rifle, 4+ Shotgun

**Staging:** Revolvers holstered, Rifle at POS 1, Shotgun at POS 2L or 2R

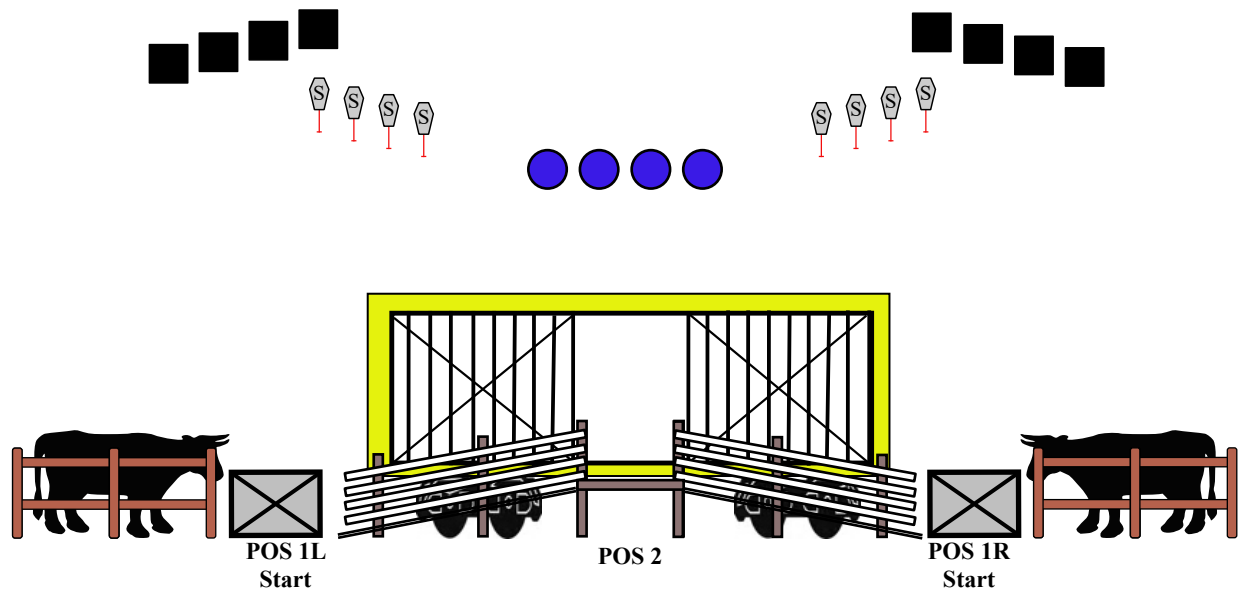
**START:** At POS 1 with both hands holding the coffee cup, above the box. Stage may be engaged Center-to-Left or Center-to-Right.

**ON SIGNAL:** *Drop the coffee cup.*

At POS 1, with **Revolvers and Rifle** engage the nine targets with two rounds each, any order. May start with either Rifle or Revolvers.

At POS 2L or 2R, with **Shotgun** engage the four shotgun targets.

# COWBOY



**Ammo Count:** 10 Revolver, 10 Rifle, 4+ Shotgun

**Staging:** Revolvers holstered, Rifle and Shotgun at POS 1L or POS 1R

**START:** At POS 1L or POS 1R with both hands touching the lariat. Stage may be engaged **Left-to-Center** or **Right-to-Center**.

## ON SIGNAL:

At POS 1L or 1R, may start with either Rifle or Shotgun.

