

# Range Masters "Fun" Shoot

Results for February 2, 2011

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Reese, Howard	O	86.23	10	38.39	38.39		26.84	21.84	10	21.00	12.14	8.86	
2	McGregor, Scott	NO	91.21	3	34.91	33.41	3	19.92	19.92		36.38	16.92	19.46	
3	Majers, Steve	O	102.09	11	35.73	33.73	4	30.70	27.20	7	35.66	21.34	14.32	
4	Moffat, Joel	NO	103.09	15	38.30	31.80	13	23.25	22.25	2	41.54	18.63	22.91	
5	Majers, Steve Jr.	O	104.24	19	36.94	30.44	13	33.27	30.27	6	34.03	18.97	15.06	
6	Hubbard, Corey	NO	106.42	22	40.89	35.89	10	35.55	32.55	6	29.98	13.53	13.45	6
7	DeLeeuw, Dave	O	107.79	15	37.25	32.75	9	27.92	24.92	6	42.62	19.32	23.30	
8	Sorenson, Sam	NO	114.21	29	46.15	36.65	19	32.65	27.65	10	35.41	16.97	18.44	
9	Redford, "Red"	NO	116.81	24	48.51	42.01	13	33.83	28.33	11	34.47	15.01	19.46	
10	Wood, Glade	NO	119.31	6	41.96	38.96	6	33.21	33.21		44.14	30.95	13.19	
11	Price, Mike	NO	120.21	16	41.60	38.60	6	30.14	25.14	10	48.47	31.71	16.76	
12	Woodruff, Weston	NO	123.68	39	50.47	41.47	18	38.02	27.52	21	35.19	13.57	21.62	
13	Smith, Micah	NO	128.64	59	46.83	32.83	28	39.15	23.65	31	42.66	30.38	12.28	
14	Saye, kelby	NO	130.78	14	57.39	51.39	12	30.88	29.88	2	42.51	27.14	15.37	
15	Phillips, R Dan	NO	144.42	45	46.75	39.75	14	40.21	24.71	31	57.46	24.95	32.51	
16	Wright, Trevor	NO	144.74	25	64.75	60.25	9	37.50	29.50	16	42.49	25.77	16.72	
17	Rees, Jerry	NO	145.25	19	42.90	40.90	4	51.40	43.90	15	50.95	25.81	25.14	
18	Mallon, Jim	NO	151.42	23	53.16	49.16	8	45.32	37.82	15	52.94	31.67	21.27	
19	Simons, Jordan	NO	154.54	22	49.19	46.19	6	42.18	37.18	10	63.17	26.93	33.24	6
20	Mickle, Devon	NO	178.42	72	65.29	44.29	42	42.14	27.14	30	70.99	37.86	33.13	
21	Banks, John	NO	186.81	34	75.93	62.43	27	53.34	49.84	7	57.54	18.54	39.00	
22	Hackett, JW (2)	NO	187.68	74	63.92	47.92	32	53.38	32.38	42	70.38	35.92	34.46	
23	Littlefield, Stan	NO	191.31	15	74.07	69.07	10	79.36	76.86	5	37.88	17.60	20.28	
24	Van Ausdal, Brian	NO	193.66	57	56.99	42.99	28	38.38	23.88	29	98.29	45.69	52.60	
25	Newell, Sam	NO	196.25	20	65.43	61.43	8	39.66	33.66	12	91.16	48.22	42.94	
26	Dupre, Jason (1)	NO	200.53	79	55.77	37.27	37	54.68	33.68	42	90.08	32.53	57.55	
27	Leatham, Levi	NO	202.03	50	73.28	68.78	9	48.31	27.81	41	80.44	32.90	47.54	
28	Leatham, Jake	NO	205.73	70	65.34	40.84	49	38.76	33.26	11	101.63	49.63	47.00	10
29	Jackson, Daniel (2)	NO	208.47	31	60.78	49.78	22	40.70	36.20	9	106.99	49.50	57.49	
30	Anderson, Kevin	NO	210.54	66	61.31	45.81	31	45.17	27.67	35	104.06	42.91	61.15	
31	Leatham, Scott	NO	211.29	81	68.38	55.38	26	63.85	36.35	55	79.06	27.94	51.12	
32	Reese, Cody (1)	NO	219.82	128	62.56	39.56	46	51.54	20.54	62	105.72	55.51	40.21	20
33	Hackett, JW (1)	NO	220.00	90	68.16	57.16	22	61.65	32.65	58	90.19	36.62	48.57	10
34	Dupre, Jason (2)	NO	221.55	65	64.35	43.85	41	58.15	46.15	24	99.05	45.27	53.78	
35	Van Buskirk	NO	222.01	196	82.78	43.78	78	69.82	35.82	68	69.41	35.71	8.70	50
36	Steadman, Daniel	NO	228.72	79	69.49	52.49	34	62.60	45.10	35	96.63	57.97	33.66	10
37	Anderson, Kevin	NO	229.43	122	62.15	47.65	29	67.69	36.19	63	99.59	63.74	20.85	30
38	Reese, Cody (2)	NO	229.79	124	55.72	42.22	27	74.66	41.16	67	99.41	44.44	39.97	30
39	Garcia, Scott	NO	238.01	186	72.50	54.00	37	90.05	35.55	109	75.46	38.91	16.55	40
40	Curtis, Bryce	NO	243.85	78	71.18	54.18	34	59.69	37.69	44	112.98	83.29	29.69	
41	Stevenson, Matt	NO	251.64	35	75.91	66.91	18	58.22	49.72	17	117.51	88.17	29.34	
42	Jackson, Daniel (1)	NO	261.87	58	72.10	54.10	36	47.38	36.38	22	142.39	115.39	27.00	
43	Baker, Greg	NO	284.04	70	96.71	82.71	28	78.08	57.08	42	109.25	34.66	74.59	
44	Brazelton, Vinnie	NO	297.75	100	97.17	77.17	40	70.03	45.03	50	130.55	74.04	51.51	10
45	Ashdown, Jeffrey	NO	301.74	154	114.35	76.35	76	71.22	47.22	48	116.17	79.71	21.46	30
46	Johansen, James (.22)	NO	DNF	DNF	90.62	70.62	40	61.53	31.03	61	DNF	DNF	DNF	
47	Packer, Tyler	NO	DNF	DNF	58.23	41.23	34	50.52	38.02	25	DNF	69.75	DNF	10
48	Williams, Chase	NO	DNF	DNF	102.53	73.53	58	67.24	42.24	50	DNF	74.29	DNF	

