

Rangemasters Handgun "Fun" Shoot Results - March 4, 2015

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	PD
1	Gull, Joe	NO	79.63	21	28.39	23.39	10	28.32	22.82	11	22.92	10.10	6.68	6.14	
2	Chun, Peter	NO	81.05	35	33.00	19.50	27	25.50	21.50	8	22.55	8.68	7.99	5.88	
3	Kemp, Tony (2)	NO	85.04	30	30.91	22.91	16	28.09	21.09	14	26.04	8.99	8.88	8.17	
4	Young, Jason	NO	86.25	24	29.90	26.90	6	29.22	20.22	18	27.13	6.63	9.91	10.59	
5	Kemp, Tony (1)	NO	93.30	33	36.29	24.29	24	28.43	23.93	9	28.58	11.75	9.08	7.75	
6	Mathis, David	NO	96.38	41	21.28	19.28	4	46.61	28.11	37	28.49	11.22	9.54	7.73	
7	Ursulich, Ryan	NO	99.90	28	36.13	23.13	26	35.09	34.09	2	28.68	5.97	6.25	16.46	
8	Jepperson, Riley	NO	103.99	65	31.01	21.01	20	44.28	21.78	45	28.70	13.46	9.34	5.90	
9	Rodriquez, Mike	NO	113.04	3	43.55	42.05	3	39.33	39.33		30.16	8.10	13.06	9.00	
10	Limb, Brandon	NO	115.23	14	31.93	28.43	7	39.67	36.17	7	43.63	19.02	14.49	10.12	
11	Richards, Ben	NO	116.26	42	41.92	33.42	17	40.35	27.85	25	33.99	8.24	13.44	12.31	
12	Etherington, Ryan	NO	121.07	23	36.65	30.15	13	42.61	37.61	10	41.81	10.65	12.04	19.12	
13	Feddern, Nic	NO	125.02	26	35.08	26.58	17	48.32	43.82	9	41.62	8.87	10.41	22.34	
14	Lommatscl, Garrett	NO	128.41	27	37.91	32.41	11	53.83	45.83	16	36.67	11.34	16.56	8.77	
15	Lommatscl, Garrett	NO	129.08	33	32.79	25.29	15	55.68	49.68	12	40.61	9.48	16.55	11.58	6
16	Waldo, Ralph	NO	132.76	15	48.65	45.65	6	41.78	37.28	9	42.33	20.38	13.81	8.14	
17	S., Chris (9)	NO	133.26	18	38.00	37.00	2	58.64	50.64	16	36.62	13.61	12.65	10.36	
18	Jolly, Jenn	NO	142.06	54	55.02	41.52	27	50.20	36.70	27	36.84	14.90	12.72	9.22	
19	Scott, Alan	NO	144.41	47	46.40	32.90	27	52.73	42.73	20	45.28	13.89	14.57	16.82	
20	Rees, Jerry	NO	145.28	20	42.38	35.38	14	56.68	53.68	6	46.22	15.91	15.54	14.77	
21	Davis, Keith	NO	151.81	62	52.75	33.25	39	66.62	55.12	23	32.44	10.80	11.98	9.66	
22	Hulsey, Nick	NO	158.25	10	54.92	51.92	6	57.82	55.82	4	45.51	20.87	14.95	9.69	
23	Woodruff, Weston	NO	162.63	37	44.07	37.07	14	50.69	39.19	23	67.87	22.69	34.51	10.67	
24	S., Chris (40)	NO	169.13	24	44.04	33.54	21	49.05	47.55	3	76.04	21.33	13.72	40.99	
25	Turner, Michael	NO	171.48	66	45.48	30.48	30	67.16	49.16	36	58.84	32.21	17.56	9.07	
26	Hulsey, Nick	NO	179.90	17	42.57	35.57	14	87.31	85.81	3	50.02	22.55	16.23	11.24	
27	Clark, David (Rev)	NO	184.50	35	47.03	45.03	4	72.33	56.83	31	65.14	18.50	25.05	21.59	
28	Feddern, Nic	NO	188.56	70	39.36	24.36	30	56.79	41.79	30	92.41	27.99	26.64	32.78	10
29	Phillips, R Dan	NO	201.03	22	46.85	41.35	11	73.92	68.42	11	80.26	52.56	13.46	14.24	
30	Wright, Joseph	NO	210.50	16	42.53	36.03	13	44.33	42.83	3	123.64	47.85	61.67	14.12	
31	Reese, Cody	NO	230.95	115	55.21	37.21	36	70.80	46.30	49	104.94	25.00	48.51	16.43	30
32	Reese, Bart	NO	238.22	68	73.86	60.86	26	88.29	72.29	32	76.07	21.31	21.98	27.78	10
33	Dale, Nate	NO	244.43	34	42.52	35.02	15	67.51	63.01	9	134.40	24.04	60.99	44.37	10
34	Reese, Howard	O	251.04	35	45.25	38.75	13	70.30	64.30	12	135.49	34.91	47.01	48.57	10
35	Watson, Ken	NO	251.21	19	49.90	46.40	7	75.16	69.16	12	126.15	44.48	43.91	37.76	
36	Jeffs, Randall (Rev)	NO	273.70	36	64.72	62.22	5	105.36	89.86	31	103.62	50.92	27.71	24.99	
37	Gull, Ammon (.22)	NO	290.68	63	85.13	73.13	24	79.60	70.10	19	125.95	49.82	23.20	42.93	20
38	Huff, Blake	O	299.14	25	57.79	49.29	17	99.04	95.04	8	142.31	75.91	18.04	48.36	
39	Rees, Seaira (.22)	NO	328.40	108	70.85	49.85	42	77.56	49.56	56	179.99	81.64	39.21	54.14	10
40	Baum, Spencer	NO	381.59	108	65.83	49.33	33	116.66	84.16	65	199.10	106.35	60.16	27.59	10
41	Sandgren, Max	NO	392.85	83	75.57	65.57	20	82.11	70.61	23	235.17	64.18	57.12	93.87	40
42	Tholl, Bryce	NO	DNF	DNF	51.29	40.79	21	45.56	39.06	13	DNF	27.25	DNF	DNF	
43	Tholl, Jacquiel	NO	DNF	DNF	80.29	66.79	27	103.34	90.84	25	DNF	62.80	DNF	DNF	

