

Range Masters "Fun" Results - December 5, 2012

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	String 2	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	String 4	PD
1	Olsen, Landon	NO	47.86	9	17.96	11.30	3.16	7	13.42	12.42	2	16.48	2.56	4.08	2.98	6.86	0
2	Sorenson, Sam	NO	72.48	18	18.74	10.36	2.88	11	18.41	14.91	7	35.33	4.17	4.22	9.44	17.50	0
3	DeLeeuw, Dave	O	73.08	27	22.01	13.15	4.36	9	24.28	15.28	18	26.79	3.12	6.26	4.04	13.37	0
4	Simons, Jordan	NO	83.18	34	21.50	14.91	3.59	6	29.60	15.60	28	32.08	8.69	5.17	5.50	12.72	0
5	Rodriquez, Mike	O	85.87	27	33.31	21.84	3.97	15	28.47	22.47	12	24.09	4.23	4.75	3.72	11.39	0
6	Warren, David	NO	87.49	45	24.51	13.32	3.69	15	24.41	14.41	20	38.57	6.79	9.30	5.07	12.41	10
7	Jepperson, Riley (9mm)	NO	89.92	59	36.82	11.81	3.01	44	19.83	12.33	15	33.27	3.96	5.55	4.95	18.81	0
8	Scott, Michael	NO	90.34	30	32.07	17.91	4.16	20	25.70	20.70	10	32.57	4.67	6.41	4.72	16.77	0
9	Hans ??	NO	90.88	47	26.62	10.65	2.97	26	23.29	12.79	21	40.97	4.49	6.41	16.20	13.87	0
10	Dockstader, Jeff	NO	95.73	25	26.99	21.30	3.69	4	25.29	14.79	21	43.45	10.00	10.96	8.90	13.59	0
11	Greer, Seth	NO	97.32	56	27.69	14.50	3.19	20	36.00	18.00	36	33.63	4.25	6.61	7.82	14.95	0
12	Phillips, Rdan	NO	98.27	36	32.07	18.38	4.69	18	26.02	17.02	18	40.18	5.55	7.49	4.93	22.21	0
13	Massey, Brian	NO	98.32	46	39.90	18.99	3.41	35	26.39	20.89	11	32.03	5.20	5.01	4.52	17.30	0
14	Adamson, Bo	NO	100.46	28	33.11	25.00	4.11	8	29.14	19.14	20	38.21	4.96	10.12	4.90	18.23	0
15	Simons, Robert	NO	103.97	71	39.99	13.17	4.32	45	23.10	15.10	16	40.88	5.57	6.94	3.57	19.80	10
16	Dockstader, Jeff (#2)	NO	104.25	10	34.22	27.91	3.81	5	31.02	28.52	5	39.01	10.48	3.88	5.04	19.61	0
17	Jepperson, Riley (40)	NO	111.52	69	29.50	12.08	3.42	28	31.40	10.90	41	50.62	8.96	11.54	13.58	16.54	0
18	Sorenson, Sam (#2)	NO	115.01	102	35.35	12.55	3.30	39	22.23	15.73	13	57.43	4.42	4.31	15.80	7.90	50
19	Thomas, Scot	??	121.84	54	28.50	12.89	4.11	23	35.89	20.39	31	57.45	5.83	9.80	14.37	27.45	0
20	A???, Bo	NO	124.78	53	39.26	23.86	3.40	24	37.73	23.23	29	47.79	5.09	12.79	4.65	25.26	0
21	Jiles, Tyler	NO	136.33	41	38.32	20.68	4.64	26	35.05	27.55	15	62.96	8.16	8.61	8.21	37.98	0
22	Jepperson, Riley (45)	??	150.64	89	23.54	10.69	3.85	18	41.06	10.56	61	86.04	5.30	23.86	5.42	46.46	10
23	Hepworth, Philip	NO	168.81	34	44.08	28.67	4.91	21	50.25	43.75	13	74.48	7.13	22.83	14.34	30.18	0
24	Kenison, Abraham	NO	170.13	100	57.12	20.03	3.09	68	40.00	24.00	32	73.01	6.94	15.84	23.04	27.19	0
25	Conlin, Brandon	??	225.18	126	73.37	30.89	3.98	77	41.76	22.26	39	110.05	6.02	11.14	20.69	67.20	10
26	Taufer, Nick	NO	278.28	112	61.50	22.28	3.22	72	48.07	28.07	40	168.71	13.04	9.25	77.63	68.79	0
27	Driscoll, JaNell	??	320.96	81	68.23	38.35	8.88	42	73.76	54.26	39	178.97	15.38	64.90	27.27	71.42	0

