

Range Masters "Fun" Shoot

Results for March 15, 2011

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	String 3	PD	Stage 3	String 1	String 2	PD
1	Olson, Landon	NO	61.80	14	23.09	21.59	3	22.64	5.28	5.70	6.16	11	16.07	7.37	8.70	
2	Majers, Steve	O	63.37	8	28.77	25.27	7	18.23	5.94	5.59	6.20	1	16.37	5.73	10.64	
3	McGregor, Scott	NO	74.06	56	25.52	18.52	14	37.66	8.07	3.69	4.90	42	10.88	5.29	5.59	
4	DeLeeuw, Dave	O	76.18	1	21.80	21.30	1	21.30	6.95	6.37	7.98		33.08	5.16	27.92	
5	Mathis, David	NO	78.32	41	36.64	24.14	25	24.68	5.59	5.47	6.12	15	17.00	5.26	11.24	1
6	Majers, Steve Jr.	O	79.22	29	45.12	36.12	18	23.36	5.78	5.84	6.74	10	10.74	4.33	5.91	1
7	Wright, Trevor	NO	85.79	21	43.12	33.12	20	24.67	8.06	7.55	8.56	1	18.00	5.99	12.01	
8	Phillips, R Dan	NO	90.79	30	33.98	28.98	10	33.79	6.98	8.77	8.04	20	23.02	9.59	13.43	
9	Simons, Jordan R.	NO	91.59	40	51.56	32.06	39	22.74	7.90	6.53	7.81	1	17.29	9.41	7.88	
10	Sayer, Kelby	NO	93.84	49	45.45	28.95	33	30.63	8.20	6.90	7.53	16	17.76	8.46	9.30	
11	Woodruff, Weston	NO	94.77	34	32.65	26.65	12	32.53	6.95	6.91	7.67	22	29.59	13.78	15.81	
12	Price, Mike	NO	99.83	43	34.80	30.80	8	42.83	7.28	7.41	10.64	35	22.20	10.44	11.76	
13	Spensko, Shane	NO	100.28	44	41.27	34.77	13	44.01	6.97	8.87	13.17	30	15.00	6.17	8.33	1
14	Simons, Jordan	NO	101.06	21	50.04	43.04	14	26.23	6.85	7.86	8.02	7	24.79	8.12	16.67	
15	Scott, Michael Sr.	NO	103.15	46	40.13	34.63	11	41.33	6.24	7.00	10.59	35	21.69	8.54	13.15	
16	Ursulich, Ryan	NO	112.05	74	39.65	29.15	21	46.79	6.64	7.10	7.05	52	25.61	7.89	17.22	1
17	Moffat, Joel	NO	116.20	46	37.83	31.83	12	36.20	9.01	7.90	8.29	22	42.17	11.69	24.48	12
18	Crompton, Tom	NO	122.59	26	47.73	42.73	10	48.77	9.63	9.85	24.29	10	26.09	12.87	10.22	6
19	Sorenson, Sam	NO	124.60	67	46.81	32.81	28	46.42	8.23	8.28	10.91	38	31.37	9.33	21.54	1
20	Waldo, Ralph	NO	127.28	38	48.64	43.14	11	50.77	11.59	11.79	14.39	26	27.87	16.69	10.68	1
21	Van Ausdal, Brian	NO	134.37	59	52.16	39.66	25	32.51	4.95	4.42	9.14	28	49.70	26.28	20.42	6
22	Staton, Aaron	NO	155.88	67	47.14	37.64	19	49.38	9.71	7.17	9.50	46	59.36	15.27	43.09	2
23	Anderson, Kevin	NO	155.92	112	53.02	31.52	43	66.56	9.61	11.91	11.04	68	36.34	13.19	22.65	1
24	Finlayson, Taylor	NO	170.60	33	53.13	53.13		61.15	14.69	16.13	14.33	32	56.32	24.87	30.95	1
25	Baker, Greg	NO	186.02	61	53.79	38.79	30	53.83	17.17	12.29	12.87	23	78.40	17.19	57.21	8
26	Whitaker, Scott	NO	223.35	134	65.99	44.99	42	73.62	14.28	11.55	11.79	72	83.74	32.80	40.94	20
27	Garcia, Scott	NO	258.34	162	59.02	44.02	30	81.47	8.98	9.93	16.56	92	117.85	56.71	41.14	40
28	Coon, Marv	NO	316.64	112	74.22	63.22	22	105.45	28.55	13.84	18.06	90	136.97	53.80	83.17	
29	Whitaker, Shawn	NO	321.74	112	82.40	64.90	35	90.49	16.80	11.06	24.13	77	148.85	65.35	83.50	

