

Range Masters "Fun" Shoot

Results for August 21, 2012

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 2	String 1	String 2	String 3	PD
1	Olson, Landon	NO	43.78	2	19.16	18.16	2	9.31	9.31		15.31	3.90	3.22	8.19	
2	Majers, Steve	O	61.61	11	21.97	17.97	8	13.57	12.07	3	26.07	8.11	7.22	10.74	
3	Sorenson, Sam	NO	61.89	25	23.47	17.97	11	15.67	8.67	14	22.75	5.02	6.45	11.28	
4	Rapp, Mitch	NO	71.92	19	24.55	19.05	11	14.27	10.27	8	33.10	7.83	13.18	12.09	
5	Valadez, Patrick	NO	73.74	1	27.88	27.38	1	15.18	15.18		30.68	5.57	14.01	11.10	
6	Asbell, Scott	NO	82.38	33	29.46	21.96	15	17.84	14.84	6	35.08	8.26	7.49	13.33	12
7	Valadez, Patrick	NO	84.08	10	30.04	25.04	10	16.79	16.79		37.25	7.00	7.43	22.82	
8	DeLeeuw, Dave	NO	86.54	13	28.94	23.94	10	14.30	12.80	3	43.30	12.59	15.64	15.07	
9	Scott, Michael	NO	100.93	26	25.15	23.15	4	36.08	25.08	22	39.70	14.90	10.14	14.66	
10	Phillips, Rdan	NO	101.36	17	30.22	29.22	2	16.88	9.38	15	54.26	25.34	7.97	20.95	
11	Marlow, Dave	NO	104.15	20	41.75	40.25	3	15.06	11.56	7	47.34	13.19	6.98	22.17	10
12	Clark, David (Rev)	NO	104.85	8	45.31	42.31	6	19.24	18.24	2	40.30	17.19	6.55	16.56	
13	Rees, Jerry (Rev)	NO	106.35	36	26.80	26.30	1	41.63	24.13	35	37.92	7.48	9.53	20.91	
14	Waldo, Ralph	NO	125.22	32	34.92	31.92	6	25.62	12.62	26	64.68	6.86	14.27	43.55	
15	LeBaron, Landon (.22)	NO	125.71	23	45.60	40.60	10	16.35	9.85	13	63.76	12.52	12.39	38.85	
16	Ursulich, Ryan	NO	129.06	57	47.72	28.22	39	19.70	13.70	12	61.64	18.32	8.22	32.10	6
17	Wadsworth, Adam	NO	142.73	46	51.11	31.61	39	36.87	33.37	7	54.75	18.33	11.51	24.91	
18	LeBaron, Chad (.22)	NO	143.20	24	32.37	24.37	16	16.82	12.82	8	94.01	25.11	25.90	43.00	
19	LeBaron, Chad (.22)	NO	143.36	31	34.83	33.33	3	19.57	10.57	18	88.96	22.61	38.75	22.60	10
20	Redford, "Red" (Rev)	NO	146.64	42	40.94	29.94	22	33.27	26.27	14	72.43	7.97	17.98	43.48	6
21	Mallon, Jim	NO	163.50	28	67.94	60.44	15	23.11	16.61	13	72.45	23.10	11.37	37.98	
22	LeBaron, Landon (.22)	NO	165.44	39	50.79	38.29	25	18.55	11.55	14	96.10	15.66	42.34	38.10	
23	Van Ausdal, Brian (Rev)	NO	210.56	108	69.57	41.57	56	42.17	21.17	42	98.82	34.22	15.66	43.94	10
24	Draper, Colby	NO	215.86	71	86.91	72.41	29	24.03	18.03	12	104.92	34.32	24.17	31.43	30

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = A revolver was used for the match

