

# Range Masters "Fun" Shoot

Results for November 1, 2005

Place	Name (Note)	Total		Stage 1	String 1	PD	Stage 2	String 1	String 2	String 3	PD	Stage 3	String 1	String 2	String 3	PD
		Shoot Total	Points Down													
1	Stilwell, Mike	69.80	11	27.03	23.03	8	27.03	10.65	8.67	6.21	3	15.74	5.66	6.00	4.08	0
2	Collins, Ken	78.00	29	32.20	27.70	9	29.70	8.40	6.13	5.17	20	16.10	5.76	5.99	4.35	0
3	Koski, Steve	81.02	24	24.61	23.11	3	39.77	12.32	10.06	6.89	21	16.64	5.14	7.07	4.43	0
4	Bullock, Curtis	88.60	29	29.15	25.15	8	38.57	11.93	7.74	8.40	21	20.88	7.44	8.25	5.19	0
5	DeLeeuw, Dave	99.12	33	29.47	25.47	8	39.25	10.86	8.17	7.72	25	30.40	11.57	10.68	8.15	0
6	Scott, Michael	99.15	31	38.75	29.75	18	34.38	14.87	7.47	8.54	7	26.02	9.64	7.98	5.40	6
7	Scott, Alan	106.12	21	43.25	36.25	14	32.63	8.02	9.12	11.99	7	30.24	13.00	11.42	5.82	0
8	Phillips, RDan	108.76	17	49.20	45.70	7	37.40	12.70	10.21	9.49	10	22.16	6.73	9.24	6.19	0
9	Redford, "Red" (Rev)	116.52	42	50.30	44.80	11	42.52	9.73	8.98	8.31	31	23.70	8.48	10.33	4.89	0
10	Nelson, Jeremy	119.67	34	43.40	40.90	5	44.57	11.96	9.35	8.76	29	31.70	10.15	14.37	7.18	0
11	Rees, Jerry	121.37	24	42.29	36.29	12	43.01	13.61	14.31	9.09	12	36.07	10.84	14.91	10.32	0
12	Ritter, Judd	123.03	40	48.80	37.80	22	48.04	15.68	10.97	12.39	18	26.19	7.52	9.91	8.76	0
13	Robertson, Dennis	131.83	28	48.28	46.78	3	53.18	15.43	13.30	11.95	25	30.37	11.63	11.85	6.89	0
14	Beck, Dave	136.41	32	43.14	41.14	4	60.79	8.61	10.18	28.00	28	32.48	5.23	19.68	7.57	0
15	Majers, Steve	140.82	46	52.87	41.37	23	56.79	21.92	12.80	10.57	23	31.16	9.75	13.14	8.27	0
16	Redford, Noel	142.07	41	41.62	37.62	8	65.61	21.25	14.47	13.39	33	34.84	11.54	13.39	9.91	0
17	Loveless, Doug (Rev)	142.73	37	59.24	50.24	18	45.22	13.07	13.27	9.38	19	38.27	11.84	16.30	10.13	0
18	McAllister, Sean	144.35	18	45.52	45.52	0	72.59	23.84	18.11	21.64	18	26.24	7.96	12.00	6.28	0
19	Price, Mike	147.03	39	49.55	42.55	14	48.45	14.38	11.29	10.28	25	49.03	13.68	28.72	6.63	0
20	Shiffler, Chris	149.28	18	51.39	49.39	4	62.55	22.64	15.50	17.41	14	35.34	9.37	15.73	10.24	0
21	Dalley, Lin	151.30	67	51.32	44.82	13	64.04	8.80	12.59	15.65	54	35.94	11.29	14.68	9.97	0
22	Ashcroft, Charles	153.81	65	53.93	41.43	25	56.50	14.35	13.01	9.14	40	43.38	23.05	11.22	9.11	0
23	Beck, JD	176.70	75	51.84	39.84	24	89.89	45.40	9.99	9.00	51	34.97	20.55	6.97	7.45	0
24	Burney, Carl	185.19	11	72.77	72.27	1	76.00	50.30	10.27	10.43	10	36.42	8.50	19.82	8.10	0
25	Smith, Jerry	209.25	51	82.49	66.99	31	75.36	24.02	17.66	23.68	20	51.40	28.57	14.41	8.42	0
26	Dalton, Dell	238.43	100	57.49	39.49	36	105.41	39.07	21.75	22.59	44	75.53	19.98	23.92	21.63	20
27	Smith, Barbara (Rev.22)	248.26	78	124.94	118.44	13	80.83	22.57	12.83	12.93	65	42.49	20.18	12.61	9.70	0
28	Majers, Steve Jr. (.22)	330.93	98	82.15	67.15	30	104.56	44.40	16.06	10.10	68	144.22	35.21	65.93	43.08	0

## Notes:

- Remember, the "Fun" Shoot is held on the **1st** and **3rd Tuesday** of each month ( 6:30 p.m.) at Range Masters.
- You can use **ANY** handgun you want, as long as it can be safely drawn from a **strong-side holster**.
- IDPA format and scoring.