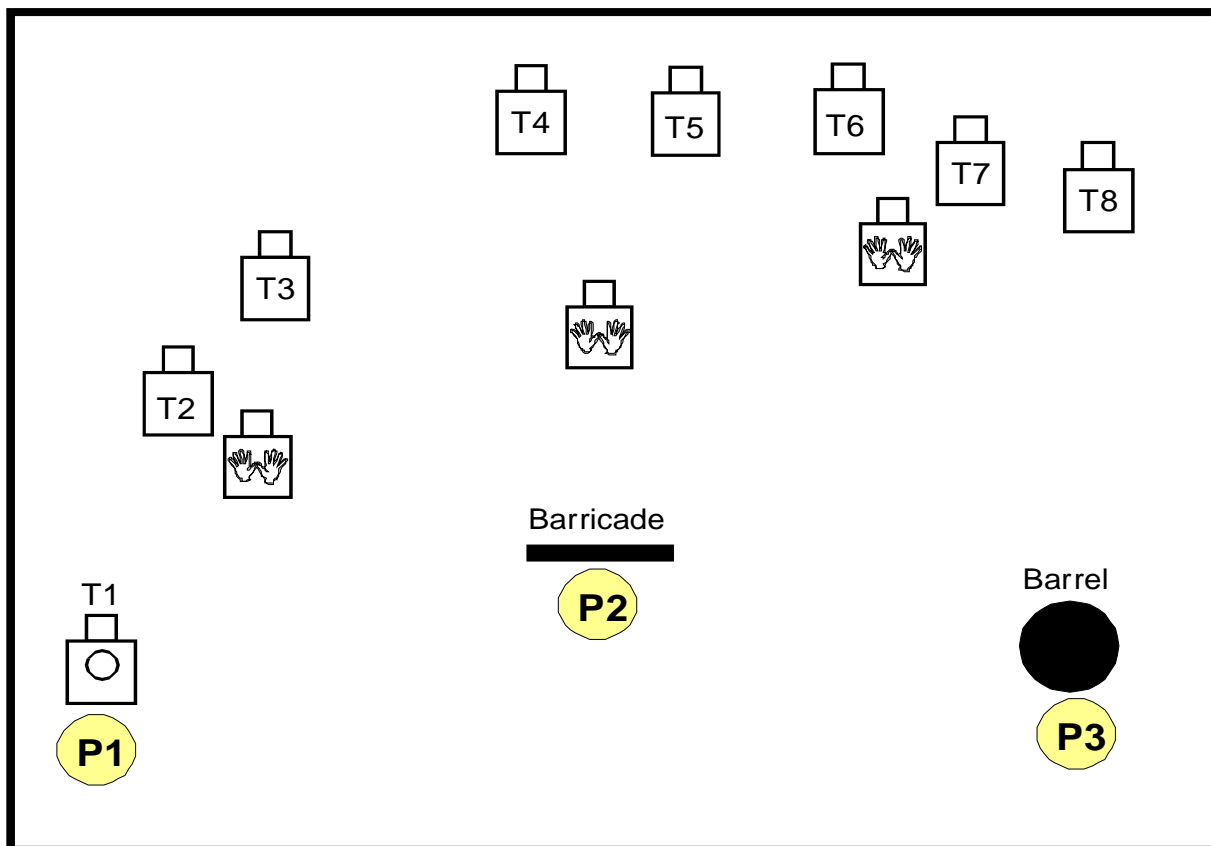
Notes:

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

DNF = Did Not Finish
 NS = No Score
 NT = No Time

Range Masters “Fun” Shoot

Stage 1 - “Use That Cover!”



