

# Range Masters "Fun" Shoot

Results for January 4, 2006

Place	Name (Note)	Total		Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
		Shoot Total	Points Down										
1	Motenson, Bryan	66.94	0	25.55	25.55	0	25.56	25.56	0	15.83	8.17	7.66	0
2	Collins, Ken	79.80	1	34.60	34.60	0	24.22	23.72	1	20.98	8.91	12.07	0
3	Young, Ren	79.82	18	29.09	25.59	7	28.10	22.60	11	22.63	11.36	11.27	0
4	Huff, Blake	83.64	10	29.38	28.38	2	34.35	30.35	8	19.91	9.90	10.01	0
5	Rodriquez, Mike	84.51	6	36.06	34.56	3	29.50	28.00	3	18.95	9.13	9.82	0
6	Nelson, Jeremy	91.19	12	36.01	30.01	12	30.54	30.54	0	24.64	13.75	10.89	0
7	Pierce, Justin	112.47	10	35.74	33.74	4	53.62	50.62	6	23.11	11.54	11.57	0
8	Simons, Jordan	113.02	9	57.13	55.63	3	34.86	31.86	6	21.03	11.60	9.43	0
9	Redford, "Red" (Rev)	120.63	9	53.16	52.66	1	42.14	38.14	8	25.33	11.61	13.72	0
10	Scott, Alan	124.37	20	50.44	44.94	11	53.38	48.88	9	20.55	10.29	10.26	0
11	Phillips, RDan	126.24	14	53.61	48.61	10	50.13	48.13	4	22.50	13.53	8.97	0
12	Scott, Michael	126.38	34	32.64	31.14	3	68.65	53.15	31	25.09	12.37	12.72	0
13	Thorne, Ken	127.57	48	48.44	45.44	6	55.32	34.32	42	23.81	10.98	12.83	0
14	Rees, Jerry	132.89	16	48.71	47.21	3	59.70	53.20	13	24.48	12.69	11.79	0
15	Loveless, Doug (Rev)	135.60	24	50.14	44.64	11	56.15	49.65	13	29.31	15.20	14.11	0
16	Simons, Brad	143.15	19	66.92	63.92	6	53.65	47.15	13	22.58	12.69	9.89	0
17	Limb, Brandon	149.91	20	63.73	54.23	19	44.01	43.51	1	42.17	19.64	22.53	0
18	Redford, Kent	150.87	28	67.88	57.88	20	56.13	55.13	2	26.86	13.83	10.03	6
19	Majers, Steve	152.30	14	36.25	35.25	2	80.13	74.13	12	35.92	23.84	12.08	0
20	Fraughton, Justin	171.57	24	47.42	39.92	15	85.99	81.49	9	38.16	26.11	12.05	0
21	Billings, Scott (Rev)	175.26	15	76.72	74.72	4	38.78	33.28	11	59.76	34.79	24.97	0
22	Redford, Noel	180.08	21	77.61	71.11	13	78.00	74.00	8	24.47	11.70	12.77	0
23	Collins, John	193.61	52	89.80	71.30	37	70.43	62.93	15	33.38	16.33	17.05	0
24	Price, Mike	217.59	29	109.38	96.38	26	63.28	61.78	3	44.93	30.61	14.32	0
25	Redford, Shawn	226.80	22	116.82	112.82	8	82.70	75.70	14	27.28	14.47	12.81	0
26	Dalton, Dell	241.07	55	126.48	105.98	41	69.99	62.99	14	44.60	22.81	21.79	0
27	Majers, Steve Jr. (.22)	266.82	29	127.31	116.81	21	90.73	86.73	8	48.78	29.15	19.63	0
28	Redford, Mikaila (.22)	514.45	145	173.06	120.56	105	105.78	95.78	20	235.61	133.45	92.16	20

## Notes:

- each month  
( 6:30 p.m.) at Range Masters.
- You can use **ANY** handgun you want, as long as it can be safely drawn from a **strong-side holster**.
- IDPA format and scoring.

