

Range Masters "Fun" Shoot

Results for April 21, 2009

| 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 | Webster, Scott | NO | 66.17 | 13 | 26.53 | 23.53 | 6 | 22.59 | 19.09 | 7 | 17.05 | 8.55 | 8.50 | 0 |
| 2 | McGregor, Scott | NO | 73.39 | 20 | 30.76 | 23.76 | 14 | 25.12 | 22.12 | 6 | 17.51 | 6.29 | 11.22 | 0 |
| 3 | Olson, Landon | O | 75.18 | 11 | 36.74 | 31.74 | 10 | 25.59 | 25.09 | 1 | 12.85 | 5.52 | 7.33 | 0 |
| 4 | Majers, Steve | O | 83.79 | 26 | 35.70 | 28.70 | 14 | 31.87 | 25.87 | 12 | 16.22 | 6.66 | 9.56 | 0 |
| 5 | DeLeeuw, Dave | O | 92.08 | 24 | 44.00 | 33.50 | 21 | 33.01 | 31.51 | 3 | 15.07 | 6.65 | 8.42 | 0 |
| 6 | Huff, Blake | O | 95.34 | 15 | 35.75 | 31.25 | 9 | 36.03 | 33.03 | 6 | 23.56 | 15.67 | 7.89 | 0 |
| 7 | Limb, Brandon | NO | 95.93 | 23 | 52.85 | 42.85 | 20 | 25.98 | 24.48 | 3 | 17.10 | 7.05 | 10.05 | 0 |
| 8 | Moffatt, Joel | NO | 97.22 | 20 | 29.37 | 27.87 | 3 | 35.85 | 27.35 | 17 | 32.00 | 17.21 | 14.79 | 0 |
| 9 | Spensko, Shane | NO | 97.91 | 44 | 37.72 | 24.72 | 26 | 32.01 | 23.01 | 18 | 28.18 | 19.91 | 8.27 | 0 |
| 10 | Ursulich, Ryan | NO | 102.74 | 34 | 40.67 | 31.17 | 19 | 36.85 | 29.35 | 15 | 25.22 | 12.78 | 12.44 | 0 |
| 11 | Redford, "Red" | NO | 105.39 | 30 | 41.65 | 31.15 | 21 | 40.03 | 35.53 | 9 | 23.71 | 13.72 | 9.99 | 0 |
| 12 | Sorenson, Sam | NO | 105.96 | 39 | 42.19 | 34.19 | 16 | 37.91 | 26.41 | 23 | 25.86 | 18.95 | 6.91 | 0 |
| 13 | Scott, Michael Sr. | NO | 110.57 | 16 | 43.19 | 35.69 | 15 | 39.70 | 39.20 | 1 | 27.68 | 14.29 | 13.39 | 0 |
| 14 | Phillips, RDan | NO | 111.52 | 31 | 46.53 | 36.53 | 20 | 40.59 | 35.09 | 11 | 24.40 | 15.26 | 9.14 | 0 |
