

# Range Masters "Fun" Shoot

Results for October 18, 2005

Place	Name (Note)	Total		Stage 1	String 1	String 2	PD	Stage 2	String 1	PD	Stage 3	String 1	PD
		Shoot Total	Points Down										
1	Collins, Ken	95.31	13	60.90	34.17	20.23	13	20.76	20.76	0	13.65	13.65	0
2	Young, Ren	99.95	21	66.17	38.43	19.24	17	18.36	16.36	4	15.42	15.42	0
3	Redford, "Red" (Rev)	130.37	12	80.26	48.74	26.02	11	25.75	25.25	1	24.36	24.36	0
4	Phillips, RDan	137.87	35	80.01	39.86	26.65	27	30.85	26.85	8	27.01	27.01	0
5	Beck, Dave	140.09	29	81.75	42.78	25.47	27	28.22	27.22	2	30.12	30.12	0
6	Robertson, Dennis	151.90	62	103.10	49.00	24.10	60	23.62	22.62	2	25.18	25.18	0
7	Simpson, Harold	155.34	36	96.20	52.17	26.53	35	29.26	28.76	1	29.88	29.88	0
8	Stone, Scott	170.64	82	81.34	35.21	19.63	53	28.88	19.38	19	60.42	55.42	10
9	Rees, Jerry	171.60	61	114.87	69.75	20.12	50	35.05	29.55	11	21.68	21.68	0
10	Ritter, Judd	174.54	21	111.27	69.32	32.95	18	31.22	29.72	3	32.05	32.05	0
11	Shumway, James	179.57	57	98.60	47.07	24.03	55	41.05	40.05	2	39.92	39.92	0
12	Beck, JD	179.63	97	97.55	44.52	21.53	63	32.84	25.84	14	49.24	39.24	20
13	Sawyer, Rob	198.49	60	119.94	65.81	30.63	47	37.73	31.23	13	40.82	40.82	0
14	Shumway, Derick	200.75	108	97.04	37.68	22.36	74	33.89	31.89	4	69.82	54.82	30
15	Loveless, Doug (Rev)	205.29	66	119.60	64.52	26.08	58	37.13	33.13	8	48.56	48.56	0
16	Nelson, Jeremy	216.79	41	119.24	68.49	36.75	28	40.60	34.10	13	56.95	56.95	0
17	Wall, Malcolmb	308.10	90	138.07	64.15	41.42	65	99.98	87.48	25	70.05	70.05	0

## Notes:

- Remember, the **"Fun" Shoot** is held on the **1st and 3rd Tuesday** of each month ( 6:30 p.m.) at Range Masters.
- You can use **ANY** handgun you want, as long as it can be safely drawn from a **strong-side holster**.
- IDPA format and scoring.

**PD** = **Points Down** = .5 seconds x Points Down

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

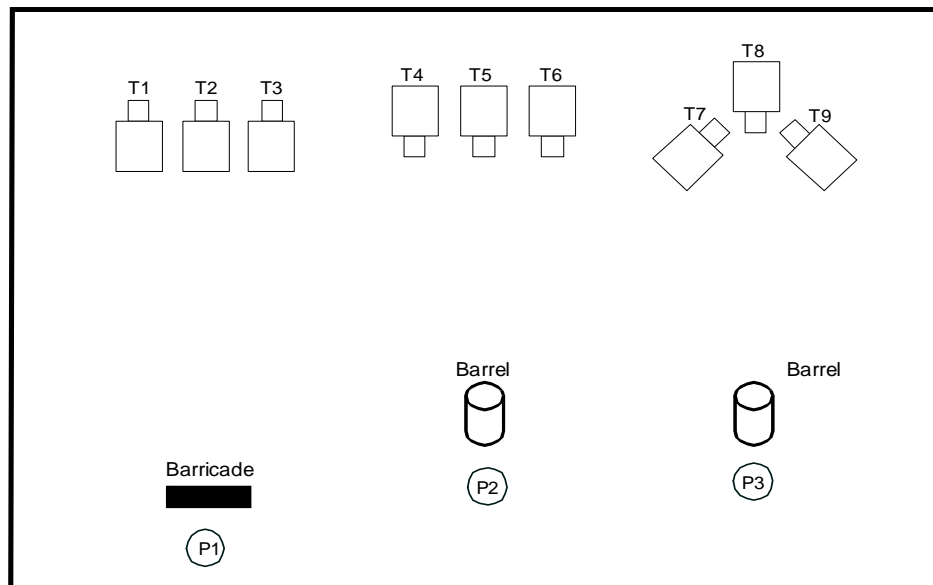
(Rev) = Revolver

**DNF** = **Did Not Finish**

**NS** = No Score sheet was submitted.

# Range Masters “Fun” Shoot

## Stage 1 - “Tactical Barricades”



### Round Count:

String 1 = **18 Only**

String 2 = **12 Only**

(30 rounds for the stage)

### Limited Vickers Count

(**Cannot** make up shots)

### Scoring:

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

### String 1:

Shooter starts at **P1** fully loaded.

