

AARTAC2018

TRAINING COMPETITION

HANDGUN COURSE BRIEF

Welcome to the handgun portion of AARTAC 2018. 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 at your discretion. We do not 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 35 rounds if you shoot it perfectly. For this course, you will shoot from three different locations and from 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 and load your weapon, then begin your course of fire.

Position 1 – Around the Box

For this stage you will be shooting from 7 different positions all around a box of traffic cones. You will move in a clockwise direction from the back corner of the left side, to the back corner of the right side. For the six cones on the sides of the box you will be firing next to them. For the cone in the middle/top you will be shooting from directly in front of the cone. At each of these locations you will be shooting at the clay targets directly in front of the position. You do not have to break these targets you just need to hit them once per target. You will hit three targets at each location. It does not matter which three you hit from each stop as long as they are in the correct grouping. In other words, you will shoot the 9 targets on the left from the left side of the box (3 at each location), the 3 in the middle from the middle/top and the 9 targets on the right from the right side of the box (3 at each location). Any targets that are skipped from one location or are shot from the wrong position will result in one penalty point (10 seconds) per target. You cannot make up 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 – The Dutch Door

From this position you will first be firing at two targets in a tunnel from the hole in the bottom of the door. You may do this from whatever position you want to reach the targets. You do not have to break these targets you just need to hit them once per target. You will then move up to shoot through the hole in the door at the plate rack. Each plate must be hit once. It is not necessary for you to knock the plates down, only that you hit them once each. Be sure to avoid the red hostage target as this will result in 3 penalty points (30 seconds) per target. Once you have completed this you will move to position #3. Please remember that as you are moving please keep your finger off the trigger and muzzle in a safe direction.

Position 3 – The Dueling Tree

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.