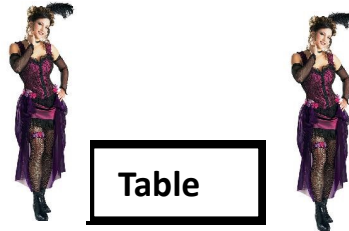
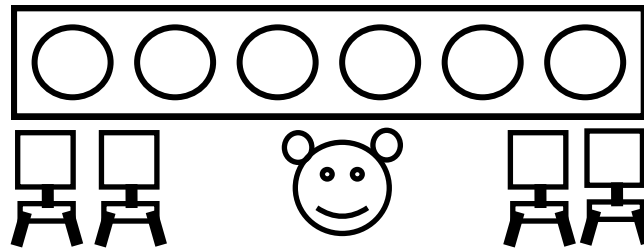


CPHDSM: June 2024 Stage 1



Round Count: 10 pistol, carbine 10, shotgun 4+

Directions: Shooter standing behind table at low surrender. Long guns staged on table pistols holstered or staged.

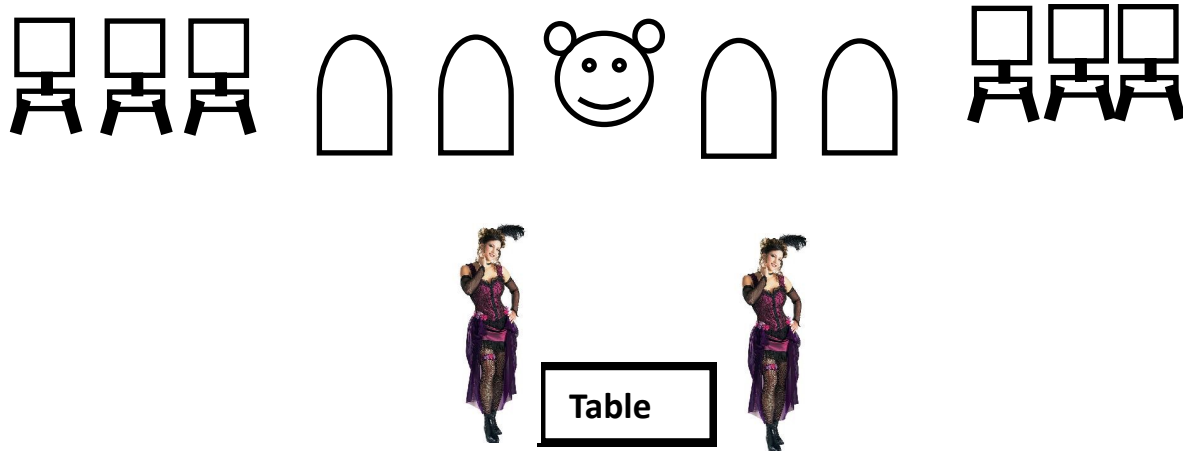
Procedure: When shooter is ready state your line: Shooter Ready

ATB – Starting with carbine or pistols. Quad tap the gong and down two plates, then quad tap the gong again. Repeat with carbine/pistol. Ground firearms. With shotgun down KD targets, then clean up any missed plates on the plate rack. Ground Shotgun. Shooter loads 4 rounds in shotgun and may have additional rounds at the ready. Plate rack hits with 22 cal. rounds need not fall as long as there is evidence of a hit. Target paint must be refreshed before each shooter.

- 4 tombstones
- Plate rack
- Gong
- 6 Shotgun
- 2 tables
- 4 short stands
- Spray paint.
- 2 floozies

- 3 barrels
- 8 Shotgun
- 2 tables
- 2 IDPA
- 1 pistol KD
- 3 mid stands
- Black paint can

CP/HDSM: June 2024 Stage 2



Round Count: 10 pistol, carbine 10, shotgun 6

Directions: Shooter standing to the outer right or left of floozy. Shotgun in hand. Carbine staged on table. Pistol holstered or staged.

Procedure: When shooter is ready state your line: Shooter Ready

ATB – With shotgun down three targets then move to other side past the floozy and down 3 targets. Ground shotgun on table and with carbine then pistols sweep the targets from left then right. Ground appropriately.

CP/HDSM: June 2024 Stage 3



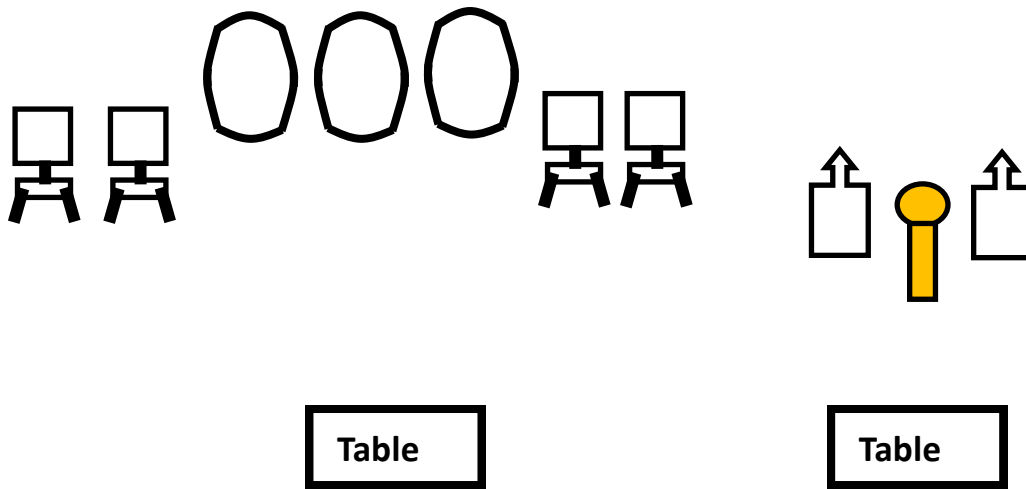
Round Count: 10 pistol, carbine 10, shotgun 5

Directions: Shooter standing behind table at SASS default. Long guns staged on table. Pistol holstered or staged.

