

Rangemasters "Fun" Shoot Scores - July 15, 2014

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	String 2	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	String 3	PD
1	Rodriquez, Mike	NO	69.81	8	22.08	11.02	9.56	3	26.95	13.69	10.76	5	20.78	9.06	7.23	4.49	0
2	Phillips, RDan (.22)	NO	82.87	10	26.15	12.16	10.99	6	27.64	15.61	10.03	4	29.08	8.96	6.56	13.56	0
3	Stepp, Jared	NO	91.06	34	33.32	9.95	18.87	9	34.64	12.20	9.94	25	23.10	8.60	5.79	8.71	0
4	Scott, Alan (Rev)	O	91.83	9	34.38	13.90	16.98	7	28.30	16.75	10.55	2	29.15	9.22	13.67	6.26	0
5	Waldon, Ralph	NO	94.44	17	28.40	10.30	13.10	10	30.38	12.20	14.68	7	35.66	12.05	15.53	8.08	0
6	Huff, Blake	NO	105.90	27	34.48	11.70	22.28	1	47.58	22.67	11.91	26	23.84	5.87	8.33	9.64	0
7	Martin, Jeanette	NO	109.79	19	36.85	19.65	13.70	7	35.83	15.62	14.21	12	37.11	8.26	12.35	16.50	0
8	Sheen, Chris	NO	114.02	32	38.34	10.96	15.38	24	38.35	13.41	20.94	8	37.33	14.23	7.85	15.25	0
9	Scott, Mike	NO	119.26	24	41.72	15.97	21.25	9	44.16	15.16	21.50	15	33.38	6.62	10.43	16.33	0
10	Reese, Howard	O	126.71	25	43.99	21.08	19.41	7	45.36	17.08	19.28	18	37.36	9.65	13.43	14.28	0
11	Daryl	O	126.90	35	45.43	15.27	20.16	20	40.17	16.41	16.26	15	41.30	9.02	15.21	17.07	0
12	Wright, John D.	NO	130.15	13	48.23	14.22	33.51	1	44.26	21.11	17.15	12	37.66	14.47	13.44	9.75	0
13	Tholl, Bruce	NO	130.61	70	41.89	14.44	13.45	28	38.85	12.03	15.82	22	49.87	11.59	23.48	4.80	20
14	Septon, Allen (#2)	NO	144.25	40	52.80	19.71	30.09	6	47.73	18.89	11.84	34	43.72	13.85	14.38	15.49	0
15	Martin, Ken	NO	144.86	24	48.33	24.47	19.86	8	43.41	18.40	17.01	16	53.12	11.92	9.40	31.80	0
16	Septon, Allen (#1)	NO	149.52	51	46.83	16.44	22.89	15	52.98	18.32	16.66	36	49.71	19.35	7.96	22.40	0
17	Baum, Spencer	NO	166.67	64	48.89	21.50	18.89	17	63.68	22.33	22.85	37	54.10	33.79	6.86	8.45	10
18	Jolly, Jenn (Rev)	NO	204.28	26	65.54	29.93	30.11	11	45.34	19.54	18.30	15	93.40	26.26	32.73	34.41	0
19	Sandgren, Max	NO	296.17	43	69.19	36.88	25.31	14	82.52	40.57	27.45	29	144.46	80.69	53.51	10.26	0
20	Oden, Gabriel	NO	339.54	90	71.31	33.52	23.79	28	89.57	34.91	23.66	62	178.66	24.04	119.64	34.98	0
21	Ursulich, Ryan	NO	DNF	DNF	DNF	0.00		0	DNF	0.00		0	21.72	6.61	7.14	7.97	0

