

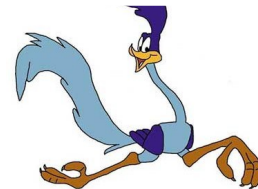


Presents

Road Runner Dust-up

February 13th, 14th and 15th 2026

Sponsored by



Also held in conjunction

SASS presents the

Blackout at

Bloody Basin

**Arizona State Black Powder
Championships**



Hosted by the
**Arizona
Cowboy
Shooters
Association**

Match Schedule

Friday, February 13th

8:00 AM - 12:00 PM Registration

8:45 AM Warm-up Safety Briefing

9:00 AM 4-Stage Warm-up

Saturday, February 14th

7:30 AM - 8:15 AM Registration

8:30 AM Mandatory Shooter's

8:45 AM Main Match Stages 1 - 6

Sunday, February 15th

8:00 AM Main Match Stages 7 - 12

After Match Awards and Lunch*

* Lunch for Sunday

(included in match fee or by purchase of an extra ticket)



Event Sponsor



F.LLI PIETTA

Pietta Firearms is the replica/historical firearm category leader in quality, dependability, and craftsmanship. Established in Gussago, Italy in 1963, Pietta was instrumental in pioneering the historical firearms category. Today, Pietta is dedicated to providing its customers with the highest quality, replica firearms of the past and innovative, modern firearms of the present. Still family-owned, Pietta is known the world over and its firearms are still manufactured at the company's owned manufacturing facility. Driven by passion and adhering to the highest quality standards, Pietta continues to carry on the tradition that was started over half a century ago.

Awards Sponsor



Custom Laser Engraving ... by Tazz

Klassic Laser Works

Gun Stock & Grips — Awards & Badges

Tazzmanian Kid (aka: Ernie Sullivan)

tazzkid@gmail.com 603-714-1164

Single Rose (aka: Barbara Gentili)

single.rose.klassiclw@gmail.com 603-714-1165

WWW.KLASSICLASERWORKS.COM

“Like US” on Facebook too!

Authorized Distributor:

Sure Hit Sights - SliXprings Products

Merchandise Sponsors



Merchandise Sponsors



Competition Electronics



PRO TIMER^{BT}
Advanced Feature Shot Timer
for scoring matches or personal training



PROCHRONO DLX[™]
Ballistic Chronograph
for accurate measurement of projectile speeds

MADE IN USA
SINCE 1985

THE WINNING DIFFERENCE

www.competitionelectronics.com 815 874 8001



Merchandise Sponsors



BULLETS BY *Scarlett*

www.BulletsbyScarlett.com

843-833-0770 * bulletsbyscarlett@gmail.com

[Facebook.com/bulletsbyscarlett](https://www.facebook.com/bulletsbyscarlett)



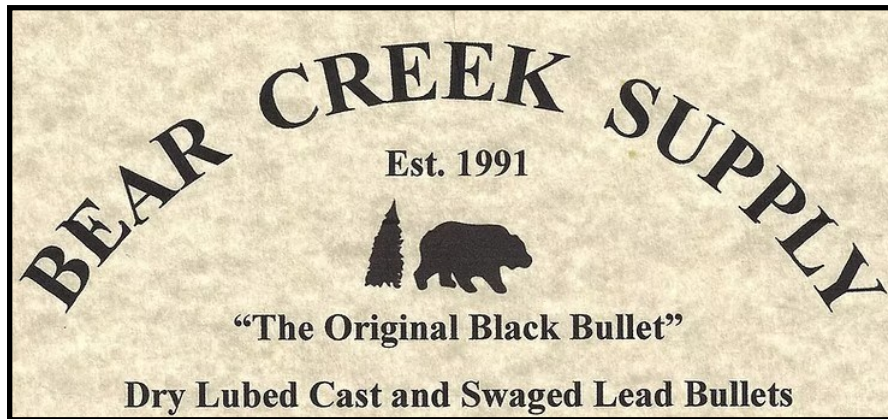
HUNTERS HD

GOLD



They **CHANGE** so you don't have to.™

Merchandise Sponsors



Contact Us
bearcreeksupplybullets@gmail.com
209-874-4322
Mailing Address
P.O. Box 177
Waterford, CA 95386

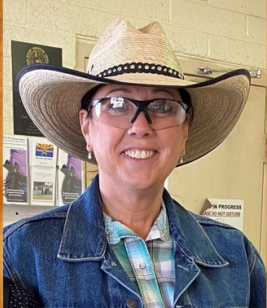


Merchandise Sponsors



ACSA BOARD

PRESIDENT



DARLIN DARLA

VICE-PRESIDENT



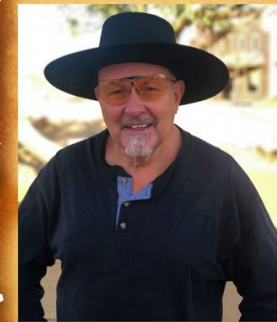
RUSTLER

TREASURER



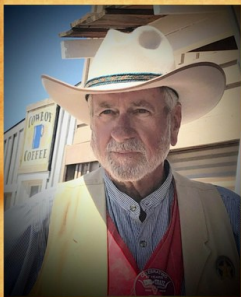
ECHO MEADOWS

MATCH DIRECTOR



REVEREND LEADSLINGA

TERRITORIAL GOVERNOR



FRANK STILWELL



**Member at Large
SANOKEE SAGE**

Stage Sponsors

1. Muley McCoy & Miss Becky
2. Cactus Wen
3. Klassic Laser Works
4. Rio Salado Cowboys
5. Sanokee Sage & Kan-Do Kate
6. Yeldog
7. Muley McCoy & Miss Becky
8. Ramblin' Rose & Autumn Blaze
9. ACSA Board
10. Medicine Creek Johnny
11. Marshal Kane & Turquoise Bill
12. Expert Paintless Dent Repair

Range Rules

All SASS rules apply. SASS stage conventions apply unless modified by Stage instructions.

