

# Range Masters "Fun" Shoot

Results for February 7, 2007 - Amended

Place	Name (Note)	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	Koski, Steve (.22)	73.29	13	24.64	21.64	6	26.59	11.18	11.91	7	22.06	9.80	12.26	0
2	Koski, Steve	76.15	5	24.49	23.49	2	30.61	16.95	12.16	3	21.05	11.83	9.22	0
3	Olson, Landon	77.30	7	29.50	28.00	3	25.47	11.84	11.63	4	22.33	9.70	12.63	0
4	Young, Ren	86.54	19	30.47	26.97	7	29.36	11.63	11.73	12	26.71	16.35	10.36	0
5	Rees, Jerry	89.58	18	28.92	25.42	7	31.32	13.12	12.70	11	29.34	13.38	15.96	0
6	Gonzalez, Fancisco	89.64	4	32.02	32.02	0	31.47	14.85	14.62	4	26.15	12.83	13.32	0
7	Huff, Blake	90.05	14	29.46	28.46	2	33.32	14.67	12.65	12	27.27	13.63	13.64	0
8	Majers, Steve	92.88	15	32.90	30.90	4	34.10	12.39	16.21	11	25.88	12.51	13.37	0
9	Spensko, Chance	96.24	21	32.12	30.12	4	37.36	15.43	13.43	17	26.76	13.10	13.66	0
10	Staton, Scott	98.21	29	33.66	30.66	6	33.01	11.08	10.43	23	31.54	14.93	16.61	0
11	Kemp, Tony	99.53	7	38.69	38.19	1	35.38	18.65	13.73	6	25.46	13.51	11.95	0
12	Harris, Thomas	102.56	43	39.65	29.15	21	36.02	12.48	12.54	22	26.89	13.00	13.89	0
13	Scott, Michael Sr.	103.23	24	33.60	29.10	9	39.25	13.62	18.13	15	30.38	13.95	16.43	0
14	Tenney, Ammon	105.05	34	32.24	28.74	7	38.62	13.19	11.93	27	34.19	16.54	17.65	0
15	Clark, David	105.88	44	42.64	28.64	28	37.81	15.36	14.45	16	25.43	10.73	14.70	0
16	Robinson, Trevor	108.63	41	36.29	35.29	2	42.45	10.11	12.84	39	29.89	15.31	14.58	0
17	Griggs, Dan	109.45	54	35.33	25.33	20	29.10	11.11	10.99	14	45.02	19.97	15.05	20
18	Redford, "Red" (Rev)	114.04	16	43.72	41.22	5	41.47	16.56	19.41	11	28.85	15.06	13.79	
19	Spensko, Shane	115.00	12	32.45	29.45	6	31.05	13.27	14.78	6	51.50	24.72	26.78	0
20	Nageotte, Jim	115.57	13	44.87	39.87	10	36.04	17.78	16.76	3	34.66	14.08	20.58	0
21	Gustaveson, Michael	115.69	14	35.74	35.24	1	42.40	19.08	16.82	13	37.55	24.26	13.29	0
22	Price, Mike	116.21	69	52.82	28.82	48	34.79	12.88	11.41	21	28.60	15.24	13.36	0
23	Kemp, Jack	120.92	30	47.74	45.24	5	39.95	12.93	14.52	25	33.23	15.79	17.44	0
24	Dockstader Jeff	121.10	10	53.93	53.93	0	39.80	17.57	17.23	10	27.37	15.56	11.81	0
25	Watson, Ken	123.16	20	50.14	49.64	1	43.26	17.12	16.64	19	29.76	16.08	13.68	0
26	Phillips, RDan	123.92	17	43.05	43.05	0	44.16	15.47	20.19	17	36.71	16.02	20.69	0
27	Griggs, Jim	124.33	33	48.98	39.98	18	35.77	13.13	15.14	15	39.58	21.24	18.34	0
28	Kirkham, Glade	127.61	23	44.52	40.52	8	46.03	17.65	20.88	15	37.06	19.43	17.63	0
29	Majers, Steve Jr. (.22)	133.02	65	46.72	33.72	26	50.14	15.49	15.15	39	36.16	17.60	18.56	0
30	Billings, Scott (Rev)	141.47	73	46.68	41.18	11	48.32	9.31	8.01	62	46.47	17.34	29.13	0
31	Mallon, Jim	142.63	26	55.86	52.36	7	49.04	20.33	19.21	19	37.73	20.76	16.97	0
32	Halladay, Jason	146.37	70	59.79	41.79	36	45.36	13.08	15.28	34	41.22	25.72	15.50	0
33	Scott, Alan (Rev)	148.43	24	43.92	38.92	10	43.20	19.27	16.93	14	61.31	43.46	17.85	0
34	Peay, Brad	179.75	62	44.16	31.66	25	57.07	22.91	15.66	37	78.52	41.86	36.66	0
35	Hansen, Mitch	180.18	71	46.07	32.07	28	50.57	13.78	15.29	43	83.54	45.73	37.81	0
36	Degn, Christian	189.13	13	49.00	48.50	1	44.67	21.17	17.50	12	95.46	40.69	54.77	0
37	Griffin, John	190.75	59	70.66	57.16	27	53.43	17.71	19.72	32	66.66	48.35	18.31	0
38	Dalton, Dell	206.74	22	80.40	78.40	4	45.45	21.07	15.38	18	80.89	23.42	57.47	0
39	Millett, Davin	208.15	50	73.77	66.77	14	67.00	19.89	29.11	36	67.38	41.32	26.06	0
40	Billings, Richard (Rev)	216.96	78	46.45	37.45	18	79.90	23.34	26.56	60	90.61	59.50	31.11	0
41	Wiberg, Penny	259.38	61	112.72	100.72	24	88.60	37.76	32.34	37	58.06	30.15	27.91	0
42	Hintz, Jesse	311.15	52	68.00	63.50	9	53.65	17.04	15.11	43	189.50	99.65	89.85	0

