

Range Masters "Fun" Shoot

Results for September 3, 2008

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	Olson, Landon	NO	61.20	8	28.98	26.98	4	19.64	17.64	4	12.58	6.67	5.91	0
2	Webster, Scott	NO	65.64	17	27.45	25.95	3	18.61	16.61	4	19.58	8.64	5.94	10
3	Gustaveson, Michael	O	70.72	24	25.89	22.39	7	21.54	18.04	7	23.29	14.22	4.07	10
4	Rees, Jerry	NO	71.17	9	33.73	29.23	9	23.25	23.25	0	14.19	10.26	3.93	0
5	Majors, Steve	O	79.90	36	34.34	29.84	9	26.31	17.81	17	19.25	9.10	5.15	10
6	Spensko, Chance	NO	80.81	23	38.58	30.08	17	21.82	18.82	6	20.41	11.04	9.37	0
7	Thomas, Kevin	NO	81.40	33	41.22	29.22	24	24.88	20.38	9	15.30	10.43	4.87	0
8	Limb, Brandon	NO	86.09	33	44.77	32.77	24	29.35	24.85	9	11.97	8.61	3.36	0
9	Mathis, David	NO	87.18	33	35.27	26.27	18	21.22	18.72	5	30.69	9.07	16.62	10
10	Spensko, Shane	NO	88.67	46	35.34	26.84	17	25.40	20.90	9	27.93	11.08	6.85	20
11	DeLeeuw, Dave	NO	89.78	15	28.94	26.44	5	26.24	21.24	10	34.60	30.27	4.33	0
12	Kemp, Tony (Rev)	NO	94.98	34	36.24	32.74	7	35.00	26.50	17	23.74	10.21	8.53	10
13	Redford, "Red" (Rev)	NO	101.58	20	48.04	45.04	6	27.18	25.18	4	26.36	11.77	9.59	10
14	Phillips, RDan	NO	113.64	34	53.11	48.61	9	42.68	30.18	25	17.85	9.50	8.35	0
15	Draper, Randy (4)	NO	116.53	26	67.75	60.25	15	35.13	29.63	11	13.65	8.73	4.92	0
16	DeWitt, Derel	NO	121.13	51	52.34	41.34	22	36.90	32.40	9	31.89	10.55	11.34	20
17	Waldo, Ralph	NO	123.63	60	46.52	35.52	22	22.58	18.58	8	54.53	34.52	5.01	30
18	McMillan, Patrick	NO	127.98	76	50.44	35.94	29	40.90	27.40	27	36.64	22.88	3.76	20
19	Ursulich, Ryan	NO	131.53	96	48.19	35.19	26	33.21	18.21	30	50.13	24.14	5.99	40
20	Self, Rob (.22)	NO	135.15	44	65.41	51.41	28	48.41	40.41	16	21.33	15.47	5.86	0
21	Carroll, Chris	NO	137.66	9	75.29	72.79	5	36.99	34.99	4	25.38	17.19	8.19	0
22	Draper, Randy (9)	NO	154.75	70	44.38	36.88	15	28.64	26.14	5	81.73	49.92	6.81	50
23	Mikkelsen, Mike	NO	158.54	97	58.29	40.79	35	44.43	33.43	22	55.82	18.02	17.80	40
24	Hayes, Richard	NO	172.63	46	79.59	60.09	39	44.62	41.12	7	48.42	30.51	17.91	0
25	Jolley, David	NO	174.26	87	79.22	53.22	52	55.55	38.05	35	39.49	25.63	13.86	0
26	Heckert, Brian	NO	211.75	32	89.19	77.69	23	53.58	49.08	9	68.98	53.13	15.85	0
27	Edwards, Abbey	NO	212.20	62	86.51	68.51	36	79.56	66.56	26	46.13	26.95	19.18	0
28	Heckert, Zach	NO	243.54	63	118.84	106.84	24	44.17	24.67	39	80.53	71.33	9.20	0
29	Hayes, Steven	NO	254.66	59	86.15	68.65	35	80.11	68.11	24	88.40	67.96	20.44	0

