

Range Masters "Fun" Shoot Scores - May 1, 2013

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	String 2	String 3	String 4	PD	Stage 3	String 1	String 2	String 3	String 4	PD
1	Olson, Landon	NO	54.43	10	19.23	18.73	1	19.47	3.76	2.93	4.62	3.66	9	15.73	6.45	2.77	2.91	3.60	0
2	Hubbard, Cory	NO	67.52	12	28.52	25.52	6	20.85	4.28	4.16	4.90	4.51	6	18.15	6.05	3.36	4.39	4.35	0
3	Rise, Adam (#2)	NO	74.66	39	39.11	24.11	30	19.81	3.97	3.62	4.27	3.45	9	15.74	3.86	3.08	4.58	4.22	0
4	Rodriquez, Mike	O	75.65	14	32.97	28.47	9	18.80	4.50	3.52	4.58	3.70	5	23.88	12.87	3.10	4.25	3.66	0
5	Phillips, Rdan	NO	81.22	37	34.33	23.83	21	26.88	4.21	4.37	5.42	4.88	16	20.01	5.09	2.90	3.91	8.11	0
6	Massy, Brian (#2)	NO	89.71	19	42.75	33.75	18	21.80	5.55	4.31	6.98	4.46	1	25.16	9.27	4.41	3.80	7.68	0
7	Massy, Brian (#1)	NO	96.03	39	43.84	29.34	29	27.89	5.44	4.92	7.39	5.14	10	24.30	5.94	3.65	10.31	4.40	0
8	Rise, Adam (#1)	NO	98.56	77	50.64	24.64	52	33.06	4.53	3.77	8.84	3.42	25	14.86	3.78	4.13	3.42	3.53	0
9	Scott, Mike	NO	100.93	50	57.34	37.34	40	26.25	5.03	5.33	5.32	5.57	10	17.34	6.15	2.90	5.08	3.21	0
10	Young, Ed (#1)	NO	107.00	29	39.77	38.77	2	39.21	7.58	4.50	8.51	5.12	27	28.02	10.70	4.97	5.84	6.51	0
11	LaBaron, Chad (#2) (.22)	NO	115.89	33	49.92	38.42	23	33.38	7.37	6.72	8.04	6.25	10	32.59	12.08	5.62	6.55	8.34	0
12	LaBaron, Chad (#1) (.22)	NO	119.74	31	41.28	36.78	9	36.09	7.32	5.18	7.65	4.94	22	42.37	11.01	7.62	9.78	13.96	0
13	Smith, Sam	NO	121.69	51	64.24	44.74	39	24.66	4.71	4.11	5.07	4.77	12	32.79	12.49	8.00	6.09	6.21	0
14	Archer, Jonathon	NO	122.03	57	56.59	44.59	24	44.02	7.60	5.76	8.07	6.09	33	21.42	5.69	4.70	6.34	4.69	0
15	Jolley, Jenn	NO	122.66	40	51.42	41.92	19	35.28	6.60	5.45	6.57	6.16	21	35.96	12.32	6.34	8.69	8.61	0
16	Young, Ed (#2)	NO	126.52	64	46.94	37.44	19	45.74	6.68	4.53	6.82	5.21	45	33.84	13.39	5.77	8.52	6.16	0
17	Dusbabek, John	NO	127.02	59	53.90	35.90	36	31.65	5.22	4.76	5.18	4.99	23	41.47	12.98	3.88	18.36	6.25	0
18	Sandgren, Shelby (.22)	NO	132.48	4	68.32	66.32	4	40.93	9.84	8.78	12.61	9.70	0	23.23	8.41	4.64	5.54	4.64	0
19	Karrmaun, Chris	NO	136.99	39	58.00	48.50	19	41.89	9.54	5.70	10.16	6.49	20	37.10	14.98	4.94	11.41	5.77	0
20	Kennedy, Alan	NO	137.32	86	58.58	32.58	52	37.07	6.25	3.88	5.31	4.63	34	41.67	16.61	9.77	5.15	10.14	0
21	Davis, Keith	NO	156.77	66	71.63	47.13	49	42.05	7.37	11.61	9.93	4.64	17	43.09	23.65	6.76	8.59	4.09	0
22	Scott, Gus (.22)	NO	169.87	70	87.38	70.38	34	42.28	7.64	4.30	7.32	5.02	36	40.21	10.61	10.20	12.59	6.81	0
23	Septon, Allen	NO	175.28	64	76.15	54.65	43	46.05	10.06	7.22	11.88	6.39	21	53.08	26.10	6.02	9.50	11.46	0
24	Reichert, Philip	NO	198.49	64	63.95	52.45	23	47.16	7.76	5.69	8.74	4.47	41	87.38	21.80	21.15	6.93	37.50	0
25	Dusbabek, Gary	NO	218.21	15	93.47	90.47	6	39.45	11.83	5.39	11.58	6.15	9	85.29	46.90	17.20	13.64	7.55	0
26	Septon, Alexander	NO	386.64	97	101.73	79.23	45	60.96	10.81	7.48	10.57	6.10	52	223.95	80.00	75.00	16.93	52.02	0
27	Lange, David	NO	DNF	DNF	66.08	30.58	71	35.95	7.08	3.30	8.51	3.06	28	DNF	56.82	39.89	DNF	DNF	20