**PD** = **Points Down** = .5 seconds x Points Down

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

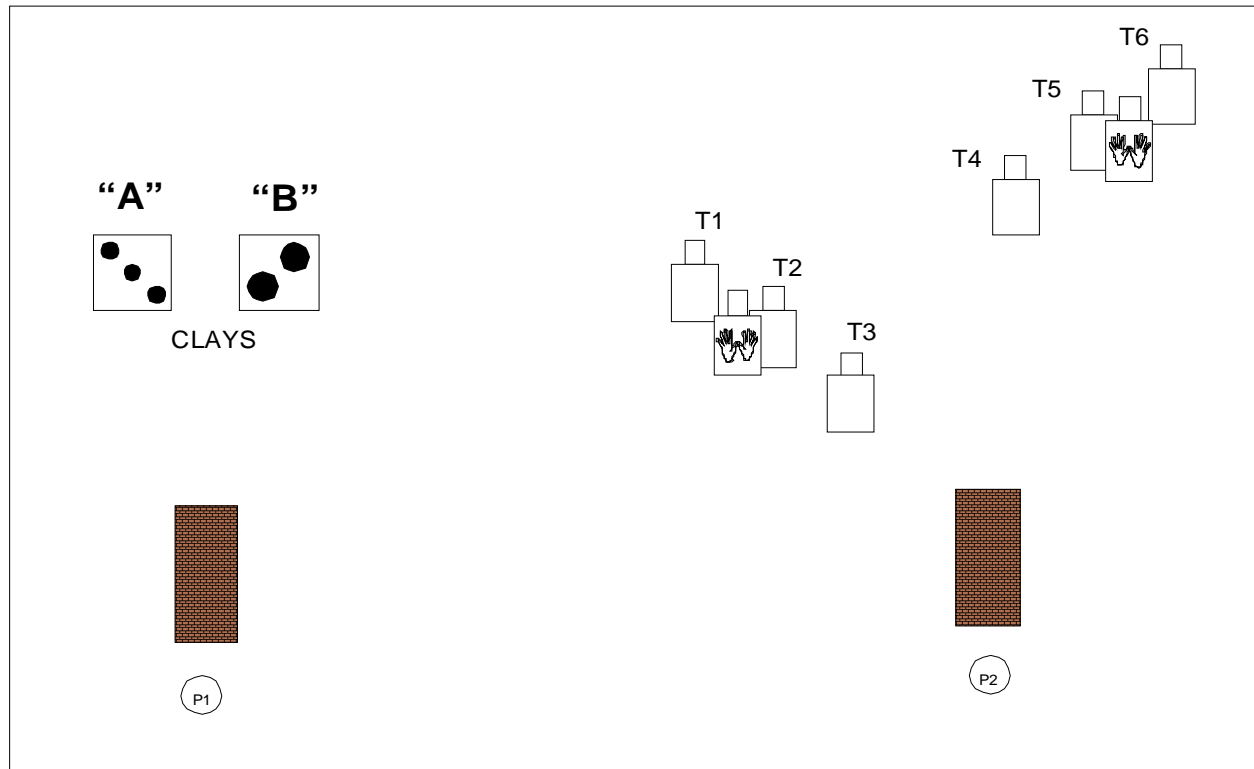
(Rev) = Revolver

**DNF** = Did Not Finish

**NS** = No Score sheet was submitted.

# Range Masters “Fun” Shoot

## Stage 1 - “Pigeon Shoot”



### Round Count:

String 1 =18 Rds. Min.

### Vickers Count

(Can make up shots.)

### Scoring:

Targets are scored after shooter completes all strings.

“A” = FREESTYLE

“B” = STRONG HAND ONLY

### STRING 1:

Shooter starts fully loaded at **P1**.

