

Range Masters "Fun" Shoot

Results for October 6, 2010

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	Limb, Brandon	NO	86.82	9	28.71	27.71	2	29.55	26.05	7	28.56	11.87	16.69	
2	Limb, Brandon	NO	88.51	6	24.85	24.35	1	27.29	24.79	5	36.37	19.28	17.09	
3	Simons, Jordan	NO	89.43	21	27.80	24.80	6	35.43	27.93	15	26.20	12.25	13.95	
4	Majers, Steve	O	93.31	14	33.83	28.33	11	32.95	31.45	3	26.53	15.08	11.45	
5	Simons, Robert	NO	105.53	11	35.63	33.13	5	38.75	35.75	6	31.15	14.80	16.35	
6	Phillips, RDan	NO	106.33	15	29.18	26.18	6	38.42	33.92	9	38.73	22.81	15.92	
7	Ursulich, Ryan	NO	107.35	62	31.75	26.25	11	39.19	23.69	31	36.41	15.39	11.02	20
8	Redford, "Red"	NO	111.65	20	33.76	28.76	10	41.79	36.79	10	36.10	19.16	16.94	
9	Majers, Steve Jr.	O	114.87	44	46.63	38.63	16	40.77	29.77	22	27.47	13.67	10.80	6
10	Price, Mike	NO	116.19	13	37.40	34.40	6	33.19	29.69	7	45.60	28.06	17.54	
11	Rodriquez, Mike	NO	117.28	14	38.36	34.36	8	30.70	27.70	6	48.22	25.46	22.76	
12	Huff, Blake (Rev)	O	122.61	16	44.75	42.75	4	41.75	35.75	12	36.11	20.66	15.45	
13	Simons, Brad	NO	128.79	38	39.32	32.32	14	41.36	32.36	18	48.11	29.99	15.12	6
14	Reese, Howard	O	136.91	19	55.00	51.00	8	35.07	29.57	11	46.84	24.09	22.75	
15	Woodruff, Weston	NO	142.39	41	39.09	35.09	8	43.58	27.08	33	59.72	29.45	30.27	
16	Waldo, Ralph	NO	142.57	29	35.69	33.69	4	32.27	29.77	5	74.61	37.86	26.75	20
17	Walker, Henry (2)	NO	143.55	31	50.61	36.11	29	45.08	44.08	2	47.86	24.39	23.47	
18	Butler, Dave Jr.	NO	145.77	48	48.18	33.68	29	54.49	44.99	19	43.10	30.23	12.87	
19	Rees, Jerry (Rev)	NO	150.74	51	38.63	33.13	11	60.47	43.47	34	51.64	22.00	26.64	6
20	Richards, Bruce	NO	150.88	26	37.36	36.86	1	43.85	31.35	25	69.67	38.73	30.94	
21	Van Ausdal, Brian	NO	157.57	48	41.43	36.43	10	48.40	29.40	38	67.74	39.37	28.37	
22	Redford, Thomas (.22)	NO	157.91	48	54.48	38.48	32	34.35	26.35	16	69.08	36.53	32.55	
23	Clark, David (Rev)	NO	158.68	31	53.56	50.56	6	48.60	36.10	25	56.52	30.24	26.28	
24	Dupre, Jason	NO	159.60	37	57.93	49.43	17	53.73	43.73	20	47.94	25.99	21.95	
25	Walker, Henry (1)	NO	165.54	61	51.57	41.07	21	43.66	33.66	20	70.31	35.29	25.02	20
26	Archer, Jonathon	NO	165.61	31	44.17	38.67	11	67.12	57.12	20	54.32	24.35	29.97	
27	Scott, Michael Sr.	NO	168.40	57	74.25	52.25	44	33.89	27.39	13	60.26	41.80	18.46	
28	Spensko, Shane	NO	202.00	64	83.62	71.12	25	51.81	32.31	39	66.57	27.56	39.01	
29	Johnson, David	NO	212.02	168	71.62	50.12	43	51.42	36.92	29	88.98	22.07	18.91	96
30	Smith, Eric	NO	222.45	49	63.05	56.05	14	82.61	65.11	35	76.79	44.48	32.31	
31	Butler, David	NO	236.31	135	60.58	46.08	29	67.00	59.00	16	108.73	33.27	30.46	90
32	Mallon, Jim	NO	238.09	17	66.84	59.84	14	61.18	59.68	3	110.07	61.74	48.33	
33	Mallon, Jim	NO	328.24	33	101.24	94.74	13	120.08	110.08	20	106.92	52.03	54.89	

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.)

