

Range Masters "Fun" Shoot

Results for April 19, 2011

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Olson, Landon	NO	74.54	8	36.21	35.21	2	22.69	19.69	6	15.64	6.78	8.86	
2	Soper, Mitchell	NO	89.51	13	47.60	44.60	6	23.42	19.92	7	18.49	10.13	8.36	
3	DeLeeuw, Dave	O	89.64	9	48.92	45.92	6	23.36	21.86	3	17.36	8.72	8.64	
4	Kemp, Tony	O	89.92	22	51.32	40.32	22	19.76	19.76		18.84	10.37	8.47	
5	Sorenson, Sam	NO	92.77	26	49.20	38.20	22	22.31	20.31	4	21.26	12.31	8.95	
6	Kemp, Tony	O	95.31	1	52.56	52.06	1	23.01	23.01		19.74	9.13	10.61	
7	Moffat, Joel	NO	101.39	12	43.80	38.30	11	25.37	24.87	1	32.22	22.87	9.35	
8	Rodriquez, Mike	O	102.02	13	53.83	49.83	8	30.73	28.23	5	17.46	9.08	8.38	
9	Hubbard, Corey	NO	102.36	30	52.26	45.26	14	31.11	23.11	16	18.99	8.87	10.12	
10	Soper, Mitchell	NO	104.79	29	58.51	50.51	16	28.04	21.54	13	18.24	8.81	9.43	
11	Spensko, Shane	NO	116.72	23	53.79	51.29	5	35.22	26.22	18	27.71	14.08	13.63	
12	Scott, Alan (Rev)	O	120.56	1	65.35	64.85	1	31.69	31.69		23.52	13.23	10.29	
13	Scott, Michael Sr.	NO	122.90	20	52.75	49.25	7	38.50	32.00	13	31.65	12.08	19.57	
14	Littlefield, Stan	NO	124.67	17	61.24	59.24	4	35.80	29.30	13	27.63	15.98	11.65	
15	Sorensen, Shiloh	NO	127.41	27	56.69	49.69	14	32.34	25.84	13	38.38	19.84	18.54	
16	Sorensen, Shiloh	NO	133.63	8	57.58	55.08	5	48.81	47.31	3	27.24	12.49	14.75	
17	Clark, David H. (Rev)	NO	143.42	25	67.47	62.47	10	38.56	31.06	15	37.39	20.47	16.92	
18	Clark, David	NO	144.19	19	75.18	70.68	9	34.73	29.73	10	34.28	17.71	16.57	
19	Rees, Jerry (Rev)	NO	144.31	59	69.25	61.75	15	52.04	30.04	44	23.02	11.63	11.39	
20	Phillips, R Dan	NO	145.45	43	67.42	60.92	13	44.23	29.23	30	33.80	21.93	11.87	
21	Thayer, Steve (.22-2)	NO	154.59	8	75.64	73.14	5	40.52	39.02	3	38.43	28.11	10.32	
22	Palmer, Jefferson	NO	154.96	57	63.07	54.57	17	54.07	39.07	30	37.82	17.83	14.99	10
23	Thayer, Steve (.22-1)	NO	159.91	18	84.47	75.47	18	48.33	48.33		27.11	14.16	12.95	
24	Randall, Jason	NO	160.96	30	69.27	60.77	17	54.60	48.10	13	37.09	15.37	21.72	
25	Randall, Jason	NO	164.85	45	60.00	55.00	10	62.43	44.93	35	42.42	22.84	19.58	
26	Redford, "Red" (Rev)	NO	176.37	22	83.17	79.17	8	56.49	49.49	14	36.71	26.36	10.35	
27	Palmer, Jefferson	NO	186.87	56	68.77	51.77	34	66.70	55.70	22	51.40	28.17	23.23	
28	Baker, Greg (1)	NO	190.79	31	83.03	75.03	16	60.44	52.94	15	47.32	24.76	22.56	
29	Shelton, Andy	NO	198.81	25	90.28	84.28	12	73.08	66.58	13	35.45	17.83	17.62	
30	Baker, Greg (2)	NO	203.37	42	93.32	82.82	21	55.35	44.85	21	54.70	30.58	24.12	
31	Banks, John	NO	207.47	60	78.53	67.03	23	47.43	33.93	27	81.51	38.64	37.87	10
32	Shelton, Andy	NO	212.52	22	84.20	79.20	10	81.81	75.81	12	46.51	29.50	17.01	
33	Glen, Jesse	O	225.31	95	105.67	89.67	32	75.30	43.80	63	44.34	21.58	22.76	
34	Sevy, Meredith	NO	304.93	138	107.30	68.30	78	79.48	49.48	60	118.15	32.70	85.45	

Notes:

PD = Points Down = .5 seconds x Points Down

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

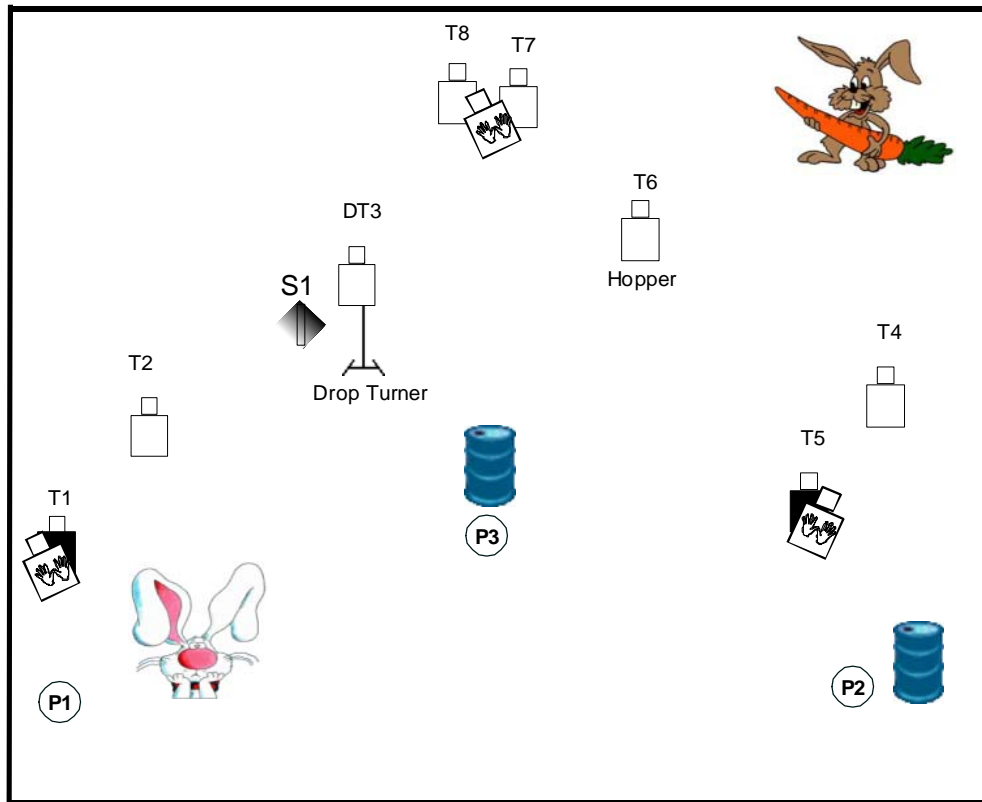
(Rev) = Revolver

XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits

DNF = Did Not Finish
NS = No Score
NT = No Time

Range Masters “Fun” Shoot

Stage 1 “Bunny Blastin!”



Round Count:
String 1 = 16 minimum

Vickers Count
(Can make up shots)

String 1: All targets get 2 rounds - Body or Head as designated.
Engage Hopper until it falls.

Place one magazine with no more than 7 rounds inside zippered bag on barrel at P2.
Weapon will be holstered and unloaded.

Shooter starts at P1.

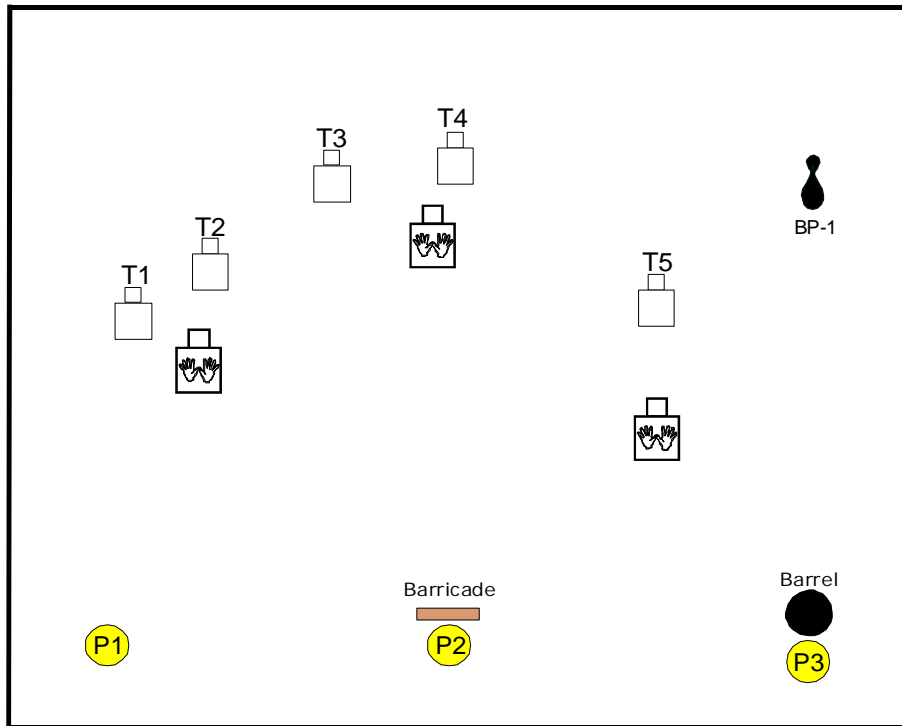
- At the sound of the buzzer, move as quickly as possible to P2, **obtain magazine** from bag and **return to P1** - **DO NOT LOAD YOUR GUN BEFORE YOU GET BACK TO P1!!!**
- After reaching P1, **draw, load** and while moving toward P2, **engage** targets T1 and T2; then knock down S1 to activate DT3 and engage as target presents itself.
- At P2, engage targets T4 and T5, then **while moving to P3**, engage T6 until it falls.
- At P3, **using barrel as cover**, engage targets T7 and T8 from **either side of barrel**.

