

DAPPL – Match #5 – Course of Fire

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

We will utilize shooting Lanes 1 through 9. There will be two (2) stages using multiple lanes per stage. The course of fire will require 1) B-29, 6) AP-2, 1) A-32 and 1) SP-5” Target. On Lane 9 two 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 penalty for each miss, excessive hit and procedural violation. The stages may require forward and lateral movement, moving targets and cover devices.

Stage 1: 1) B-29 2) AP-2 & 1) SP-5” targets are needed. Targets will be hung by range personnel. Targets will not be scored but only verified for hits. Stage requires 4 magazines of 6 rounds. Total rounds - 24.

Lanes 1 - Distance 50’, Lane 2 – 40’, Lane 3 - Distance 25’, Lane 4/5/6 – Distance 15’. Lane 5 will have a Bobber target apparatus which will move the target back & forth between Lanes 4 & 6. Lane 5 will have a No Shoot target.

Shooter begins standing behind 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 1 box, and fires 6 rounds at the B-29 target.

Shooter then moves forward, angling to the Lane 2 shooting box, assumes position behind the low window barricade, reloads a fresh magazine and fires 3 rounds from each side of the divided low window at the AP-2 target.

Shooter then moves forward, angling to the Lane 3 shooting box, reloads a fresh magazine of 6 rounds, assumes position and fires 3 rounds at each of 2 five inch circle targets.

Shooter then moves forward, angling to the Lane 5 shooting box, reloads a fresh magazine of 6 rounds, assumes position and fires 6 rounds at the Bobber target as it moves between Lane 4 & 6. Firing more than one shot at the target when it is in either Lane 4 or 6 constitutes a violation and will result in a penalty for each shot so fired. There is no time limit but shooter must fire all 6 shots prior to the target coming to a rest. Do not fire at the No Shoot target in Lane 5.

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 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) 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 7A – Distance = 40', Lane 9 = 30', Lane 8 = 20', Lane 7B = 20'

Shooter begins standing behind Lane 7A. 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 7A box behind the Tactical cover device, assumes position as needed and fires 2 rounds from each of 3 marked ports. Shooter may choose to shoot the 3 ports in any order but must not fire more than 2 shots per port. Muzzle of the gun must extend beyond each port. Firing with the gun in front of the port constitutes a violation and a 5 second penalty will be assessed for each shot so fire.

Shooter then moves laterally and forward to the Lane 9 shooting box, reloads a fresh magazine of 6 rounds and fires 3 rounds at each of 2 AP-2 targets which are live targets (not designated as No Shoot.) Target heights and positions will vary and be tightly grouped.

Shooter then moves forward to 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 A-32 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 7B shooting box, reloads a magazine of 6, and fires 3 rounds at each of 2) AP-2 targets in lane 7B while moving forward to the 10' line.

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.