

# Rangemasters "Fun" Shoot Scores - July 2, 2014

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Ony (?), Brett	NO	72.88	12	36.41	31.91	9	20.55	19.05	3	15.92	6.60	9.32	
2	Turner, Michael	O	78.61	37	41.48	25.98	31	24.83	21.83	6	12.30	6.36	5.94	
3	Rodriquez, Mike	NO	80.00	10	32.17	30.67	3	23.18	19.68	7	24.65	5.85	18.80	
4	Turner, Michael	O	87.22	38	42.91	27.41	31	23.56	20.06	7	20.75	7.92	12.83	
5	Phillips, RDan (.22)	NO	92.15	27	49.00	36.50	25	27.38	26.38	2	15.77	7.78	7.99	
6	Daryl	O	109.45	12	39.51	36.01	7	52.70	50.20	5	17.24	8.92	8.32	
7	Redford, Red	NO	110.52	31	61.01	51.51	19	33.71	27.71	12	15.80	4.35	11.45	
8	Martin, Jeanette	NO	120.98	31	57.04	44.04	26	29.46	26.96	5	34.48	14.57	19.91	
9	Scott, Mike	NO	121.21	36	65.77	49.27	33	28.03	26.53	3	27.41	8.77	18.64	
10	Reese, Howard (2)	O	121.50	17	51.92	46.92	10	35.88	32.38	7	33.70	19.71	13.99	
11	Jolly, Jenn	NO	126.87	30	67.41	53.41	28	31.65	30.65	2	27.81	14.34	13.47	
12	Huff, Blake (Rev)	O	128.08	32	67.51	52.51	30	36.51	35.51	2	24.06	11.85	12.21	
13	Williams, Tom	NO	133.42	3	69.01	67.51	3	37.80	37.80		26.61	12.62	13.99	
14	Devin	NO	148.44	54	68.50	49.50	38	40.38	32.38	16	39.56	19.09	20.47	
15	Maher, Michael	NO	154.33	45	79.50	58.00	43	34.22	33.22	2	40.61	17.85	22.76	
16	Reese, Howard (1)	O	156.42	33	69.79	53.79	32	39.05	38.55	1	47.58	7.54	40.04	
17	Williams, Kelton	NO	160.23	33	67.51	56.01	23	44.55	39.55	10	48.17	37.94	10.23	
18	Martin, Ken	NO	162.93	77	87.24	52.24	70	34.67	31.17	7	41.02	19.07	21.95	
19	Septon, Allen	NO	169.58	59	87.83	60.83	54	47.82	45.32	5	33.93	17.30	16.63	
20	Crook, Greg	O	174.69	79	80.80	50.80	60	43.82	34.32	19	50.07	25.34	24.73	
21	Williams, Tom	NO	218.45	17	116.05	115.05	2	44.03	36.53	15	58.37	26.90	31.47	
22	Odeh, Jared	NO	228.52	103	66.09	34.09	64	56.95	37.45	39	105.48	20.00	85.48	
23	Crook, Greg	O	234.99	124	90.80	43.80	94	40.80	25.80	30	103.39	28.38	75.01	
24	Odeh, Gabriel	NO	384.94	127	157.87	126.87	62	125.49	102.99	45	101.58	42.28	49.30	20
25	Sandgren, Max	NO	DNF	DNF	DNF			115.89	103.89	24	DNF			

