

Rangemasters Handgun "Fun" Shoot Results - August 5, 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	Kemp, Tony (#1)	O	75.77	19	31.38	28.88	5	30.78	12.42	11.36	14	13.61	3.06	2.97	2.37	5.21	0
2	Kemp, Tony (#2)	O	79.55	16	39.56	33.56	12	23.52	11.88	9.64	4	16.47	4.19	2.75	2.26	7.27	0
3	Soper, Mitchell (#2)	NO	80.04	19	28.45	26.95	3	22.23	8.60	10.63	6	29.36	8.20	2.39	2.31	11.46	10
4	Gull, Joe	NO	89.76	16	35.40	32.40	6	27.80	11.31	11.49	10	26.56	13.68	3.32	2.81	6.75	0
5	Roberts, Kent (#2)	NO	93.59	36	29.26	28.76	1	28.67	11.03	10.14	15	35.66	6.11	4.06	2.77	12.72	20
6	Finn, James Cole (#2)	NO	94.00	26	36.16	31.66	9	36.80	15.81	12.49	17	21.04	5.45	3.08	2.98	9.53	0
7	Reese, Howard (#2)	O	95.56	16	34.76	34.76	0	32.37	14.33	10.04	16	28.43	10.01	4.19	2.96	11.27	0
8	Ursulish, Ryan	NO	96.94	48	42.51	31.01	23	36.85	13.95	10.40	25	17.58	4.44	2.65	3.38	7.11	0
9	Scott, Alan	NO	96.96	23	37.95	37.95	0	37.37	12.21	13.66	23	21.64	5.73	4.79	2.81	8.31	0
10	Roberts, Tory (#2)	NO	97.25	45	36.27	29.77	13	38.21	8.91	13.30	32	22.77	5.40	3.98	3.99	9.40	0
11	Soper, Mitchell (#1)	NO	97.70	45	41.58	32.08	19	25.66	8.89	8.77	16	30.46	5.94	3.26	3.08	13.18	10
12	Roberts, Kent (#1)	NO	107.00	35	49.08	40.08	18	30.86	11.05	14.31	11	27.06	6.84	4.72	4.14	8.36	6
13	Finn, James Cole (#1)	NO	107.31	56	34.61	31.61	6	51.37	14.62	11.75	50	21.33	4.69	5.61	3.54	7.49	0
14	Jeffs, Randall	NO	107.97	32	39.18	35.68	7	37.56	13.48	11.58	25	31.23	13.72	4.38	3.77	9.36	0
15	Phillips, Rdan	NO	113.26	32	41.23	39.73	3	42.83	15.82	17.51	19	29.20	6.66	3.51	2.71	11.32	10
16	Roberts, Tory (#1)	NO	114.60	75	41.76	30.26	23	32.39	11.45	9.94	22	40.45	3.46	5.67	4.22	12.10	30
17	Reese, Howard (#1)	O	120.01	39	57.14	52.14	10	42.62	16.43	11.69	29	20.25	5.49	3.28	2.58	8.90	0
18	Jolly, Jenn	NO	126.74	22	39.55	37.55	4	59.13	21.57	28.56	18	28.06	5.24	6.05	4.33	12.44	0
19	Walton, Zac (#1)	NO	127.08	27	60.79	56.79	8	33.17	12.32	11.35	19	33.12	13.19	4.97	3.65	11.31	0
20	Scott, Mike	NO	132.52	41	58.19	51.69	13	53.29	16.69	22.60	28	21.04	5.61	3.16	3.27	9.00	0
21	Jeffs, Randall (Rev)	NO	135.43	25	61.42	56.92	9	39.67	16.66	15.01	16	34.34	7.65	3.90	4.18	18.61	0
22	Lawrence, Ken	NO	145.87	23	67.05	60.55	13	47.03	23.43	18.60	10	31.79	9.00	4.48	4.20	14.11	0
23	Walton, Zac (#2)	NO	149.28	41	50.57	49.57	2	50.77	24.89	16.38	19	47.94	11.58	6.34	3.25	16.77	20
24	Bailey, Dallen	NO	185.88	42	83.93	78.93	10	67.25	31.14	25.11	22	34.70	4.60	6.50	5.07	13.53	10
25	Mitchell, Scott	NO	189.32	44	50.41	43.41	14	72.68	32.19	25.49	30	66.23	26.73	9.48	4.13	25.89	0
26	Bailey, Kyra (.22)	NO	195.46	56	67.61	62.11	11	64.95	18.61	23.84	45	62.90	17.24	12.00	6.91	26.75	0
27	Bailey, Lois (Rev)	NO	296.29	107	128.06	97.06	62	91.08	31.98	36.60	45	77.15	12.12	31.72	6.48	26.83	0
28	Soper, Trenton (.22)	NO	304.52	71	124.73	115.23	19	97.43	37.92	48.51	22	82.36	7.24	29.08	4.63	26.41	30

