

# Range Masters "Fun" Shoot

Results for July 5, 2012

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	PD
1	Olson, Landon	NO	73.50	26	22.52	10.96	7.06	9	27.72	19.22	17	23.26	5.43	9.44	8.39	
2	DeLeeuw, Dave	O	92.24	9	23.27	12.57	10.20	1	24.36	20.36	8	44.61	7.18	26.60	10.83	
3	Sorenson, Sam	NO	93.38	31	28.31	14.13	9.18	10	24.22	16.72	15	40.85	5.60	9.02	23.23	6
4	Coles, Shane	NO	101.19	31	38.57	17.83	7.24	27	23.92	21.92	4	38.70	6.35	15.91	16.44	
5	Phillips, RDan	NO	105.87	19	41.20	23.98	13.22	8	32.35	26.85	11	32.32	8.23	15.48	8.61	
6	Jepperson, Riley	NO	113.14	38	31.44	14.57	6.87	20	35.12	26.12	18	46.58	9.36	20.21	17.01	
7	Coles, Shane	NO	128.18	44	44.62	16.26	12.86	31	23.82	17.32	13	59.74	7.42	20.80	31.52	
8	Judd, Darren	NO	132.74	38	39.57	21.63	9.44	17	41.35	30.85	21	51.82	12.89	22.73	16.20	
9	Judd, Darren	NO	140.79	29	39.10	24.56	7.54	14	37.32	29.82	15	64.37	17.43	24.84	22.10	
10	Scott, Michael	NO	164.63	41	47.64	23.08	13.06	23	38.81	29.81	18	78.18	11.61	44.88	21.69	
11	Dockstader, Jeff	NO	181.49	87	44.77	23.60	8.17	26	56.12	35.62	41	80.60	11.65	28.02	30.93	20
12	Mallon, Jim	NO	200.68	44	55.99	31.27	20.72	8	55.07	37.07	36	89.62	18.35	30.11	41.16	
13	Clark, David (Rev)	NO	201.33	25	62.32	46.21	8.61	15	52.00	47.00	10	87.01	11.26	36.98	38.77	

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

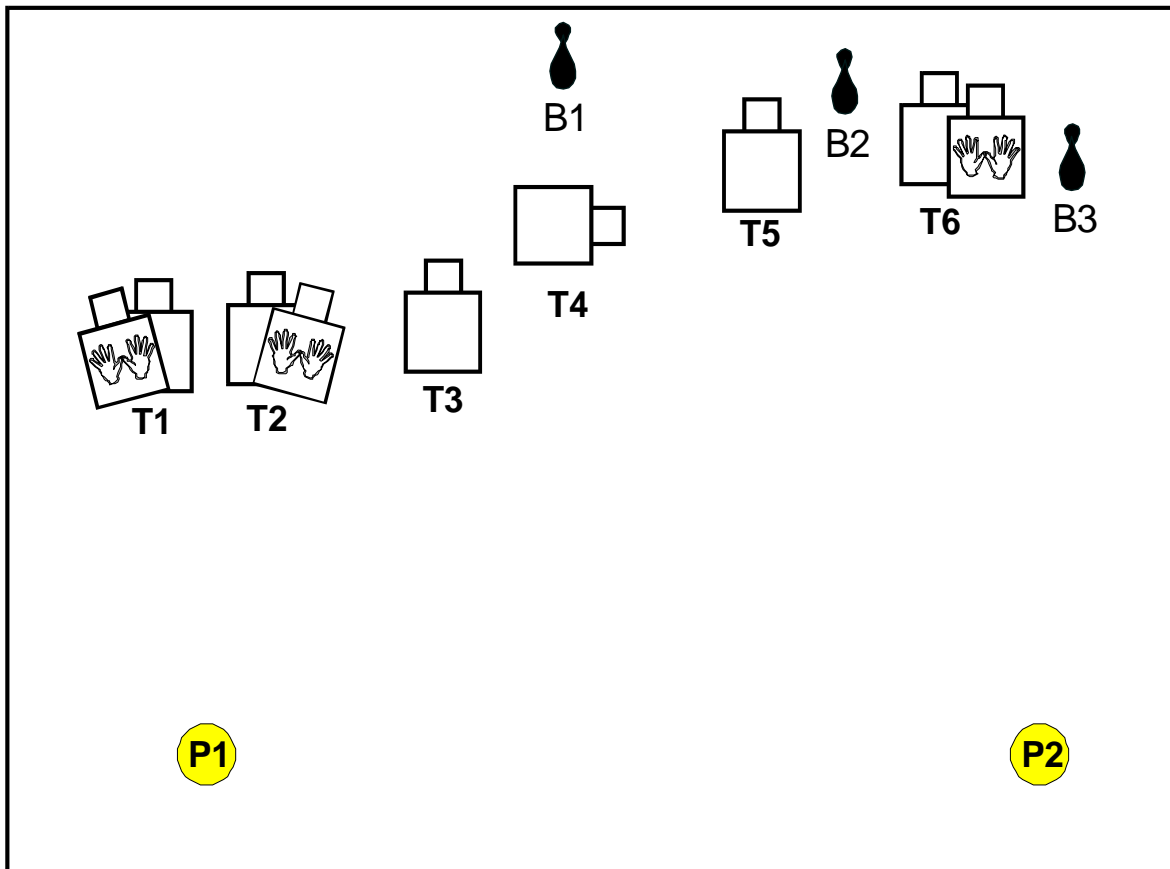
XX Indicates that the Points Down value includes some kind of penalty  
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Do You See It?”