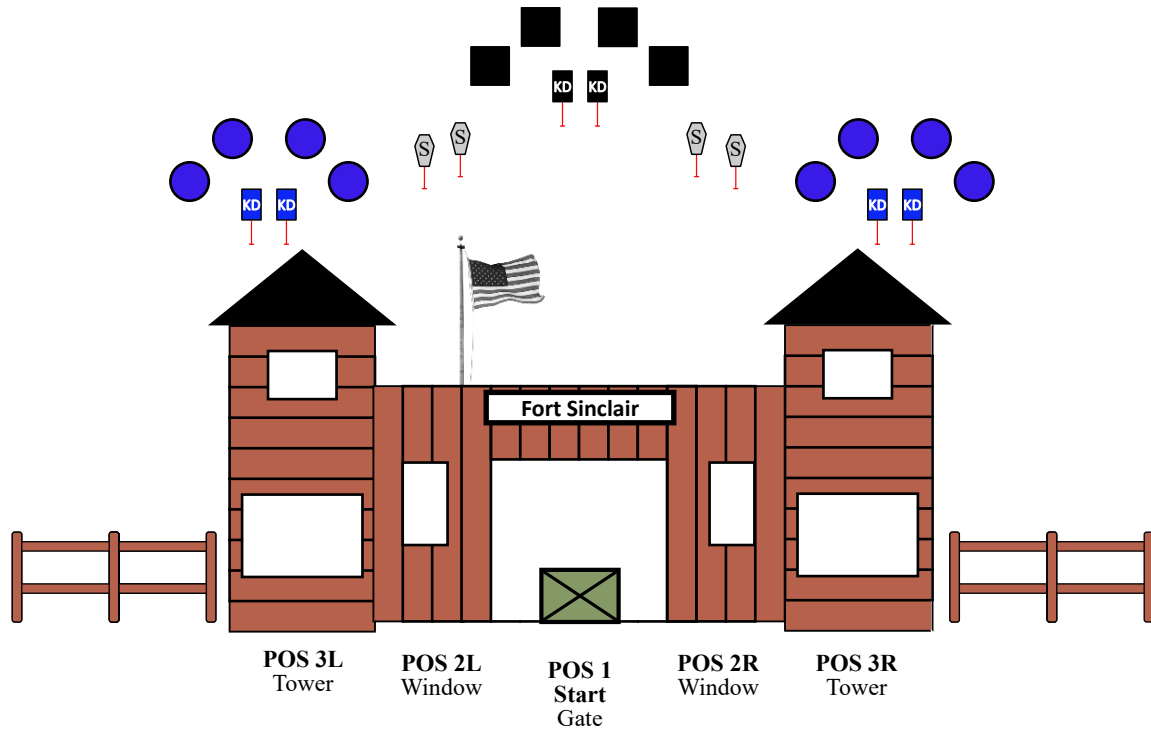
with **Rifle** engage the four **square** targets with a **1-2-3-4 Sweep**, starting on either end.

with **Shotgun** engage the four shotgun targets.

At POS 2, with **Revolvers** engage the four **round** targets with same instructions as Rifle.

**Note:** 1-2-3-4 Sweep is: Single then Double then Triple then Quad

# COWBOY



**Ammo Count:** 10+ Revolver, 10+ Rifle, 2+ Shotgun

**Staging:** Revolvers holstered, Rifle at POS 1, Shotgun staged anywhere safely.

**START:** At POS 1 with hands on hips. Stage may be engaged **Center-to-Left** OR **Center-to-Right**.

## ON SIGNAL:

At **POS 1**, with **Rifle** engage the four **square** targets with two rounds each **THEN** engage the two **KD** targets with one round each. Rifle knockdowns that do not fall may be re-engaged with a Rifle reload or the Shotgun.

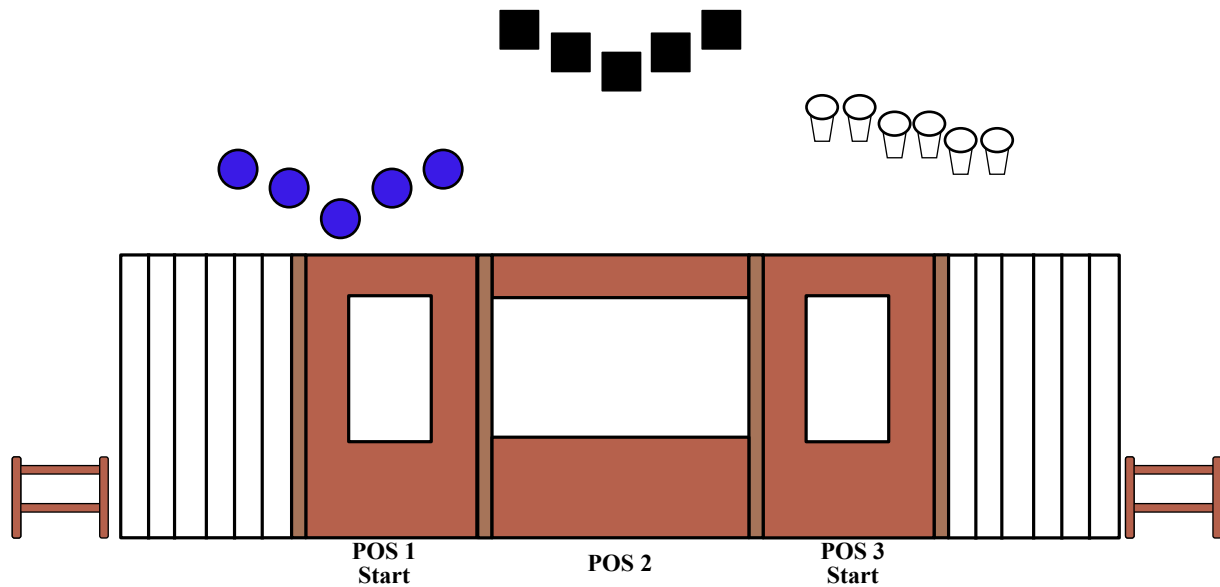
At **POS 2L** or **2R** with **Shotgun** engage the two shotgun targets.

