Rangemasters Handgun "Fun" Shoot Results - May 4, 2016

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	Brownlee, Ken	NO	86.98	2	41.85	41.85		7.44	2.42	4.02	2	37.69	14.09	23.60	
2	Scott, Alan	NO	89.70	17	33.36	32.36	2	12.82	0.43	4.89	15	43.52	25.19	18.33	
3	Shepherd, Trent	NO	89.74	23	33.36	31.36	4	20.36	7.40	3.46	19	36.02	19.86	16.16	
4	Jolley, Jenn	NO	95.17	19	34.04	32.54	3	15.97	1.84	6.13	16	45.16	23.46	21.70	
5	Anderson, Eric	NO	95.43	6	33.41	30.91	5	17.28	7.83	8.95	1	44.74	23.02	21.72	
6	Phillips, R Dan	NO	99.36	2	43.30	43.30		13.82	10.49	2.33	2	42.24	18.74	23.50	
7	Septon, Allen	NO	109.09	15	37.56	30.06	15	13.23	3.83	9.40		58.30	30.53	27.77	
8	Poulsen, Seth	NO	110.11	10	31.37	28.87	5	21.51	9.74	9.27	5	57.23	29.90	27.33	
9	Rodriquez, Mike	NO	112.97	41	45.39	34.89	21	30.32	6.63	13.69	20	37.26	20.95	16.31	
10	Shepherd, Trent	NO	119.42	19	41.15	37.15	8	19.42	2.57	11.35	11	58.85	39.03	19.82	
11	Waldo, Ralph	NO	123.51	26	43.89	41.89	4	21.62	8.39	5.23	16	58.00	30.44	24.56	6
12	Davis, Keith	NO	134.65	42	34.18	25.18	18	9.61	0.79	6.82	4	90.86	25.99	54.87	20
13	Jeffery, Daniel	NO	150.13	2	65.09	65.09		17.29	3.56	12.73	2	67.75	32.41	35.34	
14	Scott, Mike	NO	155.29	21	45.68	41.68	8	39.45	19.30	13.65	13	70.16	43.81	26.35	
15	Winchester, Kevin	NO	157.58	31	43.01	35.51	15	62.39	50.20	4.19	16	52.18	35.63	16.55	
16	Crowley, Steve	NO	163.06	21	66.56	58.56	16	38.07	18.19	17.38	5	58.43	26.68	31.75	
17	Sandgren, Max	NO	166.25	36	58.22	57.22	2	44.01	15.36	11.65	34	64.02	27.58	36.44	
18	Hunsaker, Branch	NO	214.35	61	62.83	53.33	19	52.26	10.79	20.47	42	99.26	62.50	36.76	
19	Baum, Spencer	NO	216.34	46	40.56	37.06	7	30.82	11.99	9.33	19	144.96	51.41	83.55	20
20	Shepherd, Jesse (.22)	NO	225.03	42	51.63	45.13	13	39.64	3.50	21.64	29	133.76	67.66	66.10	
21	Spencer, Mark	NO	226.33	80	58.69	53.69	10	35.88	12.42	8.46	30	131.76	67.67	44.09	40
22	Grigorev, Anton	NO	250.07	59	48.86	40.36	17	53.79	18.81	13.98	42	147.42	74.74	72.68	
23	Winchester, Hayleigh	NO	261.02	67	59.59	49.09	21	70.00	23.15	23.85	46	131.43	76.22	55.21	

Notes:

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

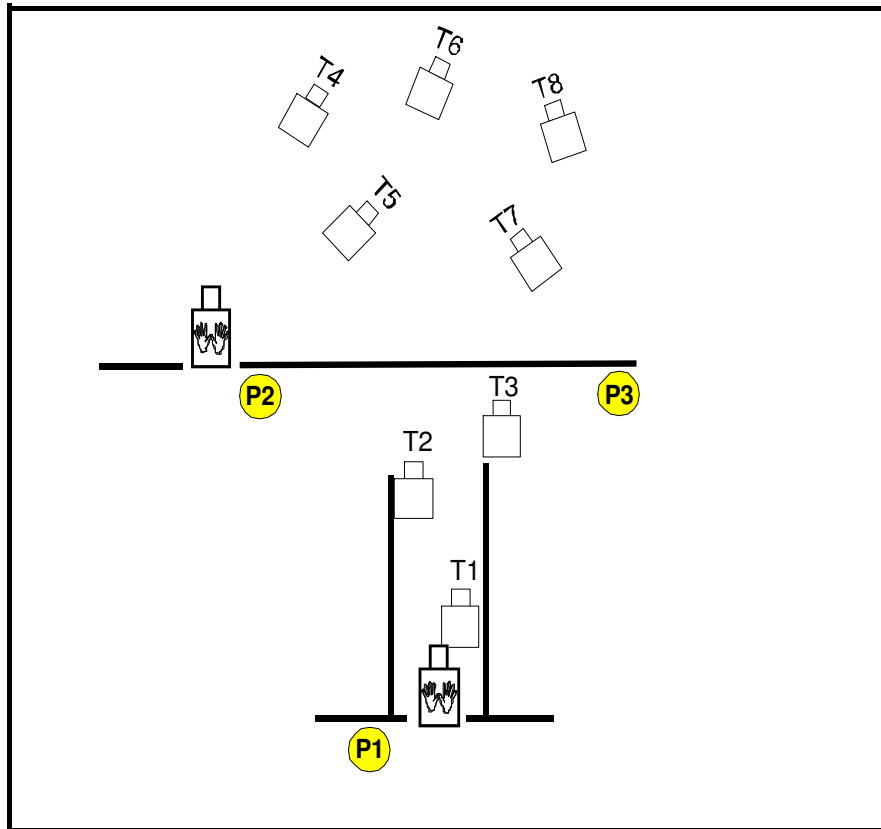*Div.* = **Division:** **O** = **O**ptic; **NO** = **N**on-**O**ptic