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

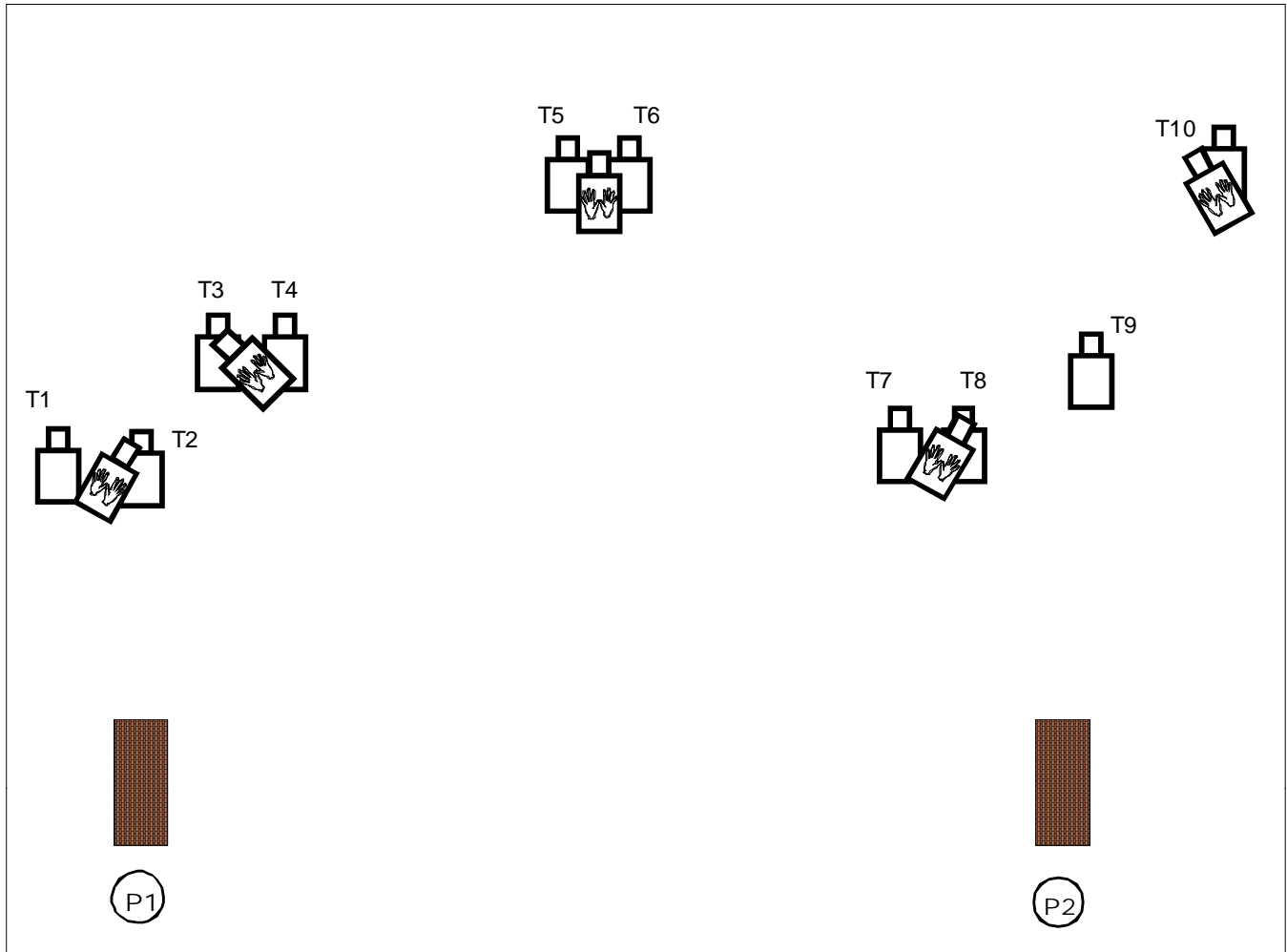
XX Indicates that the Points Down value includes some kind of penalty

DNF = Did Not Finish

NS = No Score

# Rangemasters “Fun” Shoot

## Stage 1 - “Watch Those Hands”



**Round Count:**  
String 1 = 20 Rds. Min.

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

### String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **T1 thru T4** with **2 rounds each** from **either side of barricade**.
- Then, while moving to **P2**, engage **T5 and T6** with **2 rounds each**.
- **After reaching P2**, engage **T7 thru T10** with **2 rounds each** using **either side of barricade**.

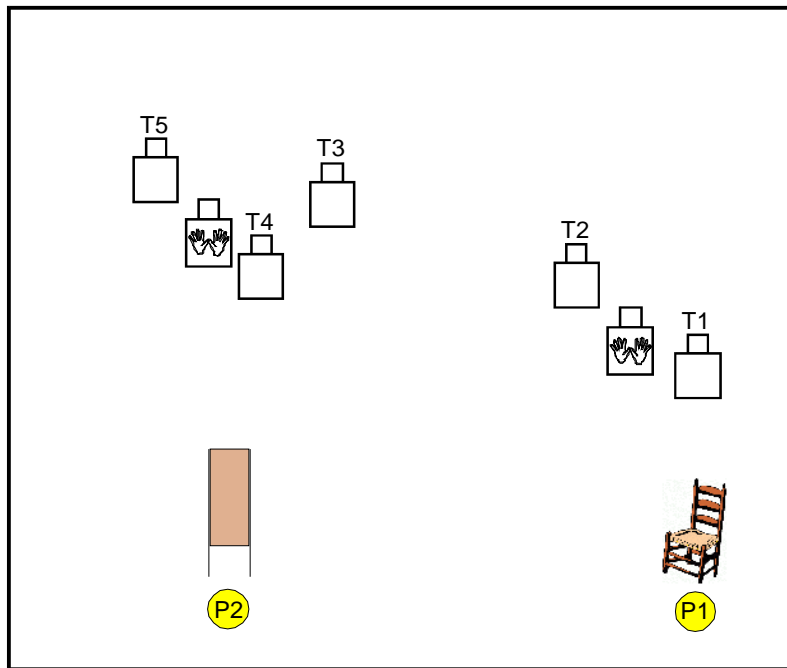
### Notes:

1. Shooter **will not engage** targets at **P2** until they are **behind cover**.

COF designed by Mike Rodriguez

# Rangemasters “Fun” Shoot

## Stage 2 - “Burger Joint Badies”



**Round Count:**  
 String 1 = **14** Minimum  
 Stage Total – **14** Minimum

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

### String 1 -

Shooter starts fully loaded and **seated in the chair** at **P1** with his **back to the targets**.

