

Range Masters "Fun" Shoot

Results for July 21, 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	String 3	String 4	String 5	PD
1	Olson, Landon	O	52.68	1	24.08	24.08	0	15.21	7.71	7.00	1	13.39	3.92	3.25	3.04	1.60	1.58	0
2	Mathis, David	NO	63.51	25	21.66	19.16	5	23.87	6.48	7.39	20	17.98	4.46	5.32	4.99	1.61	1.60	0
3	Majers, Steve	O	67.58	11	25.20	21.70	7	28.35	12.23	14.12	4	14.03	4.56	3.31	2.83	1.63	1.70	0
4	Phillips, RDan	NO	70.12	19	24.33	22.83	3	24.93	6.60	10.33	16	20.86	7.94	3.90	5.66	1.74	1.62	0
5	Ursulich, Ryan	NO	71.77	11	26.43	25.93	1	22.21	7.69	9.52	10	23.13	10.12	5.47	2.62	2.93	1.99	0
6	DeLeeuw, Dave	NO	72.59	12	30.47	27.47	6	19.32	8.25	8.07	6	22.80	5.56	6.36	4.22	4.73	1.93	0
7	Rodriquez, Mike	NO	76.66	12	34.93	32.43	5	22.95	10.54	8.91	7	18.78	5.51	3.34	3.31	3.92	2.70	0
8	Rees, Jerry	NO	77.81	15	31.61	28.11	7	25.63	9.26	12.37	8	20.57	6.81	4.78	5.31	1.51	2.16	0
9	Hubbard, Corey	NO	84.56	11	32.21	30.21	4	22.41	9.11	9.80	7	29.94	6.86	10.68	3.13	1.66	7.61	0
10	DeWitt, Derel	NO	84.81	11	32.63	32.13	1	27.17	11.03	11.14	10	25.01	8.31	5.66	6.23	2.42	2.39	0
11	Price, Mike	NO	85.75	28	34.64	31.64	6	26.32	7.18	8.14	22	24.79	7.85	5.60	5.92	2.49	2.93	0
12	Waldo, Ralph	NO	86.02	13	28.35	27.85	1	27.08	10.77	10.31	12	30.59	17.20	5.04	4.25	2.22	1.88	0
13	Clark, David (Rev)	NO	87.54	12	29.14	25.64	7	33.32	14.36	16.46	5	25.08	3.98	11.92	5.93	1.68	1.57	0
14	Scott, Michael Sr.	NO	88.94	24	41.56	34.06	15	21.61	8.20	8.91	9	25.77	8.15	9.06	3.58	2.41	2.57	0
15	Spensko, Shane	NO	90.24	14	35.19	29.19	12	22.41	10.52	10.89	2	32.64	20.29	5.00	4.06	1.53	1.76	0
16	Sorenson, Sam	NO	91.43	25	44.10	34.60	19	25.05	11.59	10.46	6	22.28	6.40	5.67	4.97	3.16	2.08	0
17	Majers, Steve Jr.	O	102.18	25	42.81	41.31	3	36.95	11.87	14.08	22	22.42	3.90	5.77	6.16	1.68	4.91	0
18	Collins, John	NO	108.43	5	49.05	47.55	3	27.53	13.51	13.02	2	31.85	10.17	11.04	6.62	2.68	1.34	0
19	Redford, "Red" (Rev)	NO	109.48	27	42.61	36.61	12	40.82	16.09	17.23	15	26.05	9.39	4.97	6.06	2.81	2.82	0
20	VanHorn, Guy	NO	114.96	43	43.75	43.75	0	44.95	13.70	9.75	43	26.26	13.27	4.53	4.33	2.55	1.58	0
21	Van Ausdal, B.J.	NO	122.60	50	50.50	38.50	24	44.61	16.02	15.59	26	27.49	8.26	10.74	4.14	1.77	2.58	0
22	Murray, Mark	NO	124.16	20	43.13	38.63	9	29.64	9.90	14.24	11	51.39	23.68	10.73	7.53	3.26	6.19	0
23	Van Ausdal, Brian	NO	150.54	48	50.46	40.96	19	51.38	18.27	18.61	29	48.70	13.53	7.57	21.11	3.77	2.72	0
24	Lamb, Jared	NO	155.47	58	51.02	48.52	5	47.28	10.05	10.73	53	57.17	34.23	10.47	6.07	3.31	3.09	0
25	Collins, Mike	NO	165.11	64	62.58	51.58	22	41.14	8.58	11.56	42	61.39	30.33	7.70	19.83	1.39	2.14	0
26	Hines, Tristan	NO	175.12	38	74.67	61.17	27	44.86	19.13	20.23	11	55.59	12.83	23.30	13.07	2.18	4.21	0
27	Hines, Tyler	NO	194.33	54	69.93	50.93	38	37.11	15.81	13.30	16	87.29	53.23	8.36	13.80	2.02	9.88	0
28	Collins, Denice	NO	261.47	97	64.37	56.37	16	64.16	14.28	14.38	71	132.94	97.87	12.84	8.15	3.28	5.80	10