Notes:

PD = Points Down = .5 seconds x Points Down

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

(REV) = Revolver

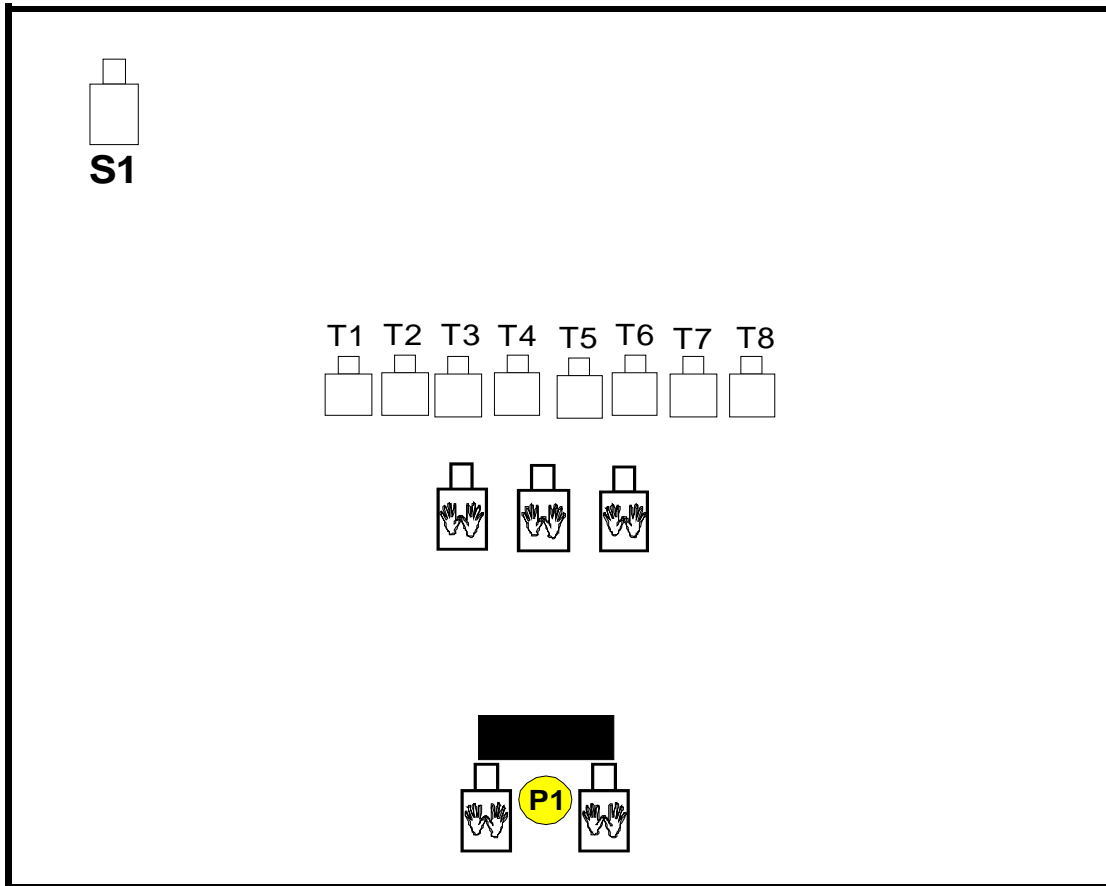
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Sit Down & Shoot 2”



Round Count:

25 rounds minimum

Unlimited

(Can make up shots.)

String 1 - Shooter **MUST REMAIN SEATED** at the table during the course of fire.

