

2019-2020 Driftless Area Defensive Pistol League

The Driftless Area Defensive Pistol League (DADPL) will fire the first match on November 14th, 2020.

This year everyone will again fire as individuals, no teams. The course of fire will be the standard course used throughout the 2019-2020 season. Subsequent matches will use a different course of fire for each, as was done in 2014-2019. Firing as individuals will eliminate the problem with team members missing matches and dragging down the teams score. Alternate dates and times may be allowed if there is range time and personnel available. This will require coordination with the DADPL Director.

The DADPL will be a timed course, with penalties for misses and rule infractions. There will be no numerical target scoring, only verification of hits on target. Penalties will be 5 seconds for each miss and infraction.

There will once again be our infamous Wig-Wag “bonus stage” which will afford the shooter a chance to recoup penalties accrued in previous stages. All hits to the bonus target will count regardless of the number of penalties. If a shooter makes a clean run of the stages, all hits on the bonus target will fully count toward his final score. The bonus stage will again be 6 rounds with a hit value of thirty (30) seconds maximum. Maximum time for the bonus is dependent on the swing of the target pendulum. The bonus stage is described below.

Targets will vary in type, distance and height. The course includes shooter movement as well as moving targets and cover devices. There will be one (1) classification only, standard centerfire handgun, open sights only, holsters are optional but recommended.

There will be five (5) total shoots for record. The dates of each shoot are posted to the PRSA web calendar. Shooters will sign up at the beginning of the League or each match.

The entry fee will be \$25.00 per shooter for all five (5) matches. Payment of entry fee will be at the first match. Shooters may opt to fire only certain individual matches rather than the full schedule. The fee for those electing to fire only

certain matches is \$5.00 per match and is payable at the time of the match; pre-registration is not necessary.

The award schedule will be determined by the number of competitors. It will most likely be cash, with a minimum payback value of 33% of entry fees.

The course of fire will be as follows for the November 14th shoot only:

Stage 1. Back & Forth Speedy - Requires 4 magazines of six (6) rounds each. Target is 3) AP-2 at 7 yards - 21'.

The Shooter begins in Lane 2. Upon command loads a magazine of 6 rounds and makes ready. When tone is given shooter fires 2 rounds at target in lane 2, moves to lane 3 and fires 2 rounds at target in lane 3, moves to lane 4 and fires 2 rounds at target in lane 4. Remaining in place the shooter reloads and fires 2 rounds at target in lane 4, moves to lane 3 and fires 2 rounds at target in lane 3, moves to lane 2 and fires 2 rounds at target in lane 2. Remaining in place the shooter reloads and fires 2 rounds at target in lane 2, moves to lane 3 and fires 2 rounds at target in lane 3, moves to lane 4 and fires 2 rounds at target in lane 4. Remaining in place the shooter reloads and fires 2 rounds at target in lane 4, moves to lane 3 and fires 2 rounds at target in lane 3, moves to lane 2 and fires 2 rounds at target in lane 2. This ends stage 1. Upon command shooter unloads and shows clear. Stage total is 24 rounds.

Stage 2. Hide, Shoot & Scoot - Requires 4 magazines of six (6) rounds each. Target is 3) AP-2 at 35', 40' & 45'.

Shooter begins in Lane 7, behind the barricade. Upon command loads a magazine of 6 rounds and makes ready. When tone is given shooter fires 2 rounds through the barricade high window, at the target in lane 7, then moves behind barricade in lane 8 and fires 2 rounds through the low window at target in lane 8, then moves behind barricade in lane 9 and fires 2 rounds from the left side of the barricade at the target in lane 9. Remaining in lane 9 the shooter reloads and fires 2 rounds from the right side of the barricade at the target in lane 9, then moves behind barricade in lane 8 and fires 2 rounds through the low window at the target in lane 8, then moves behind the barricade in lane 7 and fires 2 rounds through the high window at the target in lane 7. Remaining in lane 7 shooter reloads and fires 2 rounds through the high window at the target in lane 7, then moves behind barricade in lane 8 and fires 2 rounds through the low window at the target in lane 8, then moves behind the barricade in lane 9 and fires 2 rounds

from the left side of the barricade at the target in lane 9. Remaining in lane 9 shooter reloads and fires 2 rounds from the right side of the barricade at the target in lane 9, then moves behind the barricade in line 8 and fires 2 rounds through the low window at the target in lane 8, then moves behind the barricade in lane 7 and fires 2 rounds through the high window at the target in lane 7. This ends stage 2. Upon command shooter unloads and shows clear. Stage total is 24 rounds.

Stage 3. Bonus Stage - Requires one (1) magazine of six (6) rounds. Target is a moving AP-2 at 30', (the wig-wag.) Shooter begins in the box at lane 5. Upon command loads a magazine of 6 rounds and makes ready. When tone is given shooter moves 20' forward to the mat between lanes 5 & 6. The act of stepping on the mat activates the wig-wag target. Shooter will then fire one (1) round at the moving target as it appears in each left and right quadrant until all 6 rounds have been fired. This ends the stage. Upon command the shooter unloads and shows clear. Bonus stage total is 6 rounds. This ends the shoot.

Bonus Stage Notes: Shooting all rounds on one side disqualifies the stage, the shooter must alternate quadrants with the swing of the target. The Shooter is not allowed to double tap the target in a quadrant - doing so disqualifies the stage. The wig-wag has a stationary "no shoot" target in the center between quadrants, hitting the no shoot target disqualifies the stage. Do not shoot at the wig-wag arm counter weight, it is not the target, doing so disqualifies the stage.

Course of fire for the four subsequent matches will be stated in the Match Program to be issued for each shoot. Make up match will use the course of fire which the competitor is 'making up'.

If you are interested in participation in the DADPL, please let me know. It is our intent to be as accommodating to shooters as possible - within reason. We plan to have a challenging and fun program again this year. Thank You!

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