

Range Masters "Fun" Shoot Results - March 19, 2013

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	String 2	String 3	PD	Stage 3	String 1	String 2	PD
1	Olson, Landon	NO	42.11	9	12.71	11.71	2	16.03	4.20	3.98	5.35	5	13.37	6.24	6.13	2
2	Gull, Joe	NO	56.77	10	19.21	18.21	2	21.28	5.40	7.21	6.17	5	16.28	8.01	6.77	3
3	Sayer, Kirby	NO	61.42	33	24.89	16.89	16	20.17	4.06	3.88	5.73	13	16.36	7.02	7.34	4
4	DeLeeuw, Dave	O	66.53	20	17.23	15.23	4	27.99	5.82	5.04	9.63	15	21.31	9.61	11.20	1
5	Redford, "Red" (Rev .22)	NO	80.44	8	33.65	32.65	2	22.16	5.43	5.40	8.83	5	24.63	13.30	10.83	1
6	Rodriquez, Mike	O	84.30	10	25.59	23.09	5	21.46	6.02	6.52	7.92	2	37.25	15.95	19.80	3
7	Scott, Michael Sr.	NO	91.45	34	25.24	21.74	7	31.69	4.54	4.48	9.67	26	34.52	9.01	25.01	1
8	Spensko, Shane	NO	107.67	44	33.04	27.54	11	48.45	6.37	5.91	21.17	30	26.18	12.21	12.47	3
9	Mallon, Jim (2)	NO	113.26	18	34.32	32.32	4	36.37	8.27	8.62	13.98	11	42.57	11.98	29.09	3
10	Adams, Bryan	NO	119.12	34	50.74	45.74	10	35.00	7.38	7.36	9.76	21	33.38	17.11	14.77	3
11	Clark, David (Rev)	NO	131.70	35	54.34	44.34	20	39.34	7.27	7.74	17.83	13	38.02	18.28	18.74	2
12	Mallon, Jim (1)	NO	139.87	43	39.29	35.79	7	47.18	10.15	7.44	14.59	30	53.40	14.26	36.14	6
13	Peterson, Nicholas	NO	144.49	63	59.93	54.93	10	54.37	7.18	7.64	16.55	46	30.19	13.72	12.97	7
14	Sandgren, Shelby (.22)	NO	159.88	29	66.25	56.25	20	37.12	9.98	9.95	13.69	7	56.51	19.30	36.21	2
15	Scott, Michael Jr.	O	185.71	54	44.92	38.92	12	51.97	10.42	11.58	11.97	36	88.82	44.13	41.69	6
16	Septon, Allen	NO	249.88	28	87.77	77.27	21	49.01	15.11	16.51	15.89	3	113.10	62.73	48.37	4
17	Peterson, Matt	NO	385.32	128	133.12	107.62	51	77.52	16.19	13.87	15.46	64	174.68	77.94	90.24	13

Notes:

PD = Points Down = .5 seconds x Points Down

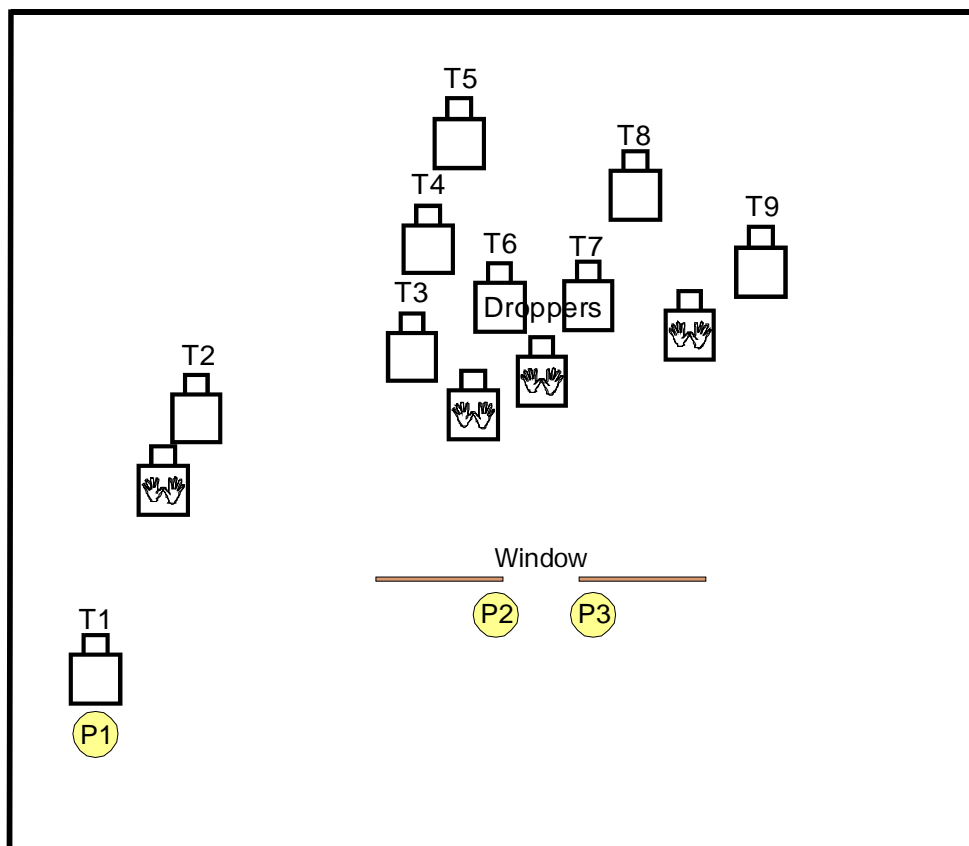
Div. = Division: **O** = Optic; **NO** = Non-Optic

