

Range Masters "Fun" Shoot

Results for March 20, 2012

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	PD	Stage 2	String 1	String 2	String 3	PD	Stage 3	String 1	String 2	PD
1	Majers, Steve	O	58.39	17	25.79	14.06	3.23	17	20.42	9.91	5.90	4.61		12.18	5.92	6.26	
2	DeLeeuw, Dave	O	68.85	22	31.25	21.81	3.44	12	24.51	6.82	7.64	5.05	10	13.09	5.84	7.25	
3	Olson, Landon	NO	69.39	17	23.15	16.32	3.83	6	24.58	7.83	6.54	7.71	5	21.66	6.84	11.82	6
4	Majers, Steve Jr.	O	72.26	11	28.49	20.48	2.51	11	29.49	9.35	9.68	10.46		14.28	5.98	8.30	
5	Boshard, Dave	NO	76.13	31	28.72	12.84	2.88	26	28.01	11.04	6.94	7.53	5	19.40	8.41	10.99	
6	Finn, James	NO	89.60	28	29.19	20.87	4.32	8	37.03	10.29	10.12	6.62	20	23.38	5.71	17.67	
7	Jepperson, Riley	NO	90.94	55	33.05	17.80	2.75	25	41.62	11.73	6.21	8.68	30	16.27	9.12	7.15	
8	Finn, James	NO	91.97	18	35.08	28.69	2.89	7	27.78	13.15	6.45	5.68	5	29.11	9.54	16.57	6
9	Van Ausdal, BJ	NO	95.03	29	31.94	24.42	3.52	8	41.91	11.67	8.51	14.23	15	21.18	5.68	12.50	6
10	Sorenson, Sam	NO	97.97	29	33.14	20.09	3.55	19	32.06	11.81	8.33	6.92	10	32.77	10.79	21.98	
11	Scott, Michael Sr.	NO	98.38	31	40.15	21.81	5.34	26	28.73	13.02	6.31	6.90	5	29.50	14.13	15.37	
12	Spensko, Shane	NO	104.86	28	41.65	31.47	4.18	12	44.58	13.25	12.98	13.35	10	18.63	7.78	7.85	6
13	Asbell, Scott	NO	105.07	23	46.67	30.81	6.86	18	38.19	17.01	9.14	9.54	5	20.21	10.53	9.68	
14	Greer, Seth	NO	108.76	44	33.97	22.92	4.55	13	40.79	11.41	7.99	8.89	25	34.00	14.65	16.35	6
15	Phillips, R Dan	NO	117.04	39	42.93	37.21	3.72	4	49.01	11.16	8.83	21.52	15	25.10	5.75	9.35	20
16	Van Ausdal, Brian	NO	119.65	19	36.53	22.27	4.76	19	50.45	31.16	9.04	10.25		32.67	13.14	19.53	
17	Clark, David (Rev)	NO	119.69	23	39.07	30.78	4.29	8	44.29	16.25	7.29	13.25	15	36.33	10.97	25.36	
18	Price, Mike	NO	121.69	80	49.86	20.23	4.63	50	46.90	9.95	9.85	12.10	30	24.93	13.13	11.80	
19	Jensen, Chris	NO	121.89	35	40.98	29.35	4.63	14	44.55	14.32	12.75	9.98	15	36.36	12.44	20.92	6
20	Newell, Sam	NO	160.70	56	52.09	37.62	6.97	15	65.91	22.09	13.60	12.72	35	42.70	18.76	20.94	6
21	Waldo, Ralph	NO	165.98	62	53.16	27.56	14.60	22	73.96	19.53	13.94	20.49	40	38.86	26.08	12.78	
22	Scott, Michael Jr.	NO	172.70	74	39.47	23.14	4.83	23	45.26	8.34	9.00	10.42	35	87.97	36.72	43.25	16
23	Nelson, Robby	NO	177.48	69	55.17	38.34	7.33	19	72.78	17.54	18.58	21.66	30	49.53	14.72	24.81	20
24	Jensen, Michael	NO	201.09	65	70.72	51.73	6.49	25	87.69	28.78	19.47	19.44	40	42.68	23.04	19.64	
25	Sandgren, Shelby (.22)	NO	215.20	45	76.09	54.14	9.45	25	76.87	30.12	19.58	17.17	20	62.24	21.53	40.71	
26	Dudley, Dave	NO	225.74	27	82.32	65.97	8.35	16	53.05	18.64	14.56	14.85	10	90.37	38.95	50.92	1

