

# Range Masters "Fun" Shoot

Results for July 3, 2007

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	Majers, Steve	O	72.60	12	24.36	18.86	11	30.17	29.67	1	18.07	7.05	11.02	0
2	Olson, Landon (9)	NO	73.91	5	26.59	24.59	4	28.94	28.44	1	18.38	8.21	10.17	0
3	Simons, Jordan	O	79.92	19	25.39	20.89	9	41.69	36.69	10	12.84	5.43	7.41	0
4	Jepperson, Riley	NO	82.65	39	33.03	15.03	36	30.49	28.99	3	19.13	7.90	11.23	0
5	Olson, Landon (4)	NO	84.24	5	29.18	26.68	5	32.80	32.80	0	22.26	9.25	13.01	0
6	Clark, David	NO	85.00	17	29.19	21.69	15	29.46	28.46	2	26.35	8.67	17.68	0
7	Redford, "Red" (Rev)	NO	90.89	17	27.30	24.30	6	38.83	33.33	11	24.76	11.84	12.92	0
8	Spensko, Shane	NO	91.19	33	34.66	26.66	16	35.01	26.51	17	21.52	8.29	13.23	0
9	Scott, Michael Sr.	NO	93.31	13	34.37	30.37	8	36.59	34.09	5	22.35	7.80	14.55	0
10	Pedersen, Riley	NO	94.60	31	30.34	20.84	19	42.37	36.37	12	21.89	11.01	10.88	0
11	Phillips, RDan	NO	95.49	19	38.77	30.77	16	31.15	29.65	3	25.57	15.95	9.62	0
12	Harris, Thomas	NO	96.97	15	32.80	30.30	5	44.39	39.39	10	19.78	8.86	10.92	0
13	Simons, Brad	O	99.09	21	42.11	31.61	21	34.68	34.68	0	22.30	9.31	12.99	0
14	Spensko, Chance	NO	99.38	28	36.25	26.25	20	38.31	34.31	8	24.82	9.75	15.07	0
15	Rees, Jerry (Rev)	NO	99.51	31	25.80	22.30	7	43.42	31.42	24	30.29	7.71	22.58	0
16	Price, Mike	NO	99.68	16	29.09	25.59	7	42.07	37.57	9	28.52	11.47	17.05	0
17	Hawes, Seth	NO	102.57	13	38.29	31.79	13	33.21	33.21	0	31.07	17.52	13.55	0
18	Staton, Scott	O	103.06	13	28.31	26.81	3	54.41	49.41	10	20.34	9.11	11.23	0
19	Smith, Burton	NO	105.81	47	33.43	17.93	31	47.85	39.85	16	24.53	10.74	13.79	0
20	Johnson, Kim	NO	108.19	26	31.14	23.64	15	45.27	39.77	11	31.78	19.87	11.91	0
21	Atkin, Grant	NO	109.82	5	43.91	42.41	3	37.13	36.13	2	28.78	11.25	17.53	0
22	Loveless, Doug (Rev)	NO	111.53	29	40.42	29.42	22	36.83	33.33	7	34.28	14.81	19.47	0
23	Kemp, Tony	NO	115.04	44	26.23	17.73	17	64.48	50.98	27	24.33	11.70	12.63	0
24	Atkin, Norm	NO	116.59	38	40.29	28.79	23	47.81	40.31	15	28.49	12.84	15.65	0
25	Waldo, Ralph	NO	120.22	16	40.78	32.78	16	49.84	49.84	0	29.60	10.07	19.53	0
26	Dockstader, Jeff	NO	125.82	28	35.55	27.05	17	60.57	55.07	11	29.70	13.79	15.91	0
27	Nageotte, Jim	NO	128.41	14	37.98	32.48	11	56.93	55.43	3	33.50	12.66	20.84	0
28	Degn, Tom	NO	128.97	12	43.95	38.45	11	41.15	40.65	1	43.87	24.64	19.23	0
29	Degn, Christian	NO	130.93	31	40.27	31.77	17	56.43	49.43	14	34.23	13.73	20.50	0
30	Mallon, Jim	NO	133.36	50	49.07	33.07	32	56.14	47.14	18	28.15	14.37	13.78	0
31	Billings, Richard (Rev)	NO	139.00	31	34.12	22.62	23	47.44	43.44	8	57.44	27.94	29.50	0
32	Tenney, Ammon	NO	139.94	36	35.13	26.13	18	53.12	44.12	18	51.69	27.22	24.47	0
33	Atkin, Jacob	NO	140.68	35	42.83	30.33	25	46.14	41.14	10	51.71	14.00	37.71	0
34	Majers, Steve Jr. (.22)	NO	146.94	69	48.43	32.43	32	52.77	34.27	37	45.74	28.83	16.91	0
35	Davies, Evan	NO	150.03	45	39.40	31.90	15	44.87	29.87	30	65.76	10.01	55.75	0
36	McAllister, Sean	NO	157.15	17	51.34	44.34	14	50.43	48.93	3	55.38	25.94	29.44	0
37	Millett, Davin	NO	168.98	33	53.03	38.03	30	46.91	45.41	3	69.04	36.28	32.76	0
38	Love, Chris	NO	210.54	87	70.38	56.88	27	61.00	56.00	10	79.16	50.02	4.14	50
39	VanHorn, Guy	NO	214.23	67	73.88	52.88	42	70.44	57.94	25	69.91	46.32	23.59	0
40	Billings, Jeni (Rev)	NO	226.24	50	70.15	51.15	38	61.47	55.47	12	94.62	48.73	45.89	0
41	Bailey, Wes	NO	275.24	76	77.00	49.00	56	83.63	73.63	20	114.61	67.82	46.79	0
42	Barker, John	NO	310.48	59	113.95	98.95	30	102.05	87.55	29	94.48	40.33	54.15	0

