

# AARTAC2017

## **HANDGUN COURSE BRIEF**

Welcome to the handgun portion of AARTAC 2017. This course is designed to challenge your handgun skills. This event will be shot individually one shooter at a time.

Your running order will be determined by the team running order on your schedule. We will have all four shooters from each team run the course before moving on to the next team. Within your team, you can use any running order you prefer but you must all shoot back to back. We have two identical courses and each team will have two shooters on each course.

### **EQUIPMENT**

For this competition, you will be equipped as you would for an operation. Each of you must be equipped with:

- **Tactical Body Armor**
- **Ballistic Helmet**
- **Eye Protection**
- **Hearing Protection**
- **Handgun** - with a secure holster, and at least 100 rounds of ammunition.

### **WEAPONS PROCEDURES**

You may keep your weapons loaded or unloaded for this event prior to and after shooting. You will be given time to make ready on the firing line prior to starting. Once you have completed your run you are welcome to reload your weapon prior to leaving the range. Please be sure to use safe weapon handling when loading or unloading and point the weapon down range. Please do not load or unload except while standing on the range and pointing in a safe direction.

During your run, when moving between shooting locations, it is critical that you have your weapon pointed down range and that your finger is off of the trigger. Failure to do this will result in 3 penalties (30 seconds) for each violation.

### **RELOADING**

Reloading for this course is up to you. We are not going to require any reloads, so you are free to reload during your run when it makes sense for you. You are welcome to drop magazines on the course during your run, but please make sure to pick them up after your run.

### **COURSE DESCRIPTION**

This course will require 19 rounds if you shoot it perfectly. For this course, you will shoot from three different locations and a variety of shooting positions. You are welcome to shoot from

any position you like, however in order to hit all of the targets you will need to change positions several times. It is important to note that not all targets are visible from a single position. Each shooting location has a box painted on the ground. You must do all of your shooting while your feet are inside of this box. Stepping out of the box will result in one penalty per occurrence.

### **Pre-Fatigue**

You will begin your run by doing 15 pushups. Each repetition must begin on your stomach with your hands off the ground. You must then push up to full arm extension. At the end of each rep the range master will count your reps if they are done correctly or say NO REP if they are not. You cannot move to Position 1 until all 15 reps are performed cleanly. Upon completion of the 15 reps, you can run to Position 1, draw your weapon, and begin your course of fire.

### **Position 1**

This target is our adult version of the kid's game Connect 4. To complete this target, you must shoot two rows of four targets. These rows can be in any direction and may even share a target but when you are done there needs to be two rows of four broken targets. Once you have completed this you will move to position #2. Please remember that as you are moving keep your finger off the trigger and muzzle in a safe direction.

### **Position 2**

From this location, you will be shooting three targets around both sides of the barricade. You may do this in whatever order you prefer. On the left is a single yellow target which should be shot two times. On the right are two yellow targets which should be shot twice each.

Once you have completed this you will move through the door to position #3. Please remember that as you are moving keep your finger off the trigger and muzzle in a safe direction.

### **Position 3**

From this location, you will first shoot the dueling tree. You need to shoot each of these white plates **one** time per plate. It is not essential that the dueling tree plates all flip around, but it is critical that you hit each white plate **one** time. Once you complete the dueling tree you should shoot the green stop target. When you shoot this target your run is over and time will stop. Remember not to shoot the stop target until you have completed the other targets or you will get a penalty for each target you skipped.

