

# Rangemasters Handgun "Fun" Shoot Results - December 16, 2014

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	Koski, Steve (Gun 2)	NO	44.72	5	18.31	16.31	4	11.21	10.71	1	15.20	6.69	3.98	4.53	0
2	Kemp, Tony (#1)	O	45.56	9	19.33	15.33	8	12.57	12.07	1	13.66	4.23	5.27	4.16	0
3	Koski, Steve (Gun 1)	NO	48.34	15	21.91	15.91	12	13.45	11.95	3	12.98	3.83	5.42	3.73	0
4	DeLeeuw, Dave	O	49.81	7	20.45	17.45	6	13.59	13.09	1	15.77	5.25	5.50	5.02	0
5	Kemp, Tony (#2)	O	50.80	14	19.46	15.96	7	13.94	10.44	7	17.40	8.05	5.27	4.08	0
6	Soper, Mitchell	NO	59.05	38	25.78	14.78	22	18.59	10.59	16	14.68	5.83	5.53	3.32	0
7	Stepp, Jared	NO	73.52	27	30.60	21.60	18	24.62	20.12	9	18.30	7.14	5.70	5.46	0
8	Rodriquez, Mike	NO	77.51	30	36.48	28.98	15	23.06	15.56	15	17.97	7.34	5.40	5.23	0
9	Scott, Alan	NO	79.90	17	39.08	30.58	17	18.69	18.69	0	22.13	9.20	7.97	4.96	0
10	Reese, Howard	O	87.88	20	33.50	29.50	8	29.91	23.91	12	24.47	8.88	9.25	6.34	0
11	Carter, Terry (#1)	NO	93.65	43	32.95	22.95	20	37.14	25.64	23	23.56	7.13	10.47	5.96	0
12	Septon, Allen (#1)	NO	94.40	20	39.42	35.42	8	29.68	23.68	12	25.30	8.99	10.18	6.13	0
13	Scott, Mike	NO	96.63	32	30.41	25.41	10	24.52	18.52	12	41.70	21.13	6.51	9.06	10
14	Williams, Tom (#1)	NO	99.15	38	35.36	24.86	21	36.95	28.45	17	26.84	8.33	11.98	6.53	0
15	Reese, Alex	O	108.40	18	30.30	24.80	11	26.34	22.84	7	51.76	22.53	19.53	9.70	0
16	Septon, Allen (#2)	NO	109.95	57	52.15	38.15	28	36.62	22.12	29	21.18	6.03	9.25	5.90	0
17	Williams, Tom (#2)	NO	110.76	73	51.59	24.59	54	33.27	23.77	19	25.90	7.93	7.82	10.15	0
18	Carter, Terry (#2)	NO	112.91	44	45.47	32.47	26	35.73	26.73	18	31.71	12.05	8.75	10.91	0
19	Reese, Cody	NO	132.46	50	55.13	41.13	28	39.73	28.73	22	37.60	15.80	11.54	10.26	0
20	Poole, Steve	NO	156.50	48	46.89	40.39	13	76.51	59.01	35	33.10	17.22	7.41	8.47	0
21	Jolly, Jenn (Rev)	NO	157.92	39	67.25	57.25	20	53.42	43.92	19	37.25	13.90	14.55	8.80	0
22	Davis, Keith (Rev)	NO	163.43	56	54.15	36.65	35	47.34	36.84	21	61.94	19.33	38.03	4.58	0
23	Sandgren, Max	NO	248.06	51	150.91	138.91	24	52.69	39.19	27	44.46	16.28	14.94	13.24	0
24	Soper, Trenton (.22)	NO	339.26	70	198.84	180.84	36	67.76	50.76	34	72.66	23.93	32.33	16.40	0