ACSA default Starting Position is “At the Ready:” Unless stated otherwise. “At the Ready” has the shooter standing any way they desire, not touching ammo or guns.

SASS Default: There will be no stages where you must start at a SASS default. The shooter may stand in any way they desire as long as their hands are where indicated if stated. Example: hands on hat, hands at low surrender, hands touching prop etc.

Position: Where instructed to shoot from a specific position, it means the guns must be shot from that position. The position of the shooter is irrelevant. i.e.: no foot faults

Repeat: When a Stage states “repeat,” it means repeat the instructions.

Spotters: Misses may only be called by spotters. Please give your undivided attention to each shooter. *Remember...*

- If you *think* it's a hit, it is a hit!
- If you *think* it's a miss, it is a hit!
- If you know it's a miss, it is a miss!

Loading Table: Competitors *shall not* leave the designated loading area with a *loaded* firearm unless they are called to the Stage as the next competitor to begin the Stage by the Timer Operator or Expeditor. SDQ penalty will apply.

Reshoots: After the competitor fires the first round downrange, there will be no reshoots for firearm or ammunition malfunctions. Reshoots will only be given for failure of props, timer failure/unrecorded time, or Range Officer interference. RO interference, for this purpose, means interference by the TO or spotters only.

Note: *All reshoots must be approved in advance by match Range Officials.*

Disputes: Only the shooter may protest a call. If a shooter disagrees with a call made by the TO, the issue shall be resolved by the Posse Marshal. If the shooter is still unsatisfied with the call, the matter will be resolved by the Range Officials and their decision shall be final.



Stage 1

Sponsors: MULEY MC COY & MISS BECKY

Staging, Pistols holstered, Rifle right window, Shotgun staged anywhere.

Sequence, Pistols, Rifle, Shotgun.

Start, Stand directly behind detonator with BOTH hands on plunger.

When ready, say, "Fire in the hole!"

ATB, Fully depress plunger with BOTH hands, move to doorway, and with pistols double tap the blue circle and sweep the 3 squares from either end, and repeat.

From right window with rifle repeat pistol instructions.

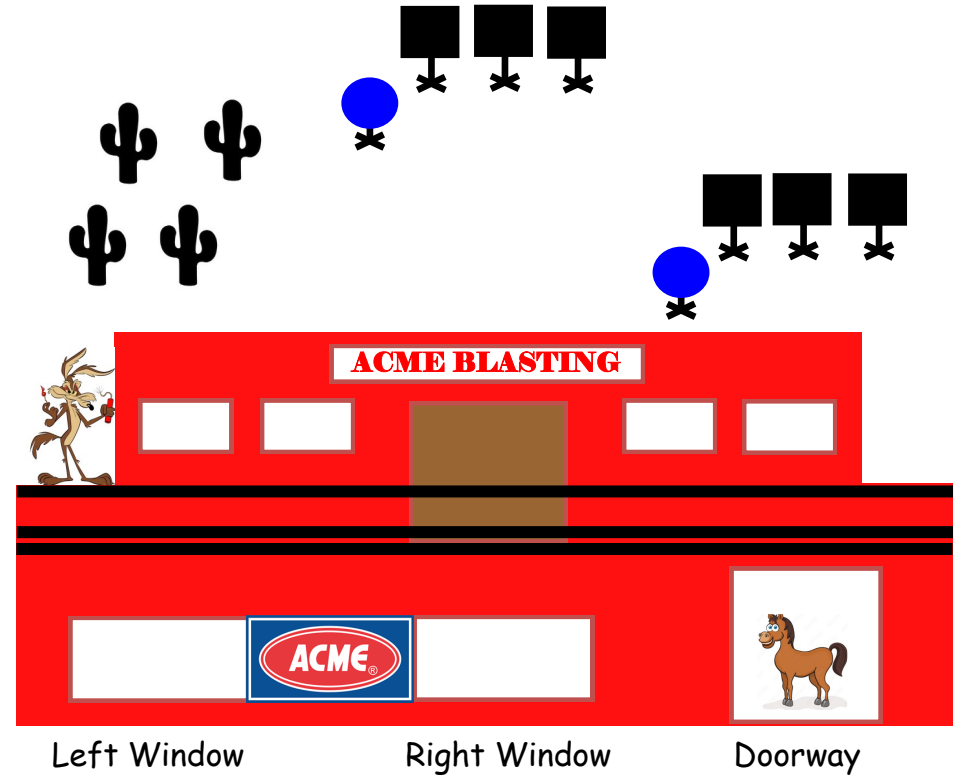
From left window engage the 4 shotgun targets.

May start with the double tap or the sweep.



Stage 1

10 10 4 +



Take timer to next stage, but leave the spotting sticks.

Stage 2

Sponsor: CACTUS WEN

Staging, Pistols holstered, Rifle in hands at left horse, Shotgun staged on right horse.

Sequence, Rifle, Shotgun, Pistols

Start, Rifle in hands.

When ready, say, "Free bird seed."

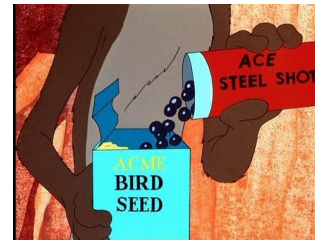
ATB, With rifle sweep the targets from either end and place 5 rounds on the center black target. Make rifle safe flat between the guides, back on the same horse.

Retrieve shotgun from the right horse and from anywhere engage any 4 shotgun targets. Make shotgun safe on table downrange, then with pistols repeat rifle instructions.

May start with the sweep, or 5 on the center black.

