

# Rangemasters "Fun" Shoot Scores - 15 April 2014

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
1	DeLeeuw, Dave	O	44.81	1	10.52	10.52	0	19.25	8.93	9.82	1	15.04	7.87	7.17	0
2	Phillips, Rdan	NO	51.27	18	12.41	9.91	5	27.41	11.06	9.85	13	11.45	6.37	5.08	0
3	Scott, Alan	NO	57.74	3	12.48	11.98	1	26.20	11.79	13.41	2	19.06	11.12	7.94	0
4	Super, Mitchell	NO	58.19	30	9.48	8.98	1	29.09	6.48	8.11	29	19.62	11.61	8.01	0
5	Ursulich, Ryan	NO	58.53	19	15.35	14.35	2	31.15	11.70	10.95	17	12.03	7.07	4.96	0
6	Levanger, Camron	NO	64.09	14	15.50	14.00	3	28.16	11.39	11.27	11	20.43	10.50	9.93	0
7	Rodriquez, Mike	NO	66.75	7	20.72	20.22	1	25.17	9.96	12.21	6	20.86	9.74	11.12	0
8	Gonzales, Kayden (#2)	NO	68.47	15	15.42	12.92	5	28.11	11.36	11.75	10	24.94	11.01	13.93	0
9	Waldo, Ralph	NO	69.78	5	13.60	12.10	3	34.54	13.69	19.85	2	21.64	13.01	8.63	0
10	Hatfield, Todd (#2)	NO	70.77	27	13.47	11.97	3	35.34	13.15	10.19	24	21.96	10.53	11.43	0
11	Hatfield, Todd (#1)	NO	78.08	27	11.36	11.36	0	39.87	14.38	11.99	27	26.85	10.74	16.11	0
12	Davis, Keith (#1) (Rev)	O	78.33	3	23.59	22.59	2	33.19	17.24	15.45	1	21.55	9.64	11.91	0
13	Wall, Stewart (#2)	NO	79.39	10	18.24	17.24	2	33.38	15.11	14.27	8	27.77	16.27	11.50	0
14	Huff, Blake (Rev)	O	83.11	3	24.77	24.77	0	41.35	21.59	18.26	3	16.99	9.70	7.29	0
15	Gonzales, Kayden (#1)	NO	95.43	26	15.19	14.69	1	52.96	27.53	12.93	25	27.28	15.32	11.96	0
16	Scott, Ryan	NO	99.60	6	28.72	28.72	0	42.48	19.19	20.29	6	28.40	19.96	8.44	0
17	Hatfield, Auston (#1)	NO	100.42	17	21.51	20.01	3	37.11	13.89	16.22	14	41.80	27.14	14.66	0
18	Davis, Keith (#2) (Rev)	O	101.89	4	30.25	28.75	3	40.53	15.41	24.62	1	31.11	21.54	9.57	0
19	Hatfield, Auston (#2)	NO	103.11	48	15.05	13.55	3	54.10	17.97	13.63	45	33.96	12.31	21.65	0
20	Jolly, Jenn (#2) (Rev)	NO	110.41	40	29.80	28.80	2	55.48	20.57	15.91	38	25.13	13.02	12.11	0
21	Scott, Mike	O	113.21	30	13.02	12.52	1	60.13	22.10	23.53	29	40.06	28.92	11.14	0
22	Wall, Stewart (#1)	NO	122.06	37	21.34	21.34	0	41.07	12.27	20.30	17	59.65	27.40	22.25	20
23	Shelby (#2)	NO	127.92	33	20.57	20.57	0	75.68	31.27	27.91	33	31.67	23.78	7.89	0
24	Davis, Keith (#3) (Rev)	NO	133.87	10	22.20	21.20	2	52.30	25.45	22.85	8	59.37	16.89	42.48	0
25	Sandgren, Max (22)	NO	136.09	20	44.54	44.54	0	47.67	20.78	16.89	20	43.88	15.70	28.18	0
26	Jolly, Jenn (#1) (Rev)	NO	138.18	35	31.33	28.83	5	59.21	21.52	22.69	30	47.64	37.45	10.19	0
27	Leifson, Kami	NO	153.69	31	38.30	37.30	2	51.60	21.71	20.39	19	63.79	20.32	38.47	10
28	Scott, Zada (22)	NO	153.85	31	29.53	28.53	2	56.90	24.55	17.85	29	67.42	26.05	41.37	0
29	Funk, Eryn	NO	156.69	25	42.20	40.20	4	63.49	12.23	40.76	21	51.00	13.64	37.36	0
30	Coomes, Bodey	NO	157.57	59	21.93	20.93	2	78.31	26.79	23.02	57	57.33	45.34	11.99	0
31	Shelby (#1)	NO	184.93	48	19.39	18.39	2	80.92	33.75	24.17	46	84.62	59.49	25.13	0
32	Wall, Al	NO	193.21	91	26.05	21.05	10	68.29	22.54	25.25	41	98.87	35.97	42.90	40
33	Gonzales, Tina (#1)	NO	233.10	67	44.86	41.86	6	98.20	52.76	24.94	41	90.04	46.85	33.19	20
34	Gonzales, Tina (#2)	NO	252.59	42	36.34	33.84	5	102.54	46.61	37.43	37	113.71	54.29	59.42	0
35	Prothero, Eddie (#1)	NO	DNF	DNF	27.51	26.51	2	DNF	0.00	0.00	0	119.31	44.54	69.77	10
36	Prothero, Eddie (#2)	NO	DNF	DNF	35.92	30.42	11	DNF	0.00	0.00	0	168.46	90.64	67.82	20