Shooter starts at **P1** with unloaded gun and **10** round magazine sitting on the table.

- At the sound of the buzzer, shooter loads their gun and engages targets **T1** through **T8** with **2 rounds** to the **Torso** and **1** to the **Head**, then **1** to **S1** (steel).

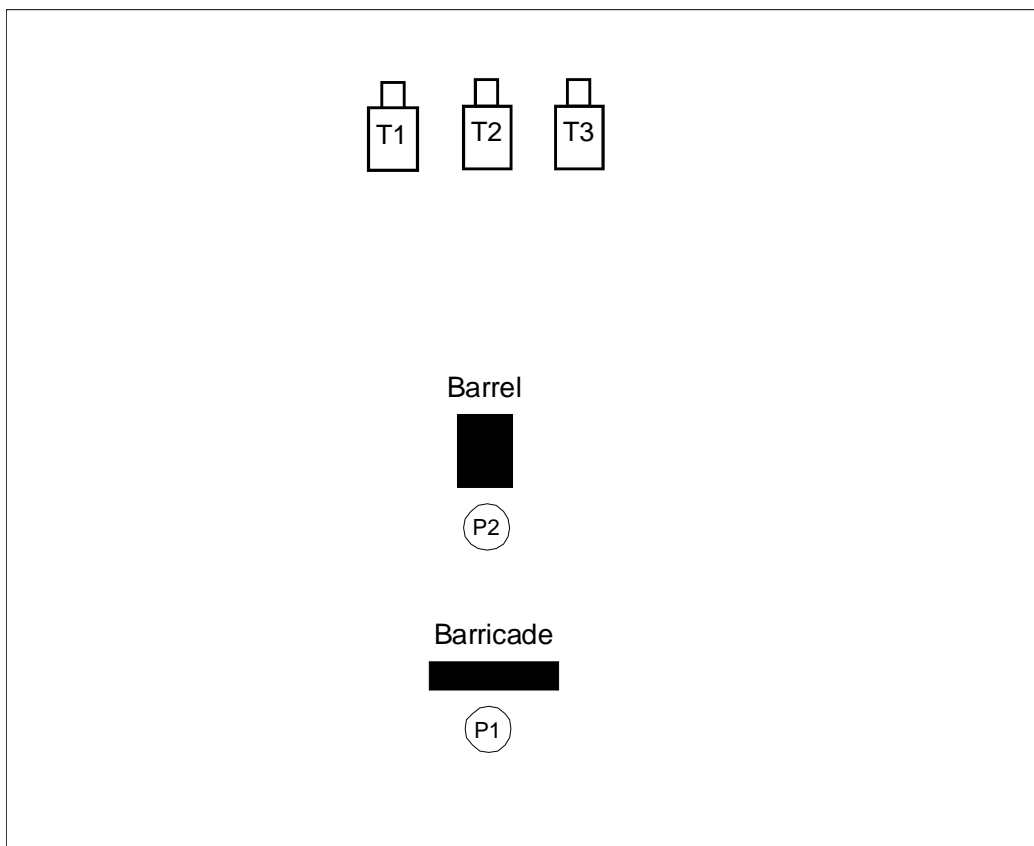
Notes:

1. Use your imagination.
2. Respect the non-threats.
3. Do not shoot the walls.

COF Ryan Ursulich

Rangemasters “Fun” Shoot

Stage 2 - “Cover Drill”



Round Count:

String 1 = 12 Maximum
String 2 = 12 Maximum
(24 for the Stage)

Limited Count

(Cannot make up shots)

String 1 -

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

- At the sound of the buzzer, draw, and from the **one side of the barricade**, engage **T1** thru **T3** with **2 shots** to the **TORSO**.
- If not already done so, perform a reload/mag change and switch to the **other side of the barricade** and engage **T1** thru **T3** with **2 shots** to the **TORSO**.
(Proper use of cover is required for all shots.)

String 2 -

Shooter starts fully loaded at **P2**.