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

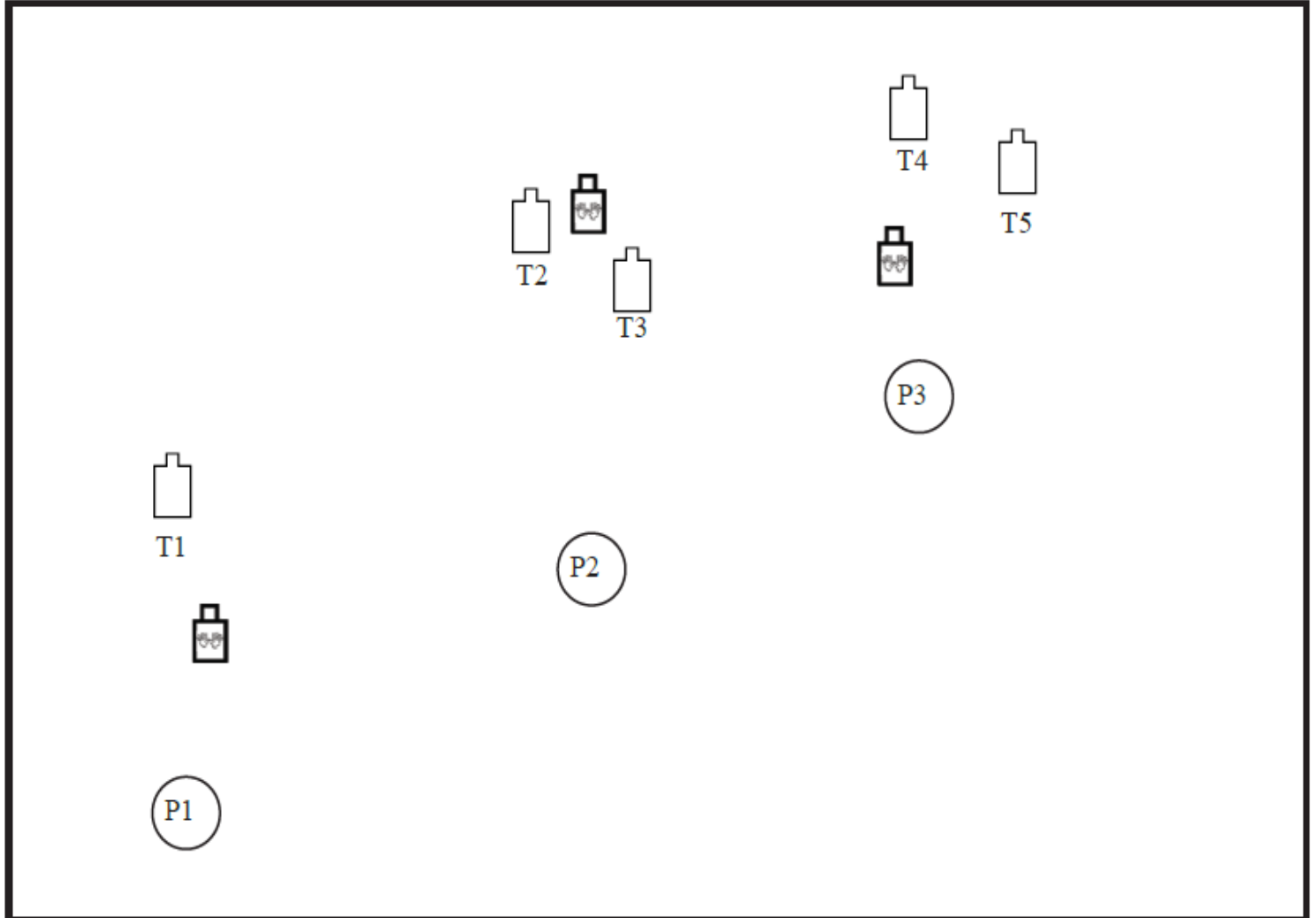
XX Indicates that the Points Down value includes some kind of penalty

