

Driftless Area Defensive Pistol League

The Driftless Area Defensive Pistol League (DADPL) will fire the first match sometime between the 1st and 10th of December – date is still being finalized. Please watch the club website for announcements.

This year everyone will fire as individuals. The course of fire will be the same each match. This will make it easier for hosting as well as provide greater flexibility for shooters to accommodate their personnel schedules. Firing as individuals will eliminate the problem with team members missing matches and dragging down the team score. Alternate dates and times may be allowed if there is range time and personnel available. This will require coordination with the league secretary.

By using the same course of fire each time, the shooter should still be able to gauge his/her progress. At seasons end we may look at creating paper teams for the purpose of awarding the traveling trophy.

The DADPL will be a timed course, with penalties for misses and rule infractions. There will be no scoring, only verification of hits on target. Penalties will be 2 seconds for each miss and infraction. There will be a bonus stage which will accord the shooter a chance to recoup penalties accrued in previous stages. The maximum amount of time which can be recouped is twelve (12) seconds. The bonus stage is described below.

Targets will vary in type, distance and height. The course includes shooter movement as well as moving targets and cover devices. There will be one classification, standard centerfire handgun, open sights only, holsters are optional but recommended. Having a holster will make it better from a safety standpoint.

There will be five (5) total shoots for record. Exact dates are still being determined and will take into account school and holiday schedules. Once decided the dates will be posted on the club website. Shooters who have signed up will also be emailed the match dates. Shooters may sign up by emailing the secretary ateleng@frontier.com or at the first match.

The entry fee will be \$25.00 per shooter for all five (5) matches. Payment of entry fee will be at the first match. Shooters may opt to fire only certain individual matches rather than the full schedule. The fee for those electing to fire only certain individual matches is \$5.00 per match and is payable at the time of the match; preregistration is not necessary for those individuals.

The award schedule is still being worked out and will be determined by the number of competitors. It may be a trophies, plaques, merchandise or cash. Minimum payback value will be 33% of entry fees.

The course of fire will be as follows:

Stage 1. Back & Forth Speedy - Requires 4 magazines of six (6) rounds each. Target is 3) AP-2 at 21'

Shooter begins in Lane 2. Upon command loads a magazine of 6 rounds and makes ready. When tone is given shooter fires 2 rounds at target in lane 2, moves to lane 3 and fires 2 rounds at target in lane 3, moves to lane 4 and fires 2 rounds at target in lane 4. Remaining in place the shooter reloads and fires 2 rounds at target in lane 4, moves to lane 3 and fires 2 rounds at target in lane 3, moves to lane 2 and fires 2 rounds at target in lane 2. Remaining in place the shooter reloads and fires 2 rounds at target in lane 2, moves to lane 3 and fires 2 rounds at target in lane 3, moves to lane 4 and fires 2 rounds at target in lane 4. Remaining in place the shooter reloads and fires 2 rounds at target in lane 4, moves to

lane 3 and fires 2 rounds at target in lane 3, moves to lane 2 and fires 2 rounds at target in lane 2. This ends stage 1. Upon command shooter unloads and shows clear. 24 rounds.

Stage 2. Hide, Shoot & Scoot - Requires 4 magazines of six (6) rounds each. Target is 3) AP-2 at 30', 40' & 50'.

Shooter begins in Lane 7, behind the barricade. Upon command loads a magazine of 6 rounds and makes ready. When tone is given shooter fires 2 rounds through the barricade high window*, at the target in lane 7, then moves behind barricade in lane 8 and fires 2 rounds through the low window* at target in lane 8, then moves behind barricade in lane 9 and fires 2 rounds from the left side of the barricade at the target in lane 9. Remaining in lane 9 the shooter reloads and fires 2 rounds from the right side of the barricade at the target in lane 9, then moves behind barricade in lane 8 and fires 2 rounds through the low window at the target in lane 8, then moves behind the barricade in lane 7 and fires 2 rounds through the high window at the target in lane 7. Remaining in lane 7 shooter reloads and fires 2 rounds through the high window at the target in lane 7, then moves behind barricade in lane 8 and fires 2 rounds through the low window at the target in lane 8, then moves behind the barricade in lane 9 and fires 2 rounds from the left side of the barricade at the target in lane 9. Remaining in lane 9 shooter reloads and fires 2 rounds from the right side of the barricade at the target in lane 9, then moves behind the barricade in line 8 and fires 2 rounds through the low window at the target in lane 8, then moves behind the barricade in lane 7 and fires 2 rounds through the high window at the target in lane 7. This ends stage 2. Upon command shooter unloads and shows clear. 24 rounds.

* Which side of the divided window is fired through is the shooters choice..

Stage 3. Bonus Stage - Requires one (1) magazine of six (6) rounds. Target is a moving AP-2 at 30', (the wig-wag) This stage is elective. Shooter may choose to fire it to offset penalties accrued in stage 1 & 2 or may opt to accept the raw score as fired. The maximum offset which can be gained is 12 seconds.

Shooter begins in the box at lane 5. Upon command loads a magazine of 6 rounds and makes ready. When tone is given shooters moves 20' forward to the mat between lanes 5 & 6. The act of stepping on the mat activates the wig-wag target. Shooter will then fire one (1) round at the moving target as it appears in each left and right quadrant until all 6 rounds have been fired. This ends the stage. Upon command the shooter unloads and shows clear. 6 rounds. This ends the match.

Bonus Stage Notes: Shooter is not allowed to double tap the target in a quadrant. Doing so will disqualify the stage. The wig-wag has a "no shoot" target in the center between quadrants. Hitting the no shoot target disqualifies the stage.

The total rounds expended is 48 or 54, depending on if the shooter elects to fire the bonus stage.

If you are interested in participation in either the PRWL or the DADPL, please let me know how many shooters you may have as well any potential scheduling conflicts. It is our plan to be as accommodating to shooters as possible, within reason. We plan to have a challenging and fun program. Thank You!

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