

DAPPL – Match #6 – Course of Fire

This is the 6th and last 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, 5) AP-2, & 2) IPSC Hostage Targets. Lane 1 is a B-29, Lane 2 & 3 are full size IPSC Hostage targets moving away and toward the shooter. Lane 4 & 5 are a single AP-2 on Wig-Wag device. Lane 6-7-8 are double AP-2's fired at in the dark while moving. Lane 9 will have a triple AP-2 Target. Lane 1-3 and 6-9 are hung on the carrier system. Lane 4-5 target will be on the Wig-Wag device. 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, rearward and lateral movement, moving targets and cover devices.

Stage 1: 1) B-29 & 2) IPSC Hostage targets and 1) AP-2 on Wig-Wag. Targets will be hung by range personnel. Targets will not be scored, only verified for hits. Stage requires 4 magazines of 6 rounds. Total rounds - 24.

Distance Lanes 4/5 - 25', Lane 2-3 – varies with target movement, Lane 1 - 50'.

Shooter begins standing behind Lane 4/5. On 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 4/5 and moves forward to the shooting mat. When shooter steps on the mat the Wig-Wag device will activate. Shooter fires 6 shots at the target, alternating between lane 4 & 5. Firing more than one shot at the target while it is in either the Lane 4 or 5 position 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 wig-wag target coming to rest. Do not fire at the "No Shoot" target in mid lane on the wig-wag. See "Rules" document!

Shooter then moves rearward into the Lane 3, reloads a fresh magazine, steps on the lane 3 mat and fires 6 shots at the target moving toward him. (target will begin moving toward shooter when he steps on the mat.)

Shooter then moves laterally to Lane 2, reloads a fresh magazine, steps on the lane 2 mat and fires 6 rounds at the target as it is moving away from him. (target begins moving away from the shooter when he steps on the mat.)

Shooter continues to move rearward to the high window barricade in Lane 1, reloads a fresh magazine, raises the window and fires 3 rounds from each side of the divided window at the target. Shooter then unloads and shows clear. Upon acknowledgement of the RSO he may then close and holster the handgun or carry it, in the locked open position, to the range table where he may recharge his magazines for Stage 2.

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. Shooter may police his brass if so desired.

Stage 2: 4) AP-2 targets are needed. Targets will be hung by range personnel. Targets will not be scored, only verified for hits. This stage requires 4 magazines of 6 rounds. Total rounds - 24.

Lane 6 – Distance = 32', Lane 7 = 18', Lane 8 = 22', Lane 9 = 25'

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.]*

[NOTE: Stage 2 will be fired in the dark. Range lights will be turned off after the command to load has been given. Shooter must have an acceptable flashlight to illuminate the targets; use of a gun mounted light or laser is prohibited. Range lights will remain off during 'movement to' and 'firing at' the AP-2 targets in Lane 6-7 & 8. Each of the lane targets will be double hung with a "no shoot" target. It is the shooters responsibility to ascertain which of the 6 targets are considered "live" and fire 6 rounds at each while moving between the lanes. The shooters will need to retain their flashlight, in hand, a pocket or pouch, during the movement and reloading of magazine.]

On signal shooter moves forward onto the Lane 6 mat, illuminates to determine which target is "live" and fires 6 rounds at the target. Shooter continues to move, in the direction necessary, onto the Lane 7 & 8 mats, reloading as needed, illuminating the targets to ascertain which is "live", and firing 6 rounds at each. Firing at the targets by ambient light will incur a penalty for each shot so fired. The shooter must use his flashlight to illuminate and clearly identify each target.

Shooter continues to move rearward to the shooting mat located at Lane 9, withdraws the curtain, ascertains which of the three AP-2's is "live" and fires 6 rounds at that target. (the target will be obscured by bright lights shining toward the shooter.)

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, striking the hostage or procedural violation.

The range is cleared and declared safe; the scorer records the time from the RSO and goes forward to verify hits and assess penalties. Range crew pastes or hangs fresh targets. The shooter may police his brass if so desired.

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.