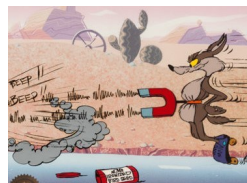
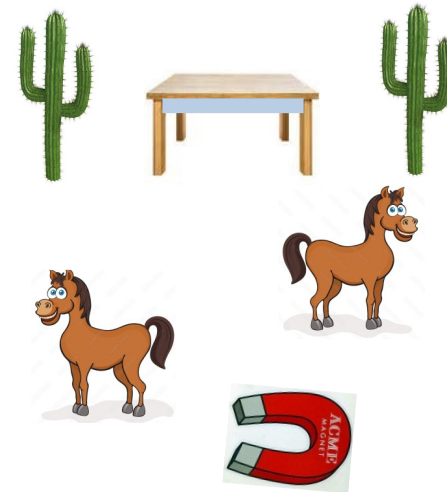
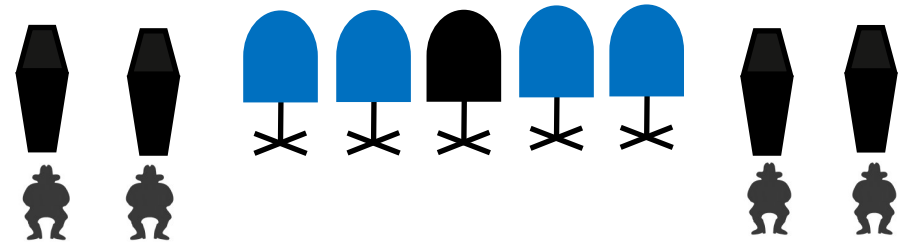
No part of the rifle barrel or stock can be resting up on top of the guide rails of the horse when restaging. (lever OK!!)

Shooter must restage shotgun down range on the table. **NOT** back on the horse



Stage 2

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 3

Sponsor: KLASSIC LASER WORKS

Staging, Pistols holstered, Rifle on table, Shotgun on ACME crate.

Sequence, Shotgun, Rifle, Pistols.

Start, Both hands touching box of ACME exploding tennis balls.

When ready, say, "Catch this ball bird!"

ATB, With shotgun engage the 4 shotgun targets.

From table with rifle, place 3 rounds on the center target, then 2 rounds on each circle, then 3 rounds on the center target.

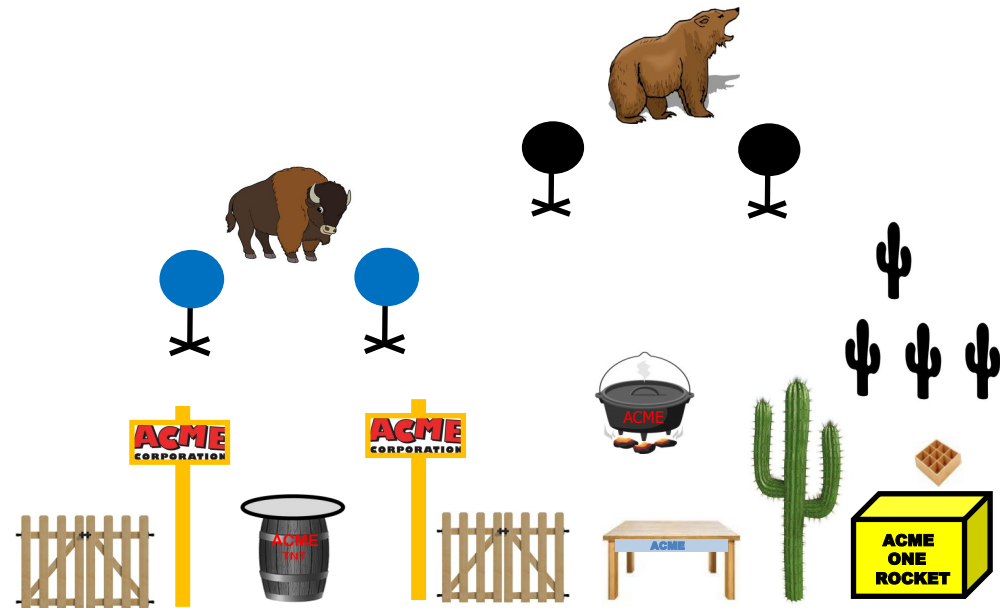
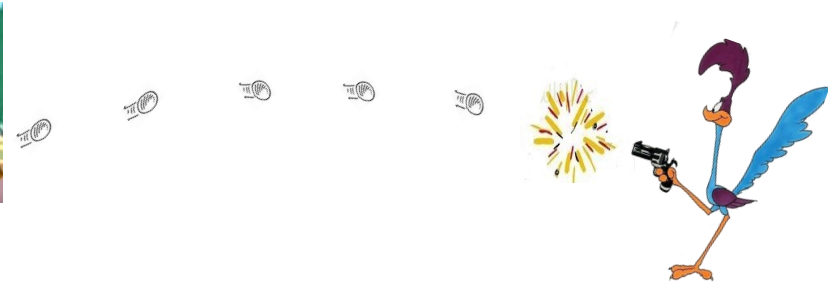
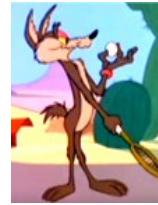
Anywhere between the sign posts with pistols repeat rifle instructions.

All 4 SG targets must be engaged right side of the cactus.



Stage 3

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 4

Sponsor: RIO SALADO COWBOYS

Staging, Pistols holstered, Rifle on table, Shotgun on either horse.

Sequence, Rifle, Pistols, Shotgun.

Start, One hand flat on top of the ACME catalog, other hand on rifle.

When ready, say, "You better run bird."

ATB, With rifle, shoot a continuous Nevada sweep, double tapping the center target.

With pistols, from anywhere, repeat rifle instructions on either set of **blue** squares.