At **POS 3L** or **3R**, with **Revolvers** engage the four **round** targets and two **KD** targets with the same instructions as the Rifle. Revolver knockdowns that do not fall may be re-engaged with a Revolver reload or the Shotgun.

**Note:** Re-engagement of a knockdown target must be attempted from the original firing point.

Each knockdown or shotgun target still standing at the completion of the stage is scored as a miss.

# COWBOY



**Ammo Count:** 10 Revolver, 10 Rifle, 6+ Shotgun

**Staging:** Revolvers holstered, Rifle at POS 2, Shotgun staged anywhere safely.

**START:** At POS 1 or POS 3 with both hands at Low Surrender. Stage may be engaged Left-to-Right or Right-to-Left.

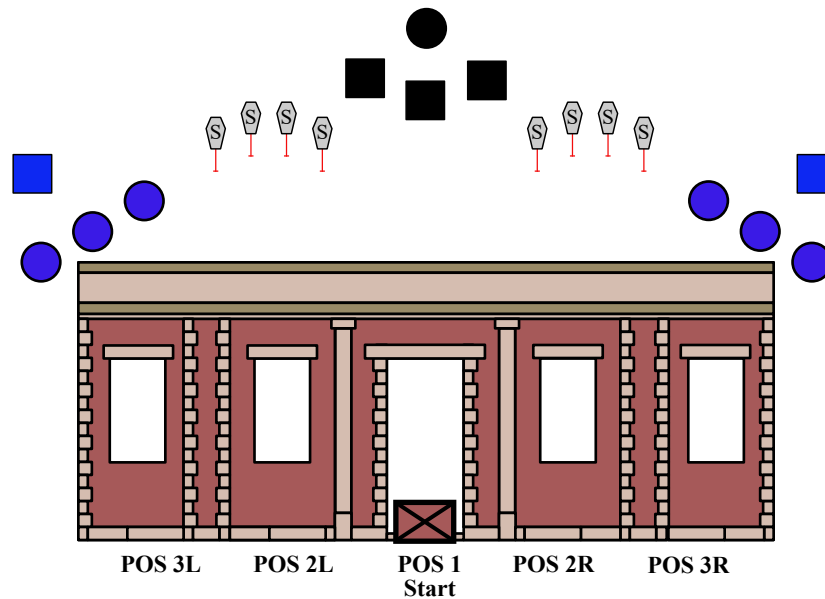
## ON SIGNAL:

At **POS 1**, with **Revolvers** engage the five **round** targets with two sweeps starting on either outside target, dirty sweep is allowed.

At **POS 2**, with **Rifle** engage the five **square** targets with same instructions as Revolvers.

At **POS 3**, with **Shotgun** engage the six shotgun targets.

# COWBOY



**Ammo Count:** 10 Revolver, 10 Rifle, 4+ Shotgun

**Staging:** Revolvers holstered, Rifle at POS 1, Shotgun staged anywhere safely.

**START:** At POS 1 with money bag held in both hands, above the box. Stage may be engaged Center-to-Left or Center-to-Right.

