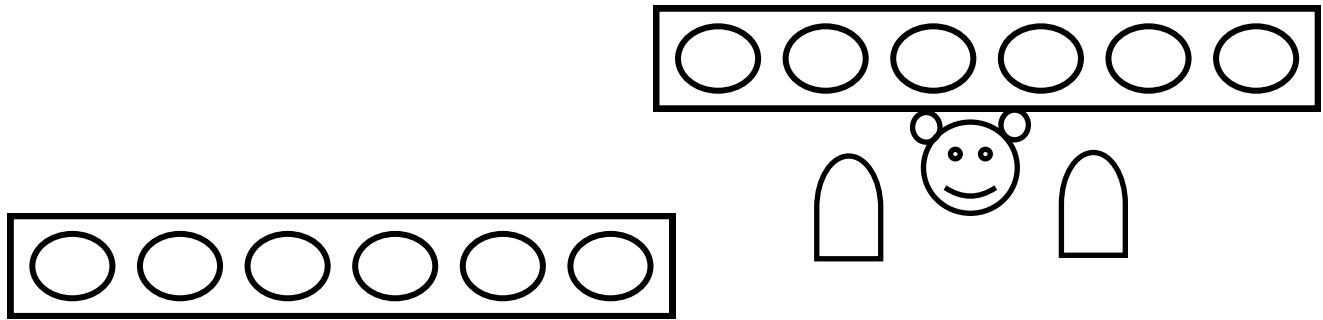


CPHDSM Shooting Gallery Oct 2024 Stage 1



Table

Table

Round Count: 10/10/6

Description: Shooter standing behind left table with pistol in hand. Carbine & shotgun on right table.

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

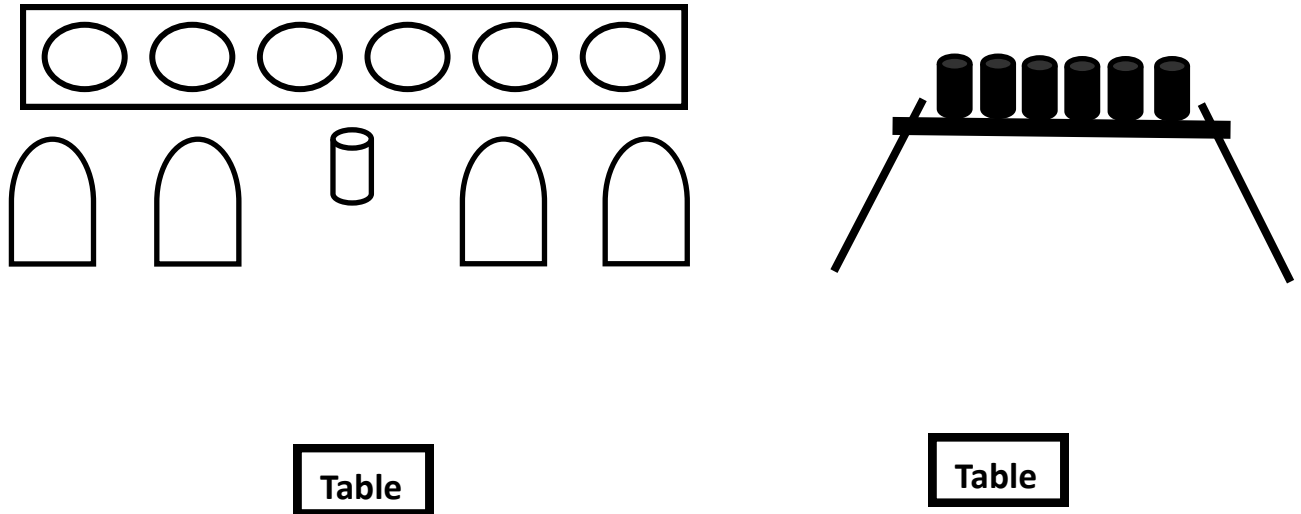
ATB: With pistol down Cowford plate rack in any order. Extra rounds placed on any tombstone. Ground pistols. Move to right table and with carbine engage the tombstones with 4 rounds each in any order and then the gong with 2 rounds. Ground carbine. With shotgun, down all plates. Ground shotgun.

