

Range Masters "Fun" Shoot

Results for January 18, 2011

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	String 3	String 4	String 5	PD
1	DeLeeuw, Dave	O	68.40	10	28.48	24.48	8	22.98	21.98	2	16.94	4.14	5.11	4.12	1.97	1.60	
2	Majers, Steve	O	77.78	25	31.44	26.44	10	28.28	20.78	15	18.06	7.89	3.90	2.90	1.69	1.68	
3	Spensko, Shane	NO	82.87	14	35.63	33.63	4	31.96	26.96	10	15.28	3.75	3.85	3.23	2.25	2.20	
4	Palmer, Carey (HL)	NO	88.64	20	38.42	31.92	13	33.78	30.28	7	16.44	4.00	5.35	3.32	1.62	2.15	
5	Majers, Steve Jr.	O	95.60	40	36.79	29.79	14	33.79	20.79	26	25.02	6.48	3.85	6.01	4.41	4.27	
6	Redford, "Red"	NO	101.01	24	38.21	33.21	10	42.86	35.86	14	19.94	6.25	4.60	4.78	2.21	2.10	
7	Hubbard, Corey	NO	102.88	31	50.81	38.31	25	34.97	31.97	6	17.10	4.54	5.38	3.02	2.43	1.73	
8	Moffat, Joel	NO	108.17	29	46.12	39.12	14	32.68	25.18	15	29.37	15.24	4.21	5.25	2.10	2.57	
9	Reese, Howard	O	109.67	23	46.41	37.91	17	29.50	26.50	6	33.76	10.40	6.41	5.36	4.77	6.82	
10	Palmer, Carey (10)	NO	112.01	14	53.79	47.79	12	40.72	39.72	2	17.50	3.84	4.13	5.50	1.81	2.22	
11	Woodruff, Weston	NO	116.45	19	46.87	38.37	17	37.66	36.66	2	31.92	10.42	5.15	8.06	4.38	3.91	
12	Price, Mike	NO	117.75	19	54.55	49.05	11	40.25	36.25	8	22.95	6.96	8.06	3.98	1.94	2.01	
13	Clark, David	NO	121.28	20	51.95	45.45	13	39.04	35.54	7	30.29	7.13	7.56	5.85	4.19	5.56	
14	Scott, Michael Sr.	NO	126.56	48	66.26	55.26	22	37.96	24.96	26	22.34	6.93	5.81	4.73	3.14	1.73	
15	Van Ausdal, Brian	NO	127.86	32	57.76	49.76	16	34.28	26.28	16	35.82	8.64	9.07	7.73	5.14	5.24	
16	Rees, Jerry	NO	127.87	41	46.16	38.16	16	53.05	40.55	25	28.66	7.30	6.52	5.92	4.22	4.70	
17	Phillips, R Dan	NO	128.26	22	47.96	43.96	8	42.71	35.71	14	37.59	24.32	3.47	5.03	1.47	3.30	
18	Wright, Trevor (2)	NO	131.15	60	57.74	40.24	35	46.19	38.69	15	27.22	6.81	6.88	5.05	1.79	1.69	10
19	Wright, Trevor (1)	NO	134.29	48	67.06	48.06	38	42.64	37.64	10	24.59	9.40	7.69	3.41	2.22	1.87	
20	Dupre, Jason	NO	151.01	56	68.17	53.17	30	50.15	37.15	26	32.69	15.03	8.99	5.28	1.60	1.79	
21	Lefler, Ian	NO	151.06	45	59.76	53.76	12	61.28	49.78	23	30.02	8.82	4.36	6.08	3.60	2.16	10
22	Archer, Jonathan	NO	169.93	54	82.83	75.33	15	62.34	42.84	39	24.76	6.97	8.55	5.31	2.06	1.87	
23	Batchelder, Brea	NO	176.09	50	31.56	23.06	17	84.82	68.32	33	59.71	45.07	6.08	4.32	2.16	2.08	
24	Banks, John	NO	179.97	28	68.12	63.12	10	59.72	50.72	18	52.13	32.41	8.81	6.39	1.89	2.63	
25	Littlefield, Stan	NO	187.94	18	89.20	81.70	15	70.87	69.37	3	27.87	12.98	5.26	3.90	3.91	1.82	
26	Batchelder, Brea (XD)	NO	198.33	85	88.22	61.22	54	64.46	48.96	31	45.65	13.26	6.77	18.31	1.64	5.67	
27	Rosenhan, Alan	NO	201.92	56	84.07	65.57	37	81.24	71.74	19	36.61	26.90	3.63	3.37	1.94	0.77	
28	Rodeback, Rus	NO	226.41	61	91.48	71.48	40	91.19	80.69	21	43.74	13.04	13.59	14.12	1.51	1.48	
29	Rosenhan, Mike	NO	278.19	58	86.54	66.54	40	62.32	53.32	18	129.33	75.69	40.06	6.83	4.28	2.47	
30	Archer, Frank	NO	346.13	134	130.51	92.01	77	71.86	58.36	27	143.76	56.45	25.92	33.83	7.50	5.06	30
31	Rodriquez, Mike	NO	NT	38	41.66	34.16	15	34.71	26.21	17	NT	6.90	3.60	3.17	3.49	NT	6

