

Range Masters "Fun" Shoot

Results for June 21, 2005

Place	Name (Note)	Total		Stage 1	String 1	String 2	PD	Stage 2	String 1	PD	Stage 3	String 1	PD
		Shoot Total	Points Down										
1	Collins, Ken	61.49	6	18.03	9.33	7.20	3	26.21	24.71	3	17.25	17.25	0
2	Young, Ren	79.41	18	25.68	11.34	7.84	13	19.31	16.81	5	34.42	34.42	0
3	Zaccardi, Pat	88.31	24	27.94	12.49	7.45	16	24.94	20.94	8	35.43	35.43	0
4	Bullock, Curtis	95.85	27	27.12	14.31	8.31	9	32.66	23.66	18	36.07	36.07	0
5	Rodriquez, Mike	103.74	34	35.65	15.38	8.27	24	34.91	29.91	10	33.18	33.18	0
6	Brown, Keith	108.45	14	31.95	18.36	9.59	8	31.94	28.94	6	44.56	44.56	0
7	Phillips, RDan	123.60	30	44.83	27.34	10.99	13	44.79	36.29	17	33.98	33.98	0
8	Majers, Steve	125.25	39	32.71	14.81	11.40	13	40.63	27.63	26	51.91	51.91	0
9	Taggart, David	126.15	64	34.69	14.13	11.06	19	27.74	20.24	15	63.72	48.72	30
10	DeLeeuw, Dave	134.98	80	32.04	8.66	6.88	33	30.63	22.13	17	72.31	57.31	30
11	Redford, Noel	142.98	36	36.33	13.37	11.96	22	51.40	44.40	14	55.25	55.25	0
12	Scott, Michael	146.18	48	35.79	10.12	12.17	27	31.07	25.57	11	79.32	74.32	10
13	Redford, Noel (.22)	146.88	21	38.35	14.98	18.37	10	39.29	33.79	11	69.24	69.24	0
14	Rees, Jerry	153.26	25	68.53	29.20	29.83	19	40.94	37.94	6	43.79	43.79	0
15	Robertson, Dennis	153.46	17	58.20	32.11	17.59	17	54.74	54.74	0	40.52	40.52	0
16	Price, Mike	165.91	56	37.65	9.07	11.58	34	63.48	52.48	22	64.78	64.78	0
17	Scott, Alan (Rev)	171.13	42	41.25	18.05	13.70	19	43.53	32.03	23	86.35	86.35	0
18	Carr, Robert	173.08	48	38.82	12.51	12.81	27	46.76	36.26	21	87.50	87.50	0
19	Dalley, Lin	174.80	47	47.48	17.99	13.99	31	52.03	44.03	16	75.29	75.29	0
20	Harrison, Richard	200.98	214	44.13	6.40	5.23	65	47.16	22.66	49	109.69	59.69	100
21	Brook, Aaron (.22)	242.96	48	74.60	37.26	28.34	18	76.55	66.55	20	91.81	86.81	10
22	Coon, Marv	251.75	117	58.07	12.18	7.89	76	45.78	40.28	11	147.90	132.90	30
23	Thatcher, James	279.25	66	63.35	27.69	14.16	43	52.93	41.43	23	162.97	162.97	0
24	Majers, Steve Jr. (.22)	312.56	192	77.27	25.51	22.26	59	67.24	45.74	43	168.05	123.05	90

