

Range Masters "Fun" Shoot

Results for February 16, 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	Olson, Landon	NO	76.88	24	25.20	24.20	2	32.49	11.34	13.15	16	19.19	7.22	8.97	6
2	Mathis, David	NO	83.31	16	23.28	20.78	5	38.16	15.31	17.35	11	21.87	7.80	14.07	0
3	DeLeeuw, Dave	O	87.53	26	31.85	28.35	7	40.14	14.49	16.15	19	15.54	8.18	7.36	0
4	Majers, Steve Jr.	O	95.03	24	33.55	31.55	4	45.20	12.96	22.24	20	16.28	7.93	8.35	0
5	Wakamatsu, Josh	NO	97.24	52	42.36	23.36	38	38.32	14.28	17.04	14	16.56	7.40	9.16	0
6	Spensko, Shane	NO	99.25	7	30.28	26.78	7	40.44	14.24	26.20	0	28.53	11.13	17.40	0
7	Sorenson, Sam	NO	99.56	27	36.15	32.15	8	39.30	14.28	15.52	19	24.11	13.21	10.90	0
8	Kemp, Tony	NO	100.33	12	30.51	26.51	8	40.82	18.89	19.93	4	29.00	17.98	11.02	0
9	Kemp, Tony	O	101.06	63	28.24	19.74	17	51.34	14.77	13.57	46	21.48	10.72	10.76	0
10	Wakamatsu, Josh	NO	107.87	27	36.47	28.47	16	41.08	18.14	17.44	11	30.32	19.43	10.89	0
11	Majers, Steve	O	107.89	33	44.62	35.62	18	42.70	11.24	23.96	15	20.57	7.51	13.06	0
12	Price, Mike	NO	111.38	13	32.17	28.67	7	35.74	16.52	16.22	6	43.47	25.25	18.22	0
13	Peterson, Andy #2	NO	114.74	41	40.06	27.06	26	44.93	16.06	21.37	15	29.75	11.71	18.04	0
14	Waldo, Ralph	NO	119.58	20	38.89	31.89	14	50.93	20.51	27.42	6	29.76	14.95	14.81	0
15	Peterson, Andy #1	NO	121.86	43	33.70	29.70	8	55.02	16.77	20.75	35	33.14	16.97	16.17	0
16	Scott, Alan	NO	122.25	34	39.31	34.81	9	52.22	18.19	21.53	25	30.72	14.04	16.68	0
17	Woodruff, Weston #2	NO	124.27	38	38.91	30.41	17	47.13	17.37	19.26	21	38.23	26.46	11.77	0
18	Kemp, Tony (Rev)	NO	130.39	25	46.67	46.17	1	60.45	23.61	24.84	24	23.27	10.29	12.98	0
19	Huff, Blake (Rev)	NO	135.01	36	45.59	31.59	28	52.60	18.96	29.64	8	36.82	12.16	24.66	0
20	Ursulich, Ryan	NO	136.05	55	39.63	34.63	10	56.11	16.21	17.40	45	40.31	14.70	25.61	0
21	Phillips, RDan	NO	137.37	9	35.80	33.80	4	51.49	22.65	26.34	5	50.08	25.19	24.89	0
22	Barlow, Chad	NO	140.61	27	56.47	50.97	11	54.57	21.45	25.12	16	29.57	16.20	13.37	0
23	Draper, Randall	NO	145.51	41	48.40	36.90	23	62.46	28.18	25.28	18	34.65	16.62	18.03	0
24	Redford, "Red"	NO	146.35	17	38.89	36.89	4	51.22	23.60	21.12	13	56.24	22.49	33.75	0
25	Rees, Jerry (Rev)	NO	158.90	56	34.13	31.13	6	83.82	27.19	31.63	50	40.95	20.31	20.64	0
26	Drury, Mike (4)	NO	163.65	68	54.33	36.83	35	50.53	14.05	19.98	33	58.79	31.77	27.02	0
27	Prestwich, Kirt	NO	164.22	45	58.49	47.99	21	61.25	25.13	24.12	24	44.48	21.59	22.89	0
28	Clark, David (Rev)	NO	166.46	74	44.03	35.53	17	73.71	21.26	23.95	57	48.72	30.41	18.31	0
29	Allen, Glen	NO	167.77	27	53.90	52.90	2	69.87	30.04	27.33	25	44.00	26.78	17.22	0
30	Schroeder, Matt	NO	168.34	11	68.84	68.84	0	64.19	26.90	31.79	11	35.31	15.14	20.17	0
31	Scott, Michael Sr.	NO	171.24	39	45.23	37.23	16	59.17	27.89	19.78	23	66.84	30.10	36.74	0
32	Murray, Mark	NO	188.02	34	56.41	49.41	14	62.11	31.97	20.14	20	69.50	39.12	30.38	0
33	Drury, Mike (9)	NO	190.49	91	50.44	35.94	29	80.81	38.18	16.63	52	59.24	34.55	19.69	10
34	Woodruff, Weston #1	NO	209.45	93	56.05	45.05	22	64.94	20.17	24.27	41	88.46	37.94	35.52	30
35	Jackson, Kendahl	NO	214.95	55	50.81	42.81	16	94.36	23.96	50.90	39	69.78	44.97	24.81	0