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

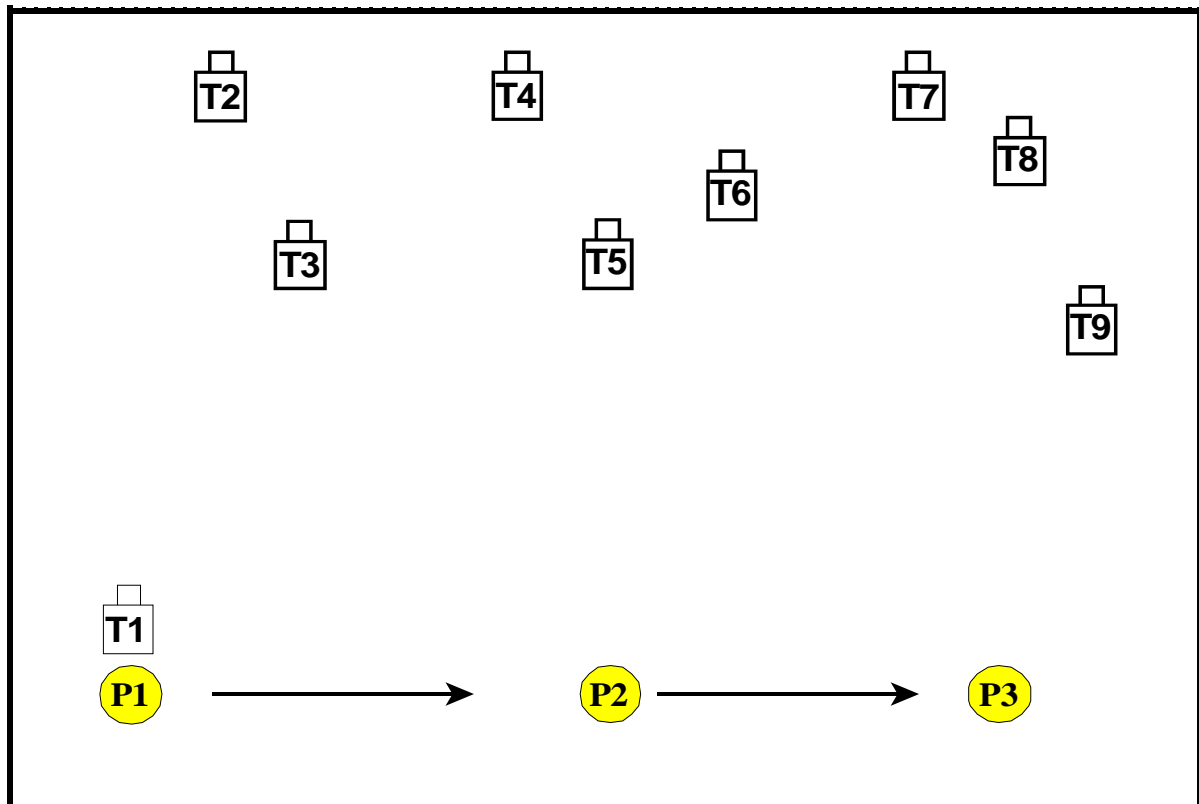
XX Indicates that the Points Down value includes some kind of penalty  
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Far, Far Away”



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

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

**Scoring:**  
Targets are only scored  
after the shooter has  
completed all strings.

### String 1:

Shooter starts at **P1** - (All targets get at least **2 rounds each**.)

