

# Range Masters "Fun" Shoot

Results for October 21, 2008 - Amended

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
1	Mathis, David	NO	85.15	19	36.46	21.20	9.26	12	25.00	11.12	10.38	7	23.69	11.13	12.56	0
2	Majers, Steve	O	91.76	12	43.42	23.82	14.10	11	22.60	10.83	11.27	1	25.74	13.33	12.41	0
3	McGregor, Scott	NO	92.46	16	42.21	25.45	11.26	11	27.29	15.83	8.96	5	22.96	14.10	8.86	0
4	Stilwell, Mike	NO	95.50	18	43.44	25.27	15.17	6	33.71	14.46	13.25	12	18.35	9.78	8.57	0
5	Gustaveson, Michael (9)	O	102.48	35	42.17	25.69	16.48	0	41.36	13.08	10.78	35	18.95	8.96	9.99	0
6	Limb, Brandon	NO	103.64	30	47.94	28.04	15.90	8	36.35	15.01	10.34	22	19.35	8.65	10.70	0
7	Hubbard, Corey	NO	108.48	22	43.73	28.77	10.46	9	39.86	20.45	12.91	13	24.89	8.22	16.67	0
8	Olson, Landon	NO	109.56	19	51.14	32.68	9.46	18	25.82	13.40	11.92	1	32.60	18.52	14.08	0
9	Price, Mike	NO	110.13	31	45.06	28.92	12.14	8	44.81	18.70	14.61	23	20.26	11.08	9.18	0
10	Huff, Blake	O	110.98	48	35.60	20.08	10.02	11	54.39	16.74	19.15	37	20.99	9.16	11.83	0
11	Rees, Jerry	NO	113.77	22	45.54	32.91	10.63	4	36.99	14.61	13.38	18	31.24	15.91	15.33	0
12	Stockwell, Pete	NO	114.93	57	43.29	17.53	13.26	25	41.64	12.00	13.64	32	30.00	10.97	19.03	0
13	Ream, Chris	NO	120.31	23	43.06	23.09	12.97	14	35.61	18.20	12.91	9	41.64	24.54	17.10	0
14	Glazebrook, Patrick	NO	121.03	40	39.57	22.89	11.68	10	41.36	12.71	13.65	30	40.10	17.85	22.25	0
15	Phillips, RDan	NO	125.30	37	43.38	28.92	13.96	1	51.51	15.69	17.82	36	30.41	12.65	17.76	0
16	Gustaveson, Michael (4)	O	125.57	7	41.51	30.65	10.86	0	45.69	27.99	14.20	7	38.37	17.65	20.72	0
17	Spensko, Chance	NO	128.95	26	68.04	45.39	15.15	15	33.07	12.47	15.10	11	27.84	15.96	11.88	0
18	Bowen, Vance	NO	131.04	67	57.83	25.98	17.85	28	45.42	9.56	16.36	39	27.79	12.71	15.08	0
19	Smith, Jeremy (.22)	NO	140.50	26	67.57	44.00	13.57	20	41.41	26.38	12.03	6	31.52	14.46	17.06	0
20	Carroll, Chris	NO	143.71	27	53.82	32.98	12.84	16	46.73	22.73	18.50	11	43.16	15.17	27.99	0
21	Larson, Blake	NO	144.39	79	52.92	27.84	15.58	19	59.69	15.69	14.00	60	31.78	12.32	19.46	0
22	Spensko, Shane	NO	146.77	45	48.37	28.15	13.22	14	44.74	14.66	14.58	31	53.66	33.59	20.07	0
23	Scott, Michael Sr.	NO	147.54	38	64.65	33.92	23.73	14	45.75	18.29	15.46	24	37.14	15.03	22.11	0
24	Redford, "Red" (Rev)	NO	149.10	30	58.87	30.68	23.69	9	47.05	17.09	19.46	21	43.18	21.11	22.07	0
25	Hart, Chris	NO	157.05	38	76.85	46.21	20.14	21	34.00	14.12	11.38	17	46.20	20.42	25.78	0
26	Lawrence, Ken	NO	157.98	9	62.76	43.86	15.40	7	47.88	28.93	17.95	2	47.34	33.02	14.32	0
27	Mikkelsen, Mike	NO	162.60	44	63.44	33.23	22.21	16	40.53	12.81	13.72	28	58.63	22.58	36.05	0
28	Hintz, Jesse	NO	184.73	72	74.79	39.49	25.80	19	74.05	19.60	27.95	53	35.89	12.93	22.96	0
29	Self, Rich (.22)	NO	210.39	68	87.41	41.29	24.62	43	72.69	50.22	9.97	25	50.29	36.35	13.94	0
30	Steadman, Daniel	NO	212.32	105	101.16	54.19	22.97	48	71.52	24.29	18.73	57	39.64	16.03	23.61	0
31	Allen, Jesse (.22)	NO	213.29	65	59.16	26.47	15.19	35	50.79	21.40	14.39	30	103.34	48.81	54.53	0
32	Frampton, Zac	NO	244.95	87	55.42	33.24	13.68	17	64.20	19.89	19.31	50	125.33	44.15	71.18	20
33	Adair, Adam	NO	274.78	113	88.58	35.83	27.75	50	64.76	25.64	12.62	53	121.44	67.05	49.39	10
34	VanBuskish, Eugene	NO	339.53	136	76.07	33.59	20.98	43	79.90	24.92	18.48	73	183.56	105.65	67.91	20

