

Rangemasters Handgun "Fun" Shoot Results - April 2, 2014

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	String 2	String 3	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
1	Jacobson, Justin	O	55.35	5	22.81	5.15	6.41	10.25	2	22.36	9.93	10.93	3	10.18	7.51	2.67	
2	DeLeeuw, Dave	O	55.54	17	19.11	4.29	6.13	6.19	5	17.87	7.80	9.07	2	18.56	8.37	5.19	10
3	Rodriquez, Mike	NO	79.40	17	21.84	6.72	8.38	6.74		30.59	16.98	10.11	7	26.97	13.97	8.00	10
4	Scott, Alan	NO	80.52	29	26.34	7.81	7.41	7.62	7	27.83	13.57	8.26	12	26.35	16.45	4.90	10
5	Hatfield, Todd (#1)	NO	81.05	34	28.58	6.18	7.96	7.44	14	27.44	9.54	7.90	20	25.03	18.12	6.91	
6	Phillips, RDan	NO	81.33	26	27.23	6.69	7.69	9.85	6	35.90	12.55	13.35	20	18.20	10.35	7.85	
7	Hatfield, Todd (#2)	NO	82.30	43	30.30	7.24	7.71	7.35	16	25.06	9.94	9.62	11	26.94	14.17	4.77	16
8	Jacobson, Justin	O	84.51	16	36.44	5.05	17.77	10.12	7	34.16	21.33	8.33	9	13.91	10.93	2.98	
9	Jolly, Jenny (Rev)	NO	86.44	0	28.42	8.65	8.53	11.24		34.55	22.25	12.30		23.47	14.60	8.87	
10	Davis, Keith (Rev)	NO	95.56	13	45.65	12.90	11.59	14.66	13	26.93	16.53	10.40		22.98	9.47	13.51	
11	Scott, Ryan	NO	95.83	19	40.73	7.38	21.00	10.85	3	39.12	18.87	12.25	16	15.98	11.49	4.49	
12	Davis, Keith (Rev)	NO	98.31	21	32.69	7.48	7.99	12.22	10	44.41	26.93	11.98	11	21.21	12.30	8.91	
13	Wilson, Daryl	O	103.73	20	32.74	9.77	9.43	12.54	2	45.78	21.45	15.33	18	25.21	14.52	10.69	
14	Hatfield, Auston (#1)	NO	106.73	49	33.16	8.58	13.15	10.93	1	35.71	11.79	9.92	28	37.86	24.23	3.63	20
15	Redford, Red (Rev)	NO	108.53	18	32.21	9.23	11.75	8.73	5	44.59	20.90	22.19	3	31.73	14.01	12.72	10
16	Graves, Ryan	NO	113.96	64	39.32	7.23	12.12	6.47	27	28.67	10.68	9.49	17	45.97	26.78	9.19	20
17	Hatfield, Auston (#2)	NO	115.75	51	38.52	10.07	9.43	15.02	8	42.62	14.09	17.03	23	34.61	13.66	10.95	20
18	Jolly, Jenny (Rev)	NO	116.90	6	41.24	9.75	9.76	18.73	6	50.78	37.56	13.22		24.88	13.77	11.11	
19	Scott, Mike	NO	121.13	25	40.10	12.62	11.78	8.70	14	25.37	14.87	10.00	1	55.66	46.35	4.31	10
20	Sandgren, Max (.22)	NO	128.16	33	50.36	16.81	9.69	13.36	21	43.83	18.83	19.00	12	33.97	25.77	8.20	
21	Leifson, Kami	NO	203.74	75	49.38	10.29	17.22	16.87	10	47.16	21.55	13.11	25	107.20	68.10	19.10	40
22	Scott, Gus (.22)	NO	206.51	39	101.49	15.87	35.43	38.19	24	55.11	31.88	15.73	15	49.91	44.70	5.21	

