

# Range Masters "Fun" Shoot

Results for January 16, 2007

Place	Name (Note)	Total		Stage	String	PD	Stage	String	String	String	String	PD	Stage	String	String	String	String	PD
		Shoot	Points															
		Total	Down	1	1		2	1	2	3	4		3	1	2	3	4	
1	Majers, Steve	54.63	7	28.72	28.72	0	16.96	1.44	3.49	3.63	4.90	7	8.95	2.43	1.25	3.09	2.18	0
2	Collins, Ken	56.17	11	30.78	25.78	10	14.31	1.78	2.99	3.86	5.18	1	11.08	2.64	1.87	4.02	2.55	0
3	Redford, "Red"	65.25	13	37.38	32.88	9	12.97	1.45	2.26	3.60	3.66	4	14.90	3.33	2.02	6.17	3.38	0
4	Olson, Landon	67.75	7	37.47	34.97	5	17.12	1.78	2.57	7.29	4.48	2	13.16	2.96	2.00	4.32	3.88	0
5	DeLeeuw, Dave	69.03	11	36.40	31.40	10	12.65	1.54	2.56	3.69	4.36	1	19.98	2.52	2.97	8.17	6.32	0
6	Huff, Blake (Rev)	69.40	1	45.13	44.63	1	12.41	1.44	2.60	3.65	4.72	0	11.86	3.37	2.58	3.37	2.54	0
7	Phillips, RDan	73.07	21	42.51	35.51	14	16.12	1.32	2.28	3.69	5.33	7	14.44	2.67	2.46	6.86	2.45	0
8	Rees, Jerry	73.59	17	47.33	39.83	15	14.32	1.48	2.71	4.03	5.10	2	11.94	3.10	2.00	4.70	2.14	0
9	Gonzalez, Fancisco	75.02	3	47.75	47.75	0	15.51	1.56	3.23	3.96	5.26	3	11.76	3.16	1.98	3.60	3.02	0
10	Thomas, Kevin	81.59	22	52.43	44.43	16	14.60	1.44	2.36	3.50	4.30	6	14.56	3.46	3.00	5.80	2.30	0
11	Young, Ren	81.66	31	46.96	32.96	28	14.23	1.83	2.56	3.37	4.97	3	20.47	6.56	5.72	3.79	4.40	0
12	Clark, David	81.70	11	55.39	50.89	9	13.45	1.27	2.38	3.78	5.02	2	12.86	2.42	1.69	5.76	2.99	0
13	Scott, Michael Sr.	82.74	41	52.52	36.02	33	15.73	1.34	2.70	3.51	4.18	8	14.49	2.70	2.72	4.66	4.41	0
14	Peay, Brad (.22)	83.24	33	50.97	36.97	28	16.81	1.85	2.44	4.60	5.42	5	15.46	3.33	4.23	3.92	3.98	0
15	Robinson, Trevor	85.06	5	52.92	50.42	5	14.58	1.38	2.98	4.68	5.54	0	17.56	3.34	3.51	7.83	2.88	0
16	Scott, Alan	86.47	40	53.36	36.86	33	15.50	1.37	2.39	3.50	4.74	7	17.61	3.08	3.03	7.34	4.16	0
17	Spensko, Chance	89.70	54	56.34	31.84	49	16.73	1.69	3.09	3.99	5.46	5	16.63	3.93	2.37	5.10	5.23	0
18	Gustaveson, Michael	91.50	17	55.43	47.43	16	18.36	1.78	3.28	5.61	7.19	1	17.71	6.17	4.01	4.51	3.02	0
19	Spensko, Shane	91.70	30	45.48	32.98	25	14.19	1.52	2.43	3.15	4.59	5	32.03	3.24	3.23	13.34	12.22	0
20	Stone, Scott	92.39	27	62.86	52.86	20	14.34	1.57	2.37	3.22	3.68	7	15.19	4.63	4.07	3.95	2.54	0
21	Halladay, Jason	95.39	12	60.75	57.75	6	19.10	1.93	3.75	4.50	5.92	6	15.54	4.53	2.35	5.62	3.04	0
22	Loveless, Doug (Rev)	96.37	6	57.92	57.42	1	16.34	1.55	2.84	4.66	4.79	5	22.11	3.99	2.15	12.91	3.06	0
23	Nageotte, Jim	100.35	23	56.37	45.37	22	17.89	2.22	3.29	5.10	6.78	1	26.09	2.94	3.85	14.19	5.11	0
24	Mallon, Jim	100.36	26	64.80	53.30	23	19.40	2.05	3.93	4.95	6.97	3	16.16	4.97	2.93	5.54	2.72	0
25	Smith, Burton (Rev)	101.61	17	65.38	58.38	14	19.28	2.06	4.88	4.87	5.97	3	16.95	3.11	3.75	5.30	4.79	0
26	Price, Mike	103.06	7	63.93	60.93	6	15.37	1.57	2.99	4.63	5.68	1	23.76	6.54	3.24	8.54	5.44	0
27	Johnson, Kim	114.76	25	63.77	54.77	18	15.58	1.37	2.54	4.03	4.14	7	35.41	4.61	9.40	17.69	3.71	0
28	Majers, Steve Jr. (.22)	133.96	30	67.77	56.27	23	17.45	1.61	2.75	4.25	5.34	7	48.74	2.59	2.77	17.98	25.40	0
29	Smith, Richard	143.98	55	74.46	51.96	45	28.21	2.56	4.93	6.93	8.79	10	41.31	10.89	12.92	10.02	7.48	0