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

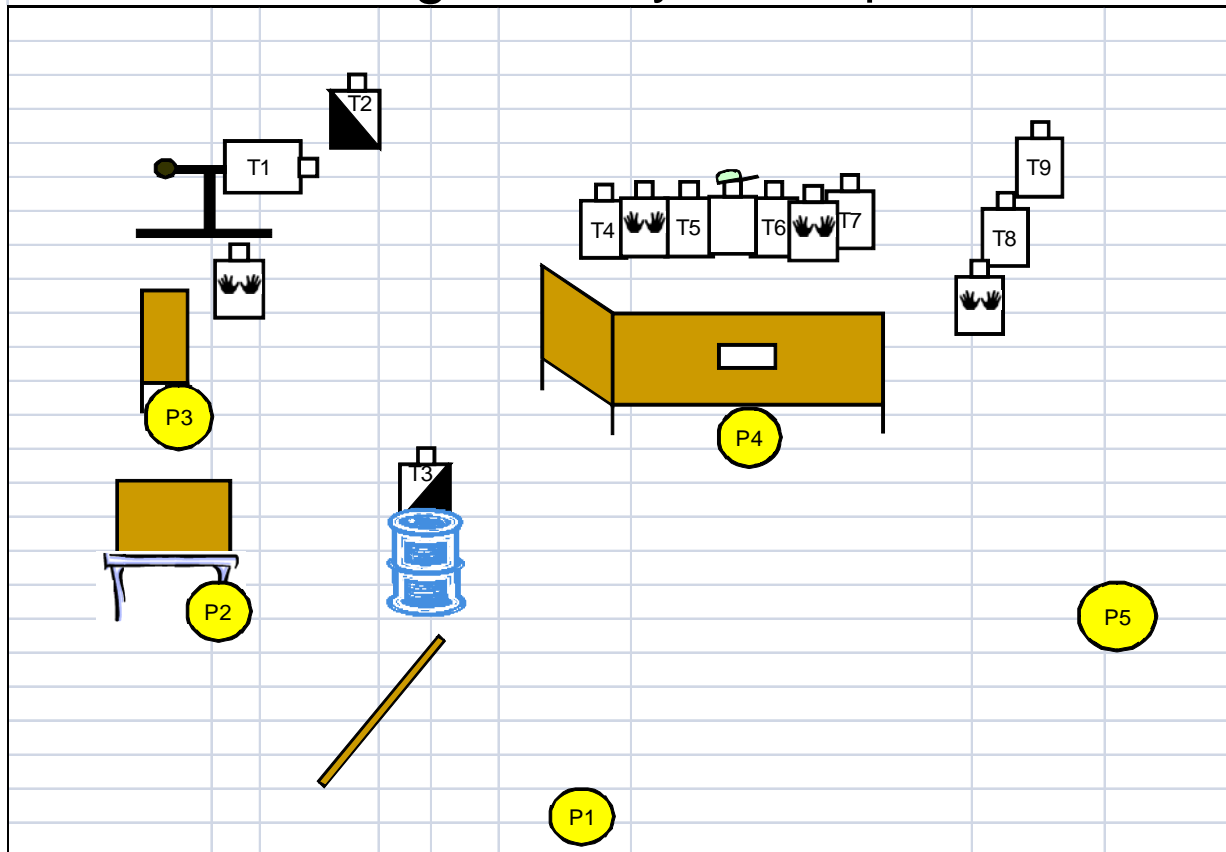
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters "Fun" Shoot

Stage 1 - Payson Perps



Round count = 18 Minimum

Vickers count (Can make up shots)

You arrive at home open the door and your daughter-in law is waiting for you, behind the door, holding a knife. Run to your gun on the table and defend yourself. You run thru the house eliminating evil doers. You get to where you can see your arms bunker. From the window you can see a pack of ravenous New Orleans Saints trying to get to your guns (holding an innocent Vikings fan). Shoot them and the two guys in the blue Ford Escort in the driveway.