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

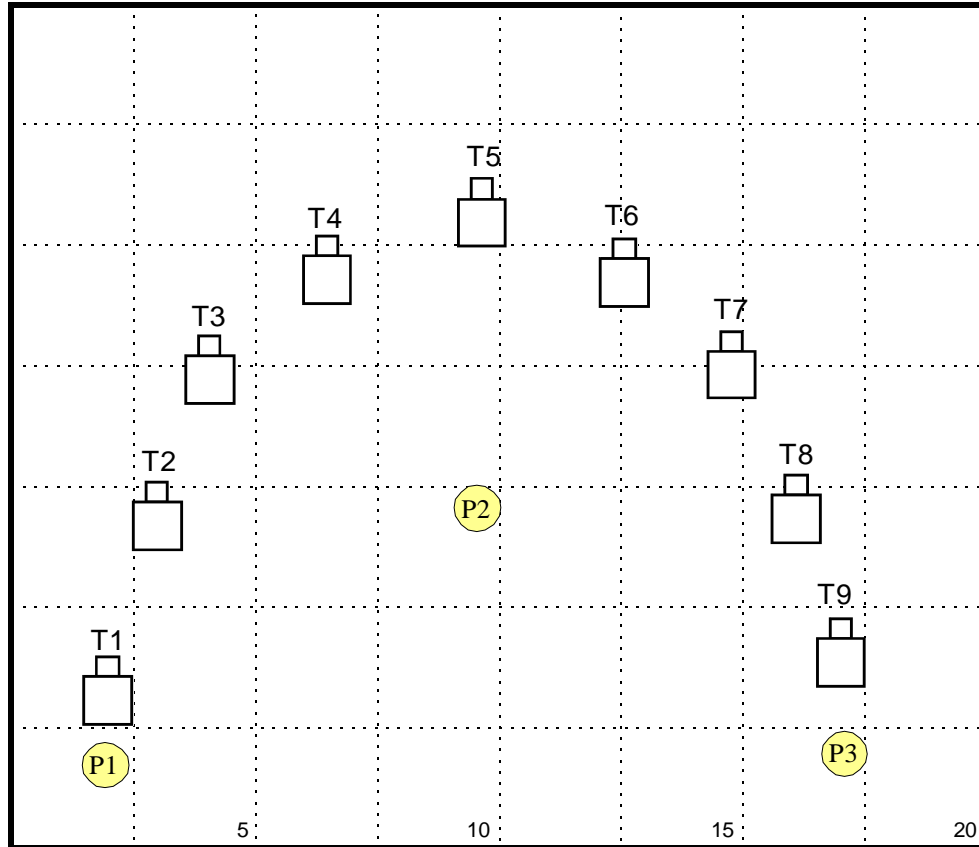
XX Indicates that the Points

DNF = Did Not Finish

NS = No Score

# Rangemasters “Fun” Shoot

## Stage 1 - “Shoot the (½) Moon”



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

**Vickers Count**  
(Can make up shots)

### String 1:

Shooter starts at **P1** loaded to capacity.

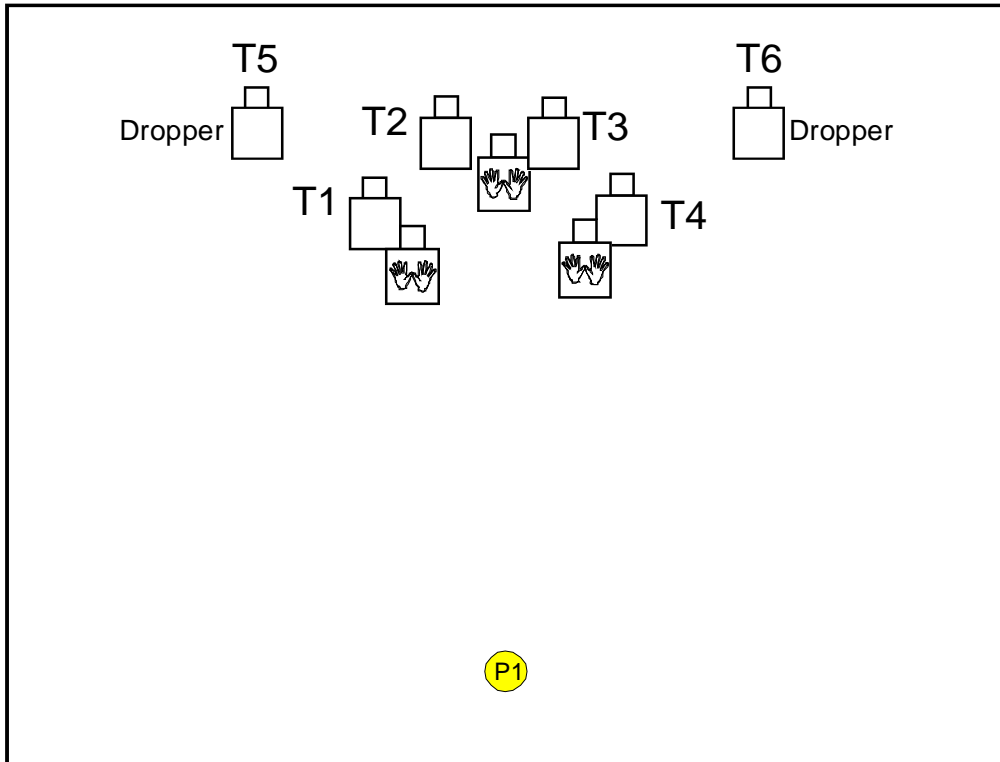
- At the buzzer, draw and engage target **T1** with **2 rounds from retention**.
- **Then, *while moving* to P2**, engage **T2 - T5** with **2 rounds (body or head)**.
- **Then, *while moving* to P3**, engage **T6 - T9** with **2 rounds each (body or head)**.

### Notes:

1. Shooter **should be moving** while making **all shots** on **T1 - T9**.
2. Shooter must be **very careful** when moving from **P2** to **P3** that they **do not break the 180° line or stumble**.
3. **Do not shoot at the wall** when moving from **P2** to **P3**.

# Rangemasters “Fun” Shoot

## Stage 2 - “Get the Drop On Them”



### Round Count:

String 1 = **9 Minimum**

String 2 = **9 Minimum**

(**18** rounds for the stage)

### Modified Limited Vickers Count

(**Can Not** make up shots on T1-T4.)

