

Range Masters "Fun" Shoot

Results for May 3, 2005

Place	Name (Note)	Total		Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	PD
		Shoot Total	Points Down											
1	Terry, Mark (Rev)	45.87	10	20.19	17.19	6	16.41	14.41	4	9.27	3.44	3.62	2.21	0
2	Stilwell, Mike	46.91	12	21.13	16.63	9	15.45	13.95	3	10.33	3.87	4.16	2.30	0
3	Collins, Ken	49.23	7	19.58	18.58	2	19.86	17.36	5	9.79	3.88	3.56	2.35	0
4	Adams, Kyle (Rev)	51.36	6	22.68	20.68	4	16.41	15.41	2	12.27	4.97	4.07	3.23	0
5	Zaccardi, Pat	53.92	25	18.13	11.13	14	19.59	14.09	11	16.20	5.24	8.33	2.63	0
6	DeLeeuw, Dave	53.96	9	20.28	16.78	7	19.35	18.35	2	14.33	5.53	5.68	3.12	0
7	Brown, Keith	56.34	11	22.65	19.65	6	20.38	17.88	5	13.31	4.63	5.32	3.36	0
8	Scott, Michael	56.93	12	21.68	17.18	9	20.28	18.78	3	14.97	6.75	5.03	3.19	0
9	Stone, Scott	59.20	36	21.64	12.64	18	23.49	14.49	18	14.07	5.39	6.11	2.57	0
10	Rodriquez, Mike	62.18	21	29.84	23.84	12	20.41	15.91	9	11.93	4.74	4.74	2.45	0
11	Redford, "Red"	62.26	16	21.87	17.87	8	24.39	20.39	8	16.00	5.83	6.69	3.48	0
12	Taylor, Josh	63.06	1	21.47	20.97	1	22.30	22.30	0	19.29	10.61	5.71	2.97	0
13	Young, Ren	65.94	26	20.27	11.77	17	23.54	19.04	9	22.13	11.30	6.72	4.11	0
14	Taggart, David	67.58	10	26.85	24.85	4	24.91	21.91	6	15.82	6.09	6.90	2.83	0
15	Phillips, RDan	67.90	27	28.72	17.22	23	20.71	18.71	4	18.47	7.90	8.01	2.56	0
16	Jepperson, Riley (K)	70.46	35	32.61	19.61	26	20.76	16.26	9	17.09	6.78	6.94	3.37	0
17	Jepperson, Riley (X)	71.55	24	23.88	15.88	16	21.01	17.01	8	26.66	12.80	9.85	4.01	0
18	Simons, Brad	71.97	5	27.56	25.56	4	28.32	27.82	1	16.09	7.86	5.01	3.22	0
19	Scott, Alan	74.50	45	34.94	19.44	31	21.69	14.69	14	17.87	7.31	7.52	3.04	0
20	West, Dave	76.92	29	33.93	26.93	14	22.31	14.81	15	20.68	7.50	9.19	3.99	0
21	Docstader, Jeff	78.08	9	26.35	24.35	4	38.54	36.04	5	13.19	5.11	5.07	3.01	0
22	Jensen, David	84.86	28	36.86	24.86	24	32.18	30.18	4	15.82	6.81	5.60	3.41	0
23	Rees, Jerry	88.39	2	43.47	42.47	2	24.03	24.03	0	20.89	7.81	9.14	3.94	0
24	Majers, Steve	92.24	18	37.08	34.08	6	30.11	24.11	12	25.05	10.78	10.35	3.92	0
25	Simons, Jordan	97.96	23	38.71	28.21	21	42.75	41.75	2	16.50	5.80	7.01	3.69	0
26	Allred, Dane	106.58	36	47.29	35.79	23	37.40	30.90	13	21.89	10.51	7.33	4.05	0
27	Robertson, Dennis	107.69	6	45.24	43.24	4	33.99	32.99	2	28.46	9.14	13.50	5.82	0
28	Brook, Aaron (.22)	126.95	18	60.80	52.30	17	41.46	40.96	1	24.69	12.23	8.56	3.90	0
29	Hardy, Brett	137.19	29	40.41	30.41	20	61.26	56.76	9	35.52	20.65	10.44	4.43	0
30	Brimhall, Nate	150.45	91	49.28	17.28	64	37.55	24.05	27	63.62	38.27	19.70	5.65	0
31	Puczko, Howard	187.72	55	47.82	36.82	22	46.15	29.65	33	93.75	19.94	43.97	29.84	0
32	Simons, Spencer	207.21	18	53.12	47.12	12	74.65	71.65	6	79.44	42.98	19.35	17.11	0

Notes:

- Remember, the "Fun" Shoot is held on the **1st** and **3rd Tuesday** of each month (6:30 p.m.) at Range Masters.
- You can use **ANY** handgun you want, as long as it can be safely drawn from a **strong-side holster**.
- IDPA format and scoring.

