

Range Masters "Fun" Shoot Scores - November 7, 2012

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
1	Olsen, Landon	NO	62.96	17	16.36	15.86	1	23.34	11.67	3.67	16	23.26	13.97	9.29	
2	Wright, Dan (#1)	O	87.34	31	29.14	21.14	16	41.59	29.39	4.70	15	16.61	7.57	9.04	
3	Rodriquez, Mike	O	99.31	29	28.47	24.97	7	43.17	26.67	5.50	22	27.67	9.12	18.55	
4	Wright, Dan (#2)	O	104.51	54	42.60	34.60	16	42.91	20.00	3.91	38	19.00	10.41	8.59	
5	Jiles, Tyler	?	137.12	48	45.10	34.10	22	47.96	29.58	5.38	26	44.06	17.38	26.68	
6	Rees, Jerry	NO	139.06	52	38.32	30.82	15	61.26	42.12	5.64	27	39.48	14.24	20.24	10
7	Phillips, Rdan	NO	141.88	17	41.92	36.42	11	47.72	37.84	6.88	6	52.24	12.64	39.60	
8	Wall, Stew	NO	145.63	99	37.94	25.94	24	53.52	26.11	4.91	45	54.17	13.10	26.07	30
9	Chappell, Randy (45)	NO	159.31	38	56.50	44.00	25	52.63	39.44	6.69	13	50.18	23.01	27.17	
10	Mallon, Jim	NO	161.98	81	48.52	35.52	26	75.11	40.50	7.11	55	38.35	19.24	19.11	
11	Brown, J.	?	171.10	103	46.19	33.69	25	58.42	39.10	5.32	28	66.49	17.48	24.01	50
12	Chappell, Randy (9)	NO	181.22	56	40.92	30.42	21	69.58	56.85	5.23	15	70.72	28.57	32.15	20
13	Scott, Michael	NO	181.93	37	39.31	37.81	3	62.04	39.08	5.96	34	80.58	31.90	48.68	
14	Conlin, Shawn	NO	189.70	110	40.88	20.88	40	61.04	21.37	4.67	70	87.78	48.20	39.58	
15	Price, Mike	NO	197.02	54	32.47	28.97	7	64.97	44.85	6.62	27	99.58	12.92	76.66	20
16	Conlin, Brandon	NO	236.91	138	28.63	4.63	48	55.74	20.91	4.83	60	152.54	63.13	74.41	30
17	Hoecherl, Joey	NO	291.15	133	75.03	51.03	48	67.87	35.06	5.31	55	148.25	70.35	62.90	30
18	Sandgren, Shelby	NO	372.29	110	70.18	48.68	43	98.33	65.02	9.81	47	203.78	93.77	100.01	20

Notes:

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

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

(Rev) = A revolver was used for the match

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

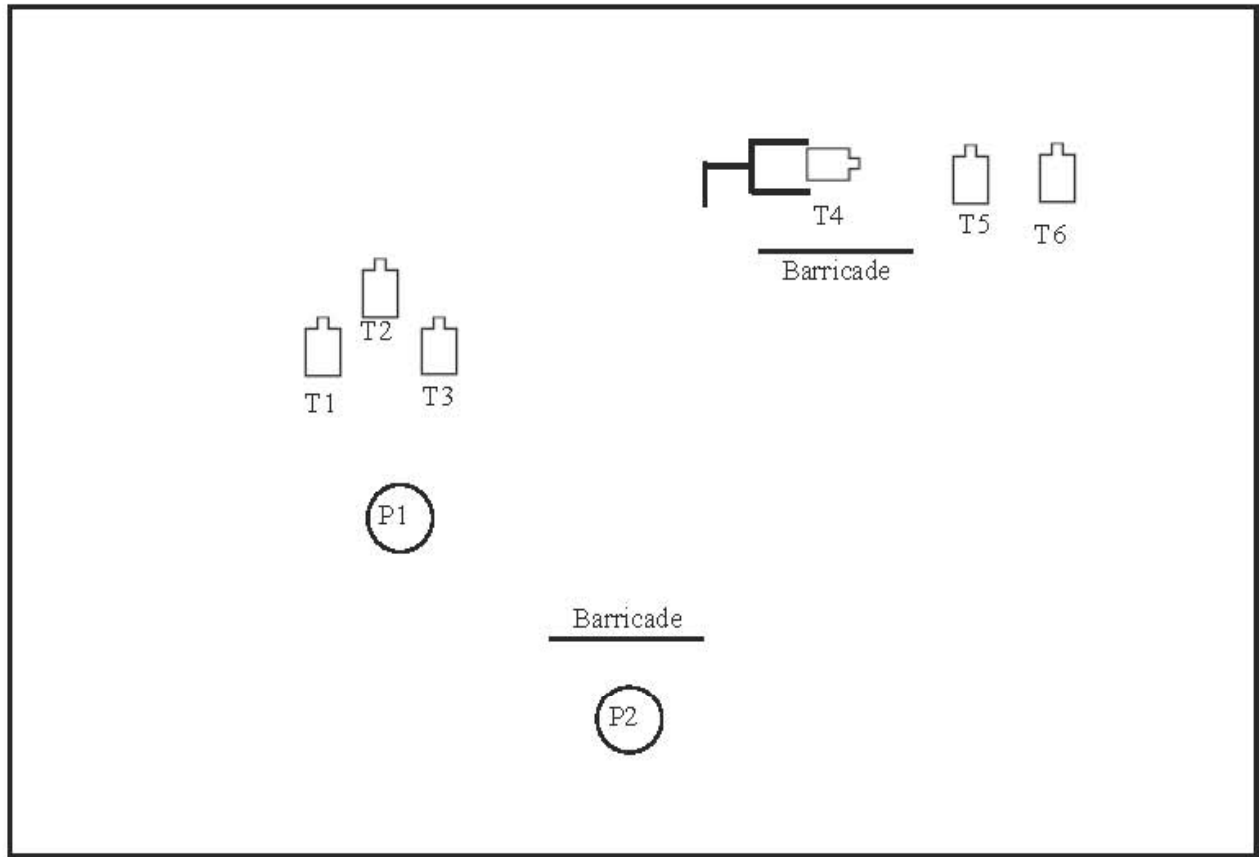
DNF = **Did Not Finish**

NS = **No Score**

NT = **No Time**

Range Masters “Fun” Shoot

Stage 1 - Nov. 7



Round Count:

String 1 = **18 rds minimum**

Vickers Count

(Can make up shots)

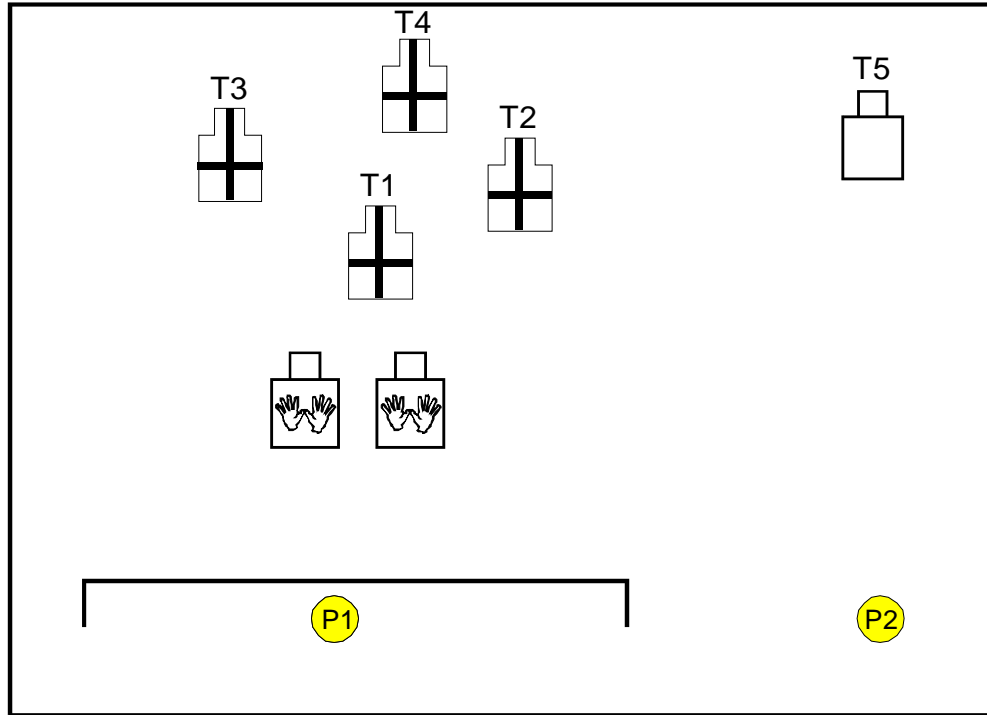
String 1 - Shooter starts at **P1 with back to targets.**

- At the sound of the buzzer, turn, and while retreating to P2, engage T1-T3 with each with two rounds in tactical sequence.
- From P2, re-engage T1-T3 with one head shot each, then engage the swinger trip plate, the swinger with two rounds and T5-T6 each with two rounds to the body, one of the head.

