Range Masters "Fun" Shoot

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	String 3	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Webster, Scott	NO	64.39	13	31.67	6.36	9.12	9.69	13	19.77	19.77	0	12.95	6.23	6.72	0
2	Gustaveson, Michael	O	72.12	23	36.52	7.81	12.16	7.55	18	22.92	20.42	5	12.68	6.05	6.63	0
3	Stoddard, Paul	NO	81.29	25	30.43	5.93	6.31	9.69	17	32.41	28.41	8	18.45	8.92	9.53	0
4	Stilwell, Mike	NO	81.56	13	35.94	9.51	9.52	11.91	10	30.67	29.17	3	14.95	7.10	7.85	0
5	Gonzalez, Francisco	NO	86.99	7	38.54	11.45	11.14	12.95	6	29.35	28.85	1	19.10	9.97	9.13	0
6	Majers, Steve	O	96.93	13	34.24	8.02	7.97	12.25	12	38.31	37.81	1	24.38	12.99	11.39	0
7	Stockwell, Pete	NO	100.53	47	46.93	9.86	9.16	8.41	39	34.41	30.41	8	19.19	10.49	8.70	0
8	Mathis, David	NO	111.78	5	33.27	8.93	11.42	11.42	3	23.43	22.43	2	55.08	32.26	22.82	0
9	McGregor, Scott	NO	115.52	19	51.40	10.32	10.47	23.11	15	39.58	37.58	4	24.54	11.60	12.94	0
10	DeLeeuw, Dave	NO	117.12	50	48.39	7.93	10.98	11.48	36	32.89	25.89	14	35.84	17.94	17.90	0
11	Holladay, Jason	NO	125.05	27	41.53	8.85	13.80	10.38	17	50.54	45.54	10	32.98	11.92	21.06	0
12	Spensko, Shane	NO	129.43	34	47.32	9.09	15.55	14.18	17	41.47	32.97	17	40.64	19.70	20.94	0
13	Spensko, Chance	NO	132.82	47	40.82	5.23	17.26	6.33	24	48.90	37.40	23	43.10	6.91	36.19	0
14	Thomas, Kevin	NO	133.67	31	42.87	8.68	9.21	11.98	26	54.52	52.02	5	36.28	22.76	13.52	0
15	Waldo, Ralph	NO	136.72	41	48.17	8.72	12.87	16.08	21	60.41	50.41	20	28.14	12.60	15.54	0
16	Price, Mike	NO	139.19	43	37.29	8.43	13.50	9.36	12	64.21	48.71	31	37.69	17.07	20.62	0
17	Duncan, Dave	NO	153.38	31	39.36	8.11	10.83	14.92	11	53.87	43.87	20	60.15	33.77	26.38	0
18	Clark, David (Rev)	NO	162.40	24	61.68	19.18	17.47	19.53	11	49.29	42.79	13	51.43	18.88	32.55	0
19	Majers, Steve Jr.	O	165.97	37	51.68	8.32	11.87	15.99	31	65.25	62.25	6	49.04	31.75	17.29	0
20	Rees, Jerry (Rev)	NO	168.19	33	59.52	11.83	14.86	17.83	30	61.67	60.17	3	47.00	23.98	23.02	0
21	Hadley, Jay	NO	173.34	63	60.43	10.57	18.64	11.22	40	53.18	41.68	23	59.73	27.17	32.56	0
22	Redford, "Red" (Rev)	NO	175.31	21	69.11	16.58	19.68	26.85	12	58.00	53.50	9	48.20	24.75	23.45	0
23	VanHorn, Guy	NO	176.43	40	49.04	14.04	16.52	12.48	12	61.02	47.02	28	66.37	33.08	33.29	0
24	Thompson, Doug	NO	207.60	70	48.97	9.38	18.75	10.84	20	51.29	36.29	30	107.34	40.64	56.70	20
25	Scott, Michael Sr.	NO	215.55	28	57.03	9.43	19.07	18.03	21	66.51	63.01	7	92.01	32.16	59.85	0
26	Kindschy, Trevor (.22)	NO	244.57	108	51.96	7.70	11.70	12.56	40	79.27	45.27	68	113.34	71.88	41.46	0
27	Driscoll, David	NO	249.32	42	72.81	9.77	33.72	13.82	31	66.93	61.43	11	109.58	81.01	28.57	0
28	Henry, Scott	NO	257.23	56	66.63	10.71	20.33	22.09	27	72.07	57.57	29	118.53	64.78	53.75	0
29	Gustaveson, Ian	NO	260.90	105	54.54	8.35	9.67	13.02	47	118.21	89.21	58	88.15	65.66	22.49	0
30	Rodriguez, Javier	NO	269.52	46	94.07	17.22	37.28	27.07	25	75.59	65.09	21	99.86	63.84	36.02	0
31	Sorenson, Norman	NO	378.34	63	62.04	11.04	17.28	15.22	37	55.62	47.62	16	260.68	113.14	142.54	10
32	Driscoll, JaNell	NO	690.64	174	164.03	25.20	68.34	37.99	65	150.97	121.47	59	375.64	183.33	167.31	50

