

# Range Masters "Fun" Shoot

Results for September 20, 2011

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	String 3	String 4	PD
1	Olson, Landon	NO	67.20	3	23.54	9.46	13.58	1	19.65	10.85	7.80	2	24.01	3.68	3.99	3.18	13.16	
2	Reese, Howard	O	77.01	16	28.45	11.00	12.45	10	25.35	9.16	13.19	6	23.21	4.03	3.40	5.33	10.45	
3	DeLeeuw, Dave	O	80.26	5	27.74	11.13	14.61	4	27.96	11.45	16.01	1	24.56	3.79	4.26	4.22	12.29	
4	Woolley, Evan (9)	NO	82.48	18	33.84	13.88	14.96	10	24.64	11.03	9.61	8	24.00	3.35	5.34	4.67	10.64	
5	Spensko, Shane	NO	100.01	37	38.28	12.88	21.40	8	38.12	10.92	12.70	29	23.61	3.51	4.17	3.22	12.71	
6	Scott, Michael	NO	100.68	27	39.60	11.41	18.69	19	26.76	13.58	9.18	8	34.32	4.32	5.73	4.68	19.59	
7	Phillips, R Dan	NO	114.71	14	41.97	14.50	21.47	12	33.32	18.52	13.80	2	39.42	5.67	7.69	14.74	11.32	
8	Reese, Howard	NO	119.64	43	51.45	14.38	18.07	38	26.33	11.15	12.68	5	41.86	14.35	8.28	6.00	13.23	
9	Price, Mike	NO	122.71	53	40.63	13.19	17.44	20	24.69	10.15	13.04	3	57.39	4.82	9.01	6.15	22.41	30
10	Waldo, Ralph	NO	126.02	32	45.33	14.10	20.73	21	36.40	13.87	17.03	11	44.29	10.28	12.23	5.17	16.61	
11	Amburn, Andrew	NO	130.21	26	39.77	14.31	20.96	9	34.35	13.29	12.56	17	56.09	5.88	19.83	8.58	21.80	
12	Woolley, Evan (3)	NO	137.70	45	53.05	17.60	22.45	26	40.23	16.75	13.98	19	44.42	5.42	5.91	13.02	20.07	
13	Clark, David G.	NO	139.82	31	41.87	17.21	19.16	11	42.15	17.53	14.62	20	55.80	7.61	13.49	14.29	20.41	
14	Archer, Jonathan	NO	144.64	28	51.09	19.34	21.75	20	40.65	19.51	17.14	8	52.90	12.72	11.05	6.94	22.19	
15	Littlefield, Stan	NO	173.50	13	40.98	16.14	19.34	11	37.85	23.62	13.23	2	94.67	6.77	6.45	46.36	35.09	
16	Banks, John	NO	203.36	44	41.56	14.24	21.82	11	50.05	24.80	18.75	13	111.75	7.50	25.93	26.99	41.33	20
17	Miller, Greg	NO	211.81	70	52.65	22.98	25.67	8	52.24	28.91	22.33	2	106.92	9.72	36.73	12.86	17.61	60
18	Nielsen, Natalie (.22)	NO	250.29	22	47.79	18.18	22.11	15	55.59	37.34	14.75	7	146.91	17.69	42.85	27.03	59.34	
19	Archer, Frank	NO	284.94	68	71.07	22.82	32.75	31	70.09	20.31	31.28	37	143.78	22.12	50.68	37.18	33.80	
20	Sandgren, Shelby (.22)	NO	289.97	77	66.46	25.00	27.96	27	67.94	32.30	25.64	20	155.57	7.81	45.84	15.87	71.05	30
21	Singh, Jasminder	NO	341.75	14	108.02	52.72	54.30	2	99.23	59.98	33.25	12	134.50	11.40	33.76	13.87	75.47	
22	Simons, Jordan	NO	NT	21	25.68	10.13	12.05	7	NT	21.77	NT	14	24.24	3.99	4.03	5.89	10.33	

