

Range Masters "Fun" Shoot

Results for January 15, 2008

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	Majors, Steve	O	96.65	11	47.34	43.34	8	23.07	21.57	3	26.24	12.94	13.30	0
2	Spensko, Shane	NO	98.02	12	50.41	47.41	6	20.66	17.66	6	26.95	13.86	13.09	0
3	Webster, Scott	NO	113.36	31	45.90	40.90	10	23.19	22.69	1	44.27	23.43	10.84	20
4	Gustaveson, Michael	O	121.59	9	49.25	45.75	7	30.02	29.02	2	42.32	21.83	20.49	0
5	Redford, "Red" (Rev)	NO	135.38	12	61.32	58.32	6	36.42	33.42	6	37.64	21.35	16.29	0
6	Phillips, RDan	NO	137.53	43	53.38	40.88	25	32.05	28.05	8	52.10	26.02	21.08	10
7	Huff, Blake	O	137.89	8	55.54	54.04	3	34.01	31.51	5	48.34	29.60	18.74	0
8	DeLeeuw, Dave	NO	139.89	59	52.46	42.46	20	36.94	22.44	29	50.49	20.48	25.01	10
9	Price, Mike	NO	147.24	14	66.11	63.61	5	31.88	27.38	9	49.25	26.68	22.57	0
10	Rees, Jerry	NO	147.87	48	62.14	55.64	13	42.92	30.42	25	42.81	24.63	13.18	10
11	Clark, David	NO	148.76	46	62.24	52.24	20	44.18	31.18	26	42.34	20.62	21.72	0
12	Mallon, Jim	NO	155.03	54	71.00	52.50	37	37.33	28.83	17	46.70	29.05	17.65	0
13	Sump, Brian	NO	159.68	13	63.24	60.24	6	47.07	46.57	1	49.37	32.56	13.81	6
14	Stulce, Craig	NO	163.22	82	51.64	45.14	13	31.41	26.91	9	80.17	29.53	20.64	60
15	Nageotte, Jim	NO	165.49	26	55.05	50.05	10	61.45	53.45	16	48.99	26.20	22.79	0
16	Isaac, Jake	NO	165.85	65	61.26	52.26	18	39.81	26.31	27	64.78	32.26	22.52	20
17	Balajadia, Benjie	NO	167.79	37	68.27	54.27	28	37.64	33.14	9	61.88	31.16	30.72	0
18	Lowder, Ben	NO	179.12	66	53.98	44.98	18	57.72	43.72	28	67.42	31.37	26.05	20
19	Majors, Steve Jr. (.22)	NO	179.19	34	63.77	56.27	15	47.76	38.26	19	67.66	29.87	37.79	0
20	Scott, Michael Sr.	NO	181.19	85	65.92	48.42	35	47.94	32.94	30	67.33	37.80	19.53	20
21	Gustaveson, Ian	NO	190.97	60	67.21	49.71	35	48.79	41.29	15	74.97	31.45	38.52	10
22	McAllister, Sean	NO	191.06	42	61.34	51.34	20	52.45	51.45	2	77.27	34.75	32.52	20
23	Kent, Gregory	NO	191.41	43	69.93	62.93	14	56.29	41.79	29	65.19	45.33	19.86	0
24	Rees McCord (Rev)	NO	193.00	24	67.86	62.86	10	42.74	35.74	14	82.40	45.22	37.18	0
25	Waldo, Ralph	NO	204.31	106	81.30	70.80	21	40.75	33.25	15	82.26	30.88	16.38	70
26	Ursulich, Ryan	NO	205.48	52	67.95	55.45	25	55.13	51.63	7	82.40	38.74	33.66	20
27	Bishop, Scott	NO	207.19	126	49.08	39.58	19	37.40	28.90	17	120.71	34.11	41.60	90
28	Degn, Christian	NO	211.02	29	80.62	76.12	9	59.75	49.75	20	70.65	43.67	26.98	0
29	Potts, James	NO	230.80	40	96.95	89.95	14	43.73	30.73	26	90.12	52.64	37.48	0
30	Stone, Scott	NO	234.03	102	85.58	63.08	45	26.83	23.33	7	121.62	34.83	61.79	50
31	VanHorn, Guy	NO	237.36	82	96.91	80.91	32	43.14	33.14	20	97.31	58.75	23.56	30
32	Jones, Clark	NO	238.92	127	87.68	62.18	51	36.14	33.14	6	115.10	44.74	35.36	70

