

# Range Masters "Fun" Shoot

Results for April 16, 2013

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	DeLeeuw, Dave	O	72.93	21	28.48	12.19	13.29	6	24.62	17.12	15	19.83	9.05	10.78	
2	Gull, Joe	NO	81.96	34	19.96	9.50	7.46	6	29.16	15.16	28	32.84	16.06	16.78	
3	Ursulich, Ryan	NO	86.60	30	27.56	11.25	12.31	8	31.33	20.33	22	27.71	14.35	13.36	
4	Massey, Brian	NO	86.72	27	28.18	13.30	13.38	3	31.45	19.45	24	27.09	12.68	14.41	
5	Hubbard, Corey	NO	86.80	23	29.56	11.93	15.13	5	29.47	20.47	18	27.77	14.46	13.31	
6	Massey, Brian	NO	87.34	27	32.11	11.90	13.71	13	29.73	22.73	14	25.50	13.12	12.38	
7	Rise, Adam (2)	NO	87.64	34	27.20	10.54	10.66	12	24.54	13.54	22	35.90	20.65	15.25	
8	Larson, Jim	NO	90.62	32	26.25	12.17	9.58	9	32.85	21.35	23	31.52	17.94	13.58	
9	Phillips, RDan	NO	90.80	34	30.19	14.27	12.42	7	31.20	17.70	27	29.41	12.95	16.46	
10	Larson, Jim	NO	104.47	43	35.29	21.01	7.78	13	26.04	16.04	20	43.14	23.96	14.18	10
11	Rise, Adam (1)	NO	106.92	33	35.10	16.73	13.37	10	26.65	15.15	23	45.17	16.79	28.38	
12	Rodriquez, Mike	NO	109.84	34	34.62	15.50	12.62	13	25.43	14.93	21	49.79	33.67	16.12	
13	Scott, Mike Sr.	NO	118.56	21	30.33	13.08	13.75	7	37.15	30.15	14	51.08	24.88	26.20	
14	Spensko, Shane	NO	118.99	59	35.07	16.58	11.49	14	50.16	27.66	45	33.76	17.71	16.05	
15	Waldo, Ralph	NO	124.10	9	38.73	21.19	15.04	5	34.56	32.56	4	50.81	28.71	22.10	
16	Chappell, Randy	NO	133.27	35	43.81	14.77	21.04	16	36.28	26.78	19	53.18	31.22	21.96	
17	Chappell, Cameron	NO	133.37	6	46.05	24.57	20.48	2	30.77	28.77	4	56.55	33.45	23.10	
18	Redford, "Red"	NO	142.91	31	30.64	14.29	15.35	2	39.64	25.14	29	72.63	46.13	26.50	
19	Gabaldon, James	NO	148.68	56	31.96	13.77	14.19	8	47.48	23.48	48	69.24	24.71	44.53	
20	Peterson, Nicholas	NO	160.92	32	47.06	19.73	23.83	7	40.75	33.25	15	73.11	42.03	26.08	10
21	Van, Ryan	NO	161.63	40	54.20	20.97	27.23	12	40.36	26.36	28	67.07	48.62	18.45	
22	Seo, Erik (2)	NO	173.68	65	47.38	15.80	17.08	29	39.07	21.07	36	87.23	57.80	29.43	
23	Gabaldon, James	NO	178.08	43	36.85	20.21	14.64	4	43.35	23.85	39	97.88	55.46	42.42	
24	Davis, Keith	NO	180.42	49	44.71	13.78	24.43	13	33.99	15.99	36	101.72	52.93	48.79	
25	Young, Ed	NO	183.98	38	55.45	20.28	28.67	13	47.45	34.95	25	81.08	31.38	49.70	
26	Seo, Erik (1)	NO	184.88	36	53.24	30.44	16.30	13	33.00	21.50	23	98.64	50.54	48.10	
27	Reese, Howard	NO	218.41	47	73.88	38.45	27.43	16	44.09	28.59	31	100.44	58.00	42.44	
28	Adams, Bryan	NO	220.20	45	55.74	20.68	32.06	6	47.49	27.99	39	116.97	69.65	47.32	
29	Shestakov, Dmitriy	NO	227.50	85	54.48	25.36	18.12	22	50.56	34.06	33	122.46	54.42	53.04	30
30	Sandgren, Shelby (.22)	NO	228.81	45	76.94	34.58	39.86	5	54.76	34.76	40	97.11	53.57	43.54	
31	Shestakov, Pavel	NO	284.25	71	107.30	55.40	37.90	28	56.35	34.85	43	120.60	55.73	64.87	
32	Jolly, Jenny	NO	295.77	51	143.23	107.25	25.98	20	40.52	25.02	31	112.02	88.57	23.45	