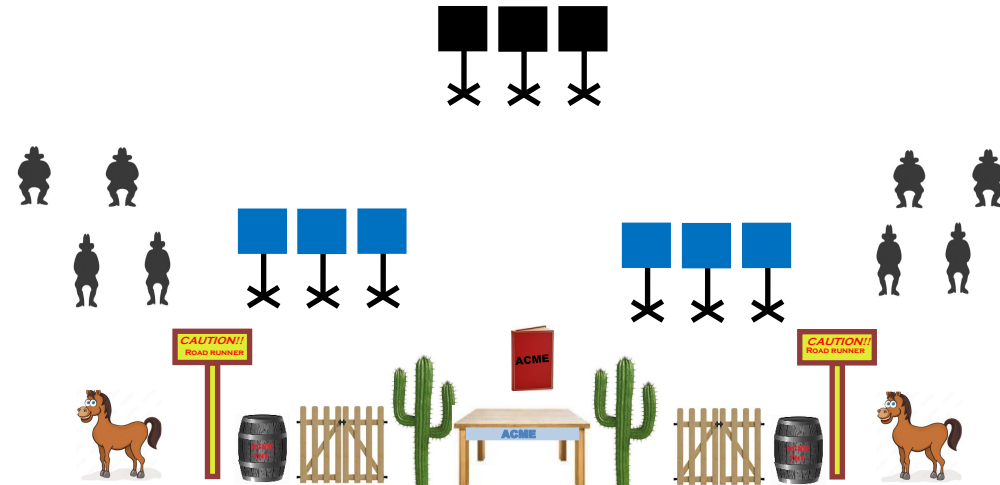
From horse engage 4 shotgun targets.

Start sweep from either end. Place ACME catalog anywhere on the table.



Stage 4

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 5

Sponsor: SANOKEE SAGE & KAN-DO KATE

Staging, Pistols holstered, Rifle in hands 1L or 1R, Shotgun on ACME crate downrange.

Sequence, Rifle, Pistols, Shotgun

Start, Rifle in hands.

When ready, say, "I think that duck might be easier to catch!"

ATB, With rifle, shoot a 3-4-3 round count with no triple taps.

Make rifle safe vertically, or restage flat pointing towards berm. Must not rest up on red guides!!

From 2L or 2R with pistols repeat rifle instructions.

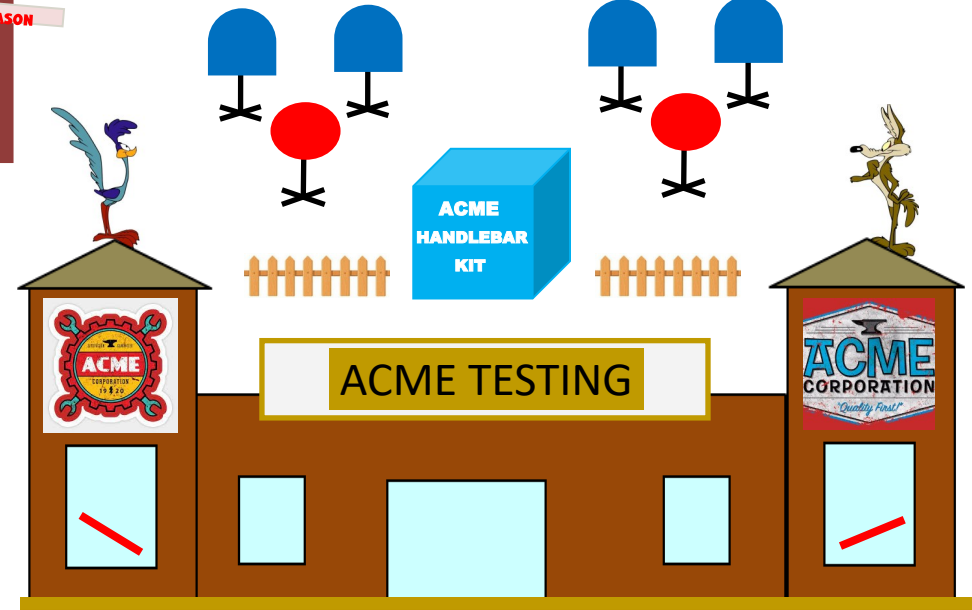
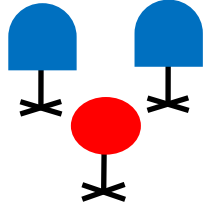
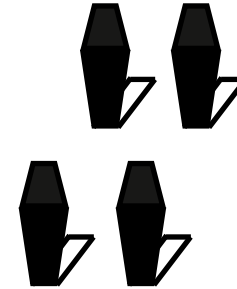
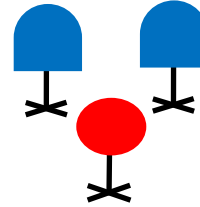
From ACME crate engage the 4 shotgun targets.

(Yes !!! The red circle gets 4)



Stage 5

10 10 4+



Window 1L Window 2L Doorway Window 2R Window 1R



Take timer to next stage, but leave the spotting sticks.



Stage 6

Sponsor: **YELDOG**

Staging, Pistols holstered, Shotgun staged downrange on left or right ACME table, Rifle in window.

Sequence, Rifle, Pistols, Shotgun

Start, Rifle muzzle, or barrel resting on top of ACME anvil.

When ready, say, "American Company Makes Everything."

ATB, With rifle double tap the blue targets and triple tap the black targets in any order, sequence or direction. Make rifle safe vertically.

Exit building through either doorway and from anywhere between the power poles, with pistols repeat rifle instructions.

