

DAPPL – Match #4 – Course of Fire

This is the fourth match of the 2016-2017 League.

We will utilize shooting Lanes 2 through 9. There will be two (2) stages using 4 lanes per stage. The course of fire will require 8) AP-2, 1) A-32 and 1) B-2 Target. On Lane 9 one of the AP-2 targets will be marked “no-shoot.” Targets may be hung at varying heights and location within each lane. This will be a “Timed Only” shoot with a 5 second penalties for each miss, excessive hit and procedural violation. The stages may require forward, and lateral movement and cover devices.

Stage 1: 5) AP-2 targets are needed. Targets will be hung by range personnel. Targets will not be scored but only verified for hits. Requires 4 magazines of 6 rounds. Total rounds 24.

Lanes 2 - Distance 30', Lane 3 - Distance 25', Lane 4 – Distance 20', Lane 5 – Distance 10'.

Shooter begins standing in Lane 1. On command loads 1 magazine of 6 rounds and assumes a ready position. *[at the shooters choice he may holster his handgun. If the shooter elects to draw from a holster, he must assume the surrender position with his hands above his shoulders.]*

On signal, shooter steps into the Lane 2 box, sits down on the provided chair and fires 6 rounds at the AP-2 target from the sitting position.

Shooter then moves forward, angling to the Lane 3 shooting box, assumes the sitting position behind the desk, retrieves a loaded magazine from the desk drawer and fires 3 rounds at each of the 2) AP-2 targets on the lane 3 carrier from the sitting position. The desk may be used as support, but gun may not touch the desk.

Shooter then moves forward, angling to the Lane 4 shooting box, reloads a fresh magazine of 6 rounds, assumes the kneeling position behind the cover device and fires 3 rounds from under the bar from each side of the cover device at each AP-2 target in lane 4. (shooters gun must be below the bar extending across the cover device, gun must not touch cover device or bar.)

Shooter then moves forward, angling to the Lane 5 shooting box, reloads a fresh magazine and fires 3 rounds at the AP-2 target in lane 5 using the strong hand from one side of the solid barricade. Shooter then switches to the weak hand and fires 3 rounds at the target from the other side of the solid barricade.

Shooter then unloads and shows clear. Upon acknowledgement of the RSO he may then close and holster the handgun or carry the gun in the locked open position and lay it on the loading table with muzzle pointing downrange, and move to the loading table behind the firing line to reload magazines.

This completes stage 1. There is no maximum time limit but a 5 second penalty is assessed for each miss, excessive hit or procedural violation.

The range is cleared and declared safe and the scorer records the time from the RSO and goes forward to verify hits and assess penalties.

Stage 2: 4) AP-2, 1) B2, 1) A-32 targets are needed. Targets will be hung by range personnel. Targets will not be scored, only verified for hits. Requires 4 magazines of 6 rounds. Total rounds 24.

Lane 6 – Distance = 20', Lane 7 = 20', Lane 8 = 15', Lane 9 = 15'

Shooter begins standing behind Lane 6. Upon command loads a magazine of 6 rounds and assumes a ready position, *[at the shooters choice he may holster his handgun. If the shooter elects to draw from a holster, he must assume the surrender position with his hands above his shoulders.]*

On signal shooter steps into the Lane 6 box behind cover device, assumes the kneeling position and fires 3 rounds from under the bar from each side of the cover device at each AP-2 target in lane 6. (the shooters gun must be below the bar extending across the cover device, gun must not touch the cover device or bar.)

Shooter then moves laterally to the Lane 7 shooting box, reloads a fresh magazine of 6 rounds and fires 3 rounds from each side of the barricades low window at the B2 target in lane 7.

Shooter then moves forward, angling toward the Lane 8 shooting box, reloads a fresh magazine of 6 rounds and fires 3 rounds from each side of the barricades high window at the target in lane 8. The Lane 8 target is a 6 bull and shooter must fire one round at each bull.

Shooter then moves laterally to the lane 9 shooting box, reloads a magazine of 6, holds back the curtain to expose the 2) AP-2 targets in lane 9, and fires 6 rounds at the proper target. (one of the AP-2 targets will be indicated as a “no shoot” target.) The targets may be hung at any location within the lane 9 area.

Shooter then unloads and shows clear. Upon acknowledgement of the RSO the shooter may then Close and holster the handgun and move behind the firing line and/or exit the range. This Completes stage 2.

There is no maximum time limit but a 5 second penalty is assessed for each miss, excessive hit or procedural violation.

The range is cleared and declared safe; the scorer records the time from the RSO and the scorer goes forward to verify hits and assess penalties.

This completes the match for the shooter. Total rounds fired 48.

This is a Time plus Penalties shoot, the quickest Time wins. We will adapt the scoring of this shoot so the scores will fit into the Team and Cumulative scoring methods used in previous DAPPL shoots.