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

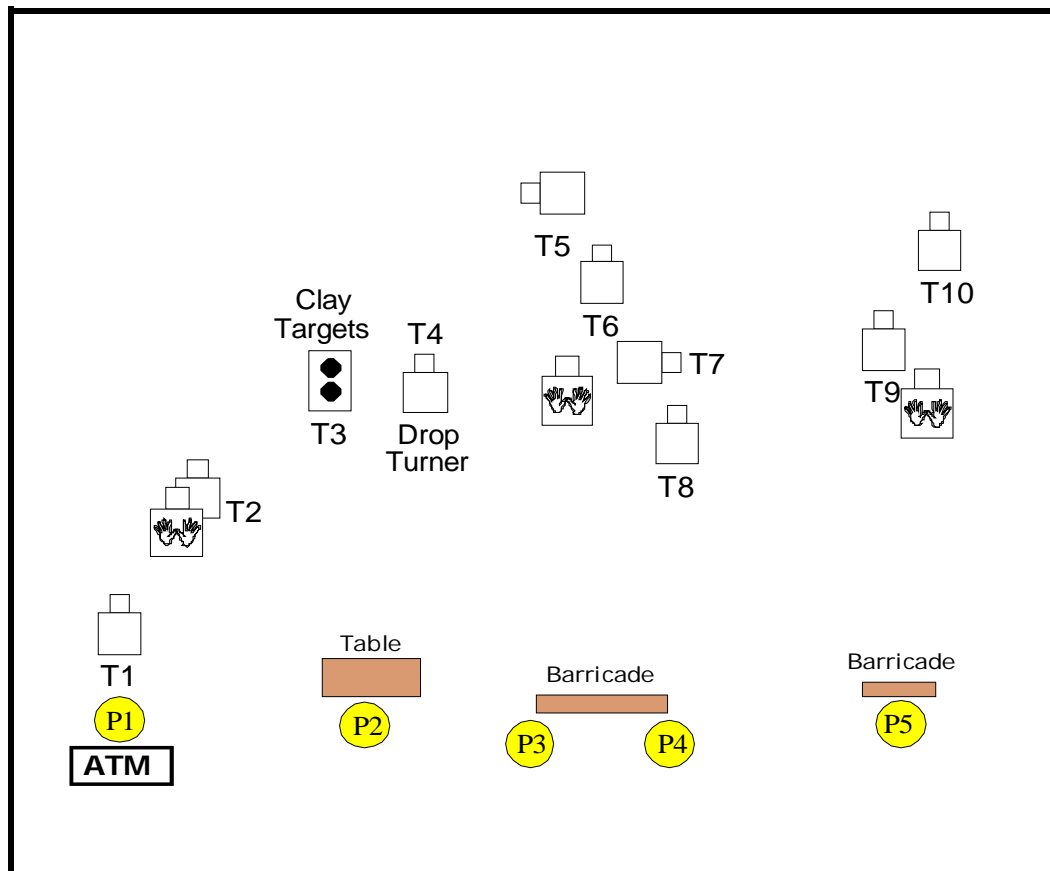
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 “ATM Encounter”



Round Count:
String 1 = 20 minimum
(20 minimum for the Stage)

Vickers Count
(Can make up shots)

String 1:

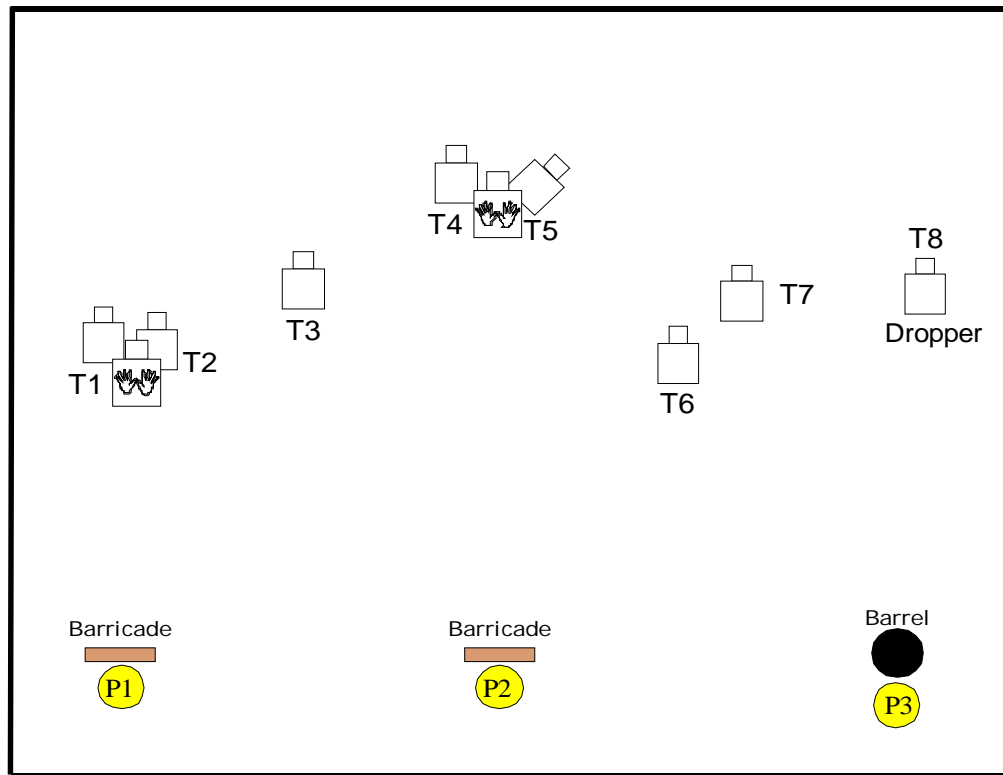
Shooter starts at **P1** with no more than 11 rounds in the gun, their back to the targets, a shopping bag in their Weak hand and the other on the ATM. All shots can be to either **TORSO** or **HEAD**.

- At the sound of the buzzer, **drop the shopping bag, turn, draw and engage T1** with 2 rounds **From Retention** and then **T2** with 2 rounds while moving to **P2**.
- **From P2**, engage **T3** until both **Clay Pigeons** are broken, then trip the **Drop- Turner** and engage it with 2 rounds.
- Move to **P3** and with the proper use of cover, engage **T5** thru **T8** with 1 round each.
- Move to **P4** and, with the proper use of cover, re-engage **T5** thru **T8** with 1 round.
- Move to **P5** and, with the proper use of cover from the **Right Side of the Barricade**, engage **T9** and **T10** with 2 rounds each.
- Reload as necessary.

COF designed by Jerry Rees

Range Masters “Fun” Shoot

Stage 2 “Finish with Only One”



Round Count:
String 1 = 15 minimum
(15 minimum for the Stage)

Vickers Count
(Can make up shots)

String 1:

Shooter starts fully loaded at **P1**. All shots can be to **either TORSO or HEAD** except on **T8** which must be to the **Center of Body Mass**.