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

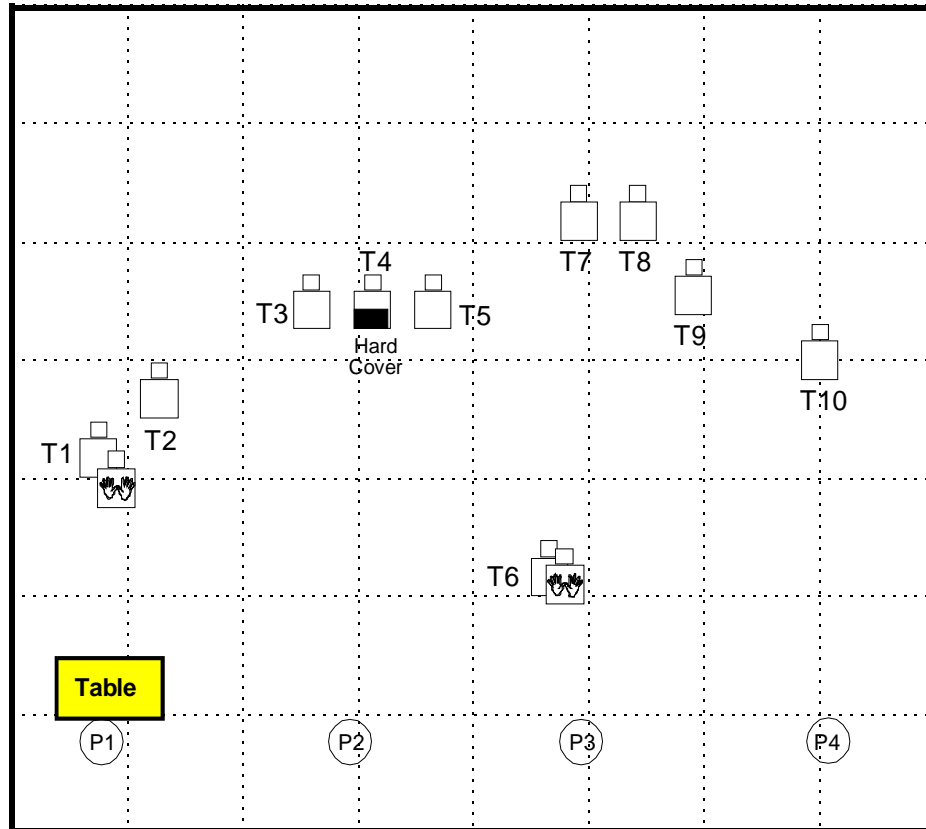
DNF = Did Not Finish

NS = No Score

NT = No Time

Range Masters “Fun” Shoot

Stage 1 - “Let’s Have Some More Fun”



Round Count:
 String 1 = **18 Minimum**
 String 2 = **6 Minimum**
24 Minimum for the Stage.

Vickers Count
 (Can make up shots)

String 1: (See **Note 1** below.)