## 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.)

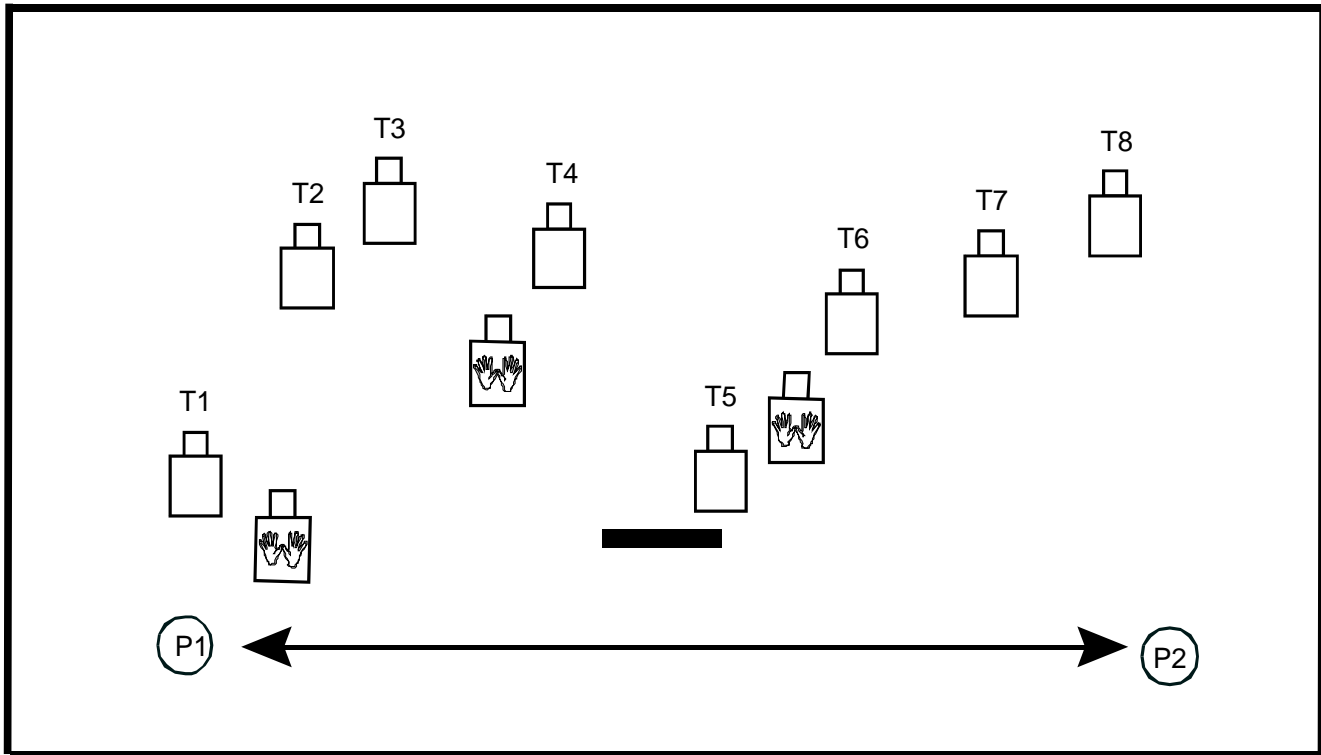
DNF = Did Not Finish

NS = No Score

NT = No Time

# Range Masters “Fun” Shoot

## Stage 1 - “Shoot Straight”



### Round Count:

String 1 = **8 Maximum**  
String 2 = **8 Maximum**  
(**16** rounds for the stage)

### Limited Vickers Count

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

### String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **T1 - T8** with **1 round only** to each **TORSO ONLY** while moving to **P2**.
- Reload as necessary.

### String 2 -

Shooter starts at **P2** with **remaining rounds from String 1**.

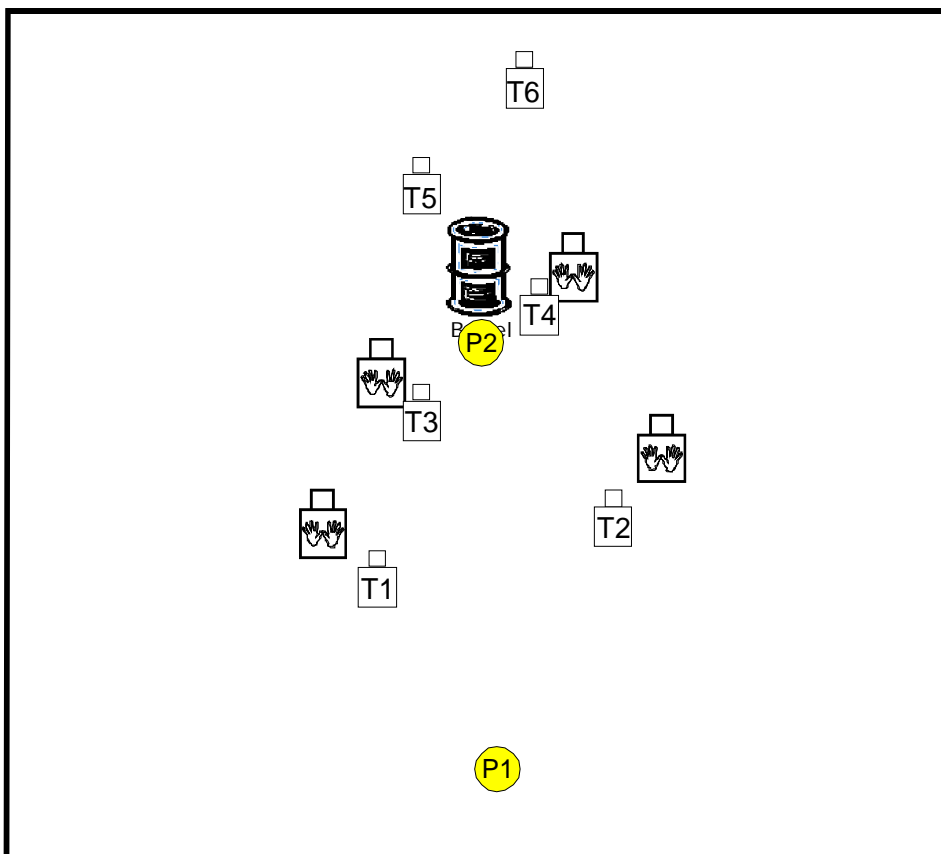
- At the sound of the buzzer, draw and engage **T8 - T1** with **1 round only** to each **HEAD ONLY** while moving to **P1**.
- Reload as necessary.

