

# Rangemasters Handgun "Fun" Shoot Results - January 6, 2016

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	String 2	String 3	PD	Stage 3	String 1	String 2	PD
1	Soper, Mitchell (2)	NO	77.26	56	30.75	17.25	27	24.70	7.04	4.09	4.07	19	21.81	11.20	5.61	10
2	Soper, Mitchell (1)	NO	78.07	52	30.35	13.85	33	24.10	6.89	2.63	5.08	19	23.62	15.13	8.49	
3	Dallin, Paul (1)	NO	79.63	27	26.31	17.81	17	25.94	11.06	2.75	7.13	10	27.38	16.97	10.41	
4	Dallin, Paul (2)	NO	80.13	47	29.00	17.50	23	31.35	9.59	2.43	7.33	24	19.78	9.43	10.35	
5	Fellingham, Danny	NO	81.91	44	34.06	19.56	29	30.55	8.24	5.05	9.76	15	17.30	11.15	6.15	
6	Pratt, Casey	NO	82.55	38	28.39	15.89	25	29.54	9.14	5.80	8.10	13	24.62	11.41	13.21	
7	Anderson, Eric	NO	88.26	22	32.32	26.82	11	31.58	11.24	6.93	7.91	11	24.36	11.20	13.16	
8	Armstrong, Jeremiah	NO	89.97	17	22.50	17.50	10	40.92	21.69	7.46	8.27	7	26.55	17.05	9.50	
9	Rodriquez, Mike	NO	90.30	28	37.08	28.58	17	29.94	11.30	5.64	7.50	11	23.28	9.21	14.07	
10	Limb, Brandon	NO	90.65	40	39.56	22.06	35	26.87	12.45	3.28	8.64	5	24.22	7.62	16.60	
11	Fellingham, David	NO	106.53	47	36.77	22.77	28	46.67	11.47	8.47	17.23	19	23.09	14.10	8.99	
12	Spencer, Mark (2)	NO	110.16	42	48.10	35.10	26	34.50	11.05	6.59	8.86	16	27.56	14.21	13.35	
13	Scott, Mike	NO	110.41	25	37.72	30.22	15	35.47	13.26	7.86	9.35	10	37.22	17.29	19.93	
14	Ursulich, Ryan	NO	111.12	44	29.20	20.20	18	42.92	14.15	5.18	10.59	26	39.00	27.54	11.46	
15	Reese, Steven	NO	111.20	33	31.61	29.61	4	51.99	16.62	6.67	14.20	29	27.60	17.19	10.41	
16	Pratt, Casey	O	111.59	43	43.62	23.62	40	20.20	9.92	2.73	6.05	3	47.77	17.83	29.94	
17	Poulsen, Seth	NO	118.37	40	41.37	26.37	30	27.52	9.30	6.46	6.76	10	49.48	25.96	23.52	
18	Scott, Alan	NO	122.40	51	46.59	32.59	28	38.35	12.59	6.91	7.35	23	37.46	10.99	26.47	
19	Anderson, Aaron	NO	123.71	56	46.31	27.81	37	45.69	12.89	9.70	13.60	19	31.71	16.45	15.26	
20	Lawrence, Ken	NO	128.03	37	47.79	34.79	26	32.23	7.41	7.87	11.45	11	48.01	29.58	18.43	
21	Septon, Allen	NO	137.30	67	50.05	29.05	42	36.86	9.16	7.76	7.44	25	50.39	30.35	20.04	
22	Septon, Alexander	O	169.27	83	55.80	35.80	40	40.56	14.01	10.02	10.03	13	72.91	36.08	21.83	30
23	Phillips, R Dan (.22)	NO	170.90	57	49.71	34.71	30	48.86	22.81	6.92	5.63	27	72.33	37.33	35.00	
24	Spencer, Mark (1)	NO	192.31	52	49.85	31.35	37	38.71	10.02	9.09	12.10	15	103.75	58.49	45.26	
25	Fellingham, Amanda	NO	202.96	50	57.50	41.50	32	75.22	21.95	22.92	21.35	18	70.24	42.06	28.18	
26	Soper, Trenton (.22)	NO	267.87	64	101.72	84.22	35	79.94	32.10	10.72	22.62	29	86.21	62.25	23.96	
27	Sandgren, Max	NO	279.61	58	57.98	45.48	25	91.48	53.13	11.39	10.46	33	130.15	99.13	31.02	
28	Gaunt, Jared	NO	DNF	DNF	74.65	50.65	48	DNF					63.30	28.29	30.01	10