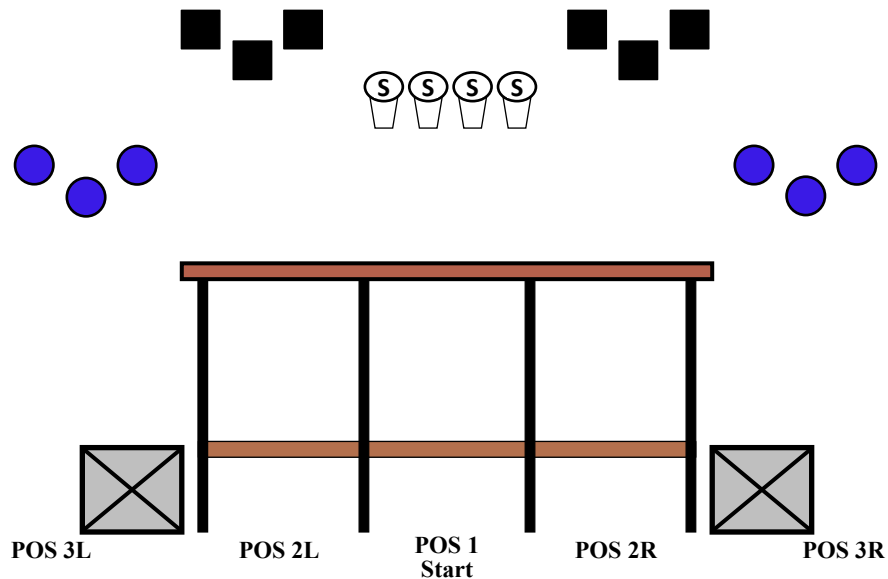
**ON SIGNAL:** *Drop the money bag.*

At POS 1, with Rifle triple-tap the three **square** targets in any order **THEN** engage the **round** target with the **tenth** round.

At POS 2L or 2R, with Shotgun engage the four shotgun targets.

At POS 3L or 3R, with Revolvers triple-tap the three **round** targets in any order **THEN** engage the **square** target with the **tenth** round.

# COWBOY



**Ammo Count:** 10 Revolver, 10 Rifle, 4+ Shotgun

**Staging:** Revolvers holstered, Rifle at POS 2L or 2R, Shotgun at POS 1.

**START:** At POS 1 with Shotgun in both hands. Stage may be engaged **Center-to-Left** or **Center-to-Right**.

Shooter may indicate ready by saying **DON'T LET 'EM LOOSE!**

## ON SIGNAL:

At **POS 1**, with **Shotgun** engage the four shotgun targets.

At **POS 2L or 2R**, with **Rifle** engage three **square** targets in the following order:

Triple-Tap **Center** target

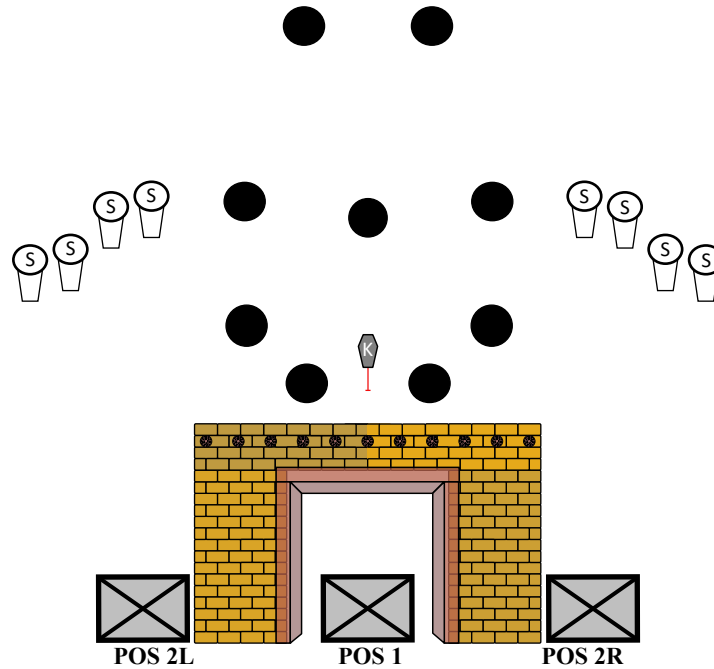
**THEN** Double-Tap **Outside** target

**THEN** Triple-Tap **Center** target

**THEN** Double-Tap **Opposite Outside** target.

At **POS 3L or 3R**, with **Revolvers** engage three **round** targets with same instructions as Rifle.

