

Rangemasters Handgun "Fun" Shoot Results - May 6, 2015

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	String 3	String 4	PD
1	Gull, Joe	NO	61.74	21	14.78	14.28	1	29.36	10.78	8.58	20	17.60	6.32	3.94	3.67	3.67	0
2	Stepp, Jared	NO	65.39	11	23.19	22.69	1	26.03	9.22	11.81	10	16.17	3.77	3.06	4.89	4.45	0
3	Soper, Mitch (#1)	NO	67.27	25	11.88	10.38	3	38.28	13.25	14.03	22	17.11	5.12	3.53	3.26	5.20	0
4	Soper, Mitch (#2)	NO	73.70	21	19.28	13.78	11	31.70	13.89	12.81	10	22.72	7.13	4.37	4.18	7.04	0
5	Resse, Howard	O	74.80	6	22.84	22.84	0	25.43	12.35	13.08	0	26.53	7.95	5.62	4.68	5.28	6
6	Etherington, Ryan	NO	85.47	13	24.80	23.80	2	28.73	12.11	11.12	11	31.94	8.91	11.73	5.86	5.44	0
7	Phillips, R Dan	NO	91.53	13	36.39	29.89	13	34.72	17.74	16.98	0	20.42	5.72	5.19	3.85	5.66	0
8	Ursulich, Ryan	NO	96.21	80	28.02	11.52	33	45.66	10.50	11.66	47	22.53	5.17	6.25	5.21	5.90	0
9	Buchanan, Ben	NO	97.28	32	25.40	22.90	5	38.36	12.78	12.08	27	33.52	12.73	5.99	8.49	6.31	0
10	Sheen, Christopher	NO	99.90	41	33.89	28.89	10	39.14	12.02	11.62	31	26.87	5.95	8.12	5.14	7.66	0
11	Birrell, Rylie	NO	102.30	91	19.75	14.25	11	55.51	7.81	7.70	80	27.04	12.52	4.28	3.81	6.43	0
12	Waldo, Ralph	NO	105.37	14	38.23	36.23	4	43.80	17.26	21.54	10	23.34	5.13	4.59	8.49	5.13	0
13	Septon, Allen	NO	107.30	43	38.09	30.09	16	42.48	15.12	13.86	27	26.73	9.82	5.23	6.15	5.53	0
14	Scott, Alan	NO	109.88	37	32.59	32.59	0	50.03	15.22	16.31	37	27.26	6.93	8.19	6.58	5.56	0
15	Scott, Mike	NO	121.35	11	42.47	42.47	0	50.19	22.88	21.81	11	28.69	9.90	6.58	5.13	7.08	0
16	Jepperson, Riley	NO	122.81	139	24.55	10.55	28	66.26	8.25	8.51	99	32.00	5.68	5.98	9.85	4.49	12
17	Lawrence, Ken	NO	126.34	22	36.23	35.73	1	55.02	20.48	24.04	21	35.09	11.99	11.05	5.95	6.10	0
18	Brett, Josh	NO	127.55	86	22.51	22.51	0	65.41	11.41	11.00	86	39.63	13.79	5.98	13.39	6.47	0
19	Jensen, Curtis	NO	135.01	15	37.95	37.95	0	52.12	22.72	21.90	15	44.94	10.18	7.23	7.63	19.90	0
20	Roberts, Kent	NO	141.55	138	36.90	28.90	16	79.58	8.37	10.21	122	25.07	7.33	6.34	5.96	5.44	0
21	Scott, Gus	O	180.10	42	79.26	68.76	21	62.59	29.04	23.05	21	38.25	12.02	7.23	8.82	10.18	0
22	Sandgren, Max	NO	187.24	25	53.04	45.54	15	56.30	25.20	26.10	10	77.90	19.45	9.00	7.94	41.51	0
23	Soper, Trenton (.22)	NO	274.95	58	95.32	81.82	27	87.94	35.45	36.99	31	91.69	13.45	9.68	26.26	42.30	0
24	Gull, Ammon (.22)	NO	302.19	118	94.32	73.82	41	78.56	20.72	19.34	77	129.31	60.76	17.13	17.72	33.70	0

Notes:

