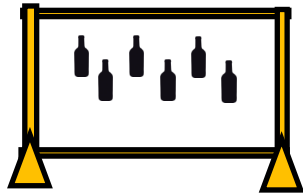
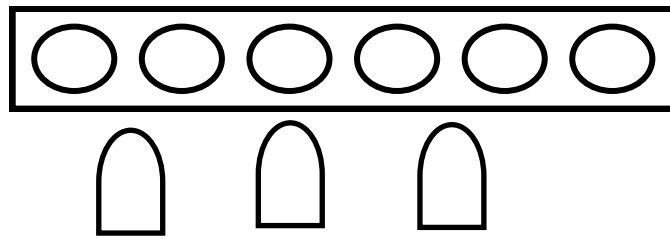


# CPHDSM Shooting Gallery 2024 Stage 1



Table



Table

**Round Count: 10/10/6**

**Description: Shooter standing behind left table with pistol in hand. Shotgun and carbine staged on right table**

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

**ATB: With pistols, engage the bottle rack with 10 rounds. Hit 6 bottles. Any bottles hit over 6 earn a 5 sec bonus. The same bottle may be hit several time. Ground Pistols. Move to right table and with Carbine engage the tombstones with 2 individual Nv sweeps from either end (Yes dirty is allowed) .Ground carbine. With shotgun down all targets on plate rack. Ground shotgun.**

**Set up**

**Bottle rack w/ 6 bottles**

**3 Tombstones**

**Plate Rack**

**4 KDs**

**3 short stands**

**2 tables.**

**Set up**

**4 tombstones**

**Pipe rail with 4 shoes**

**4x4 rail with 6 tin-can KD**

**2 Pistol KDs with stands**

**4 short stands**

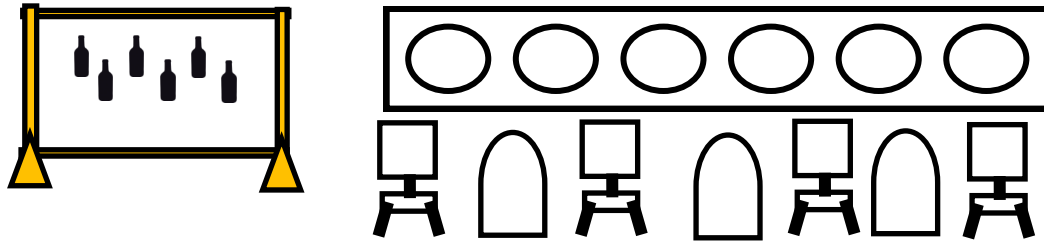
**2 mid stands for Tin-cans**

**2 clamps**

**8 KDs**

**3 tables.**

## CPHDSM Shooting Gallery 2024 Stage 2



Table

Table

**Round Count: 10/10/4**

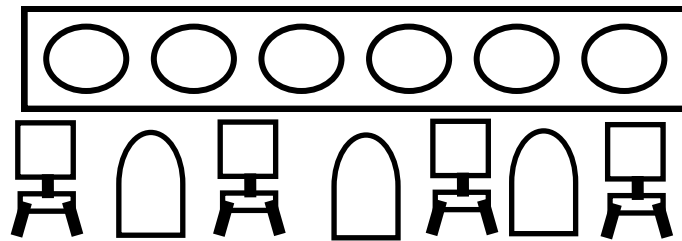
**Description: Shooter standing behind right table with pistol in hand. Shotgun stage on right table. Carbine staged on left table.**

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

**ATB: With pistols, engage the plate rack until all plates are down. Remaining rounds put on any static target. Ground pistols. Move to left table and with carbine, hit 6 bottles with 10 round. Put remaining rounds on a static target. Ground Carbine. All shooters move to left table even if no carbine is shot. Return to right table and with shotgun down all standing KD targets including plate rack. Ground Shotgun.**

**NOTE: Spotters need to watch the pistol sequence to mark hits on the plates, if they don't fall. Paint the plates on rack and refresh after each shooter.**