# Wild Bunch



**Ammo Count:** 21 (or 28) Pistol, 7 Rifle (optional), 4 Shotgun

**Staging:** Pistol holstered, Rifle if used at POS 1, Shotgun staged anywhere safely.

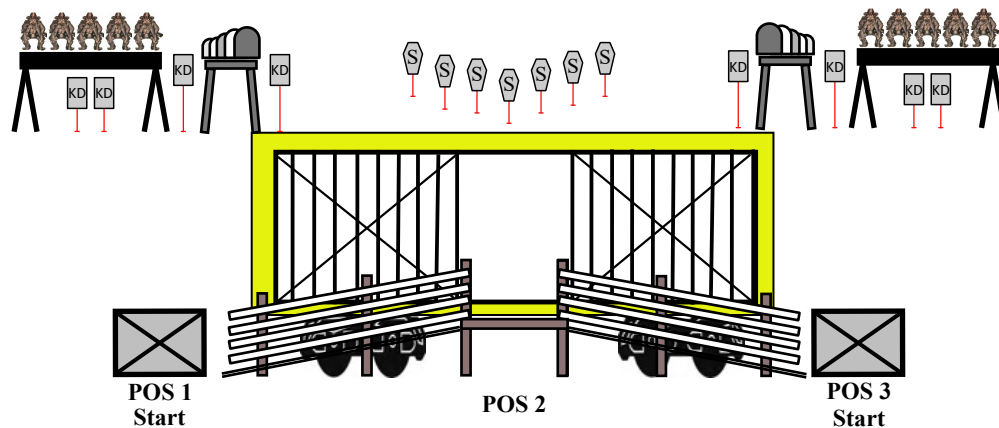
**START:** At POS 1 with coffee cup held in both hands near chin level. Stage may be engaged Center-to-Left or Center-to-Right.

## ON SIGNAL:

At POS 1, using **Pistol**, and/or optional **Rifle**, engage the **circle** targets with three rounds each, and the **knockdown** with one round. Targets may be engaged in any order. This is a round count scenario. *The rifle is optional at this position, the shooter may use their pistol for all 28 shots.*

At POS 2L or 2R, with **Shotgun** engage four shotgun targets.

# Wild Bunch



**Ammo Count:** 28+ or 35+ Pistol, 7+ Rifle (optional).

**Staging:** Pistol holstered, Optional Rifle staged at either POS 1 or POS 3.

**START:** At POS 1 or POS 3 At the Ready. Stage may be engaged Left-to-Right or Right-to-Left.  
All three positions must be used.

## ON SIGNAL:

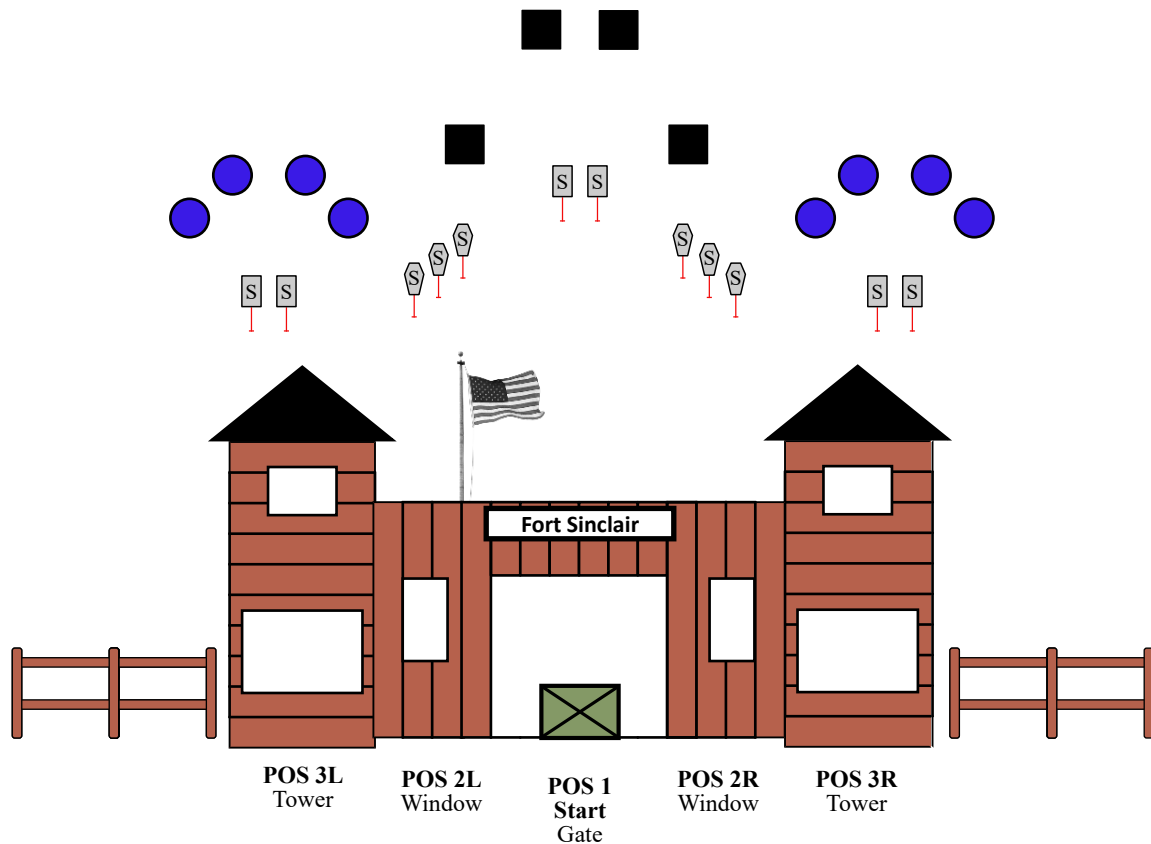
At **POS 1**, with **Pistol**, and/or optional **Rifle**, engage the 14 **knockdown** targets until down, reloading as necessary. If Rifle was used it must be discarded with action open. Pistol slide must be locked open before moving to the next position.