| 15 | Stubbs, Scott Sr. | NO | 112.06 | 40 | 52.02 | 33.52 | 37 | 39.78 | 38.28 | 3 | 20.26 | 7.76 | 12.50 | 0 |
| 16 | Lyman, Mark | NO | 113.77 | 33 | 51.02 | 39.02 | 24 | 37.19 | 32.69 | 9 | 25.56 | 11.65 | 13.91 | 0 |
| 17 | Price, Mike | NO | 114.69 | 18 | 46.01 | 41.01 | 10 | 42.72 | 38.72 | 8 | 25.96 | 11.76 | 14.20 | 0 |
| 18 | Waldo, Ralph | NO | 115.47 | 55 | 41.45 | 19.95 | 43 | 45.62 | 39.62 | 12 | 28.40 | 20.69 | 7.71 | 0 |
| 19 | Davies, Evan | NO | 120.53 | 42 | 51.40 | 35.40 | 32 | 35.52 | 30.52 | 10 | 33.61 | 17.47 | 16.14 | 0 |
| 20 | Clark, David | NO | 121.08 | 38 | 59.86 | 45.86 | 28 | 34.74 | 29.74 | 10 | 26.48 | 10.88 | 15.60 | 0 |
| 21 | Majers, Steve Jr. | O | 121.31 | 44 | 55.50 | 38.00 | 35 | 38.33 | 33.83 | 9 | 27.48 | 16.02 | 11.46 | 0 |
| 22 | Buchanan, Kayle | NO | 127.98 | 37 | 56.46 | 42.96 | 27 | 44.11 | 39.11 | 10 | 27.41 | 18.42 | 8.99 | 0 |
| 23 | Bowen, Vance | NO | 136.18 | 57 | 62.74 | 46.74 | 32 | 43.76 | 31.26 | 25 | 29.68 | 16.15 | 13.53 | 0 |
| 24 | Carroll, Chris | NO | 150.60 | 29 | 62.29 | 50.79 | 23 | 57.85 | 54.85 | 6 | 30.46 | 13.62 | 16.84 | 0 |
| 25 | Flemate, Brian | NO | 153.95 | 49 | 42.18 | 30.68 | 23 | 54.18 | 41.18 | 26 | 57.59 | 29.96 | 27.63 | 0 |
| 26 | Hansen, Daniel | NO | 162.83 | 88 | 72.94 | 41.44 | 63 | 57.67 | 45.17 | 25 | 32.22 | 13.80 | 18.42 | 0 |
| 27 | Brown, Matt | NO | 181.86 | 75 | 72.38 | 45.38 | 54 | 47.24 | 36.74 | 21 | 62.24 | 32.52 | 29.72 | 0 |
| 28 | Miller, Priscilla | NO | 521.81 | 130 | 93.54 | 55.54 | 76 | 116.64 | 89.64 | 54 | 311.63 | 102.63 | 209.00 | 0 |
| 29 | Bowen, Douglas | NO | DNF | DNF | 112.58 | 76.08 | 73 | 58.24 | 39.24 | 38 | DNF | 35.97 | DNF | |

