

Range Masters "Fun" Shoot

Results for August 5, 2009

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
1	Olson, Landon	NO	55.42	8	24.50	23.00	3	20.56	11.82	6.24	5	10.36	4.92	5.44	0
2	Spensko, Shane	NO	69.42	16	35.16	29.66	11	21.03	11.53	7.00	5	13.23	6.48	6.75	0
3	Majers, Steve	O	69.63	36	34.42	21.42	26	27.23	14.67	7.56	10	7.98	3.80	4.18	0
4	Rees, Jerry	NO	73.44	26	30.65	27.65	6	31.49	15.05	6.44	20	11.30	5.79	5.51	0
5	Phillips, RDan	NO	79.52	39	28.90	24.40	9	37.39	14.42	7.97	30	13.23	7.27	5.96	0
6	Redford, "Red" (Rev)	NO	84.98	14	36.73	34.73	4	34.02	20.22	8.80	10	14.23	7.54	6.69	0
7	Sorenson, Sam	NO	92.44	38	38.83	34.83	8	35.44	13.21	7.23	30	18.17	7.13	11.04	0
8	Mallon, Jim	NO	96.61	35	50.15	35.15	30	33.85	21.35	10.00	5	12.61	6.27	6.34	0
9	Kemp, Tony (Rev)	NO	99.52	46	38.63	38.13	1	29.01	13.41	8.10	15	31.88	6.75	10.13	30
10	Scott, Michael Sr.	NO	100.56	51	43.13	35.13	16	33.66	17.42	8.74	15	23.77	7.80	5.97	20
11	Driscoll, David	NO	102.98	53	43.89	34.89	18	30.76	21.18	7.08	5	28.33	9.05	4.28	30
12	Carroll, Christopher	NO	109.97	51	44.10	36.10	16	47.68	17.21	12.97	35	18.19	12.30	5.89	0
13	Van Ausdal, Brian	NO	116.22	57	47.51	36.51	22	52.45	25.84	9.11	35	16.26	7.80	8.46	0
14	Majers, Steve Jr.	O	132.97	61	57.29	49.29	16	46.88	22.09	12.29	25	28.80	7.89	10.91	20
15	Antry, Pat	NO	135.32	71	57.77	45.27	25	54.01	26.61	9.40	36	23.54	8.77	9.77	10
16	Davies, Evan	NO	151.26	105	55.61	50.61	10	41.05	15.46	8.09	35	54.60	15.51	9.09	60
17	Archer, Jonathon	NO	171.34	140	57.12	49.62	15	42.29	14.45	5.34	45	71.93	7.47	24.46	80
18	Miller, Priscilla	NO	202.77	129	74.13	54.63	39	76.73	38.96	12.77	50	51.91	14.50	17.41	40
19	Driscoll, JaNell	NO	206.17	109	90.65	73.65	34	63.04	27.05	13.49	45	52.48	20.14	17.34	30