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

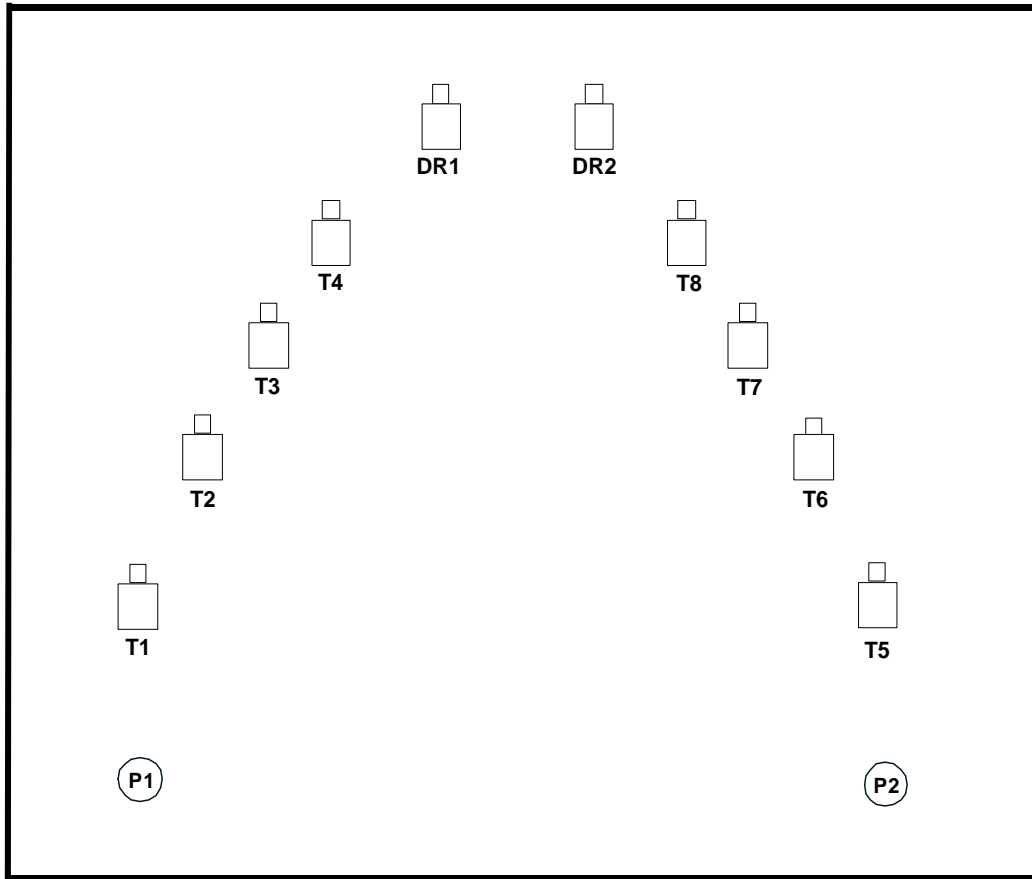
XX Indicates that the Points Down value includes some kind of penalty

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 “Faster Faster!!!”



### Round Count:

String 1 = **9 minimum**

String 2 = **9 Minimum**

### Vickers Count

(Can make up shots)

### String 1 -

Shooter starts at **P1** with **fully loaded** weapon.

- At the sound of the buzzer, draw, transfer weapon to **Weak Hand**, and engage targets **T1** thru **T4** as quickly as possible.
- Then acquire any grip you would like and engage **DR1** until it falls.
- **DO NOT TOP OFF WITH AMMO** - Just holster your weapon at the direction of the S.O.

### String 2 -

Shooter starts at **P2** with **whatever rounds remaining**.