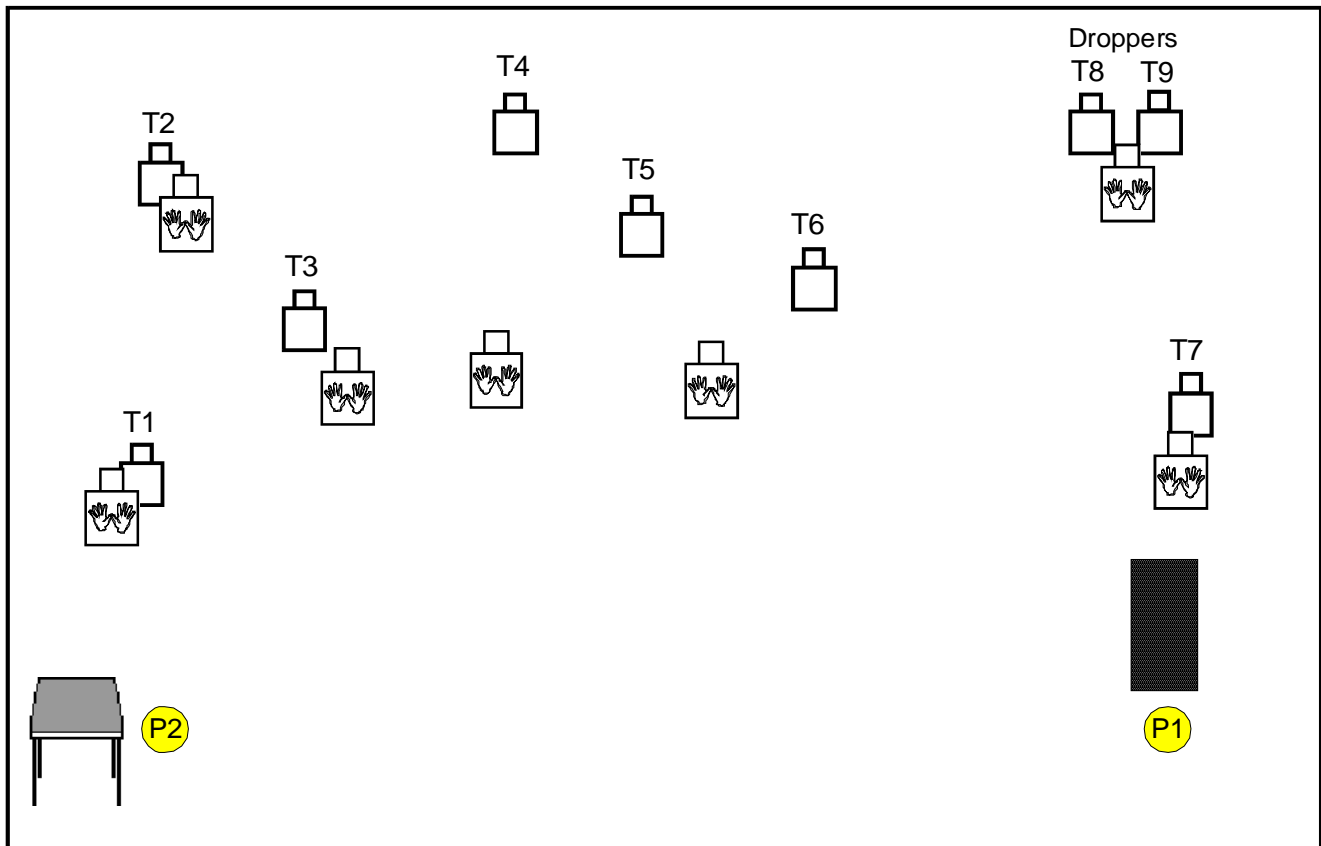
DNF = Did Not Finish

NS = No Score

NT = No Time

Range Masters “Fun” Shoot

Stage 1 - “Stupid Shirts!”



