

Rangemasters Handgun "Fun" Shoot Results - September 2, 2015

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	String 2	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Gull, Joe	NO	81.77	19	25.11	12.25	3.36	19	22.06	22.06		34.60	18.09	16.51	
2	Greer, Seth	NO	96.40	17	28.80	16.72	8.58	7	24.68	24.68		42.92	20.24	17.68	10
3	Armstrong, Jeremiah	NO	98.11	24	35.00	18.76	4.24	24	26.43	26.43		36.68	17.44	19.24	
4	Rodriquez, Mike	NO	115.98	18	29.18	22.59	4.59	4	28.31	21.31	14	58.49	37.57	20.92	
5	Septon, Allen (#2)	NO	123.46	47	39.67	27.12	4.55	16	34.18	31.68	5	49.61	19.81	16.80	26
6	Scott, Alan	NO	135.56	30	31.51	17.05	5.46	18	34.25	33.25	2	69.80	34.73	30.07	10
7	Scott, Mike	NO	137.72	35	37.81	21.29	6.52	20	42.24	37.74	9	57.67	27.40	27.27	6
8	Septon, Allen (#1)	NO	139.05	52	35.33	22.59	5.74	14	36.73	27.73	18	66.99	23.91	33.08	20
9	Redford, Red (Rev)	NO	144.55	20	38.65	28.65	5.00	10	45.71	40.71	10	60.19	34.99	25.20	
10	Scott, Gus	NO	153.43	17	41.97	32.95	6.02	6	46.69	46.19	1	64.77	44.88	14.89	10
11	Reese, Howard	O	154.71	93	30.87	20.62	3.75	13	36.08	21.08	30	87.76	32.05	30.71	50
12	Lawrence, Ken	NO	164.28	51	57.44	31.92	8.02	35	46.04	38.04	16	60.80	36.19	24.61	
13	Jepperson, Riley	NO	167.50	137	53.83	21.97	3.86	56	36.09	20.59	31	77.58	31.29	21.29	50
14	John, Calvin (9)	NO	171.30	83	42.82	32.94	2.38	15	51.25	37.25	28	77.23	29.76	27.47	40
15	John, Calvin (40)	NO	179.56	78	50.98	30.42	5.06	31	74.17	50.67	47	54.41	34.70	19.71	
16	Davis, Keith	NO	181.22	73	43.75	22.32	5.43	32	46.19	30.69	31	91.28	57.07	29.21	10
17	Sandgren, Max	NO	208.70	128	48.68	26.06	5.62	34	47.07	36.07	22	112.95	33.84	43.11	72
18	Jolly, Jenn	NO	211.39	36	38.62	26.59	4.53	15	46.29	35.79	21	126.48	74.57	51.91	
19	Hunsaker, Branch	NO	228.85	53	59.00	47.17	3.33	17	62.98	44.98	36	106.87	45.14	61.73	
20	Partridge, Ryan	NO	236.02	83	65.88	44.42	9.96	23	64.59	49.59	30	105.55	64.74	25.81	30
21	Chadburn, Edward	NO	288.14	69	59.01	36.46	8.55	28	80.28	59.78	41	148.85	77.87	70.98	0
22	Hunsaker, Regan	NO	314.82	126	74.52	49.27	5.25	40	63.21	40.21	46	177.09	84.28	72.81	40

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

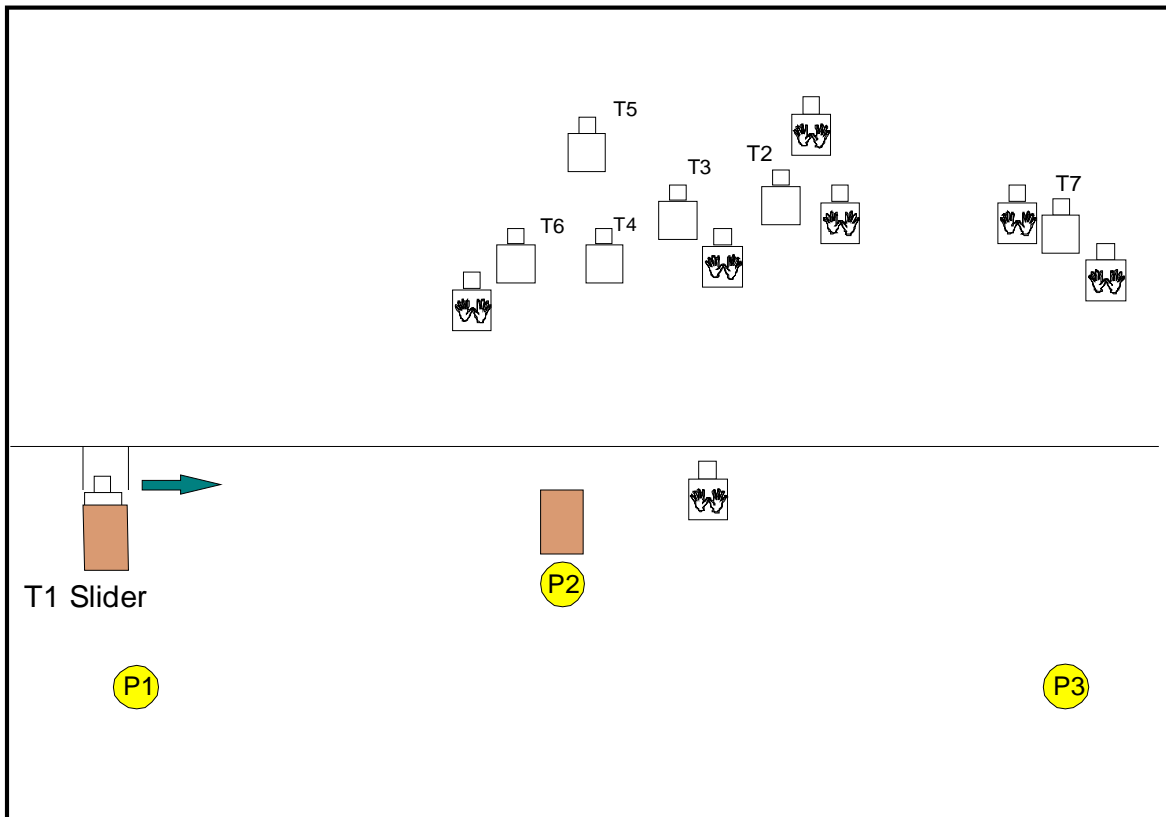
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Be Quick”



