

Range Masters "Fun" Shoot

Results for August 4, 2010

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	PD
1	Majers, Steve	O	130.11	25	37.17	36.67	1	70.41	24.65	33.76	24	22.53	10.64	11.89	
2	Kemp, Tony	O	135.81	38	52.82	35.32	35	65.40	30.99	32.91	3	17.59	9.19	8.40	
3	Peterson, Andy (2)	NO	138.66	34	43.42	39.42	8	60.48	23.23	29.25	16	34.76	16.80	12.96	10
4	Wakamatsu, Josh (2)	NO	149.27	50	54.49	42.99	23	72.85	32.52	26.83	27	21.93	10.42	11.51	
5	Wakamatsu, Josh (1)	NO	153.95	44	47.53	39.03	17	59.67	26.65	32.52	1	46.75	20.65	13.10	26
6	Peterson, Andy (1)	NO	155.77	44	57.93	47.43	21	65.84	23.18	34.16	17	32.00	18.75	10.25	6
7	Hubbard, Corey	NO	158.98	31	51.96	45.96	12	82.83	42.83	30.50	19	24.19	13.14	11.05	
8	Mathis, David	NO	161.11	84	38.49	36.99	3	66.71	23.16	28.05	31	55.91	19.79	11.12	50
9	Kemp, Tony	NO	165.92	25	37.63	34.13	7	99.40	34.58	55.82	18	28.89	14.91	13.98	
10	Ursulich, Ryan	NO	177.69	89	59.42	45.92	27	81.14	30.90	29.24	42	37.13	12.21	14.92	20
11	Spensko, Shane	NO	182.23	44	48.96	43.46	11	84.44	32.03	35.91	33	48.83	21.25	27.58	
12	Clark, David	NO	185.79	49	68.89	59.89	18	83.42	32.55	35.37	31	33.48	20.24	13.24	
13	Butler, Dave Jr.	NO	187.64	52	61.55	54.55	14	90.73	35.42	36.31	38	35.36	18.18	17.18	
14	Scott, Michael Sr.	NO	204.14	48	60.20	55.20	10	84.18	31.73	41.45	22	59.76	27.01	24.75	16
15	Rodriquez, Mike	NO	205.93	43	63.97	58.47	11	101.35	43.46	44.89	26	40.61	23.26	14.35	6
16	Reese, Howard	O	207.14	87	62.21	52.71	19	84.41	34.26	39.15	22	60.52	19.60	17.92	46
17	Van Ausdal, Brian	NO	214.34	117	58.92	42.42	33	105.09	36.36	36.73	64	50.33	18.65	21.68	20
18	Rees, Jerry	NO	229.18	53	72.40	66.90	11	111.60	45.26	45.34	42	45.18	32.51	12.67	
19	Phillips, RDan	NO	229.67	106	64.84	45.34	39	100.22	39.01	42.71	37	64.61	23.24	26.37	30
20	Redford, "Red" (Rev)	NO	233.07	50	83.23	75.23	16	97.33	40.19	43.14	28	52.51	18.67	30.84	6
21	Coby	NO	247.56	130	91.98	61.98	60	98.80	33.94	37.86	54	56.78	26.23	22.55	16
22	Butler, Dave Jr.	NO	249.92	117	89.11	64.11	50	118.28	35.94	58.84	47	42.53	18.73	13.80	20
23	Duncan, Dave	NO	255.55	35	86.21	83.21	6	101.71	36.19	51.02	29	67.63	33.33	34.30	
24	Mallon, Jim	NO	256.30	82	85.77	71.77	28	114.90	49.26	46.64	38	55.63	19.07	28.56	16
25	Draper, Randall	NO	263.61	70	80.36	78.86	3	112.67	40.62	51.55	41	70.58	29.90	27.68	26
26	Johnson, David	NO	281.91	91	76.34	64.34	24	100.53	34.01	46.02	41	105.04	56.48	35.56	26
27	Waldo, Ralph	NO	289.90	119	71.60	53.10	37	156.37	40.34	93.03	46	61.93	25.03	18.90	36
28	Butler, David	NO	298.44	206	109.68	77.18	65	110.88	36.30	31.58	86	77.88	24.38	26.00	55
29	Taylor, Brett	NO	312.50	61	97.73	83.23	29	125.04	54.50	60.54	20	89.73	44.20	39.53	12
30	Butler, David	NO	315.58	231	86.02	51.02	70	124.65	46.52	40.63	75	104.91	27.63	34.28	86
31	Johnson, John	NO	387.65	135	133.32	###	33	149.26	33.95	###	22	105.07	33.19	31.88	80

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.)