Notes:

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

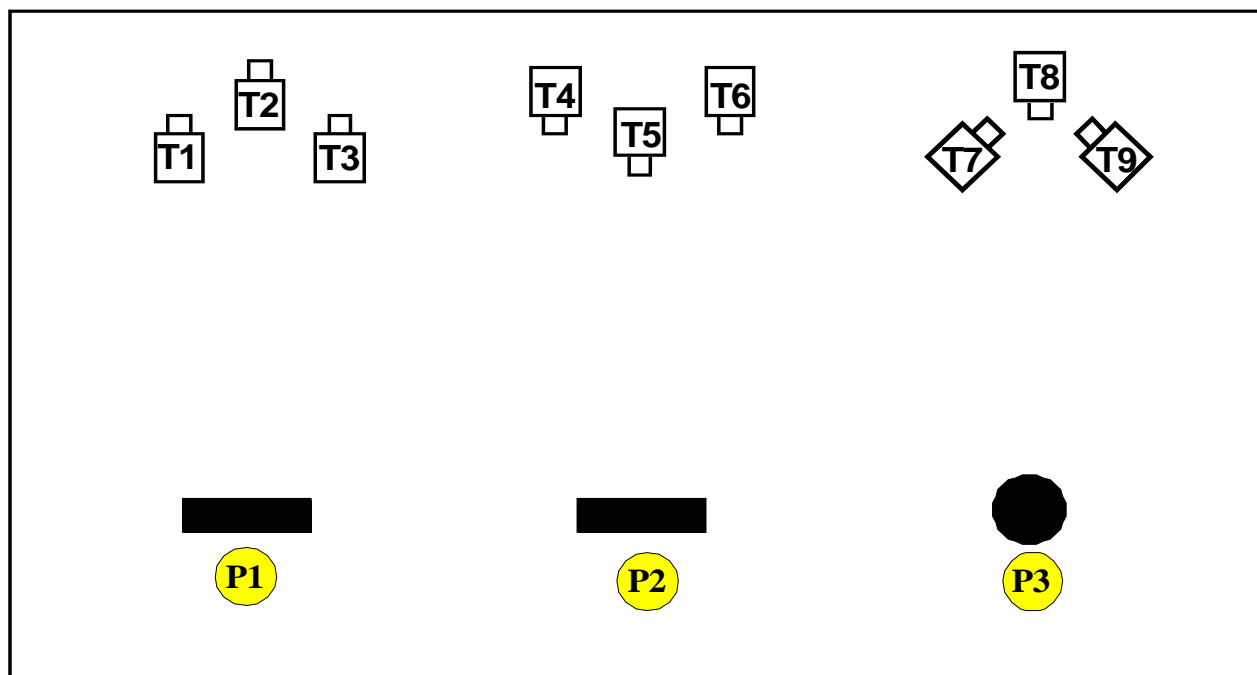Div. = **Division:** O = **O**ptic; NO = **N**on-**O**ptic

(Rev) = Revolver

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

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

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

Range Masters "Fun" Shoot
Stage 1 - "Target Problems - Take 2"

Round Count:
 String 1 = 7 **minimum**
 String 2 = 8 **minimum**
 String 3 = 7 **minimum**
 (**22** rounds for the stage)

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

String 1 -
Shooter starts fully loaded at **P1**.
 - At the buzzer, draw and engage **T1, T2 and T3** from the **Left Side of the barricade** as follows:
   T1 and **T3** get **2 rounds to the Body**.
   T2 gets 3 rounds to the Body with **at least 1 of those rounds to the Head**.
 - Reload as necessary, but **do not reload between strings**.