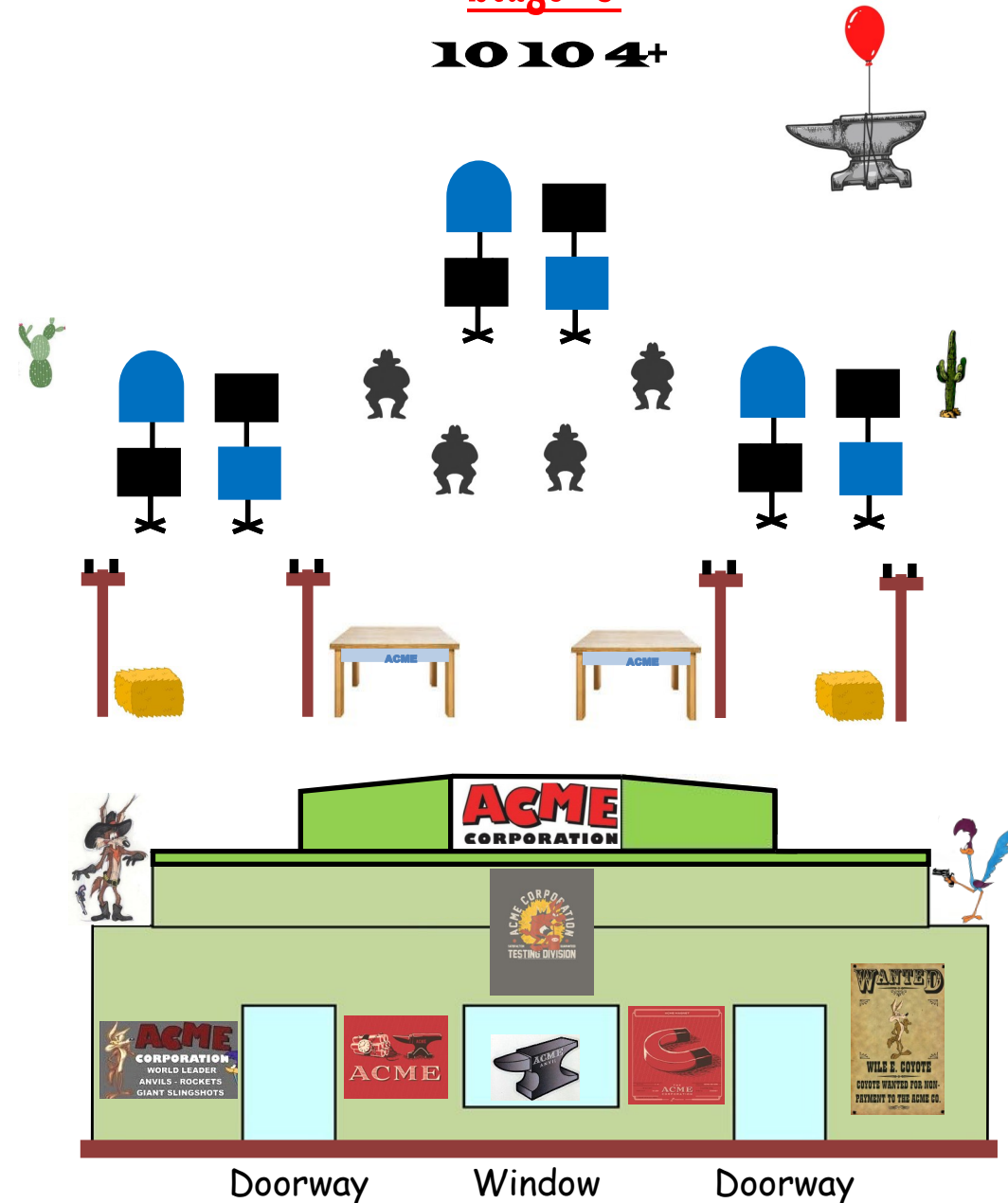
From anywhere engage the 4 shotgun targets.

Anvil may be placed anywhere on the window shelf.



Stage 6

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 7

Sponsors: MULEY MC COY & MISS BECKY

Staging, Pistols holstered, Rifle right window, Shotgun staged anywhere,

Sequence, Rifle not last.

Start, At the ready.

When ready, say, "You're toast !!"

ATB, From doorway with pistols, shoot a 2-1-2 sweep from either end, and repeat.

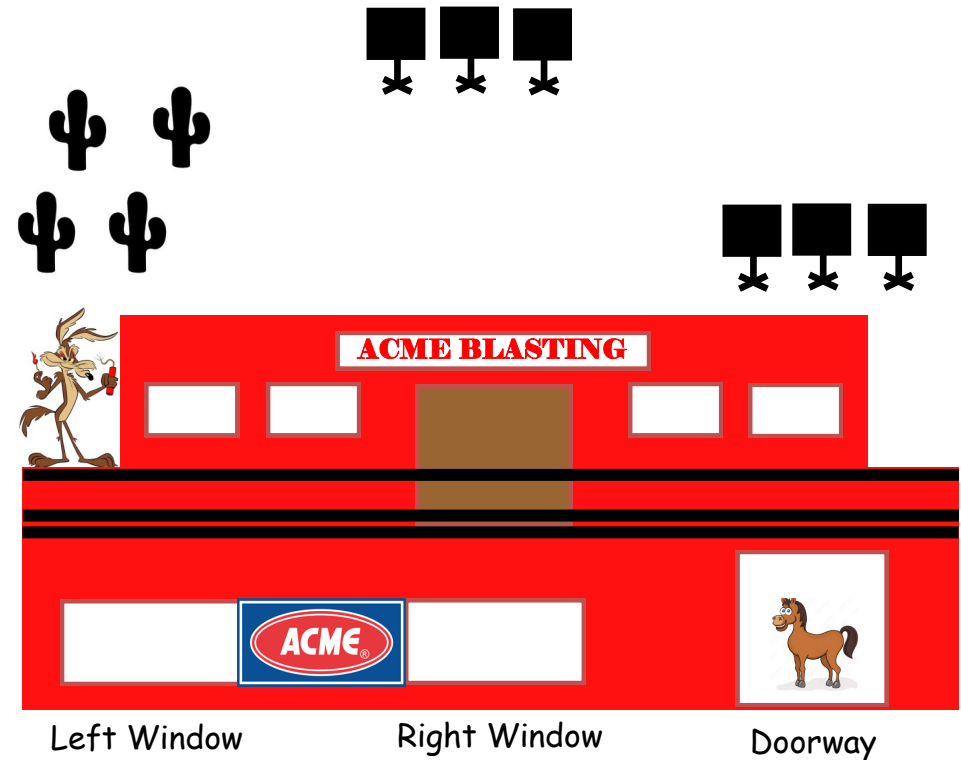
From right window with rifle repeat pistol instructions.