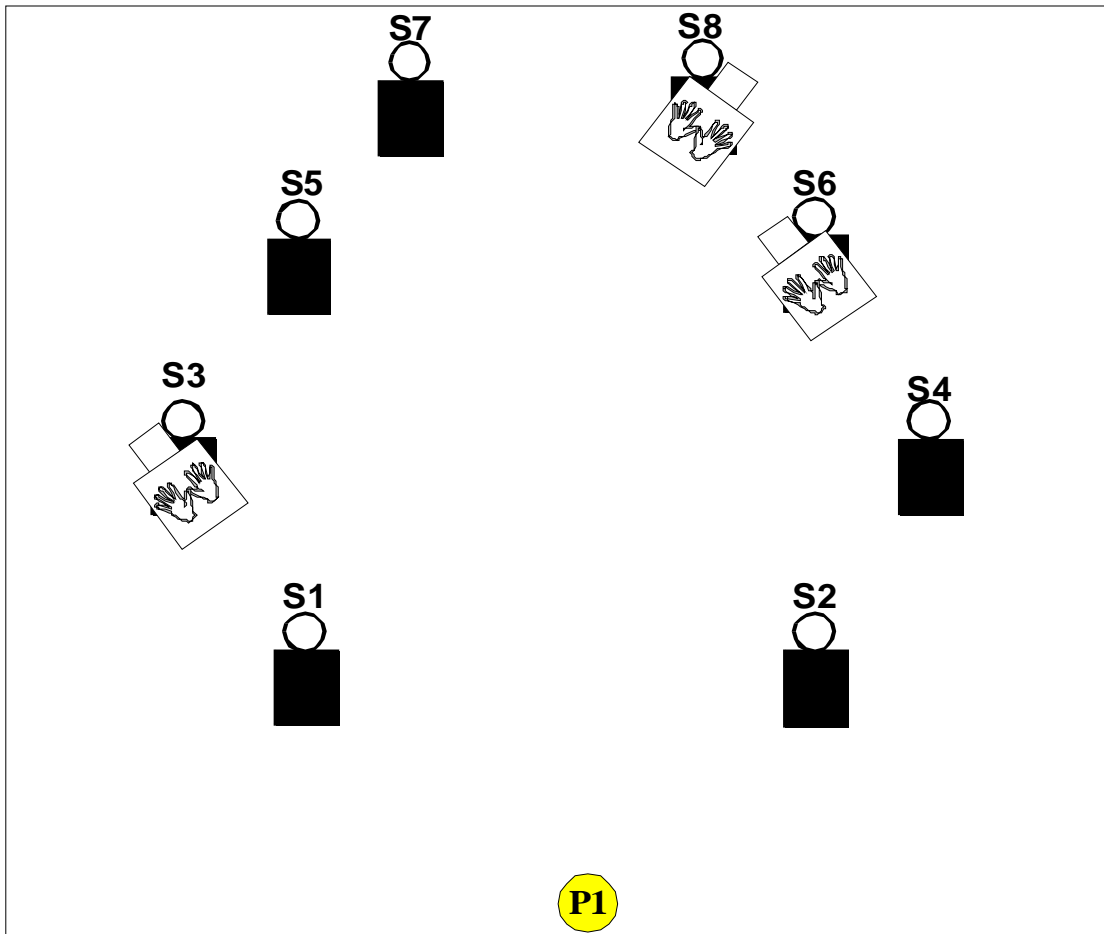
- At the sound of the buzzer, **draw**, and with the **proper use of cover**, engage **T1** from the **LEFT side of the barricade** with **2 rounds**, and then **T2** with **2 rounds** from the **RIGHT side of the barricade**.
- Engage **T3** with **2 rounds WHILE MOVING** to **P2**.
- At **P2**, with the **proper use of cover**, engage **T4** and **T5** with **2 rounds** each from **either or both sides of the barricade**.
- Engage **T6** and **T7** with **2 rounds** each **WHILE MOVING** to **P3**.
- At **P3**, with the **proper use of cover** from the **Right Side of the Barrel** using the **STRONG HAND ONLY**, engage **T8 (the Dropper)** until it “drops”.
- Reload as necessary from cover.

Notes:

1. Shooter must properly use cover during the String.
2. Shooter **cannot** shoot over the barrel.
3. Failure to drop the “Dropper” will result in a 5-second penalty.

Range Masters “Fun” Shoot

Stage 3 - “Watch the Heads!”



Round Count:

String 1 = **8 minimum**

String 2 = **8 minimum**

(**16** rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts at **P1** with **no more than 5 rounds in gun**.

- At the sound of the buzzer, draw and engage **S1** thru **S8** in a Left-to-Right (**Clockwise**) order (**S1, S3, S5, S7, S8, S6, S4, S2**).
- Reload as necessary, but do not reload after completing the String.

String 2 -

Shooter starts at **P1** with **what is left in the magazine from String 1**.

- At the sound of the buzzer, draw and engage **S1** thru **S8** in a Right-to-Left (**Counter Clockwise**) order (**S2, S4, S6, S8, S7, S5, S3, S1**).
- Reload as necessary.

Notes:

1. A solid hit on any of the plates will count as a hit.
2. A hit to a non-threat will count as a 5 second penalty.