

# Range Masters "Fun" Shoot

Results for August 16, 2011

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Reese, Howard	O	96.03	15	34.92	31.42	7	38.68	34.68	8	22.43	9.53	12.90	
2	Rapp, Mitch	NO	106.05	28	31.72	26.72	10	38.08	29.08	18	36.25	12.95	23.30	
3	Rodriquez, Mike	O	108.18	35	33.88	31.38	5	49.74	34.74	30	24.56	11.60	12.96	
4	Spensko, Shane	NO	116.95	39	40.48	28.48	24	41.95	34.45	15	34.52	9.82	24.70	
5	Locke, Chris (2)	NO	131.20	36	48.61	39.61	18	51.60	42.60	18	30.99	14.92	16.07	
6	Ursulich, Ryan	NO	137.48	73	49.63	30.63	38	38.75	26.25	25	49.10	12.59	31.51	10
7	Waldo, Ralph	NO	141.27	37	36.94	35.94	2	61.95	44.45	35	42.38	15.05	27.33	
8	Redford, "Red" (Rev)	NO	151.00	23	45.91	43.91	4	58.79	49.29	19	46.30	24.24	22.06	
9	Clark, H. David (Rev)	NO	152.15	43	47.43	40.43	14	61.43	46.93	29	43.29	15.86	27.43	
10	Wooley, Evan	NO	157.42	61	49.40	40.40	18	60.57	39.07	43	47.45	19.36	28.09	
11	Locke, Chris (1)	NO	157.44	35	55.02	47.52	15	67.92	57.92	20	34.50	20.13	14.37	
12	Price, Mike	NO	160.08	26	35.61	28.61	14	43.78	37.78	12	80.69	14.59	66.10	
13	Deleeuw, Dave	O	164.89	2	35.63	34.63	2	36.82	36.82		92.44	10.58	81.86	
14	Scott, Alan (Rev)	O	177.06	50	55.01	48.01	14	49.97	41.97	16	72.08	46.34	15.74	20
15	Simons, Jordan (.22)	NO	177.31	51	69.68	57.68	24	53.07	39.57	27	54.56	26.73	27.83	
16	Scott, Michael	NO	189.16	44	39.09	27.09	24	51.09	41.09	20	98.98	50.50	48.48	
17	Littlefield, Stan	NO	241.17	47	68.91	53.91	30	45.31	36.81	17	126.95	17.99	108.96	
18	James, Hank	NO	263.28	173	81.51	47.01	69	83.74	46.74	74	98.03	62.20	20.83	30
19	Juber, Ken	NO	385.30	116	93.72	64.72	58	90.39	61.39	58	201.19	99.99	101.20	
20	Phillips, R Dan	NO	NT	48	NT	NT	7	39.57	24.07	31	116.73	60.29	51.44	10