String 1 - Shooter starts at P1 with his weapon AND magazine (12 Round Max) on the table.

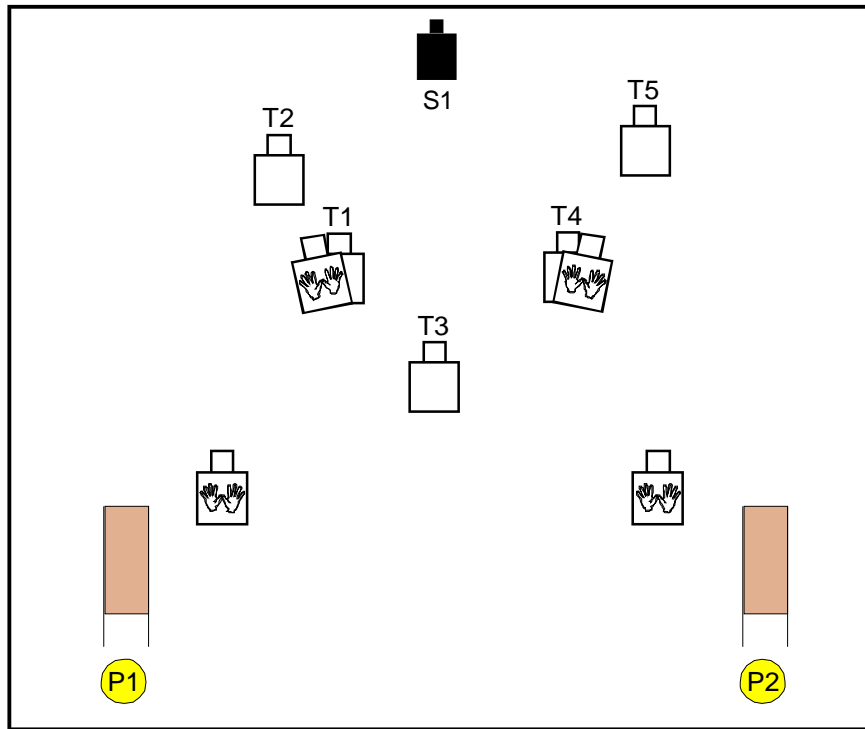
- At the sound of the buzzer, the shooter will move from **P1** to **P2**. While passing the tape, an innocent bystander will trip **T1**.
- At **P2**, the shooter will pick up his weapon, load it and, from behind cover, engage **T1**.
- **While moving from P2 to P4**, engage **T2** and **T3**. (You must move outside the barrel.)
Note: The shooter can move to **P3** to pick up shots on **P1** & **P2** if necessary, or move directly to **P4**.
- **From P4**, engage **T4 - T7** !!!! Do not shoot the guy with the ball cap!!!! The hat will move.
- **While moving to P5**, engage **T8** and **T9** (Do Not Shoot The Wall).

Notes:

1. Failure to neutralize penalties will be given on first two targets.
2. All targets get two rounds to the body.

Range Masters “Fun” Shoot

Stage 2 - “Address Your Visitors”



Round Count:

String 1 = **11** Minimum
 String 2 = **11** Minimum
 Stage Total = **22** Minimum

Vickers Count

(Can make up shots.)

String 1 -

Shooter starts fully loaded at **P1**. All shots on **String 1** are **BODY shots**.

- At the sound of the buzzer, draw and engage targets **T1** and **T2** with **2 rounds from cover**. Then, **while moving** to **P2**, engage **T3** with **2 rounds** and **S1** with **1 round**.
- From the cover at **P2**, engage targets **T4** and **T5** with **2 rounds**.
- Reload as necessary.

String 2 -

Shooter starts fully loaded at **P2**. All shots on **String 2** are **HEAD shots Only**.