Round Count:
16 Minimum

Vickers Count
(Can make up shots.)

Unloaded gun is on the table at **P2** (fully loaded mags are on the shooter in their mag holder).

String 1 - Shooter starts at **P1**.

- At the sound of the buzzer, quickly move to **P2**, load gun, and while moving to **P1**, engage **T1** thru **T6**, with **2 rounds** to the **TORSO Only**.
- Then, **after reaching P1**, and with the **proper use of cover**, engage **T7** with **2 rounds** to the **TORSO Only** and **drop the Droppers (T8 and T9)**!

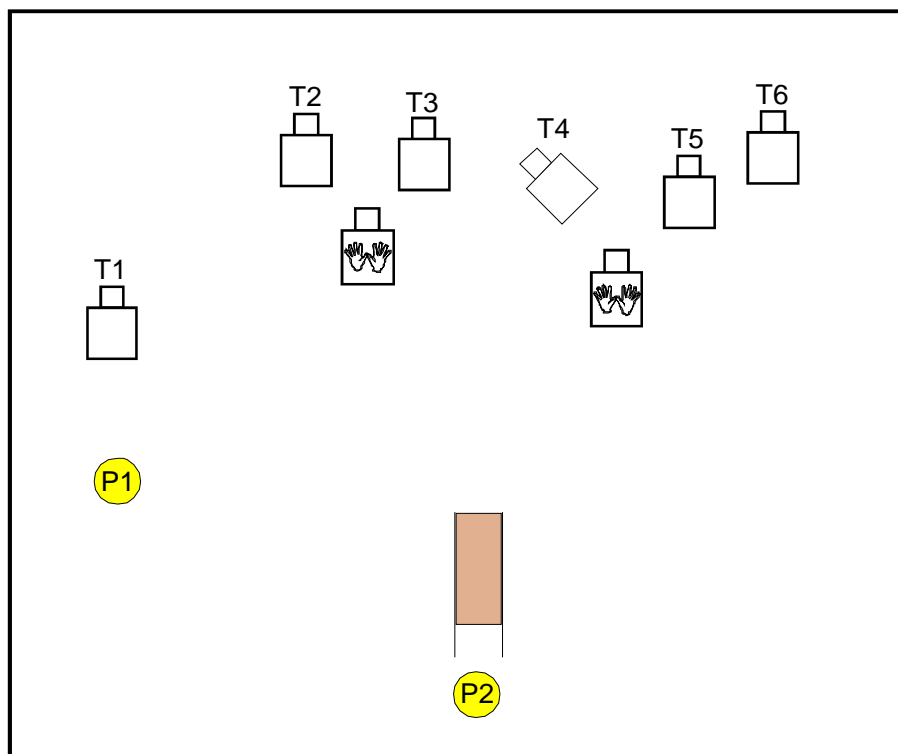
Notes:

1. Head shots will not be counted!
2. **Do not shoot the walls!** Procedural penalties will be assessed.

COF Designed by Shane Spensko

Range Masters “Fun” Shoot

Stage 2 - “Bad Guys Everywhere”



Round Count:

String 1 = **18** Minimum

Stage Total = **18** Minimum

Vickers Count

(Can make up shots.)

String 1 -

Shooter starts fully loaded and holstered at **P1** with his **back to the targets** with a cell phone in their **strong hand** held up to their ear.

