

Range Masters "Fun" Shoot

Results for July 3, 2013

Place	Name	*Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	PD	Stage 2	String 1	String 1	PD	Stage 3	String 1	String 2	String 3	String 4	PD
1	Olson, Landon	NO	83.30	10	23.47	15.34	6.13	4	27.70	9.60	15.10	6	32.13	5.30	14.44	4.57	7.82	0
2	Larson, Jim (#2)	NO	114.96	54	37.62	18.44	7.18	24	37.66	11.09	11.57	30	39.68	6.27	14.20	11.11	8.10	0
3	Phillips, RDan (.22)	NO	148.87	22	51.99	41.29	8.20	5	46.17	15.23	22.44	17	50.71	2.47	24.85	12.79	10.60	0
4	Larson, Jim (#1)	NO	150.48	70	41.43	18.04	5.89	35	48.22	15.08	15.64	35	60.83	6.42	21.27	24.26	8.88	0
5	Jolly, Jenn	NO	182.12	105	62.85	25.26	8.09	59	44.52	14.51	16.01	28	74.75	15.64	12.22	6.30	31.59	18
6	Scott, Mike	NO	184.72	55	52.05	36.63	7.42	16	62.44	15.22	27.72	39	70.23	10.96	34.54	5.52	19.21	0
7	Weatherspoon, Niall (.22)	NO	184.79	48	71.81	50.56	8.25	26	49.30	20.00	18.30	22	63.68	12.62	23.77	21.11	6.18	0
8	Davis, Keith	NO	194.12	94	53.56	23.04	7.52	46	46.71	17.39	5.32	48	93.85	10.88	28.13	14.63	40.21	0
9	Sheen, Christopher (#2)	NO	211.49	94	65.29	32.82	7.47	50	58.97	17.49	19.48	44	87.23	6.79	35.28	6.95	38.21	0
10	Sandgren, Shelby (.22)	NO	212.02	49	84.90	58.81	12.59	27	57.83	18.30	28.53	22	69.29	11.15	18.90	11.02	28.22	0
11	Sheen, Christopher (#1)	NO	239.03	109	67.93	37.40	7.53	46	57.04	17.06	18.48	43	114.06	9.44	24.68	9.66	60.28	20
12	Armstrong, Jennifer (#2)	NO	258.84	99	52.27	20.02	7.25	50	45.87	16.66	19.71	19	160.70	12.31	34.78	48.11	50.50	30
13	Armstrong, Jennifer (#1)	NO	264.90	81	63.58	26.44	8.14	58	53.34	18.15	23.69	23	147.98	16.70	50.32	46.27	34.69	0
14	Weatherspoon, Jarrett	NO	281.21	46	80.06	55.53	13.53	22	50.21	16.48	21.73	24	150.94	22.56	74.14	43.50	10.74	0
15	Armstrong, Latigo (#1)	NO	404.34	152	80.00	43.45	9.55	54	64.72	16.48	24.24	48	259.62	12.36	105.24	46.07	70.95	50
16	Armstrong, Latigo (#2)	NO	448.98	182	92.29	41.07	17.22	68	71.93	18.44	21.49	64	284.76	57.58	80.33	34.89	86.96	50

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

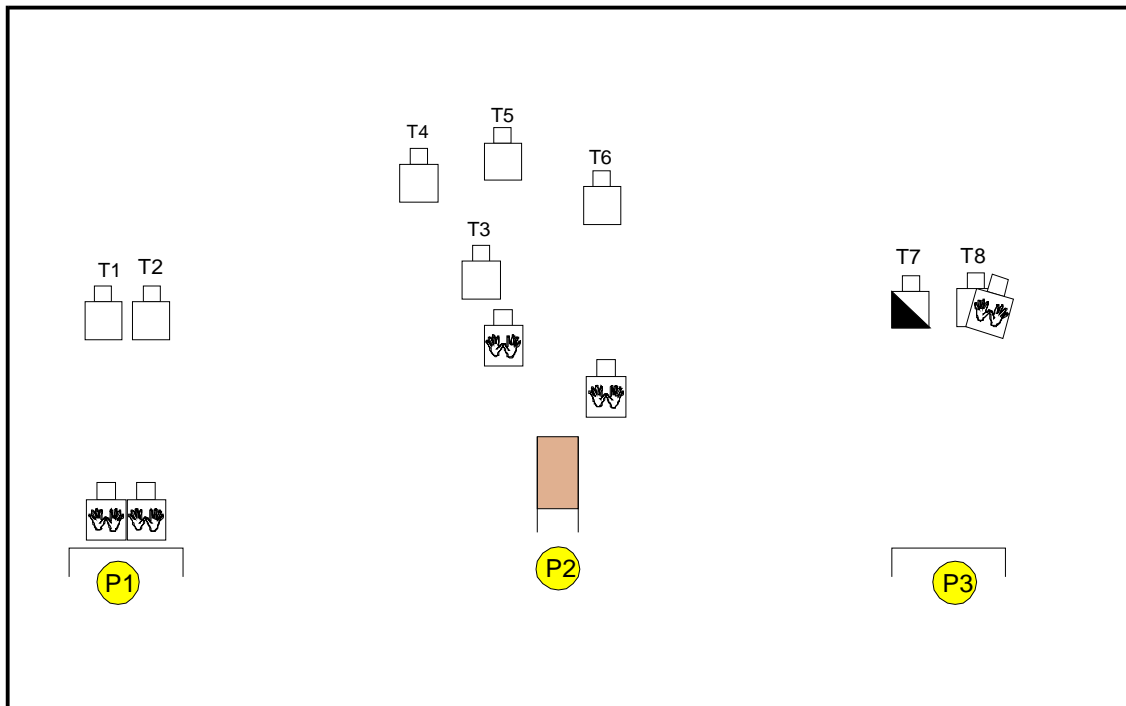
XX Indicates that the Points Down value includes some kind of penalty