## Notes:

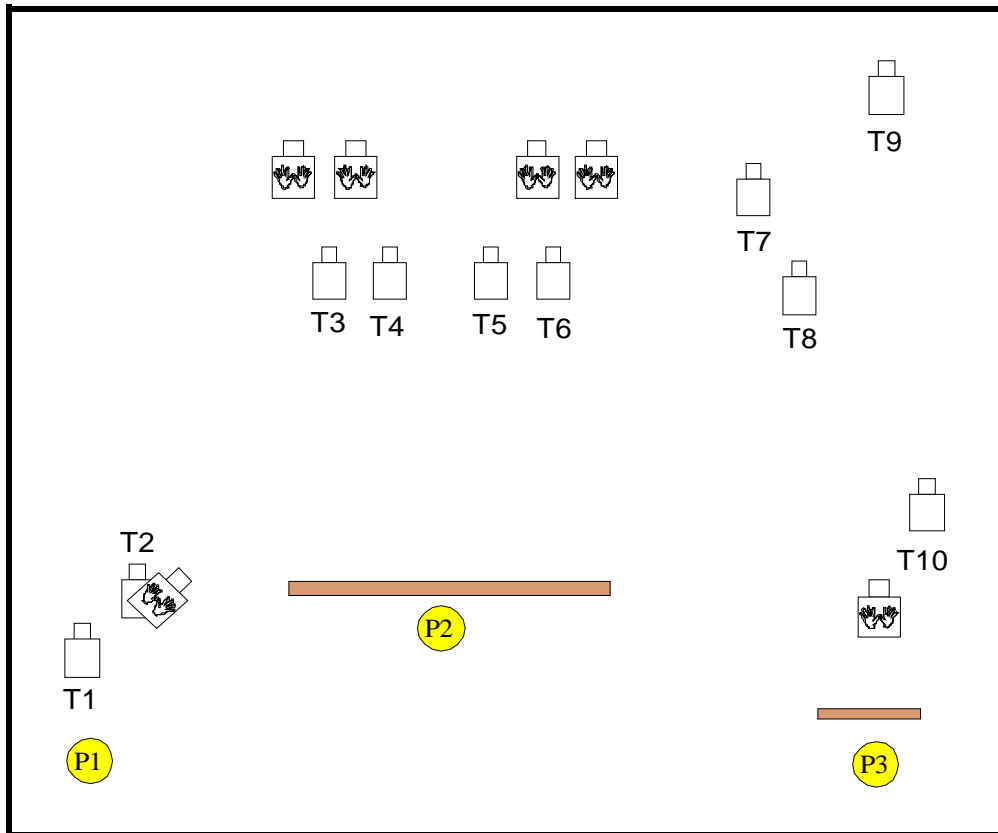
PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

# Range Masters “Fun” Shoot

## Stage 1 - “What’s Behind the Bad Guys?”



### Round Count:

Stage 1 = **20** minimum  
(**20** rounds minimum)

### Vickers Count

(Can make up shots)

### Stage 1:

Shooter starts fully loaded at **P1**.

