

Range Masters "Fun" Shoot

Results for May 16, 2006

Place	Name (Note)	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
1	Stilwell, Mike	68.45	23	26.67	18.67	16	29.83	15.84	10.49	7	11.95	7.37	4.58	0
2	Mortenson, Bryan	77.57	13	27.10	24.10	6	37.38	17.54	16.34	7	13.09	8.37	4.72	0
3	Young, Ren	82.60	15	29.53	28.03	3	38.23	18.99	13.24	12	14.84	10.07	4.77	0
4	Webster, Scott	96.06	33	41.41	33.41	16	39.19	21.39	9.30	17	15.46	11.05	4.41	0
5	Majers, Steve	101.17	15	37.96	36.96	2	46.24	23.03	16.71	13	16.97	11.67	5.30	0
6	DeLeeuw, Dave	102.90	29	41.76	37.76	8	47.03	19.27	17.26	21	14.11	9.59	4.52	0
7	Collins, Ken (Rev)	110.76	26	47.41	35.41	24	40.68	22.51	17.17	2	22.67	17.62	5.05	0
8	Rodriquez, Mike	112.98	69	42.69	28.69	28	52.12	18.69	12.93	41	18.17	10.00	8.17	0
9	Stoddard, Paul	121.42	17	36.91	32.41	9	38.73	19.92	14.81	8	45.78	39.21	6.57	0
10	Scott, Alan	122.16	34	52.66	42.16	21	46.23	23.48	16.25	13	23.27	17.95	5.32	0
11	Simons, Brad	123.47	34	49.20	41.70	15	50.51	27.37	13.64	19	23.76	17.76	6.00	0
12	Scott, Michael Sr.	124.00	27	37.30	33.30	8	61.98	34.64	17.84	19	24.72	19.57	5.15	0
13	Phillips, RDan	126.80	37	44.83	38.33	13	59.83	28.50	19.33	24	22.14	17.80	4.34	0
14	Moffat, Joel	129.59	56	57.25	41.75	31	50.40	20.98	16.92	25	21.94	16.48	5.46	0
15	Price, Mike	130.14	22	51.03	45.53	11	58.03	37.07	15.46	11	21.08	14.08	7.00	0
16	Redford, "Red" (Rev)	132.92	43	52.29	47.29	10	59.14	25.55	17.09	33	21.49	16.51	4.98	0
17	Gustaveson, Michael	138.45	30	50.07	37.57	25	66.11	33.08	30.53	5	22.27	15.95	6.32	0
18	Scott, Michael Jr.	140.67	54	63.21	44.71	37	50.42	25.37	16.55	17	27.04	17.22	9.82	0
19	Dalley, Lin	140.82	75	57.28	37.78	39	63.19	26.29	18.90	36	20.35	11.48	8.87	0
20	Smith, Bruce	143.04	32	56.01	49.51	13	57.69	26.48	21.71	19	29.34	22.69	6.65	0
21	Clark, David (Rev)	144.88	22	54.06	50.06	8	56.97	30.43	19.54	14	33.85	28.02	5.83	0
22	Hatch, Brandon	147.23	42	52.36	46.36	12	66.07	31.16	19.91	30	28.80	21.16	7.64	0
23	Simons, Jordan	150.07	56	63.20	51.20	24	63.09	29.37	17.72	32	23.78	17.17	6.61	0
24	Rees, Jerry (Rev)	152.48	55	50.50	43.00	15	76.16	34.83	21.33	40	25.82	21.02	4.80	0
25	Hatch, Ryan	173.40	34	78.85	66.35	25	64.86	36.37	23.99	9	29.69	25.64	4.05	0
26	Loveless, Doug (Rev)	177.64	56	90.76	78.76	24	63.52	27.38	20.14	32	23.36	17.74	5.62	0
27	Dalton, Dell	186.61	35	59.95	51.45	17	81.13	48.73	23.40	18	45.53	33.06	12.47	0
28	Sandgren, Ian	189.82	73	79.13	57.63	43	56.58	22.55	19.03	30	54.11	38.80	15.31	0
29	Johnson, Kim	197.35	155	84.88	42.88	84	85.48	26.75	23.23	71	26.99	18.79	8.20	0
30	Edwards, Preston	202.35	40	72.98	67.98	10	63.95	26.22	22.73	30	65.42	52.72	12.70	0
31	Fabela, Ethan	211.54	50	71.87	66.37	11	74.85	29.41	25.94	39	64.82	53.25	11.57	0
32	Majers, Steve Jr. (.22)	213.35	39	95.28	86.78	17	78.51	40.06	27.45	22	39.56	32.86	6.70	0
33	Hatch, Bryce	251.22	50	76.91	62.41	29	72.34	34.02	27.82	21	101.97	97.00	4.97	0

Notes:

- 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

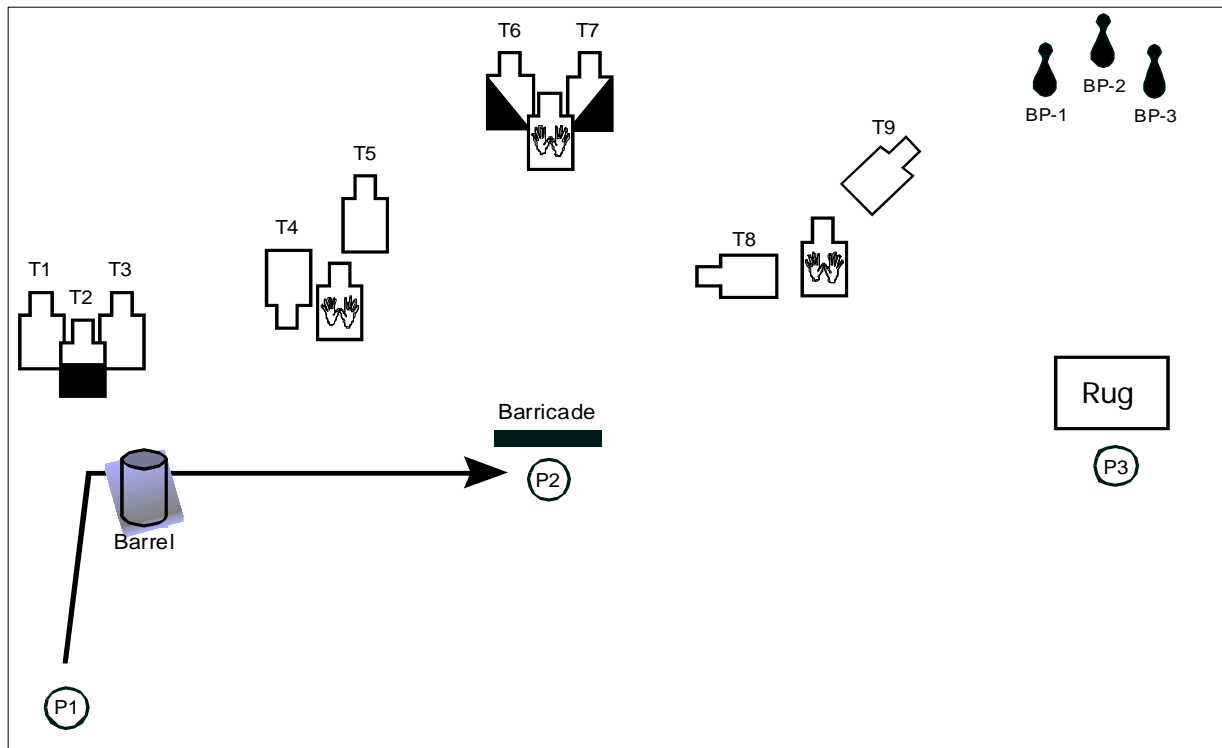
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses-on-Steel, etc.)

(Rev) = Revolver

DNF = Did Not Finish

Range Masters “Fun” Shoot

Stage 1 - “Shooting to the Pins”



Round Count:
String 1 = **21 Minimum**
(21 rounds for the stage)

Vickers Count
(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **T1** thru **T3** with **2 rounds** each (body or head) **while moving towards barrel**.
- Proceed around the barrel and, **while moving to P2**, engage **T4** and **T5** with **2 rounds each** (body or head).
- At **P2** (with proper use of cover using **either side** of the barricade), engage **T6** thru **T7** with **1 round to each body** and **1 round to each head**.
- Then, **while moving to P3**, engage **T8** and **T9** with **2 rounds each** (body or head).
- **Once at P3, safely assume a prone position** and engage all bowling pins until knocked over.
- Reload as necessary.

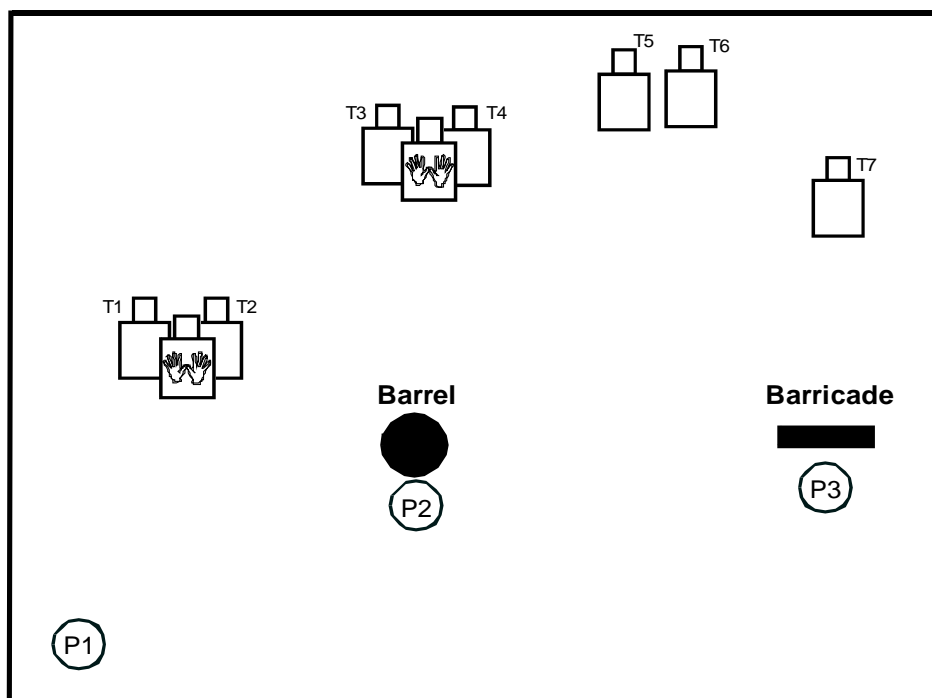
Notes:

1. For each bowling pin not shot, shooter will **receive a 5-second penalty**.
2. Shooter must reach the correct shooting position to engage the next series of targets.

COF designed by Ren Young

Range Masters “Fun” Shoot

Stage 2 “Backyard Surprise”



Round Count:

String 1 = 14 Maximum
String 2 = 10 Maximum
(24 rounds for the stage)

Limited Vickers Count (Cannot 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 **while moving to P2**, engage **T1 and T2** with **2 rounds each** (body or head).
- When shooter reaches **P2**, engage **T3 and T4** with **1 round to the body** and **1 round to the head** from **either side of the barrel**.
- Perform a **Reload with Retention** and, **while moving to P3**, engage **T5 and T6** with **2 rounds each** (body or head).
- **After reaching P3**, use **either side of the barricade** and engage **T7** with **1 round to the body** and **1 round to the head**.
- Reload as necessary.

String 2 -

Shooter starts fully loaded at P3.

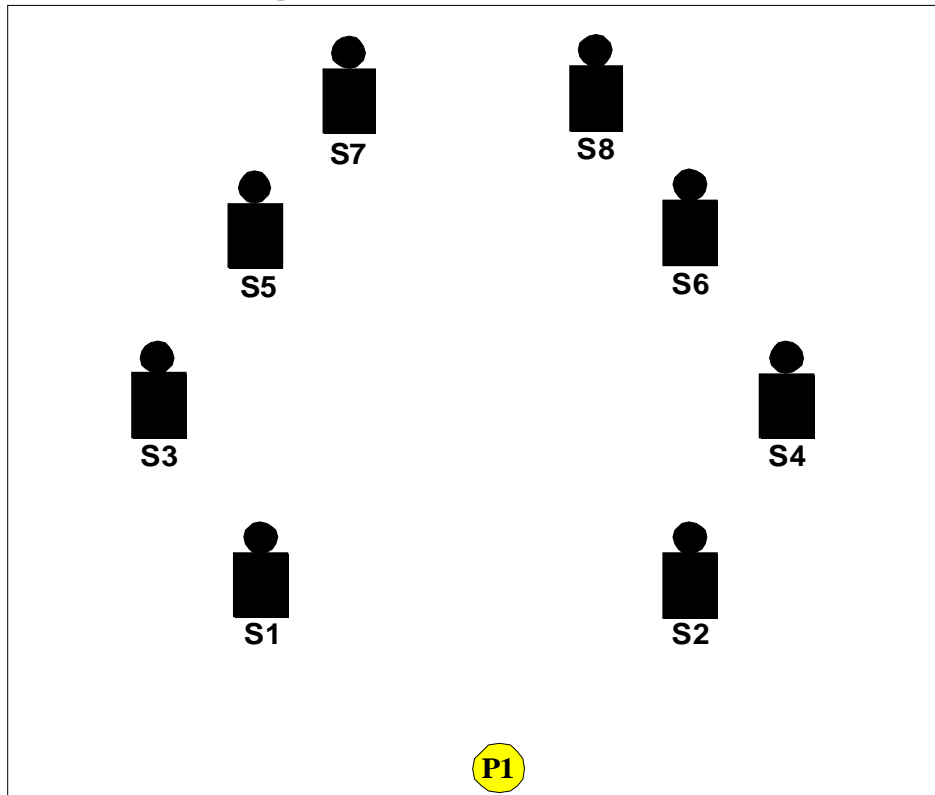
- At the buzzer, use either side of the barricade for cover and engage **T7, T6 and T5** with **2 rounds each** to the **body only**.
- Perform a **Reload with Retention** and advance to **P2**.
- At **P2** (using **either side of the barrel**), engage **T3 and T4** with **2 rounds each** to the **body only**.

Notes:

- 1 - Shooter **must be moving** while engaging **T1 and T2** and **T5 and T6** on **String 1**.
- 2 - Proper cover should be used at the barrel and barricade - no shooting over the barrel.

Range Masters “Fun” Shoot

Stage 3 - “6 Plus 2 is 8”



Round Count:

String 1 = **8 minimum**
String 2 = **4 minimum**
(**12** rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and engage **S1 thru S8 in any order**.
- Reload as necessary

String 2 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and engage **S1 thru S4 in any order**.

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 penalty.

COF Designed by “Red” Redford