

Range Masters "Fun" Shoot

Results for March 21, 2006

Place	Name (Note)	Total		Stage 1	String 1	PD	Stage 2	String 1	String 2	String 3	PD	Stage 3	String 1	String 2	PD
		Shoot Total	Points Down												
1	Collins, Ken	75.19	10	18.29	16.29	4	30.77	8.05	9.64	10.08	6	26.13	20.29	5.84	0
2	Mortenson, Bryan	80.78	12	21.42	16.42	10	36.55	9.22	12.20	14.13	2	22.81	15.56	7.25	0
3	Terry, Mark (Rev)	84.21	14	20.06	14.56	11	43.52	11.87	11.29	18.86	3	20.63	13.41	7.22	0
4	Barsch, Joseph	84.65	16	29.08	21.08	16	14.18	14.18	13.76	19.63	0	41.39	18.45	22.94	0
5	Terry, Dale	84.87	23	22.64	11.64	22	33.30	12.26	10.95	9.59	1	28.93	23.69	5.24	0
6	Webster, Scott	92.77	11	17.87	16.87	2	42.42	9.21	14.81	13.90	9	32.48	25.50	6.98	0
7	Taggart, David	94.82	24	18.93	14.93	8	44.95	9.35	11.11	16.49	16	30.94	24.41	6.53	0
8	DeLeeuw, Dave	100.43	44	23.33	14.83	17	44.75	8.56	11.77	10.92	27	32.35	23.99	8.36	0
9	Majers, Steve	104.76	27	25.94	15.44	21	50.64	16.85	16.22	14.57	6	28.18	20.29	7.89	0
10	Thomas, Kevin	114.39	34	30.29	14.79	31	53.06	11.83	19.70	20.03	3	31.04	22.18	8.86	0
11	Bullock, Curtis	117.02	44	28.66	16.66	24	57.39	11.79	15.50	20.10	20	30.97	18.79	12.18	0
12	Phillips, RDan	139.34	31	28.40	17.90	21	69.40	9.66	16.04	38.70	10	41.54	27.23	14.31	0
13	Dudley, Chris	142.11	76	32.58	17.58	30	64.29	10.26	11.15	19.88	46	45.24	27.75	17.49	0
14	Redford, Noel	143.11	32	29.29	20.29	18	69.78	16.79	14.33	31.66	14	44.04	28.70	15.34	0
15	Price, Mike	145.05	32	31.23	22.73	17	72.43	13.13	19.81	31.99	15	41.39	31.98	9.41	0
16	Moffat, Jeol	150.48	70	43.93	18.43	51	66.53	11.64	13.34	32.05	19	40.02	28.60	11.42	0
17	Collins, John	152.19	42	27.17	23.67	7	78.12	12.38	13.57	34.67	35	46.90	31.29	15.61	0
18	Dalton, Dell	157.27	62	43.38	28.38	30	48.17	9.88	9.30	12.99	32	65.72	44.95	20.77	0
19	Kennedy, Daniel	160.23	11	39.29	35.29	8	63.53	14.18	14.97	32.88	3	57.41	41.99	15.42	0
20	Clark, David (Rev)	163.76	36	21.74	13.74	16	82.68	23.38	23.87	25.43	20	59.34	36.89	22.45	0
21	Sawyer, Rob	169.07	34	28.68	25.18	7	69.86	12.22	18.85	25.29	27	70.53	46.04	24.49	0
22	Rees, Jerry (Rev)	174.56	47	29.69	21.19	17	83.89	21.57	19.21	28.11	30	60.98	37.44	23.54	0
23	Sherman, Adam	180.91	68	47.15	19.65	55	67.24	9.41	15.90	35.43	13	66.52	37.90	28.62	0
24	Limb, Brandon	185.04	28	37.83	32.33	11	80.84	21.73	18.45	32.16	17	66.37	33.18	33.19	0
25	Loveless, Doug (Rev)	192.37	76	38.47	22.97	31	102.60	21.86	20.07	38.17	45	51.30	38.06	13.24	0
26	Scott, Alan (Rev)	196.70	69	32.19	23.19	18	99.77	17.34	18.88	38.05	51	64.74	46.98	17.76	0
27	Raigne, Abe (.22)	203.75	65	36.36	25.86	21	96.79	12.87	12.26	49.66	44	70.60	47.19	23.41	0
28	Hatch, Ryan	208.41	131	35.64	16.64	38	122.36	16.42	20.80	38.64	93	50.41	35.46	14.95	0
29	Gustaveson, Mike	209.02	36	48.63	33.63	30	99.66	24.43	23.99	48.24	6	60.73	37.86	22.87	0
30	Scott, Michael Jr.	218.17	65	43.08	26.58	33	81.46	15.88	13.99	35.59	32	93.63	59.63	34.00	0
31	Scott, Michael Sr. (Rev)	236.46	52	36.11	21.61	29	112.04	19.37	20.96	60.21	23	88.31	63.97	24.34	0
32	Hatch, Bryce	263.73	177	50.10	31.60	37	89.16	12.02	28.33	23.81	50	124.47	54.82	24.65	90
33	Hatch, David	269.02	121	49.39	28.39	42	112.91	38.22	12.85	22.34	79	106.72	74.74	31.98	0
34	Majers, Steve Jr. (.22)	287.65	58	49.05	38.55	21	102.17	29.34	15.49	38.84	37	136.43	87.20	49.23	0
35	Collins, Denice	302.51	50	51.40	40.90	21	151.94	22.01	42.85	72.58	29	99.17	71.97	27.20	0
36	Edwards, Preston	DNF	DNF	42.93	28.43	29	DNF					133.67	50.25	78.42	10