### Round Count:

String 1 = 18 Minimum  
String 2 = 3 Minimum  
(21 rounds for the stage)

### Vickers Count

(Can make up shots)

### String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **T1 - T6** with **3 rounds each** (**TORSO** or **HEAD**) in any order.
- At the direction of the SO, holster your weapon **without topping off** for **String 2**.

### String 2 -

Shooter starts at **P2** with **whatever rounds were remaining from String 1**.

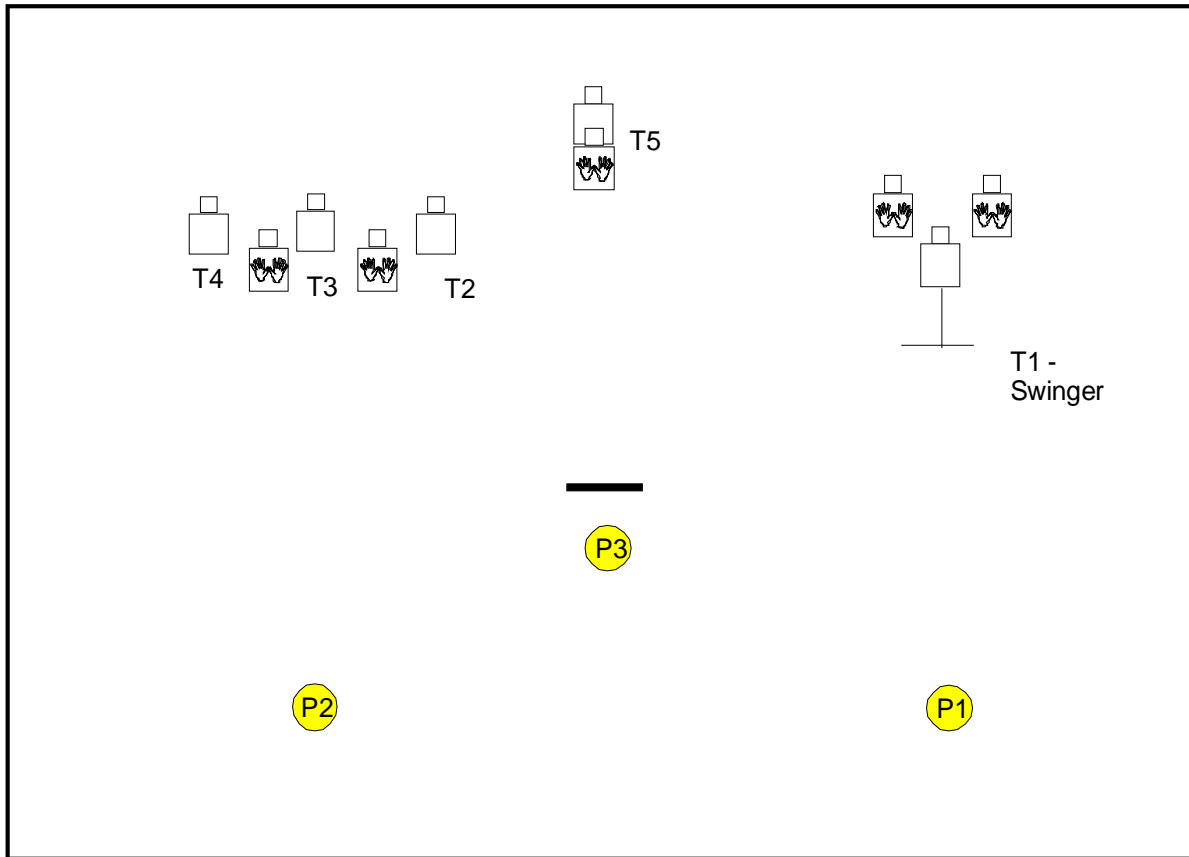
- At the sound of the buzzer, draw and knock over **B1 - B3** in any order.