Note: Cowford plate rack rule apply. 22 shooters need only hit the plate. All other shooters must down the plates. Repaint targets after each shooter.

Set up 1-3
Plate Rack & Cowford plate rack
4x4 rails with cans & 2 clamps
4 tombstones
“S” hook & Water jug
Gong with hanging hardware
4 short stands
Shotgun spinner
2 tables.

Set up 4-6
Bottle rack and 6 hanging bottles
4 KDs
2 Pistol KDs
3 tables
Tall stand with “S” hook & water jug
3 tombstones
Tri stand. 77,50,22
Shotgun dual swinger
Pipe rail with 4 boots.

CPHDSM Shooting Gallery Oct 2024 Stage 2



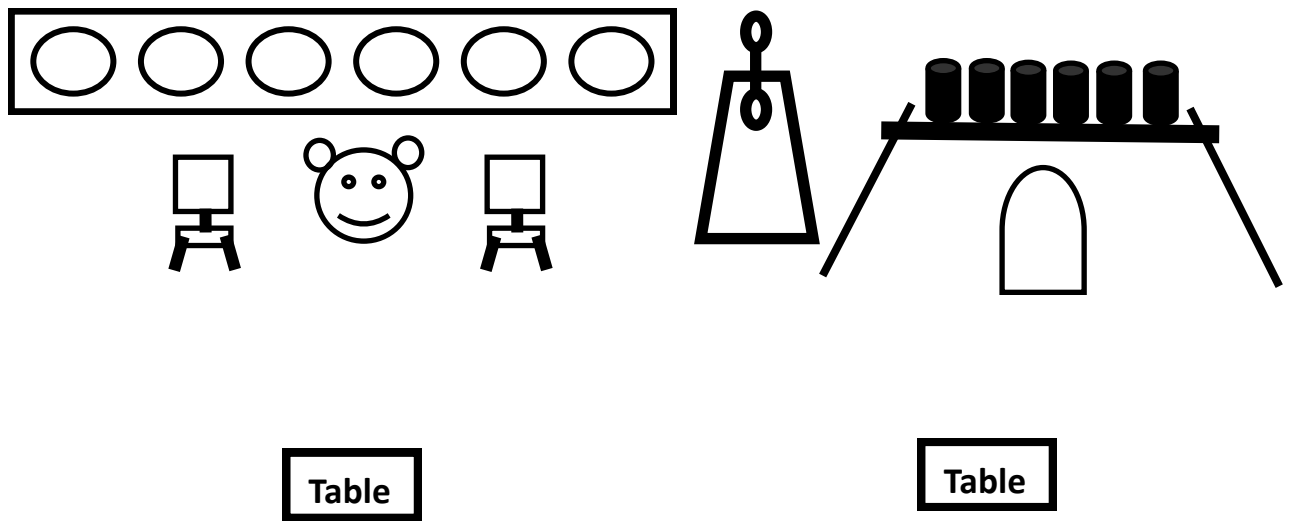
Round Count: 10/10/7

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

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

ATB: With pistols, engage the tin cans until down, expend additional rounds on any tombstone. Ground Pistols. Move to left table and with carbine sweep the targets in a Hoot Sweep (1-2-2-3-3-2-2-3-3-4). Ground carbine. With shotgun down all plates and water jug in any order. Ground shotgun.