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

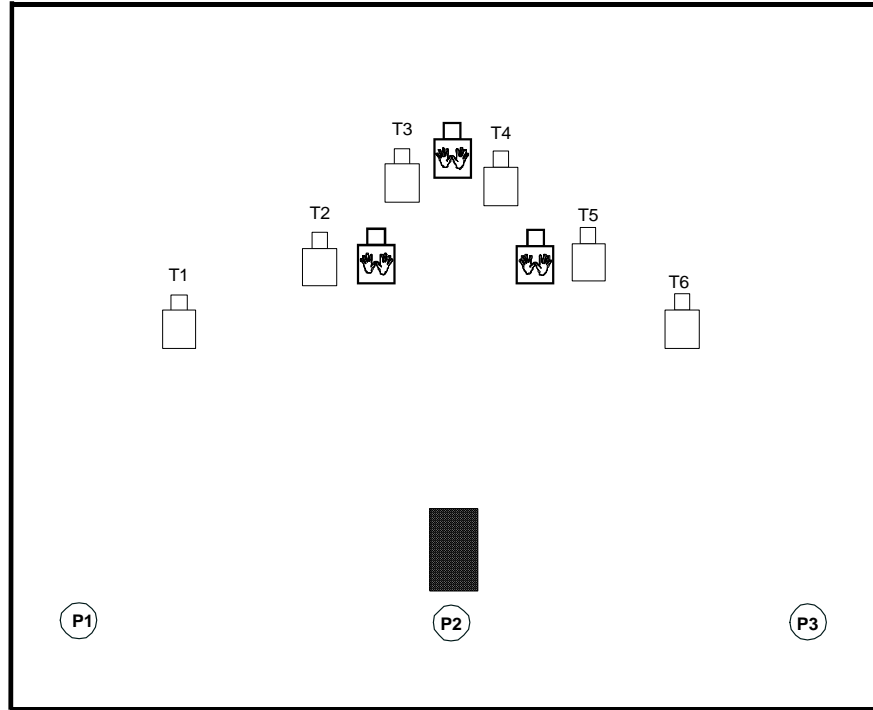
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Two and One”



### Round Count:

String 1 = **18 minimum**  
(18 rounds for the stage)

### Vickers Count

(Can make up shots)

### String 1 -

Shooter starts fully loaded and holstered at **P1**.