(REV) = Revolver

XX penalty

DNF = **D**id **N**ot **F**inish

NS = **N**o **S**core

Rangemasters "Fun" Shoot
Stage 1 - "Hallway"

Round Count:
   21 rounds minimum

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

String 1 - **P1**, the shooter starts with **10 Rounds Max** in gun and holstered.

- At the sound of the buzzer, the shooter must move Non-Threat, draw and engage targets **T1** through **T8** as **needed** with **2 rounds to the torso and 1 to the head.** The shooter advances through the hallway to **P2** then **P3**.
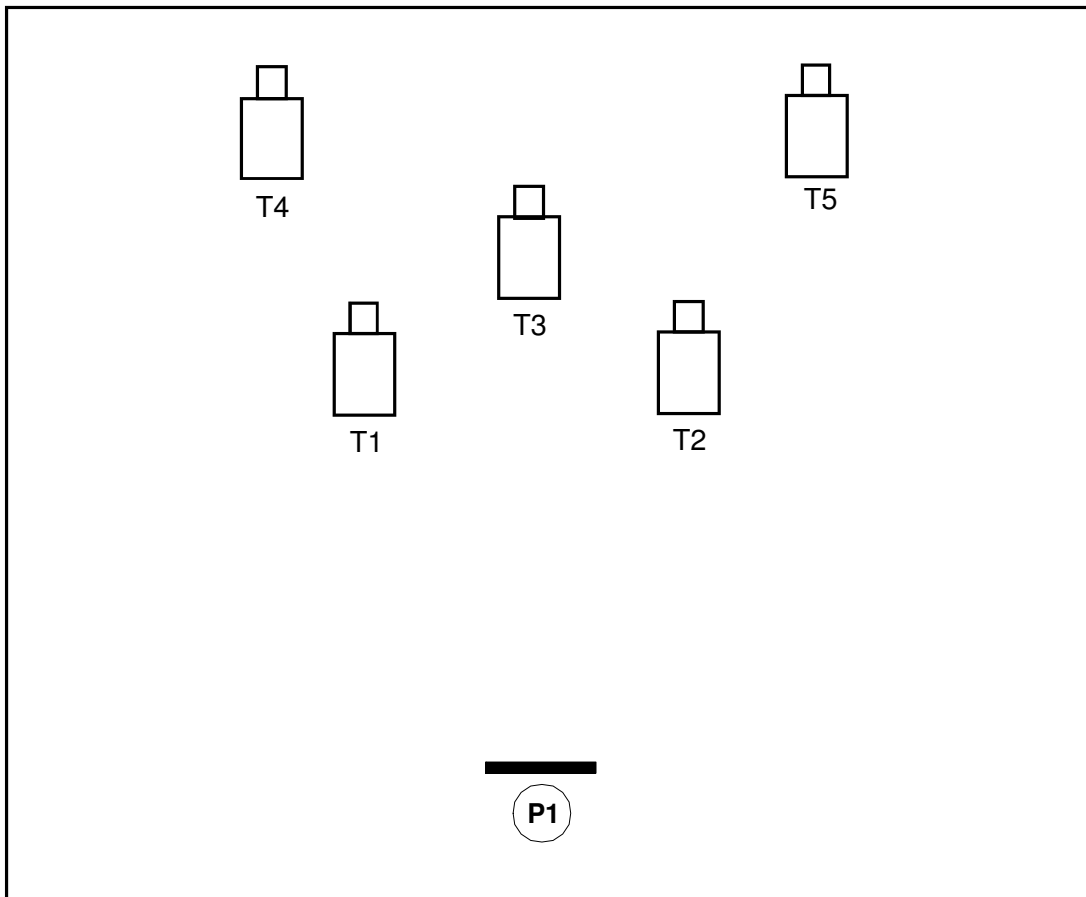
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***** Do not break the 180 degree line! *****

Notes:
1 - Use Cover, Slice the Pie.
2 - Reload behind cover.
3 - Do not shoot through barriers or the walls.
4 - The shooter must move Non-Threat at P2.
5 - Two fixed and one floating Non-Threats in this COF.