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

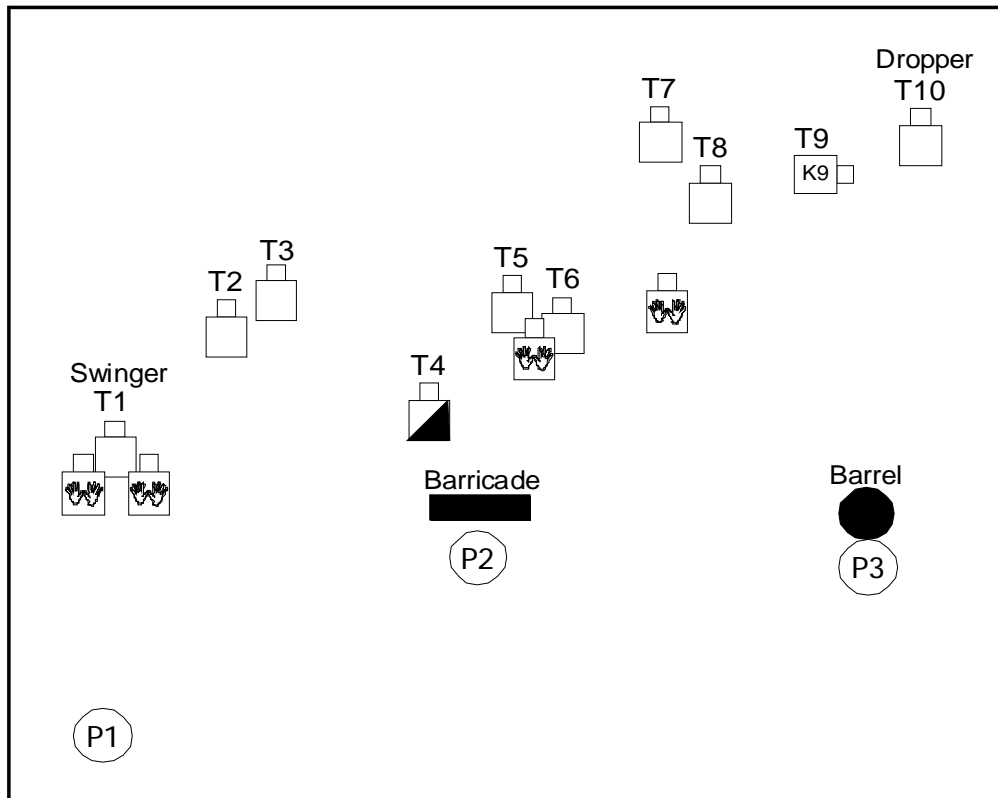
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Swing, Move and Drop”



Round Count:

String 1 = 19 minimum
(19 rounds for the stage)

Vickers Count

(Can make up shots.)

String 1 -

Shooter starts **fully loaded** at **P1** with **back to the targets**. (All targets get 2 rounds - Torso or Head - except T10 - see Note 4.)