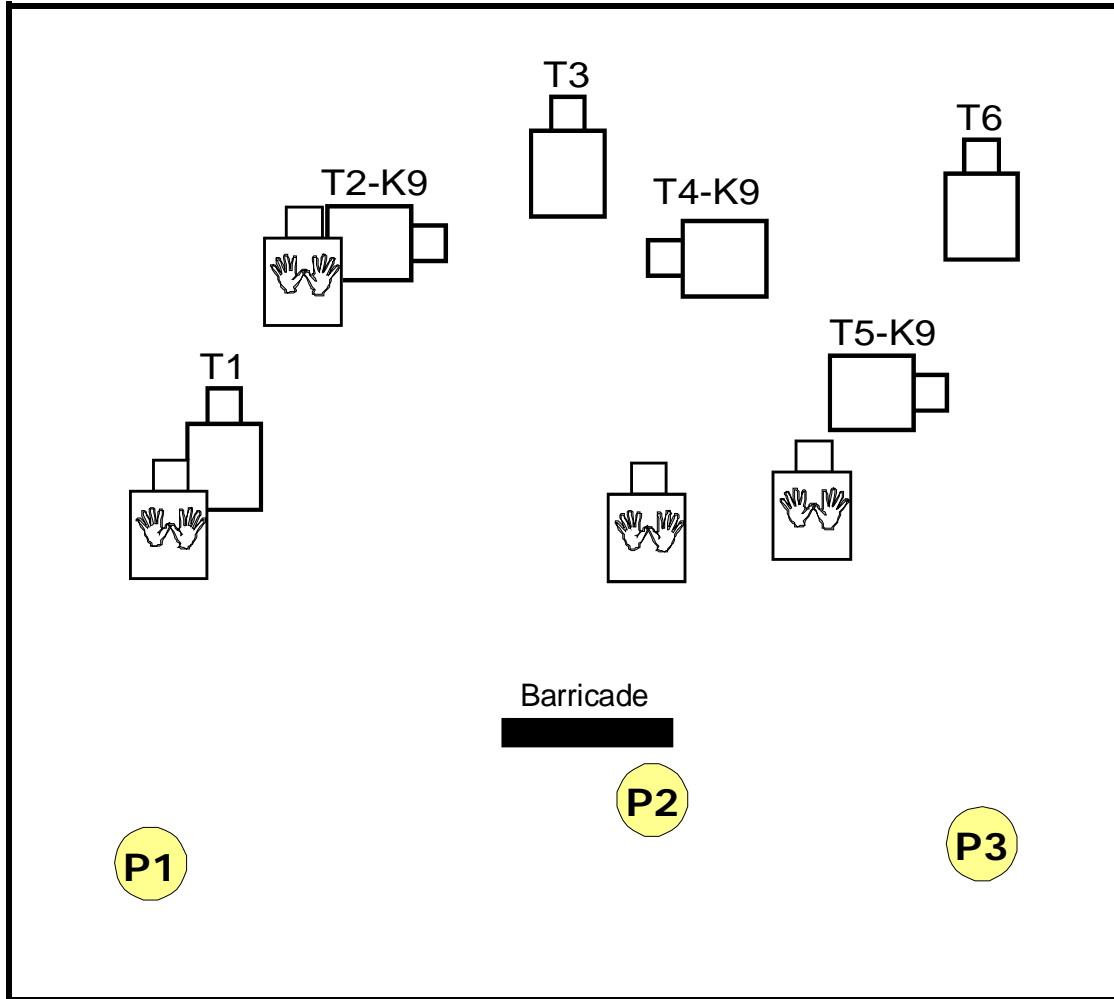
- At the sound of the buzzer, draw and engage targets **T5** thru **T8** with the **Strong Hand Only**.
- Then acquire any grip you would like and engage **DR2** until it falls.

### Notes:

1. All targets, **except DR1 and DR2**, get **2 rounds** - body or head.
2. Reload as nessasary during strings.
3. Engage targets only down range. **DO NOT SHOOT THE WALLS!**

# Range Masters “Fun” Shoot

## Stage 2 - “Dog Fight”



**Round Count:**  
String 1 = **18 minimum**  
(**18** rounds for the stage)

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

### String 1 -

Shooter starts fully loaded at **P1**.

