

Rangemasters Handgun "Fun" Shoot Results - April 1, 2015

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	PD
1	Rodriquez, Mike	NO	97.35	20	30.05	22.43	6.62	2	23.02	19.02	8	44.28	16.32	13.50	9.46	10
2	Gull, Joe	NO	101.03	20	33.92	22.64	7.78	7	22.13	15.63	13	44.98	22.98	13.67	8.33	
3	Jeffs, Randall	NO	106.96	22	42.94	25.27	9.17	17	19.26	16.76	5	44.76	10.94	16.74	17.08	
4	Richards, Ben	NO	109.94	7	32.19	25.56	6.63		32.36	28.86	7	45.39	18.82	19.75	6.82	
5	Greer, Seth	NO	118.82	32	35.30	15.87	6.43	26	19.58	16.58	6	63.94	37.44	15.00	11.50	
6	Hatfield, Todd (2)	NO	119.15	46	35.99	19.46	6.53	20	26.47	13.47	26	56.69	18.80	12.53	25.36	
7	Soper, Mitch (1)	NO	123.58	34	37.60	19.10	5.50	26	18.83	14.83	8	67.15	26.46	28.47	12.22	
8	Chunn, Peter	NO	127.71	9	31.40	20.96	7.94	5	20.09	18.09	4	76.22	28.66	38.09	9.47	
9	Winder, Jason (1)	NO	131.83	11	39.41	28.31	7.10	8	20.06	18.56	3	72.36	42.60	11.04	18.72	
10	Soper, Mitch (2)	NO	140.87	35	34.40	15.73	4.67	28	17.04	13.54	7	89.43	21.74	53.50	14.19	
11	Hatfield, Todd (1)	NO	142.04	51	51.70	22.35	13.85	31	22.93	12.93	20	67.41	33.87	22.50	11.04	
12	Armstrong, Jeremiah	NO	143.04	24	34.91	24.98	5.93	8	23.05	15.05	16	85.08	46.84	29.12	9.12	
13	Scott, Alan	NO	144.46	29	40.54	25.19	6.85	17	24.49	23.49	2	79.43	42.29	19.75	12.39	10
14	Scott, Mike	NO	150.32	53	42.46	30.45	9.01	6	27.37	23.87	7	80.49	25.25	22.52	12.72	40
15	Winder, Jason (2)	NO	151.80	46	37.87	23.40	6.97	15	16.90	16.40	1	97.03	58.29	13.64	10.10	30
16	Adamson, Bo	NO	163.13	38	56.07	31.72	7.35	34	29.72	27.72	4	77.34	45.36	19.22	12.76	
17	Loveless, Alex	NO	167.79	15	37.13	20.88	14.25	4	24.97	19.47	11	105.69	77.51	12.39	15.79	
18	Sheen, Chris	NO	172.95	53	47.97	27.42	7.55	26	33.11	19.61	27	91.87	71.66	10.74	9.47	
19	Lynn, Joe	NO	173.99	24	45.97	26.84	11.13	16	31.08	27.08	8	96.94	36.79	45.57	14.58	
20	Hatfield, Auston (2)	NO	177.09	56	52.30	27.29	11.01	28	31.02	17.02	28	93.77	25.47	54.86	13.44	
21	Birrell, Rylie	NO	177.14	27	45.75	30.01	7.24	17	31.17	26.17	10	100.22	41.65	42.43	16.14	
22	A, Taylor	NO	179.08	41	51.84	34.14	5.20	25	25.76	22.76	6	101.48	68.39	13.76	14.33	10
23	Clark, David (Rev)	NO	182.16	18	60.38	50.84	8.54	2	34.72	26.72	16	87.06	34.89	33.16	19.01	
24	Jolly, Jenn (Rev)	NO	183.38	28	54.03	36.76	6.77	21	33.00	29.50	7	96.35	31.57	44.21	20.57	
25	Young, Jason	NO	183.99	35	40.36	23.34	9.52	15	24.34	14.34	20	119.29	47.13	57.88	14.28	
26	Jeffs, Randall (Rev)	NO	197.85	32	49.10	32.47	6.63	20	33.93	27.93	12	114.82	53.56	19.70	41.56	
27	Hatfield, Auston (1)	NO	205.49	38	51.89	35.45	6.44	20	33.93	24.93	18	119.67	32.73	38.88	48.06	
28	Reese, Howard	O	206.57	44	27.29	21.29	5.50	1	25.52	19.02	13	153.76	111.37	12.79	14.60	30
29	Greer, Gabe	NO	225.11	96	56.37	27.20	5.67	47	31.26	16.76	29	137.48	37.01	52.43	38.04	20
30	Phillips, R Dan	NO	231.36	29	43.22	27.04	7.18	18	43.02	42.52	1	145.12	73.61	39.46	27.05	10
31	Davis, Keith (Rev)	NO	261.49	31	44.28	31.17	9.61	7	35.04	33.04	4	182.17	81.74	79.08	11.35	20
32	Gibson, Jairus	NO	284.05	92	69.30	35.42	12.38	43	45.21	20.71	49	169.54	75.95	76.95	16.64	
33	Roberts, Kent	NO	286.54	34	36.48	25.42	6.56	9	18.66	16.16	5	231.40	107.96	101.87	11.57	20
34	Ross, Trevor	NO	287.66	116	85.92	47.29	10.63	56	50.86	30.86	40	150.88	78.84	29.75	32.29	20
35	Gull, Ammon (.22)	NO	298.82	99	98.29	58.73	14.06	51	56.78	47.78	18	143.75	58.86	38.32	31.57	30
36	Sandgren, Max	NO	323.70	75	74.50	44.14	12.36	36	27.75	23.25	9	221.45	133.17	54.14	19.14	30
37	Greer, Aaron (.22)	NO	340.26	49	158.58	63.88	80.20	29	46.87	36.87	20	134.81	59.52	51.32	23.97	
38	Bashein, Brandon	NO	369.96	114	72.44	43.57	7.37	43	46.70	26.20	41	250.82	154.95	34.62	46.25	30
39	Gregory, Tyler	NO	389.09	223	116.44	38.56	25.88	104	55.73	36.23	39	216.92	57.40	63.27	56.25	80
40	Soper, Trenton (.22)	NO	581.40	71	131.55	88.99	24.06	37	59.57	42.57	34	390.28	195.00	155.00	40.28	

