

Range Masters "Fun" Shoot

Results for October 20, 2009

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	Bonus Deduct	PD
1	Majers, Steve	O	76.82	12	36.55	35.55	2	28.32	13.74	9.58	10	11.95	9.55	7.40	5.00	0
2	Olson, Landon	NO	78.22	2	31.19	31.19	0	26.91	16.34	9.57	2	20.12	16.42	8.70	5.00	0
3	Majers, Steve Jr.	O	106.47	31	42.80	37.80	10	43.36	19.87	12.99	21	20.31	11.51	13.80	5.00	0
4	Hubard, Corey	NO	124.05	11	42.56	42.56	0	55.30	38.54	11.26	11	26.19	15.44	15.75	5.00	0
5	Redford, "Red" (.22)	NO	130.02	0	51.18	51.18	0	44.60	30.02	14.58	0	34.24	27.74	11.50	5.00	0
6	Price, Mike	NO	133.52	14	50.66	50.16	1	40.41	21.55	12.36	13	42.45	28.35	19.10	5.00	0
7	DeLeeuw, Dave	NO	137.92	29	45.78	35.28	21	37.39	19.82	13.57	8	54.75	29.62	25.13	0.00	0
8	Ursulich, Ryan	NO	138.65	53	61.71	50.71	22	45.71	17.61	12.60	31	31.23	26.43	9.80	5.00	0
9	Sorenson, Sam	NO	141.93	45	50.42	44.92	11	46.56	19.61	9.95	34	44.95	26.10	23.85	5.00	0
10	Phillips, RDan	NO	144.71	59	50.42	49.92	1	59.24	17.44	12.80	58	35.05	20.63	19.42	5.00	0
11	Scott, Michael Sr.	NO	161.17	34	64.17	61.17	6	44.47	18.32	12.15	28	52.53	24.52	33.01	5.00	0
12	Carroll, Chris	NO	161.71	23	66.67	61.67	10	39.48	22.75	13.23	7	55.56	39.88	17.68	5.00	6
13	Mallon, Jim	NO	167.92	55	82.23	57.73	49	56.12	34.15	18.97	6	29.57	20.60	13.97	5.00	0
14	Billings, Scott (.22 Rev)	NO	177.51	36	73.24	64.74	17	60.14	34.65	18.99	13	44.13	36.27	9.86	5.00	6
15	Crowe, Steve	NO	177.63	51	73.83	67.83	12	65.32	32.28	13.54	39	38.48	15.87	27.61	5.00	0
16	Van Ausdal, BJ	NO	181.40	114	74.47	58.97	31	54.28	11.15	11.63	63	52.65	22.85	24.80	5.00	20
17	Rees, Jerry (Rev)	NO	187.13	55	80.93	75.43	11	52.20	23.25	9.95	38	54.00	34.51	21.49	5.00	6
18	Waldo, Ralph	NO	187.32	14	59.80	58.80	2	45.52	25.17	14.35	12	82.00	34.43	52.57	5.00	0
19	Murray, Mark	NO	194.22	56	101.25	97.75	7	65.04	28.25	17.29	39	27.93	12.68	15.25	5.00	10
20	Boyce, Jacob	NO	198.97	46	71.97	59.97	24	46.91	20.80	15.11	22	80.09	45.39	39.70	5.00	0
21	Van Ausdal, Brian	NO	208.49	38	54.99	53.99	2	59.48	28.10	13.38	36	94.02	44.31	54.71	5.00	0
22	Frampton, Zac	NO	221.51	44	78.14	69.64	17	68.24	39.98	14.76	27	75.13	46.63	33.50	5.00	0
23	Roach, Dan	NO	235.87	111	74.60	49.60	50	59.83	28.75	13.58	35	101.44	53.13	35.31	0.00	26
24	Silva, Jason	NO	255.79	84	72.37	60.87	23	60.89	32.40	15.99	25	122.53	31.68	72.85	0.00	36
25	Boyce, Steven	NO	305.34	152	138.74	103.74	70	69.11	32.05	11.06	52	97.49	52.43	35.06	5.00	30
26	Kemp, Tony	O	NS	NS	NS			NS				NS				

