

DAPPL – Match #2 – “Helter Skelter – Do It All” - Course of Fire

This is the second match of the 2016-2017 League. We have endeavored to make it challenging and enjoyable.

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) B-29 Targets. The Targets will be scored “on carrier” by range officials. Lane 9 will also have a “no shoot” or “hostage” designated target. The stages will require forward, rearward and lateral movement and various cover devices.

Stage 1: 4) B-29 targets are required. Requires 4 magazines of 6 rounds.. Total rounds 24.

Lanes 2 - Distance 21', Lane 3 - Distance 50', Lane 4 – Distance 35', Lane 5 – Distance 35'.

Segment 1 will be fired with range lights off. Shooter begins standing behind Lanes 2. On command loads 1 magazine of 6 rounds and stands ready.

On signal, shooter steps into the Lane 2 box, acquires flashlight from chair, (range lights are then turned off) illuminates the target and fires 6 rounds at the target in Lane 2. Range is re-illuminated.

Shooter then moves laterally to Lane 3, reloads a fresh magazine and fires 6 rounds at the target in Lane 3.

Shooter then moves laterally to Lane 4, reloads a fresh magazine and fires 3 rounds from behind one side of the barricade, using his weak hand at the target in Lane 4. He then moves to the other side of the barricade, switches the gun to his strong hand and fires 3 rounds at the same target.

Shooter then moves behind the windowed barricade in Lane 5, reloads a fresh magazine, opens and holds open the high window and fires 3 rounds from each side of the divided window at the target in Lane 5. Shooter then unloads and shows clear. Upon acknowledgement of the RSO he may then holster his handgun and move behind the firing line to reload magazines.

This completes stage 1. Maximum time allotted for the stage is 90 seconds.

The range is cleared and declared safe and the scorer goes forward to score targets.

Stage 2: 4) B-29 targets are required. Requires 4 magazines of 6 rounds. Total rounds 24.

Lane 6 – Box 6, begin at Box 6, move forward to the Box 6a, move forward to Box 6b, then move laterally into Lane 7, Box 7b, move rearward to Box 7a, move rearward to Box 7. Lane 8 – 45'. Lane 9 – Box 9, move forward to Box 9a, move forward to Box 9b.

Shooter begins standing behind Lane 6. On command, loads 1 magazine of 6 rounds and stands ready.

On signal shooter steps into Lane 6 box and fires 2 rounds at the target in lane 6. Shooter then moves forward to box 6a and fires 2 rounds at the target. Shooter moves forward to box 6b and fires 2 rounds at the target.

Shooter then moves laterally to box 7b in Lane 7, reloads a fresh magazine and fires 2 rounds at the target in Lane 7. Shooter then moves rearward to box 7a and fires 2 rounds at the target.

Shooter continues to move rearward to box 7 and fires 2 rounds at the target.

Shooter then moves laterally to Lane 8, reloads a fresh magazine, assumes a firing position behind the divided low window barricade and fires 3 rounds from each side of the window at the target in Lane 8.

Shooter moves to Lane 9. (Lane 9 displays 2 targets on the carrier, one will be indicated as a hostage or no shoot target.) Shooter reloads a fresh magazine of 6 rounds, fires 2 rounds at the target in Lane 9, moves forward to box 9a, fires 2 rounds, moves forward to box 9b and fires 2 rounds at the target. Shooter unloads and shows clear. Upon acknowledgment of the RSO shooter may holster his handgun and leave the range. This completes stage 2. Maximum time allotted for the stage is 90 seconds.

The range is cleared and declared safe and the scorer goes forward to score targets.

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

Match score is a product of score minus penalties and time plus penalties.