

Rangemasters Handgun "Fun" Shoot Results - January 19, 2016

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Kemp, Tony (3)	O	75.07	19	32.29	22.79	19	24.25	24.25		18.53	8.54	9.99	
2	Duncan, Tyler	NO	77.07	14	31.39	27.39	8	30.07	27.07	6	15.61	6.34	9.27	
3	Gull, Joe	NO	82.47	24	32.62	23.62	18	34.63	31.63	6	15.22	6.26	8.96	
4	Poulsen, Seth (2)	NO	103.23	17	49.50	41.00	17	35.81	35.81		17.92	7.91	10.01	
5	Duncan, Tyler	NO	103.24	23	33.62	26.12	15	38.75	34.75	8	30.87	20.88	9.99	
6	Rigby, Scott	NO	105.03	46	40.07	30.57	19	40.30	26.80	27	24.66	14.62	10.04	
7	Kemp, Tony (2)	NO	105.46	13	43.80	39.30	9	33.47	31.47	4	28.19	19.19	9.00	
8	Phillips, R Dan	NO	108.60	15	37.41	32.91	9	45.46	42.46	6	25.73	10.95	14.78	
9	Rigby, Scott	NO	109.29	36	40.15	32.15	16	40.56	30.56	20	28.58	19.19	9.39	
10	Scott, Alan	NO	110.67	26	39.03	34.03	10	44.10	36.10	16	27.54	15.66	11.88	
11	Kemp, Tony (1)	NO	113.43	42	38.52	25.02	27	52.19	44.69	15	22.72	8.94	13.78	
12	Poulsen, Seth (1)	NO	129.43	12	49.32	45.82	7	49.39	46.89	5	30.72	17.93	12.79	
13	Lawrence, Ken	NO	131.29	53	55.78	41.28	29	45.79	33.79	24	29.72	11.30	18.42	
14	Waldo, Ralph	NO	133.45	39	44.31	36.81	15	58.58	46.58	24	30.56	16.66	13.90	
15	Spencer, Mark	NO	146.17	58	56.02	43.02	26	60.95	44.95	32	29.20	10.90	18.30	
16	Nuss, Jeff	NO	154.34	72	50.17	33.17	34	63.67	44.67	38	40.50	25.63	14.87	
17	Hall, Austin	NO	155.86	89	78.79	48.29	61	48.62	34.62	28	28.45	10.63	17.82	
18	Davidson, Bart	NO	159.52	107	56.23	27.23	58	65.13	40.63	49	38.16	25.92	12.24	
19	Nuss, Jeff	NO	189.21	71	49.64	38.64	22	62.46	37.96	49	77.11	41.01	36.10	
20	Green, Rich	NO	194.26	83	74.56	56.06	37	70.40	57.40	26	49.30	14.40	24.90	20
21	Hunsaker, Branch	NO	202.13	85	77.57	60.07	35	66.23	46.23	40	58.33	21.83	31.50	10
22	McArthur, Max	NO	230.54	57	94.25	69.25	50	73.26	69.76	7	63.03	37.43	25.60	
23	Davidson, Siri	NO	233.33	98	61.47	41.97	39	66.73	47.23	39	105.13	36.76	58.37	20
24	Udall, Marc	NO	244.37	41	135.39	123.89	23	71.06	67.06	8	37.92	18.78	14.14	10