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

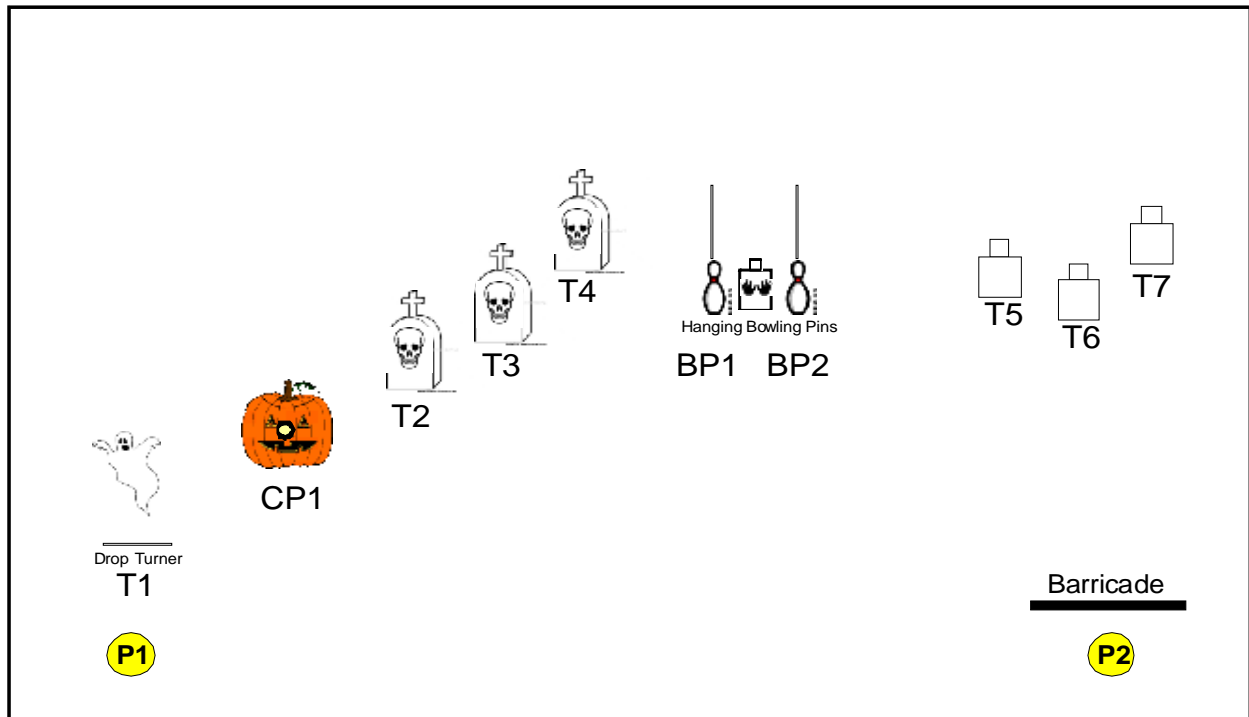
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Your Worst Nightmare”



Round Count:

String 1 = **19 Minimum**
(**19** rounds for the stage)

Vickers Count

(Can make up shots.)

String 1 -

Shooter starts at **P1** with **11 rounds max** in the gun.

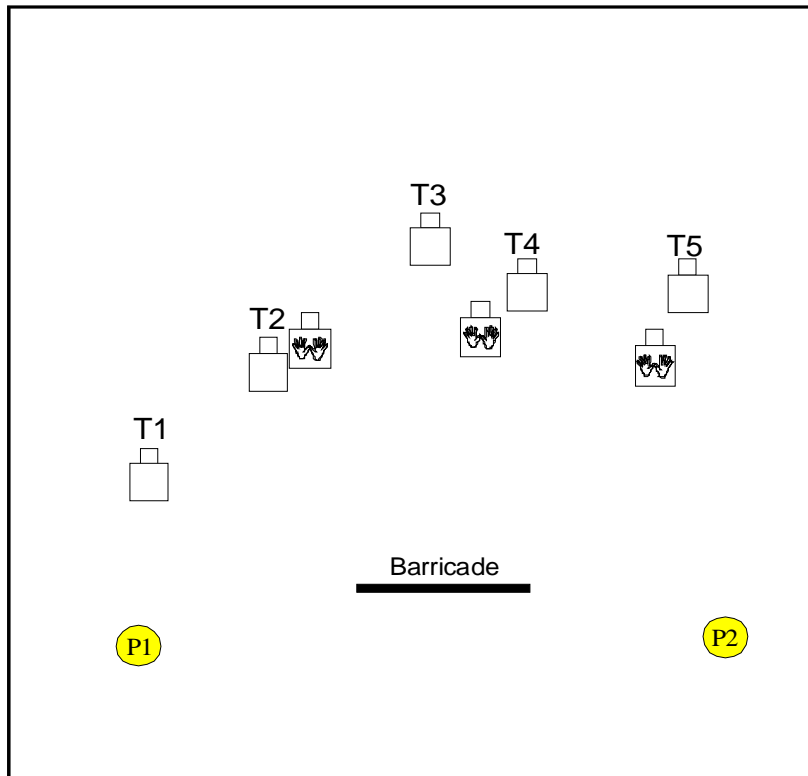
- At the sound of the buzzer, pull the cord to activate **T1** (the ghostly Drop Turner) with your strong hand, draw and engage it with **2 rounds to body**.
- On the way to **P2**, break the **pumpkin's nose (CP1 Clay Pigeon)** and engage **each skull on the tombstone** with **1 shot each**.
- Continue with **2 hits to each** of the swinging bowling pins (**BP1 & BP2**).
- Then move to **P2**, and with the proper use of cover, engage **T5 - T7** with **2 rounds** to each **Torso Only** from one side of the barricade and **1 round** to each **Head Only** from the **other side** of the barricade.
- Reload as necessary.