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

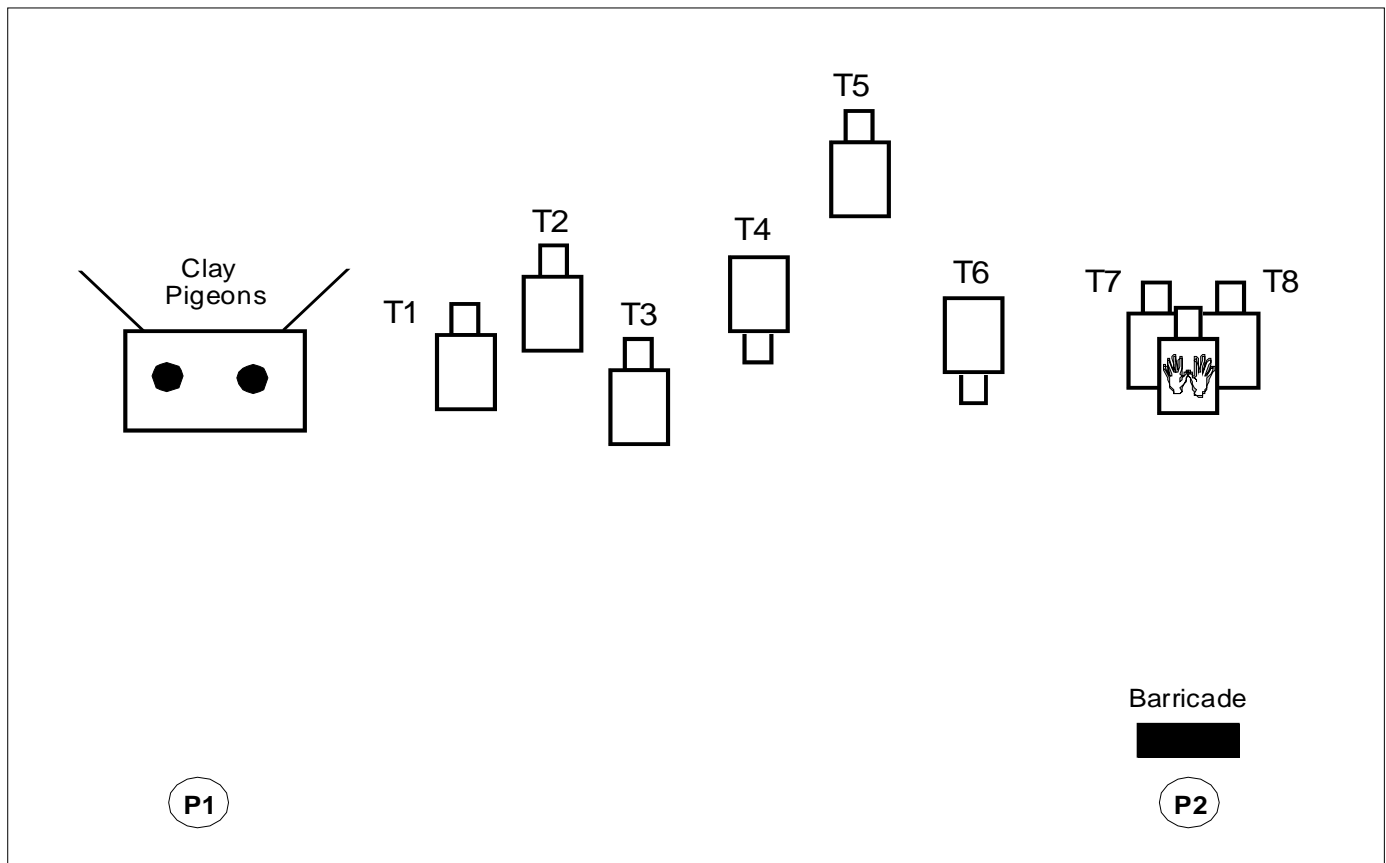
XX Indicates that the Points Down value includes some kind of penalty  
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Swing for Fun - Only 1”