CPHDSM Shooting Gallery Oct 2024 Stage 3



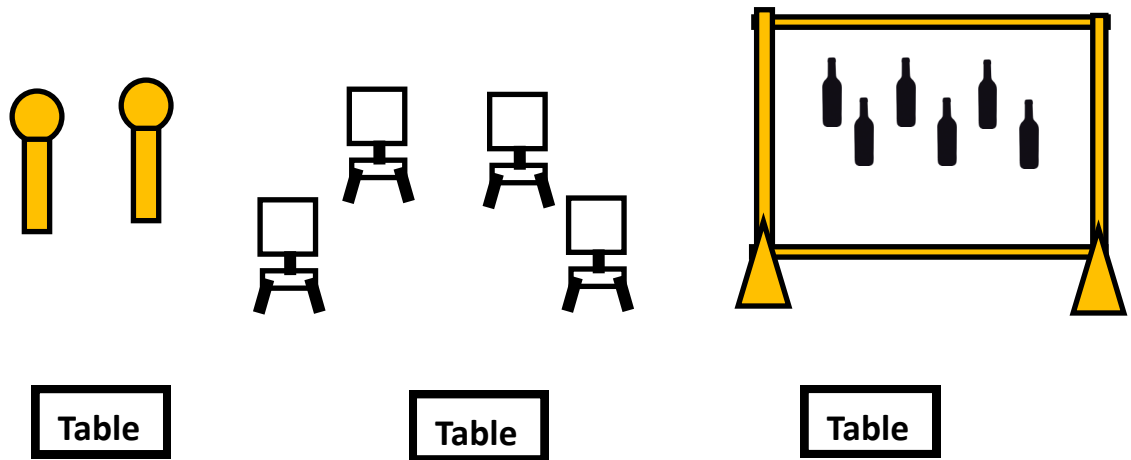
Round Count: 10/10/4+

Description: Shooter standing behind right table with carbine in hand or no-carbine, at SASS default. Shotgun staged on left table, Pistols holstered or staged on left table.

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

ATB: With carbine, start on a can, alternate between a can and the tombstone for 10 rounds. Downing 5 cans earns a 5 sec bonus. Misses on tombstone are misses. Misses on cans, No count. Ground carbine. Move to left. With pistol repeat the carbine sequence including bonus. With shot gun try to spin the spinner with first 2 rounds then down remaining KDs. A full spin earns a 5 sec bonus.