From left window engage 4 shotgun targets.



Stage 7

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 8

Sponsors: RAMBLIN ROSE & AUTUMN BLAZE

Staging, Pistols holstered **OR** staged on table,
Rifle and Shotgun on table.

Sequence, Shotgun last.

Start, Hands touching box of bird seed.

When ready, say, "Eat the seed bird!!"

ATB, From table, engage the 4 targets in a 4547 round count using both pistols and rifle.

From anywhere with shotgun engage any 4 shotgun targets.

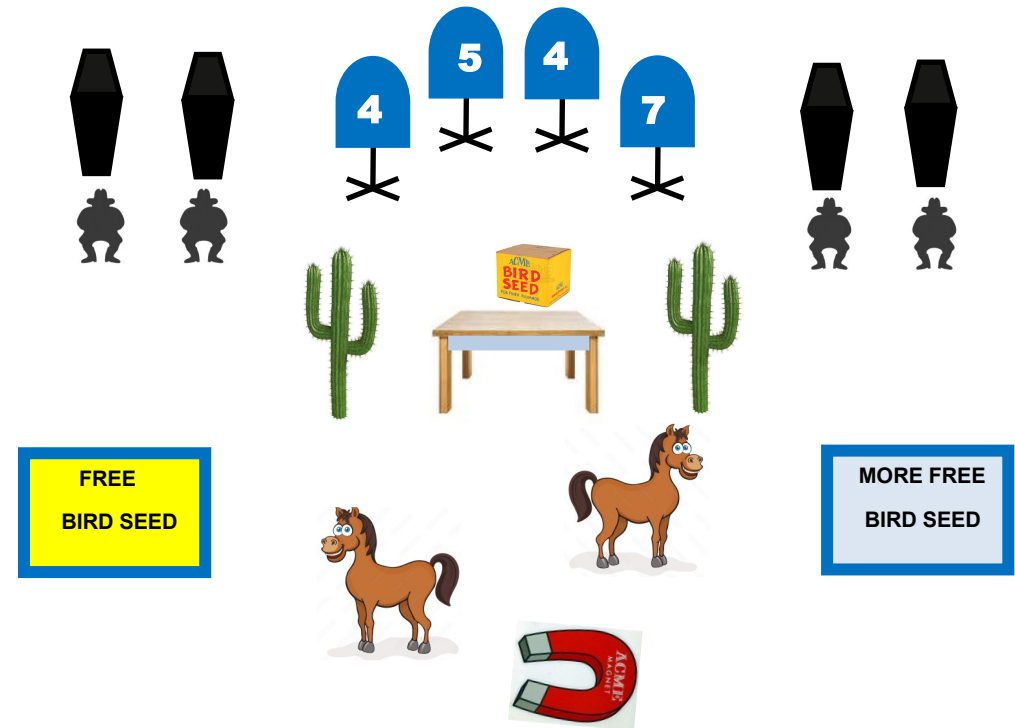
This does NOT have to be a sweep !!

4 rounds on the left target, 5 rounds on the 2nd target, 4 rounds on the 3rd target and 7 rounds on the far right target, in any order, sequence or direction.

Pistol or pistols may be restaged on the table, or holstered.

Stage 8

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 9

Sponsor: ASCA BOARD

Staging, Pistols holstered, Rifle on table, Shotgun on ACME crate.

Sequence, Pistols, Rifle, Shotgun.

Start, Pistol barrel(s) or muzzle(s) resting on top of the anvil.

When ready, say, "I need that bird, in that pot."

ATB, With pistols shoot a 1-3-1 sweep starting on either end, then repeat from the SAME direction.

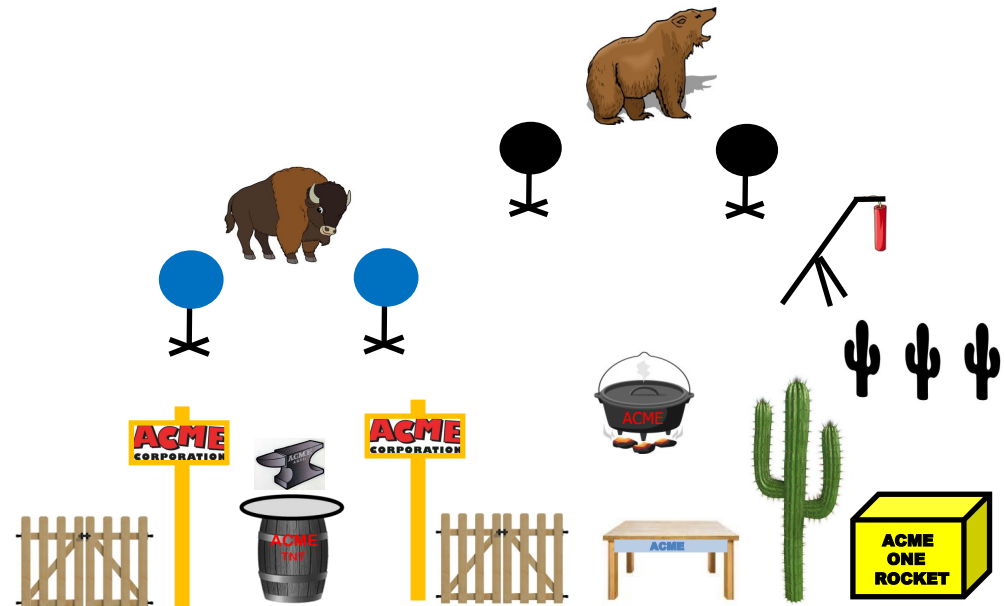
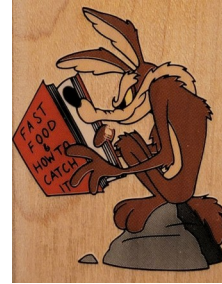
From table with rifle repeat pistol instructions.