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Variable Conflict”



Round Count:

String 1 = **16 Minimum**
 String 2 = **6 Minimum**
 (22 rounds for the stage)

Vickers Count

(Can make up shots.)

String 1 -

Start at **P1** with fully loaded weapon.

- At the buzzer, draw and engage **T1 & T2** with **2 rounds** to the **BODY** in **Tactical Sequence (1-2-1)** from inside the box.
- **While moving to P2**, you must engage **T3 - T6** with **at least 1 round** each.
- **After reaching cover at P2**, and with the proper use of cover, reengage **T3 - T6** with the **required rounds** (see **Notes:**).

String 2 -

Start at **P3** with fully loaded weapon.

- At the buzzer, draw and engage **T7 & T8** with **3 rounds** in **Tactical Sequence (1-3-2)**.

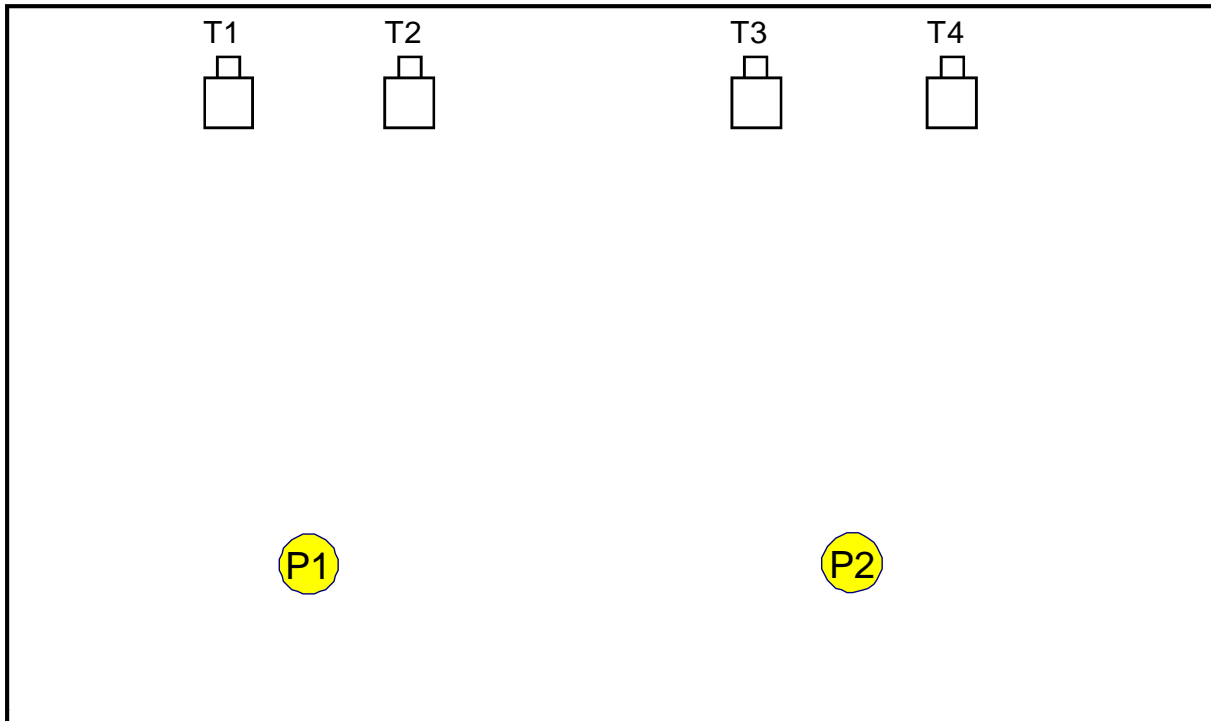
Notes:

Required Hits:

T1 & T2 = 2 to the Body
T3 - T6 = 2 Torso, 1 Head
T7 & T8 = 3 to the Body

Range Masters “Fun” Shoot

Stage 2 - “Retain’em All”



Round Count:
String 1 = **8 Max**
String 2 = **8 Max**
Stage = **16 Max**

Limited Vickers Count
(Can NOT make up shots)

String 1 -

Shooters starts fully loaded at **P1**.