Notes:

PD = Points Down = .5 seconds x Points Down

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

(REV) = Revolver

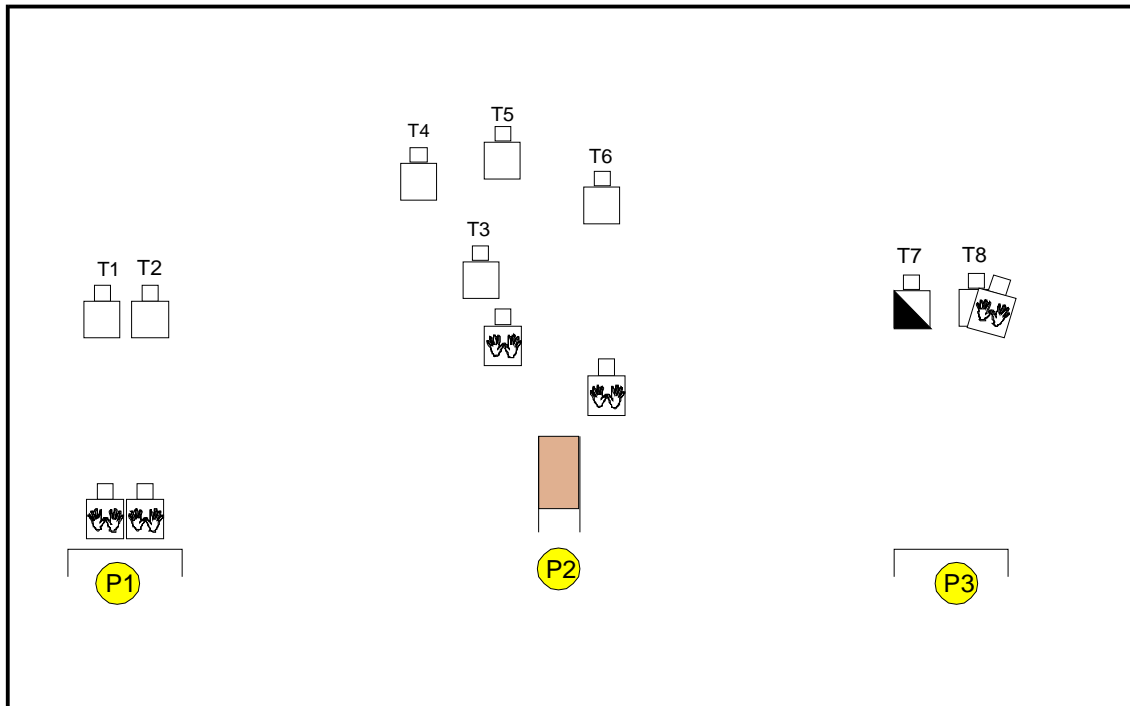
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Variable Conflict”



Round Count:

String 1 = **16 Minimum**

String 2 = **6 Minimum**

(22 rounds for the stage)

Vickers Count

(Can make up shots.)

