

DAPPL – Match #3 – Course of Fire

This is the third match of the 2016-2017 League. We have endeavored to make it quick and simple to shoot yet 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 4) 7" Special Circle targets, 1) B-29 and 1) Special IDPA Reduced Targets and 2) double 5" Circle targets. One of the double targets will be marked "no-shoot." 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: 4) 7" Special Circle targets are required. Requires 4 magazines of 7 rounds. Total rounds 28.

Lanes 2 - Distance 30', Lane 3 - Distance 25', Lane 4 – Distance 20', Lane 5 – Distance 15'.

Shooter begins standing behind Lane 2. On command loads 1 magazine of 7 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, fires 7 rounds at the target through the high window of the barricade, 4 from one side of the window 3 from the other.

Shooter then moves forward, angling to Lane 3 shooting box, reloads a fresh magazine and fires 7 rounds at the target through the low window of the barricade, 4 from one side of the window 3 from the other.

Shooter then moves forward, angling to the Lane 4 shooting box, reloads a fresh magazine and fires 7 rounds at the target in Lane 4.

Shooter then moves forward, angling to the Lane 5 shooting box, reloads a fresh magazine and fires 7 rounds at the target.

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. There is no maximum time limit but a 5 second penalty is assessed for each miss.

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: 1) B-29 and 1) Special IDPA Reduced target plus 2) Special Double Circle targets are required. Requires 4 magazines of 7 rounds. Total rounds 28.

Lane 6 – Distance = 50', Lane 7 = 20', Lane 8 = 20', Lane 9 = 15'

Shooter begins standing behind Lane 6. Upon command loads a magazine of 7 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 and fires 5 rounds to the body and 2 rounds to the head of the B-29 silhouette target.

Shooter then moves forward, angling to the Lane 7 shooting box, reloads a fresh magazine of 7 rounds and fires 5 rounds to the body and 2 into the head of the Special IDPA Reduced silhouette target.

Note: Lanes 8 & 9 will have 5" Special Double targets. 1 of the targets, in one of the lanes, will be marked with an "X"; this is a "no-shoot" target.

From Lane 7 the shooter then moves laterally to the Lane 8 shooting box, reloads a fresh magazine of 7 rounds, and fires 3 rounds at one and 4 at the other 5" Special Double Circle targets.

Note: If one circle is indicated as a "no-shoot" the shooter is to fire all 7 rounds into the other circle.

Shooter then moves forward, angling to the Lane 9 shooting box, reloads a fresh magazine of 7 rounds and fires 3 rounds at one and 4 at the other 5" Special Double Circle targets. Note: If one circle is indicated as a "no-shoot" the shooter is to fire all 7 rounds into the other circle.

Shooter then unloads and shows clear. Upon acknowledgement of the RSO he may then holster his 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 or excessive hit on a target.

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

This completes the match for the shooter. Total rounds fired 56.

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

.