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

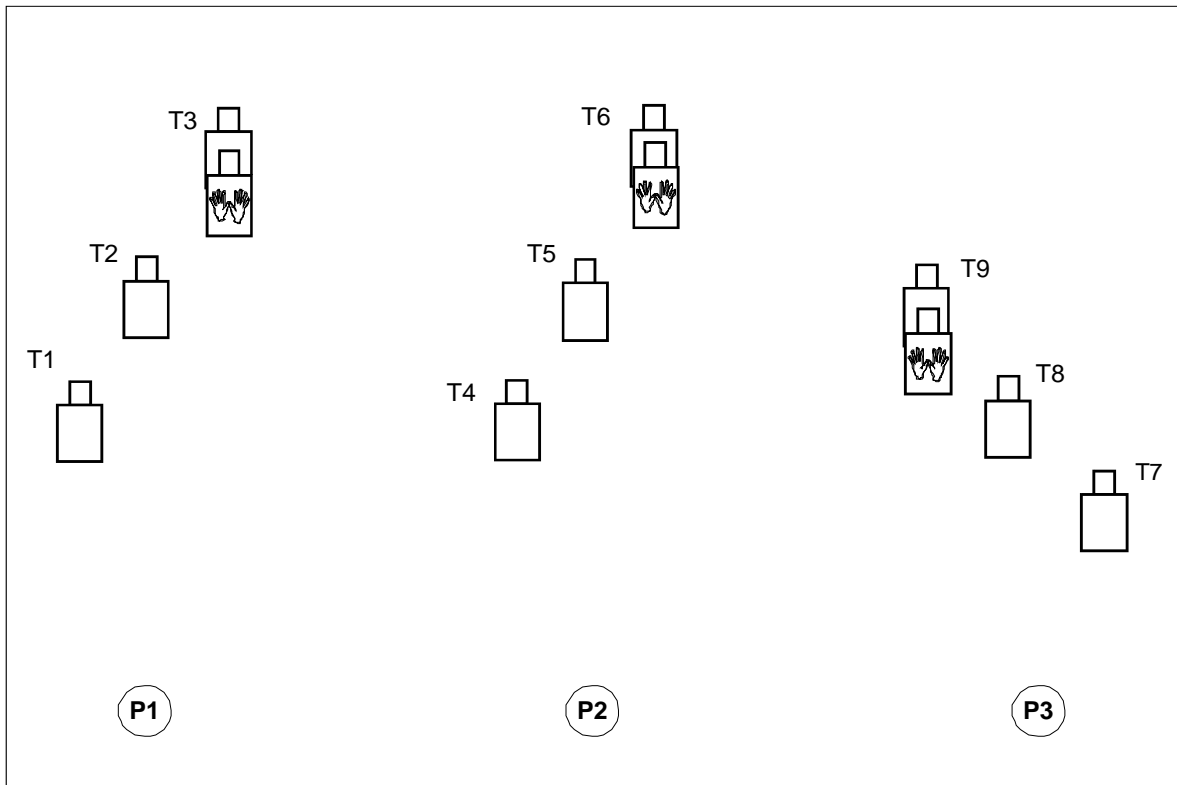
XX Indicates that the Points Down value includes some kind of penalty

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “All Hands”



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 sound of the buzzer, draw and engage **T1** thru **T3** with **2 rounds each**.
(FREESTYLE)

String 2 -

Shooter starts fully loaded at **P2**.

- At the sound of the buzzer, draw and engage **T4** thru **T6** with **2 rounds each**.
(STRONG HAND ONLY)

String 3 -

Shooter starts fully loaded at **P3** from a **Low Ready position**.

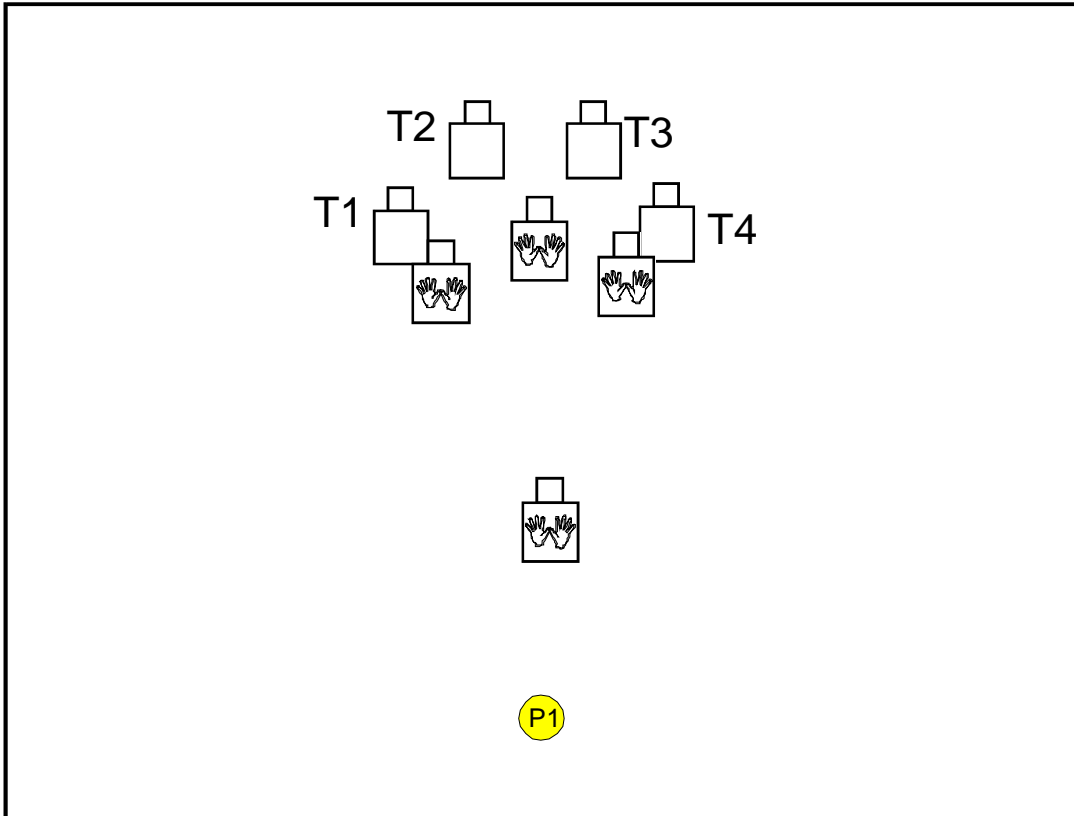
- At the sound of the buzzer, engage **T7** thru **T9** with **2 rounds each**.
(WEAK HAND ONLY)