### String 1 -

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

- At the buzzer, draw and engage **T1 - T4** with **2 rounds Only** (**1 TORSO and 1 HEAD**), then shoot the **Dropper T5** until it drops.
- Reload as necessary.

### String 2 -

Shooter starts as in String 1.

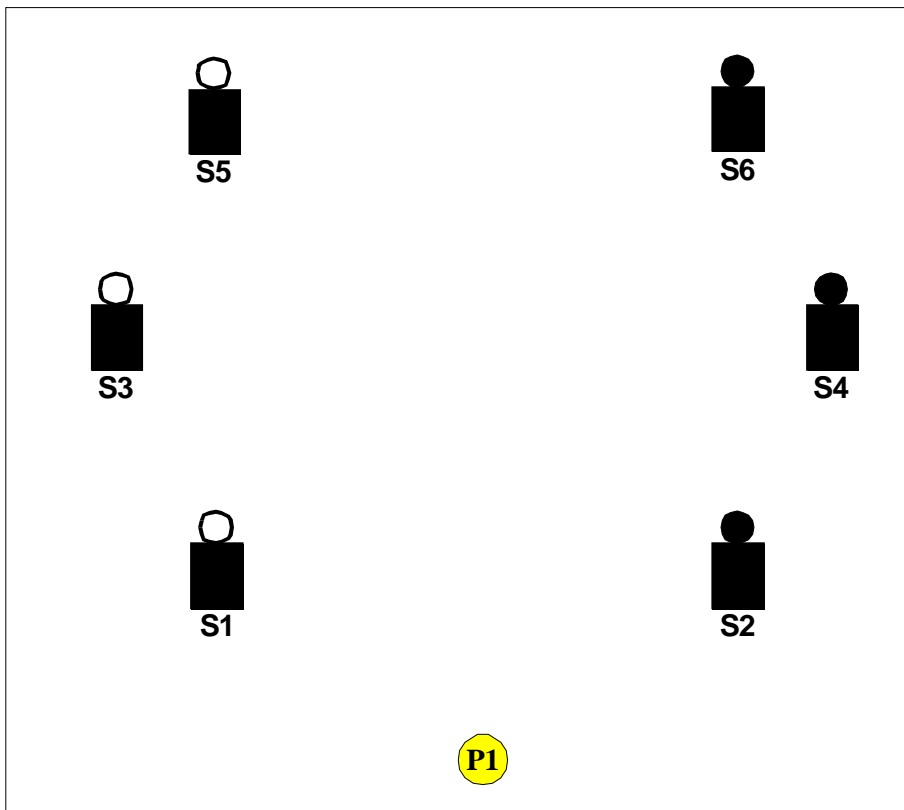
- At the buzzer, draw and engage **T1 - T4** with **2 rounds Only** (**1 TORSO and 1 HEAD**), then shoot the Dropper **T6** until it drops.

### Note:

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

# Rangemasters “Fun” Shoot

## Stage 3 - “Side to Side, Front to Back”



### Round Count:

String 1 = **6 minimum**

String 2 = **6 minimum**

(**12** rounds for the stage)

### Vickers Count

(Can make up shots)

### String 1 -

Shooter starts at **P1** with a **MAXIMUM** of **10 rounds in the gun**.

- At the sound of the buzzer, draw and knock down a plate of either color.
- Knock down the remaining plates by alternating the colors:
  - If you start by knocking down a white plate, you must then knock down a **black**, then white, then **black**, etc. until all plates are down.
  - If you start by knocking down a **black** plate, you must then knock down a white, then **black**, then white, etc. until all plates are down.
- Reload as necessary

### String 2 -

Shooter starts at **P1** with a **MAXIMUM** of **10 rounds in the gun**.

- At the sound of the buzzer, draw and knock down all plates of one color, then all plates of the remaining color.
- Reload as necessary

### Notes:

1. A solid hit on any of the plates will count as a hit.
2. Any missed plate will count as a 5-second penalty