

DAPPL – Match #1 – “Simple Sam the Shooting Man” - Course of Fire

Because this is the first match of the 2016-2017 League, and we will have new shooters and range officials who are unfamiliar with the process, we will use a somewhat simple course of fire. In order for it to be somewhat challenging we will have 2 targets mounted on each carrier and randomly mark one of the targets as a “no shoot” simulated hostage. Also, in addition to different distances, the targets will also be placed at varying heights.

We will utilize shooting Lanes 3, 4, 5, 6, 7. Shooting Lanes 1, 2 & 9 will not be used. The “Course of fire” will require 5) AP-2 Targets per shooter, per stage. The Targets are your Scorecards. Shooters - **Make sure your Name, Date and Stage # is written legibly on each target.** Ten (10) targets, including the “no shoots” will be hung, at appropriate distances and heights, prior to each person firing. Total rounds per match is 60.

Stages 1 (10 targets are required, 5 regular and 5 “No Shoot”) All targets are AP-2’s. The “No Shoot” targets will be designated with a colored circle, at random locations.

Lanes 3 - Distance 21’, Lane 4 - Distance 31’, Lane 5 – Distance 41’, Lane 6 – Distance 31’, Lane 7 – Distance 21’. A minimum of 3 magazines 3 magazines loaded with 7 rounds each are required. This provides the shooter 1 extra round which may be used to make up for a miss. Extra round may not accumulate across stages. Total time allowed for each stage is 60 seconds and will be timed by electronic timer.

Shooter begins standing behind Lanes 3. Upon Command Loads 1 magazine and stands ready. On signal, shooter steps into the Lane 3 box and fires 2 rounds at target; he then moves right to the box at Lane 4 and fires 2 rounds at the target; then moves right to the box at Lane 5 and fires 2 rounds at the target; then moves right to the box at Lane 6 and fires 2 rounds at the target; then moves right to the box at Lane 7 and fires 4 rounds at the target, then moves left to the box at Lane 6 and fires 2 rounds at the target, then moves left to the box at Lane 5 and fires 2 rounds at the target, then moves left to the box at Lane 4 and fires 2 rounds at the target, then moves left to the box at Lane 3 and fires 2 rounds at the target; all the while taking note of and avoids striking targets randomly marked as “No Shoot”, and reloading as required. Shooter then ceases fire, unloads and makes clear. This completes the Stage.
Total rounds fired 20, Total time allowed 60 seconds.

Stage 2 Is an exact repeat of Stage 1

Stage 3 Is an exact repeat of Stage 2

After completion of Stage 1 range officials will retrieve targets for scoring and replace with new targets. Any penalties will be recorded on the stage record sheet. The targets will be scored off range by the official scorer.

After completion of Stage 2 range officials will retrieve targets for scoring and replace with new targets. Any penalties will be recorded on the stage record sheet. The targets will be scored off range by the official scorer.

Upon completion of all Stages and scoring of the targets, the two (2) stages with the highest point values, minus *penalty, will be totaled to arrive at a total score. The two (2) lowest times, plus *penalties, will be totaled and added to the total score to arrive at the shooters final score.
*Penalty & Penalties are defined in the rules document.