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - May 1



Round Count:

String 1 = **22 rds minimum**

Vickers Count

(Can make up shots)

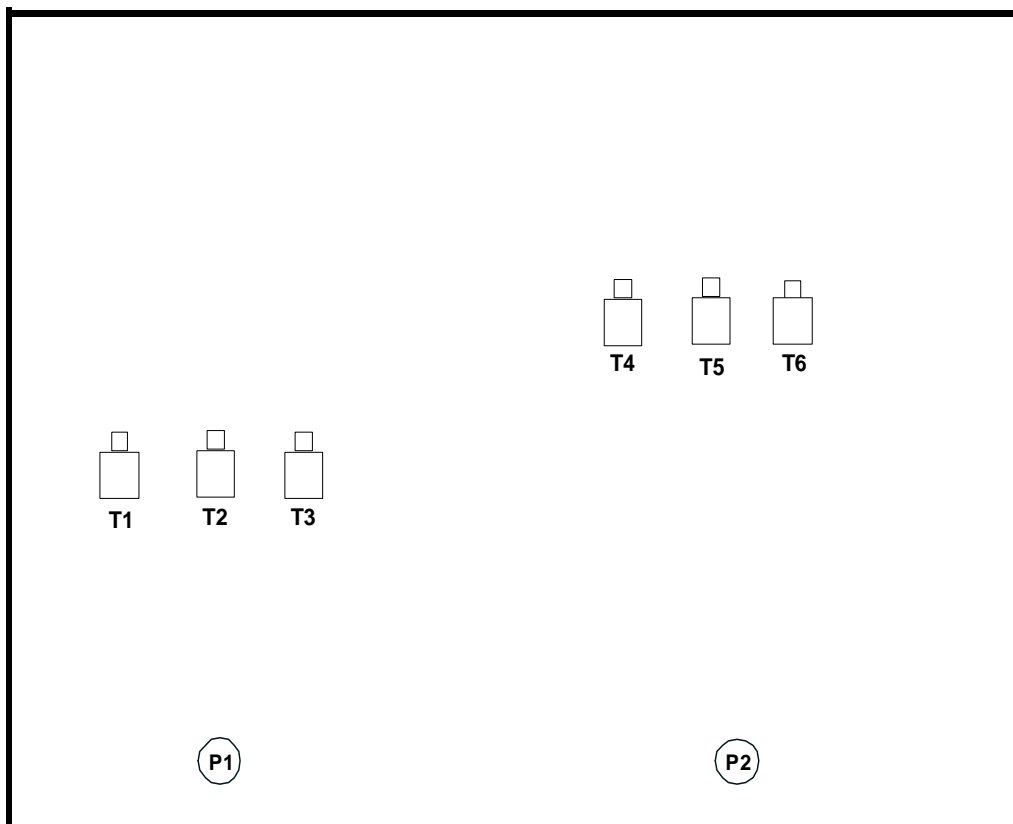
String 1 - Shooter starts at **P1**.

- At the sound of the buzzer, draw and engage T1-T5 with two rounds each. Move to P2 and, strong-hand only, engage T2-T5 with two rounds each. Move to P3 and, weak-hand only, engage T4 and T5 with two rounds each.

- **DO NOT SHOOT THE WALLS**

Range Masters “Fun” Shoot

Stage 2 “Jerry’s Showdown”



Round Count:

String 1 = **6 Maximum**
String 2 = **3 Maximum**
String 3 = **6 Maximum**
String 4 = **3 Maximum**

Limited Vickers Count

(Cannot make up shots)

String 1 -

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

- At the sound of the buzzer, draw and engage targets **T1** thru **T3** with **2 rounds** to the **TORSO ONLY** in **Tactical Sequence**.

String 2 -

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

- At the sound of the buzzer, draw and engage targets **T1** thru **T3** with **1 round** to the **HEAD ONLY**.