## Notes:

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.)

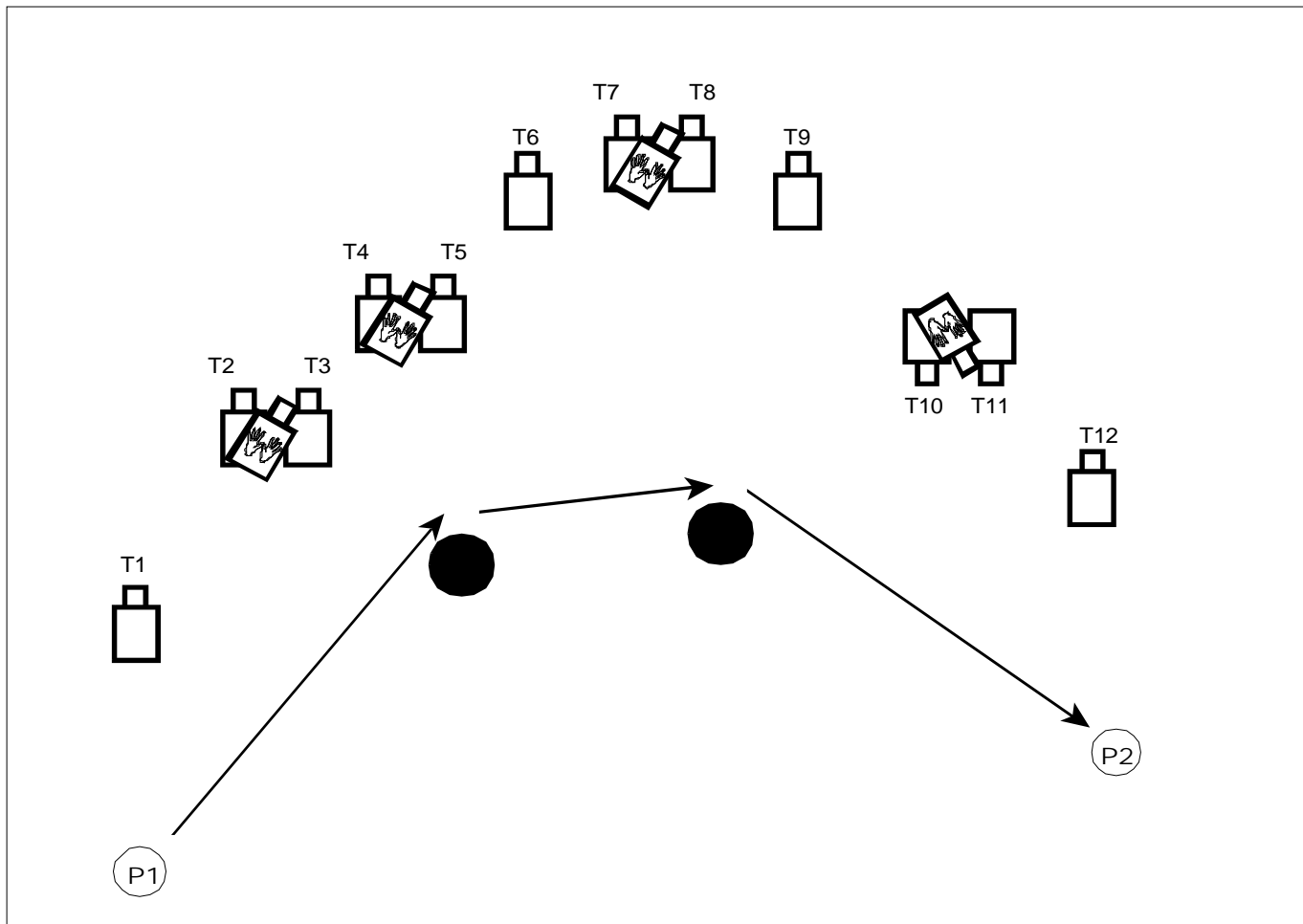
(Rev) = Revolver

= Did Not Finish

= No Time was entered.

# Range Masters “Fun” Shoot

## Stage 1 - “Keep It Moving”



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

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

### String 1 -

Shooter starts at **P1** with no more than 11 rounds in the gun.

- At the sound of the buzzer, draw, and while moving to **P2** (using the course designated), engage **all single targets (T1, T6, T9 and T12)** with **1 round to the Head only**, and **2 rounds to either the torso or head of all other targets (T2, T3, T4, T5, T7, T8, T10 and T11)**.
- Reload as necessary.

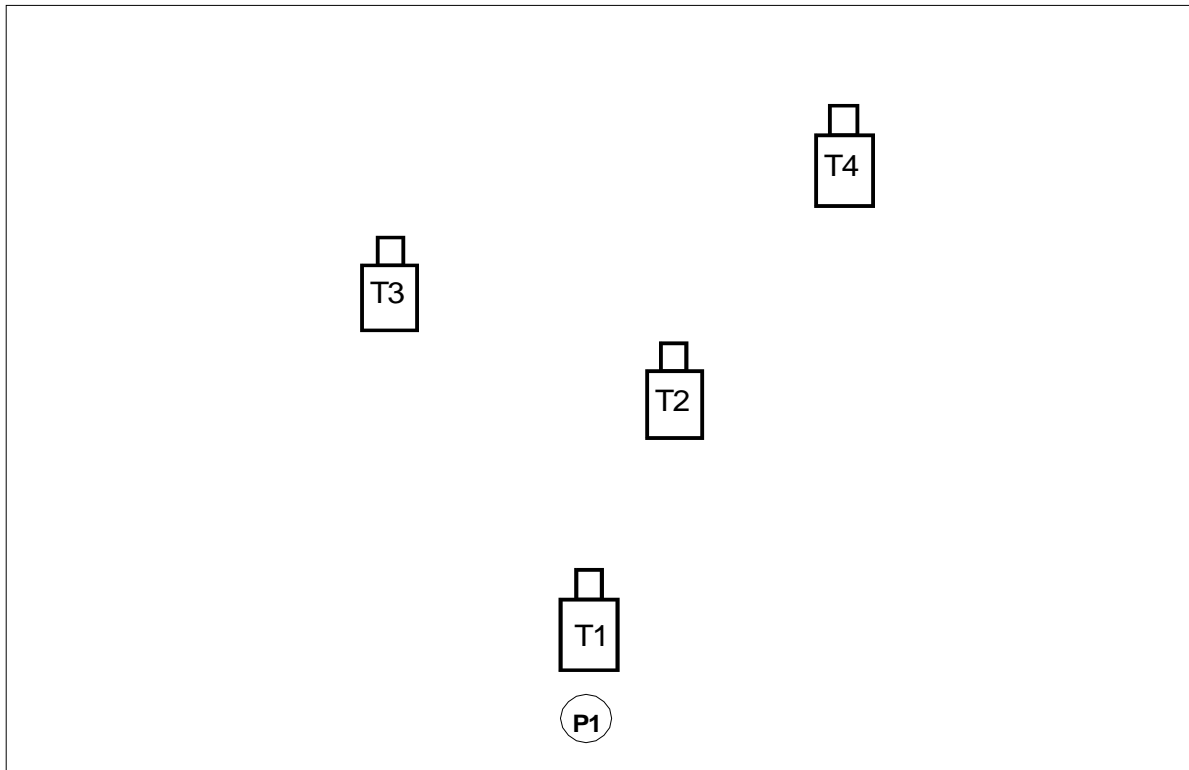
### Notes:

1. Shooter **must engage** targets so that all shots will travel down-range and not into the side range walls.
2. Shooter must reach **P2** before engaging the final target (**T12**).
3. Shooter must be very careful to maintain muzzle direction when moving to **P2**.