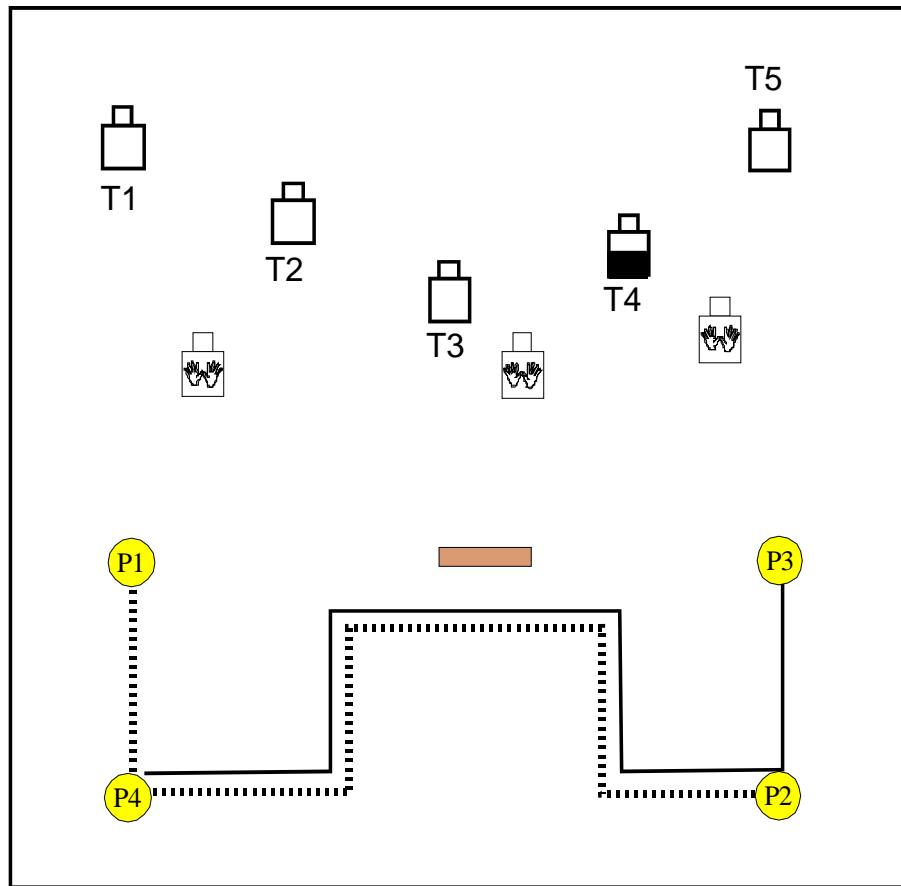
- At the buzzer, **turn, draw** and **engage T1 (Swinger)**.
- Then engage **T2** and **T3** with **WHILE MOVING** to **P2**.
- After reaching **P2**, **engage T4** from the **Left Side of the barricade**, then **T5** and **T6** from the **Right Side of the barricade**.
- **While moving** to **P3**, engage **T7** and **T8**.
- **After reaching P3**, engage **T9** from the **Left Side of the barrel**, and **T10 (Dropper)** from the **Right Side of the barrel** until it “drops”.
- Reload as necessary.

Notes:

1. **T1 (Swinger)** will be **activated at the sound of the buzzer**.
2. Proper use of cover must be observed at all positions.
3. All **full hits on the Hard Cover** of **T4** will count as a 5-points-down miss.
4. It is possible to knock down **T10** with 1 shot, but it must be “dropped” or a Miss-On-Steel penalty of 5 seconds will be assessed.

Range Masters “Fun” Shoot

Stage 2 - “Path Finder”



Round Count:

String 1 = **15 minimum**
(15 rounds for the stage)

Vickers Count

(Can make up shots.)

String 1 -

Shooter will choose and move on the path between **P1** and **P2** or between **P3** and **P4** and start at the position of their choice with gun loaded and holstered.