## CPHDSM Shooting Gallery 2024 Stage 3



Table

**Round Count: 10/10/4**

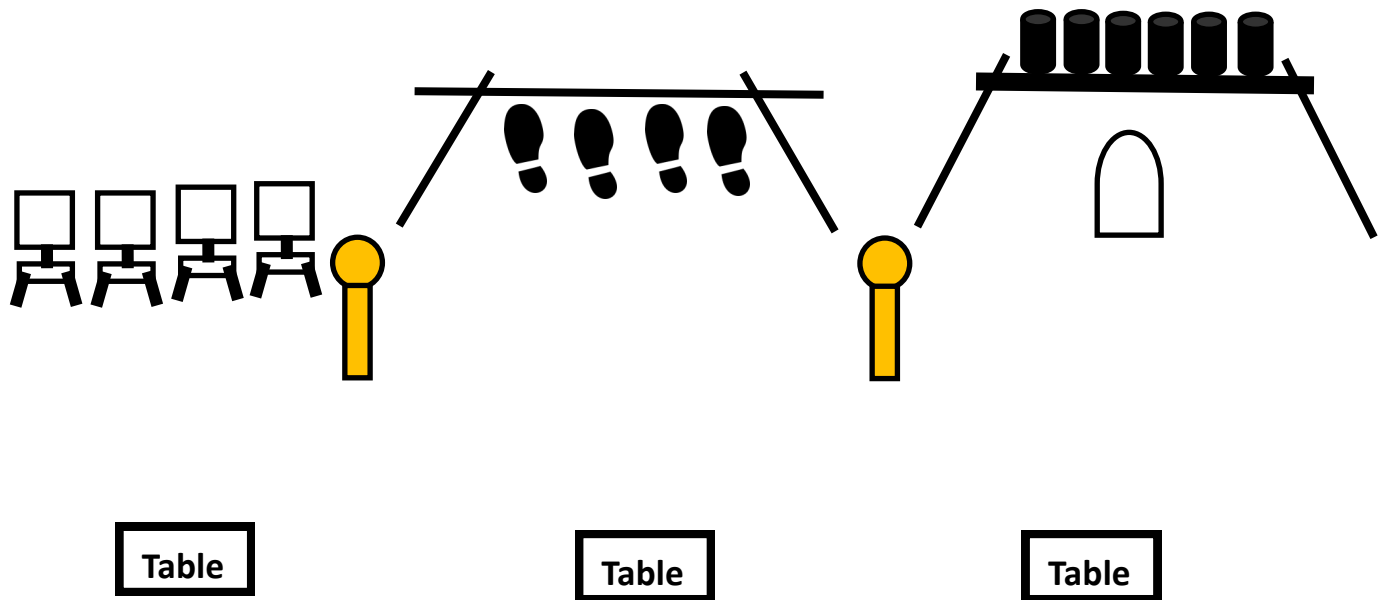
**Description: Shooter standing behind table with hands on head. Pistol holstered or staged on table. Shotgun and carbine staged on table**

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

**ATB: With pistols engage the three static targets in a 1-3-1 sweep from left and then from right. Ground pistols. With carbine clean the plate rack and put remaining rounds on a static target. Ground Carbine. With shotgun down all KD targets.**

**NOTE: Spotters need to watch the pistol sequence to mark hits on the plates, if they don't fall. Repaint plate rack if shooter if next shooter has a 22 carbine.**

## CP/HDSM Shooting Gallery 2024 Stage 4



**Round Count: 10/10/4**

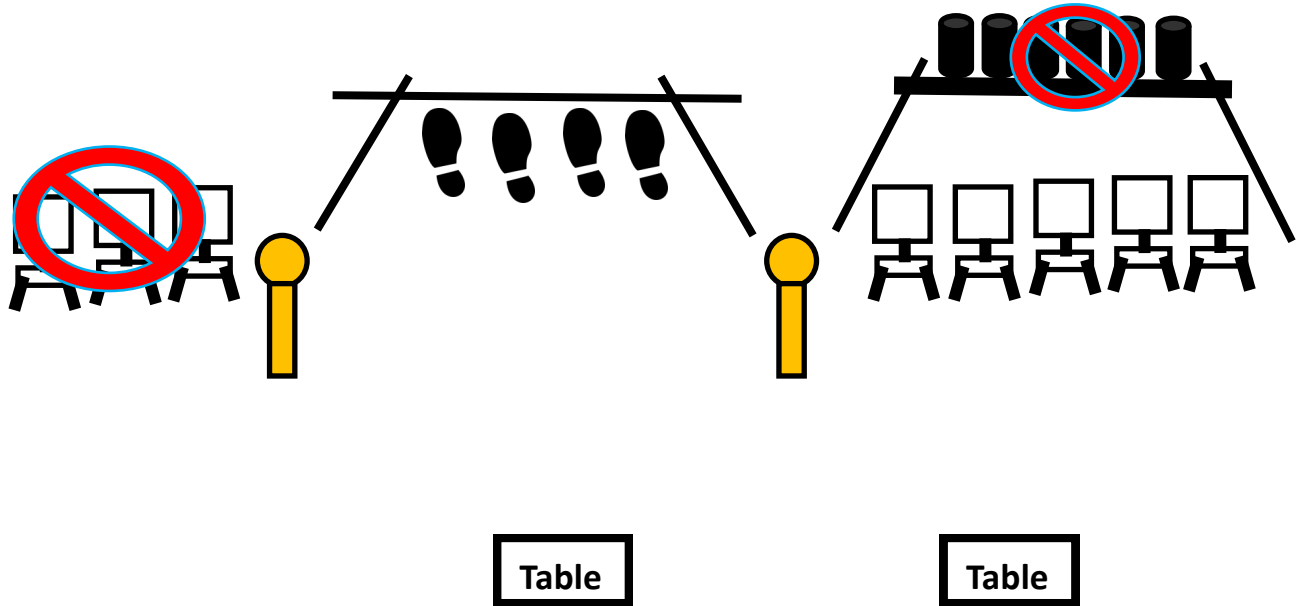
**Description: Shooter standing behind left table with Shotgun in hand. Pistols holstered or staged on middle table. Carbine staged on right table.**

