

Range Masters "Fun" Shoot

Results for February 15, 2011

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 1	PD	Stage 3	String 1	String 2	PD
1	Olson, Landon	NO	63.91	2	25.86	25.86		15.94	9.14	5.80	2	22.11	12.06	10.05	
2	DeLeeuw, Dave	O	65.89	14	27.37	20.87	13	15.66	7.22	7.94	1	22.86	9.93	12.93	
3	Majers, Steve	O	72.07	14	35.76	29.76	12	16.93	9.26	6.67	2	19.38	11.35	8.03	
4	McGregor, Scott	NO	76.94	21	31.37	27.37	8	15.43	10.96	3.97	1	30.14	13.22	10.92	12
5	Rodriquez, Mike	O	82.24	4	34.72	33.22	3	18.82	11.52	6.80	1	28.70	15.17	13.53	
6	Majers, Steve Jr.	O	88.18	25	43.23	34.23	18	21.74	7.12	11.12	7	23.21	8.03	15.18	
7	Ursulich, Ryan	NO	95.77	37	46.94	30.94	32	17.43	9.69	5.24	5	31.40	21.86	9.54	
8	Sorenson, Sam	NO	105.11	28	55.61	42.11	27	16.92	10.34	6.08	1	32.58	19.44	13.14	
9	Moffat, Joel	NO	110.47	26	54.81	46.31	17	21.57	12.03	5.04	9	34.09	12.64	21.45	
10	Redford, "Red"	NO	116.04	33	45.94	34.94	22	18.05	9.39	6.16	5	52.05	38.71	10.34	6
11	Spensko, Shane	NO	119.07	50	53.72	29.72	48	15.60	8.87	5.73	2	49.75	15.01	34.74	
12	Rees, Jerry (Rev)	NO	119.32	29	54.54	43.04	23	27.24	16.99	7.25	6	37.54	21.53	16.01	
13	Boice, Cooper	NO	119.53	44	55.09	35.09	40	20.05	12.43	5.62	4	44.39	29.05	15.34	
14	Price, Mike	NO	123.56	45	50.80	32.80	36	26.90	13.54	8.86	9	45.86	23.24	22.62	
15	Scott, Michael Sr.	NO	126.53	52	62.31	41.31	42	19.36	8.18	6.18	10	44.86	22.48	22.38	
16	Waldo, Ralph	NO	132.56	51	66.50	47.00	39	24.70	11.57	7.13	12	41.36	20.07	21.29	
17	Richards, Bruce	NO	134.87	23	42.53	34.53	16	22.26	12.07	6.69	7	70.08	28.02	42.06	
18	Van Ausdal, Brian	NO	158.83	61	67.36	43.86	47	41.68	26.67	8.01	14	49.79	26.67	23.12	
19	Dickinson, Michael	NO	159.01	55	51.20	35.20	32	39.10	7.26	20.34	23	68.71	51.21	17.50	
20	Phillips, R Dan	NO	169.06	31	49.97	38.47	23	35.54	18.61	12.93	8	83.55	55.24	28.31	
21	Clark, David (Rev)	NO	170.95	40	76.55	60.05	33	37.60	17.23	16.87	7	56.80	39.06	17.74	
22	King, Corey	NO	172.91	58	64.09	43.09	42	32.68	10.89	13.79	16	76.14	46.17	29.97	
23	Crompton, Thomas	NO	177.96	42	64.14	56.64	15	37.47	18.38	10.59	17	76.35	21.18	50.17	10
24	Stuton, Aaron	NO	179.55	44	50.95	33.45	35	30.70	10.22	15.98	9	97.90	48.81	49.09	
25	Hone, Dave	NO	206.76	49	74.04	53.54	41	55.78	29.20	22.58	8	76.94	32.75	44.19	
26	Westwood, Mike	NO	223.08	87	52.58	41.58	22	38.17	17.32	13.35	15	132.33	89.85	17.48	50
27	Glenn, Jesse	NO	289.63	55	64.92	44.92	40	69.42	11.92	50.00	15	155.29	48.09	####	
28	Sevy, Meredith	NO	414.99	74	117.68	####	18	78.77	30.25	45.52	6	218.54	####	69.86	50