- At the buzzer, draw and engage **T1 (from retention)** then **T2** and **T3**.
- **Advance to P2** and engage **T4, T5 and T6**.
- **Advance to P3** and engage **T7, T8 and T9** from **P3**.
- Reload as necessary.

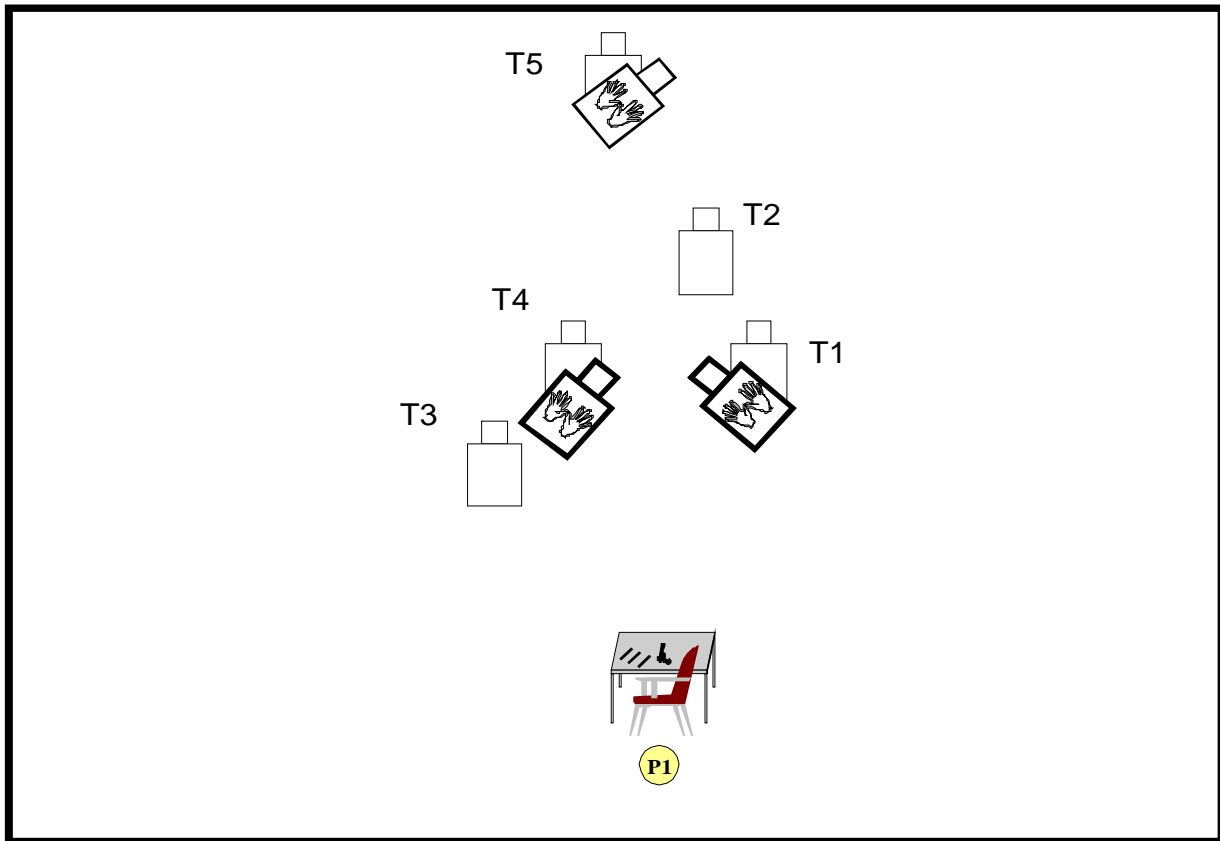
### Note:

- Shooter may shoot on the move, **but DO NOT shoot T8 or T9 until you reach P3**.