- At the buzzer, draw and engage **T1** with **2 shots From Retention**, then **T2** with **2 shots** (body or head).
- Advance to **P2** and, with the proper use of cover from either or both sides of the barricade, engage **T3 thru T6** with **2 rounds each** (body or head).
- **Carefully** advance to **P3** and, with the proper use of cover from either or both sides of the barricade, engage **T7 thru T10** with **2 rounds each** (body or head).
- Reload as necessary.

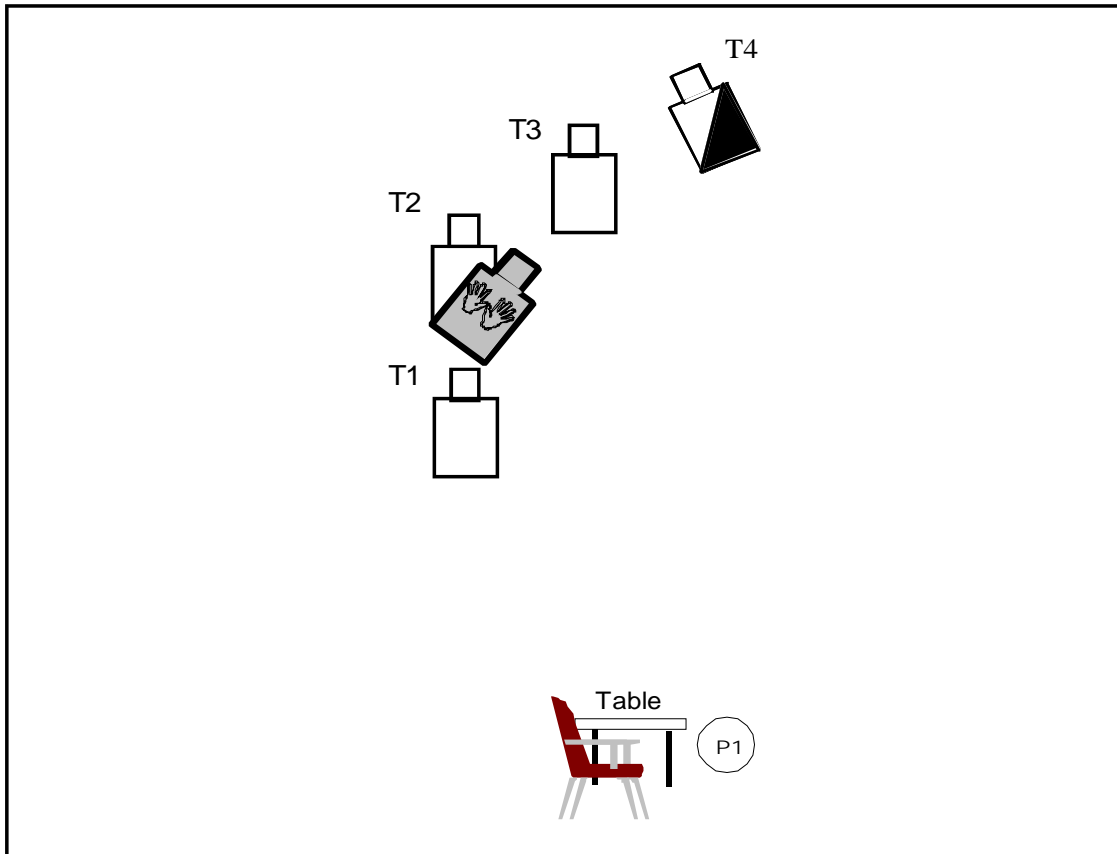
### Notes:

1. Properly use cover and “Slice the Pie” at all cover positions.
2. Be careful when moving from **P2** to **P3** to **maintain proper muzzle direction**.