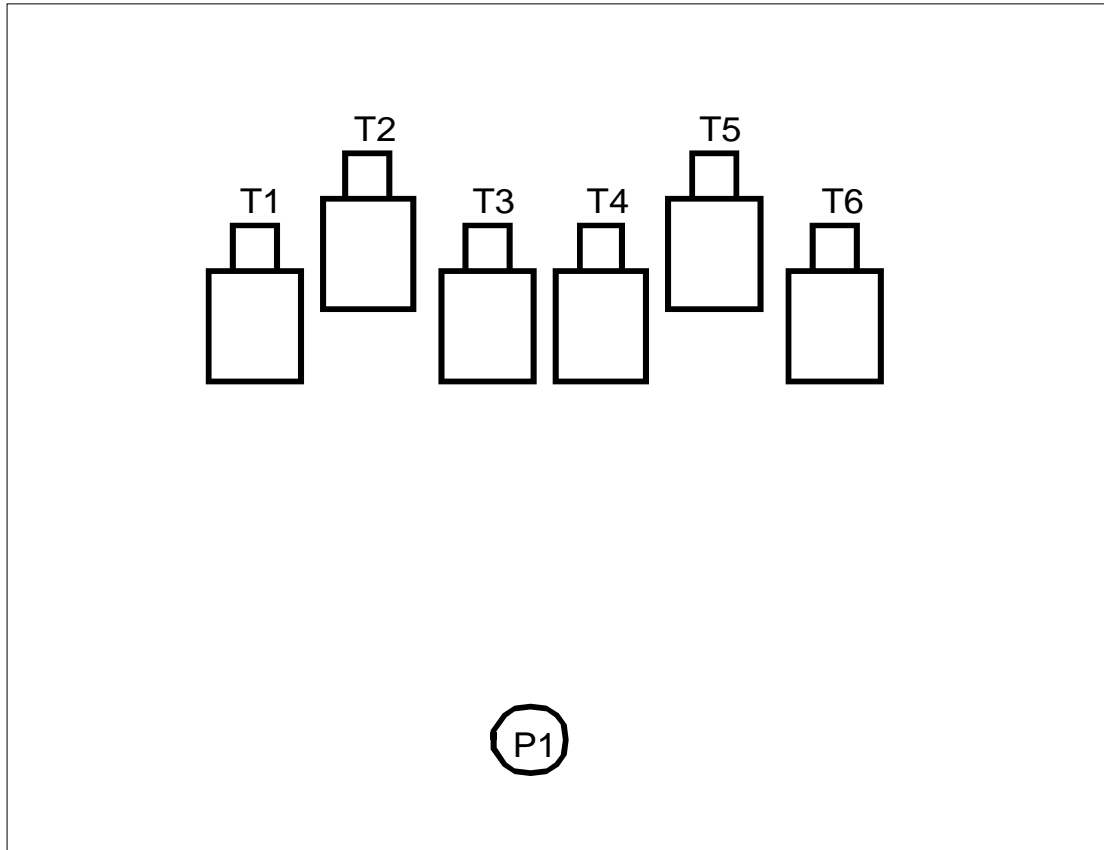
- At the sound of the buzzer, draw and engage “A” or “B” pigeons from **either or both sides of the barricade** until **selected clays are broken** (see **Notes:**).
- Move to **P2** and engage **T1 thru T3** with **2 rounds to the body** and **1 round to the head** from the **left side of the barricade**.
- Move to the **right side of the barricade** and engage **T4 thru T6** with **2 rounds** each (body or head).

### Notes:

1. Shooter must choose either “A” or “B” pigeons **Before Buzzer Sounds**.
2. If “A” pigeons are selected, shooter can shoot them **Freestyle** (both hands).
3. If “B” pigeons are selected, shooter must shoot them using **Strong Hand Only**.
4. Any selected clay pigeon not broken will receive a **5-second penalty**.
5. Shooter will not engage **P2** targets until behind cover.

# Range Masters “Fun” Shoot

## Stage 2 - “Weak Hand Only”



**Round Count:**  
**String 1 = 18 Rds. Min.**

**Vickers Count**  
**(Can make up shots.)**

### **String 1 -**

Shooter starts at **P1** facing downrange - the gun loaded with **no more than 11 rounds max** - holding the gun at the **low ready** in the **weak hand** - safety may be off.