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

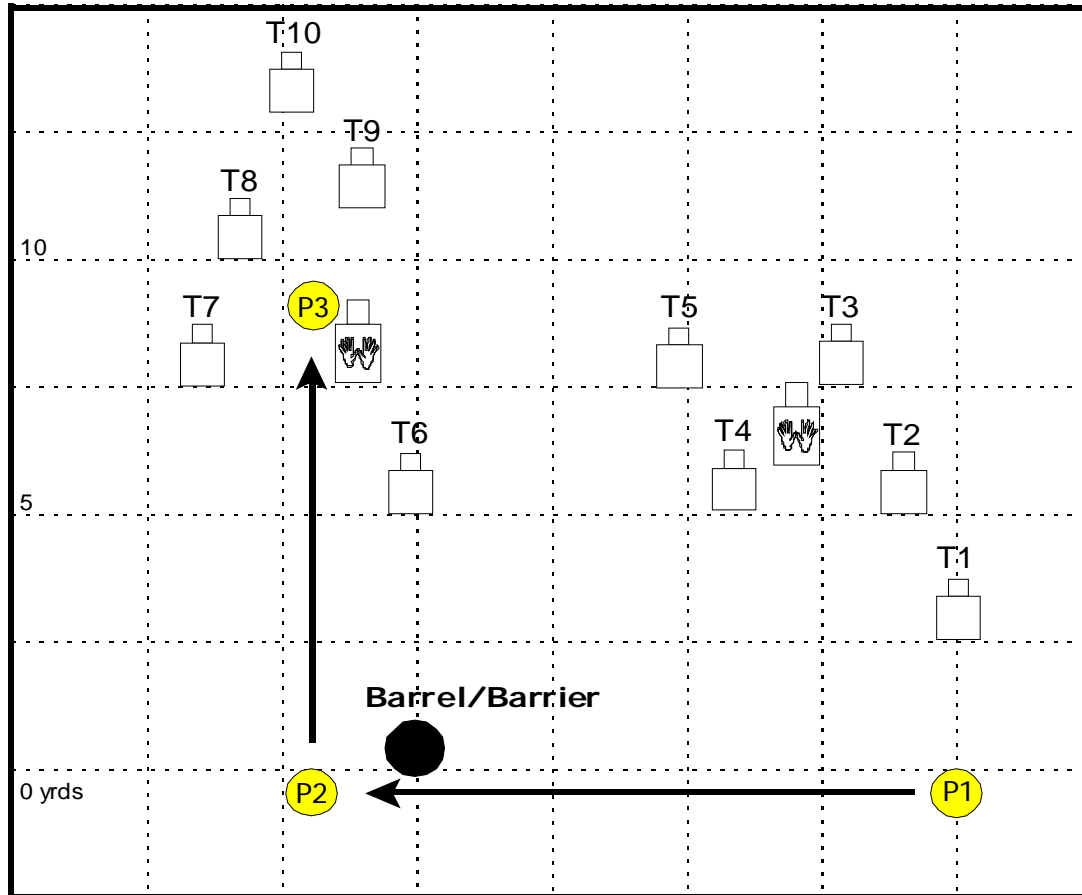
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

(Rev) = Revolver

DNF = Did Not Finish

Range Masters “Fun” Shoot

Stage 1 - “Got To Keep Moving”



Round Count:

String 1 = **20** minimum
(**20** rounds for the stage)

Vickers Count

(Can make up shots.)

Scoring:

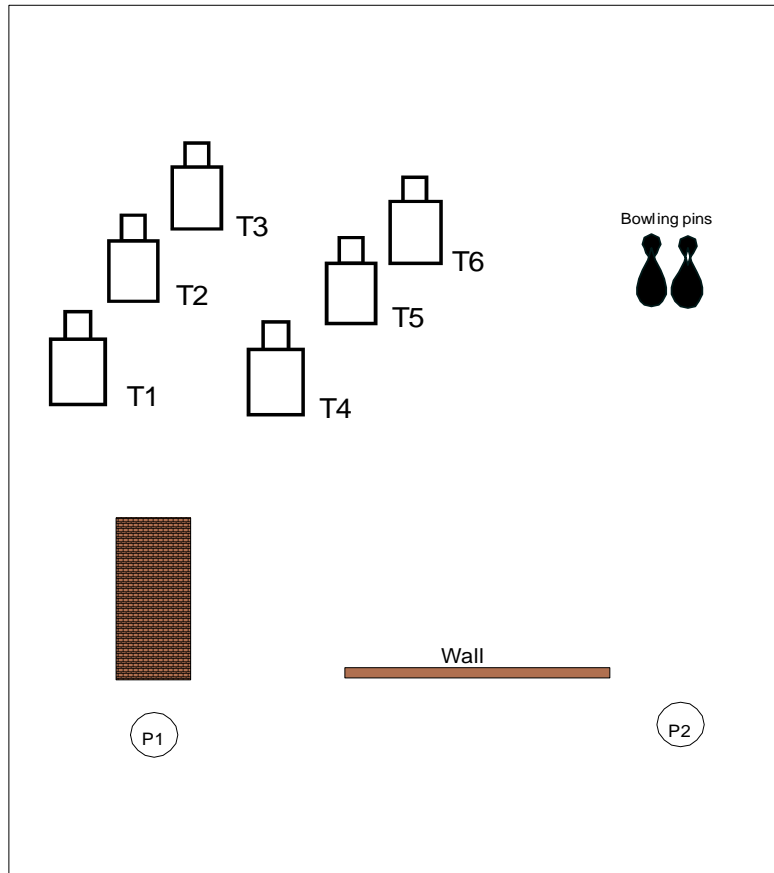
Targets are scored
after the shooter has
completed all strings.