Notes:

PD = Points Down = .5 seconds x Points Down

Div. = Division: **O** = Optic; **NO** = Non-Optic

(Rev) = A revolver was used for the match

XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

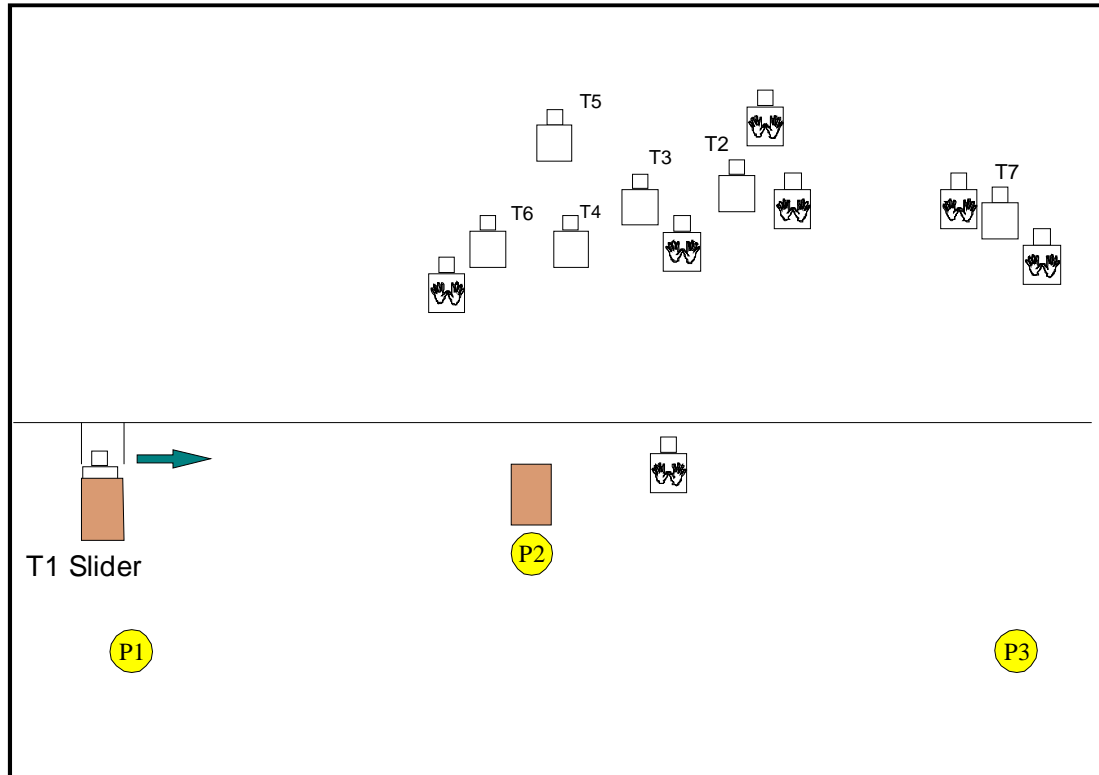
DNF = Did Not Finish

NS = No Score

NT = No Time

Range Masters “Fun” Shoot

Stage 1 - “Be Quick”



Round Count:

String 1 = **18 minimum**
 String 2 = **3 maximum**
 (21 rounds for the stage)

String 1 = Vickers Count
 (Can make up shots.)