String 2 -
Shooter starts at **P2** with **whatever rounds were left from String 1**.
 - At the buzzer, draw and engage **T4, T5 and T6** from **Either Side of the barricade** as follows:
   T4 and **T6** get **3 rounds to the Body** with **at least 1 of those rounds to the Head.**
   T5 gets 2 rounds to the Body.
 - Reload as necessary, but **do not reload between strings**.

String 3 -
Shooter starts at **P3** with **whatever rounds were left from String 2.**
 - At the buzzer, draw and engage **T7, T8 and T9** from the **Right Side of the barricade** as follows:
   T7 and T9 get **2 rounds to the Body.**
   T8 gets 3 rounds to the Body with **at least 1 of those rounds to the Head.**
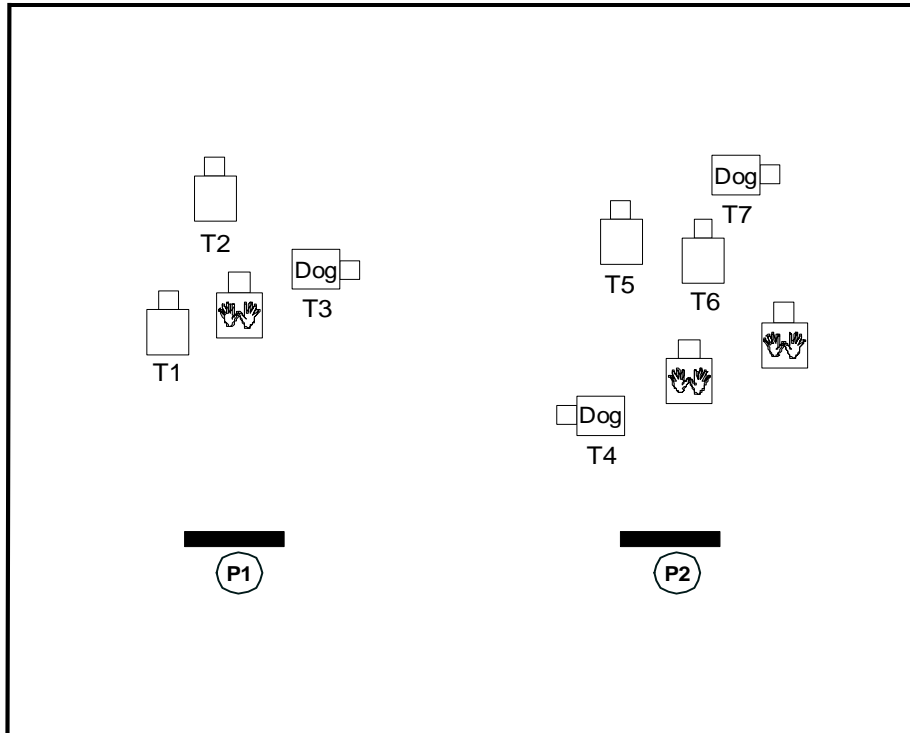 - Reload as necessary.

Notes:
 1. "Slice-the-Pie" cover rules apply to each string.
 2. At least 1 on-the-clock reload must be performed during the Stage.

COF Designed by "RDan Phillips

Range Masters "Fun" Shoot
Stage 2 - "Midnight in the Back Yard"

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

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

String 1 -
 Shooter starts fully loaded at **P1** with gun and Tac Light at the **Low Ready** position.
 - At the sound of buzzer, engage **T1** and **T2** with **3 rounds** and **T3** (Dog) with
    2 rounds (all of these shots can be **either body or head**) from the **Left Side**
    of the barricade.
  - Move to **P2** and engage **T4** (Dog) with **1 body** and **1 head** shot from the
    Left Side of the barricade, then **T5** and **T6** with **3 rounds** and **T7** (Dog) with
    2 rounds (all of these shots can be **either Body or Head**) from the **Right Side**
    of the barricade.
  - Reload as necessary.

Notes:
1. Shooter must employ proper cover techniques or a Procedural Penalty will be
   assessed.
2. Each hit to a Non-Threat will be assessed a 3-second penalty.