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

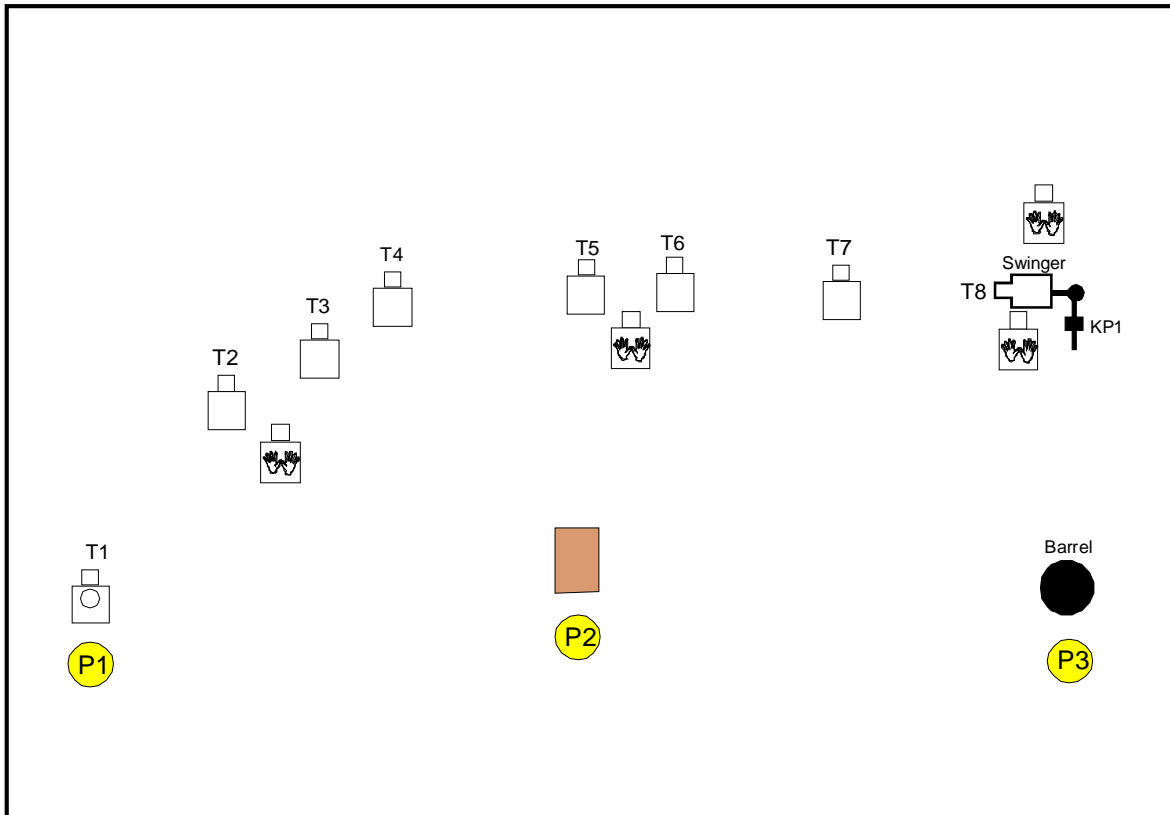
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Three For All”



Round Count:
String 1 = **25 minimum**
(25 rounds for the stage)

Vickers Count
(Can make up shots.)

String 1:

Start at **P1** with weapon fully loaded.

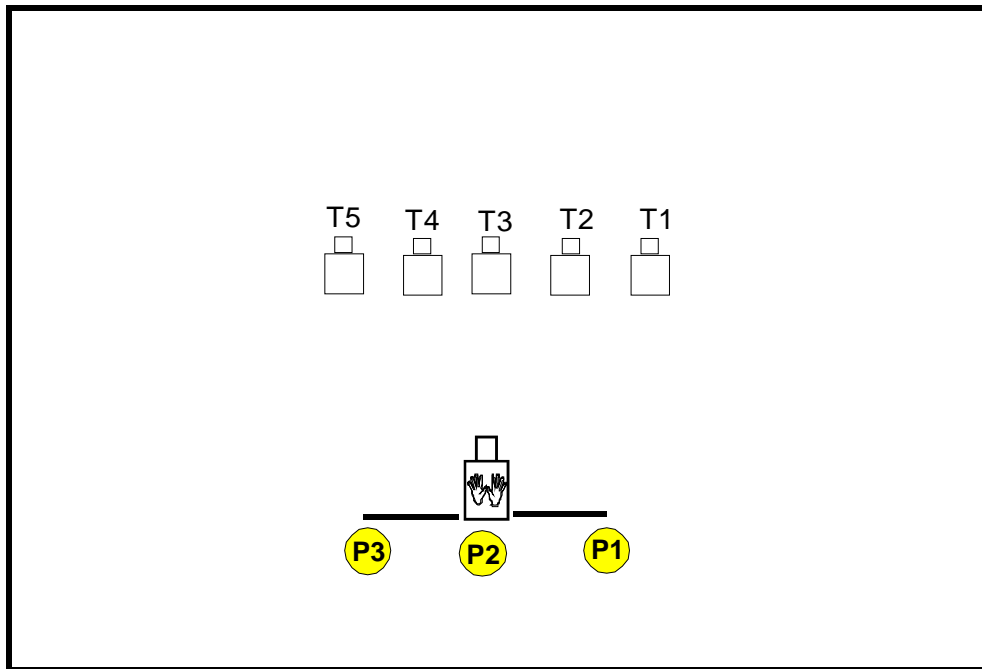
- At the buzzer, draw and engage **T1** with **3 rounds From Retention**.
- **While moving to P2**, engage **T2 - T4** with **3 rounds each**.
- **After reaching cover at P2**, and **with the proper use of cover**, engage **T5 and T6** with **3 rounds each**.
- **While moving to the Barrel at P3**, engage **T7** with **3 rounds**.
- **After reaching the Barrel**, **drop to one knee** and shoot out the Kick Plate (**KP1**), then engage the Swinger (**T8**) with **3 rounds**.

Notes:

- Do Not Shoot the walls.
- Shooter must **shoot-while-moving** between positions.
- Shooter **must be at P3** before shooting **KP1 & T8**.

Rangemasters “Fun” Shoot

Stage 2 - “Left, Center, Right?”



Round Count:
20 rounds minimum

Unlimited Count
(Can make up shots.)

String 1 - Shooter starts with **10 Rounds Max in Gun** and holstered.