### Round Count:

String 1 = **17 Minimum**  
String 2 = **3 Minimum**  
(**20** rounds for the stage)

### Vickers Count

(Can make up shots)

### String 1 -

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

- At the sound of the buzzer, draw and **break ONE of the clay pigeons** (SO will call hits on the pigeons).
- Advance to **P2** while engaging **T1 thru T6** with **2 rounds each**.
- After reaching **P2**, engage **T7 and T8** with **2 rounds each** from the **WEAK SIDE of the barricade**.

### String 2 -

Shooter starts loaded at **P1**.

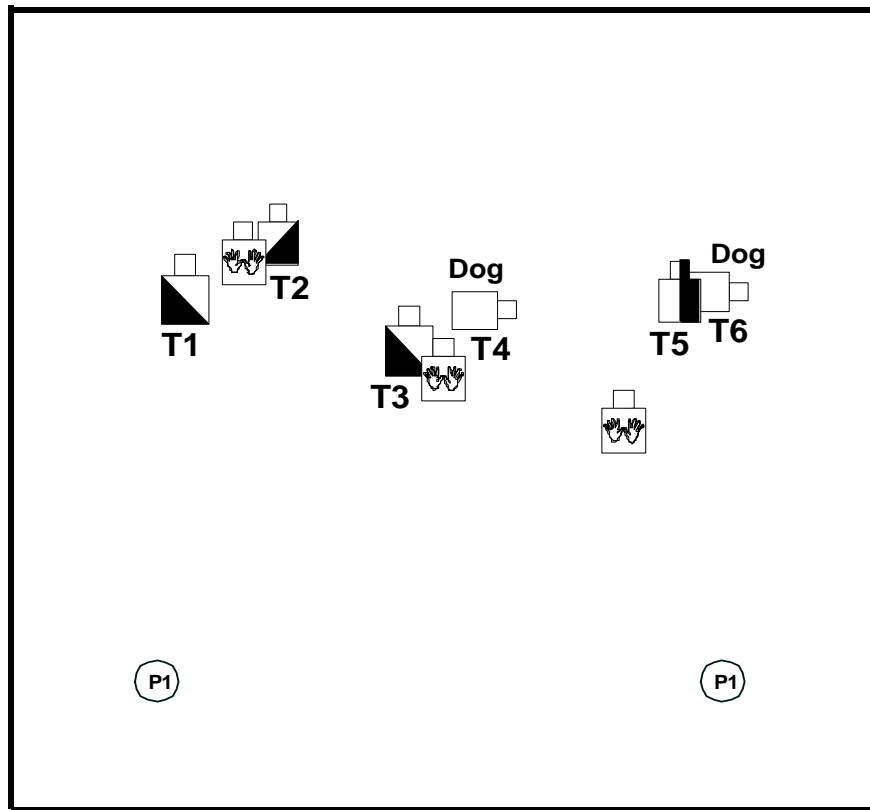
- At the sound of the buzzer, draw and **break the last pigeon** then advance to **P2** and **engage T7** from the **LEFT side of the barricade** with **1 round to the head** and **T8** from the **RIGHT side of the barricade** with **1 round to the head**.

### Notes -

1. Shooter **must be at P2** before engaging **T7 and T8** on **String 1** and **String 2**.
2. Shooter may reload in the open while engaging **T1 thru T6** on String 1.

# Range Masters “Fun” Shoot

## Stage 2 - “It’s a Hard, Hard (Cover) Life”



**Round Count:**  
String 1 = **12 Maximum**  
String 2 = **6 Maximum**  
(**18** rounds for the stage)

**Limited Vickers Count**  
(Cannot make up shots)

### String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of buzzer, draw and engage **T1** thru **T6** with **2 rounds each** to the **TORSO ONLY while moving towards P2**.
- Reload as necessary to complete the String.
- At the direction of the SO, Holster your weapon - **DO NOT RELOAD!**

### String 2 -

Shooter starts at **P2** loaded with whatever rounds were left from String 1.

- At the sound of buzzer, draw and engage **T6** thru **T1** with **1 round each** to the **HEAD ONLY while moving back towards P1**.
- Reload as necessary.