At **POS 2**, with **Pistol** engage seven **knockdown** targets, reloading as necessary. Pistol slide must be locked open before moving to the next position.

At **POS 3**, with **Pistol**, and/or optional **Rifle**, engage the 14 **knockdown** targets until down, reloading as necessary. If Rifle was used it must be discarded with action open. Pistol slide must be locked open before moving to the next position.

**NOTE:** This is an open round count stage. The **Pistol** may be reloaded as required. The **Rifle**, if used, may be reloaded and used only from the position where it was staged. Any plates left standing will be scored as misses. Both the Pistol and Rifle will be cleared on the firing line.

# Wild Bunch



**Ammo Count:** 28 Pistol, 10 Rifle, 7 Shotgun

**Staging:** Pistol holstered, Rifle and Shotgun at POS 1.

**START:** At POS 1 At the Ready. Stage may be engaged **Center-to-Left** or **Center-to-Right**.

## ON SIGNAL:

At **POS 1**,

With **Rifle** engage the four **square** targets in a **Continuous** Nevada Sweep for 10 rounds, starting on either end.

With **Shotgun** engage two **rectangle** shotgun targets.

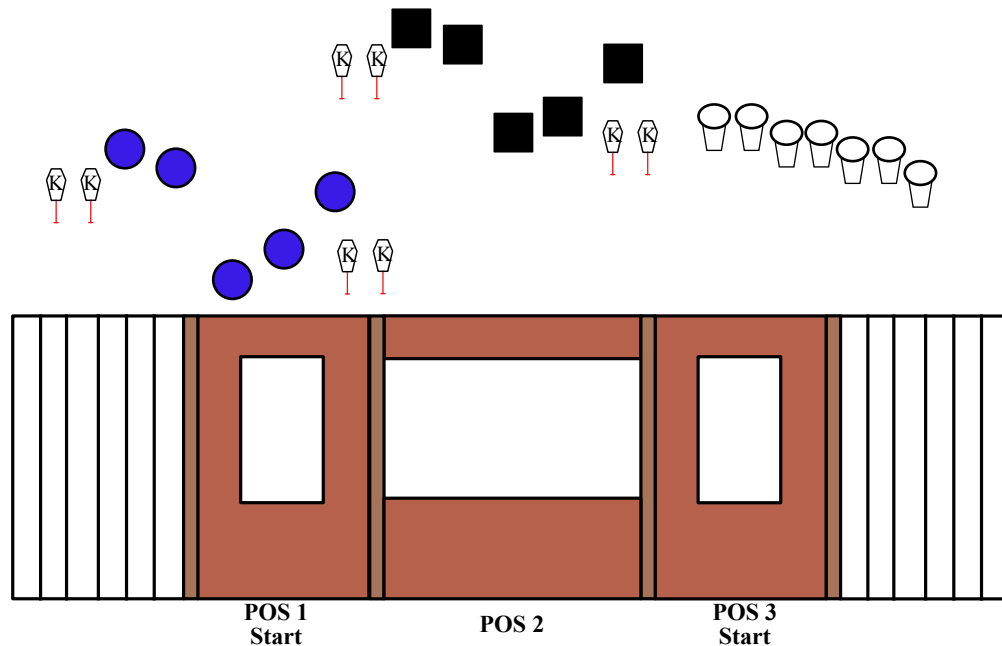
At **POS 2L** or **2R**, with **Shotgun** engage three **coffin** shotgun targets.