(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.)

Range Masters “Fun” Shoot

Stage 1 - “Drop the Droppers”



Round Count:
String 1 = **18 Minimum**
(**18 rounds for the stage**)

Vickers Count
(Can make up shots)

String 1:

Shooter starts at **P1** with **no more than 11 rounds in their gun**.

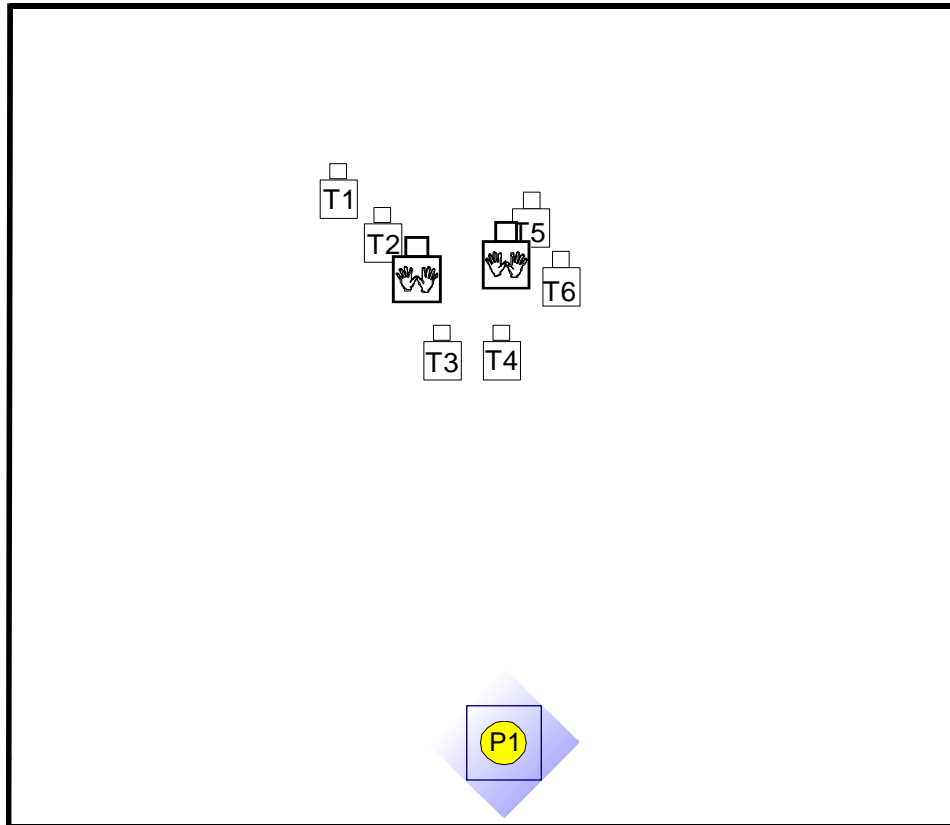
- At the sound of the buzzer, **draw** and **engage T1 with 2 rounds From Retention** and then **T2 with 2 rounds while moving** to cover at **P2 or P3** (see Note 2 and 3).
- **From P2 or P3**, with the proper use of cover, engage **T3 thru T9 with 2 rounds each through the open window** (see Note 4).
- Reload as necessary.

Notes:

1. **Shooter must properly use cover while engaging targets.**
2. If desired, a shooter may carefully duck under the window to reach **P3** to engage targets from the right side of the window.
3. If a shooter advances to **P3** without ducking under the window, they will receive an improper use of cover penalty.
4. Targets **T6** and **T7** are **Dropper** targets and must be shot until they drop.

Range Masters “Fun” Shoot

Stage 2 - “They’re close!”



Round Count:

String 1 = 6
String 2 = 6
String 3 = 6

Limited Vickers Count (Can not make up shots)

String 1 -

Shooter starts **fully loaded** at **P1** for all strings.

- At the buzzer, engage **T1-T3** with **2 shots** to the **TORSO**.

String 2 -

- At the buzzer, engage **T4-T6** with **2 shots** to the **TORSO**.

String 3 -

- At the buzzer, engage **T1-T6** with **1 shot** to the **HEAD**.