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

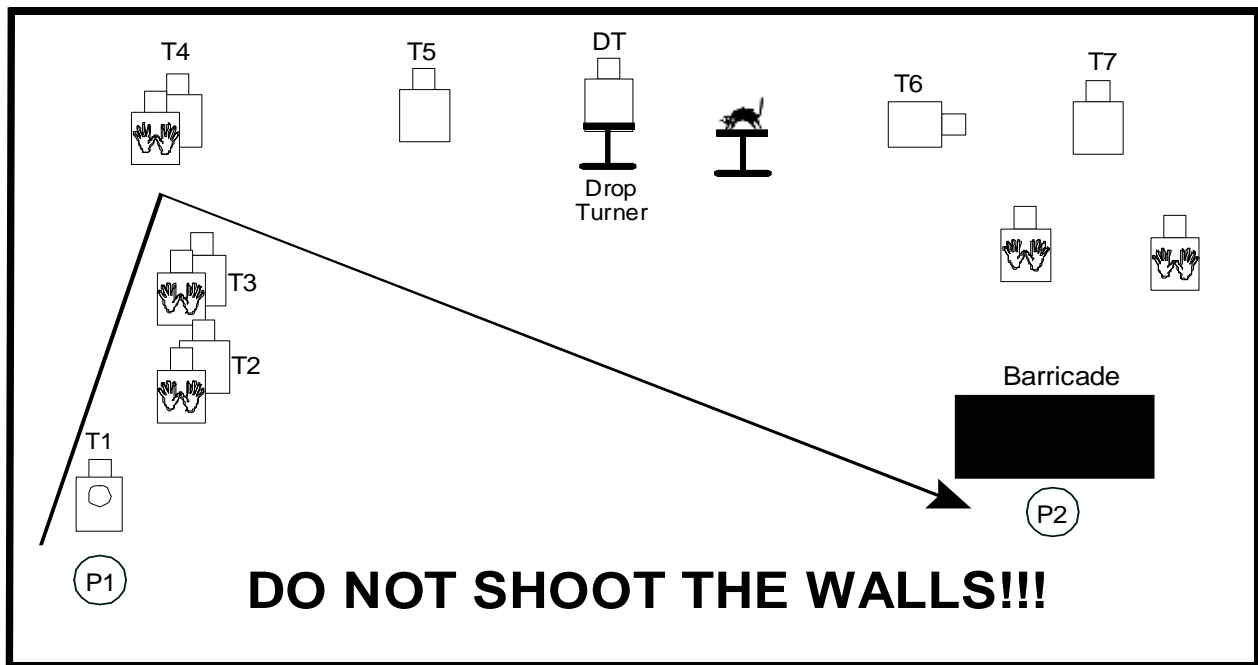
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Shoot Fast - We’ll Sort It Out Later.”