- At the sound of buzzer, draw, and **from either side of the barricade**, engage **T1** thru **T3** with **only 2 rounds** to each **body**.
- **Perform a Tac-Reload** and from the **opposite side of the barricade**, re-engage **T1** thru **T3** with **only 1 round** to each **head**.
- Move to **P2**, and **from either side of the barrel**, engage targets **T4** thru **T6** with **only 2 rounds** to each **body**; **perform a Tac-Reload** and then, from the **opposite side of the barrel**, re-engage targets **T4** thru **T6** with **only 1 round** to each **head**.

### String 2:

Shooter starts at **P3** fully loaded.

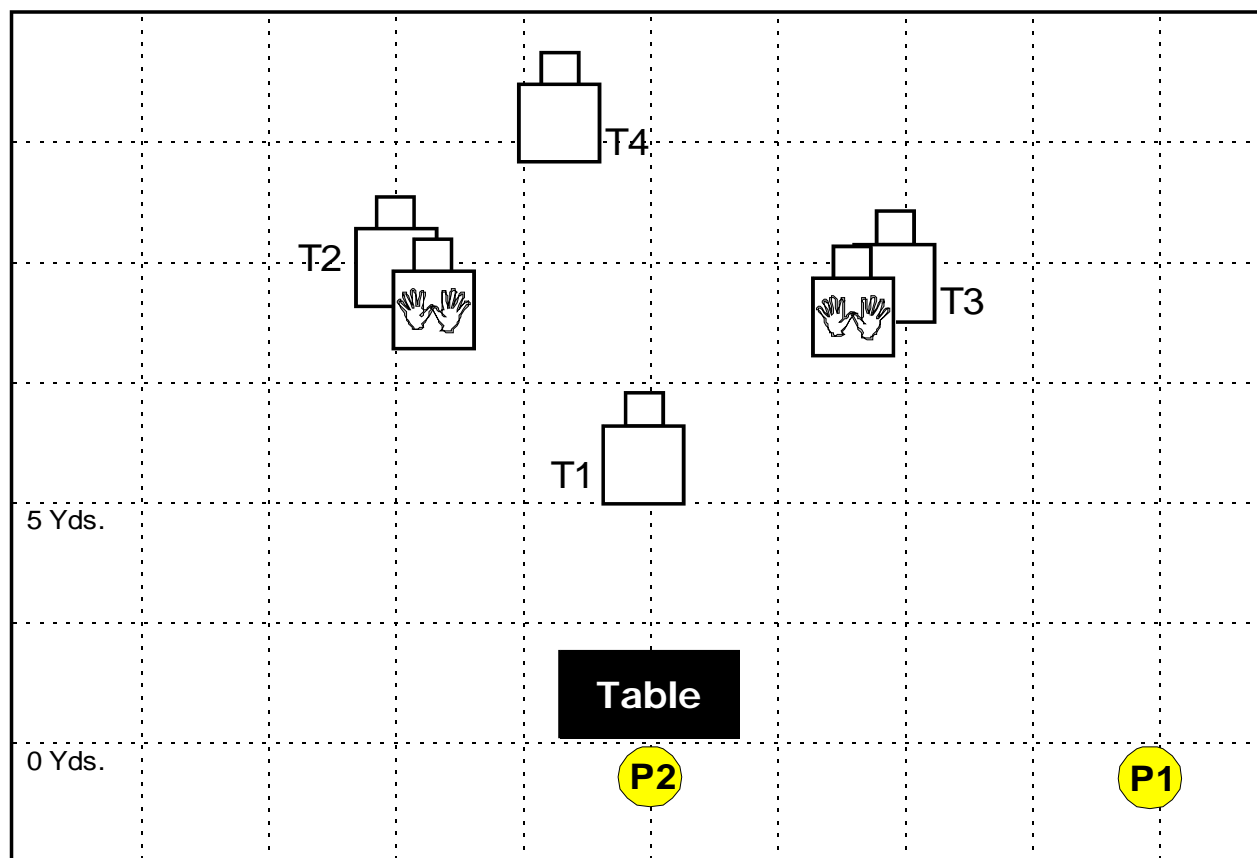
- At the sound of buzzer, draw, kneel, and **from either side of the barricade**, engage **T7** thru **T9** with **only 2 rounds** to each **body**.
- **Perform a Tac-Reload** and, **from the opposite side of the barrel**, re-engage **T7** thru **T9** with **only 1 round** to each **head**.