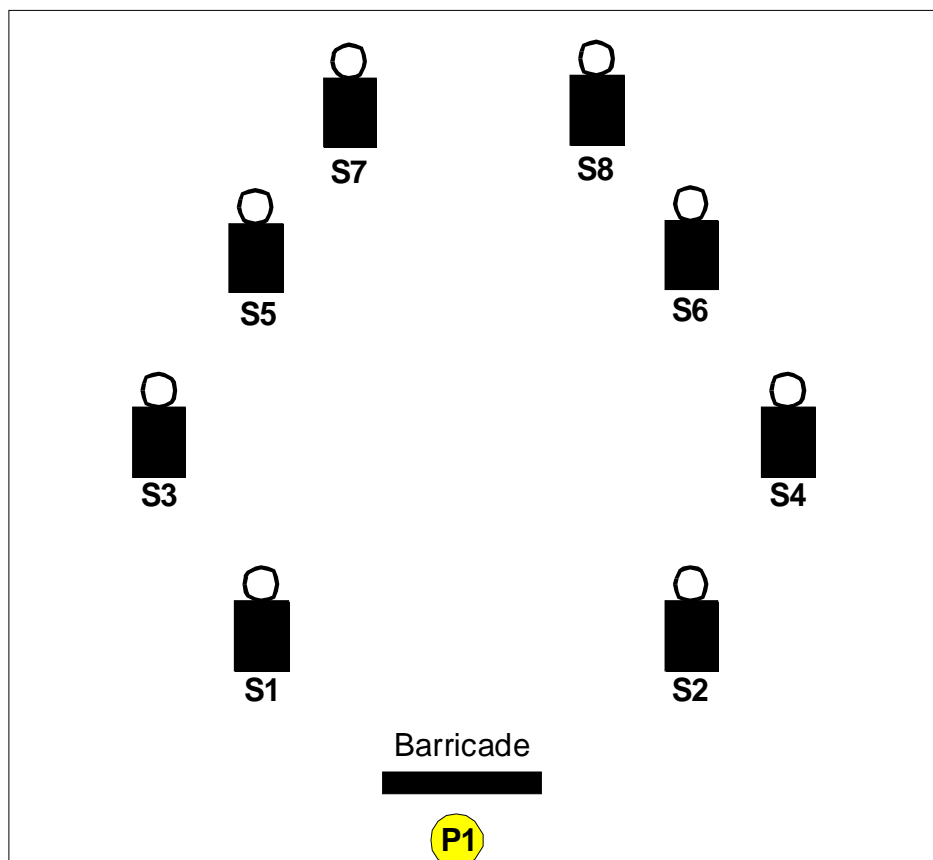
- At the sound of the buzzer, **draw** and **while moving to P2**, engage **T1 & T2**.
- After reaching **P2 (Right side of Barricade)**, engage **T3 & T4** while **properly using cover**.
- Then, **while moving to P3**, engage **T5 & T6**.
- Reload as needed.

### Notes:

1. All “normal” threat targets (**T1, T3 & T6**) get **3 rounds to the BODY**.
2. All “**K9**” targets get **3 rounds** each (**2 TORSO** and **1 HEAD**).
3. **DO NOT SHOOT THE WALLS!**

# Range Masters “Fun” Shoot

## Stage 3 - “Left, Right, All”



### Round Count:

String 1 = **4 Minimum**  
String 2 = **4 Minimum**  
String 3 = **8 Minimum**  
(**16** 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 knock down plates **S8, S6, S4 & S2** from the **LEFT SIDE of the barricade** while **properly using cover - *Slice the Pie***.
- Reload as necessary during string, but holster as is when through.

#### String 2 - Shooter starts with **remaining rounds from String 1**.

- At the sound of the buzzer, draw and knock down plates **S7, S5, S3 & S1** from the **RIGHT SIDE of the barricade** while **properly using cover - *Slice the Pie***.
- Reload as necessary during string, but holster as is when through.

#### String 3 - Shooter starts with **remaining rounds from String 2**.

- At the sound of the buzzer, draw and knock down **all plates in any order** from **either/both sides** of the Barricade - use of cover **not required**.
- Reload as necessary.

### Notes:

1. For .22 shooters, 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 Miss-On-Steel penalty.