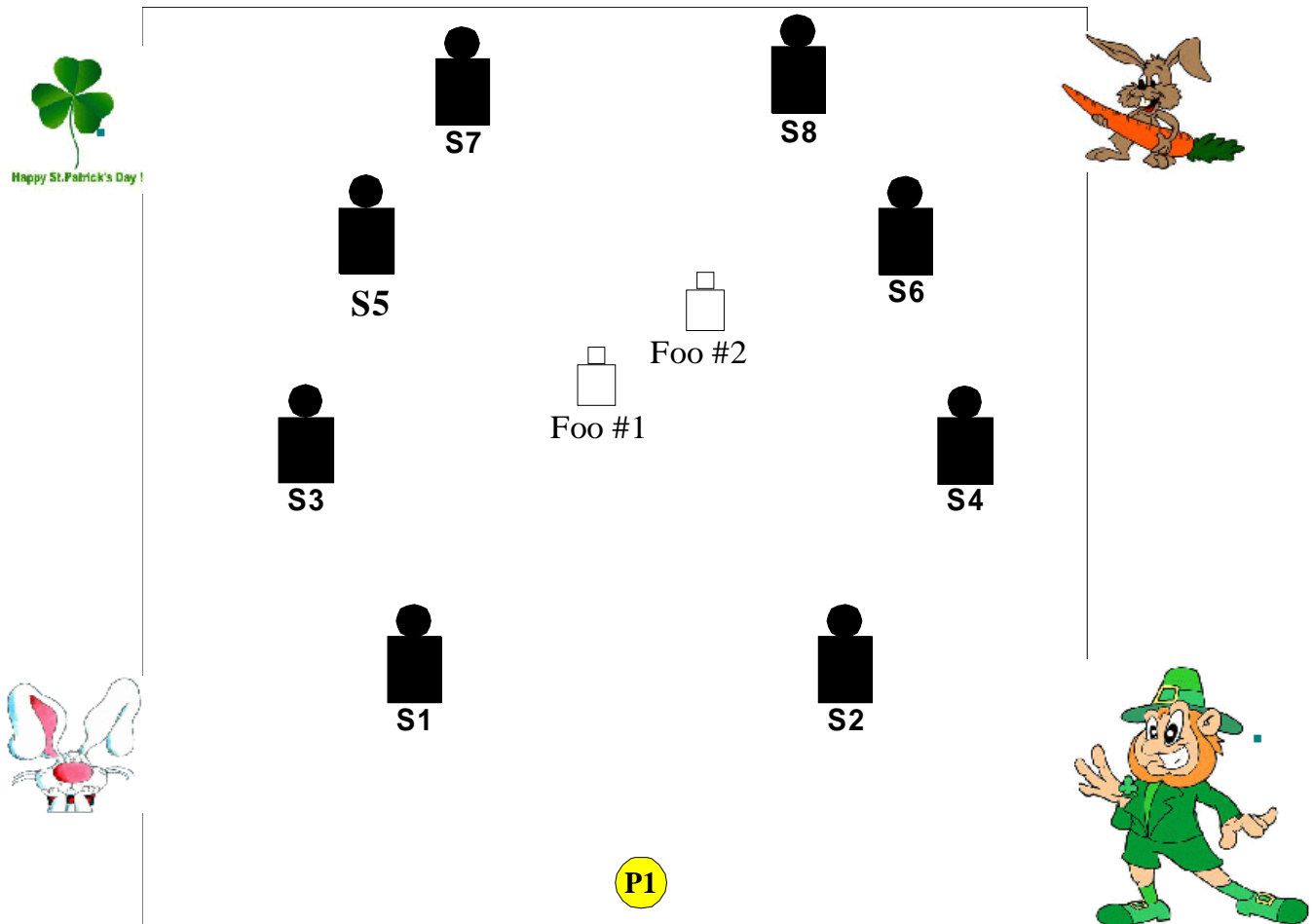
Notes:

1. Top off as necessary.
2. Stay in the box.

COF designed by Mike Price

Range Masters “Fun” Shoot

Stage 3 - “Lil’ Bunny Foo Foes”



Round Count:

String 1 = 6 RDS. Min.

String 2 = 6 RDS. Min.

Vickers Count
(Can make up shots)

String 1 -

Shooter starts at **P1** with fully loaded weapon.

- At the sound of the buzzer, draw and engage **S3, S6, S4 and S5 (in that order)** until plates are knocked down.
- Then engage **Lil’ Bunny Foo Foo #1** with **2 rounds anywhere** on target.
- At the direction of the SO, holster your weapon - **As is!**
- Reload as necessary.

String 2 -

Shooter starts at **P1** with **whatever rounds were left in the gun from String 1.**

- At the sound of the buzzer, draw and engage **S2, S7, S1 and S8 (in that order)** until plates are knocked down.
- Then engage **Lil’ Bunny Foo Foo #2** with **2 rounds anywhere** on target.
- Reload as necessary.