## Notes:

**PD** = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

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

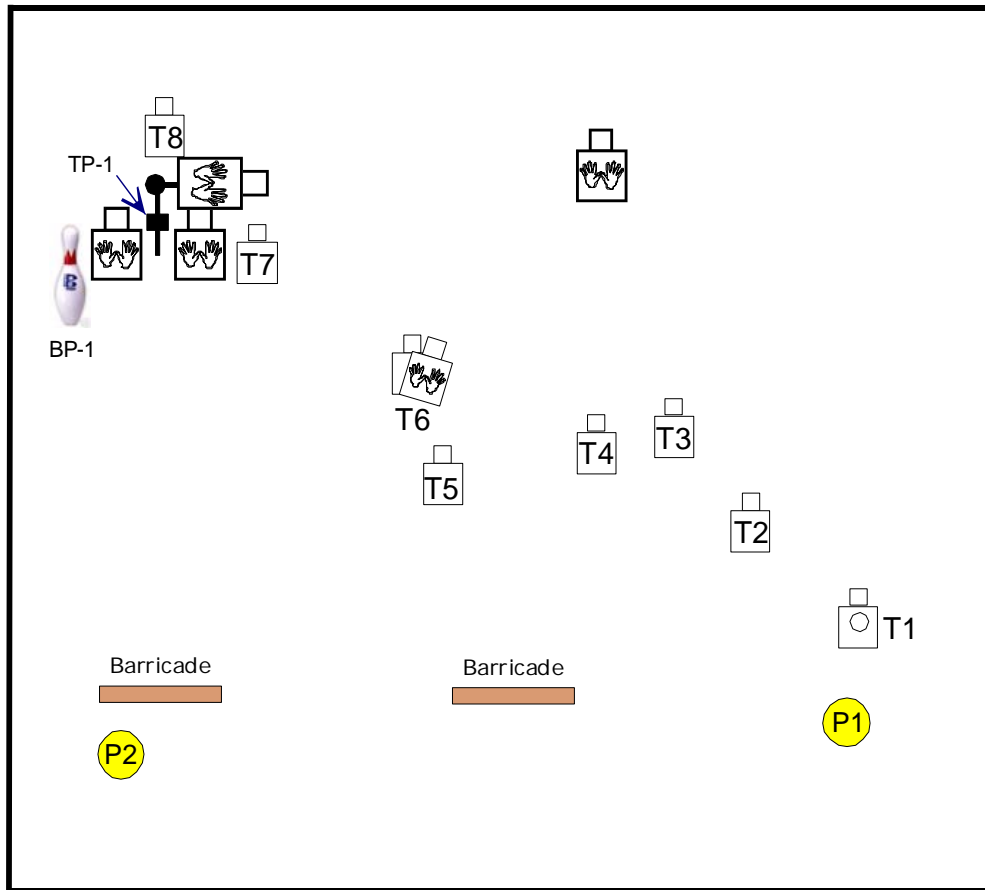
**DNF** = Did Not Finish

**NS** = No Score

**NT** = No Time

# Range Masters “Fun” Shoot

## Stage 1 - “Keep Them Tootsies Rollin”



**Round Count:**  
String 1 = **18 minimum**  
(18 minimum for the Stage)

**Vickers Count**  
(Can make up shots)

### String 1 -

Shooter starts fully loaded at **P1** with **their back to the targets** and **both hands in the AIR**. All paper targets get **2 shots** to the **BODY (TORSO and/or HEAD)**.

- At the sound of the buzzer, **turn, draw** and **engage T1** with **2 rounds From Retention**.
- Then, **while moving to P2**, engage **T2** thru **T7**.
- After reaching cover at **P2**, shoot the trip plate (**TP-1**) to start the Swinger; then engage **T8** and knock over the Bowling Pin (**BP-1**).
- Reload as necessary.

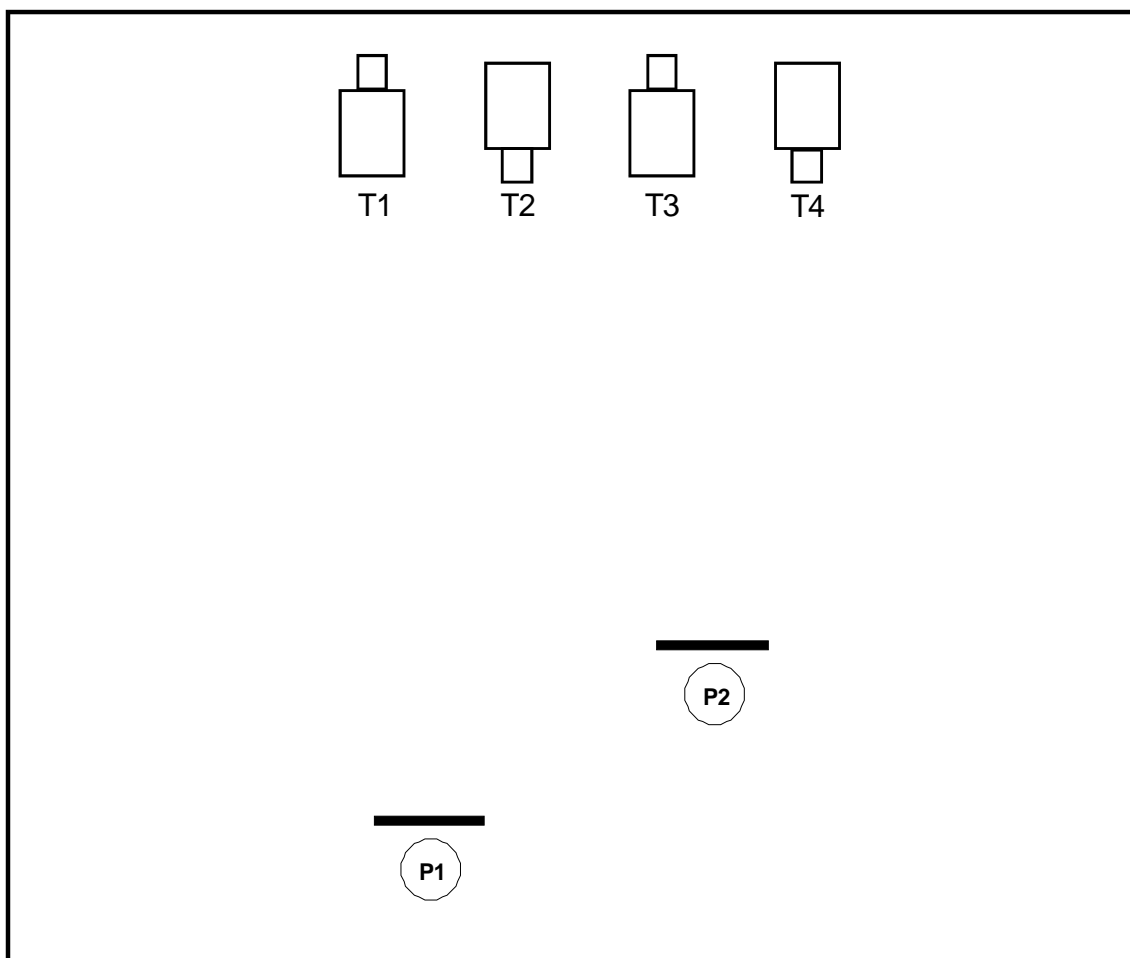
### Notes:

1. All shots must be made on the move or while properly using cover.
2. Don't shoot the walls!!!

COF designed by Mike Price

# Range Masters “Fun” Shoot

## Stage 2 - “Fun with a Twist - 3”



**Round Count:**  
**String 1 = 20 Rds. Max.**  
**(20 Rds. Max for the Stage)**

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

### String 1 -

Shooter starts at **P1** with no more than **10 rounds** in the gun.