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

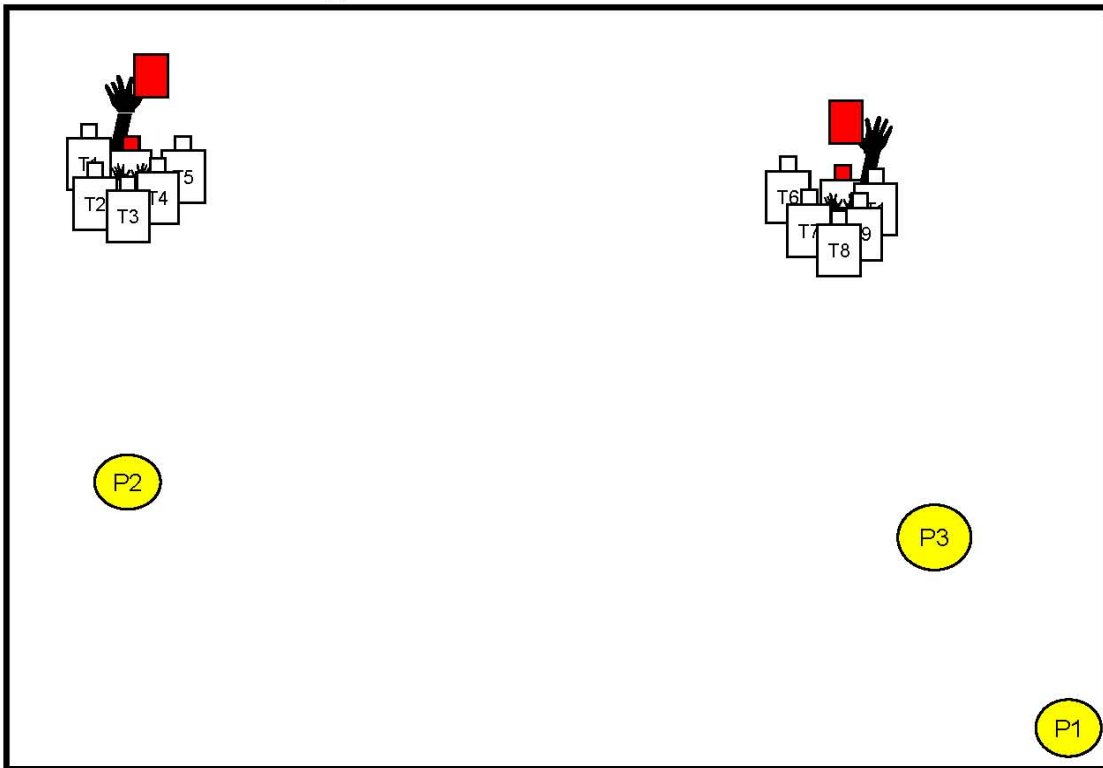
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters "Fun" Shoot

Stage 1 - "Rabid Card Swindlers"



Round count = **20** Minimum

Vickers count (Can make up shots)

Your buddy found the coolest valentines card in Shopko. Who the heck knew it was the first one he picked up. He is now being flocked ---attacked by zombie eyed valentine card felons who want the card or your buddies life. Save him save him now!!!

String 1 - All targets get two rounds - TORSO or HEAD.

Shooter starts with a fully loaded gun.

- At the sound of the buzzer, move to **P2**, draw and shoot **T1** thru **T5**.

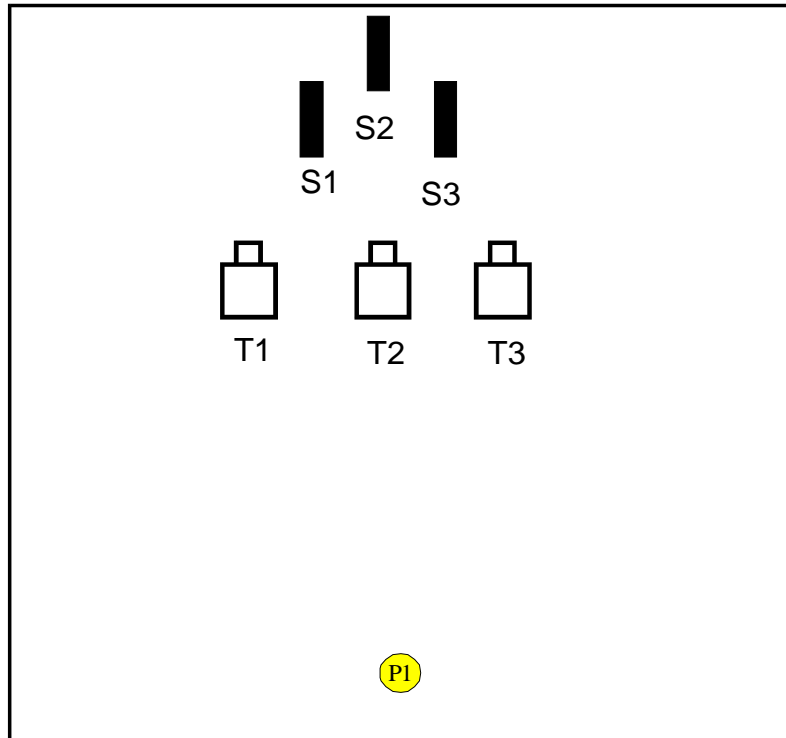
Notes:

1. **One reload is mandatory.**
2. **Each round in non threats will be counted. ** BE CAREFULL**

COF Designed by Mike Price

Range Masters “Fun” Shoot

Stage 2 - “WHAT!?”



Round Count:

String 1 = **15 Maximum**
 String 2 = **3 Minimum**
 (18 rounds for the stage)

String 1 = Limited Vickers Count

(Cannot make up shots.)

String 2 = Vickers Count

(Can make up shots.)

String 1 - Fully loaded weapon and mags. **Limited Vickers.**
 Shots are either Torso or Head.

- At the buzzer, draw and engage **T1** with **1 round**, then **T2** with **2 rounds**, then **T3** with **3 rounds**.
- Continuing, engage **T2** with **4 rounds**, then **T1** with **5 rounds**.
- Reload as necessary, but holster with remaining rounds in weapon.

String 2 - **Vickers Count. Can make up Shots.**

- At the buzzer, draw and engage **S1**, **S2**, and **S3** in any order till they fall.
- You may move from **P1** to engage steel.

Range Masters “Fun” Shoot

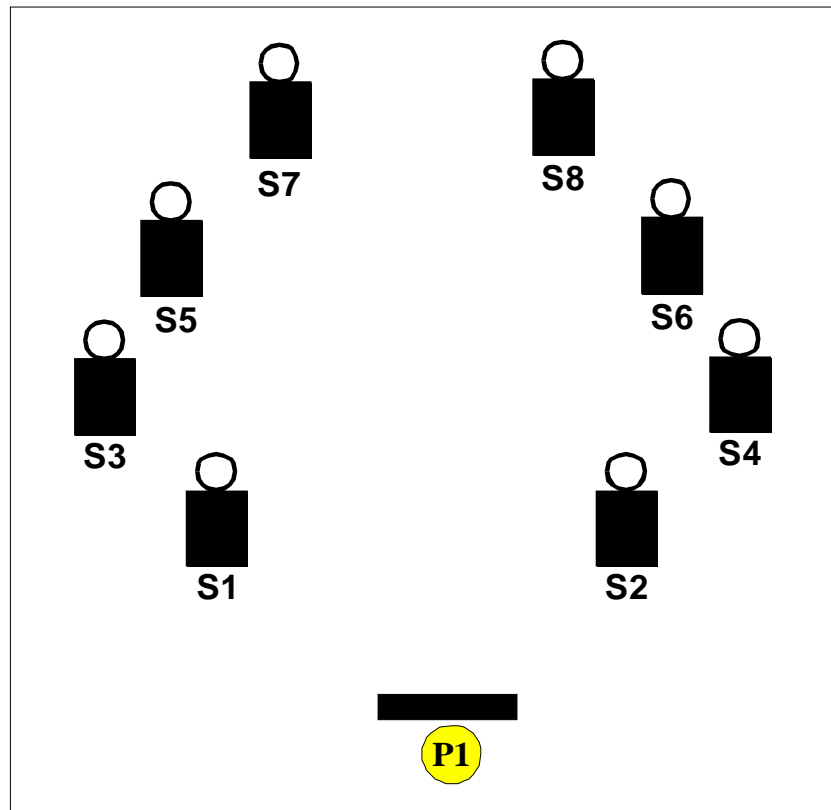
Stage 3 - “Don’t Miss ‘Em”

Round Count:

String 1 = **8 minimum**
String 2 = **8 minimum**
(16 rounds for the stage)

Vickers Count

(Can make up shots)



String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and **knock down S1 thru S8 (any order)**, but shooter **must use both sides of the barricade and properly use cover**.
- Reload as necessary.
- Before holstering, topon for String 2.

String 2 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and **knock down all plates (any order) using one or both sides of the barricade - proper use of cover is optional**.
- Reload as necessary.

Notes:

1. For .22 shooters, 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.