Notes:

PD = Points Down = .5 seconds x Points Down

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

(REV) = Revolver

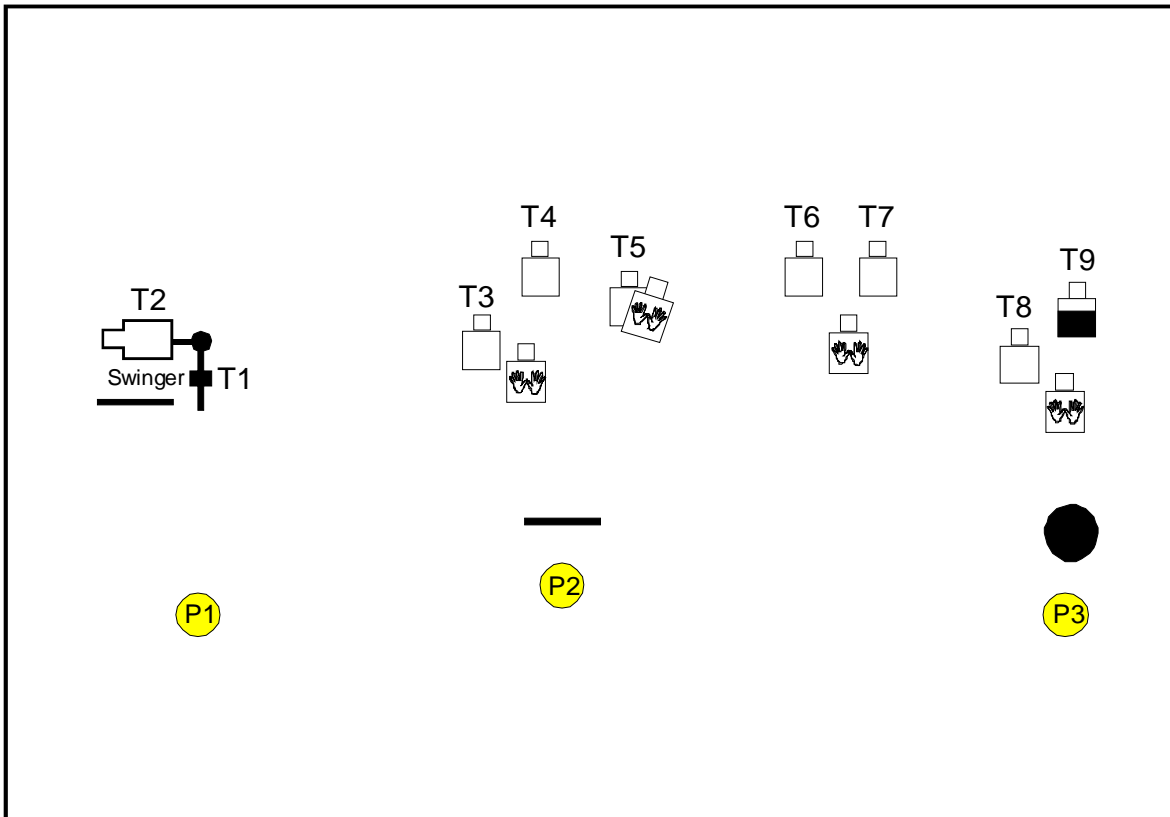
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Sliding Home”