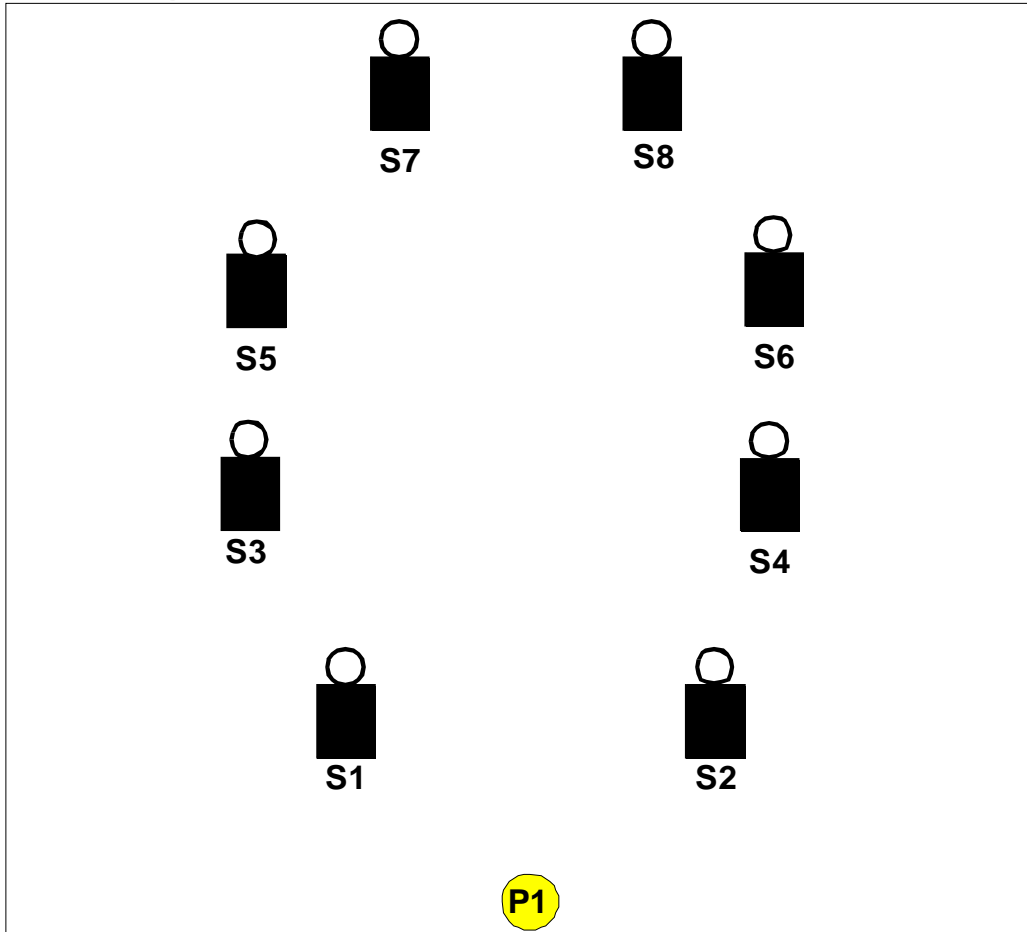
- At the sound of the buzzer, draw and engage **T4** and **T5** with **2 rounds from cover**. Then, **while moving** to **P1**, engage **T3** with **2 rounds** and **S1** with **1 round**.
- From the cover at **P2**, engage targets **T1** and **T2** with **2 rounds**.
- Reload as necessary.

Notes:

1. If **S1** is not hit during the string, a Miss-On-Steel penalty will be assessed.

Range Masters “Fun” Shoot

Stage 3 - “Both Sides of Things”



Round Count:
String 1 = 8 rds Min.
String 2 = 8 rds Min.

Vickers Count
(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **all 8 plates** in the following order:
Left Side Plates Front to Back, then **Right Side Plates Front to Back**.
- Reload as necessary.

String 2 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **all 8 plates** in the following order:
Right Side Plates Back to Front, then **Left Side Plates Back to Front**.
- Reload as necessary.

Notes -

1. Plates must be knocked down in order before next plate is engaged.
2. A solid hit on any of the plates will count as a hit.
3. All plates left standing will be counted as a 5-second Miss-On-Steel penalty.