Notes:

1. All targets get 2 rounds - body or head.
2. **Barrel at P2 is NOT used as cover.**
3. Engage targets only down range. **DO NOT SHOOT THE WALLS!**

Range Masters “Fun” Shoot

Stage 2 “Weak-Hand Finish”



Round Count:
String 1 = 14 minimum
(14 minimum for the Stage)

**LIMITED Vickers Count on Paper (Cannot make up shots).
Vickers on the Bowling Pin.**

String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, **draw**, and **while moving to P2**, engage **T1 - T3** with **2 rounds to the BODY**.
- After reaching **P2**, engage **T4** with **2 rounds the TORSO** and **2 rounds to the HEAD** from the **LEFT SIDE OF THE BARRICADE**.
- **While moving to P3**, engage **T5** with **2 rounds to the TORSO**.
- After reaching **P3**, with the **proper use of cover**, reengage **T5** with **1 shot to the HEAD** from the **Right Side of the Barrel** using the **STRONG HAND ONLY**, then **change to the LEFT SIDE OF THE BARRICADE** and using the **WEAK HAND ONLY**, knock down the bowling pin (**BP-1**).
- Reload as necessary from cover.

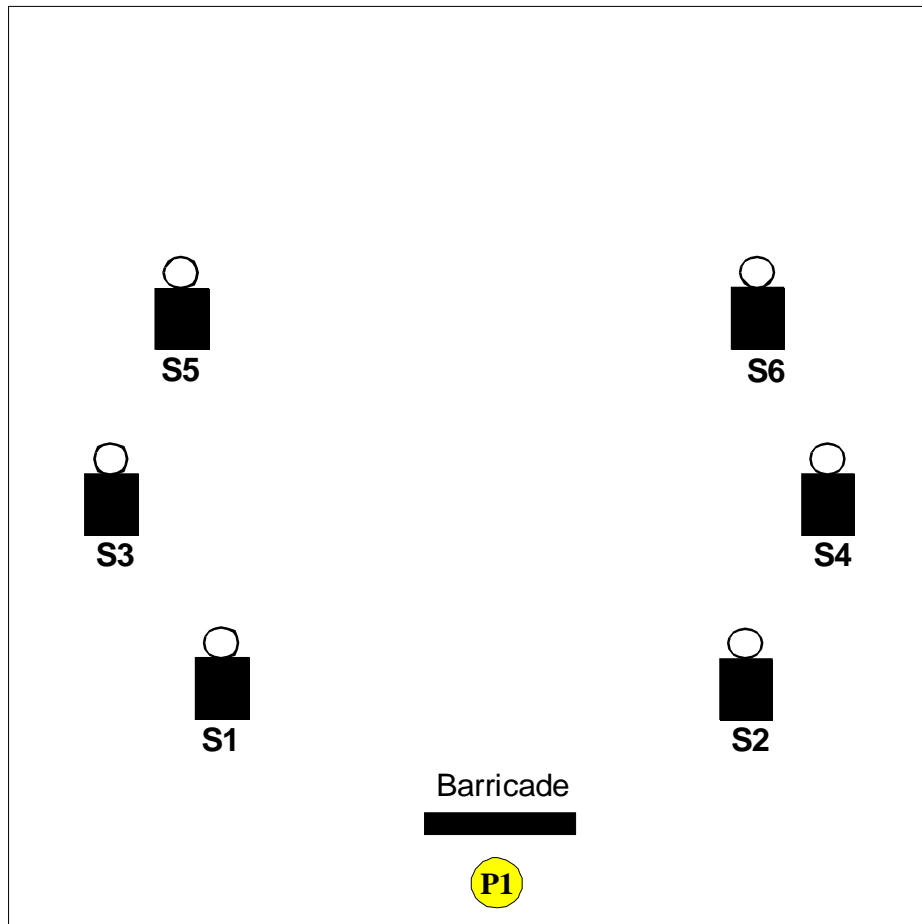
Notes:

1. Shooter must properly use cover during the String.
2. Shooter **cannot** shoot over the barrel.

COF designed by Dave DeLeeuw

Range Masters “Fun” Shoot

Stage 3 - “Bob Vogel IDPA Champ”



Round Count:

String 1 = 6 Rds. Min.

String 2 = 6 Rds. Min.

Modified Vickers Count

(Maximum of 12 rounds per string.)

String 1 - 12 rounds Maximum string count.

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

- At the sound of the buzzer, draw and knock down **S1 through S6** in **any order** until all plates are knocked down. However, **3 plates must be knocked down from each side of the barricade**.
- Reload as necessary.

String 2 - 12 rounds Maximum string count.

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

- Repeat String 1.

Notes:

1. **Shooter may reload after completing String 1.**
2. All plates left standing will be counted with a Miss-On-Steel 5-second penalty.