Note:

1. **CP1** and the **skulls** on the tombstones are the targets. They count like a hit or miss on steel.
2. Properly use cover (slice the pie) at the Barricade.
3. **Do not shoot the wall!!!**
4. You must hit the Ghost (**T1**) or a Failure-to-Neutralize will be assessed.

Range Masters “Fun” Shoot

Stage 2 - “Bats and Cats”



Round Count:

String 1 = **15 Minimum**
String 2 = **5 Minimum**
(**20** rounds for the stage)

Limited Vickers Count

(**Cannot** make up shots.)

String 1 -

Shooter starts **fully loaded at P1.**

- At the buzzer, draw and engage **T1** thru **T5** with **3 rounds to each Pumpkin Only.**

String 2 -

Shooter starts **fully loaded at P2.**

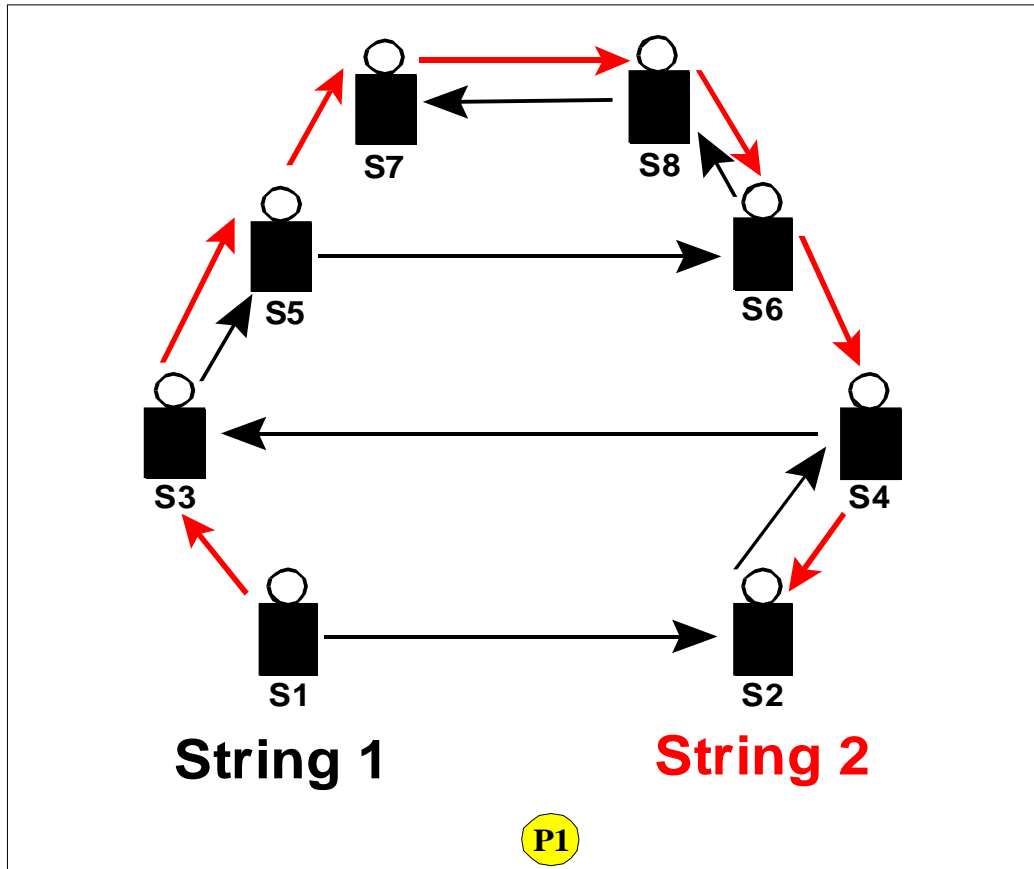
- At the buzzer, draw and engage **T5** thru **T1** with **1 round to each Skull Only.**

Notes -

1. **All Bats and Cats are Hardcover.** Full bullet hits on them will count as a miss.
2. The Barricade is just an obstical to deal with, but may be used by the shooter.
3. Shooter must reach the appropriate position before shooting **T5** and **T1** as the last targets.
4. **DO NOT SHOOT THE WALLS!!!**

Range Masters “Fun” Shoot

Stage 3 - “Drop Dead”



Round Count:

String 1 = **8 minimum**
 String 2 = **8 minimum**
(16 rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and knock down **all 8 plates** in the **following order: S1, S2, S4, S3, S5, S6, S8, S7**.
- Reload as necessary.
- At the direction of the SO, top off for String 2.

String 2 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and knock down **all 8 plates** in the **following order: S1, S3, S5, S7, S8, S6, S4, S2**.
- Reload as necessary.

Notes:

1. A solid hit on any of the plates will count as a knock down.
2. Any plate not knocked down will count as a 5-second penalty.
3. Any plates knocked down out of order will be a Miss-on-Steel.