COF Designed by "Red" Redford

# Range Masters “Fun” Shoot

## Stage 2 - “Sitting Down on the Job”



### Round Count:

String 1 = **16 Rounds**  
(16 rounds for the stage)

### Vickers Count

(Can make up shots)

### String 1 -

Shooter starts at **P1** sitting at the table with **empty gun on the table** and **all magazines/speedloaders that the shooter will use also sitting on the table**. Shooter may sit facing left or right, but must remain sitting in that direction when engaging targets.

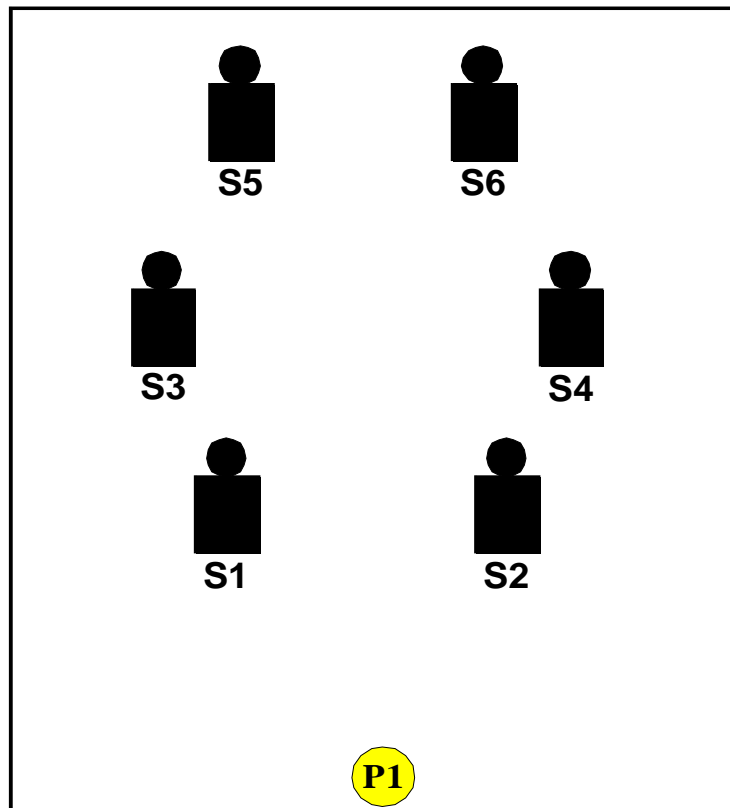
- At the sound of the buzzer, **pick up the gun, load it and engage T1 and T2 with 2 shots to the torso and 1 shot to the head using *Strong Hand Only***.
- **Perform a reload** using another magazine/speedloader from the table and **engage T3 and T4 with 2 shots to the torso and 1 shot to the head using *Weak Hand Only***.
- **Perform another reload and engage T5 with 4 shots *Freestyle* (both hands)**.

### Notes:

1. Shooter **must shoot from a sitting position** for all shots and **may not turn towards the targets with his feet and legs**.
2. All magazines/speedloaders used must be placed on the table..
3. Shooter can use both hands for load/reloads but must shoot using whatever hand is indicated after the load/reload.
4. Shooter must be very careful when changing hands to shoot weak handed and during reloading.

# Range Masters “Fun” Shoot

## Stage 3 - “How Many Left?”



### Round Count:

String 1 = **6 minimum**  
String 2 = **6 minimum**  
(12 rounds for the stage)

### Vickers Count

(Can make up shots)

### String 1 -

Shooter starts holstered at **P1** with a **MAXIMUM of 10 rounds in the gun.**

- At the buzzer, draw and knock down plates **S1 through S6** in any order.
- Reload as necessary.

**Note:** Shooter WILL NOT RELOAD BETWEEN STRINGS unless they end up at Slide Lock.

### String 2 -

Shooter starts holstered at **P1** with whatever rounds remain in the gun after String 1.

**Note:** Shooters may not remove the magazine from their gun to determine how many rounds remain in the existing magazine.

- At the buzzer, draw and knock down plates **S1 through S6** in any order.
- Reload as necessary.

### Notes -

1. All non-Slide Lock reloads must be either a Reload-with-Retention or Tactical Reload. No dropping of magazines with live rounds remaining.