**PD** = **Points Down** = .5 seconds x Points Down

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

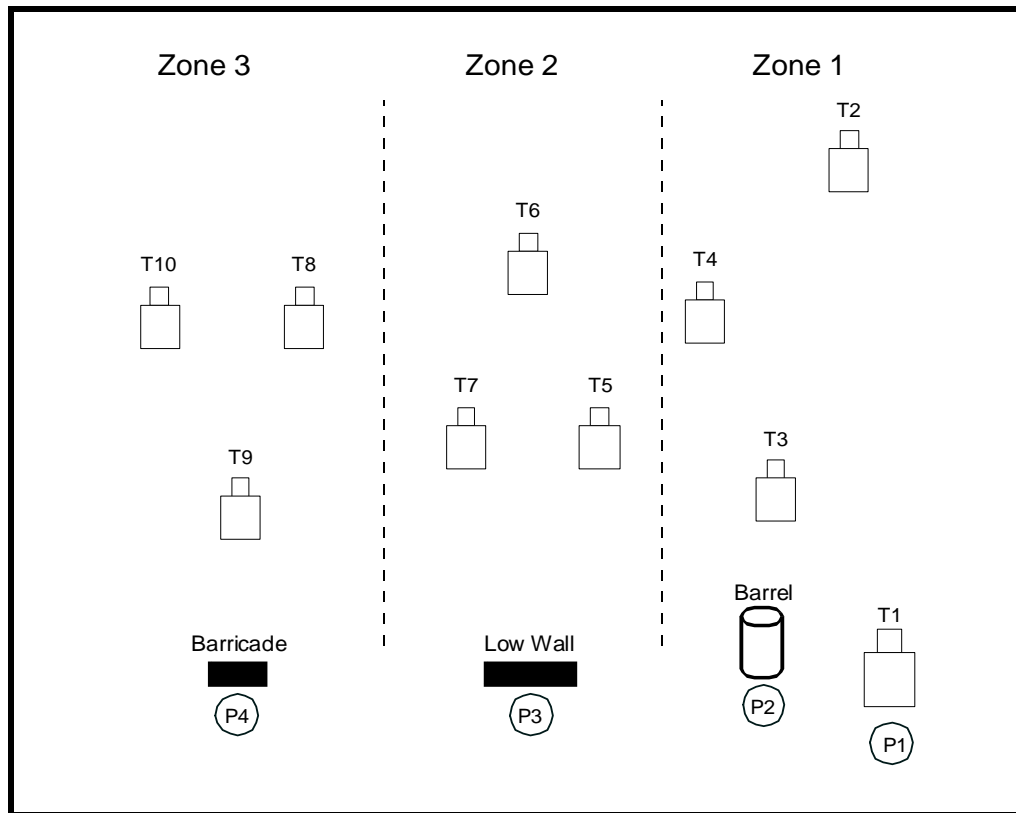
(Rev) = Revolver

**DNF** = Did Not Finish

**NS** = No Score sheet was submitted.

# Range Masters “Fun” Shoot

## Stage 1 - “Cover, Cover, Cover”



### Round Count:

String 1 = **20 minimum**  
(20 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 **hands in the air** facing **T1**.

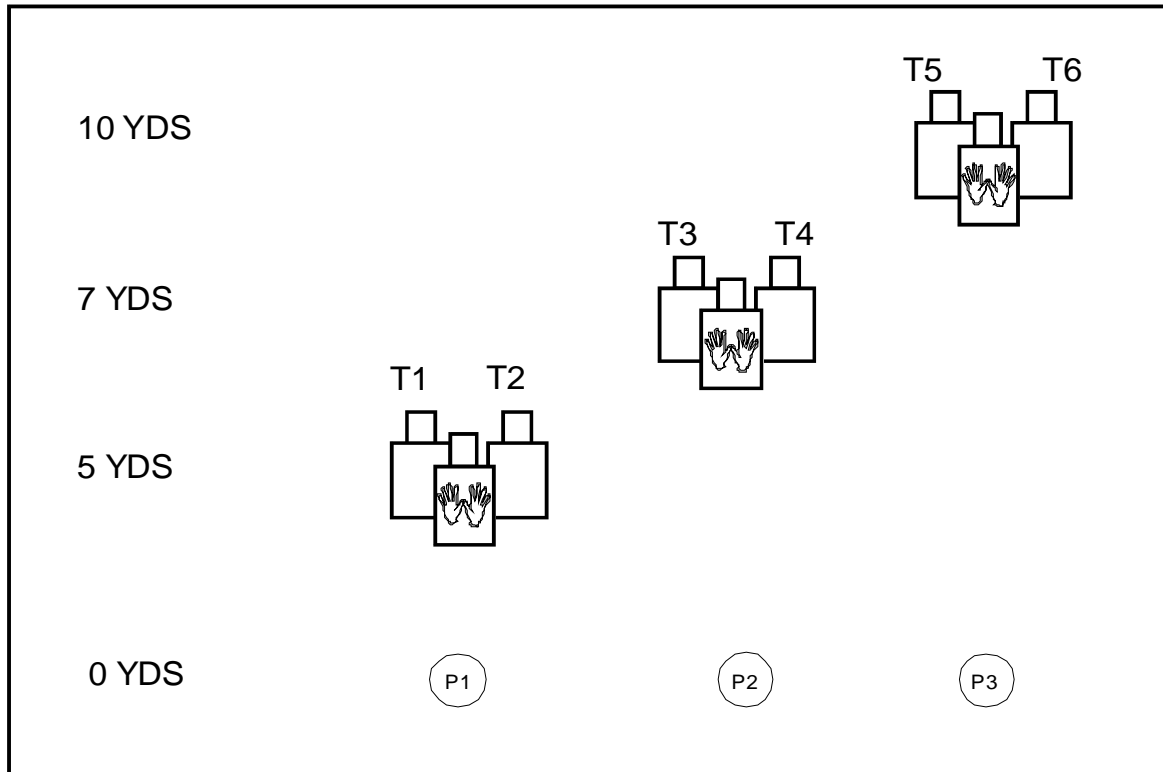
- At the sound of buzzer, draw and engage **T1** with **2 rounds from retention**.
- Move to **P2** and, **with proper use of cover from either side of the barrel**, engage targets **T2** thru **T4** with **2 rounds each in Tactical Priority** (see note below).
- Move to **P3** and, **with proper use of cover**, engage **T5** thru **T7** with **2 rounds each in Tactical Priority**.
- Move to **P4** and, **with proper use of cover from either side of the barricade**, engage **T8** thru **T10** with **2 rounds to each in Tactical Priority**.
- Reload as necessary from cover when available.