### Notes -

1. Shooter **MUST NOT SHOOT THE WALLS!!!**
2. Shooter must **only** engage **T1** from the **P1** position and **T8** from the **P2** position.

# Range Masters “Fun” Shoot

## Stage 2 - “Up and Down the Hall”



### Round Count:

String 1 = 12

String 2 = 6

### Limited Vickers Count

(Can not make up shots)

### String 1 -

Shooter starts fully loaded at **P1**.

- At the buzzer, draw, and **while moving to P2**, engage each target with **2 shots** to the **TORSO**.
- Reload as necessary.
- At the direction of the SO, holster **without reloading**.

### String 2 -

Shooter starts at **P2** with the rounds remaining from String 1.

- At the buzzer, draw, and **while backing up to P1**, engage each target with **1 shot** to the **HEAD**.
- Reload as necessary.

### Notes:

1. Don't shoot the walls.

# Range Masters “Fun” Shoot

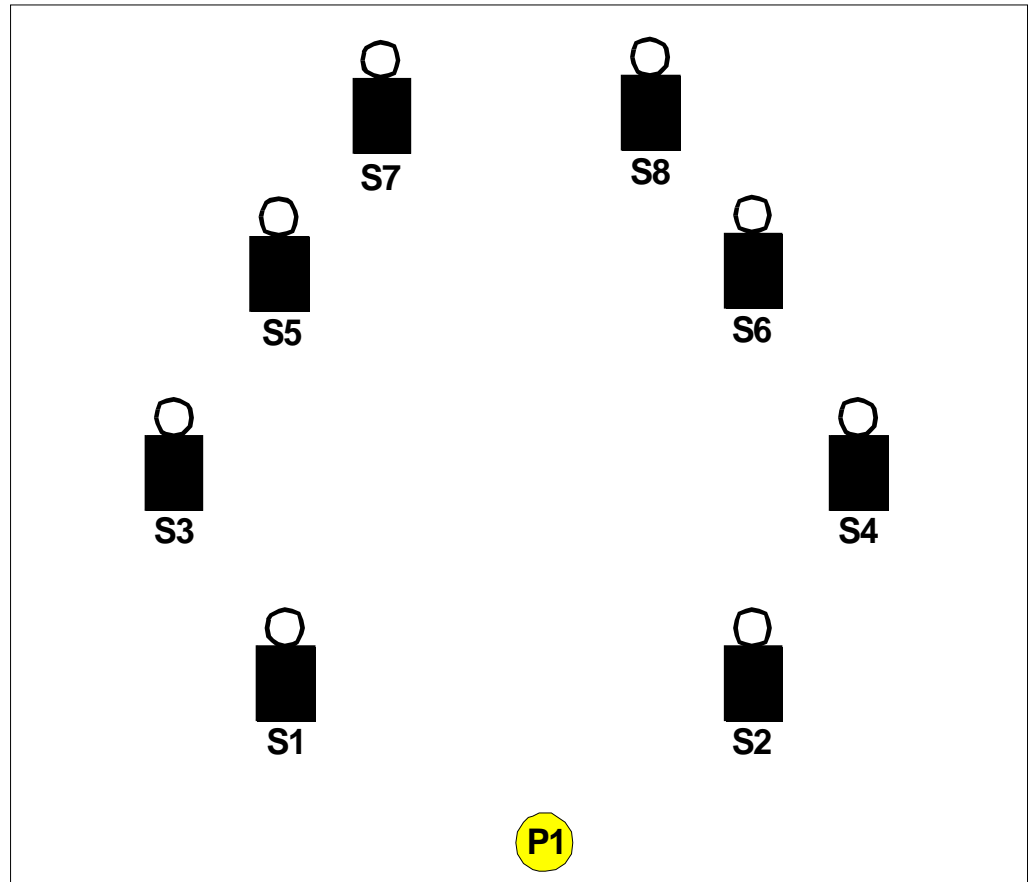
## Stage 3 - “Draw and Hit'em”

### Round Count:

String 1 = **3 Minimum**  
String 2 = **3 Minimum**  
String 3 = **2 Minimum**  
String 4 = **8 Minimum**  
(**16** 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 knock down **S1 and S2** and 1 plate from the 2nd row.
- Reload as necessary, but **DO NOT TOP OFF BEFORE HOLSTERING**.

### String 2 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and knock down the **remaining 2nd Row Plate** from **String 1, then S5 and S6**.
- Reload as necessary, but **DO NOT TOP OFF BEFORE HOLSTERING**.

### String 3 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and knock down **S7 and S8**.
- Reload as necessary, but **DO NOT TOP OFF BEFORE HOLSTERING**.

### String 4 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and knock down **all plates in any order**.
- Reload as necessary.

### Notes:

1. Any plate not knocked down will count as a 5-second penalty.