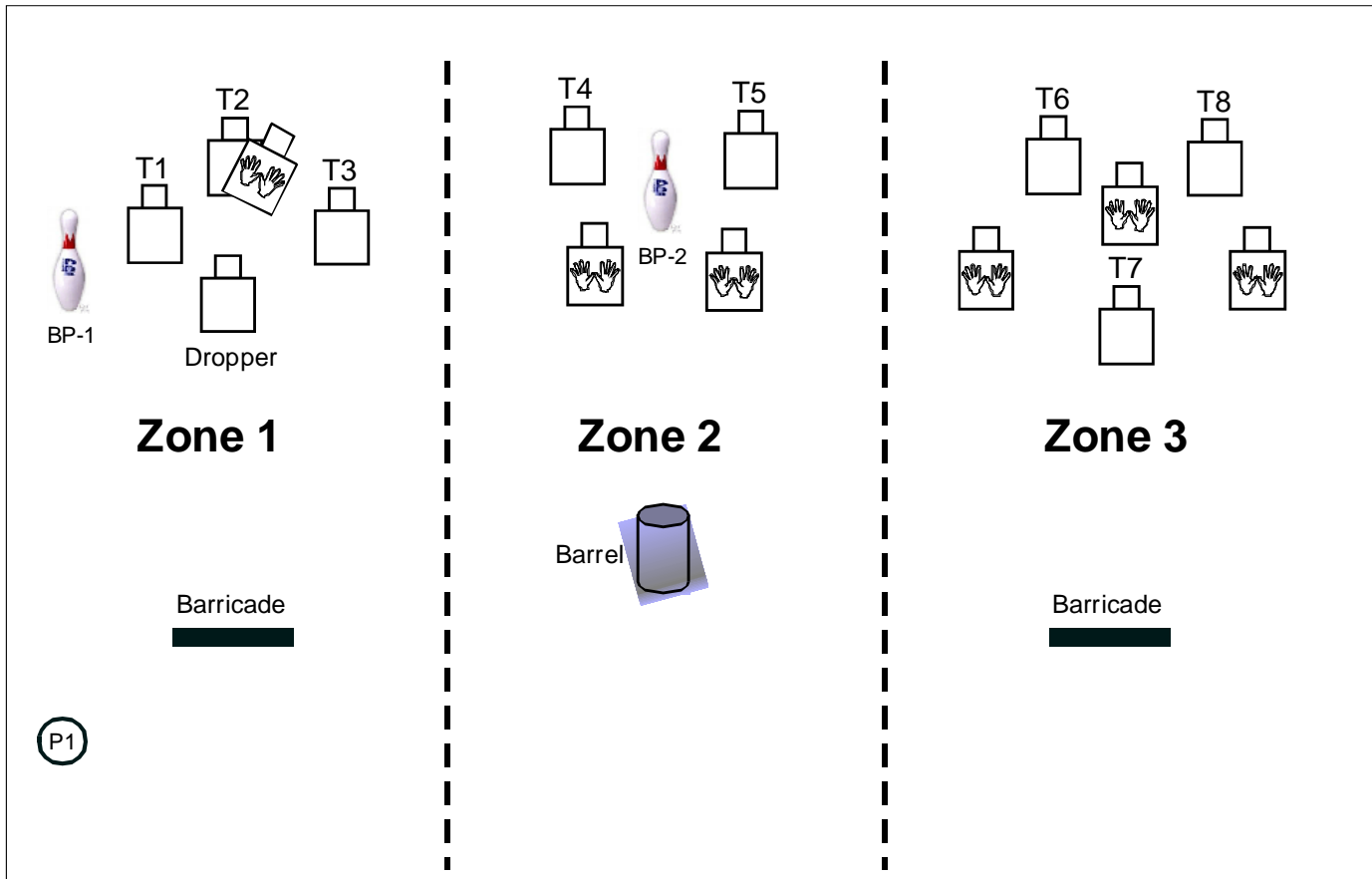
DNF = Did Not Finish

NS = No Score

NT = No Time

Range Masters “Fun” Shoot

Stage 1 - “In the Zone”



Round Count:

String 1 = **19 Minimum**
(19 rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1** with **back to targets**.