Round Count:

String 1 = **17 Rounds Minimum**
(17 rounds for the stage)

Vickers Count

(Can make up shots)

String 1 - Shooters start fully loaded at P1.

- At the sound of the buzzer, draw and **engage T1 with 2 rounds from RETENTION.**
- **While moving to P2, engage T2 & T3 with 2 rounds to the BODY.**
- **After reaching P2, properly use cover and engage T4 with 2 rounds (TORSO) from the RIGHT side of the barricade, and T5 with 2 rounds (TORSO) from the LEFT side of the Barricade, then re-engage T4 & T5 with 1 round to each HEAD from opposite sides of the Barricade.**
- **While moving to P3, engage T6 & T7 with 2 rounds to the BODY.**
- **After reaching cover at P3, and with the proper use of cover, engage T8 (Dropper) until it drops.**
- Reload as necessary.

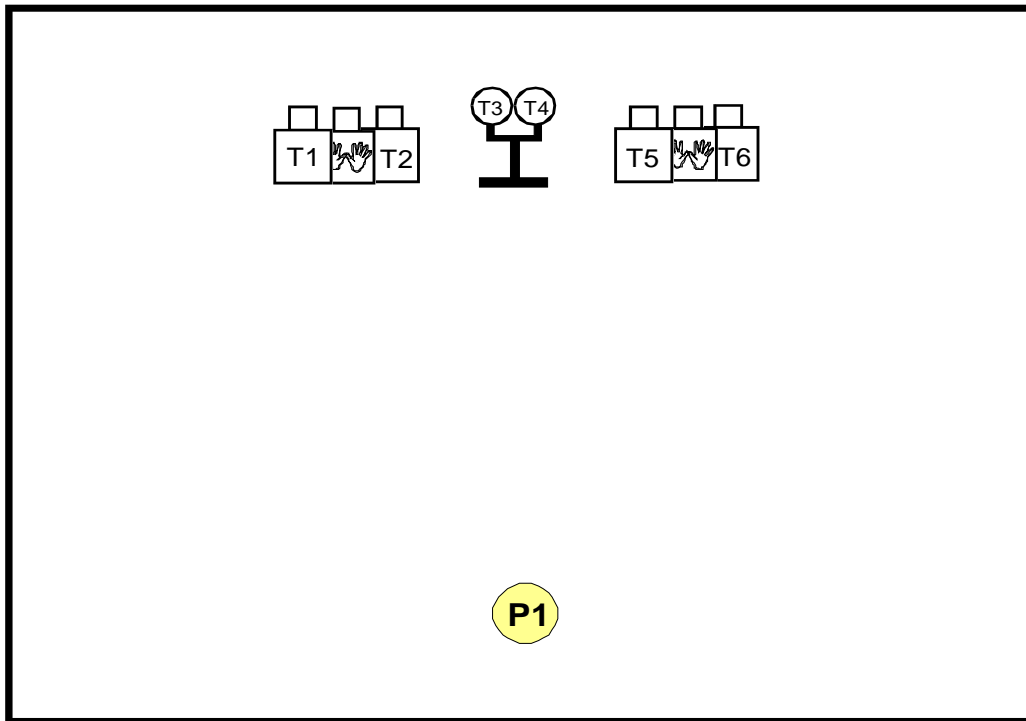
Notes:

1. **Don't break the 180 and DO NOT SHOOT THE WALLS!**

COF Designed by Dave DeLeeuw

Range Masters “Fun” Shoot

Stage 2 - “Camping Targets”



Round Count:
String 1, 2 & 3 = **6 Rounds each**
(**18** rounds for the stage)

Limited Vickers Count
(**Cannot** make up shots)

Imagine it's summertime... OOOOOh! You're out camping and have limited targets and limited rounds, but you really want to impress everyone in camp with your shooting skills and you've already started breakfast. Do good. Do fast. **Die paper plates, Die!!!**

String 1 - Shooters start fully loaded (if you want).