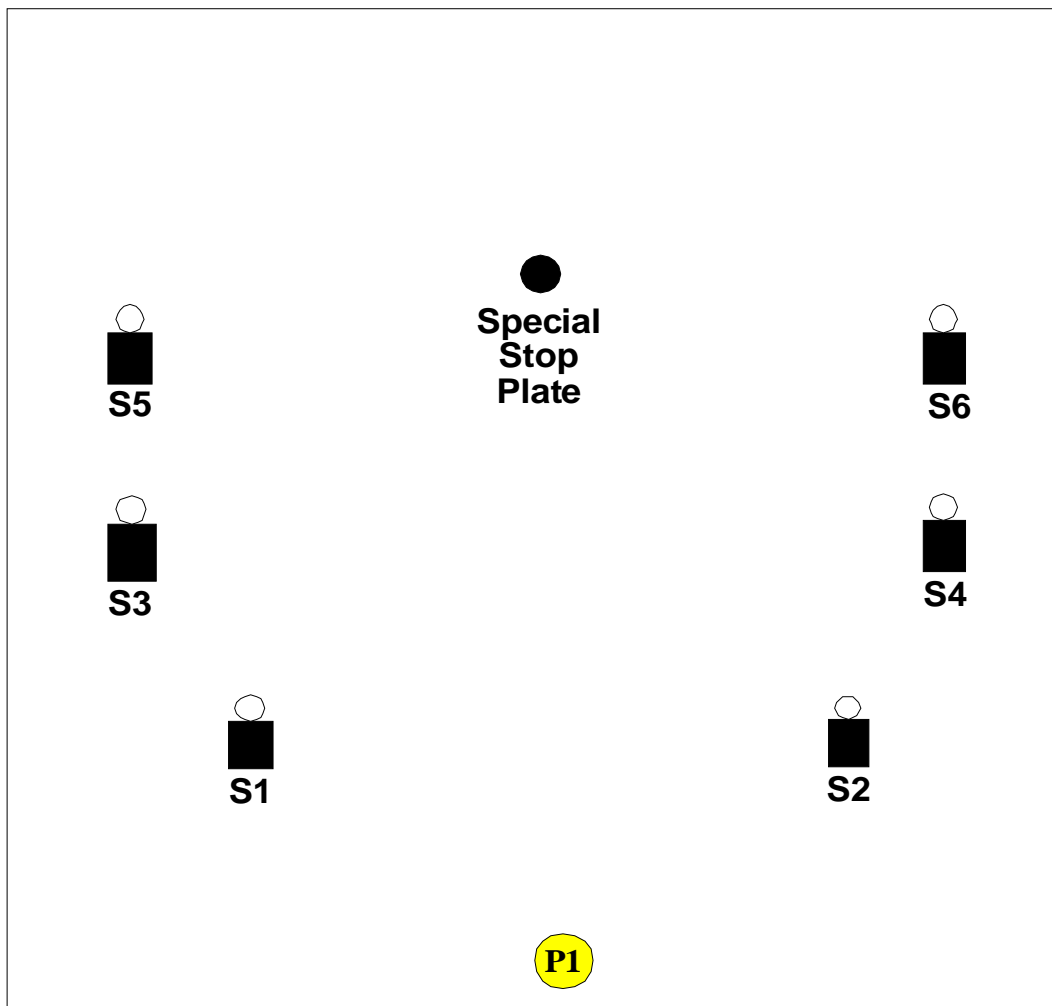
### Notes:

1. Only **engage targets when they are down range - DO NOT SHOOT THE WALLS.**
2. All solid hits on Hard Cover will count as a miss, and **hard-cover shoot-throughs will not count as hits on other targets.**

COF Designed by Dave DeLeeuw

# Range Masters “Fun” Shoot

## Stage 3 - “Aaaaarrrrrggghhh!”



### Round Count:

**String 1 = 7 RDS. Min.**

**String 2 = 7 RDS. Min.**

### Vickers Count

**(Can make up shots)**

### String 1 -

Shooter starts **fully loaded** at **P1** with a **Pirate Patch** over their dominant eye.

- At the sound of the buzzer, draw and engage **S1, S2, S3, S4, S5, and S6, (in any order)** until all plates are knocked down, then engage the middle **Stop Plate**.
- At the direction of the SO, holster your weapon - **DO NOT RELOAD!**

### 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 **S1, S2, S3, S4, S5, and S6, (in any order)** until all plates are knocked down, then engage the middle **Stop Plate**.
- Reload as necessary.

### Notes -

1. If the **Stop Plate** is engaged before all other plates, a procedural penalty will be assessed.
2. All plates left standing will be counted as a miss-on-steel.
3. A pirate patch is to be placed over dominant eye.