

Range Masters "Fun" Shoot

Results for February 1, 2006

Place	Name (Note)	Total		Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
		Shoot Total	Points Down										
1	Stilwell, Mike	54.93	15	20.85	17.85	6	19.18	15.18	8	14.90	7.07	7.33	1
2	Terry, Dale (Rev)	74.03	17	21.84	21.84	0	29.12	23.62	11	23.07	10.18	9.89	6
3	Taylor, Josh	75.73	6	26.66	26.66	0	25.10	22.10	6	23.97	9.91	14.06	0
4	Terry, Mark	86.22	10	22.38	20.38	4	32.36	30.36	4	31.48	11.54	18.94	2
5	Redford, "Red"	86.64	11	29.44	28.94	1	29.83	26.33	7	27.37	9.62	16.25	3
6	Majers, Steve	87.60	12	34.18	31.68	5	27.81	24.81	6	25.61	13.17	11.94	1
7	Terry, Mark (Rev)	88.60	27	31.30	23.30	16	33.21	28.21	10	24.09	8.92	14.67	1
8	Bullock, Curtis	90.97	10	32.14	30.14	4	23.14	20.64	5	35.69	16.32	18.87	1
9	Hatch, Ryan	91.89	33	25.99	23.49	5	28.75	22.75	12	37.15	14.09	15.06	16
10	Phillips, RDan	98.99	7	32.15	32.15	0	33.83	30.83	6	33.01	16.91	15.60	1
11	Pierce, Justin	100.89	8	38.61	36.11	5	31.71	30.71	2	30.57	11.50	18.57	1
12	Scott, Alan	101.54	13	33.09	31.09	4	30.69	26.19	9	37.76	18.90	18.86	0
13	Thomas, Kevin	102.98	13	33.02	29.02	8	29.38	27.38	4	40.58	22.75	17.33	1
14	Terry, Wade (Rev)	103.75	42	31.09	20.59	21	46.93	37.43	19	25.73	13.09	11.64	2
15	Huff, Blake (Rev)	106.40	15	48.66	45.16	7	28.45	24.45	8	29.29	15.73	13.56	0
16	Nelson, Jeremy	108.54	28	33.18	32.68	1	47.68	39.18	17	27.68	9.85	12.83	10
17	DeLeeuw, Dave	111.12	21	41.00	36.50	9	49.59	44.59	10	20.53	10.98	8.55	2
18	Redford, "Red" (Rev)	116.39	6	34.00	32.00	4	36.88	35.88	2	45.51	23.78	21.73	0
19	Collins, John	117.36	11	30.33	27.83	5	41.65	38.65	6	45.38	23.17	22.21	0
20	Scott, Michael	122.15	26	34.59	30.59	8	43.17	36.17	14	44.39	20.70	21.69	4
21	Bye, Tyler	123.96	35	42.21	37.71	9	46.51	34.51	24	35.24	15.92	18.32	2
22	Redford, Steve	130.65	5	34.34	32.34	4	35.32	35.32	0	60.99	26.87	33.62	1
23	Rees, Jerry (Rev)	132.77	6	30.60	28.60	4	52.53	52.03	1	49.64	28.15	20.99	1
24	Limb, Brandon	142.33	16	47.68	45.68	4	49.61	44.11	11	45.04	24.12	20.42	1
25	Clark, David (Rev)	144.70	40	42.00	39.50	5	50.43	35.43	30	52.27	32.39	17.38	5
26	Sherman, Adam	146.81	53	32.49	21.49	22	41.63	33.63	16	72.69	26.25	38.94	15
27	Murphy, David	153.83	20	53.63	50.63	6	50.04	44.54	11	50.16	25.79	22.87	3
28	Sherman, John	154.68	73	31.60	24.10	15	39.71	19.71	40	83.37	21.88	52.49	18
29	Majers, Steve Jr. (.22)	154.75	54	53.45	41.45	24	56.67	44.17	25	44.63	23.50	18.63	5
30	Billings, Scott (Rev)	157.59	20	40.61	36.11	9	48.73	44.73	8	68.25	36.22	30.53	3
31	Fraughton, Justin	157.90	26	50.61	41.61	18	50.89	47.39	7	56.40	22.75	33.15	1
32	Loveless, Doug (Rev)	171.69	45	50.02	45.52	9	76.93	59.93	34	44.74	21.16	22.58	2
33	Burney, Carl	174.62	11	52.13	52.13	0	68.62	63.62	10	53.87	26.54	26.83	1
34	Nielson, Louie	195.79	31	52.23	47.23	10	65.51	63.51	4	78.05	34.33	35.22	17
35	Hatch, Brandon	201.17	56	52.93	42.43	21	45.03	36.03	18	103.21	34.68	60.03	17
36	Collins, Denise	203.27	38	76.10	73.60	5	63.20	46.70	33	63.97	22.85	41.12	0
37	Herring, Erin (.22)	234.64	19	62.40	59.90	5	72.89	65.89	14	99.35	54.86	44.49	0
38	Stoddard, Paul	237.78	74	54.48	46.48	16	46.36	35.36	22	136.94	62.44	56.50	36