**Note:** All targets **MOVING RIGHT** get **2 rounds** to the **TORSO**; all targets **MOVING LEFT** get **1 round** to the **HEAD**.

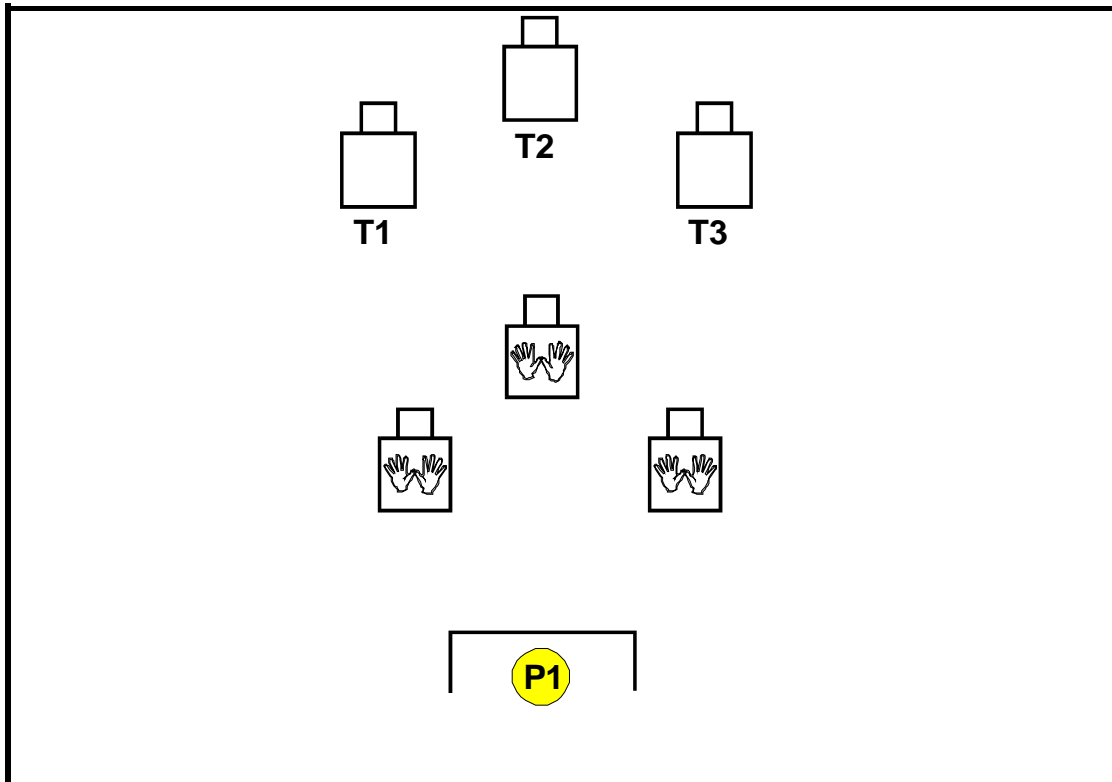
- At the sound of the buzzer, begin moving to **P2**, draw and engage **T1 (2 TORSO)**.
- At **P2**, engage **T2** and **T3** from the **LEFT side** of the barricade and **T4** and **T5** from the **RIGHT side** of the barricade.
- Begin moving to **P3** and engage **T6**.
- At **P3**, perform a reload and begin moving back to **P2**, engaging **T6 (1 HEAD)**.
- At **P2** engage **T4** and **T5** from the **RIGHT side** of the barricade and **T2** and **T3** from the **LEFT side** of the barricade.
- Begin moving to **P1** and engage **T1**.