Round Count:
String 1 = **17 minimum**
(17 rounds for the stage)

Vickers Count
(Can make up shots.)

String 1:

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

- At the sound of the buzzer, draw and engage **T1** until it triggers **T2**, then engage **T2** with **2 rounds**.
- Move to **P2** and engage **T3 - T5** with **2 rounds each** from cover, then **perform a Reload with Retention**.
- **While moving to P3**, engage **T6 and T7** with **2 rounds each**.
- **From behind cover at P3**, engage **T8 and T9** with **2 rounds each**.
- Reload as necessary after **P2**.

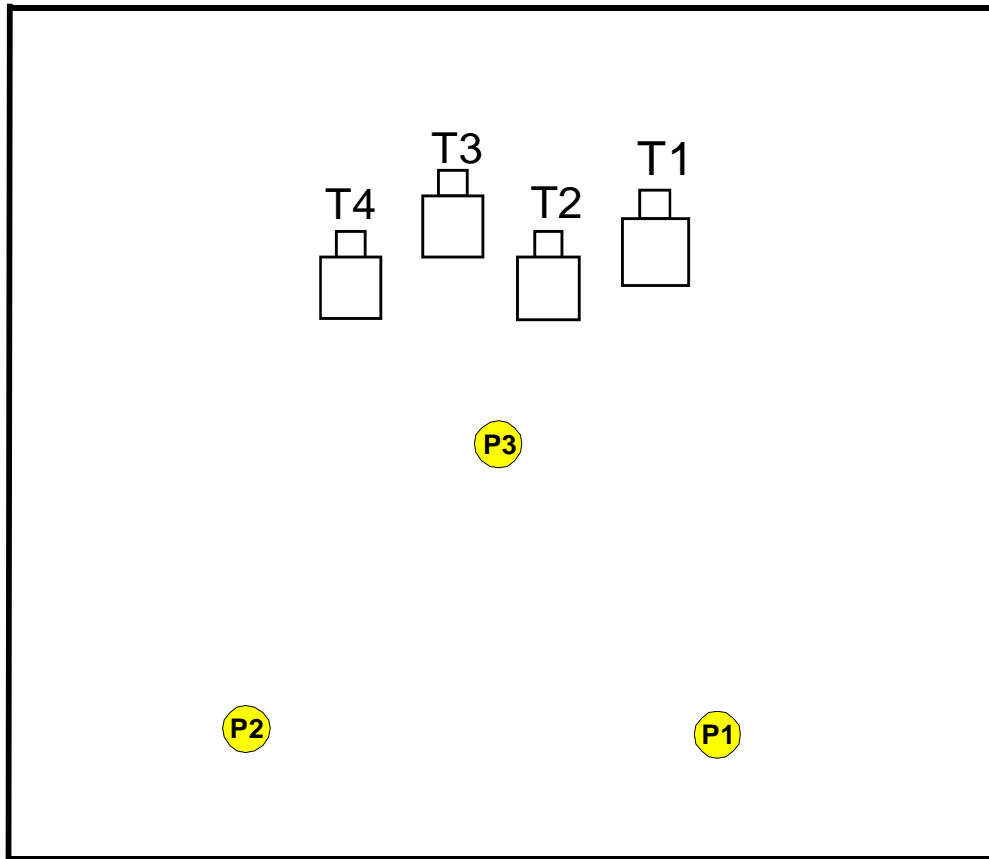
Note:

1. Shooter **must** shoot **T6 & T7** on the move, but **DO NOT** shoot **T8 or T9** until you reach **P3**.

COF Designed by Michael Scott

Rangemasters “Fun” Shoot

Stage 2 - “3, 2, 1 GO”



Round Count:
24 rounds minimum

Vickers Count
(Can make up shots.)

String 1 -

Shooter starts at **P1** with no more than **10 Rounds** in the gun at the **Low Ready** position with their **tac light properly positioned**.

- At the sound of the buzzer, shooter engages targets **T1** through **T4** with **3 rounds** each.
- Move to **P2** and engage **T1** through **T4** with **2 rounds** each.
- Move to **P3** and engage **T1** through **T4** with **1 round** each.

***** **Do not break the 180 degree line!** *****

Notes:

1. All targets must have 2 rounds head and 4 rounds to the body.
2. Shooter must remain in box while engaging threats.
3. Do not shoot the walls.

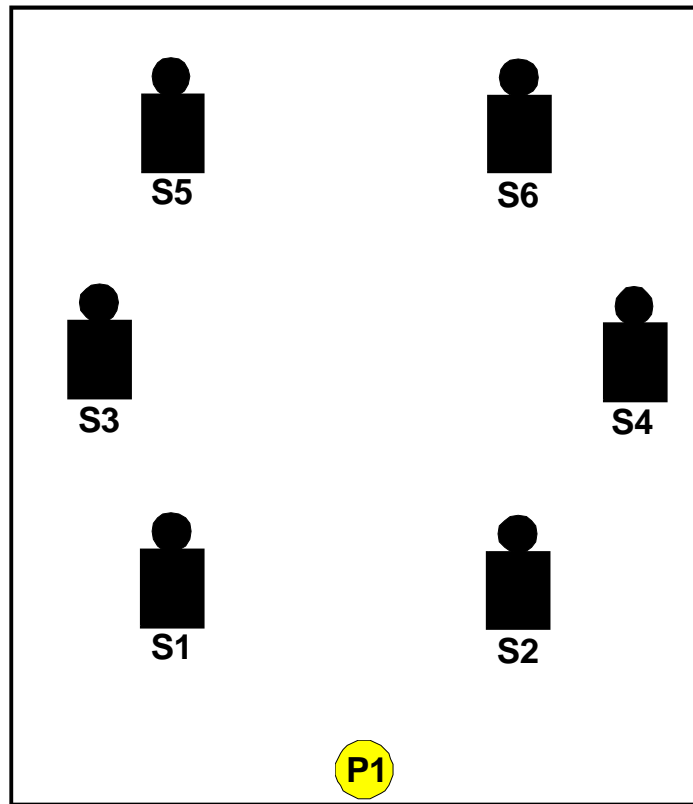
COF Ryan Ursulich

Rangemasters “Fun” Shoot

Stage 3 “Low Light Fun”

Round Count:
String 1 = **6 minimum**
String 2 = **6 minimum**
String 3 = **6 minimum**
(**18** rounds for the stage)

Vickers Count
(Can make up shots)



String 1 -

Shooter starts fully loaded at **P1** at the **Low Ready** position with their **tac light in the proper position** for **ALL STRINGS**.

- At the buzzer, draw and knock down the **LEFT** side plates (**S1, S3, S5**) then the **RIGHT** side plates (**S2, S4, S6**).

String 2 -

- At the buzzer, draw and knock down the **FRONT** plates (**S1, S2**), then the **MIDDLE** plates (**S3, S4**), then the **BACK** plates (**S5, S6**).

String 3 -

- At the buzzer, draw and knock down **all plates in any order**.

Notes:

1. Lateral movement is allowed on all strings.
2. All plates left standing will be counted with a 5-second Miss-On-Steel penalty.

COF designed by R Dan Phillips