String 1 -

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

- At the buzzer, draw and engage **T1 & T2** with **2 rounds** to the **BODY** in **Tactical Sequence (1-2-1)** from inside the box.
- **While moving to P2**, you must engage **T3 - T6** with at least **1 round** each.
- **After reaching cover at P2**, and with the proper use of cover, reengage **T3 - T6** with the **required rounds** (see **Notes:**).

String 2 -

Start at **P3** with fully loaded weapon.

- At the buzzer, draw and engage **T7 & T8** with **3 rounds** in **Tactical Sequence (1-3-2)**.

Notes:

Required Hits:

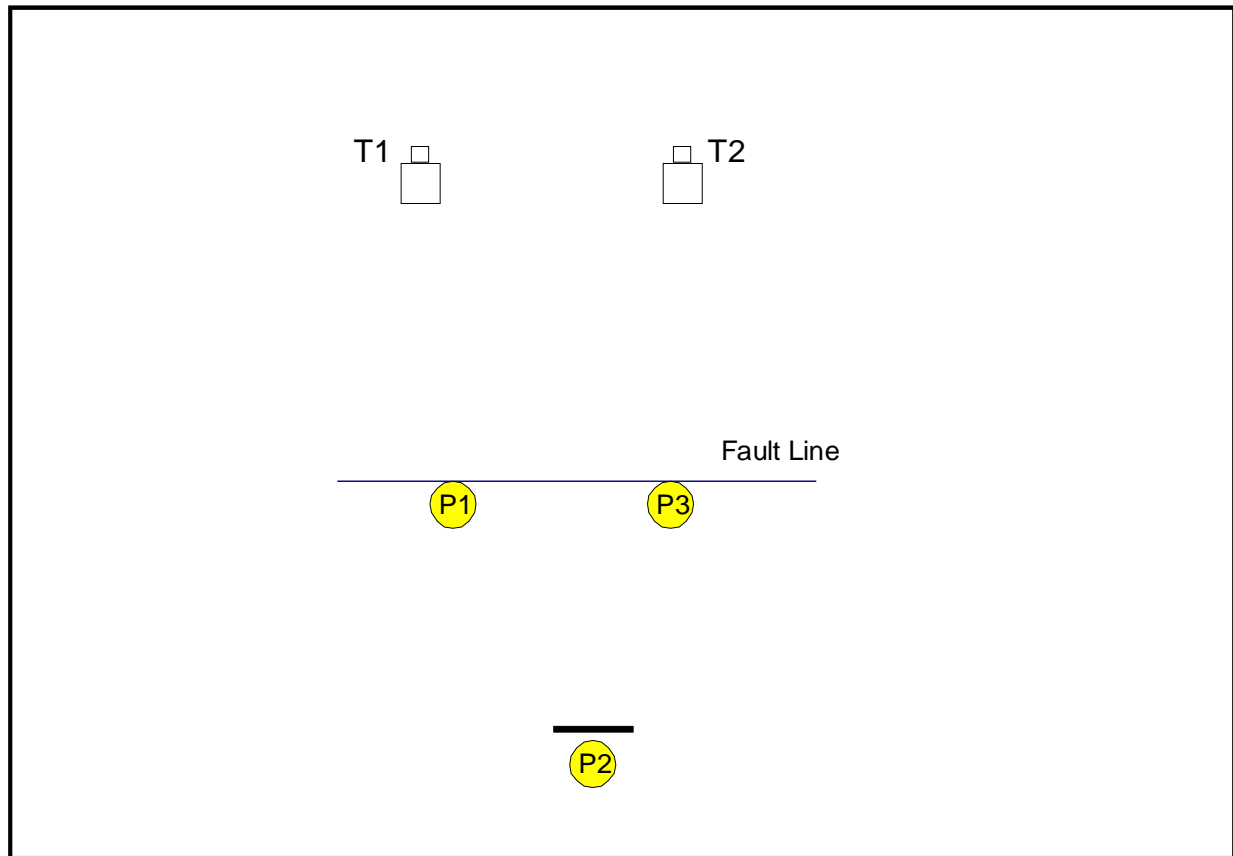
T1 & T2 = 2 to the **Body**

T3 - T6 = 2 Torso, 1 Head

T7 & T8 = 3 to the **Body**

Rangemasters “Fun” Shoot

Stage 2 - “Just Shoot”



Round Count:

String 1 = **18 maximum**
(**18** rounds for the stage)

Limited Vickers Count

(**Can not** make up shots.)