String 1: Shooter starts at **P1** with his back to the targets -

- At the buzzer, turn, draw, and engage targets **T1** thru **T5** with **at least 2 rounds each (body or head) while moving to P2.**
- **After passing the Barrel/Barrier and reaching P2**, engage targets **T6** thru **T10** with **at least 2 rounds each (body or head) while moving to P3.**
- Reload as necessary.

Range Masters “Fun” Shoot

Stage 2 - “Cover, Cover, Who’s Using Cover?”



Round Count:
String 1 =14 Rds. Min.

Vickers Count
(Can make up shots)

String 1 -

Shooter starts at **P1 with max. of 6 rounds in the gun.**

- At the sound of the buzzer, draw and engage **T1 thru T3** with **2 rds.** each **from the left side of the barricade.**
- Reload and engage **T4 thru T6** with **2 rds.** each **from the right side of the barricade.**
- **Move to P2** and **engage both bowling pins until knocked over.**

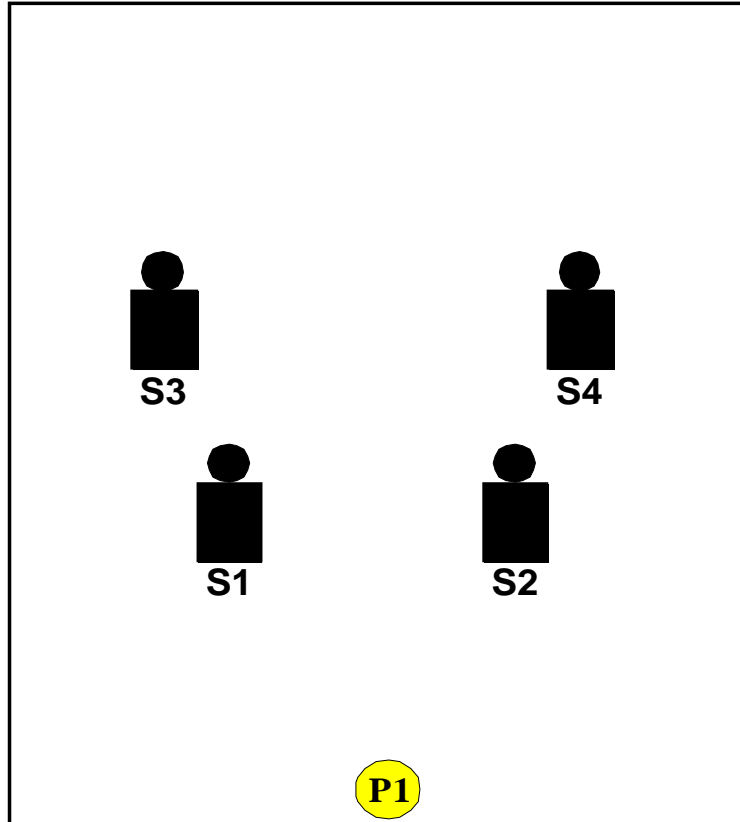
Notes:

1. Shooter must be at **P2** before engaging bowling pins to avoid shooting the wall.
2. Reload as necessary.

COF Designed by Mike Rodriquez

Range Masters “Fun” Shoot

Stage 3 - “1 Thru 4”



Round Count:

String 1 = **4 minimum**
String 2 = **4 minimum**
String 3 = **2 minimum**
(**10** rounds for the stage)

Vickers Count

(Can make up shots)

Scoring:

Targets are only scored
after the shooter has
completed all strings.

String 1 -

- Shooter starts at **P1**.
- At the buzzer, draw and engage **S1 thru S4** with **1 hit each** in **any order**.

String 2 -

- Same as String 1.

String 3 -

- At the buzzer, draw and engage **S1 and S2** with **1 hit each** in **any order**.

Notes:

1. A missed plate will count as a **5 second “Misses-On-Steel”** penalty.