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

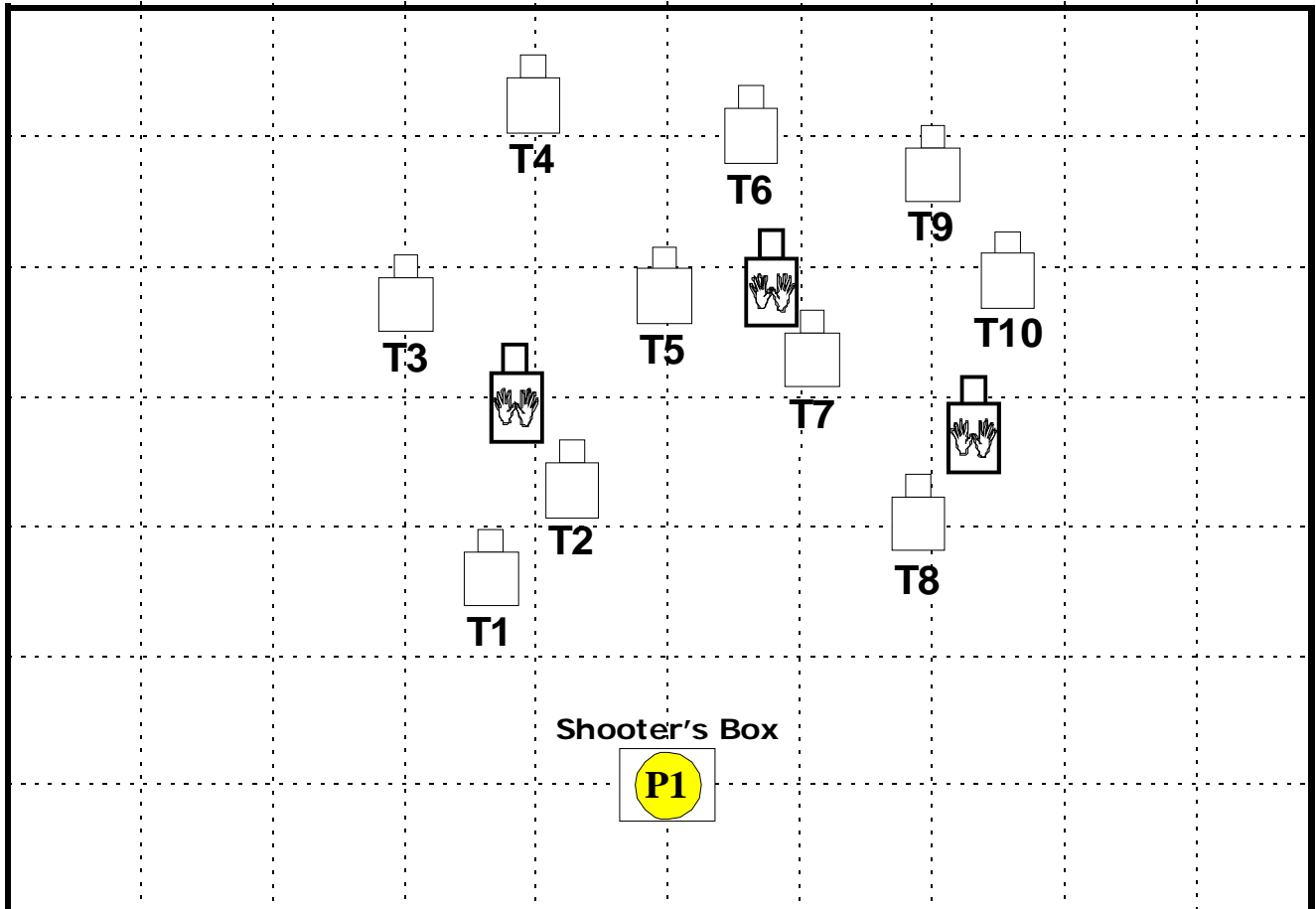
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses-on-Steel, etc.)

(Rev) = Revolver

DNF = Did Not Finish

Range Masters “Fun” Shoot

Stage 1 - “Stand Your Ground”



Round Count:

String 1 = **10 minimum**

String 2 = **10 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** - (All targets get at least **1 round each - body or head.**)

- At the buzzer, draw and engage **T1** thru **T10** in any order **Strong Hand Only**.
- Reload as necessary.