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

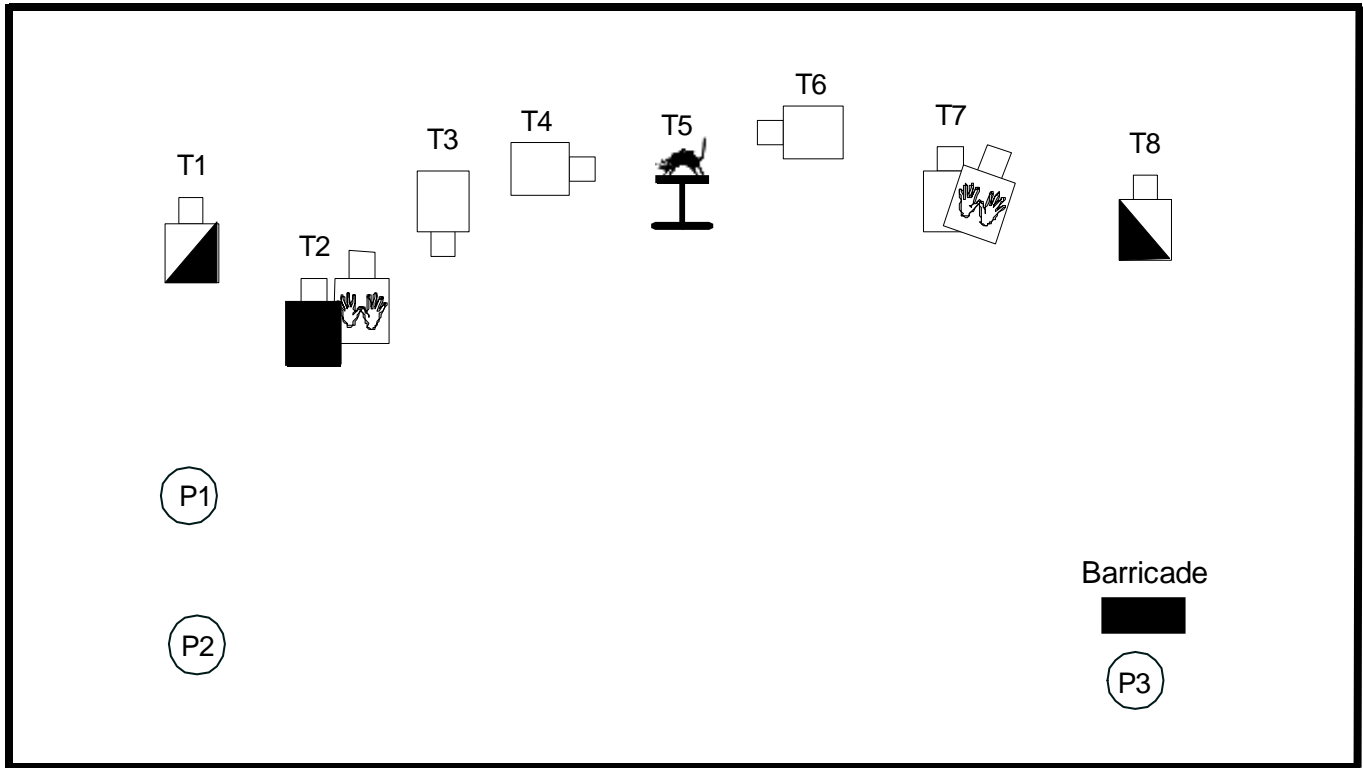
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Backyard Targets”



Round Count:
String 1 = **20 Minimum**
(20 rounds for the stage)

Vickers Count
(Can make up shots.)

String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of buzzer, draw and engage **T1** with **3 rounds** while backing up to **P2**.
- **After reaching P2**, start advancing towards **P3** and, while moving, engage **T2** thru **T7** with **3 rounds each** except for **T5** (the Cat) which **must be knocked down**.
- After reaching **P3**, engage **T8** with **1 round** from **either side of the barricade**.
- Reload as necessary, but **must have at least 1 reload during the string**.