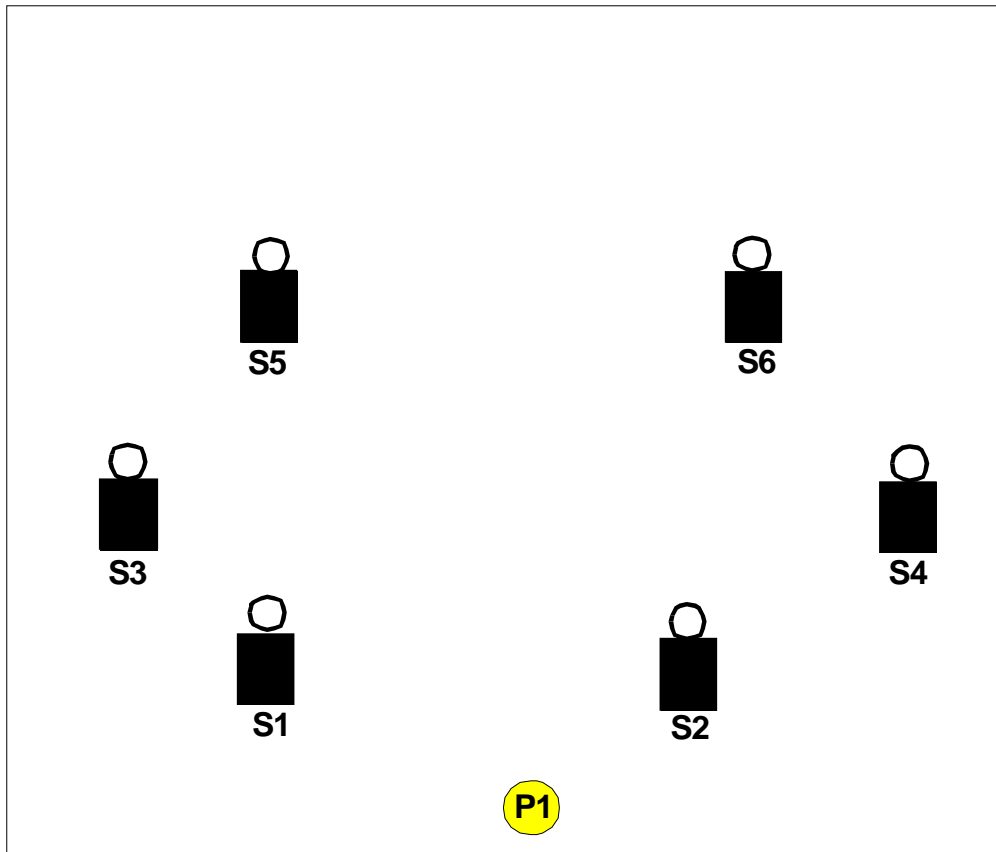
- At the sound of the buzzer, draw, and **while standing**, engage **T1** thru **T3** with **2 rounds** to each **HEAD in Tactical Sequence**, then, from low cover behind the barrel (at least one knee on the ground), reengage **T1** thru **T3** with **2 rounds** to each **TORSO in any order**.

Notes:

1. Standard use of cover rules apply during each string.

Rangemasters “Fun” Shoot

Stage 3 - “Take 2 Times 3 then Finish”



Round Count:

String 1 = **2 Minimum**
String 2 = **2 Minimum**
String 3 = **2 Minimum**
String 4 = **10 Maximum**
(**16 min.** rounds for the stage)

Count Restrictions:

String 1 - 3 = **Unlimited Count**
String 4 = **Limited Count**

String 1 -

Shooter starts at **P1** loaded with **10 rounds maximum** in the gun.
- At the sound of the buzzer, draw and engage **S5 & S6** until knocked over.

String 2 -

Shooter starts at **P1** loaded with **10 rounds maximum** in the gun.
- At the sound of the buzzer, draw and engage **S3 & S4** until knocked over.

String 3 -

Shooter starts at **P1** loaded with **10 rounds maximum** in the gun.
- At the sound of the buzzer, draw and engage **S1 & S2** until knocked over.

String 4-

Shooter starts at **P1** loaded with **10 rounds maximum** in the gun.
- At the sound of the buzzer, draw and engage **all 6 plates** in any order until knocked over. **THIS IS A LIMITED COUNT STRING - NO EXTRA SHOTS!**

Notes:

1. Reload as necessary except String 4.
2. Plates knocked down out of order will be reset.
3. After each string, weapon can be reloaded and will be reholsered.