### Notes:

1. **DO NOT SHOOT THE WALLS!**
2. **T1** and **T6** must be shot **while moving**.
3. Shooter must **properly use cover** where available.

# Range Masters “Fun” Shoot

## Stage 2 - “Make It Count!”



### Round Count:

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

### Vickers Count

(Can make up shots)

### String 1 -

Shooter starts fully loaded at **P1**.

- At the buzzer, draw and engage targets **T1**, **T2** and **T3** with **TORSO**, **HEAD**, **TORSO** pattern to each target as you go across and then in a **HEAD**, **TORSO**, **HEAD** pattern as you come back.
- Reload as necessary.

### Pattern Explanation:

Accross = TA **TORSO**, **HEAD TORSO**, then TB **TORSO**, **HEAD**, **TORSO**, etc.

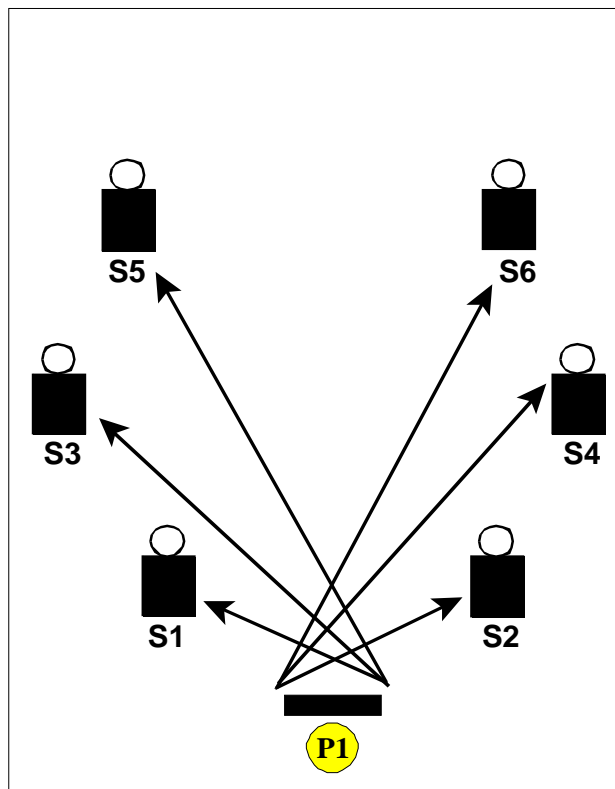
Back = TX **HEAD**, **TORSO**, **HEAD**, TY = **HEAD**, **TORSO**, **HEAD**, etc.

### Notes:

1. Targets may be **engaged in any order**, but **you cannot end the 1st pattern and start the second pattern on the same target.**
2. Shooter must stay in the outlined box for all shots.

# Range Masters “Fun” Shoot

## Stage 3 - “A Little More Off-Hand Practice”



**Round Count:**

**String 1 = 6 Rds. Min.**

**String 2 = 6 Rds. Min.**

**Vickers Count**

(Can make up shots.)

**String 1 - Support hand can be used** from all shooting positions.

Shooter starts at **P1** loaded with **8 Rounds Maximum** in the gun and holstered.

- At the sound of the buzzer:

**RIGHT HANDED Shooters**, draw and knock down **S1, S3 and S5** from the **RIGHT SIDE** of the barricade.

- Transition the gun to the **LEFT HAND** and knock down **S2, S4 and S6** from the opposite side of the barricade.

**LEFT HANDED Shooters**, draw and knock down **S2, S4 and S6** from the **LEFT SIDE** of the barricade.

- Transition the gun to the **RIGHT HAND** and knock down **S2, S4 and S6** from the opposite side of the barricade.

- Reload as necessary, but **reloads must be made with the gun in whichever hand is being used at the time the reload is required.**

**String 2 - Support hand can be used** from all shooting positions.

Shooter starts loaded at **P1** with firearm in the **WEAK HAND** at the **LOW READY**.

- At the sound of the buzzer, knock down **the plates in the reverse order from String 1.**

**Notes:**

1. **Slice the Pie when using cover.**

2. All plates left standing will be counted with a Miss-On-Steel 5-second penalty.