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

**ATB: With shotgun, down four targets. Ground shotgun. Move to right table and with carbine down all tin-can targets. Fire remaining rounds into static target. Ground carbine. Move to middle table and engage the pistol KD and shoes from left or right. Triple tap the KD, engage each shoe then triple tap the other KD. Ground pistols.**

**Spotters be aware of hits to the boots.**

## CP/HDSM Shooting Gallery 2024 Stage5



**Round Count: 10/10/5**

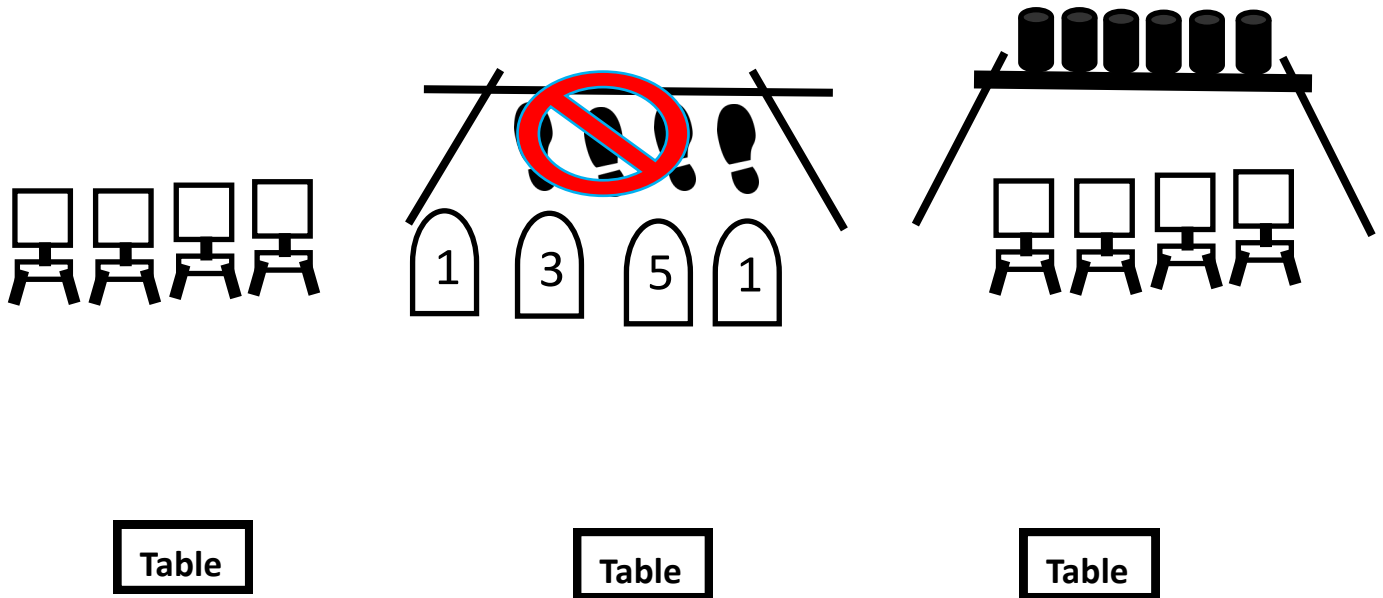
**Description: Shooter standing behind right table with Shotgun in hand. Pistol holstered or staged on left table. Carbine staged on right table.**

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

**ATB: With shotgun, down two targets. Ground shotgun. Move to left table and with carbine double tap each shoe and single tap the pistol KD (round count). Ground carbine. With pistols repeat the carbine sequence. Ground pistols. Move back to shotgun and down all remaining targets.**

**Spotters be aware of hits to the boots.**

## CP/HDSM Shooting Gallery 2024 Stage 6



**Round Count: 10/10/8**

**Description: Shooter standing behind middle table with carbine in hand or if no carbine, at SASS default. Pistol holstered or staged on right table. Shotgun staged on left table.**

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

**ATB: With carbine sweep the targets 1-3-5-1 from the left or a 1-5-3-1 from the right. Ground carbine. Move to left table and with shotgun down 4 targets. Move to right table and down 4 targets. Ground shotgun. With pistols clean the tin-cans with any remaining rounds on any static target.**

**Shooter may stage as many shotgun rounds as needed.**