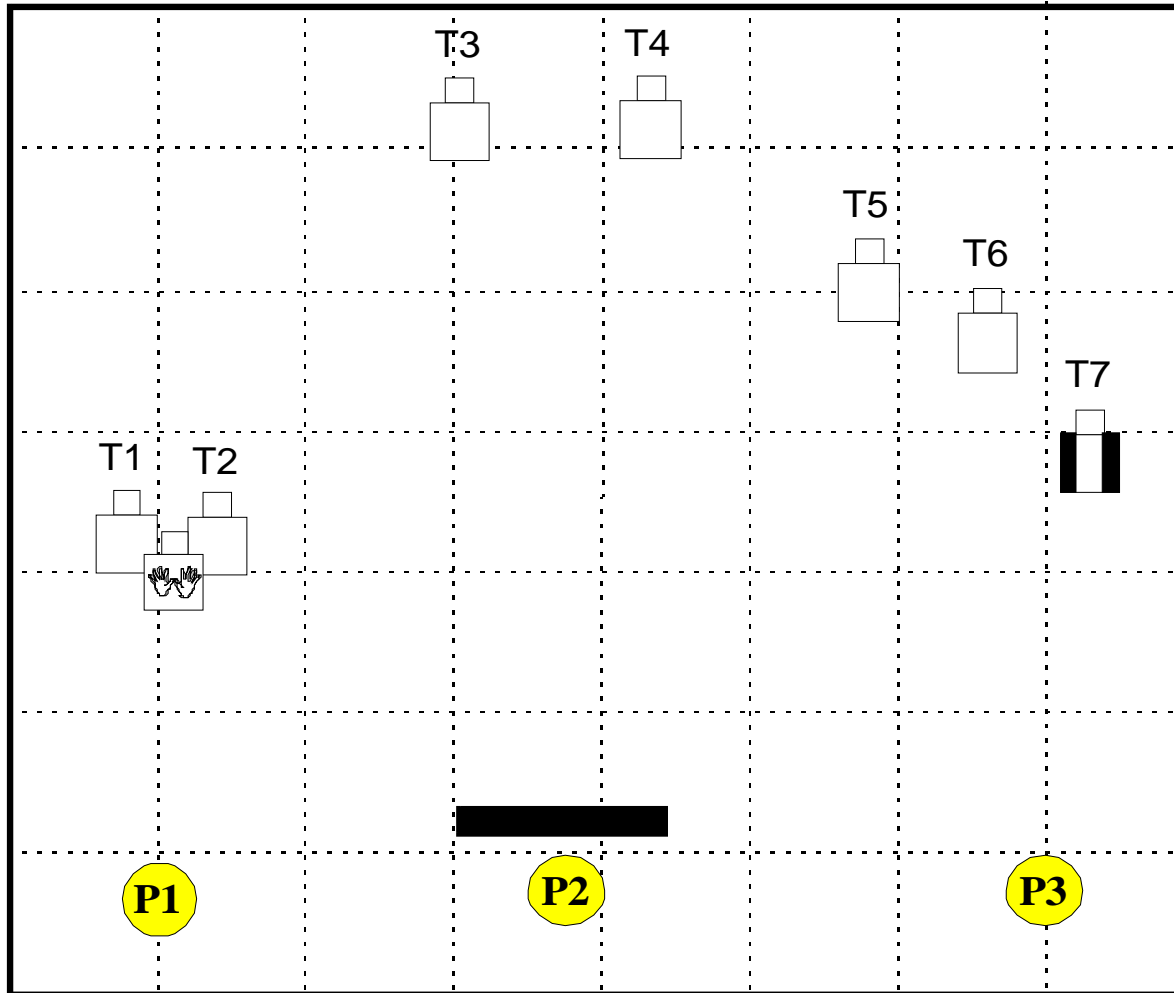
Notes -

1. Shooter **MUST NOT SHOOT THE WALL!!!**
2. If **T5** (the Cat) is not knocked over, it will count as a 5-second Miss-On-Steel penalty.
3. Cover must be properly used at **P3**.

COF Designed by RDan Phillips

Range Masters “Fun” Shoot

Stage 2 - “Bay 2 Shoot Out”



Round Count:

String 1 = **19** minimum

(**19** rounds min. for the stage.)

Vickers Count

(Can make up shots.)

Scoring:

Targets are only scored after the shooter has completed all strings.