String 3 -

Shooter starts at **P2** with **fully loaded** weapon.

- At the sound of the buzzer, draw and engage targets **T4** thru **T6** with **2 rounds** to the **TORSO ONLY** in **Tactical Sequence**.

String 4 -

Shooter starts at **P2** with **fully loaded** weapon.

- At the sound of the buzzer, draw and engage targets **T4** thru **T6** with **1 round** to the **HEAD ONLY**.

Notes:

1. Engage targets only down range. **DO NOT SHOOT THE WALLS!**

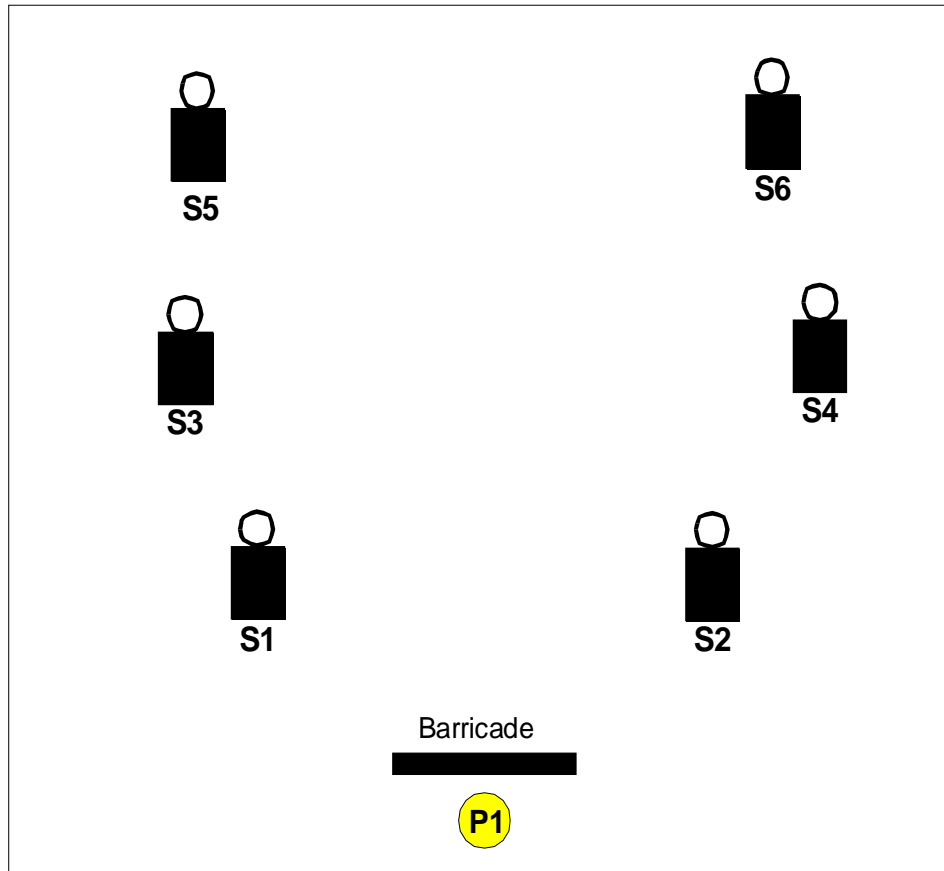
Notes:

1. Engage targets only down range. DO NOT SHOOT THE WALLS!

COF Designed by Jerry Rees

Range Masters “Fun” Shoot

Stage 3 - “Knock’m Down”



Round Count:

String 1= 3 Rnds Min.
String 2= 3 Rnds Min.
String 3= 3 Rnds Min.
String 4= 3 Rnds Min.

Vickers Count (Can make up shots)

String 1 -

Shooter starts loaded and holstered at **P1**.

- At buzzer, draw and engage **S5** and **S6** in any order until knocked down, then engage **S1**.

String 2 -

Shooter starts loaded and holstered at **P1**.

- At buzzer, draw and engage **S3** and **S4** in any order until knocked down, then engage **S2**.

String 3 -

Shooter starts loaded and holstered at **P1**.

- At buzzer, draw and engage **S1** and **S2** in any order until knocked down, then engage **S5**.

String 4 -

Shooter starts loaded and holstered at **P1**.

- At buzzer, draw and engage **S3** and **S4** in any order until knocked down, then engage **S6**.

Notes:

1. Reload as necessary.
2. Cover is not required.

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COF designed by Michael Scott Sr.