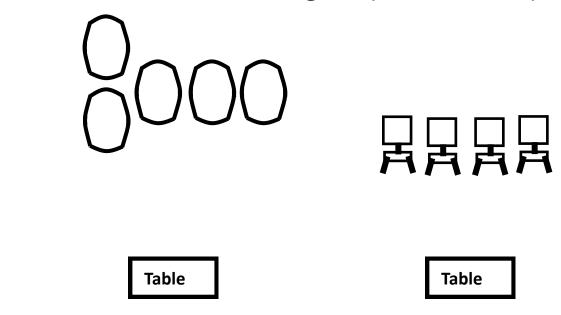
CP/HDSM: March 2024 Stage 1 (Duelist Pistol)

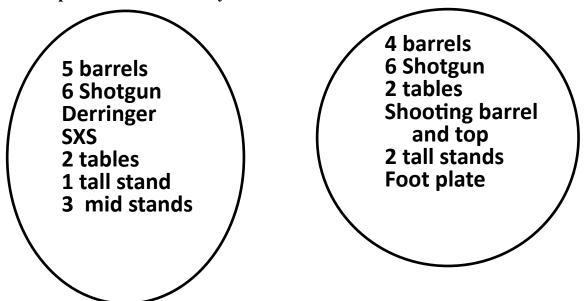


Round Count: 10 pistol, carbine 10, shotgun 4

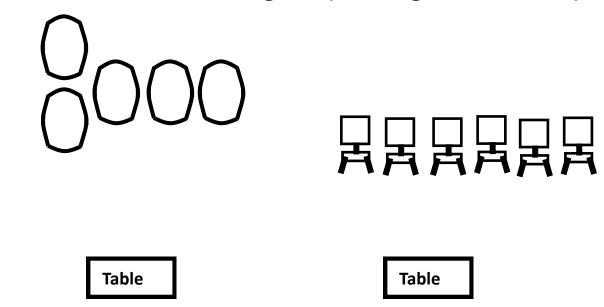
Directions: All pistols are to be shot as duelist (one handed), Shooter standing behind left table with hands at low surrender. Shotgun on right table. Carbine staged on left table. Pistols holstered or staged on left table.

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

ATB – Starting with carbine, alternate on left targets for 4 rounds then double tap sweep the remaining targets from the left. Ground carbine. With pistols repeat the carbine sequence. Ground pistols. Move to right table and down targets from left to right. Make up misses immediately.



CP/HDSM: March 2024 Stage 2 (Derringer Table Gun)



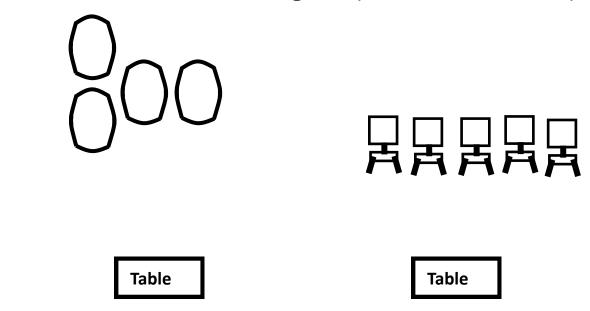
Round Count: 10 pistol, 10 carbine, 6 shotgun.

Directions: Shooter standing behind left table with derringer in hand, not cocked. Shotgun staged on right table. Carbine staged on left table. Pistols holstered or staged on left table.

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

ATB – Fire 2 rounds with derringer on any target. Ground gun. Any hits are 5 sec bonus each. With carbine double tap each target. Ground carbine. With pistols repeat the carbine sequence. Ground pistols. Move to right table and with shotgun down targets. Ground shotgun

CP/HDSM: March 2024 Stage 3 (One shot wonder)



Round Count: 10 pistol, 10 carbine, 4 shotgun. Plus 1.

Directions: Break action shotgun staged on right table, loaded with one round. Shotgun staged on right table. Shooter standing behind right table with hands at sides. Carbine staged on left table. Pistols holstered or staged on left table.

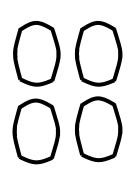
Procedure: When shooter is ready state your line: Shooter Ready

ATB – Fire one round from break shotgun at the KD targets. Ground shotgun and move to the left table. With carbine/pistols dump 5 rounds on each target. Pistol only dump 5 rounds on 2 targets. Ground appropriately. Return to right table and down all remaining targets

CP/HDSM: March2024 Stage 4

(Running Gun Battle)





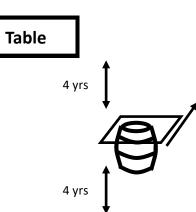
Table

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

Directions: Shooter standing upright on foot plate. Carbine and pistol staged on shooting barrel. 2nd pistol/mag staged on right table. Shotgun on left table.

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

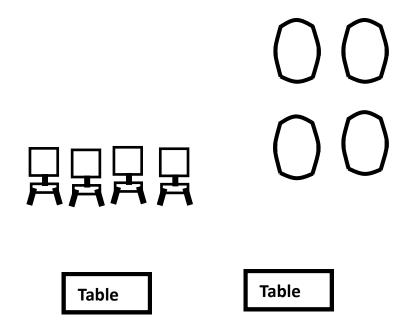
ATB – Move from foot plate to shooting barrel and with carbine shoot the targets in an diagonal X pattern for 10 rounds. Ground carbine in a safe direction. With pistol shoot the targets in a Z pattern starting or ending with a double tap. Take pistol to right table and repeat with 2nd pistol. Ground guns. Move to left table an down targets, the centers, inner targets then outer targets. One attempt at each target before making up misses.





Foot plate

CP/HDSM: March 2024 Stage 5 (Go get your gun)



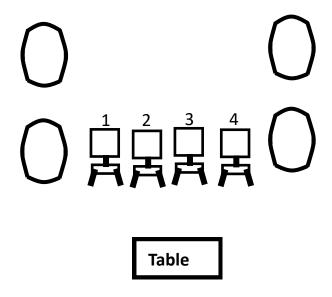
Round Count: 10 pistol, 10 carbine, 4 shotgun.

Directions: Shooter standing behind right table with hands on head. Carbine staged on right table. Shotgun staged on right table. Pistol staged on left table. 2nd mag or 2nd pistol staged on right table.

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

ATB — With carbine starting on any target, shoot the targets in a clockwise sweep for 10 rounds. Ground carbine. Retrieve your pistol from the left table and return to right table and repeat carbine sequence. Ground pistols. With shotgun move to left table and down all targets. Semi autos must be charged on the clock.

CP/HDSM: March 2024 Stage 6 (Shot L then R)



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

Directions: Shooter standing behind table shotgun in hand. Carbine staged on table. Pistol staged or holstered. on table.

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

ATB — With shotgun down targets 1 then 2. Ground shotgun. With carbine double tap top targets L then R and triple tap the bottom targets L then R. Ground carbine. Repeat with pistols. Ground pistols. With shotgun down targets 3 then 4. Make up any missed shotgun targets at the end of the string.