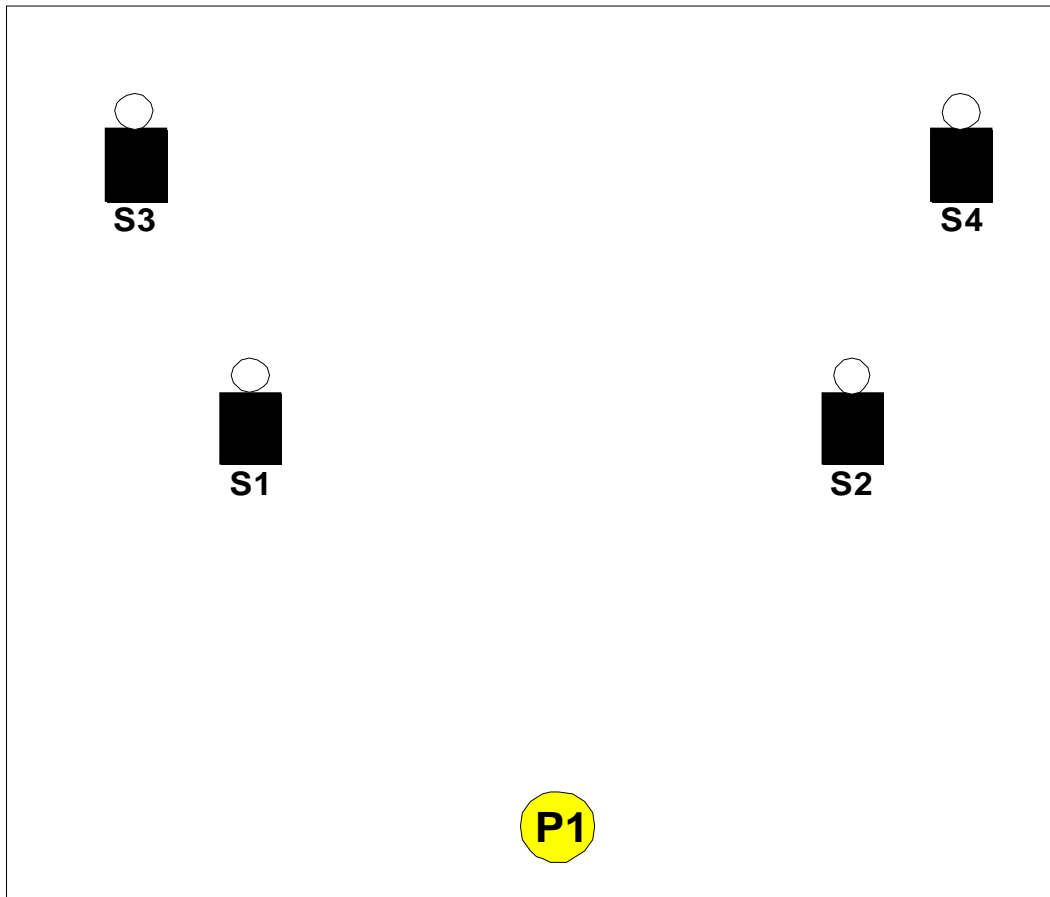
- At the sound of the buzzer, engage **T1** thru **T6** with **1 round to the body only**.
- Re-engage **T1** thru **T6** with **1 round to the body only**.
- Re-engage **T1** thru **T6** with **1 round to the head only**.
- Reload as necessary.

### **Notes:**

1. **ALL shots** will be from the **Weak Hand Only**.
2. Shooter must be **very careful** when exchanging hands **during reloading**.

# Range Masters “Fun” Shoot

## Stage 3 - “Retain That Mag”



### Round Count:

String 1 = **4 Minimum**  
String 2 = **4 Minimum**  
(**8 rounds** for the stage)

### Vickers Count

(**Can** make up shots)

### String 1 -

Shooter starts at **P1** fully loaded with their back to the target.

- At the sound of the buzzer, turn, draw and knock down **either S1 or S2** then perform a **Reload with Retention** and knock down the rest of the plates.

**String 2** - Same as String 1.

### Notes:

1. The shooter may perform either a **“Reload with Retention”** or a **“Tactical Reload”** to retain their magazine.
2. A solid hit on any of the plates will count as a knock down.