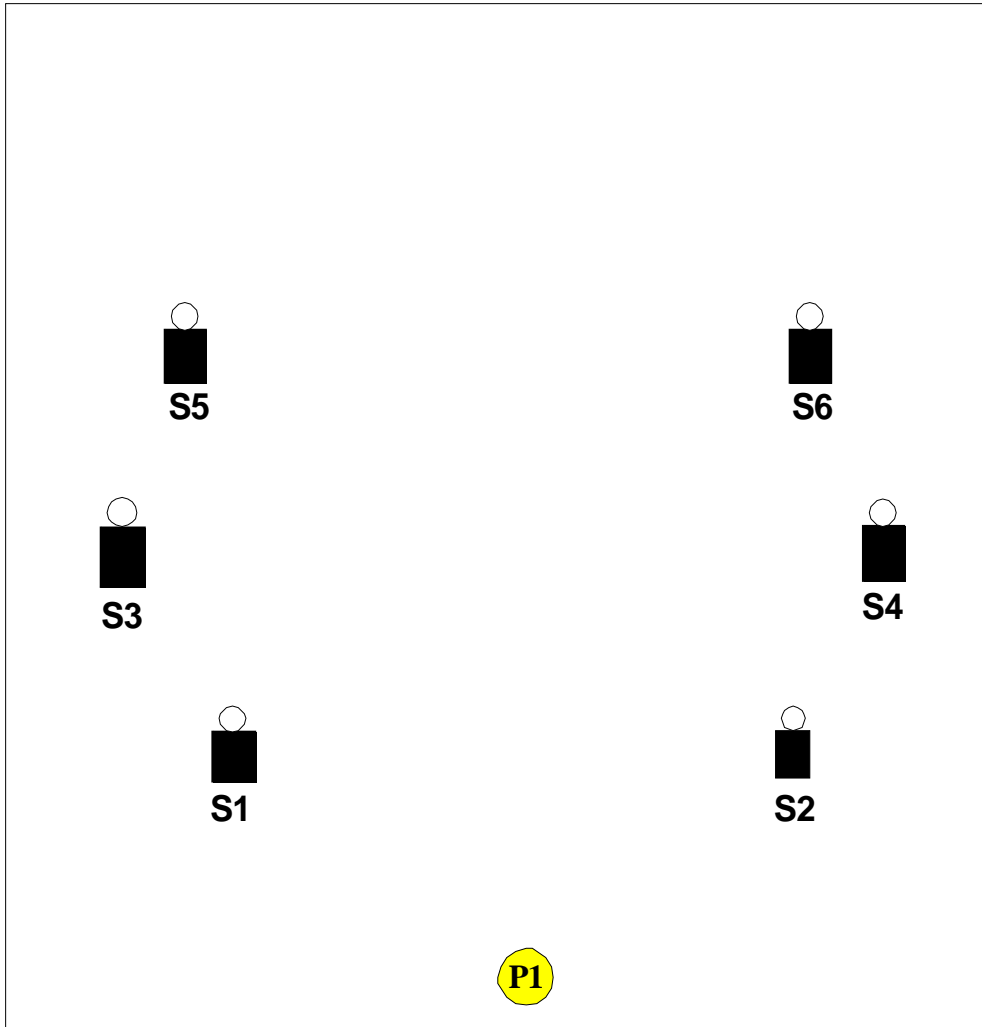
- At the sound of the buzzer and with the proper use of cover, engage **T1** thru **T4** with **1 Round Only** to each **TORSO Only** from the **LEFT** side of the barricade, then **switch to the RIGHT** side and engage all targets with **1 Round Only** to each **TORSO Only**.
- Advance to **P2** and with the proper use of cover using **either side** of the barricade, engage **T1** thru **T4** with **1 Round Only** to each **TORSO** and **1 Round Only** to each **HEAD**, then **switch sides** of the barricade and engage all targets with **1 Round Only** to each **HEAD Only**.
- Reload as needed.

### Notes:

1. Shooter must properly use cover at each position.

# Range Masters “Fun” Shoot

## Stage 3 - “6 Strong, 6 Weak”



**Round Count:**  
**String 1 = 6 Rds. Min.**  
**String 2 = 6 Rds. Min.**

**Vickers Count**  
**(Can make up shots)**

### String 1 -

Shooter starts **fully loaded** at **P1**.

- At the sound of the buzzer, draw and knock down **S1 through S6** in **any order** with the **Strong Hand Only**.
- Reload as necessary.

### String 2 -

Shooter starts **fully loaded** at **P1** with **the gun at the Low Ready position**.

- At the sound of the buzzer, knock down **S1 through S6** in **any order** with the **Weak Hand Only**.
- Reload as necessary.

### Notes -

1. All plates left standing will be counted as a Miss-On-Steel 5-second penalty.