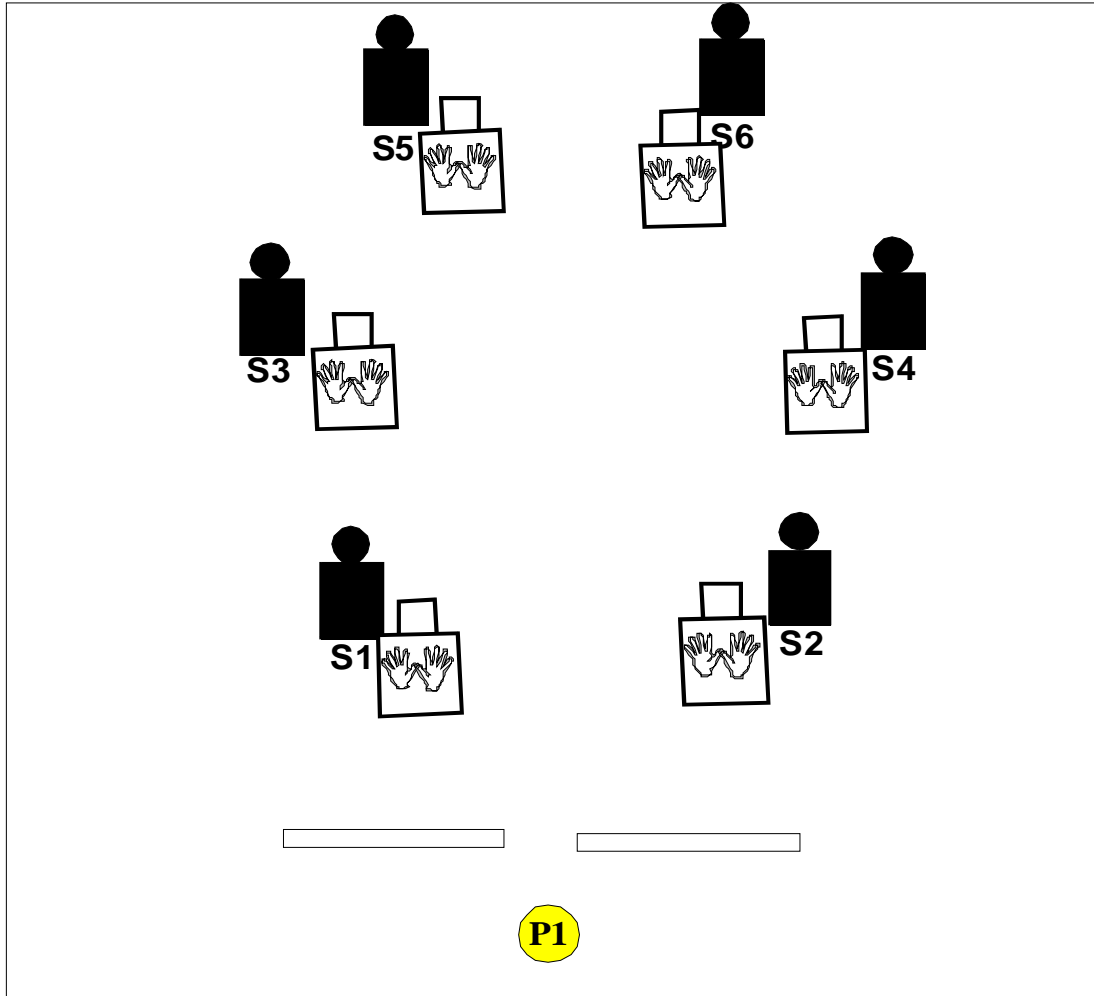
- At the sound of the buzzer, draw and begin moving along the chosen path.
- Engage **all targets with 3 rounds each (Torso or Head)**.
- Targets may be engaged in any order.
- Shooter must keep moving along the chosen path.

Notes -

1. Failure to keep moving will result in a procedural penalty.
2. Failure to follow the path will result in a procedural penalty.
3. Every shot striking the wall will result in a procedural penalty.

Range Masters “Fun” Shoot

Stage 3 - “Robots and Non Threats”



Round Count:
String 1 = 4 rds Min.
String 2 = 2 rds Min.

Vickers Count
(Can make up shots)

String 1 -

Shooter starts at **P1** with **6 rounds in weapon**.

- At the sound of the buzzer, **open window, draw** and **engage S1, S6, S2 and S5 (in that order)** until they are knocked down.
- At the direction of the SO, holster your weapon - **DO NOT RELOAD!**

String 2 -

Shooter starts at **P1** with **whatever rounds were left in the gun from String 1**.

- Same as above except the shooter only engages **S3 and S4 in any order**, until they are knocked down

Notes -

1. All hits on non-threats will be counted!
2. Reload as necessary during any string.