Shooter starts sitting at the table at **P1** -

- At the buzzer, stand up, draw and engage **T1 and T2** with **2 rounds each** (body or head).
- **Move to P2** and engage **T3 thru T5** with **2 rounds each** (body or head).
- **Move to P3** and engage **T6** with **2 shots to the HEAD**,
then engage T7 thru T9 with **2 rounds each** (body or head).
- Reload as necessary

String 2:

Shooter starts at **P4** with **no more than 6 rounds** in the gun -

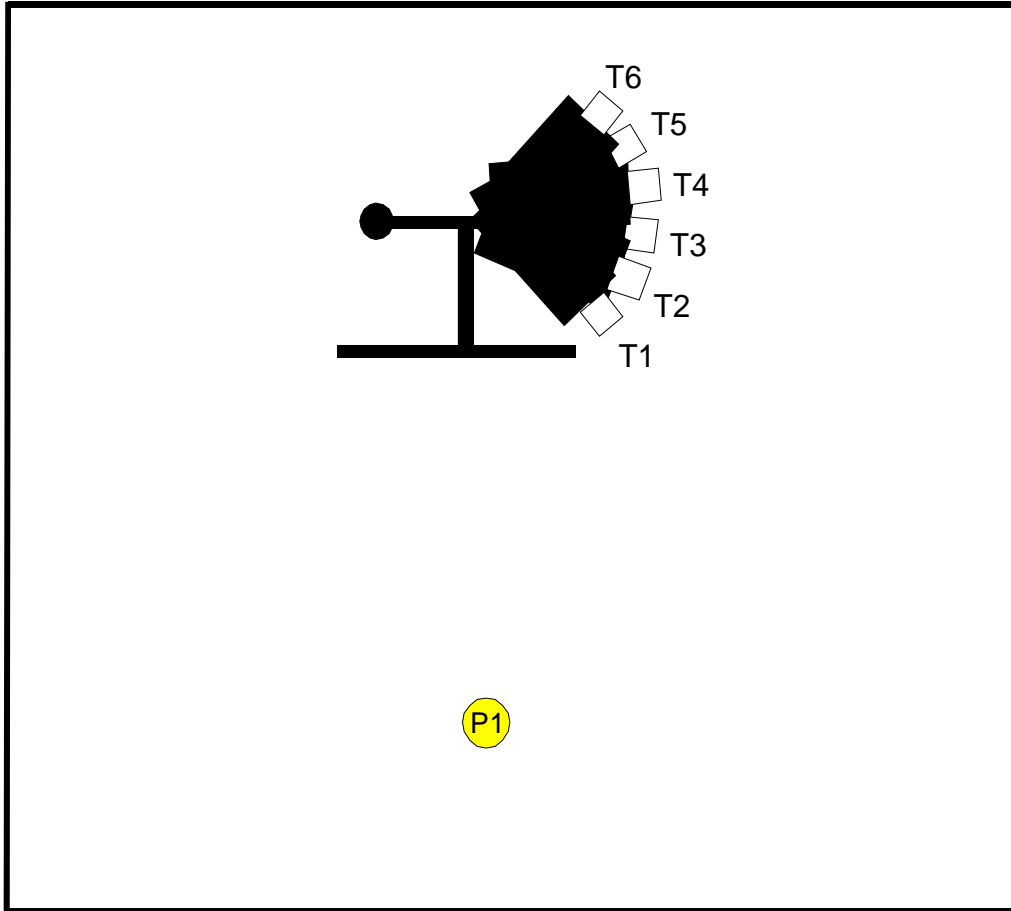
- At the buzzer, draw and engage **T10** with **6 rounds** (body or head).

Notes:

- 1- Shooter **must reach each new position before engaging the next set of targets.**

Range Masters “Fun” Shoot

Stage 2 - “666 The sign of the beast”



Round Count:

String 1 = 6

String 2 = 6

String 3 = 6

Modified Vickers

(10 rounds max per string)

String 1 - (Swinger will be tripped at the buzzer.)
Shooter starts at **P1**, T1-T6 get 1 shot to the **HEAD**.

String 2 -

Shooter starts at **P1**, T1-T6 get 1 shot to the **HEAD**.

String 3 -

Shooter starts at **P1**, T1-T6 get 1 shot to the **HEAD**.