Notes:

- Remember, the "Fun" Shoot is held on the **1st Wednesday** 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.)

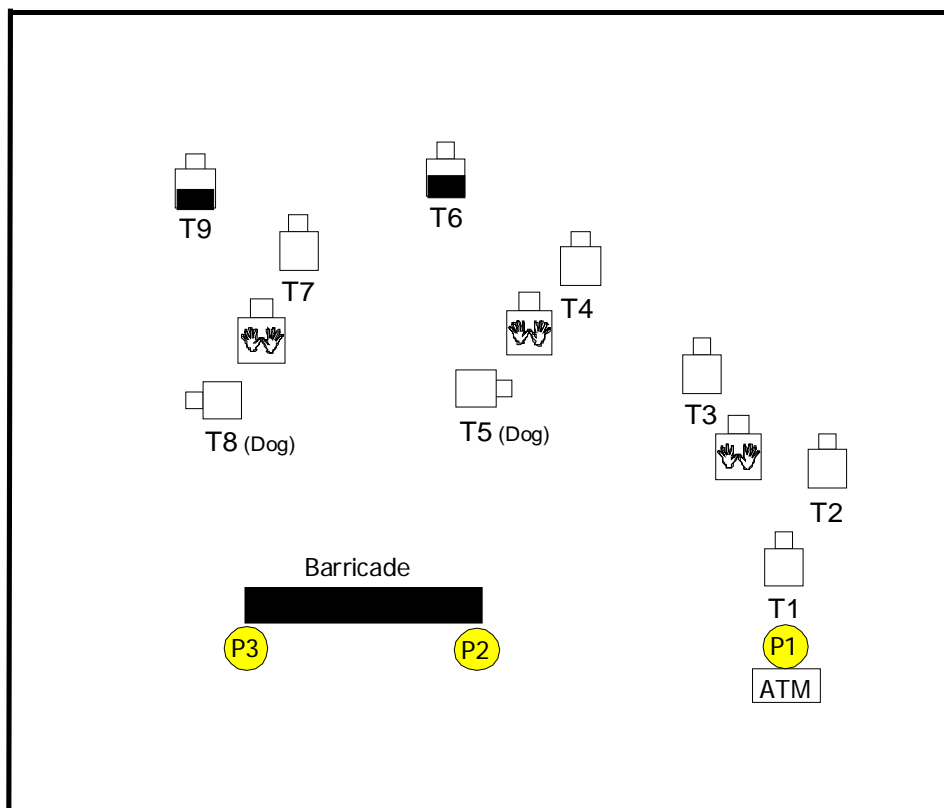
(Rev) = Revolver

DNF = Did Not Finish

NS = No Score sheet was submitted.

Range Masters “Fun” Shoot

Stage 1 - “Cash Encounter”



Round Count:

String 1 = **18 maximum**
(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 fully loaded at **P1** holstered, with back to the targets and hands on the ATM.