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

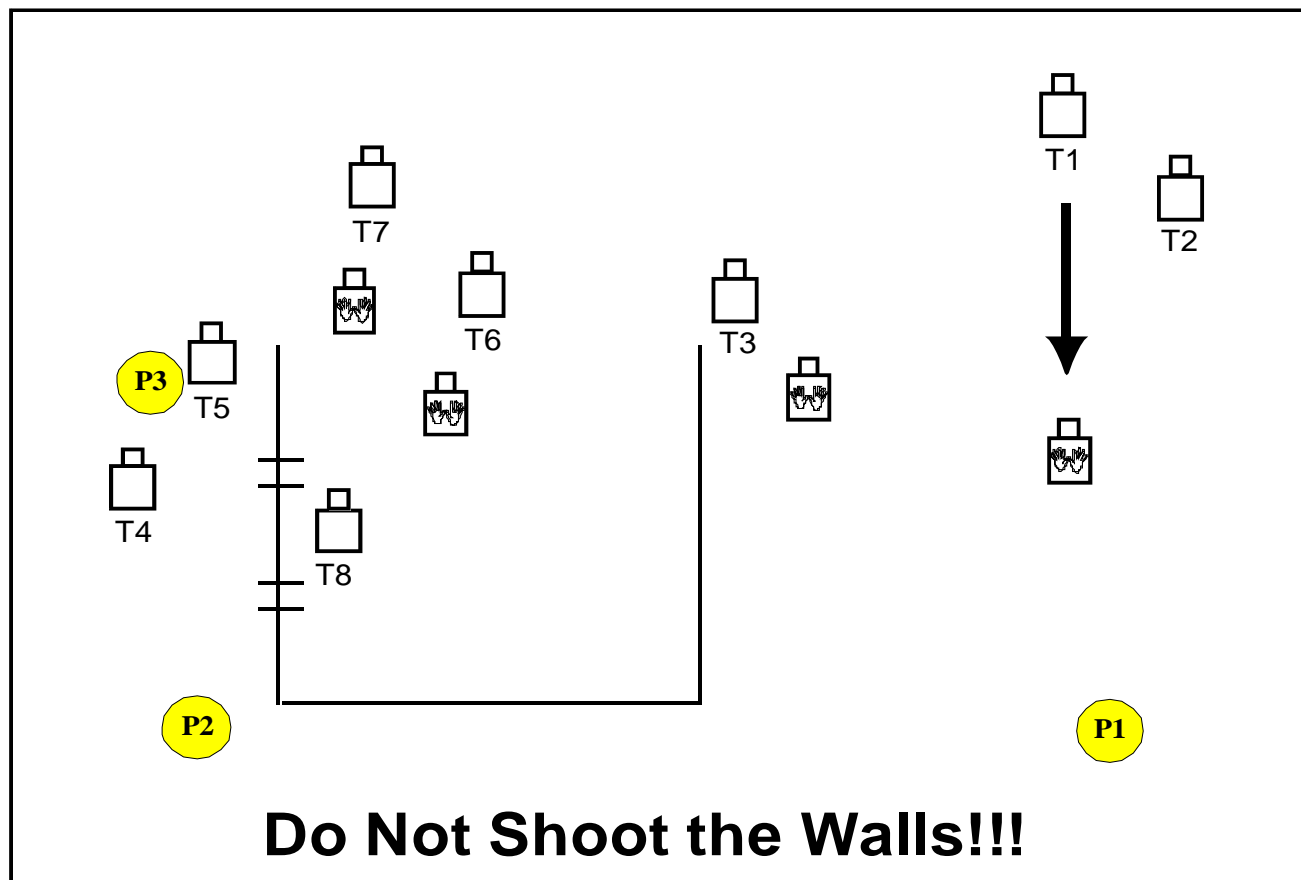
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Shoot ‘m as you See ‘m”



Round Count:
16 Minimum

Vickers Count
(Can make up shots.)

String 1 -

Shooter starts at **P1** loaded to whatever capacity the shooter chooses.

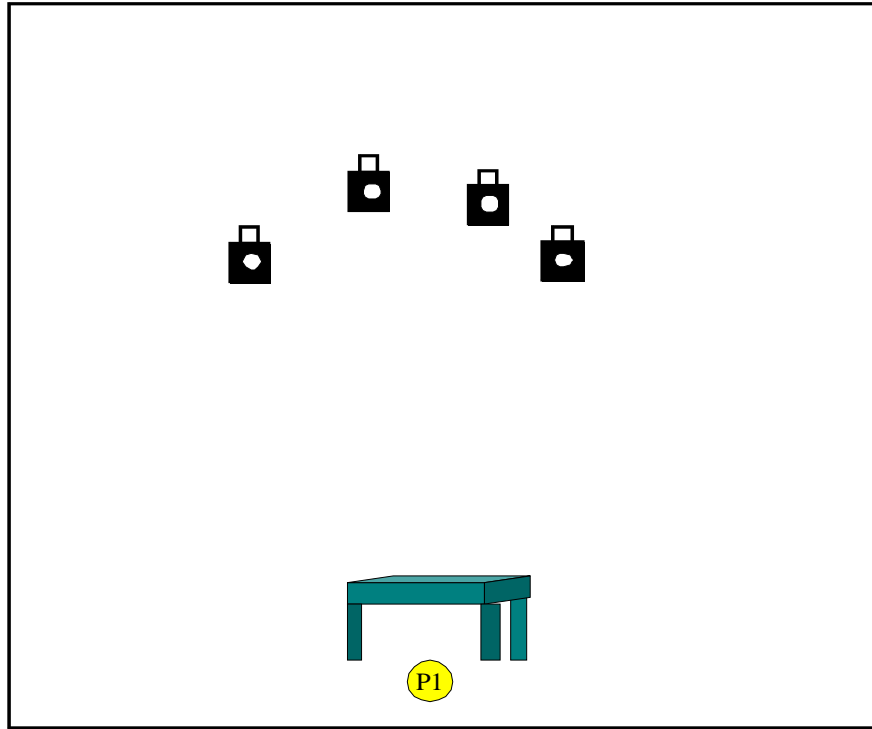
- At the sound of the buzzer, draw and engage **T1 & T2** with **2 rounds each**.
- Begin moving to **P2** then **P3** and engage **T3** thru **T8** with **2 rounds each as targets become available**.