String 2 = Limited Vickers
 (Can Not Make up Shots)

String 1 -

Start at **P1** with weapon fully loaded.

- At the buzzer, activate **T1** while drawing and engage **T1** with **3 rounds while it is moving**.
- Move to **P2**, and engage **T2 - T6** with **3 rounds each** while maintaining **proper use of LOW cover**. **TORSO** or **HEAD** for all targets in this String.

String 2 - Limited Vickers for this String - 3 rounds MAX.

Start at **P3**.

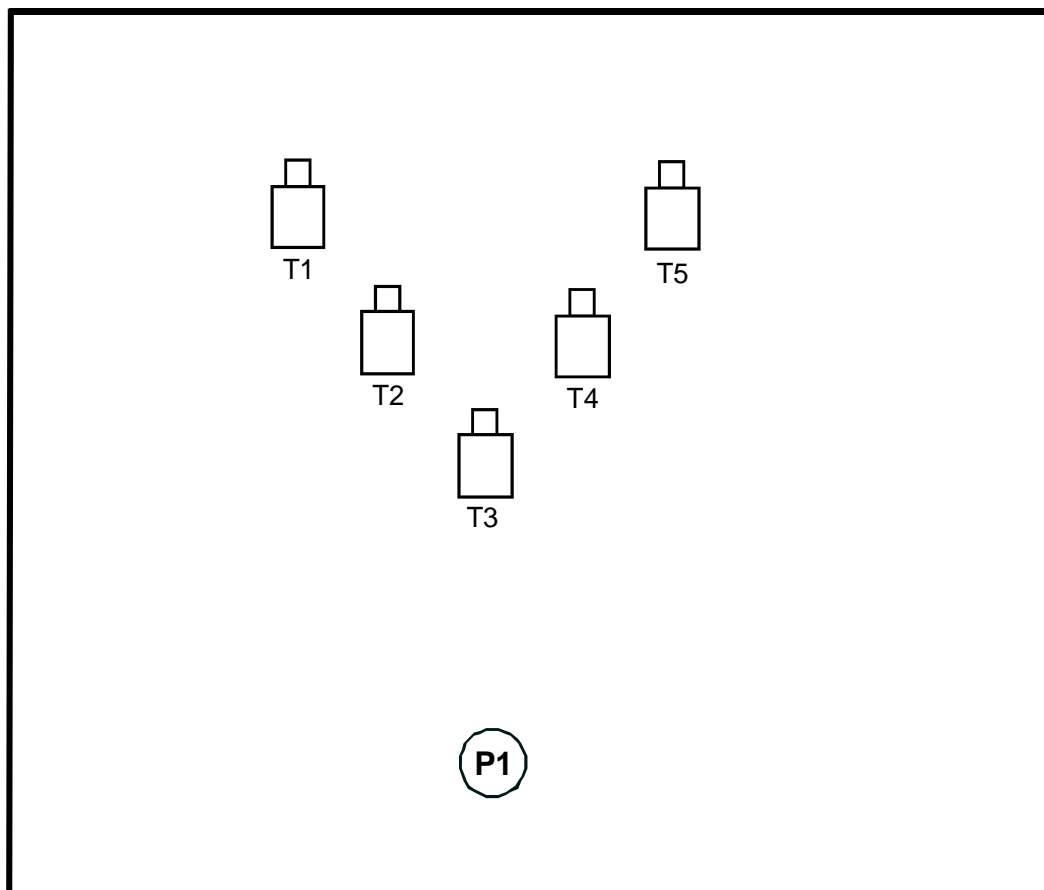
- Draw and engage **T7** with **3 rounds (2 HEAD and 1 TORSO)**.