COF designed by RDan Phillips

# Range Masters “Fun” Shoot

## Stage 2 - “Shoot-From-Retention Drill”



### Round Count:

String 1 = 2 Rds. Max.  
String 2 = 3 Rds. Max.  
String 3 = 4 Rds. Max.  
String 4 = 5 Rds. Max.  
(14 Rds. Max. for the Stage)

### Limited Vickers Count (Cannot make up shots)

**String 1:** Shooter starts loaded, holstered and facing targets at P1.

- At the sound of the buzzer, draw and engage T1 with **2 rounds only**  
***From Retention.***

**String 2:** Shooter starts the same as in String 1.

- At the sound of the buzzer, draw and engage T1 with **2 rounds only**  
***From Retention***, then T2 with **1 round only**.

**String 3:** Shooter starts the same as in String 1.

- At the sound of the buzzer, draw and engage T1 with **2 rounds only**  
***From Retention***, then T2 with **1 round only**, then T3 with **1 round only**.

**String 4:** Shooter starts the same as in String 1.

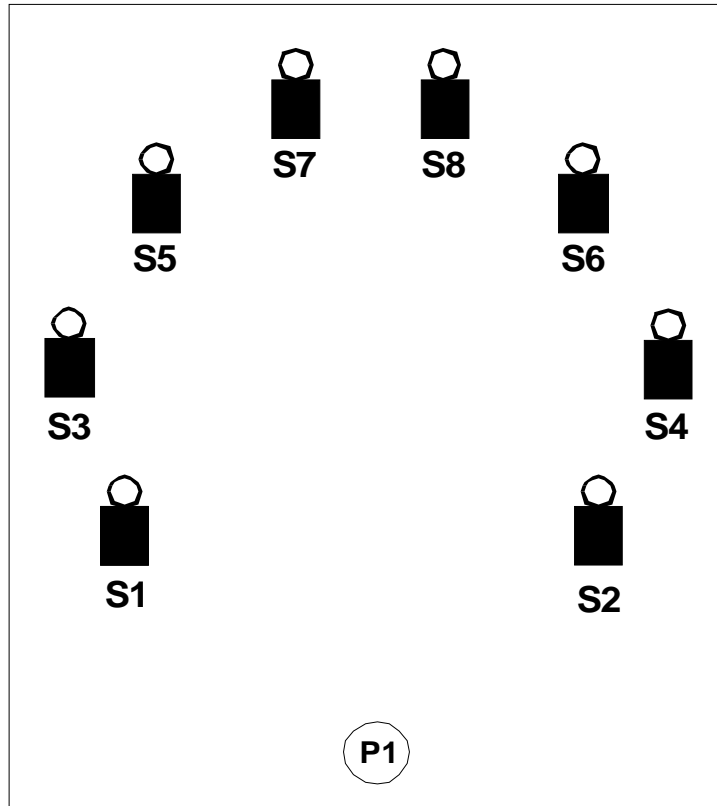
- At the sound of the buzzer, draw and engage T1 with **2 rounds only**  
***From Retention***, then T2 with **1 round only**, then T3 with **1 round only**,  
then T4 with **1 round only**.

### Notes:

1. Shooter **cannot** take extra shots at any target.
2. Reload as necessary between strings.

# Range Masters “Fun” Shoot

## Stage 3 - “Draw Them Guns”



### Round Count:

String 1 = **2 rds min.**

String 2 = **2 rds min.**

String 3 = **2 rds min.**

String 4 = **2 rds min.**

(**8 rounds minimum** for the stage)

### Vickers Count

(**Can make up shots**)

- **Shooter starts loaded and holstered at P1 for all strings.**

### String 1 -

- At the buzzer, draw and engage **S1** and **S2** until knocked down.

### String 2 -

- At the buzzer, draw and engage **S3** and **S4** until knocked down.

### String 3 -

- At the buzzer, draw and engage **S5** and **S6** until knocked down.

### String 4 -

- At the buzzer, draw and engage **S7** and **S8** until knocked down.

### Notes:

1. Shooter can reload in between each string if desired, but it is not required.