CPHDSM Shooting Gallery Oct 2024 Stage 4



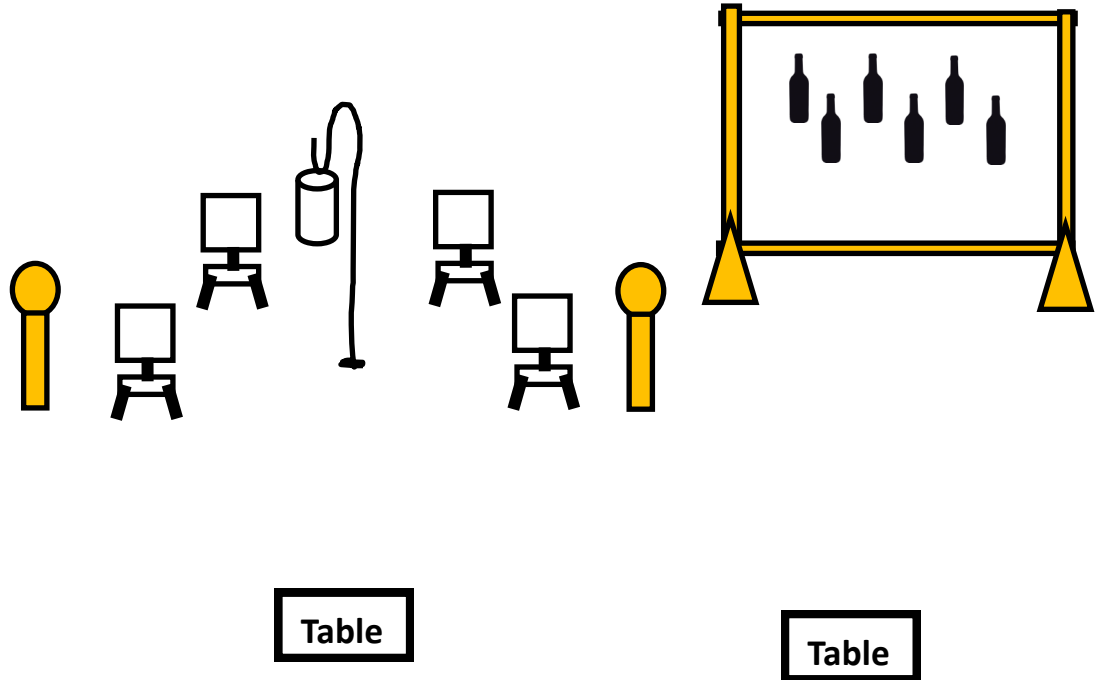
Round Count: 10/10/4

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

Procedure: When shooter is ready state 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 left table and with carbine alternate on the 2 targets for 10 rounds. Ground carbine on table. Non-carbine shooters must touch the left table before moving to the shotgun. Move to center table and shoot outer KDs then inner KDs, ground shotgun.

CPHDSM Shooting Gallery Oct 2024 Stage 5



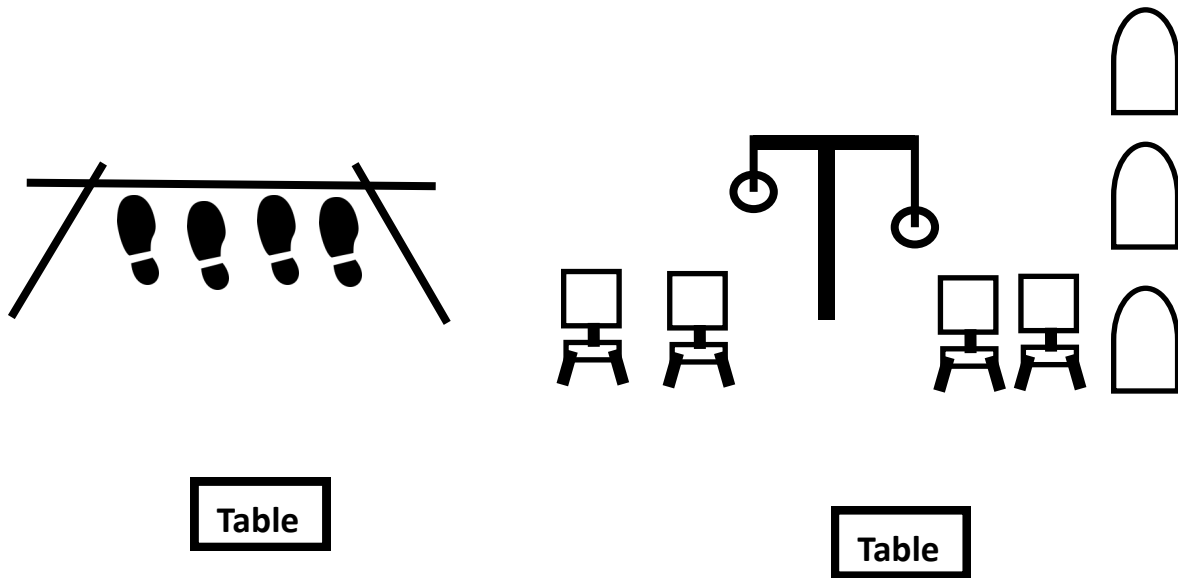
Round Count: 10/10/5

Description: Shooter standing behind left table with shotgun and pistols staged on table. Carbine staged on right table. Sass default.

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

ATB: Start with pistols or shotgun. After shooting staging gun, shooter will move behind the right table and shoot carbine. No-carbine, touch table. Then move back behind left table and complete the stage. With pistols, engage pistol KD with (1-3-3-3) from either end. Ground pistols. With shotgun down all KDs and Jug. With carbine Hit 6 bottles. Any bottles hit over 6 earn a 5 sec bonus. The same bottle may be hit several time. Ground all guns appropriately.

CPHDSM Shooting Gallery Oct 2024 Stage 6



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 each boot at least once, with no double taps.

Ground pistols. Move to right table. With carbine engage two targets with two rounds and the other targets with three rounds, in any order. Ground Carbine. With shotgun down the left targets, then engage the swingers, then down the right targets. Ground shogun. Note: shotgun swingers must visibly move after engagement.