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

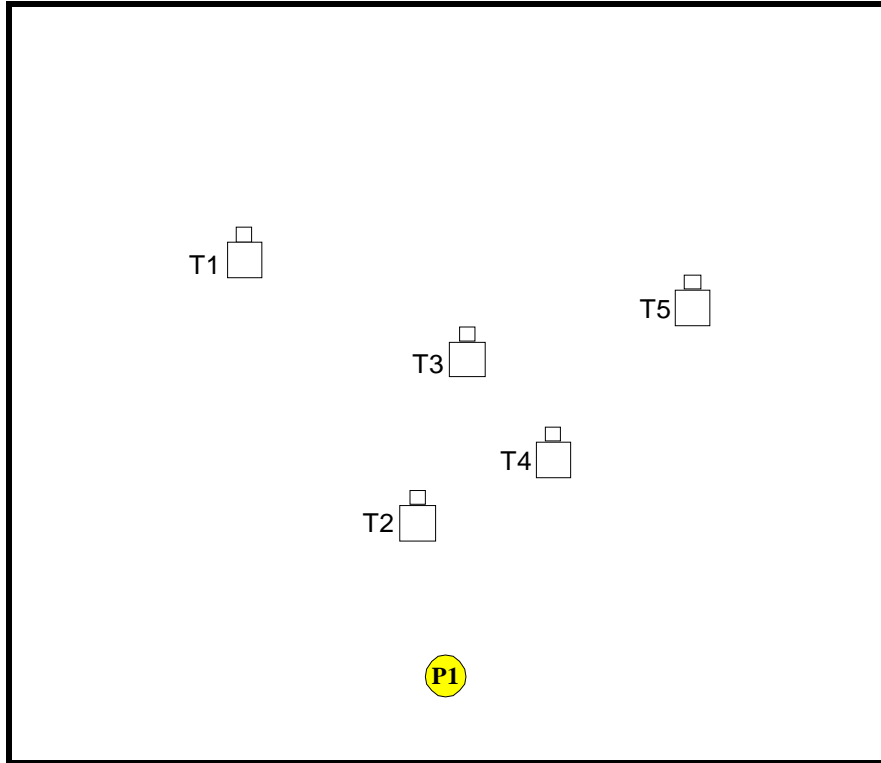
XX Indicates that the Points Down value includes some kind of penalty

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Count ‘Em Up”



Round Count:

String 1 = **15 minimum**

String 2 = **10 minimum**

(**25** rounds minimum for the stage)

Vickers Count

(Can make up shots.)

String 1 -

Shooter starts at **P1** -

- At the buzzer, draw and engage targets as follows:
 - * **T1 with 1 shot (body or head)**
 - * Then **T2 with 2 shots (body or head)**,
 - * Then **T3 with 3 shots (body or head)**
 - * Then **T4 with 4 shots (body or head)**,
 - * Then **T5 with 5 shots (body or head)**.
- Reload as necessary.

String 2 -

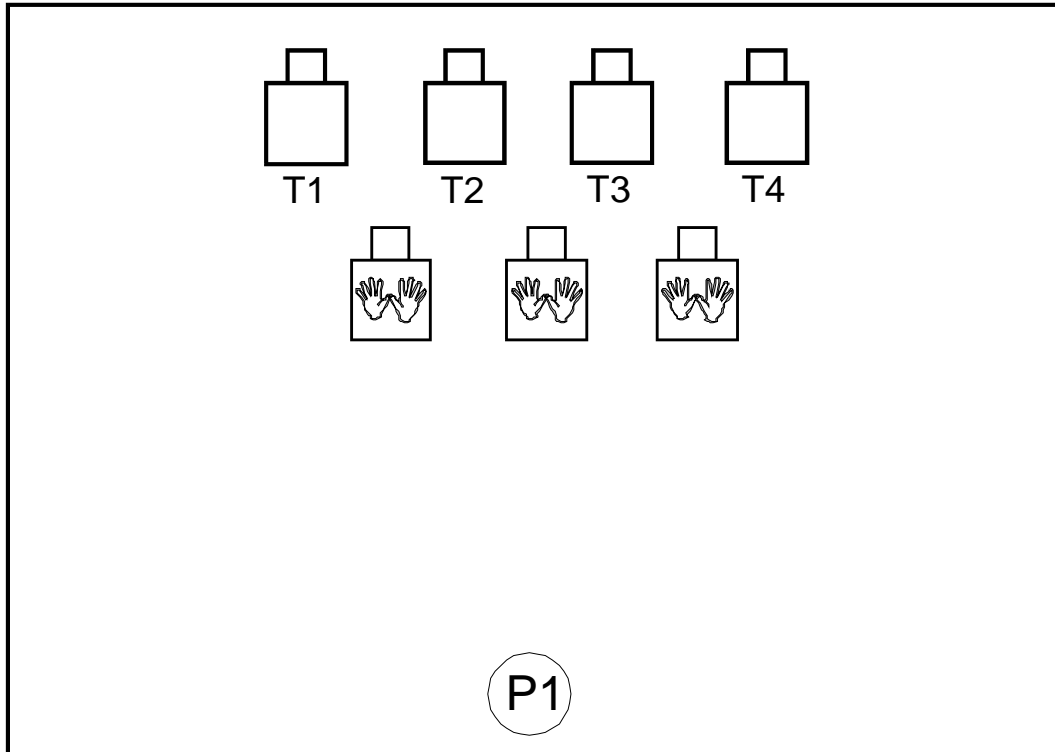
Shooter starts at **P1** with **gun** in the **Weak Hand - Safety Off - Finger out of the Trigger** - at the **Low Ready** position -

- At the buzzer, engage all targets (**T1-T5**) with **2 shots (body or head) - Weak Hand Only**
- Reload as necessary.