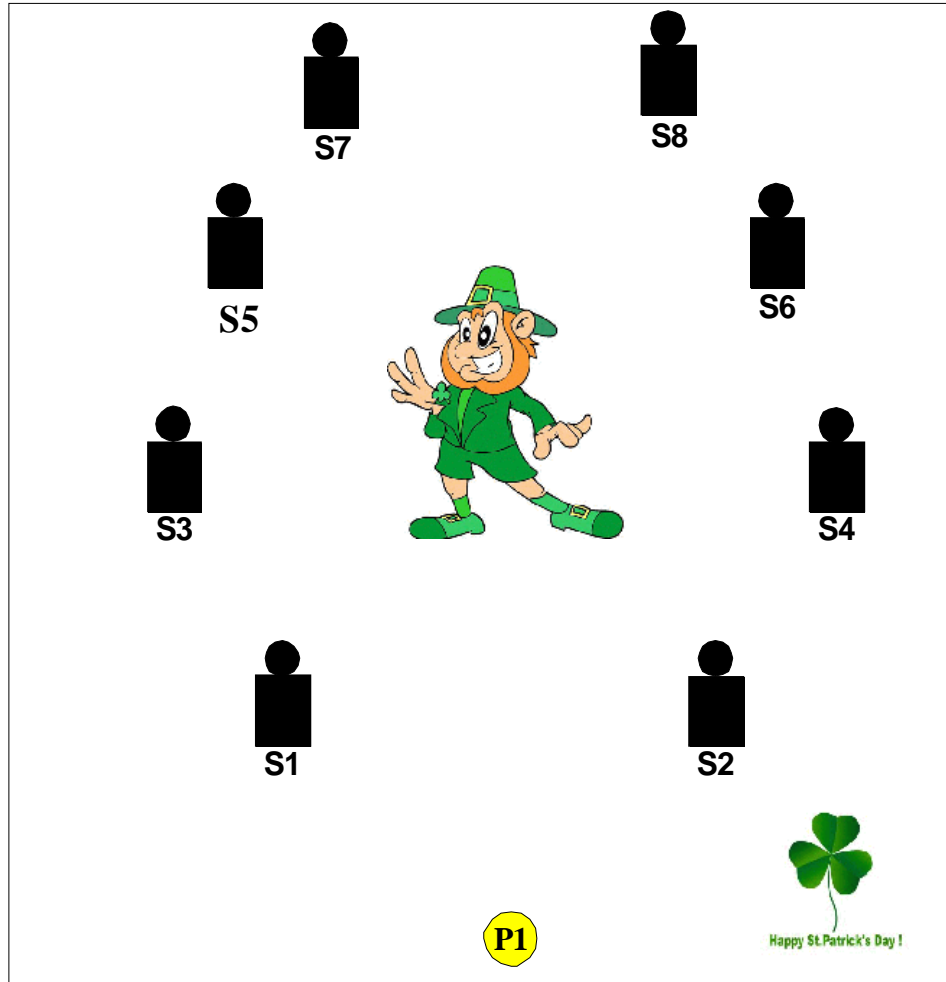
Notes:

1. Ten rounds max per string.
2. Swinger will not be reset for string 2 and 3.

COF designed by Mike Price

Range Masters “Fun” Shoot

Stage 3 - “Munchkin Massacre”



Round Count:

String 1 = 4 RDS. Min.

String 2 = 5 RDS. Min.

Vickers Count
(Can make up shots)

String 1 -

Shooter starts at **P1** with fully loaded weapon.

- At the sound of the buzzer, draw and engage **S3, S6, S4 and S5 (in that order)** until plates are knocked down.
- Reload as necessary and when all plates are down, at the direction of the SO, holster your weapon - **DO NOT RELOAD!**

String 2 -

Shooter starts at **P1** with **whatever rounds were left in the gun from String 1.**

- At the sound of the buzzer, draw and engage **S2, S7, S1 and S8 (in that order)** until plates are knocked down.
- Then engage Fiesty Leprechaun thru hole to hit steel only. All hits on body of the Mean Munchkin will score points down!!
- Reload as necessary.

Notes - Everyone knows that you must shoot a Leprechaun Center of Mass to make him go away!