COF designed by Landon Olson

# Range Masters “Fun” Shoot

## Stage 2 - “Sitting Down on the Job”



**Round Count: 16 Rds. Min.**

**String 1 = 8 Rds. Min.**

**String 2 = 8 Rds. Min.**

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

### **STRING 1- 8 rounds min.**

Shooter starts sitting in chair at **P1** (facing East or West) with their empty gun and loaded magazine on top of adjacent table.

- At the sound of the buzzer, the shooter will turn and retrieve his/her gun, load it and engage **T1** thru **T4** with 2 rounds each.

### **STRING 2- 8 rounds min.**

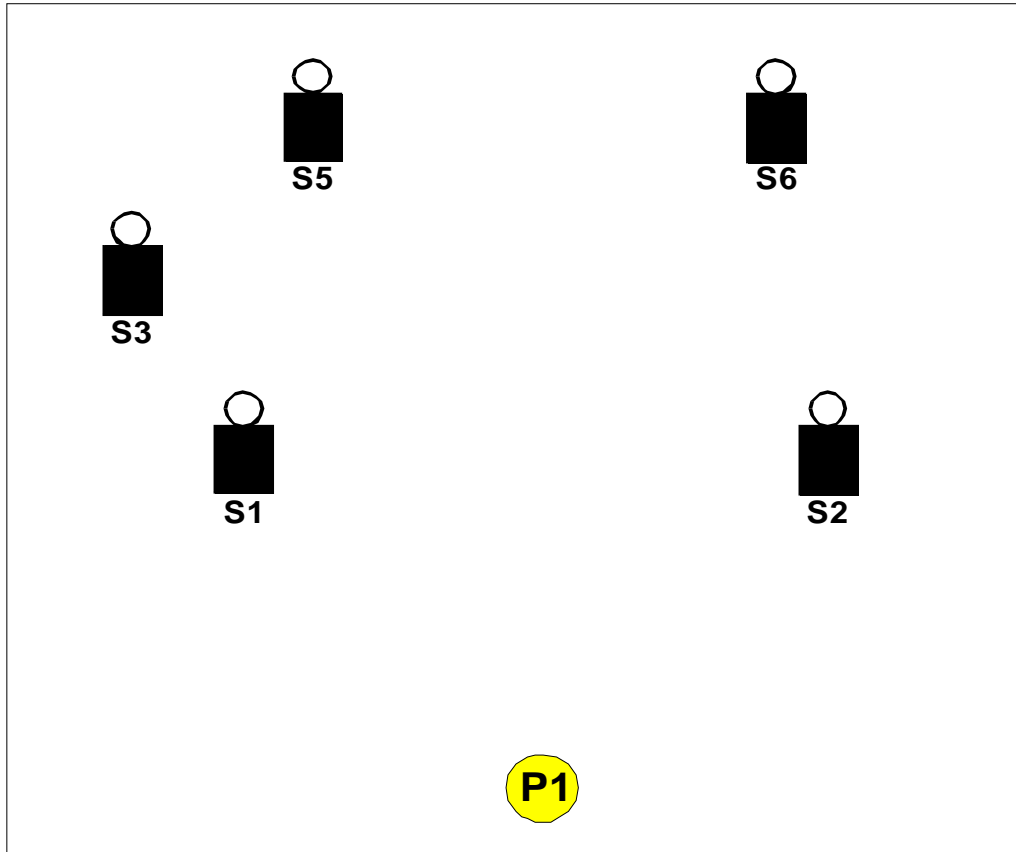
- Same as above, **except** shooter must face in opposite direction.

### **Notes:**

1. **Shooter must keep facing in direction they start the stage in.**
2. **Shooter must stay in chair for entire string.**
3. **Shooter must be EXTREMELY CAREFUL when loading and reloading their weapon when starting the string facing in the West direction to maintain proper down-range muzzle control.**

# Range Masters “Fun” Shoot

## Stage 3 - “Retain That Mag”



**Round Count:**  
String 1 = **5 Minimum**  
String 2 = **5 Minimum**  
(**10** rounds for the stage)

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

### String 1 -

Shooter starts at **P1** fully loaded with their back to the target.

- At the sound of the buzzer, turn, draw and knock down **either S1 or S2** then perform a **Reload with Retention** and knock down the rest of the plates.

**String 2 -** Same as String 1.

### Notes:

1. The shooter may perform either a “**Reload with Retention**” or a “**Tactical Reload**” to retain their magazine.
2. A solid hit on any of the plates will count as a knock down.