From ACME crate with shotgun engage the 3 cactus knock downs, until all 3 are down, **THEN** blast the stick of dynamite.



Stage 9

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 10

Sponsor: MEDICINE CREEK JOHNNY

Staging, Pistols holstered, Rifle on table, Shotgun on either horse.

Sequence, Shotgun last.

Start, Anywhere between the sign posts, with a stick of dynamite in each hand.

When ready, say, "This ought to do it!!"

ATB, Dispose of the dynamite.

From table with rifle, sweep the black targets from either end, then, place 4 rounds on the center target, then, sweep the targets from either end.

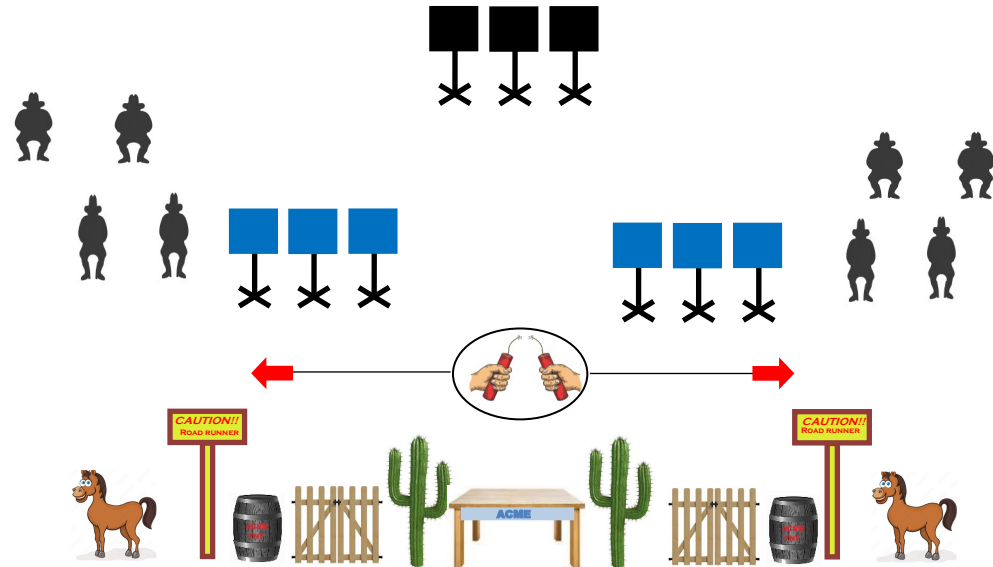
Anywhere between the sign posts with pistols, repeat rifle instructions on either set of **blue** targets.

From horse, engage the 4 shotgun targets.



Stage 10

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 11

**Sponsors: MARSHAL KANE &
TURQUOISE BILL**

Staging, Pistols holstered, Rifle 1L or 1R, Shotgun on ACME crate downrange.

Sequence, Rifle first.

Start, At the ready.

When ready, say, "I wonder if Yosemite Sam is busy right now?"

ATB, With rifle shoot an "Arizona" progressive sweep on the 2 targets, starting on either.

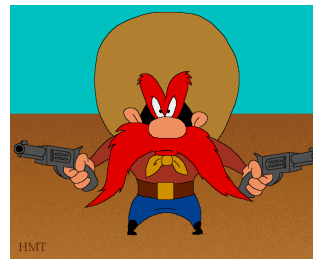
Make rifle safe back on the shelf pointing towards the berm.

From anywhere with pistols repeat the rifle instructions.

From anywhere with shotgun engage the 4 shotgun targets.

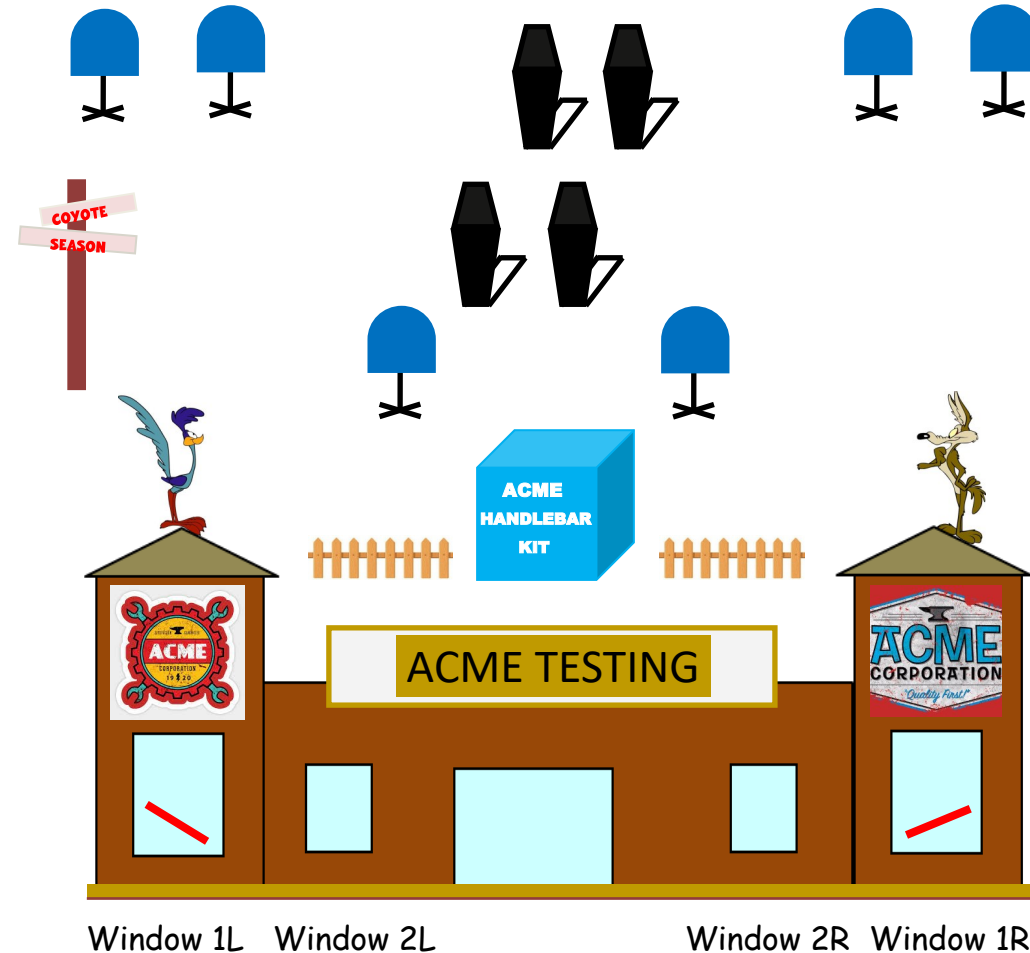
Arizona Progressive sweep 1-2-3-4.

