

# Range Masters "Fun" Shoot

Results for July 6, 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	PD
1	Olson, Landon	NO	63.04	2	30.69	30.19	1	12.38	11.88	1	19.97	11.13	8.84	
2	DeLeeuw, Dave	O	93.47	9	42.32	39.32	6	15.22	13.72	3	35.93	21.36	14.57	
3	Rodriquez, Mike	O	95.44	36	44.46	29.96	29	21.50	18.00	7	29.48	18.36	11.12	
4	Dockstader, Jeff	NO	115.37	18	51.78	51.28	1	29.30	20.80	17	34.29	20.23	14.06	
5	Reese, Howard	O	117.51	15	47.10	45.60	3	28.19	22.19	12	42.22	23.29	18.93	
6	Woodruff, Weston	NO	121.39	35	54.21	44.71	19	27.34	19.34	16	39.84	21.60	18.24	
7	Spensko, Shane	NO	122.56	21	45.24	39.24	12	22.19	17.69	9	55.13	26.94	28.19	
8	Rees, Jerry	NO	126.30	17	55.53	50.53	10	25.73	22.23	7	45.04	24.85	20.19	
9	Thalman, Scott	NO	147.33	26	60.47	50.97	19	24.42	20.92	7	62.44	33.16	29.28	
10	Jepperson, Riley	NO	149.10	89	57.84	29.34	57	28.12	12.12	32	63.14	39.14	24.00	
11	Scott, Michael	NO	161.87	57	70.51	49.01	43	19.95	17.95	4	71.41	41.15	25.26	10
12	Mecham, Evan	NO	163.53	21	45.76	36.76	18	20.66	19.16	3	97.11	41.65	55.46	
13	Clark, David	NO	168.53	40	77.44	70.94	13	37.70	24.20	27	53.39	27.78	25.61	
14	Smith, Scott	NO	200.58	50	94.35	81.85	25	46.48	33.98	25	59.75	34.65	25.10	
15	Mallon, Jim	NO	214.35	50	94.32	76.32	36	63.38	56.38	14	56.65	28.23	28.42	
16	Coon, Marv	NO	215.02	69	46.68	24.68	44	48.26	35.76	25	120.08	87.67	32.41	
17	Coon, Marv	NO	273.95	46	81.32	76.82	9	52.97	39.47	27	139.66	100.37	34.29	10
18	Smith, Mark	NO	291.64	76	89.60	71.60	36	41.80	31.80	20	160.24	82.06	68.18	20
19	Mallon, Jim	NO	NS	22	81.62	72.12	19	35.56	34.06	3	NS	39.39	NS	

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

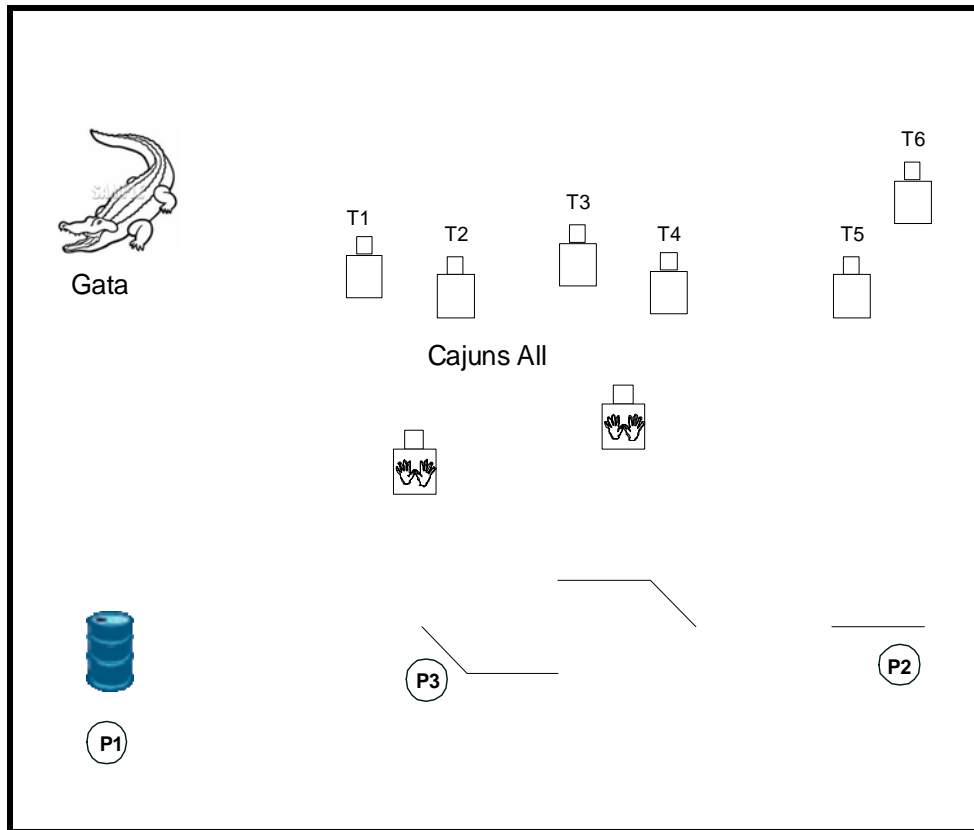
XX Indicates that the Points Down value includes some kind of penalty  
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Swamp People”