***** **SLICE THE PIE, USE COVER** *****

P1- At the sound of the buzzer, shooter draws and engages targets **T1** through **T5** with **1 round** to the **TORSO**. Move to **P2**.

P2- Shooter must **move the Non-Threat**, then engage targets **T5** through **T1** with **1 round** to the **HEAD**. Move to **P3**.

P3- Shooter engages targets **T5** through **T1** with **1 round to the TORSO**. Then the shooter moves in front of cover, and **while moving** to **P1**, engages targets **T5** through **T1** with **1 round** to the **HEAD**.

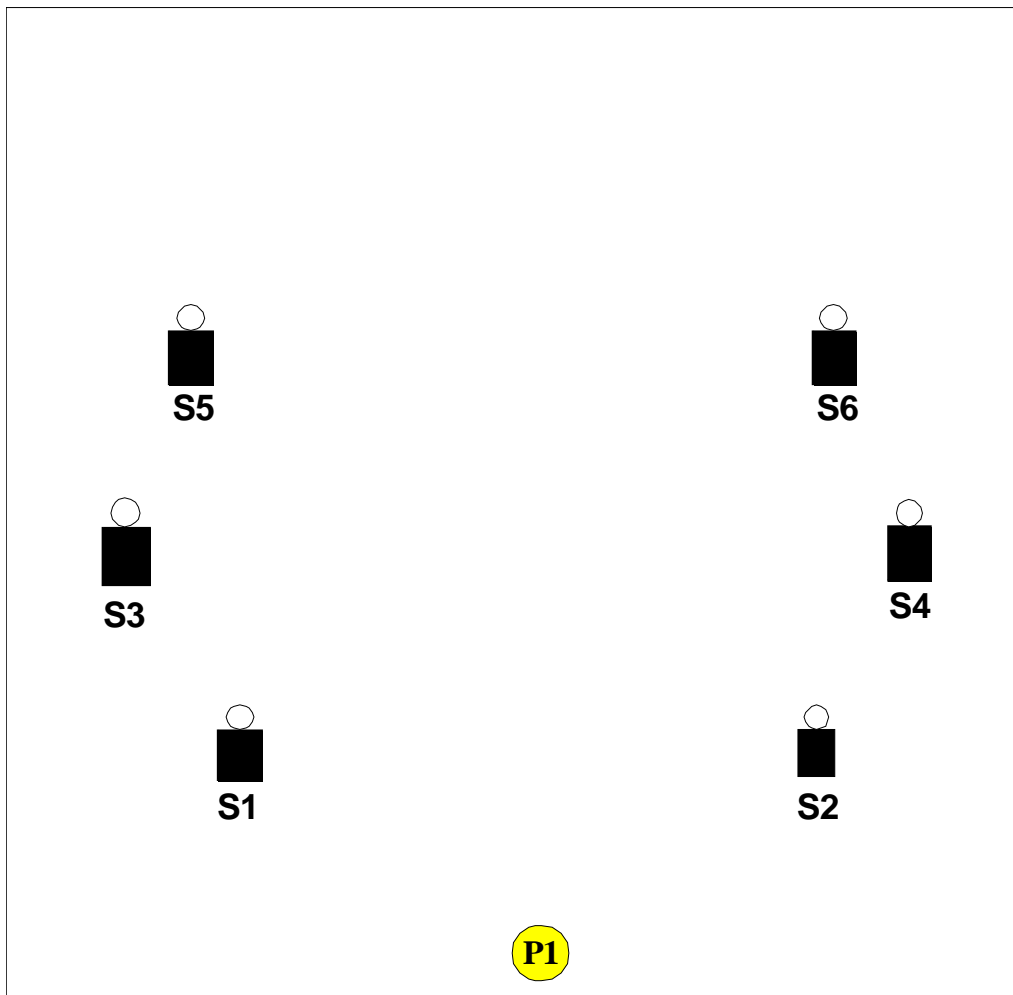
Notes:

1. All targets must have **2 hits** to the **HEAD** and **2 hits** to the **TORSO**.
2. Reload behind cover.
3. Do not shoot the walls.

COF R. Waldo

Rangemasters “Fun” Shoot

Stage 3 - “Turn Around - Knock E’m Down”



Round Count:

String 1 = 6 Rds. Min.

String 2 = 6 Rds. Min.

Vickers Count

(Can make up shots)

String 1 -

Shooter starts at **P1** with a **MAXIMUM OF 8** in the gun with their back to the targets.

- At the sound of the buzzer, **turn - then draw** and knock down **S1** through **S6** in **any order**.
- Reload as necessary during the string, but **holster without reloading at the conclusion of the string**.

String 2 -

Shooter starts at **P1** with their back to the targets.

- At the sound of the buzzer, **turn - then draw** and knock down **S1** through **S6** in **any order**.
- Reload as necessary.

Notes -

1. Shooter must fully turn down range before drawing their weapon.