COF designed by Steve Redford

Rangemasters “Fun” Shoot

Stage 2 - “Tactical Sequence”



Round Count:

String 1 = **12 rounds**
String 2 = **8 rounds**
(**20 rounds** for the stage)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

- At the buzzer, draw and engage **T1 - T4** with **3 rounds to the TORSO ONLY** in **Tactical Sequence** (all targets get 1 shot before getting any additional shots).

String 2 -

Shooter starts fully loaded at **P1**.

- At the buzzer, draw and engage **T1 - T4** with **2 rounds to the HEAD ONLY** in **Tactical Sequence**.

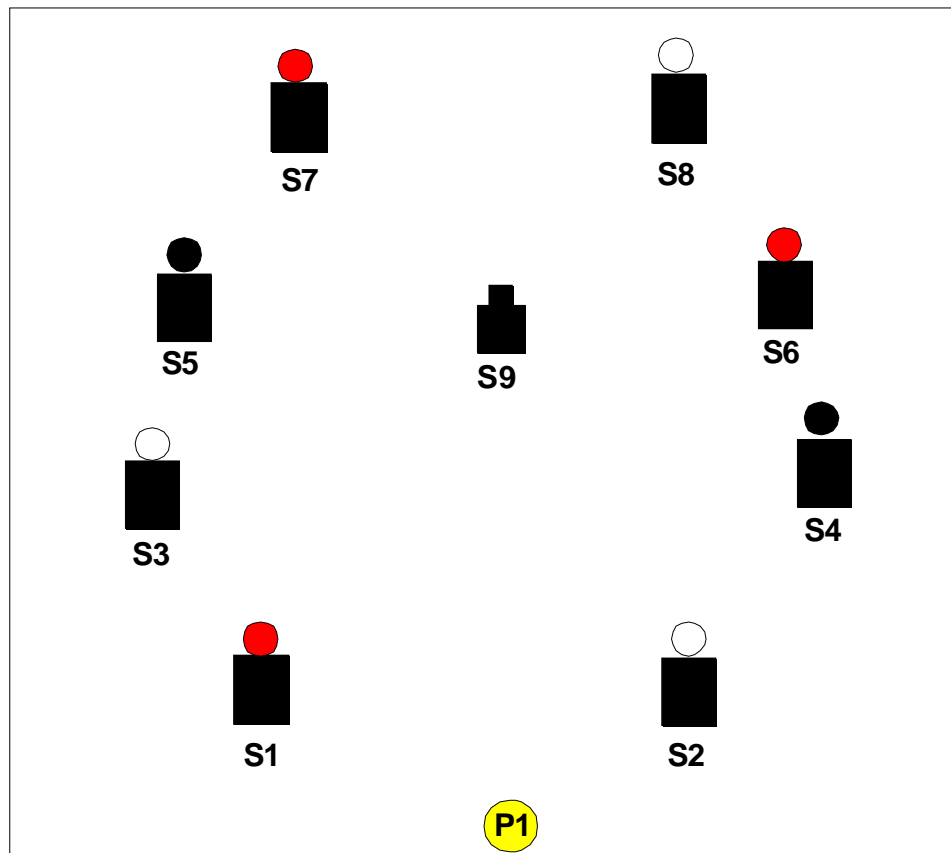
Notes:

1. Do not shoot the walls.

COF Designed by Dave DeLeeuw

Rangemasters “Fun” Shoot

Stage 3 - “Pick a Color 3”



Round Count:

String 1 = **3 Minimum**

String 2 = **3 Minimum**

String 3 = **3 Minimum**

Stage Round Count = **9 Minimum**

Vickers Count

(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, **shooter picks a card**, draws and only engages the **plates that are that color**.

String 2 -

Same as String 1.

String 3 -

Same as String 1.