**Round Count:**  
String 1 = 18 minimum  
(+ 2 .22 rounds)

**Vickers Count**  
(Can make up shots)

**String 1** - Gata Swinger will be activated by SO at buzzer. .22 pistol will be loaded with 2 rounds only!

- At the buzzer, pick up loaded .22 from barrel and engage Gata with **2 rounds** to head. Only head shots will count!!
- Place .22 pistol back on barrel, draw your weapon and, while properly using cover, engage Cajun targets **T1 thru T6** with **2 rounds** to **TORSO** while working your way to **P2**.
- At **P2**, engage Cajun targets **T6 thru T1** with **1 round** to each **HEAD** while working your way back to **P3** and properly using cover.

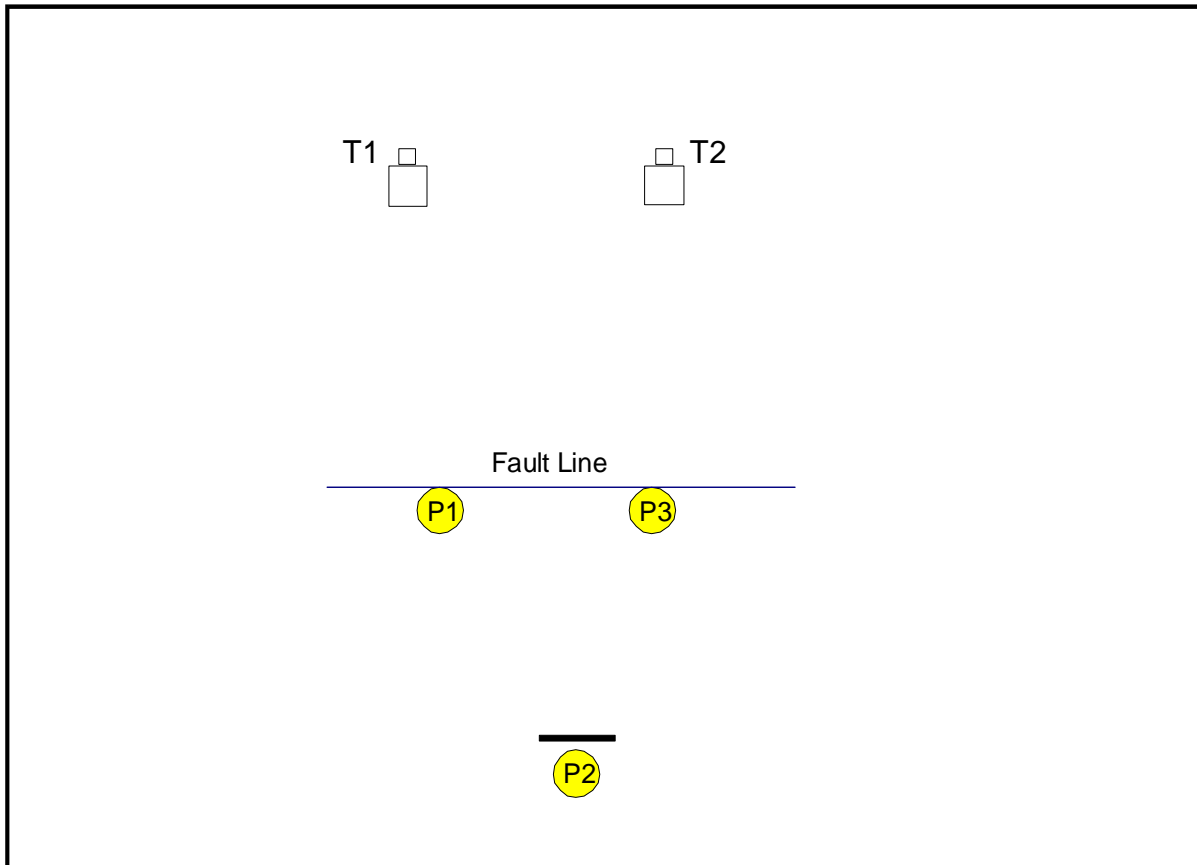
### Notes:

1. If there is a failure to fire with the .22 pistol, oh well, things happen when you're huntin them gatas!! (That means no reshoot).
2. Engage all Cajun targets with 2 rounds to TORSO BEFORE you shoot any heads.
3. All Cajun targets must have 2 rounds in the torso and 1 in the head.
4. All shots at Cajun target will be fired from behind cover.
5. **DO NOT SHOOT THE WALLS!!!**

COF Designed by Shane Spensko

# Range Masters “Fun” Shoot

## Stage 2 - “Just Shoot”



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

**Limited Vickers Count**  
(**Can not** make up shots.)

### String 1 -

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

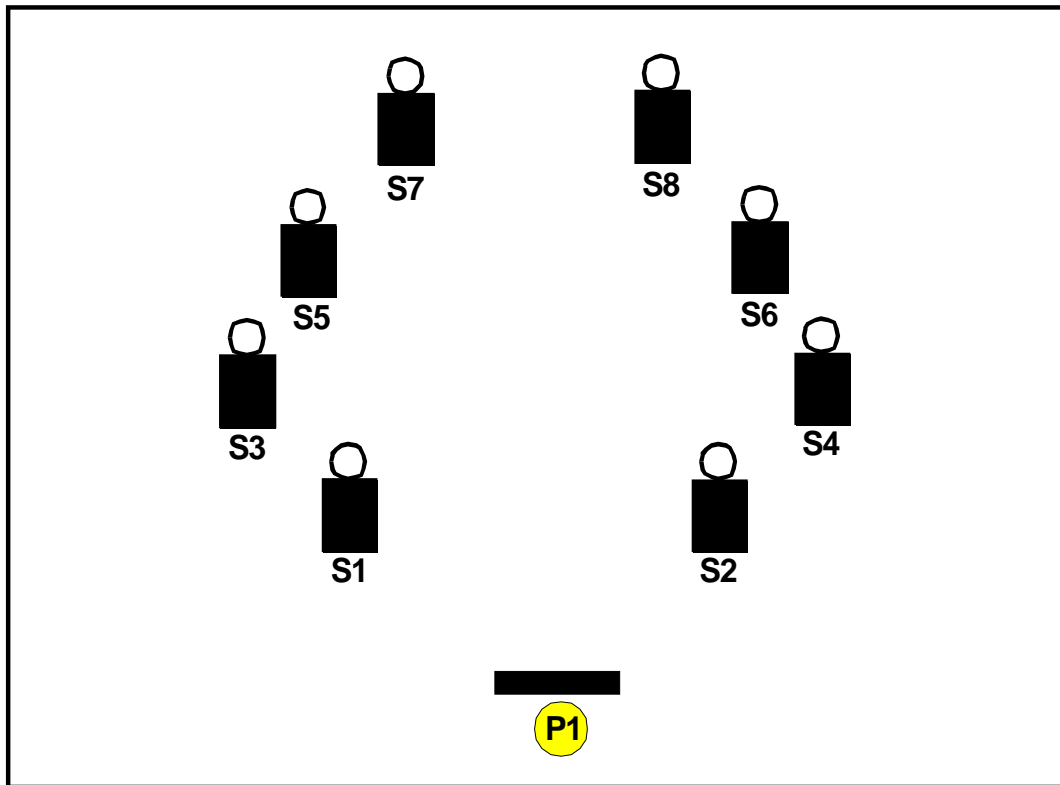
- At buzzer, draw and engage **T1** with **6 rounds (TORSO only)** while retreating to **P2**.
- At **P2**, engage **T1 and T2** thru the port with **3 rounds to each HEAD**.
- Then, while advancing to **P3**, engage **T2** with **6 rounds (TORSO only)**.

### Notes:

1. Shooter **must shoot on the move** when moving from **P1** to **P2** and from **P2** to **P3**.
2. Any reloads must be done from behind cover.
3. Magazines containing live rounds must be retained.
4. Advancing beyond Fault Line will be a Procedural Penalty.

# Range Masters “Fun” Shoot

## Stage 3 - “Use That Cover”



### Round Count:

String 1 = 8 Min

String 2 = 8 Min

Stage = 16 Min

### Vickers Count

(Can make up shots)

### String 1 -

**Shooter starts at P1 loaded with no more than 11 rounds.**

- At the sound of the buzzer, draw and engage **S1-S8** from the **LEFT** side of the barricade with proper use of cover.

### String 2 -

**Shooter starts at P1 loaded with no more than 11 rounds.**

- At the sound of the buzzer, draw and engage **S1-S8** from the **RIGHT** side of the barricade with proper use of cover.

### Notes:

1. Shooter **must** remain in the box at P1.
2. Shooter **must** properly use cover.