Notes:

1. **T1** will start moving forward at the buzzer.
2. **Shooter must perform at least one reload during the String.**
3. Shooting the walls will result in penalties!
4. Intentionally shooting the wall will result in disqualification!

Range Masters “Fun” Shoot

Stage 2 - “All Get Three”



Round Count:

String 1 = **8 Maximum**

String 2 = **4 Maximum**

(**12** rounds for the stage)

Limited Vickers

Cannot make up shots.

String 1-

Firearm is unloaded with all magazines or speed loaders on table.

- At the sound of the buzzer, load firearm and engage targets **T1** thru **T4** with **1 round** to **TORSO**, using **Freestyle** technique.
- Perform a reload and engage targets **T1** thru **T4** with **1 round** to **TORSO** using **Strong Hand only**.
- Perform a reload and wait for String 2.

String 2-

Shooter begins with firearm in **Weak Hand** on table.

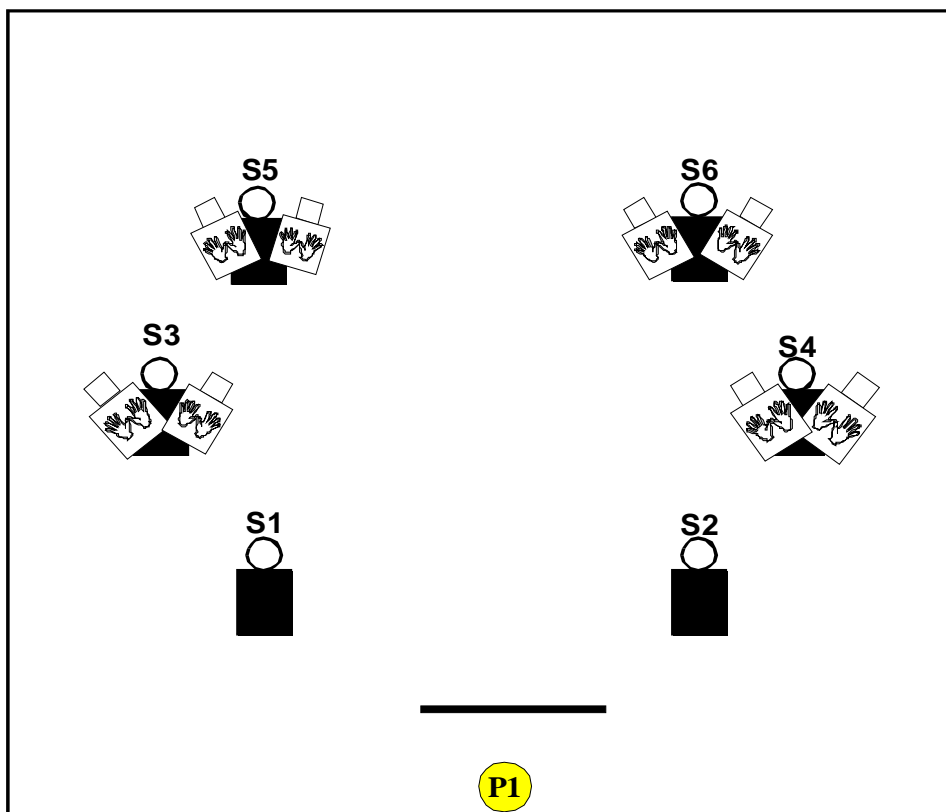
- At the sound of the buzzer, engage targets **T1** thru **T4** with **1 round** to **HEAD** using **Weak Hand only**.

Notes:

1. **Shooter must remain seated while shooting during each String.**

Range Masters “Fun” Shoot

Stage 3 - “Careful!”



Round Count:

String 1 = **3 Minimum**
String 2 = **3 Minimum**
(6 rounds for the stage)

Vickers Count

(Can make up shots.)

String 1-

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

- At the buzzer, draw and engage the **Plates** on the **right hand side (S2, S4, S6)** from the **Right Hand Side** of the barricade until they are knocked down.
- Reload as necessary.

String 2-

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

- At the buzzer, draw and engage the **Plates** on the **left hand side (S1, S3, S5)** from the **Left Hand Side** of the barricade until they are knocked down.
- Reload as necessary.

Notes:

1. Shooter must use appropriate cover when engaging targets.
2. **Any** and **All** hits to Non-Threats will be counted as **separate penalties**.