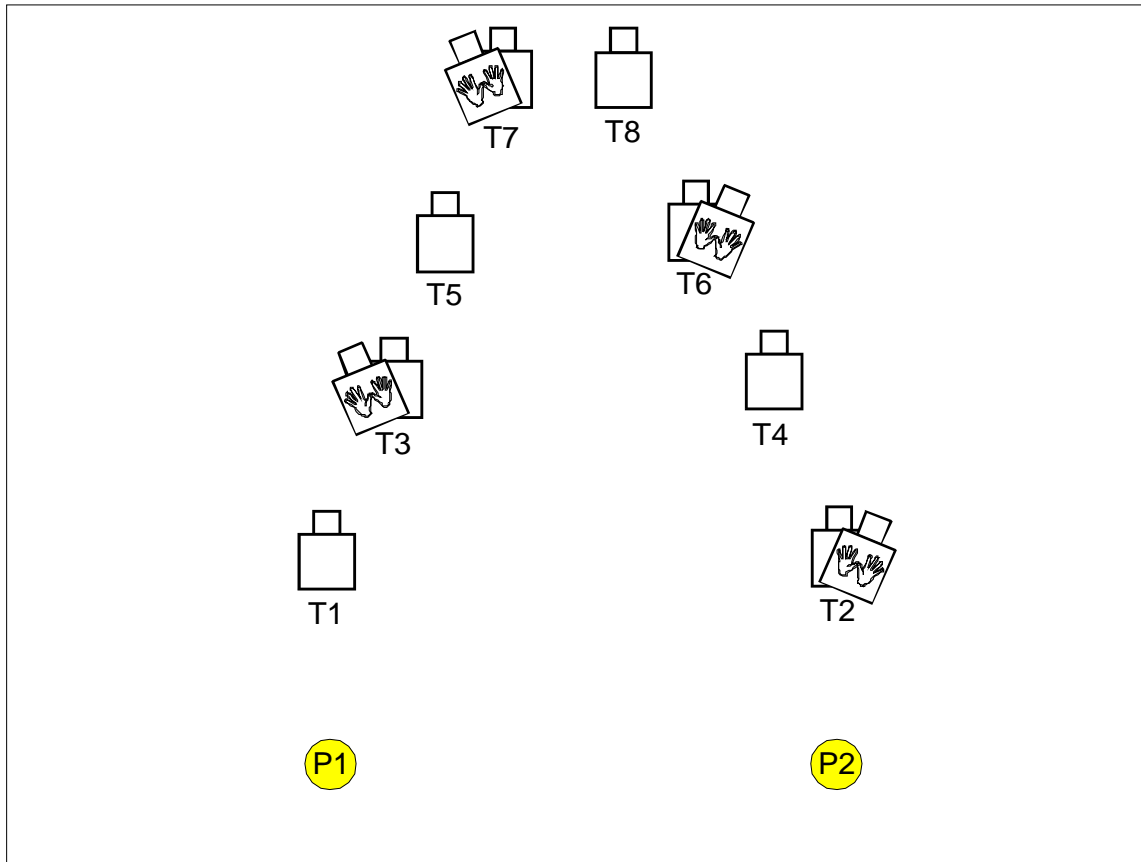
- At the sound of the buzzer, turn, draw and knock over **BP-1**.
- Then engage the rest of the targets using the following procedure:
 - Targets must be engaged from within each of the zones, either while moving or while properly using cover.
 - Paper targets get **2 rounds** each.
 - Knockdown targets (**BP-1**, **BP-2** and the **Dropper**) **must fall**.
 - **BP-2 is the LAST TARGET!** Once it is knocked down, **no additional shots may be fired**.

Notes:

- **DO NOT SHOOT THE WALLS!!!**
- Shooter must perform **at least one reload** during the string.
- While engaging targets, shooter must be moving or properly using cover. Failure to do so will result in a procedural penalty.
- **BP-2 is the stop target.**

Range Masters “Fun” Shoot

Stage 2 - “Runnin Ragged”



Round Count:
16 Minimum

Vickers Count
(Can make up shots.)

String 1 - STRONG HAND ONLY!!!