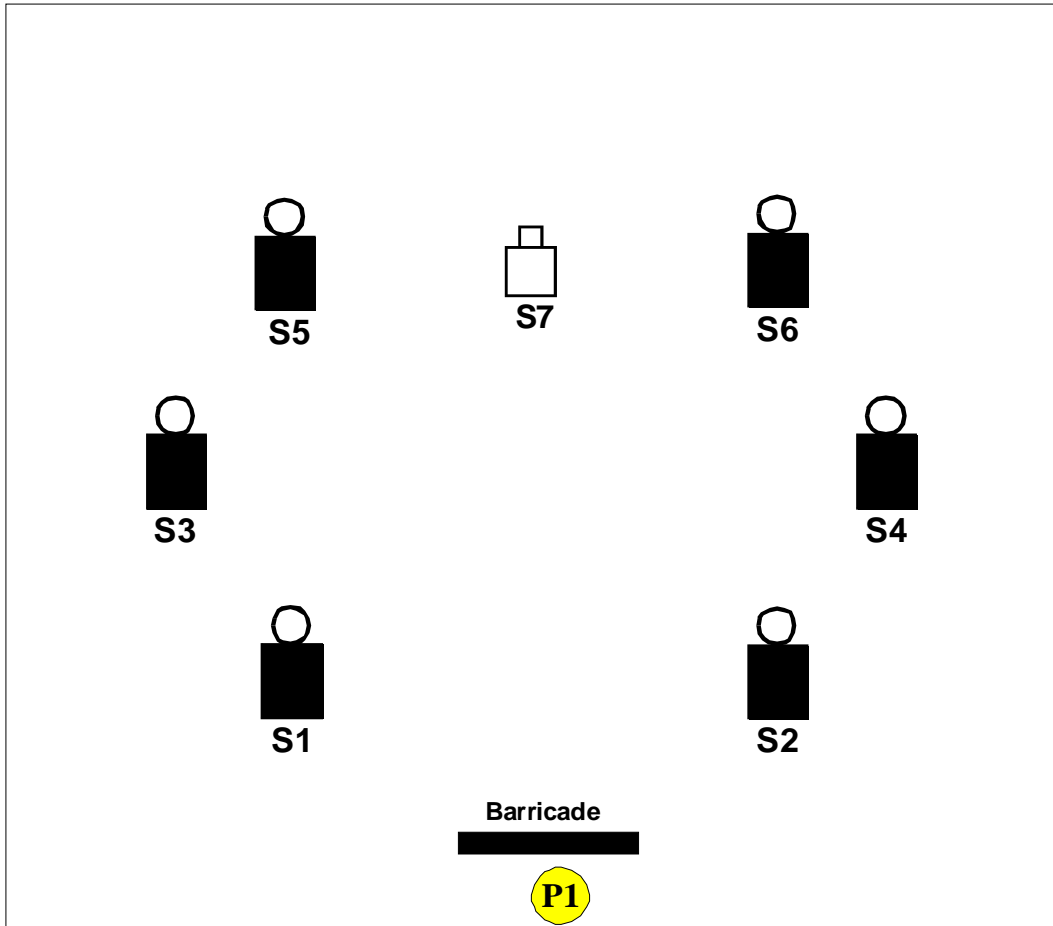
- At the sound of the buzzer, turn, draw and engage **T1** with **2 rounds** to the **TORSO** and **1 round** to the **HEAD**.
- Then retreat to **P2** and engage **T2** and **T3** from the **LEFT side** of the barricade with **2 rounds** to the **TORSO** and **1 round** to the **HEAD**.
- Perform a **Tactical Reload** or **Reload with Retention** and then engage targets **T4-T6** from the **RIGHT side** of the barricade with **2 rounds** to the **TORSO** and **1 round** to the **HEAD**.

Notes:

1. Shooter **MUST WATCH MUZZLE DIRECTION** while retreating to **P2**.
2. Proper use of cover (**100% of legs** and **50% of Torso** behind cover) will be watched for and penalized if necessary.
3. **DO NOT SHOOT THE WALLS!!!**

Range Masters “Fun” Shoot

Stage 3 - “10+1 - Make’m Count”



Round Count:

String 1 = **10 minimum**

String 2 = **10 minimum**

(**20 rounds for the Stage.**)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts at **P1** with **no more than 11 rounds in the gun.**

- At the sound of the buzzer, draw and knock down **S1** and **S2**; then engage **S7** with **2 rounds**; then knock down **S3** and **S4**; then engage **S7** with **2 rounds**; then knock down **S5** and **S6**.

String 2 -

Shooter starts the **same as in Stage 1.**

- At the sound of the buzzer, draw and engage **S7** with **2 rounds**; then knock down **S1-S6**; then engage **S7** with **2 more rounds**.

Notes:

1. Shooter may reload between strings.
2. All mags can only be loaded to **10 rounds maximum**.
3. A solid hit on any of the plates will count as a hit.
4. Any missed plate will count as a 5-second penalty.