Note:

1. Shooter will activate **T1** at the buzzer with their **weak hand**.

Range Masters “Fun” Shoot

Stage 2 - “All Down, All Up”



Round Count:

String 1 = **20 Rounds MAXIMUM**
(**20** rounds for the stage)

LIMITED Vickers Count
(**Cannot** make up shots)

Strings 1 - Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **T1** thru **T5** with **2 rounds** to each **TORSO ONLY**.
- **Perform a reload** and re-engage **T1** thru **T5** again with **2 rounds** to each **HEAD ONLY**.

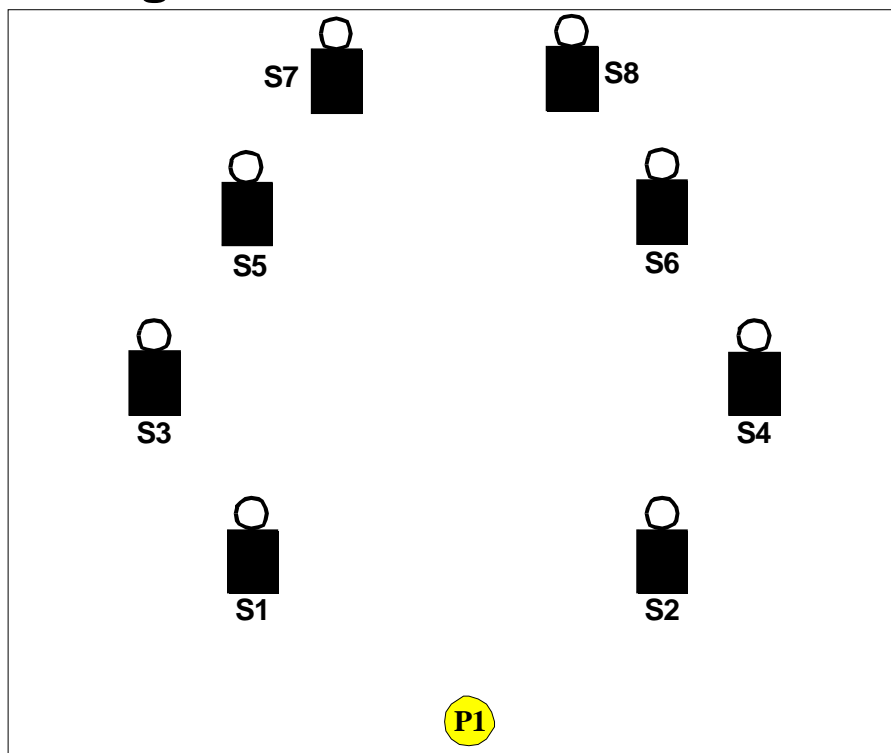
Notes:

1. DO NOT SHOOT THE WALLS.

COF Designed by Landon Olson

Range Masters “Fun” Shoot

Stage 3 - “Decisions, Decisions”



Round Count:

String 1 = **3 Minimum** String 2 = **3 Minimum**
 String 3 = **2 Minimum** String 4 = **8 Minimum**
 (16 rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage ANY 3 PLATES, **with at least 1 from each side.**
- Reload as necessary, **but do not reload between strings.**

String 2 -

Shooter starts holstered **with remaining rounds from String 1.**

- At the sound of the buzzer, draw and engage ANY 3 REMAINING PLATES, **with at least 1 from each side.**
- Reload as necessary, **but do not reload between strings.**

String 3 -

Shooter starts holstered **with remaining rounds from String 2.**

- At the sound of the buzzer, draw and engage REMAINING 2 PLATES.
- Reload as necessary, **but do not reload between strings.**

String 4 -

Shooter starts holstered **with remaining rounds from String 3.**

- At the sound of the buzzer, draw and engage ALL PLATES **in any order.**

Notes:

1. A solid hit on any of the plates will count as a knock down.
2. Any plate not knocked down will count as a 5-second penalty.