Round Count:
String 1 = 17 Minimum
(17 rounds for the stage)

Vickers Count
(Can make up shots.)

All paper targets get 2 rounds each including DT (Torso or Head) and the Cat gets whatever it takes to knock it over and trip the Drop Turner (DT).

String 1 -

Shooter starts at P1 with no more than 6 rounds in the gun.

- At the sound of the buzzer, draw and engage T1 with 2 rds from Retention.
- **While moving to P2**, engage T2 thru T5, then **knock down the Cat** (this will activate the Drop-Turner) **and engage the Drop Turner (DT) before it dissappears.**
- **Carefully** move to the **Barricade** at P2 and, **with the proper use of cover**, engage T6 and T7 from either side of the Barricade.

DO NOT ENGAGE T6 or T7 until you reach cover at P2!!!

- Reload as necessary.

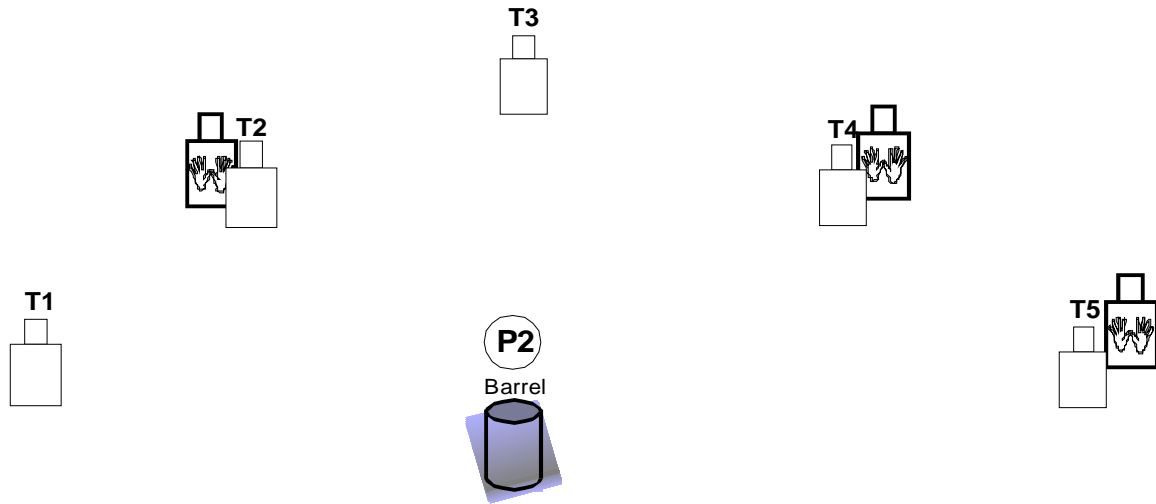
Notes -

1. **Shooter must be sure to keep thier muzzle pointed down range at all times when moving to the different positions.**

COF Designed by Jerry Rees

Range Masters “Fun” Shoot

Stage 2 - “Only 10 and Then Again”



P1

Do not shoot the walls!!!

P3

Round Count:
String 1 = 10 Rds. Max.
String 2 = 10 Rds. Max.

Limited Vickers Count
(Cannot make up shots.)

String 1-

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **T1 & T2** with **2 rounds each while moving** towards **P2**.
- **From P2** engage **T3** with **2 rounds** to the **Head Only**, then, **while moving** to **P3**, engage **T4 & T5** with **2 rounds each**.

String 2 - (Reverse of String 1)

Shooter starts fully loaded at **P3**.

- At the sound of the buzzer, draw and engage **T5 & T4** with **2 rounds each while moving** towards **P2**.
- **From P2** engage **T3** with **2 rounds** to the **Head Only**, then, **while moving** to **P1**, engage **T2 & T1** with **2 rounds each**.