- At the sound of the buzzer, draw and **engage each target** with **1 round each (TORSO on paper)**.
- Reload as necessary.

String 2 - Shooters start fully loaded (if you want).

- At the sound of the buzzer, draw and **engage each target** with **1 round each (TORSO on paper)**.
- Reload as necessary.

String 3 - Shooters start fully loaded (if you want).

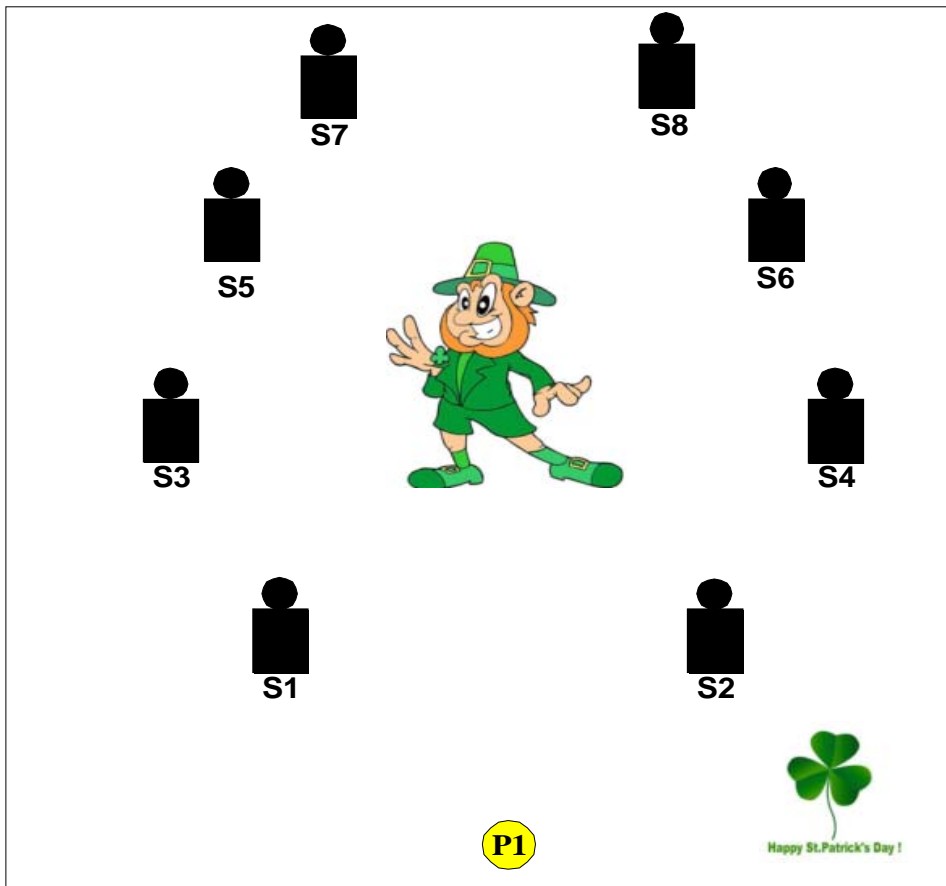
- At the sound of the buzzer, draw and **engage each target** with **1 round each (HEAD on paper)**.
- Reload as necessary.

Notes:

1. If you hit the paper clip guards and spin the center target, good luck - no assisted resets.
2. **DO NOT SHOOT THE WALLS!**

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.
- 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!

COF designed by Shane Spensko