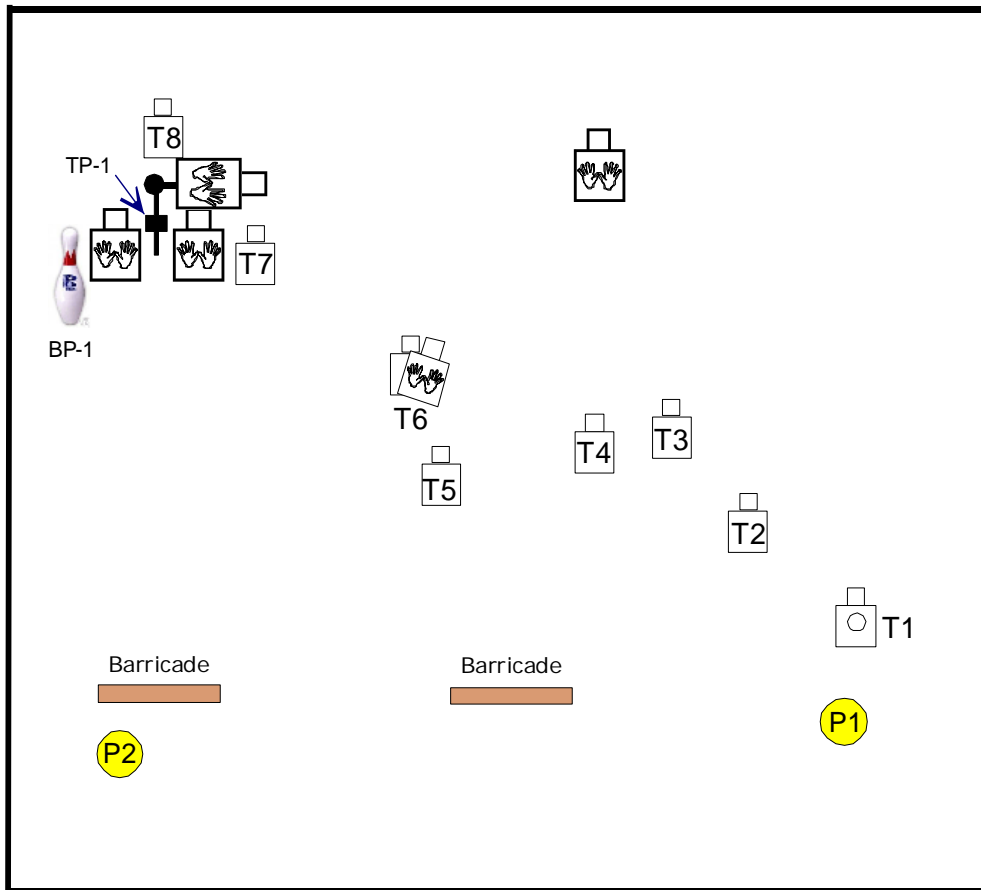
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NT = No Time

Range Masters “Fun” Shoot

Stage 1 - “Keep Them Tootsies Rollin”



Round Count:
String 1 = 18 minimum
(18 minimum for the Stage)

Vickers Count
(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1** with **their back to the targets** and **both hands in the AIR**. All paper targets get 2 shots to the **BODY (TORSO and/or HEAD)**.

- At the sound of the buzzer, **turn, draw** and **engage T1** with **2 rounds From Retention**.
- Then, **while moving to P2**, engage **T2 thru T7**.
- After reaching cover at **P2**, shoot the trip plate (**TP-1**) to start the Swinger; then engage **T8** and knock over the Bowling Pin (**BP-1**).
- Reload as necessary.

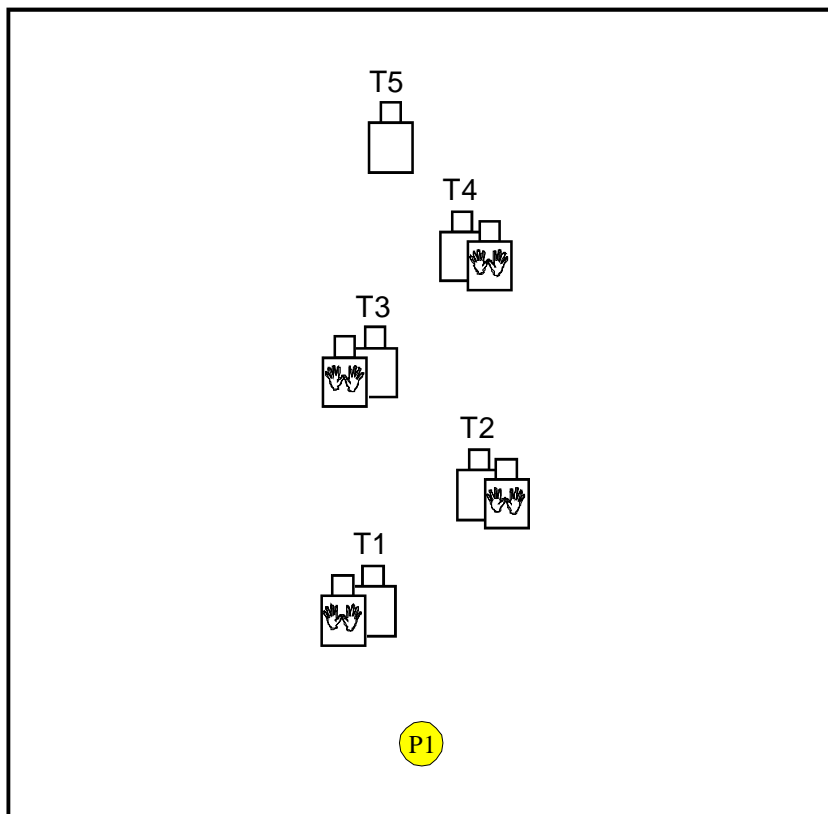
Notes:

1. All shots must be made on the move or while properly using cover.
2. Don't shoot the walls!!!

COF designed by Mike Price

Range Masters “Fun” Shoot

Stage 2 - “Mother’s Day Shopping!”