Round Count:

String 1 = **18 minimum**

String 2 = **3 maximum**
(21 rounds for the stage)

String 1 = Vickers Count
(Can make up shots.)

String 2 = Limited Vickers
(Can Not Make up Shots)

String 1 -

Start at **P1** with weapon fully loaded.

- At the buzzer, activate **T1** while drawing and engage **T1** with **3 rounds while it is moving.**
- Move to **P2**, and engage **T2 - T6** with **3 rounds each** while maintaining **proper use of LOW cover. TORSO or HEAD** for all targets in this String.

String 2 - Limited Vickers for this String - 3 rounds MAX.

Start at **P3**.

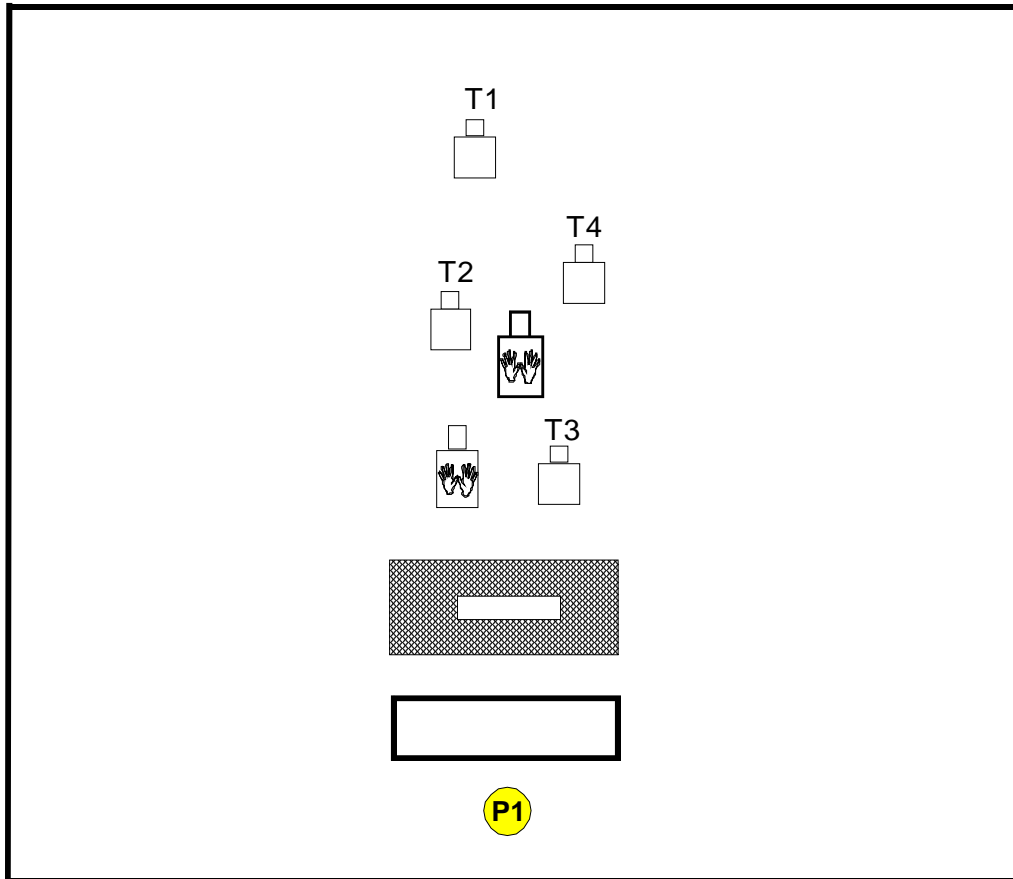
- Draw and engage **T7** with **3 rounds (2 HEAD and 1 TORSO).**

Note:

1. Shooter will activate **T1** at the buzzer with their **weak hand**.

Rangemasters “Fun” Shoot

Stage 2 - “Where’s my Mag”



Round Count:
20 rounds minimum

Unlimited Count
(Can make up shots.)