Rifle must be staged **AND** restaged flat on the shelf with **NO** part of the stock or barrel resting up on the red guide.



Stage 11

10 10 4+



Take timer to next stage, but leave the spotting sticks.

Stage 12

Sponsored by, Bender

EXPERT PAINTLESS DENT REPAIR

Staging, Pistols holstered, Rifle staged downrange on either table, shotgun staged on the "other" table.

Sequence, Rifle not last.

Start, Outside of the building, both hands touching the bomb placed on the window shelf.

When ready, say, "Don't light that wick yet!!

ATB, Anywhere between the power poles with pistols, shoot a circular double tap sweep, starting and finishing on the **blue tombstone**.

With rifle repeat pistol instructions.

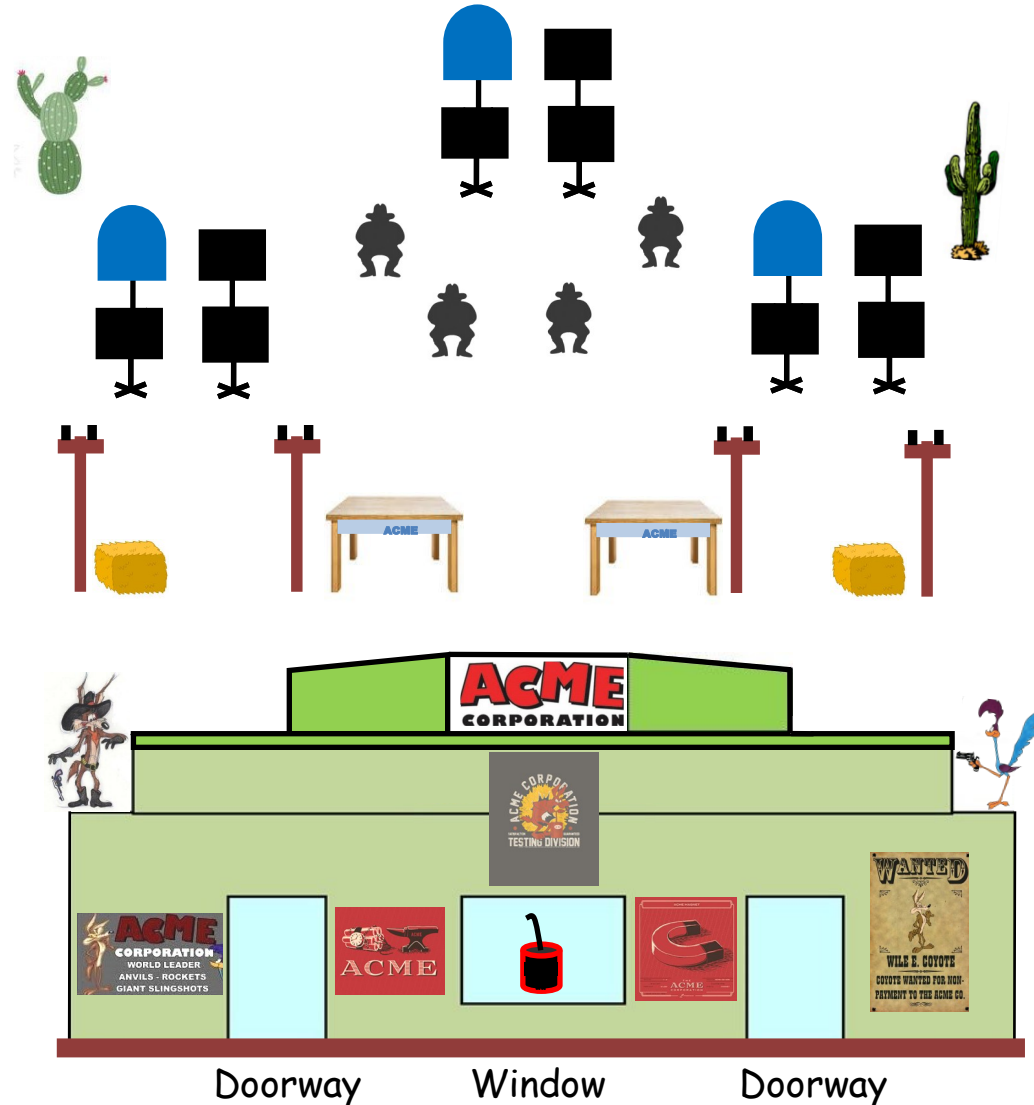
With shotgun engage the 4 shotgun targets.

Sweep clockwise OR counter clockwise.

May place bomb anywhere on the shelf.

Stage 12

10 10 4+



Take timer to next stage, but leave the spotting sticks.



The ACSA Board would like to thank all who have supported the club over the years, especially our annual matches.

We appreciate every shooter who is attending the match, as we know your attendance and support is what helps keep this club intact.



(visit us at acsainc.com)