At **POS 3L** or **3R**,

With **Shotgun** engage two **rectangle** shotgun targets.

With **Pistol** engage four **circle** targets with a **Continuous** Nevada Sweep for 28 rounds, starting on either end.

# Wild Bunch



**Ammo Count:** 28 Pistol, 5 Rifle, 7 Shotgun

**Staging:** Pistol holstered, Rifle and Shotgun staged anywhere safely.

**START:** At **POS 1** or **POS 3**. Shooter may start with first firearm in hands. Stage may be engaged **Left-to-Right** or **Right-to-Left**.

## ON SIGNAL:

At **POS 1**, with **Pistol** engage two **knockdowns** and sweep the **circles** from either end. Repeat instructions using the other two knockdowns.

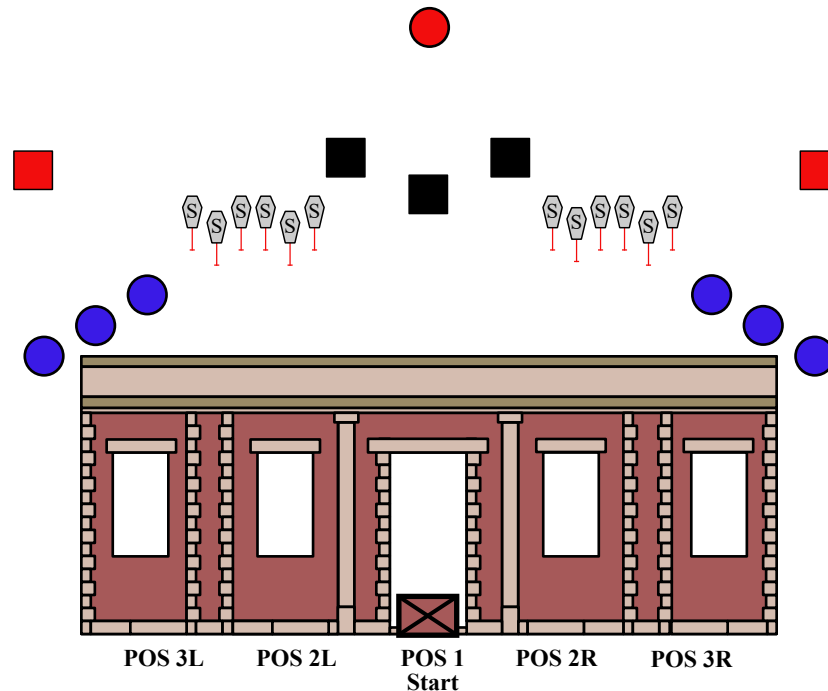
At **POS 2**,

With **Pistol** repeat the instructions from POS 1 using the **square** targets and the **knockdowns**.

With **Rifle** sweep the **squares** from either end.

At **POS 3**, with **Shotgun** engage seven shotgun targets

# Wild Bunch



**Ammo Count:** 21 Pistol, 7 Rifle, 6 Shotgun

**Staging:** Pistol holstered, Rifle at POS 1, Shotgun staged anywhere safely.

**START:** At POS 1 with bank bag held in both hands, above the table.  
Stage may be engaged **Center-to-Left** or **Center-to-Right**.

## ON SIGNAL:

At POS 1,

with **Rifle** alternate between the **red circle** target and each of the three **black square** targets, starting and finishing on the **red circle**.

with **Pistol** repeat the rifle instructions.

At POS 2L or 2R,

Make **Pistol** safe.

With **Shotgun** engage the six shotgun targets.

Retrieve **Pistol**.

At POS 3L or 3R, with **Pistol** alternate between the **red square** target and each of the three **blue circle** targets, starting and finishing on the **red square**. Repeat the instruction.