String 2:

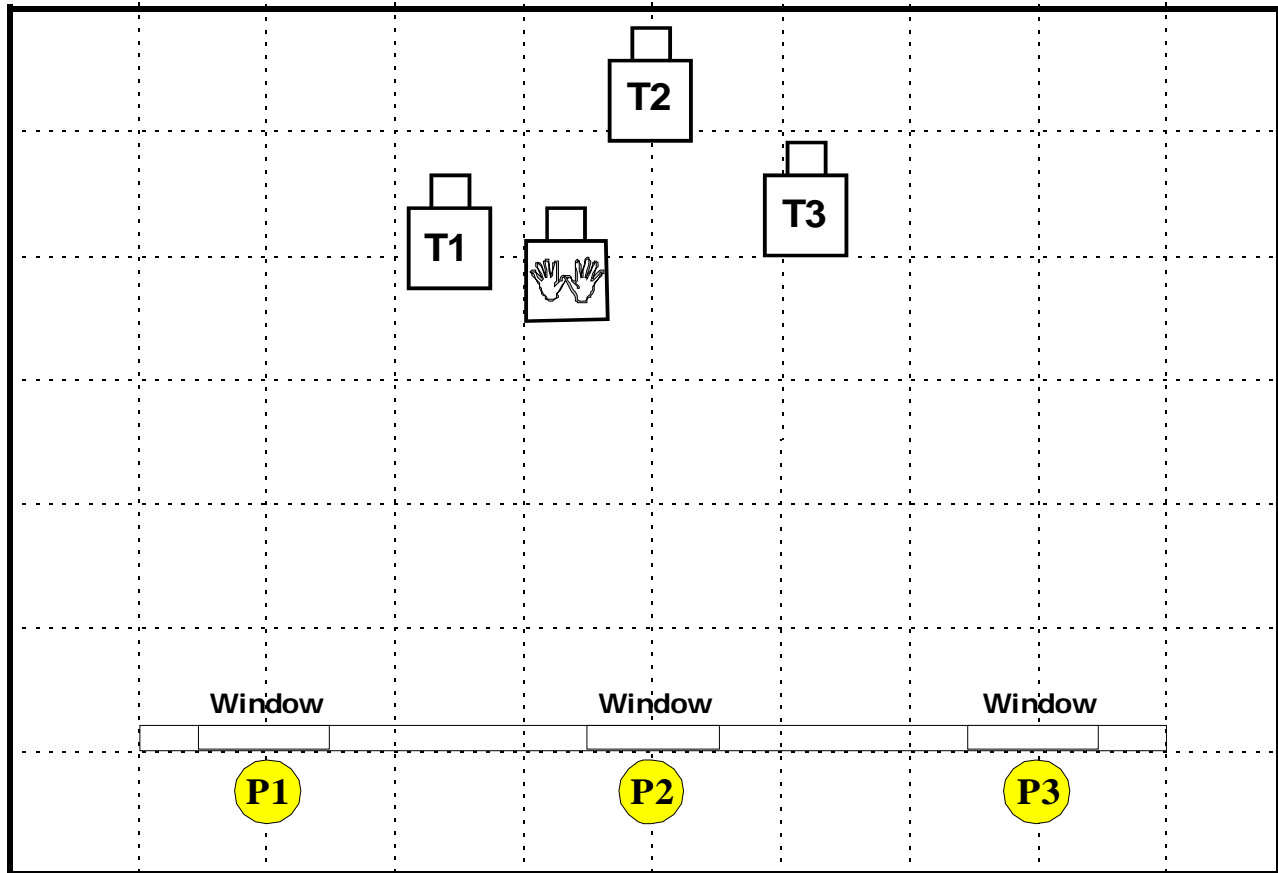
Same as String 1 but **Freestyle**.

Note:

- Shooter **CANNOT** move out of the box to gain clear shots at threat targets.

Range Masters “Fun” Shoot

Stage 2 - “Through the Windows”



Round Count:

String 1 = **18 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:

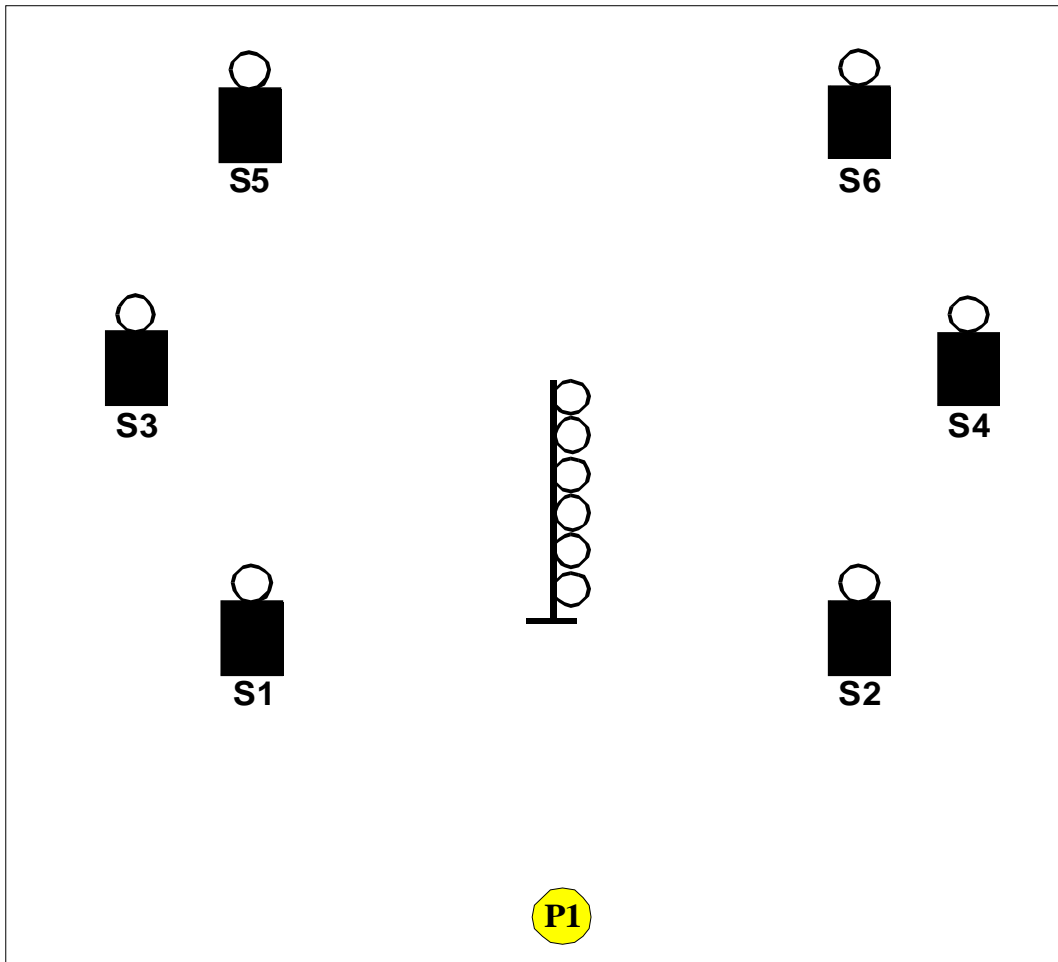
Shooter starts fully loaded at **P1** -

- At the buzzer, draw and engage **T1** thru **T3** in **any order** with **2 rounds each** (body or head) from the **standing position through the window**.
- Move to **P2** and reengage **T1** thru **T3** with **2 rounds each** (body or head) from the **kneeling position through the window**.
- Move to **P3** and reengage **T1** thru **T3** with **2 rounds each** (body or head) from the **prone position through the window**.
- Reload as necessary.

Note: All shots must be made through the designated windows.

Range Masters “Fun” Shoot

Stage 3 - “Something Different”



Round Count:

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

Vickers Count

(Can make up shots)

String 1 -

Shooter starts with **10 rounds max in gun**; 2nd mag = **10 rounds max**; if 3rd mag is required, hi-cap is allowed. (Don't mix 2nd and 3rd mags or a penalty will be assessed.)

- At the buzzer, draw and shoot the **2 bottom plates** on the Dueling Tree, then **S1** and **S2**.
- Shoot the **2 center plates** on the Dueling Tree, then **S3** and **S4**.
- Shoot the **2 top plates** on Dueling Tree, then **S5** and **S6**.
- Then flip **all of the plates on Dueling Tree** back to beginning position in any order.
(For plates that are stuck half way shoot a different plate 2 times.)

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.