PD = Points Down = .5 seconds x Points Down

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

(REV) = Revolver

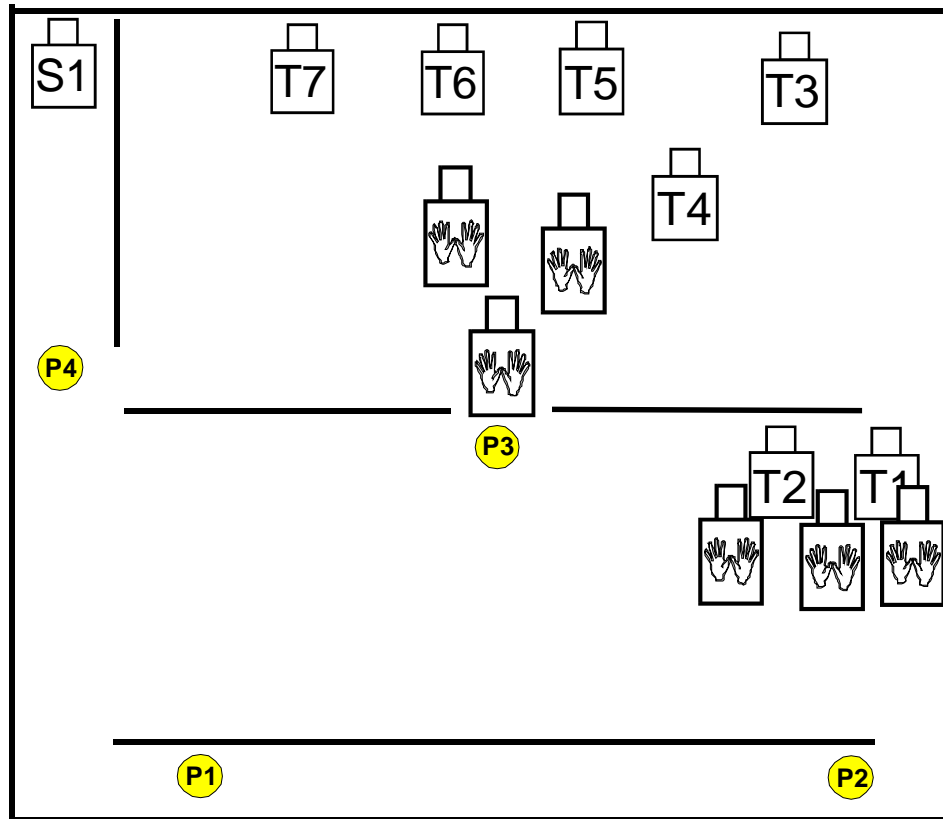
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Do Not Leave Wilson”



Round Count:
24 rounds minimum

Vickers Count
(Can make up shots.)

STRING 1 -

Shooter is seated with **10 rounds** in your magazine. Your baby, **Wilson**, is in a carrier on the table with a bag. **Targets require 2 rounds to the Torso and 1 to the Head.**

P1 At the sound of the buzzer secure **Wilson** and proceed to **P2**.

****** USE COVER , SLICE THE PIE, RELOAD FROM COVER******

P2 Engage **T1** and **T2** Move to **P3**.

P3 Move center **Non-Threat** and engage **T3** through **T7**. Move to **P4**

P4 Engage **S1** with 3 rounds to the body, this is the **EXIT**.

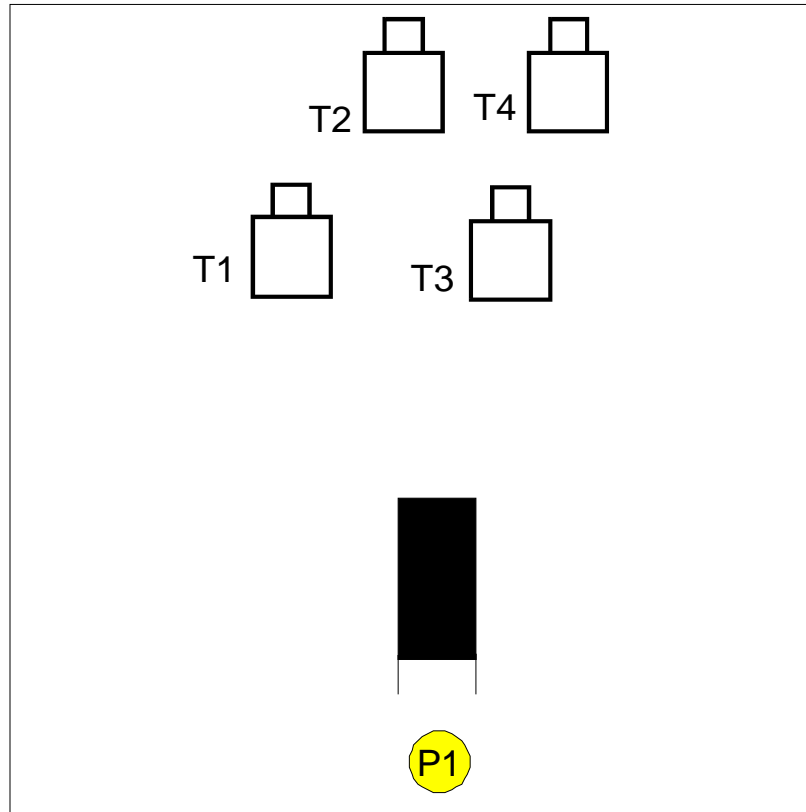
Notes:

1. If you take **Wilson**, **20 seconds will be removed from your time**.
2. Watch the 180 degree line.
3. Reload from cover, not in hallway
4. Do not shoot the walls.