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

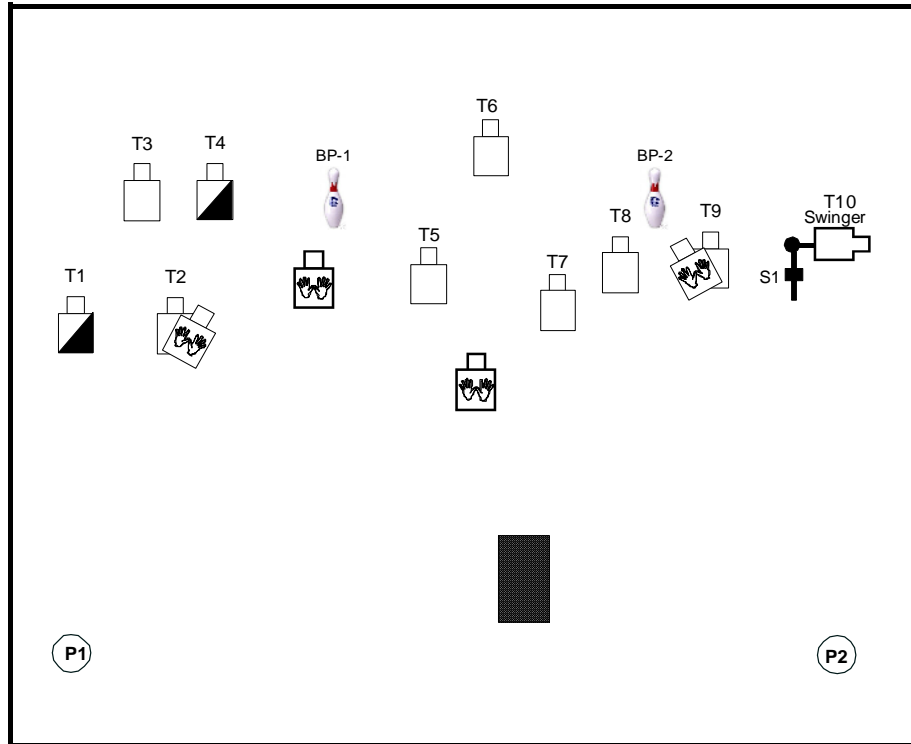
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Hidden Valley”



Round Count:
String 1 = **23 minimum**
(23 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 **all threat targets** with **2 rounds** (Torso or Head) **while moving to P2**. However, the **bowling pins (BP1 and BP2) must be knocked over** and the **Swinger trip plate (S1)** must be shot **until it activates the Swinger**.

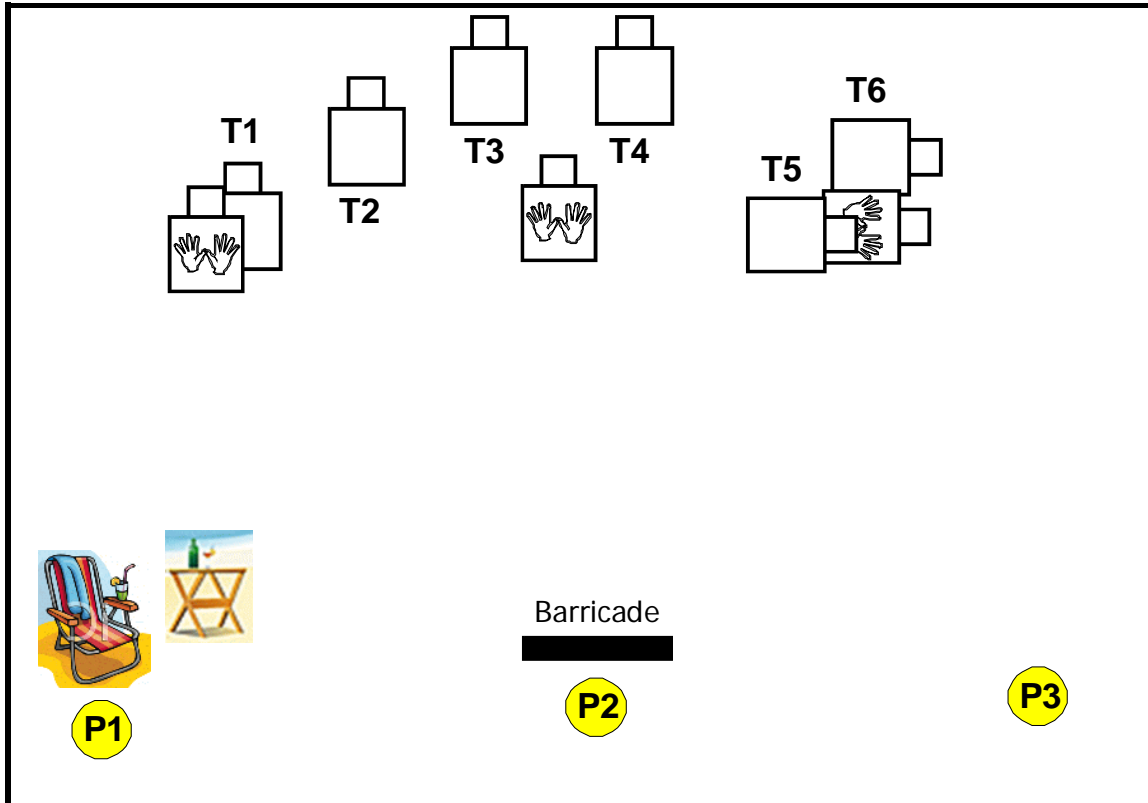
BE SURE TO SHOOT S1 - NOT THE ROUND SWINGER PLATE.