Notes:

- The "Fun" Shoot is held on the 1st Wednesday and 3rd Tuesday of 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

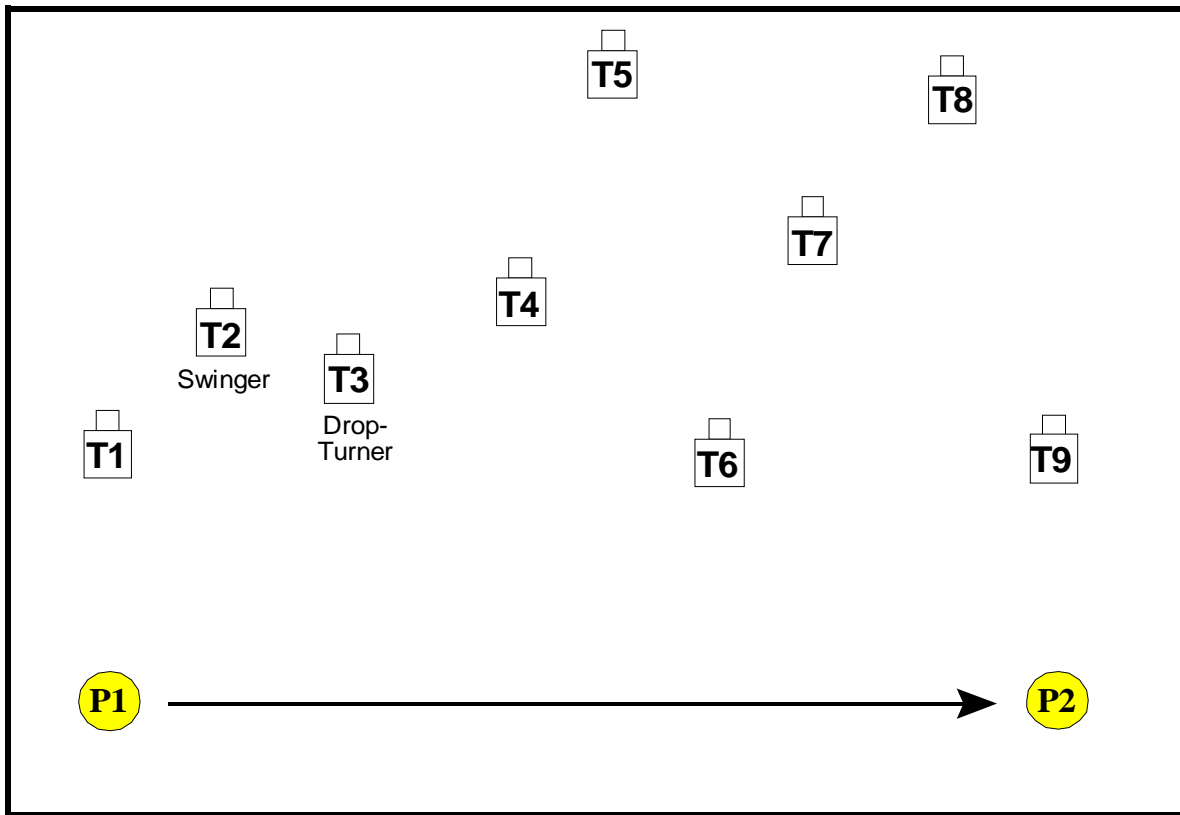
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses-on-Steel, etc.)