## Notes:

PD = Points Down = .5 seconds x Points Down

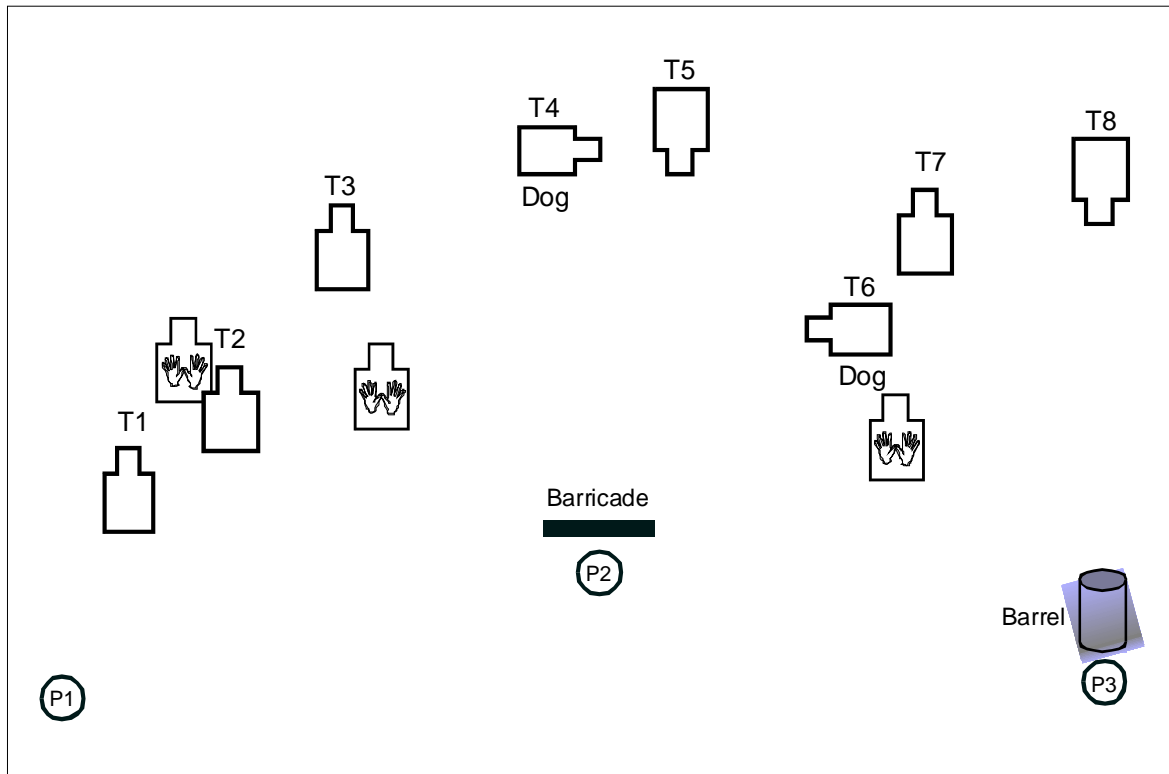
DIV = Division: O = Optic; NO = Non-Optic

(REV) = Revolver

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

# Rangemasters “Fun” Shoot

## Stage 1 - “Remember the Count”



**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**.

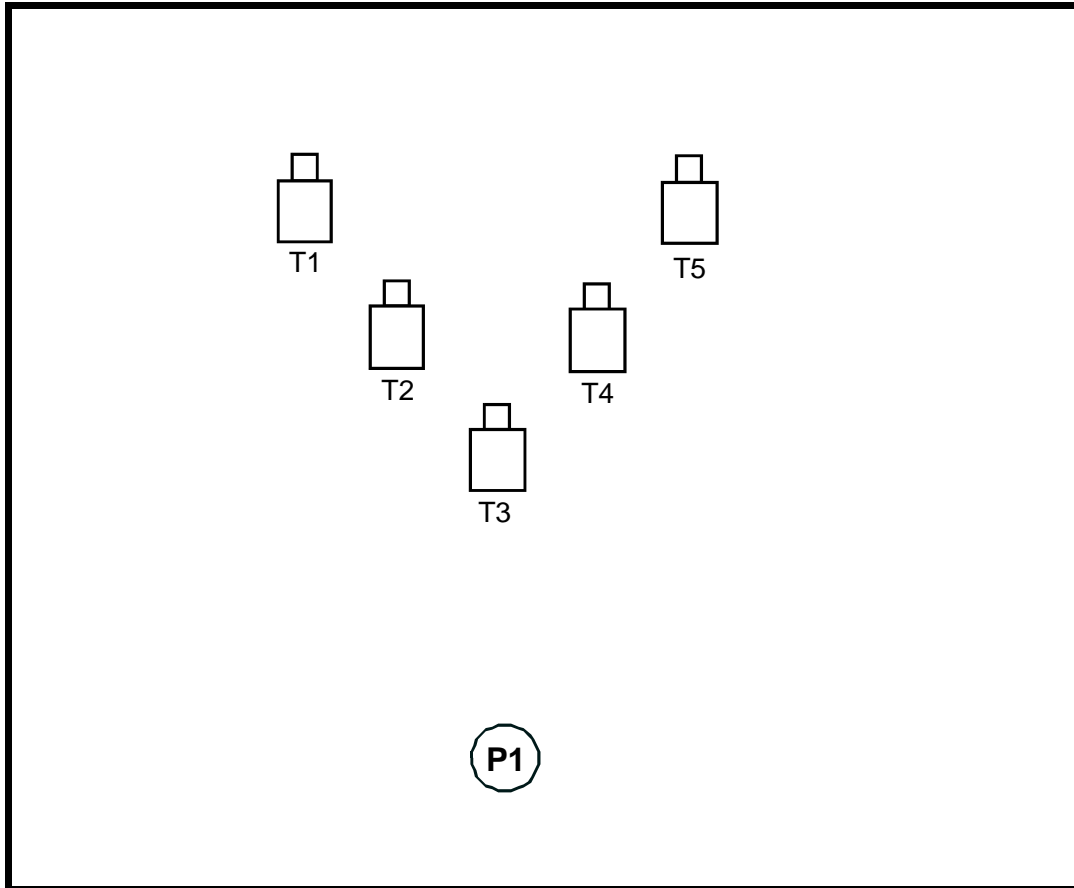
- At the sound of the buzzer, draw, and **while moving to P2**, engage **T1, T2 and T3 (see Notes)**.
- After reaching **P2**, and while **properly using cover**, engage **T4** from the **LEFT SIDE** of the Barricade and **T5** from the **RIGHT SIDE** of the Barricade.
- Then, **while moving to P3**, engage **T6** and **T7**.
- **Once at P3**, **kneel down** and **use the barrel for cover** while engaging **T8**.
- Reload as necessary.