### Notes:

1. All targets get **2 rounds** - body or head.
2. All targets must be engaged in **Tactical Priority** meaning most lethal threat 1st, etc. If not, a procedural penalty will be assessed.
3. Cover must be properly used.
4. Shooter cannot engage targets in another zone until they have moved to the cover associated with that zone. (Zone 1=P2, Zone 2= P3, Zone 3=P4)

# Range Masters “Fun” Shoot

## Stage 2 “Hands On Deck!”



### 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)

### Scoring:

Targets are only scored  
 after the shooter has  
 completed all Strings.

### String 1:

- Shooter starts at **P1** with gun in the **Weak Hand** at the **Low-Ready** - safety may be off -
- At the buzzer, engage **T1** and **T2** with **2 rounds** to the **body** and **1 round** to the **head** using the **Weak Hand only**.
  - Reload as necessary.

### String 2:

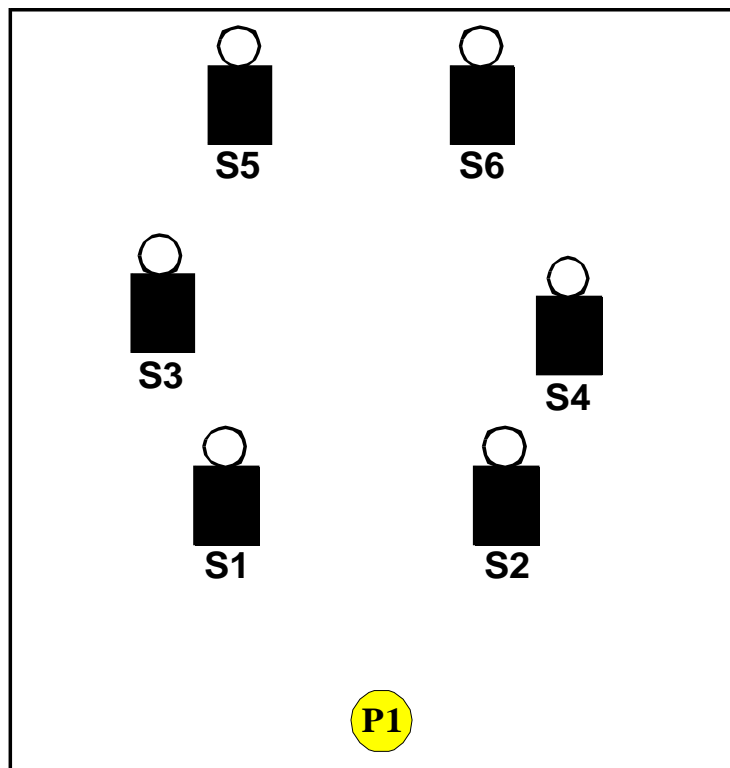
- Shooter starts at **P2** with gun holstered -
- At the buzzer, draw and engage **T3** and **T4** with **2 rounds** to the **body** and **1 round** to the **head** using the **Strong Hand only**.
  - Reload as necessary.

### String 3:

- Shooter starts at **P3** with gun holstered -
- At the buzzer, draw and engage **T5** thru **T6** with **2 rounds** to the **body** and **1 round** to the **head Freestyle** (both hands).
  - Reload as necessary.

# Range Masters “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**.