COF Designed by Dave DeLeeuw

Range Masters "Fun" Shoot
Stage 3 - "Oh Say Can You See?"
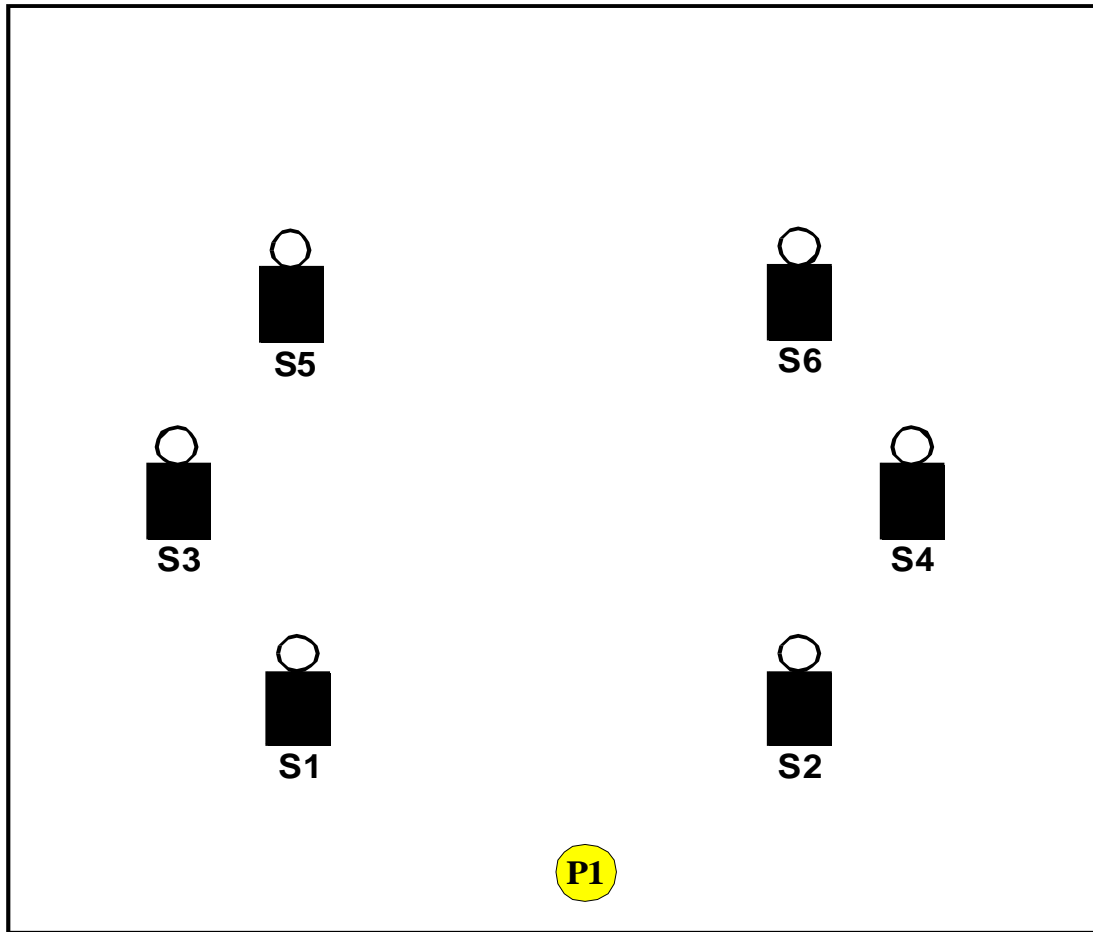
Round Count:
 String 1 = 6 Rds. Min.
 String 2 = 6 Rds. Min.
 Total = 12 Min.

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

String 1 -
 Shooter starts **fully loaded** at **P1** with **weapon** and **tac light** at the **Low Ready** position.
 - At the sound of the buzzer, draw and engage **S1**, **S2**, **S3**, **S4, S5, S6** (**in that order**)
   until all plates are knocked down.
 - Reload as necessary.

String 2 -
 Shooter starts **fully loaded** at **P1** with **weapon** and **tac light** at the **Low Ready** position.
 - At the sound of the buzzer, draw and engage **S1, S6, S2, S5, S4, S3 (in that order)**
   until all plates are knocked down.
 - Reload as necessary.

Notes -
 1. If plates are shot out of sequence, a procedural will be assessed.
 2. All plates left standing will be counted as a miss-"on-steel".

COF designed by Chance Spensko