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

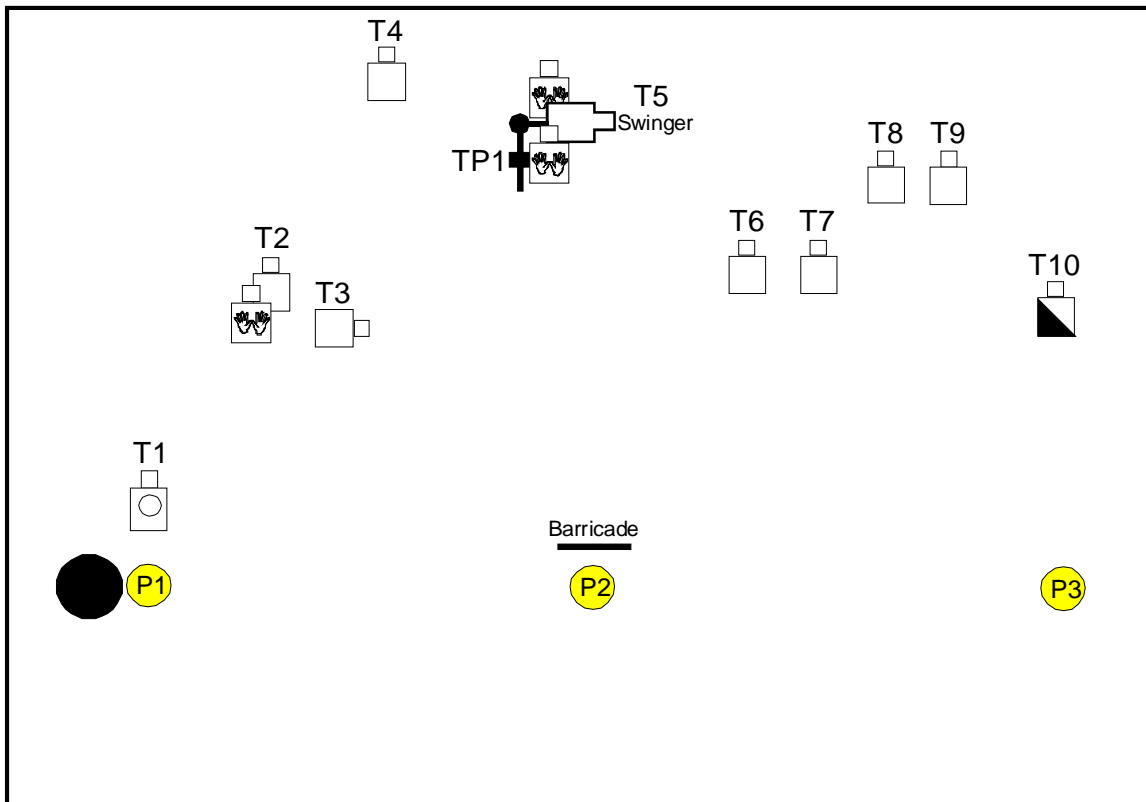
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Rangemasters “Fun” Shoot

## Stage 1 - “Smooth Moves”



### Round Count:

String 1 = **22 minimum**  
(22 rounds for the stage)

### Vickers Count

(Can make up shots.)

### String 1:

Start at **P1** with weapon fully loaded w/hands on side of barrel.

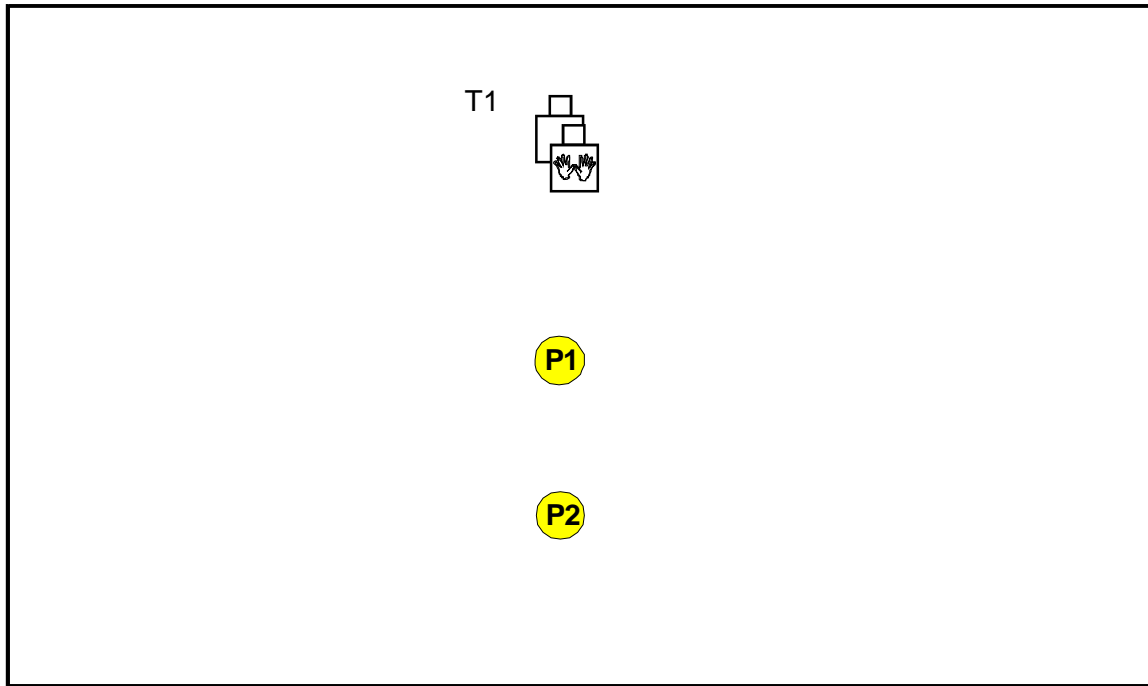
- At the sound of the buzzer, turn, draw and engage **T1** with **2 rounds From Retention**.
- Then, **while moving to P2**, engage **T2, T3, T4** with **2 rounds** and **TP1** to start the **Swinger (T5)**.  
*Note: TP1 may be shot from cover at P2, but you must be moving towards P3 to engage the Swinger (T5) with 2 rounds.*
- Continue moving towards **P3** while engaging **T6 - T9** with **2 rounds** each, but **you must reach P3 before engaging T10** with **2 rounds** to the **HEAD** and **1** to the **TORSO**.
- Reload as necessary.