- At the buzzer, **turn**, draw, and engage **T1 with 2 rounds from retention.**
- Then, **also from P1**, engage **T2 and T3 with 2 rounds each** (body or head).
- Move to position **P2** and, **with proper use of cover**, engage targets **T4 thru T6** with **2 rounds each** (body or head).
- Move to position **P3** and, **with proper use of cover**, engage targets **T7 thru T9** with **2 rounds each** (body or head).
- Reload as necessary (utilizing cover whenever possible).

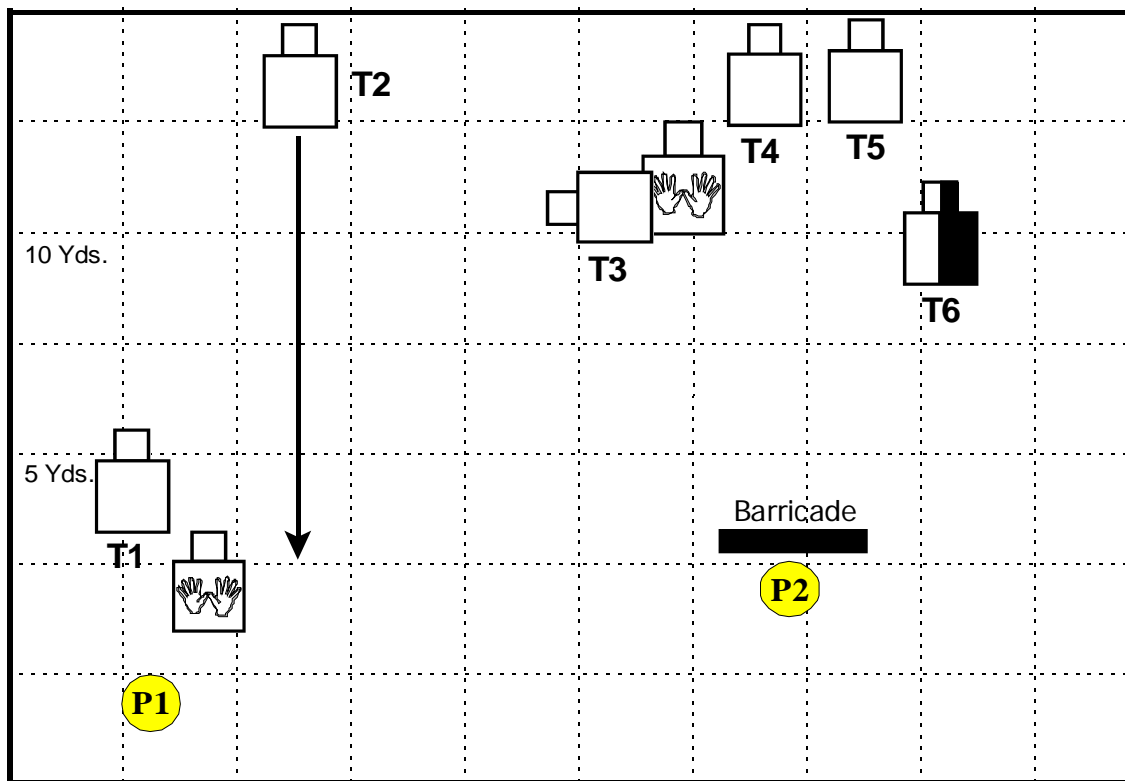
Notes:

- **Do Not Shoot** the next series of targets **until you reach the next shooting position.**
- **T5 and T8** simulate dogs and are low to the ground.
- “Slice-the-Pie” method should be used from **P2** and **P3**.
- Be aware of muzzle position when transitioning from **P2** to **P3**.

COF designed by Noel Redford

Range Masters "Fun" Shoot

Stage 2 - Back-Off, "Sucker"



Round Count:
String 1 = **16 minimum**
(16 rounds for the stage)

Vickers Count
(Can make up shots)

Scoring:
Targets are only scored
after the shooter completes
all Strings.