### Notes:

1. All standard threat targets require **2 BODY** shots.
2. All “Dog” and upside down targets require **3 BODY** shots.

# Rangemasters “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**.

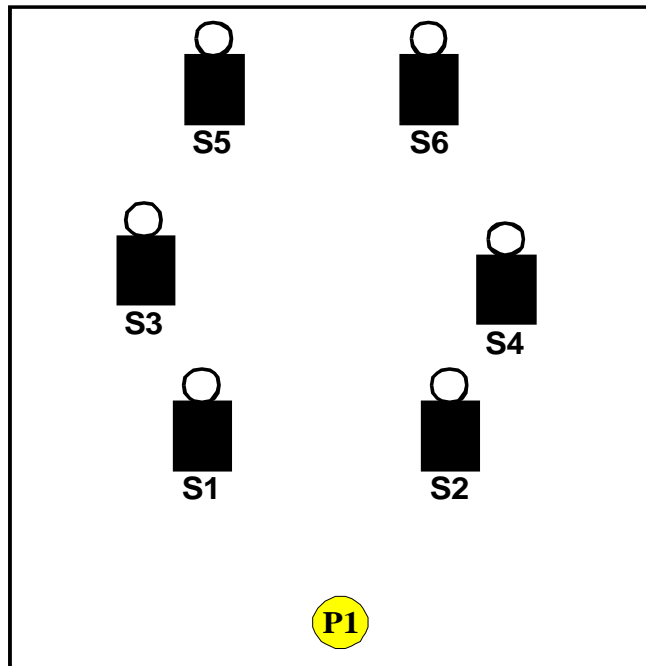
### Notes:

1. DO NOT SHOOT THE WALLS.

COF Designed by Landon Olson

# Rangemasters “Fun” Shoot

## Stage 3 - “Load and Shoot”



**Round Count:**  
 String 1 = **3 minimum**  
 String 2 = **3 minimum**  
 String 3 = **4 minimum**  
 (**10 rounds** 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** with gun unloaded - in the normal slide-down / hammer-down condition and holstered, with magazines or speedloaders in their normal pouches/holders -

- At the buzzer, draw, load and engage **S1, S3 and S5** (left-side plates) in any order with **1 hit each** freestyle.
- Reload as necessary.

### String 2 -

Shooter starts at **P1** as in String 1 -

- At the buzzer, draw, load and engage **S2, S4 and S6** (right-side plates) in any order with **1 hit each Strong Hand only**.
- Reload as necessary.

### String 3 -

Shooter starts at **P1** fully loaded and holstered -

- At the buzzer, draw and engage **S1, S2, S3 and S4** in any order with **1 hit each freestyle**.
- Reload as necessary.

### Notes:

1. A missed plate will count as a **5 second “Misses-On-Steel”** penalty.