- **DO NOT SHOOT THE WALLS**

Range Masters “Fun” Shoot

Stage 2 - “Stripe Shoot 2”



Round Count:

String 1 = **16 Minimum**

String 2 = **5 Minimum**

(**21** rounds for the stage)

Modified Vickers Count

(Can make up **some** shots.)

String 1 - Vickers Scoring

Shooter starts fully loaded at **P1**.

- At buzzer, draw and engage **T1 - T4** (in any order) with **4 rounds minimum - 1 round** to each quadrant marked by the tape. (See notes.)

String 2 - Limited Vickers Scoring

Shooter starts at **P2** loaded with **6 rounds minimum** and **back to target**.

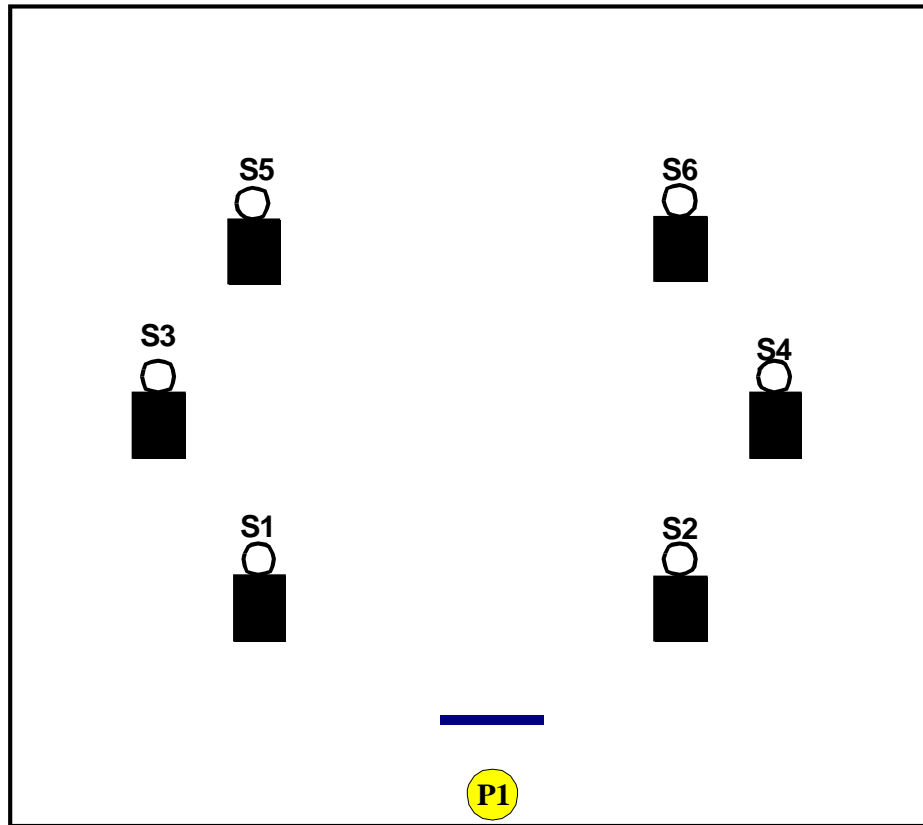
- At buzzer, turn, draw and engage **T5** with **5 rounds - 3 rounds ONLY** to the **TORSO** and **2 rounds ONLY** to the **HEAD**.
- - A procedural Penalty will be given for **each extra round fired**.

Notes:

1. **Full diameter hits to the quadrant dividing tape will count as a miss.**
2. If the hit to the **upper left or upper right quadrants** is to the **HEAD**, a **1 second deduction** will be given - up to **2 seconds per target**.

Range Masters “Fun” Shoot

Stage 3 - “One Hand at a Time”



Round Count:

String 1 = **6 minimum**
String 2 = **6 minimum**
(**12 rounds** for the stage)

Vickers Count

(Can make up shots.)

String 1:

Shooter starts at **P1** with firearm **loaded** with 11 rounds **Maximum**.

- At the buzzer, draw and engage **S1 thru S6 STRONG Hand ONLY** until knocked down.

String 2:

Shooter starts at **P1** with firearm **loaded** with 11 rounds **Maximum**, firearm in **WEAK HAND** at **LOW READY**.

- At the buzzer, engage **S1 thru S6 WEAK HAND ONLY** until knocked down.

Notes:

- Plates may be engaged in any order.
- **Reload as necessary.**

.COF Designed by Michael Scott