COF R. Waldo

Rangemasters “Fun” Shoot

Stage 2 - “Hard Shots”



Round Count:

String 1 = **12 rounds only**
String 2 = **12 rounds only**
(24 rounds for the stage)

Limited Vickers Count

(**Cannot** make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

- At the buzzer, draw, and with the proper use of cover from either side of the barricade, engage **all targets** with **2 rounds** to each **TORSO** and **1 round** to each **HEAD**.

String 2 -

Shooter starts fully loaded at **P1**.

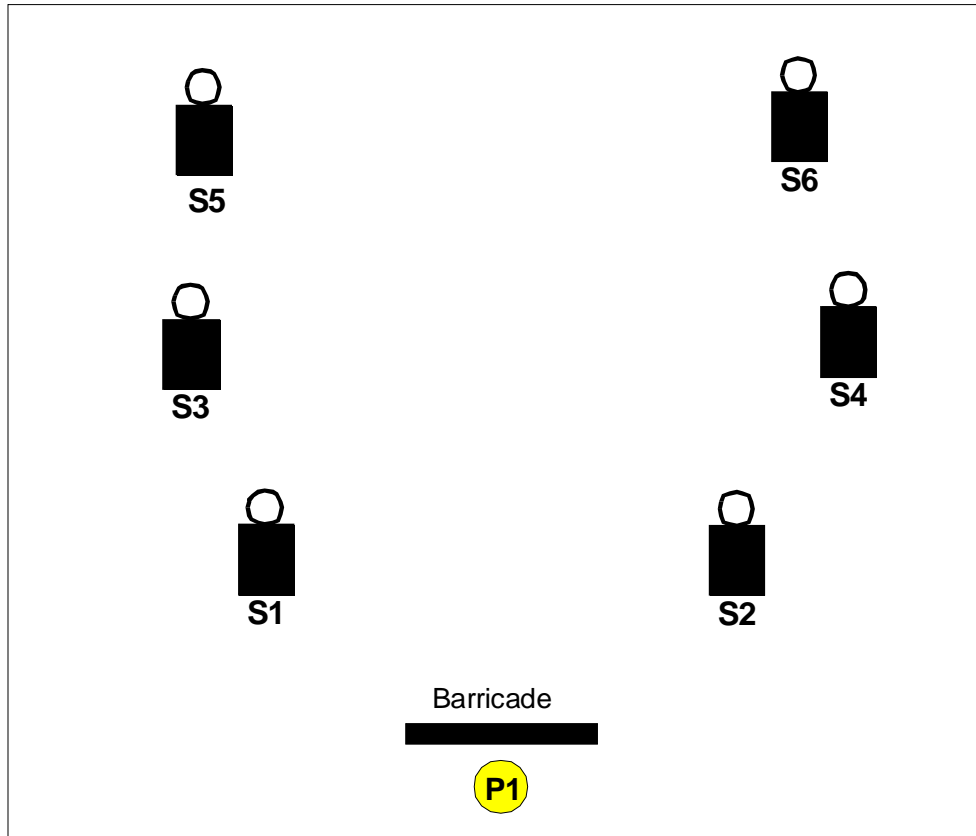
- At the buzzer, draw, and with the proper use of cover from the opposite side of the barricade, engage **all targets** with **2 rounds** to each **HEAD** and **1 round** to each **TORSO**.

Scoring Notes:

- **For HEAD shots** = Hits **outside the head area** will be scored as either a miss or, if hit below the head, a hit on a non threat.
- **For TORSO Shots** = Hits **outside the Zero Down “Center of Body Mass” circle** will count as the normal points down, as well as a hit on a non threat.

Rangemasters “Fun” Shoot

Stage 3 - “Knock’m Down”



Round Count:

String 1= 3 Rnds Min.
String 2= 3 Rnds Min.
String 3= 3 Rnds Min.
String 4= 3 Rnds Min.

Vickers Count (Can make up shots)

String 1 -

Shooter starts loaded and holstered at **P1**.

- At buzzer, draw and engage **S5** and **S6** in any order until knocked down, then engage **S1**.

String 2 -

Shooter starts loaded and holstered at **P1**.

- At buzzer, draw and engage **S3** and **S4** in any order until knocked down, then engage **S2**.

String 3 -

Shooter starts loaded and holstered at **P1**.

- At buzzer, draw and engage **S1** and **S2** in any order until knocked down, then engage **S5**.

String 4 -

Shooter starts loaded and holstered at **P1**.

- At buzzer, draw and engage **S3** and **S4** in any order until knocked down, then engage **S6**.

Notes:

1. Reload as necessary.
2. Cover is not required.