String 1 -

We've all done it, forgot to load magazines from the previous COF. Shooter starts seated at the table at **P1** with **2 Rounds max in the gun** and holstered.

- At the sound of the buzzer, shooter draws and engages targets **T1** through **T4** with **3 rounds** to the **TORSO** and **2 rounds** to the **HEAD through the window** - **do not advance past the table..**

***** **Do not break the 180 degree line!** *****

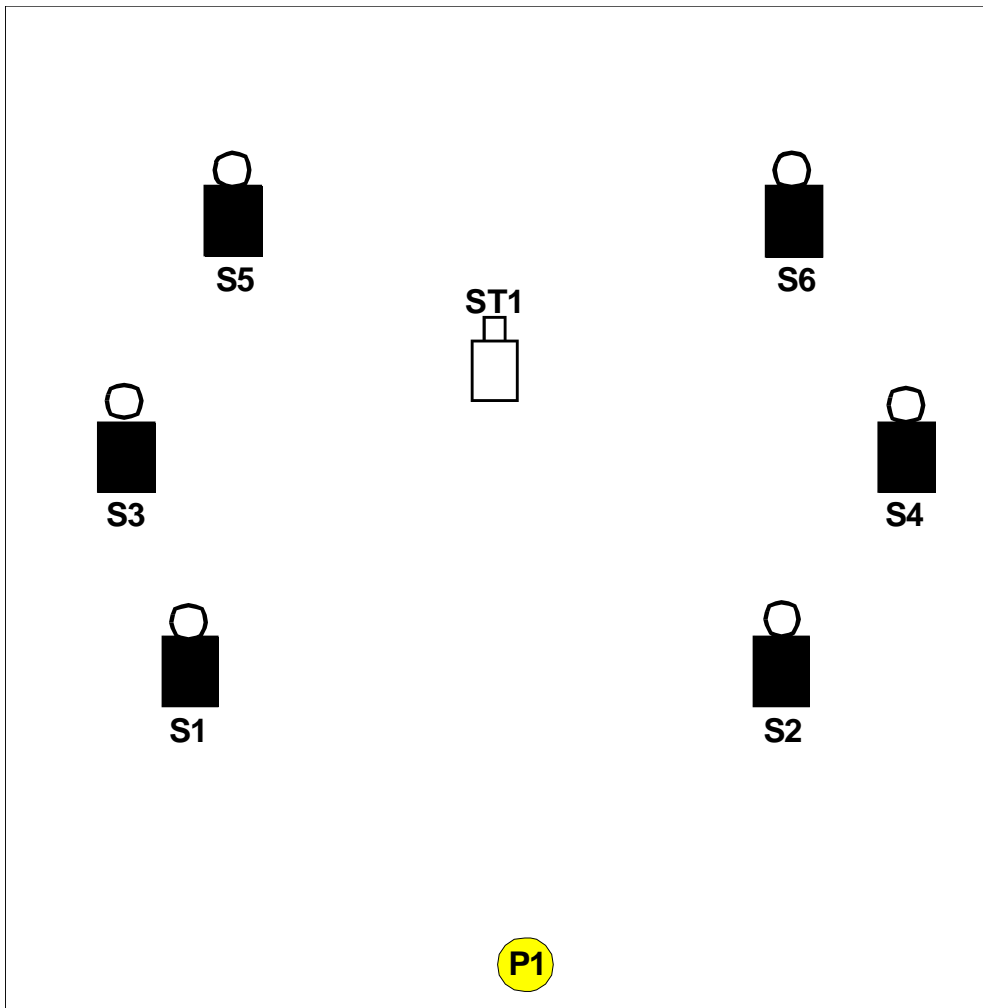
Notes:

1. Have fun use your imagination.
2. Do not shoot the walls.

COF Ryan Ursulich

Rangemasters “Fun” Shoot

Stage 3 - “Extra Steel”



Round Count:

String 1 = 12 Rounds Min.

String 2 = 9 Rounds Min.

(21 rounds for the stage)

Vickers Count

(CAN make up shots)

String 1 -

Shooter starts **fully loaded** at P1 in “Surrender” position.

- At the sound of the buzzer, draw and engage targets in the following order:

S1, ST1, S2, ST1, S3, ST1, S4, ST1, S5, ST1, S6, ST1

String 2 -

Shooter starts **fully loaded** at P1 in “Surrender” position.

- At the sound of the buzzer, draw and engage targets in the following order:

S1, S2, ST1, S3, S4, ST1, S5, S6, ST1

Notes:

1. Shooter must perform a **Reload with Retention** during each string.