### Notes:

1. DO NOT SHOOT THE WALLS!
2. Shooter will receive a **5-second penalty** for each **bowling pin not knocked over**.

# Range Masters “Fun” Shoot

## Stage 2 - “Tactical What?”



### Round Count:

String 1 = **14 minimum**  
(14 rounds for the stage)

### Vickers Count

(Can make up shots.)

### String 1:

Start at **P1** with weapon fully loaded, holstered and Swinger rope in strong hand.

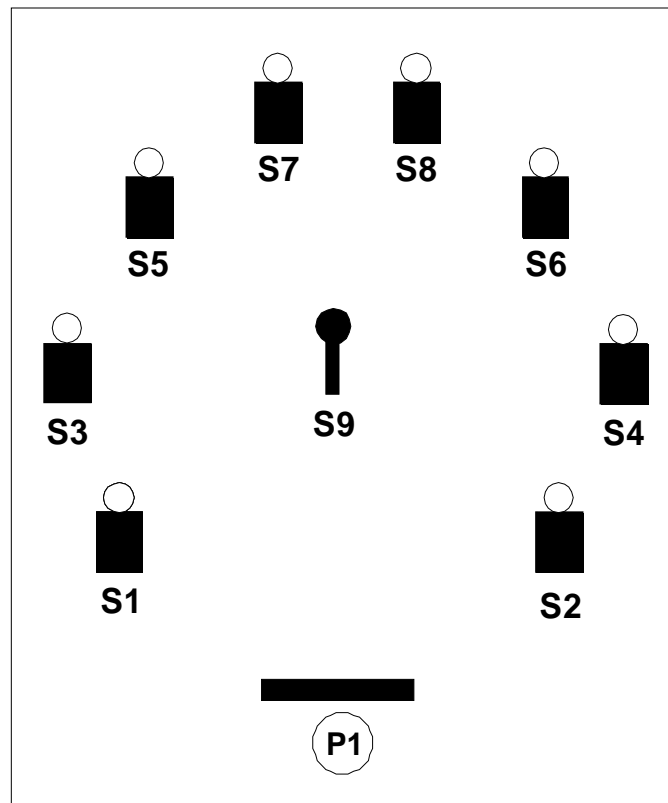
- At buzzer, activate Swinger, draw and engage **T1** with **3 rounds** to each **BODY**.
- **Move to P2** and engage **T2 - T4** in **Tactical Sequence** with **3 rounds** to each **BODY**.
- **Move to P3** and engage **T5** with **2 rounds** (**1 TORSO** and **1 HEAD**) from either side of the barricade (using proper cover).
- Reload as necessary.

### Note:

- Hits to the wall will be assessed a procedural penalty for each hit.

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## Stage 3 - “Plates + 1”



### Round Count:

String 1 = 4 rds Max.  
String 2 = 4 rds Max.  
String 3 = 4 rds Max.  
String 4 = 4 rds Max.  
(16 rounds for the stage)

### Limited Vickers Count

(Cannot make up shots)

### String 1 - Shooters start fully loaded at P1 for all strings.

- At the sound of the buzzer, draw and knock down **S1-S2**, then the bonus targets, **S5 and S6**, with **any remaining rounds**. (Note: **All 4 rounds must be fired for the string.**)

### String 2 -

- At the sound of the buzzer, draw and knock down **S3-S4**, then the bonus targets, **S7 and S8**, with **any remaining rounds**. (Note: **All 4 rounds must be fired for the string.**)

### String 3 -

- At the sound of the buzzer, draw and knock down **S3-S4**, then the bonus targets, **S1 and S2**, with **any remaining rounds**. (Note: **All 4 rounds must be fired for the string.**)

### String 4 -

- At the sound of the buzzer, draw and knock down **S5-S6**, then the bonus targets, **S7 and S8**, with **any remaining rounds**. (Note: **All 4 rounds must be fired for the string.**)

### Notes:

1. Shooter is limited to **4 rounds MAXIMUM per string**, but **they all must be fired**.
2. Each **bonus target knocked down** will be a **2 second deduction**.