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **T1**, with **1 round** to **head or torso**, then move to **P2** and engage **T2** with **1 round** to **head or torso**.
- Continue moving back and forth until all targets are engaged.

String 2 - WEAK HAND ONLY!!!

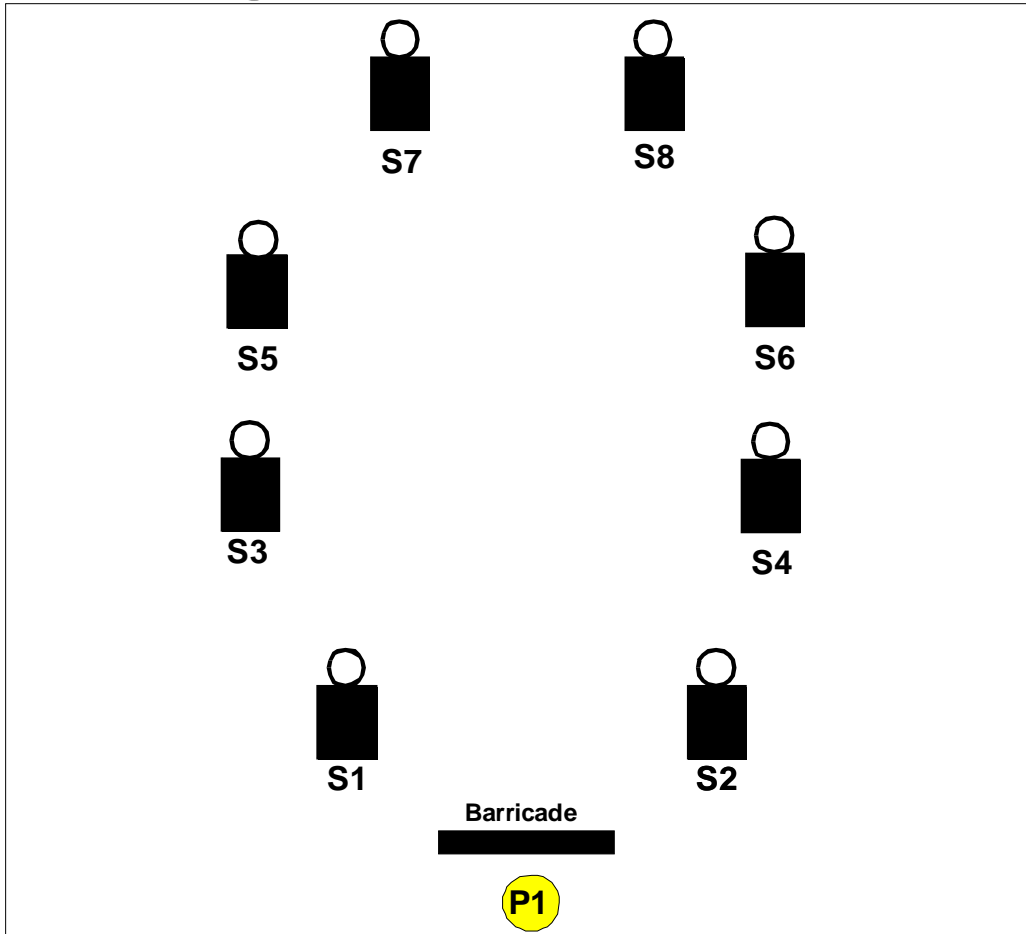
Same as String 1, but draw, transition firearm to the **WEAK HAND** and **engage targets**.

Notes:

1. Reload as necessary.
2. As bad as you want to, please **don't shoot the walls!!!**

Range Masters “Fun” Shoot

Stage 3 - “Knock’m Down”



Round Count:

String 1 = 12 Rds. Max.

String 2 = 12 Rds. Max.

Stage = 24 Rds. Maximum

Modified Limited Vickers Count
(12 Rds. Max. per String.)

String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and knock down **all 8 plates** in any order, but **cover must be properly used**.
- Reload as necessary, but can only use **12 Rounds Maximum**.

String 2 -

Shooter starts fully loaded at **P1**.

- Same as **String 1**.
- Reload as necessary, but can only use **12 Rounds Maximum**.

Notes -

1. Proper use of cover is required.
2. A solid hit on any of the plates will count as a knock down.
3. All plates left standing will be counted as a 5-second Miss-On-Steel penalty.