Round Count:
String 1 = **10 minimum**
(10 rounds for the stage)

Vickers Count
(Can make up shots.)

The Senerio:

You are out shopping for your dear Mom for Mother’s day, when you are acousted by five undesirables. You are violently pushed to the ground and your chocolates are stolen. It’s time to take out the bad guys!!!

String 1 -

Shooter starts at **P1** and under the direction of the SO, will be told to load and make ready with a full magazine and then to place the gun on the ground with the muzzle down range. Shooter will then lay down with their feet behind the 180 line and their strong hand up.

- At the sound of the buzzer, pick up your weapon and engage targets **T1** thru **T5** with **2 rounds** to the **Torso Only - Strong Hand Only**.
- Reload as necessary.

Notes:

1. Shooter must remain laying down while engaging all targets.
2. After the shooter has fininshed, they will be directed to stand up before picking up their weapon and asked to unload and show clear.

Range Masters “Fun” Shoot

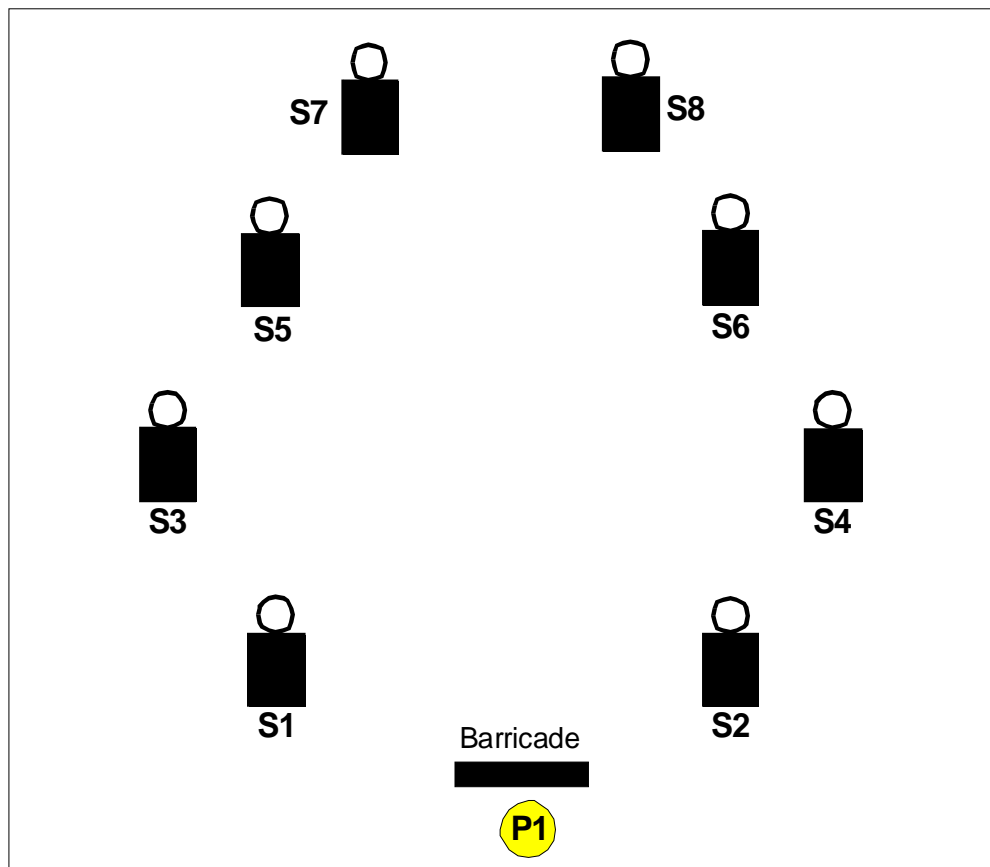
Stage 3 - “Knock’em Down”

Round Count:

String 1 = **4 minimum**
String 2 = **4 minimum**
String 3 = **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, engage targets **S1, S3, S5, and S7** (Left side plates) from the **Left side** of the Barricade while **properly using cover**.
- Reload as necessary.
- At the direction of the SO, top off for String 2.

String 2 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, engage targets **S2, S4, S6, and S8** (Right side plates) from the **Right side** of the Barricade while **properly using cover**.
- Reload as necessary.
- At the direction of the SO, top off for String 3.

String 3 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and knock down all plates while **properly using cover**.
- 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 penalty.