- At the buzzer, draw and engage **T1** and **T2** with **2 rounds** each (**1 Torso** and **1 Head**), then perform a **Reload with Retension** and then re-engage **T1** and **T2** with **2 rounds** each (**1 Torso** and **1 Head**).

String 2 -

Shooters starts fully loaded at **P2** with **firearm in WEAK HAND** at **Low Ready**.

- At the buzzer, engage **T3** and **T4** with **2 rounds** each (**1 Torso** and **1 Head**), then perform a **Reload with Retension** and re-engage **T3** and **T4** with the **WEAK Hand** with **2 rounds** to the **Torso only**.

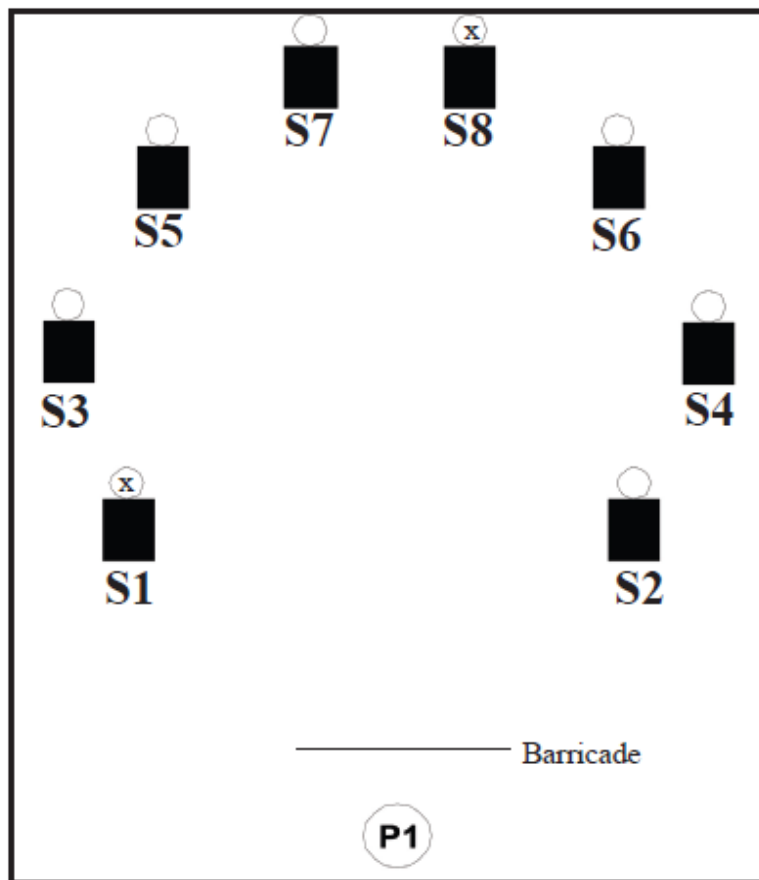
Notes:

1. Do Not shoot the Walls!
2. String 1 may be shot Freestyle.
3. On String 2, shooter may transfer firearm to Strong hand for reload but all shots must be fired using the Weak Hand only.

COF designed by Mike Scott

Range Masters “Fun” Shoot

Stage 3 - July 3



Round Count:

String 1 = 4 rds min.

String 2 = 4 rds min.

String 3 + 4 = 8 rds min. Total
(16 rounds for the stage)

Vickers Count

(Can make up shots)

String 1 - Shooter starts at P1 with no more than 11 rounds in the gun.

•At the sound of the buzzer, draw and engage S1-S4. As soon as a stop plate falls, shooter must stop.

String 2 - Shooter starts with the rounds remaining from String 1.

•At the sound of the buzzer, draw and engage S5-S8. As soon as a stop plate falls, shooter must stop.

String 3 - Shooter starts with the rounds remaining from String 2.

•At the sound of the buzzer, draw and engage, S1-S8. As soon as a stop plate falls, shooter must stop.

String 4 - Shooter starts with the rounds remaining from String 3.

•At the sound of the buzzer, draw and engage remaining plates. As soon as a stop plate falls, shooter must stop.

• All shots will be made with the proper use of cover (stop plates included).