Notes.

1. Targets may be shot in **any order at each position**.

Rangemasters “Fun” Shoot

Stage 2 - “Make’m Count”



Round Count:

String 1 = **12 maximum**
String 2 = **8 maximum**
(**20** rounds for the stage)

Limited Vickers Count

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

String 1:

Shooter starts at **P1** with weapon fully loaded.

- At the buzzer, draw and engage **T1 - T4** with **3 rounds each (Torso Only)**.
- Reload as necessary.

String 2:

- At the buzzer, draw and engage **T1 - T4** with **2 rounds each (Head Only)**.

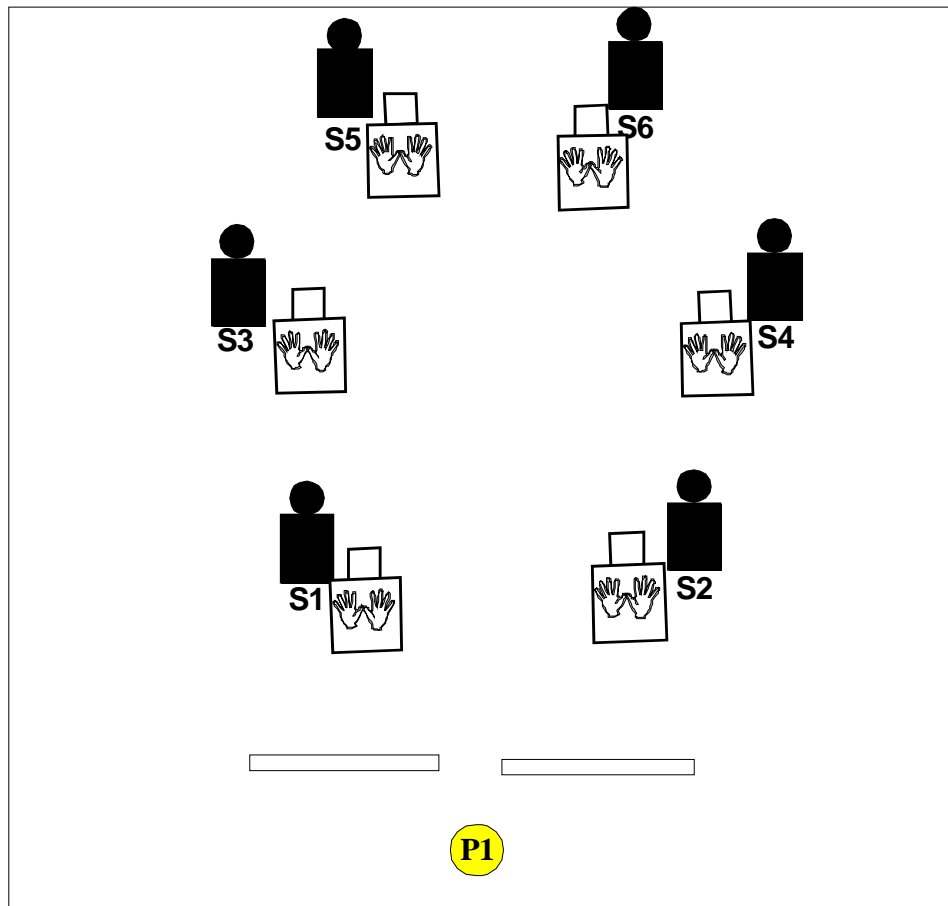
Note:

1. Don't shoot the walls.
2. Shooter must stay in box.

COF Designed by Michael Scott

Rangemasters “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.