COF Ryan Ursulich 5-4-16

Rangemasters "Fun" Shoot
Stage 2 - "Window Mania"

Round Count:
 String 1 = 9 Rds. Min.
 String 2 = 9 Rds. Min.
 (18 Rds. for the Stage)

Modified Unlimited Count
 (Can make up shots**)**
 Optional Targets = **Limited Count**

String 1 -
 Shooter starts at **P1** fully loaded.
   - At the sound of the buzzer draw and engage **T1**, **T2** and **T3** with **2 rounds** to
      the **TORSO** and **1 round to each HEAD** from **below the stick**.
      * Optional Target **T4** = **2 shots ONLY** to the **HEAD** for **10 second bonus**.

String 2 -
 Shooter starts at **P1** fully loaded.
   - At the sound of the buzzer draw and engage **T1**, **T2** and **T3** with **2 rounds** to
      the **HEAD** and **1 round to each TORSO** from **above the stick**.
      * Optional Target **T5** = **2 shots ONLY** to the **HEAD** for **10 second bonus**.
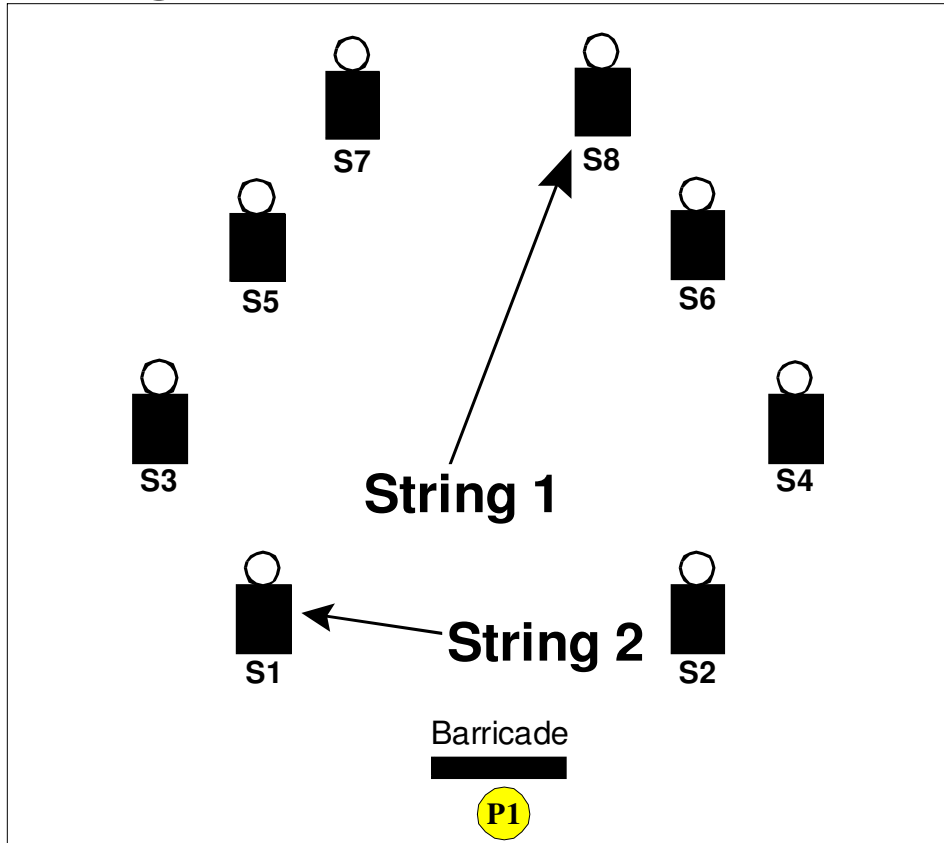 - Reload as needed.

Notes:
 1. No make-up shots on Optional Bonus Targets.

COF designed by R Dan Phillips

Rangemasters "Fun" Shoot
Stage 3 - "Start with S1, then S8"

Round Count:
 String 1 = **8 minimum**
 String 2 = **8 minimum**
 (**16** rounds for the stage)

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

String 1 -
 Shooter starts behind Barricade at **P1** with **no more than 8 rounds in the gun.**
  - At the sound of the buzzer, draw and while **properly using cover**, knock down
    all 8 plates beginning with **S8**.
  - Reload as necessary.
  - At the direction of the SO, top off for String 2 with **no more than
    8 rounds in the gun**.

String 2 -
 Shooter starts behind Barricade at **P1** with **no more than 8 rounds in the gun.**
  - At the sound of the buzzer, draw and while **properly using cover**, knock down
    all 8 plates beginning with **S1**.
  - Reload as necessary.

Notes:
  1. A solid hit on any of the plates will count as a knock down.
  2. Any plate not knocked down will count as a 5-second penalty.

COF Designed by Michael Scott