Notes:

1. Shooter **must perform at least 1 reload during the String**.
2. Use cover if you like, but there are no mandated targets at any position, **HOWEVER**, you **must reach P2 before engaging the Swinger trip plate (S1) or Swinger**.
3. **DON'T SHOOT THE WALLS!**
4. Missed pins will count as a 5-second Miss-On-Steel penalty.

Range Masters “Fun” Shoot

Stage 2 - “A Day at the Beach”



Round Count:
String 1 = **18 Minimum**
(18 rounds for the stage)

Vickers Count
(Can make up shots)

String 1 -

Shooter starts at **P1** sitting in the beach chair with **unloaded gun** and **all loaded magazines** in a **beach bag** on the table.

- At the buzzer, **get up out of the beach chair, go to the table and retrieve your gun and all magazines, load the gun and while moving to P2, engage T1 and T2 with 3 rounds.**
- **While properly using cover, engage T3 from the Right Side of the Barricade and T4 from the Left Side of the Barricade with 3 rounds each.**
- **While moving to P3, engage T5 with 3 rounds and then, after reaching P3, engage T6 with 3 rounds.**
- Reload as necessary.

Notes:

1. **Do not attempt to shoot while holding extra mags.**

COF Designed by Dave DeLeeuw

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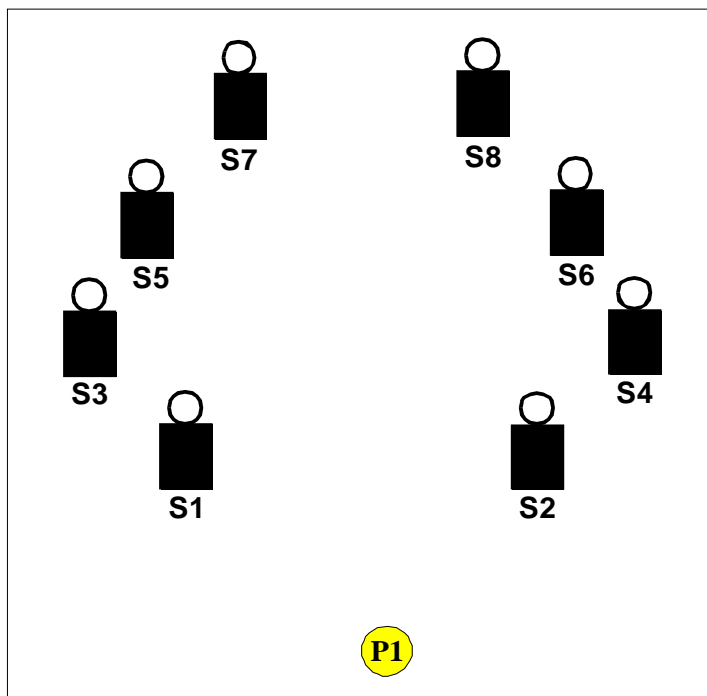
Stage 3 - “I Shoulda Been An Outlaw”

Round Count:

String 1 = **2 minimum**
 String 2 = **2 minimum**
 String 3 = **2 minimum**
 String 4 = **1 minimum**
 String 5 = **1 minimum**
 (8 rounds for the stage)

Vickers Count

(Can make up shots)



String 1 -

Shooter starts fully loaded at **P1**. (Shooter can Top Off between Strings.)

- At the sound of the buzzer, draw and **knock down S7 & S8 (any order)**.
- Reload as necessary.

String 2 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and **knock down S5 & S6 (any order)**.
- Reload as necessary.

String 3 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and **knock down S3 & S4 (any order)**.
- Reload as necessary.

String 4 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and **knock down S1**.
- Reload as necessary.

String 5 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and **knock down S2**.
- Reload as necessary.

Notes:

1. A solid hit on any of the plates will count as a knock down.
2. Any plate not knocked down will count as a 5-second Miss-On-Steel penalty.
3. Any plate knocked down from a previous String will count as a Miss-On-Steel.