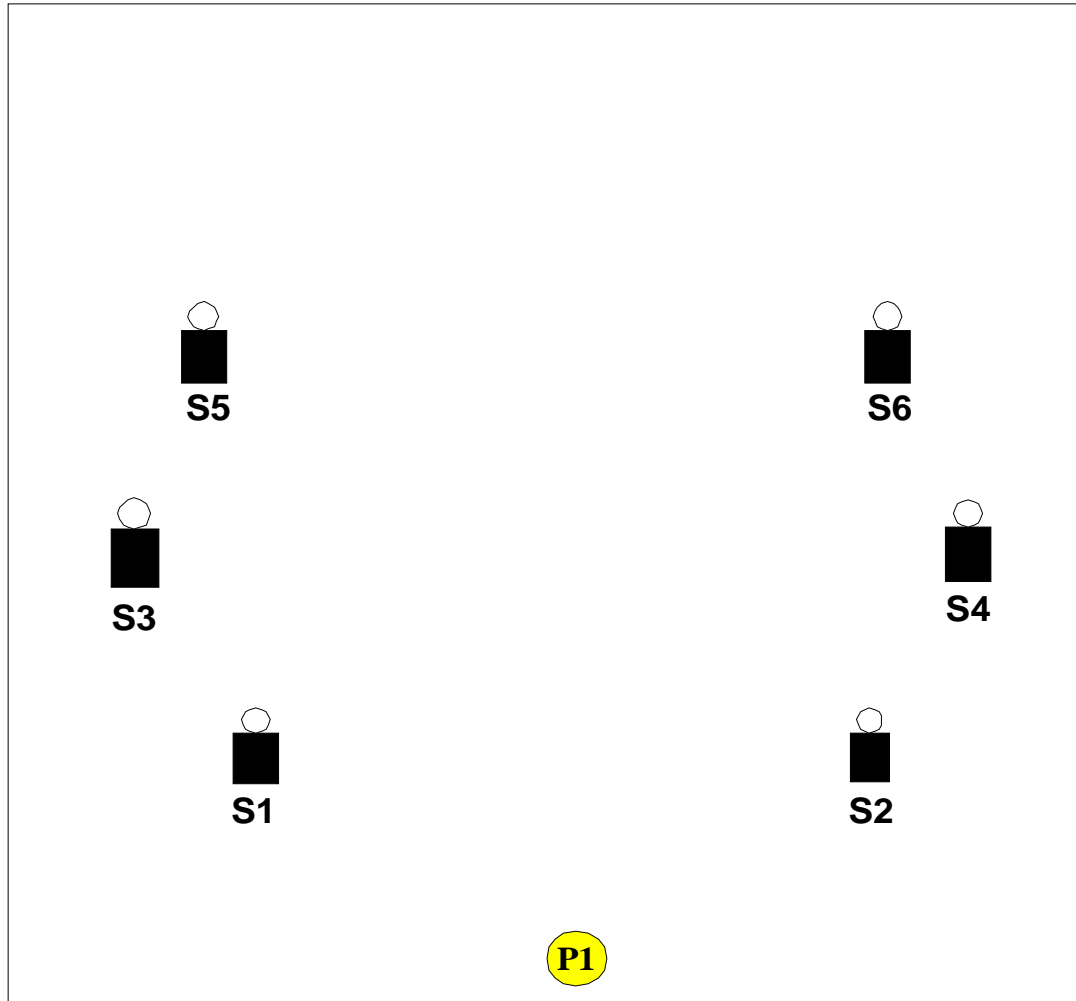
String 1:

Shooter starts at **P1** -

- At the buzzer, draw, and engage **T1** and **T2** with at least **2 rounds to the body** and **1 round to the head**.
- Move to **P2** and engage **T3** from the **LEFT side of the barricade** with at least **2 rounds (body or head)**, then engage **T4** from the **RIGHT side of the barricade** with at least **2 rounds (body or head)**, then perform a **slide-lock reload** or **reload-with-retention** before moving to **P3**.
- Move to **P3** and engage **T5 - T7** with at least **2 rounds to the body** and **1 round to the head**.
- Reload as necessary, but **must perform the stated reload before moving to P3**.

Range Masters “Fun” Shoot

Stage 3 - “Turn Around - Knock E’m Down”



Round Count:

String 1 = 6 Rds. Min.

String 2 = 6 Rds. Min.

Vickers Count
(Can make up shots)

String 1 -

Shooter starts at **P1** with a **MAXIMUM OF 8** in the gun with their back to the targets.

- At the sound of the buzzer, **turn - then draw** and knock down **S1** through **S6** in **any order**.
- Reload as necessary during the string, but **holster without reloading at the conclusion of the string**.

String 2 -

Shooter starts at **P1** with their back to the targets.

- At the sound of the buzzer, **turn - then draw** and knock down **S1** through **S6** in **any order**.
- Reload as necessary.

Notes -

1. Shooter must fully turn down range before drawing their weapon.