Procedure: When shooter is ready state your line: Shooter Ready

ATB – With shotgun down center target. Ground shotgun safely. With carbine/pistol, engage middle targets with one round. Triple tap the outer targets then single tap the middle targets. Ground appropriately. With shotgun down remaining targets.

CP/HDSM: June 2024 Stage 4



Round Count: 10 pistol, carbine 10, shotgun 4

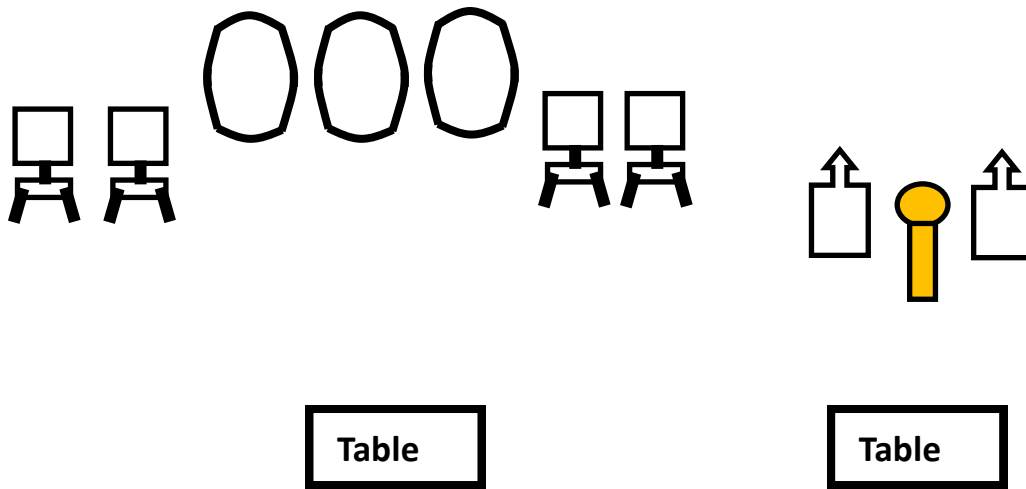
Directions: Shooter standing behind table of choice. Shotgun or pistol in hand. Long guns staged on left table, pistols staged on right table.

Procedure: When shooter is ready state your line: Shooter Ready

ATB – With shotgun down targets. With carbine engage targets in two individual 1-3-1 sweeps. Ground appropriately. Move to right table and repeat carbine sequence. Ground pistols.

If starting with pistols, move left and use carbine next, finish with shotgun.

CP/HDSM: June 2024 Stage 5



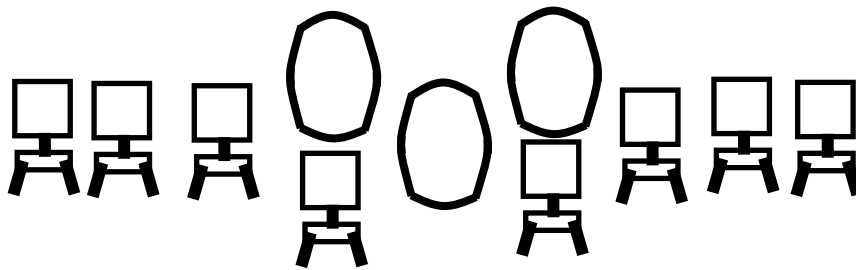
Round Count: 10 pistol, carbine 10, shotgun 4

Directions: If shooting carbine, shooter standing behind right table. Otherwise standing behind left table. Hands flat on table. All guns staged.

Procedure: When shooter is ready state your line: Shooter Ready

ATB – With carbine triple tap the pistol KD then triple tap each IDPA then put last round on KD. Ground carbine and move to left table. At left table with shotgun or pistol next, down 4 KDs with shotgun and repeat the carbine sequence with pistols. Ground all guns.

CP/HDSM: June 2024 Stage 6



Table

Round Count: 10 pistol, carbine 10, shotgun 4

Directions: Shooter standing behind table with carbine or pistols in hand. Long guns staged on table. Pistols holstered or staged.

Procedure: When shooter is ready state your line: Shooter Ready

ATB – With carbine/pistol, down any KD on the left then sweep the targets and down any KD on the right. With remaining 5 rounds engage the static targets in a Nv sweep from either end. Ground appropriately. With shotgun down any 4 standing KDs. KDs hit with carbine/pistol using 22 cal. need not fall if there is evidence of a hit. Target paint must be refreshed before each shooter. Sorry, but there are no shotgun make ups for carbine/pistol on this stage.