- At the sound of the buzzer, stand, turn around, draw and engage **T1** with **2 rounds**.
- Then, **while moving** to **P2**, engage **T2** with **3 rounds**.
- After reaching the cover at **P2**, perform a **Tactical Reload** or **Reload with Retention** and then engage targets **T3 - T5** with **2 rounds to each TORSO from the Right Side of the barricade**.
- Then, from the **Left Side of the barricade**, engage **T5 - T3** with **1 round to each HEAD**.
- Reload as necessary, but **Tactical Reload** or **Reload with Retention** at **P2 must be performed**.

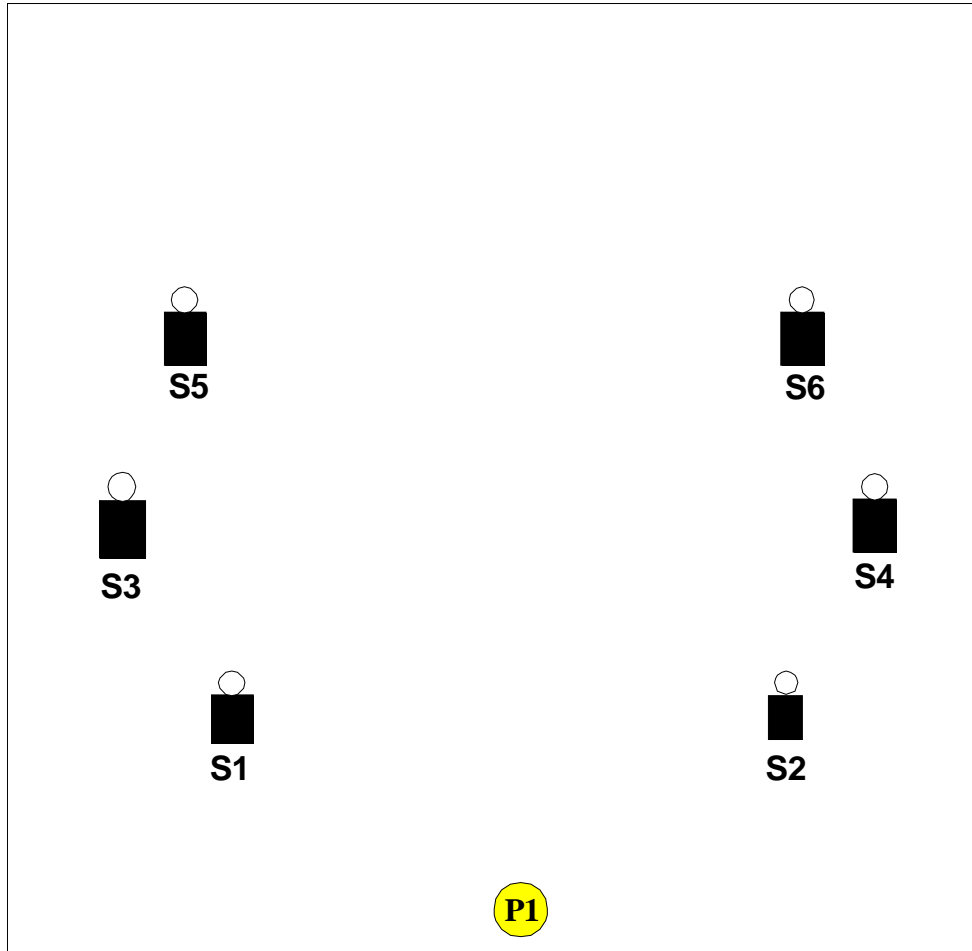
### Notes:

1. Proper use of cover will be watched for and penalized if necessary.
2. **DO NOT SHOOT THE WALLS!!!**

COF Designed by Michael Scott

# Rangemasters “Fun” Shoot

## Stage 3 - “Just Knock E’m Down”



### Round Count:

**String 1 = 6 Rds. Min.**

**String 2 = 6 Rds. Min.**

### Vickers Count

(Can make up shots)

### String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and knock down **S1** through **S6** in **any order**.
- Reload as necessary during the string, but **holster without reloading at the conclusion of the string**.

### String 2 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw, **perform a reload**, then knock down **S1** through **S6** in **any order**.
- Reload as necessary.

### Notes -

1. Shooter can move anywhere within the area of **P1**.

COF designed by Landon Olson