Notes:

1. Reload as necessary during the Strings.
2. Shooting the wall is cause a Procedural Penalty to be assessed.
3. As per IDPA scoring rules, if additional shots are fired, **for each additional shot**, one of the best hits will be removed from that target and a Procedural Penalty will be assessed.

COF designed by Dave DeLeeuw

Range Masters “Fun” Shoot

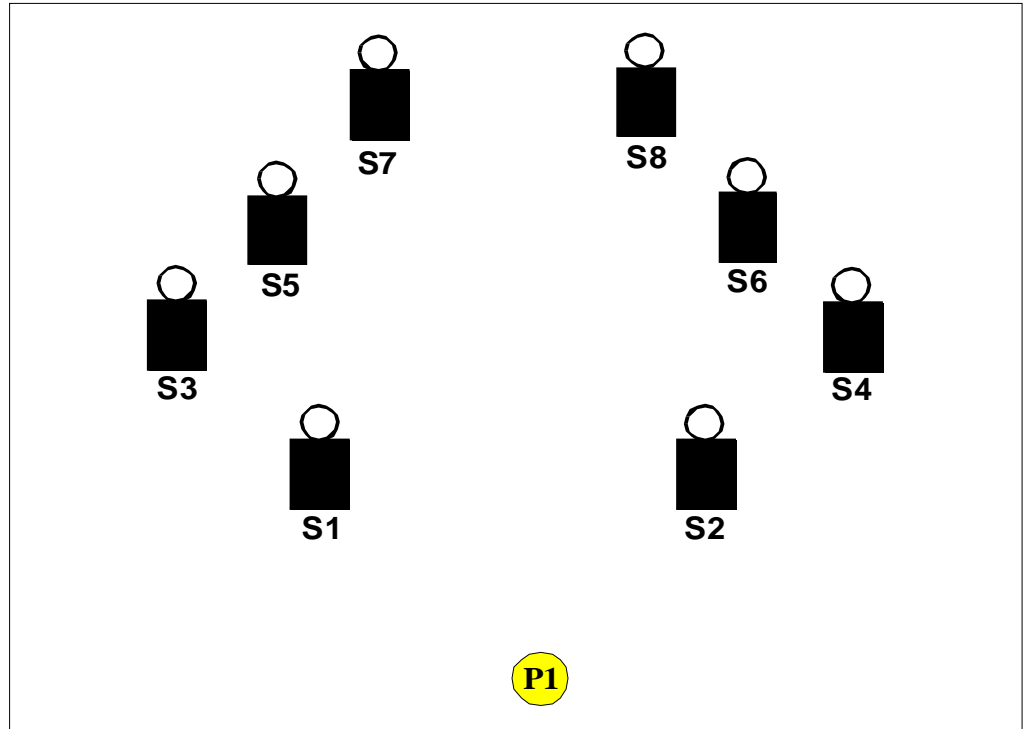
Stage 3 - “I Shoulda Been An Outlaw”

Round Count:

String 1 = 2 minimum
String 2 = 2 minimum
String 3 = 2 minimum
String 4 = 1 minimum
String 5 = 1 minimum
(8 rounds for the stage)

Vickers Count

(Can make up shots)



String 1 -

Shooter starts fully loaded at **P1**. (**Shooter can Top Off between Strings.**)

- At the sound of the buzzer, draw and **knock down S7 & S8 (any order)**.
- Reload as necessary.

String 2 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and **knock down S5 & S6 (any order)**.
- Reload as necessary.

String 3 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and **knock down S3 & S4 (any order)**.
- Reload as necessary.

String 4 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and **knock down S1**.
- Reload as necessary.

String 5 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and **knock down S2**.
- Reload as necessary.

Notes:

1. A solid hit on any of the plates will count as a knock down.
2. Any plate not knocked down will count as a 5-second Miss-On-Steel penalty.
3. Any plate knocked down from a previous String will count as a Miss-On-Steel.