String 1 -

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

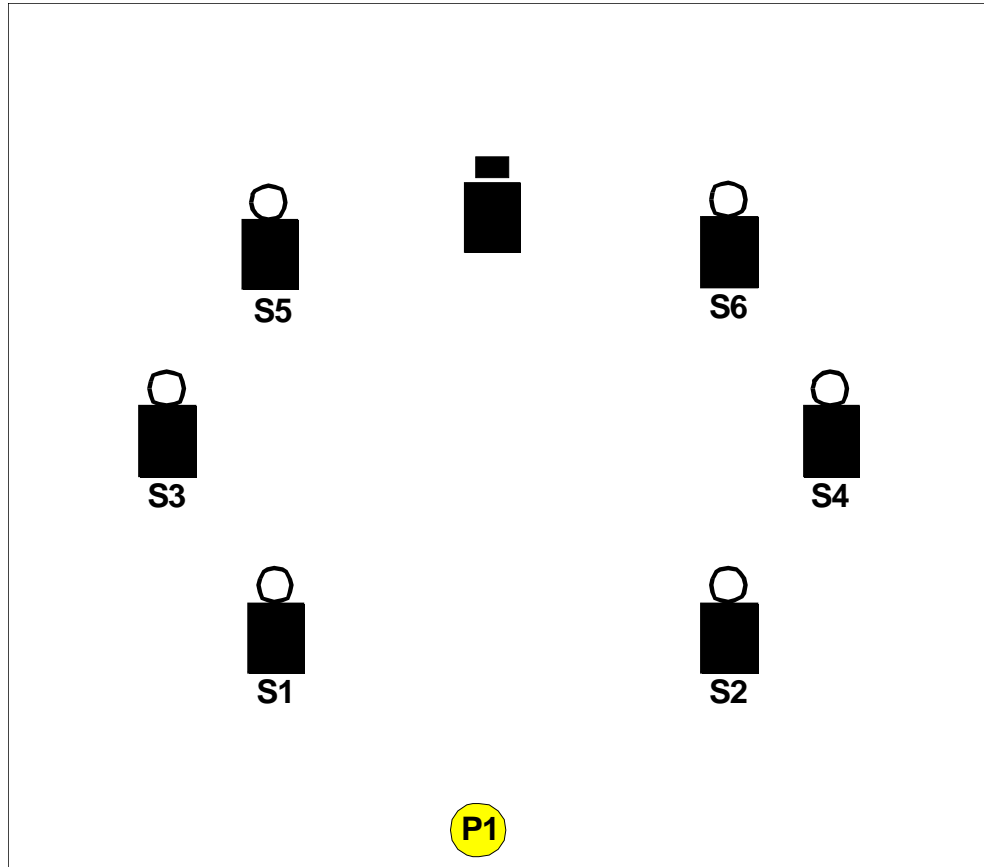
- At buzzer, draw and engage **T1** with **6 rounds (Torso only)** while **retreating to P2**.
- At **P2**, Use cover and engage **T1 and T2** with **3 rounds to each HEAD**.
- **Perform a reload**, then while advancing to **P3**, engage **T2** with **6 rounds (Torso only)**.

Notes:

- Shooter **must shoot on the move** while moving from **P1** and to **P3**.
- Mandatory reload at **P2**.
- Advancing beyond Fault line will be a Procedural Penalty.

Rangemasters “Fun” Shoot

Stage 3 - “You’ll Thank Me Later”



Round Count = 21

String 1 = **7 Minimum**

String 2 = **7 Minimum**

String 3 = **7 Minimum**

Vickers Count

(Can make up shots)

String 1 - Shooter starts **10 rounds max** in gun at **low ready**.

- At the sound of the buzzer, **knock down all plates weak hand**.
- Reload as necessary.

String 2 - Shooter starts with **10 rounds max** in gun.

- At the sound of the buzzer, **draw and knock down all plates strong hand only**.
- Reload as necessary.

String 3 - Shooter starts with **10 rounds max** in gun.

- At the sound of the buzzer, **draw and engage all plates freestyle**.

Notes:

1. For .22 shooters, 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 Miss-On-Steel penalty.
3. **To end each string, you must hit the 7TH steel plate (Stop Plate).**