### Note:

1. **All paper gets 2 rounds (HEAD or TORSO) except T10 gets 2 HEAD and 1 TORSO shots, and TP1 is shot till it activates the Swinger (T5).**

# Rangemasters “Fun” Shoot

## Stage 2 - “Nasty Standard”



### Round Count:

String 1 = **6 Max**

String 2 = **6 Max**

String 3 = **6 Max**

Stage = **18 Max**

**Limited Vickers Count**  
(Can Not make up shots)

### String 1 -

- At buzzer shooter will engage **T1** with 6 rounds from **P1**.

### String 2 -

- At buzzer shooter will engage **T1** with 6 rounds while retreating from **P1** to **P2**.

### String 3 -

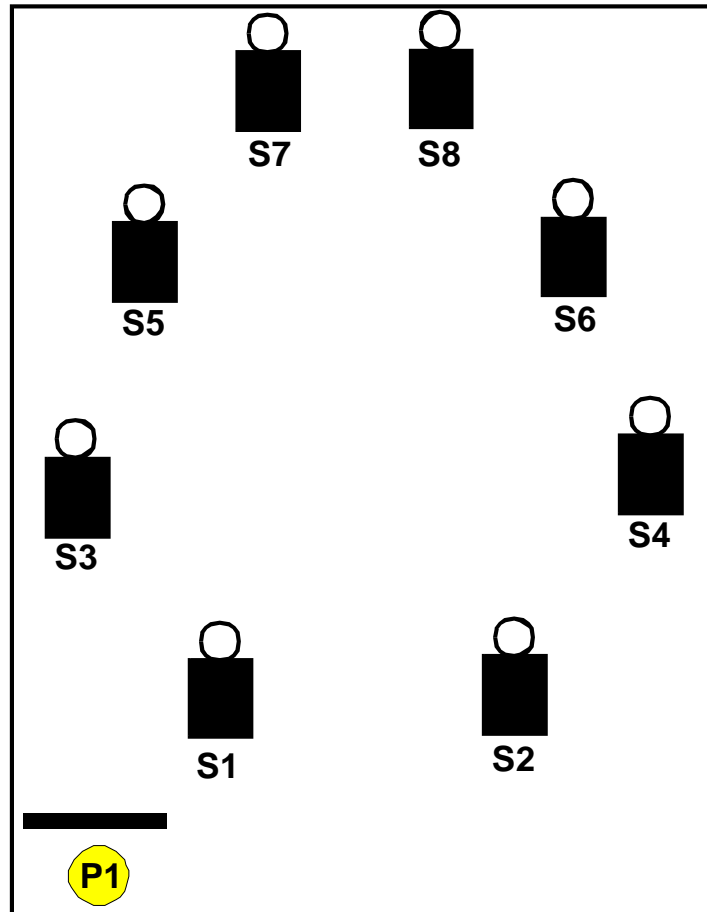
- At buzzer shooter will engage **T1** with 6 rounds from **P2**.

### Notes:

1. Shooters starts each string loaded with **only 6 rounds**. Gun loaded and holstered.
2. One string will be shot **Free Style**, one string **Strong Hand only**, one string will be shot **Support Hand only**.
3. Threat target will have have **6 shots to the Head** area and **12 shots to the Torso** area.
4. Shooter determines which string he/she will shoot with what hand.
5. Shooter determines when he/she shoots head and body shots.
6. Reloads are done off the clock

# Rangemasters “Fun” Shoot

## Stage 3 - “Can you see it?”



Round Count: 16

Unlimited  
(can make up shots)

**String 1 - Shooter starts at P1 with 10 rounds max in gun.**

- At the sound of the buzzer, engage all targets in any order through the **slot** in the barricade.

**String 2 - Shooter starts at P1 with 10 rounds max in gun.**

- At the sound of the buzzer, engage all targets in any order through the **slot** in the barricade.

### Notes:

1. Shooter must move the barricade laterally to engage other targets - **Do not shoot the barricade!!!!**
2. A **5-second penalty** for a miss on steel.
3. Hits on the barricade will be a **Hit on Non-Threat**.
4. Use your brain - think things through.

COF Ryan Ursulich