### Notes:

1. A **Tactical-Reload** or **Reload-with-Retention** can be used as the **Tac-Reload**.
2. Shooter must use the barricade and barrel for cover when shooting and reloading at **P1**, **P2** or **P3**.
3. Shooter cannot shoot over the top of the barrel.
4. When using cover, engage all targets using the **Slice-the-Pie** technique.

# Range Masters “Fun” Shoot

## Stage 2 - “Can You Get It In Time?”



### Round Count:

String 1 = **12 minimum**

### Vickers Count

(Can make up shots)

### Scoring:

Targets are only scored after the shooter has completed String 1.

### String 1:

Shooter starts at **P1** sitting in a chair reading a book. (See “Notes:” below.)

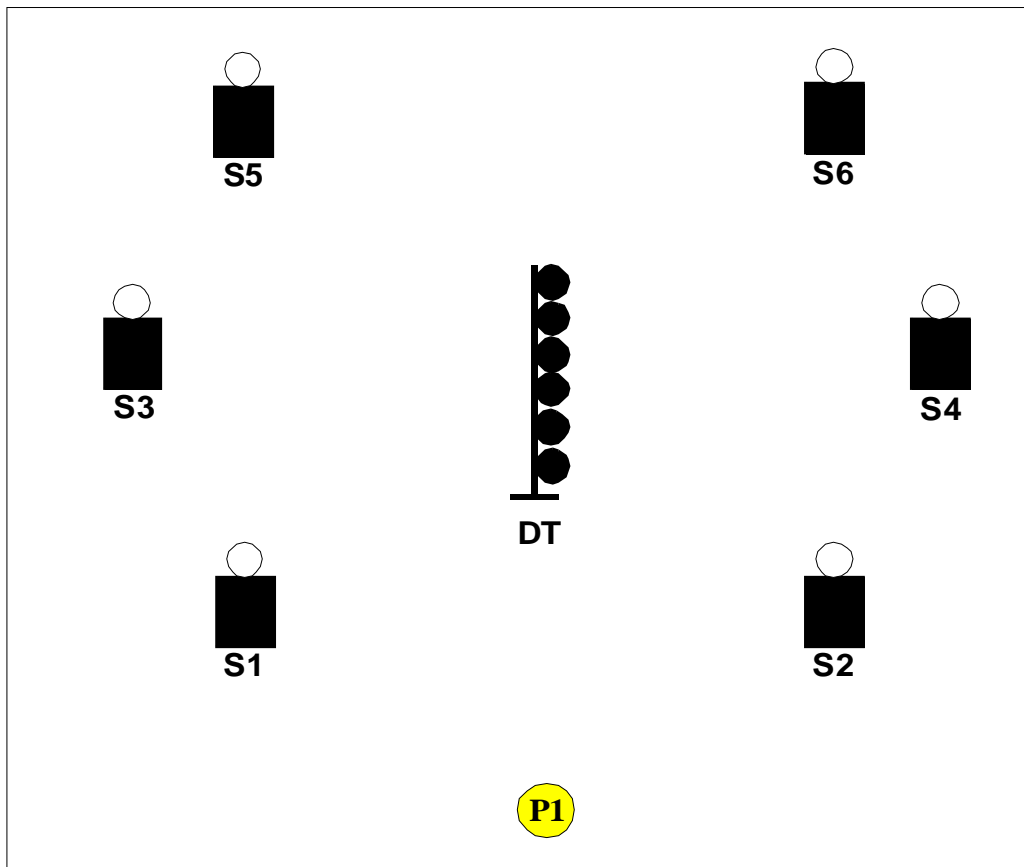
- At the buzzer, go to the table (**P2**) and retrieve your unloaded weapon and mags from the lock box.
- Load and charge the weapon.
- 1st, engage each threat target with **2 shots each (body only)**, then re-engage each threat target with **1 shot to the head**.
- Reload as necessary.

### Notes:

1. Magazines can only be loaded to 10 rounds max.
2. The unloaded weapon and all mags to be used must be in the lock box.

# Range Masters “Fun” Shoot

## Stage 3 “Keep Dueling”



**Round Count:**  
String 1 = **12 minimum**  
(**12 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 plates in the following order:  
**S1 and S2** then **two plates on the Dueling Tree (DT)**  
**S3 and S4** then **two more plates on the Dueling Tree (DT)**  
**S5 and S6** then **last two plates on the Dueling Tree (DT)**

### **Notes:**

1. A solid hit on any of the plates of **DT** will count as a hit.
2. Any plates that are not hit will count as a “Miss-On-Steel” Penalty (**5 seconds per missed plate**).