(Rev) = Revolver

DNF = Did Not Finish

Range Masters “Fun” Shoot

Stage 1 - “Swing’n and Turn’n”



Round Count:

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

Vickers Count

(Can make up shots.)

Scoring:

Targets are only scored
after the shooter has
completed all strings.

String 1:

Shooter starts at **P1** - (All targets get at least **2 rounds - body or head.**)

- At the buzzer, draw and engage **T1 thru T9** while moving to **P2**.
- Reload as necessary.

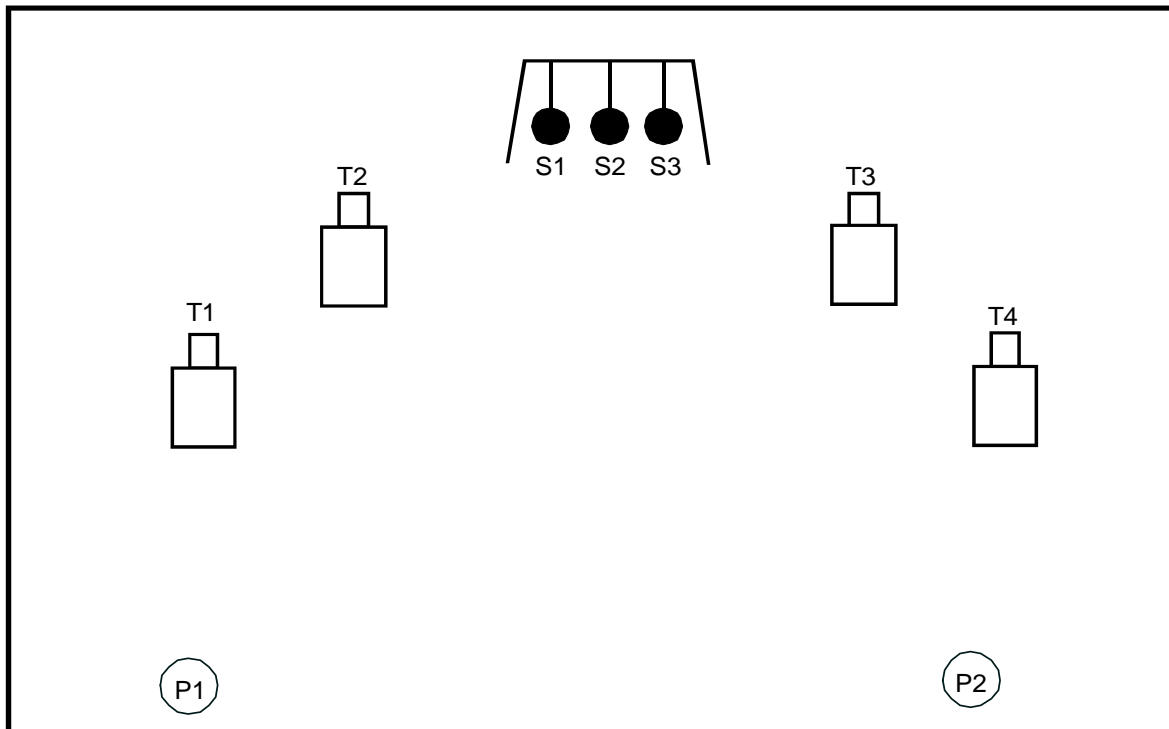
Note:

1. At the sound of the 1st shot, **T2** (Swinger) and **T3** (Drop-Turner) will be triggered.
2. Shooters should not shoot any targets that will cause their bullets to strike the range walls, and **must not shoot T9 before reaching P2**.
3. Shooter will not be penalized if they stop and shoot at the targets.