Scenario:

You and your baby (sand bag) are caught out in the open, with your wife walking slightly ahead of you, when you are attacked by a group of ruffians.

String 1:

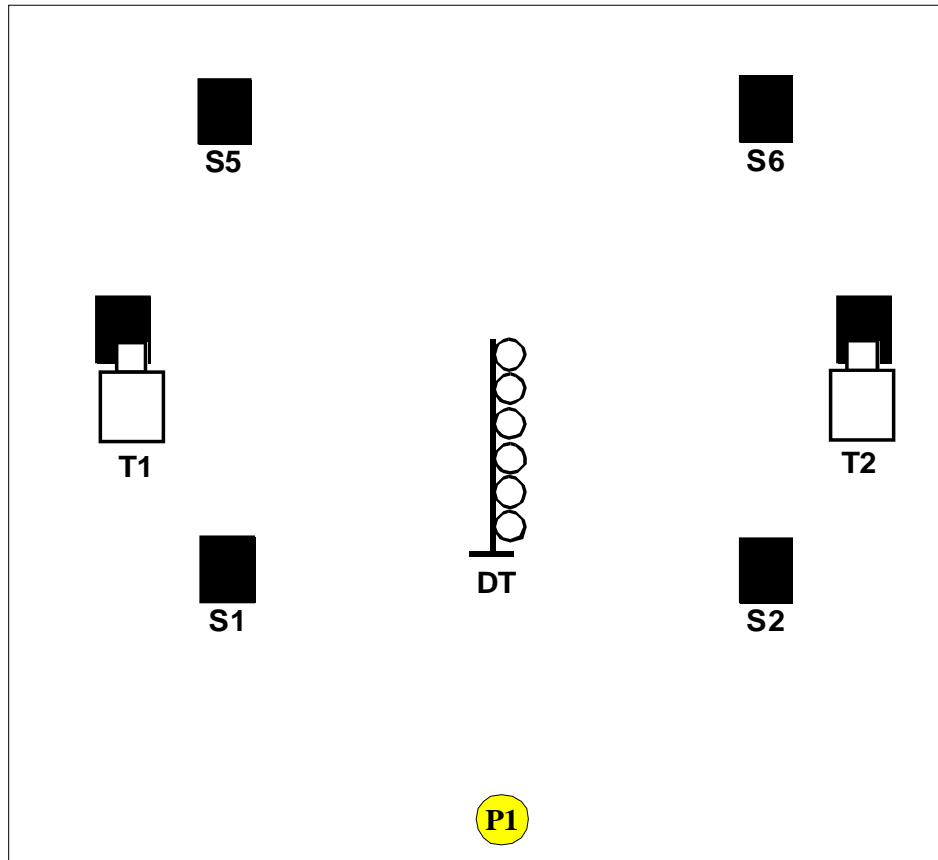
Shooter starts at **P1** facing the targets and **holding the baby** -

- At the start signal, draw & engage **T1 & T2** with **2 rounds each** while moving to cover at **P2**.
Note: You will need to retain your baby while moving to **P2**, and **T2** will be charging toward you as you move to **P2**.
- At **P2**, engage **T3 thru T6** with **2 rounds to each body**, then re-engage **T3 thru T6** with **1 additional round to each head** from either side of the barricade.
Note: You may place your baby **safely** behind cover at **P2 before** engaging **T3 thru T6**.
- Reload as necessary

Note: Reloads should normally be done from behind cover when cover is available.

Range Masters “Fun” Shoot

Stage 3 - “Last Minute Something”



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**.

- At the buzzer, draw and shoot **2 rounds each** to the **body** of **T1** and **T2** then hit **all of the plates** on the Dueling Tree (DT) **1 time**.

String 2 -

Shooter starts at **P1**.

- At the buzzer, draw and shoot **2 rounds each** to the **head** of **T1** and **T2** then hit **all of the plates** on the Dueling Tree (DT) **1 time**.

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 “Misses-On-Steel” penalty.