COF Designed by "Red" Redford

Range Masters “Fun” Shoot

Stage 2 - “Swinging”



Round Count:

String 1 = **8** minimum
 String 2 = **8** minimum
 String 3 = **11** minimum
 (27 rounds for the stage)

Vickers Count

(Can make up shots)

Scoring:

Targets are only scored
 after the shooter has
 completed all strings.

String 1 -

Shooter starts fully loaded at **P1** with **gun in weak hand at the low ready**.

- At the sound of buzzer, using the **weak hand only**, engage **T1** thru **T4** with **2 rounds** to each **body only** while moving to **P2**. **WEAK HAND ONLY**

String 2 -

Shooter starts at **P2** with a **fully loaded gun**.

- At the sound of buzzer, draw and engage **T4** thru **T1** with **1 round to each head** and **1 round to each body** while moving to **P1**. **STRONG HAND ONLY**

String 3 -

Shooter starts at **P2** with a **fully loaded gun**.

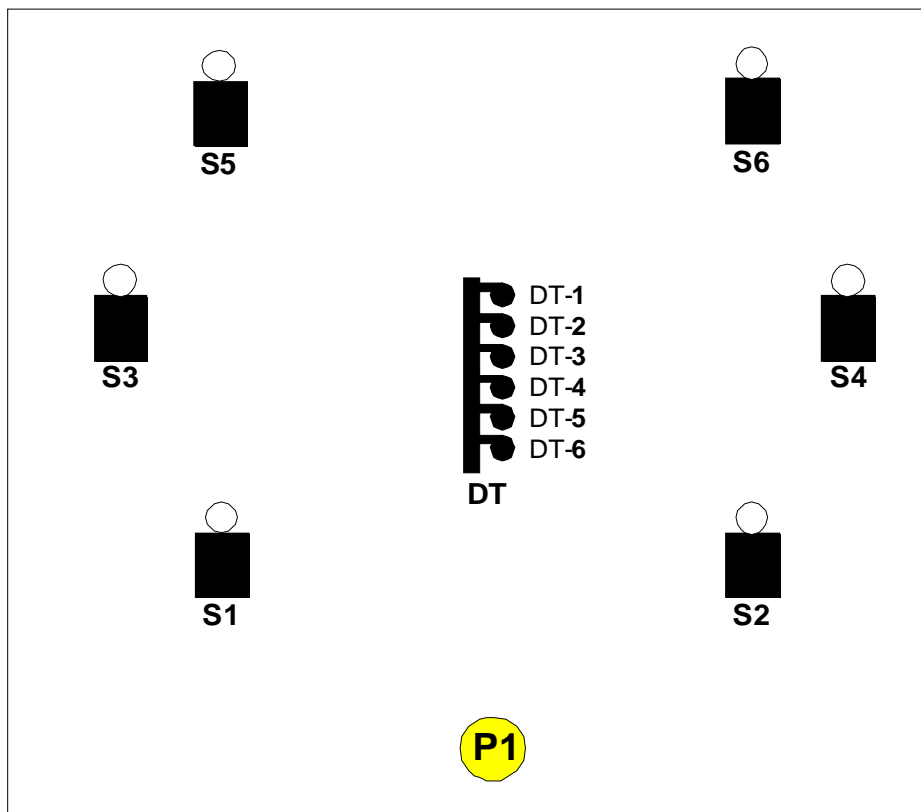
- At the sound of buzzer, draw, and **while moving to P2**, engage **T1** and **T2** with **2 rounds to each head**; then engage **S1** thru **S3** with **1 hit each**; then engage **T3** and **T4** with **2 rounds to each head**. **FREESTYLE**

Notes:

1. Shooter must be moving while shooting all strings.

Range Masters “Fun” Shoot

Stage 3 “The Real Deal (Duel)”



Round Count:

String 1 = **12 Minimum**
String 2 = **6 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 the gun.

- At the sound of the buzzer, draw and engage target plates in the following order:
 - S1 and S2, then DT-1 and DT-2
 - S3 and S4, then DT-3 and DT-4
 - S5 and S6, then DT-5 and DT-6

String 2 -

Shooter starts at **P1** with whatever rounds they have left in their mag from String 1 with their back to targets.

- At the sound of the buzzer, turn, draw and engage **all DT plates with 1 hit.**

Note:

1. Shooter **will not reload or check the current magazine capacity between String 1 and String 2.**
2. A solid hit on any of the plates will count as a hit.

COF Designed by RDan Phillips