

# Range Masters "Fun" Shoot

Results for November 1, 2006

Place	Name (Note)	Total		Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	String 4	PD
		Shoot Total	Points Down												
1	Stilwell, Mike	50.37	7	22.03	20.53	3	15.52	13.52	4	12.82	2.16	3.11	2.79	4.76	0
2	Terry, Mark (Rev)	55.52	8	23.49	21.99	3	22.14	19.64	5	9.89	2.29	2.22	2.12	3.26	0
3	Redford, "Red"	66.85	9	33.37	30.37	6	15.67	14.17	3	17.81	3.19	4.13	3.94	6.55	0
4	Collins, Ken	72.55	4	28.04	26.04	4	30.30	30.30	0	14.21	2.47	2.91	3.76	5.07	0
5	Majers, Steve	76.77	15	42.71	35.71	14	21.12	20.62	1	12.94	2.60	3.24	3.11	3.99	0
6	Jetmore, Bob	87.75	24	34.71	27.71	14	28.59	23.59	10	24.45	6.93	4.62	2.92	9.98	0
7	Phillips, RDan	91.41	23	39.94	32.44	15	29.44	25.44	8	22.03	3.37	6.97	5.52	6.17	0
8	DeLeeuw, Dave	93.23	22	38.84	35.34	7	31.08	23.58	15	23.31	3.42	4.01	8.15	7.73	0
9	Harris, Thomas	93.81	28	43.60	34.60	18	26.13	21.13	10	24.08	3.70	4.82	7.41	8.15	0
10	Scott, Alan	94.24	29	46.11	35.11	22	28.25	24.75	7	19.88	4.26	3.65	8.11	3.86	0
11	Rees, Jerry	95.49	19	36.08	34.58	3	31.41	23.41	16	28.00	9.65	3.45	6.83	8.07	0
12	Clark, David	96.38	20	47.77	38.27	19	30.77	30.27	1	17.84	3.56	2.91	3.75	7.62	0
13	Gustaveson, Mike	101.66	16	41.25	34.25	14	33.80	32.80	2	26.61	6.16	4.96	5.34	10.15	0
14	Olson, Rhett	114.89	21	51.47	48.97	5	35.77	27.77	16	27.65	4.36	6.46	9.22	7.61	0
15	Johnson, Kim	115.40	32	46.62	36.62	20	43.65	37.65	12	25.13	4.55	8.34	4.77	7.47	0
16	Fuller, Russ	117.91	20	51.23	47.23	8	37.06	31.06	12	29.62	2.67	6.99	5.54	14.42	0
17	Robertson, Dennis	130.71	11	62.42	56.92	11	42.97	42.97	0	25.32	3.23	5.38	4.74	11.97	0
18	Price, Mike	141.80	14	53.00	49.50	7	47.11	43.61	7	41.69	7.46	6.69	8.63	18.91	0
19	Nageotte, Jim	143.55	25	74.08	66.58	15	41.56	36.56	10	27.91	5.03	7.41	9.95	5.52	0
20	Fabela, Ethan	150.34	34	69.64	60.64	18	50.68	42.68	16	30.02	5.97	8.95	8.07	7.03	0
21	Mallon, Jim	154.10	21	63.42	58.42	10	52.40	46.90	11	38.28	5.14	6.82	4.86	21.46	0
22	Majers, Steve Jr. (.22)	162.70	22	70.76	63.76	14	52.58	48.58	8	39.36	3.35	5.31	4.58	26.12	0
23	Degn, Christian	172.64	18	69.42	62.42	14	41.83	39.83	4	61.39	7.46	9.37	17.16	27.40	0
24	Burt, Tom	176.23	33	70.72	64.72	12	53.87	43.37	21	51.64	4.52	9.67	7.76	29.69	0
25	Tenney, Ammon	178.54	61	56.78	42.78	28	40.53	24.03	33	81.23	7.70	23.49	5.45	44.59	0
26	Henry, Scott	183.63	16	59.86	58.86	2	57.00	50.00	14	66.77	5.38	9.69	10.66	41.04	0
27	Sherman, John	216.52	103	59.76	33.76	52	46.16	30.66	31	110.60	7.77	8.19	58.98	25.66	20

## Notes:

- Remember, 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.)

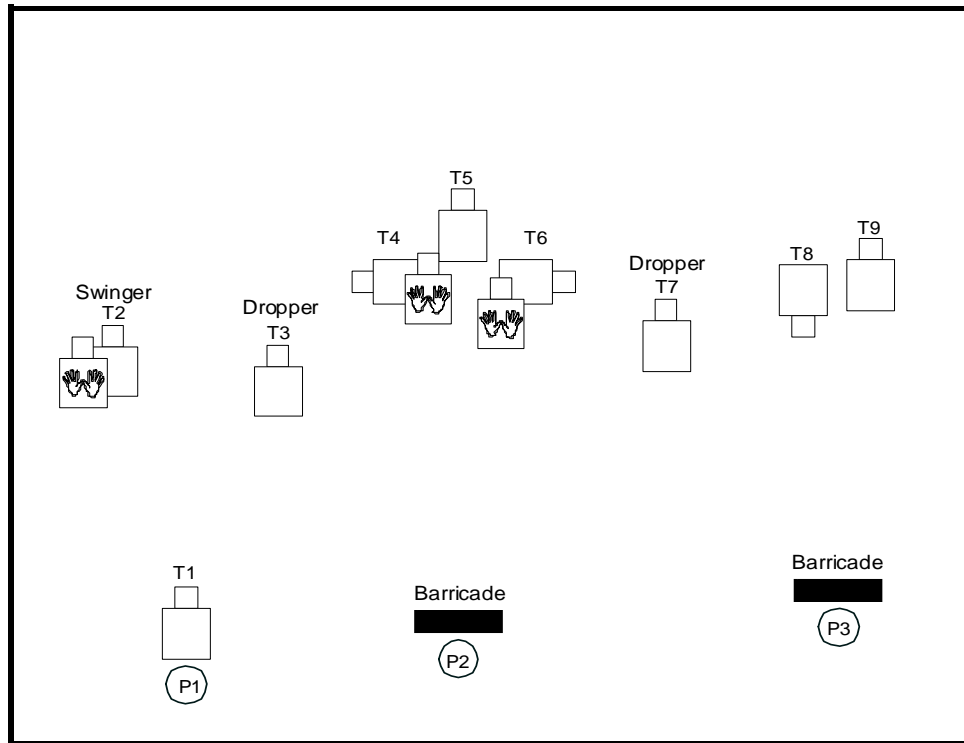
(Rev) = Revolver

**DNF** = **Did Not Finish**

**NT** = **No Time** was entered.

# Range Masters “Fun” Shoot

## Stage 1 - “Drop ‘Em”



**Round Count:**  
String 1 = **16 minimum**  
(**16** 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**.

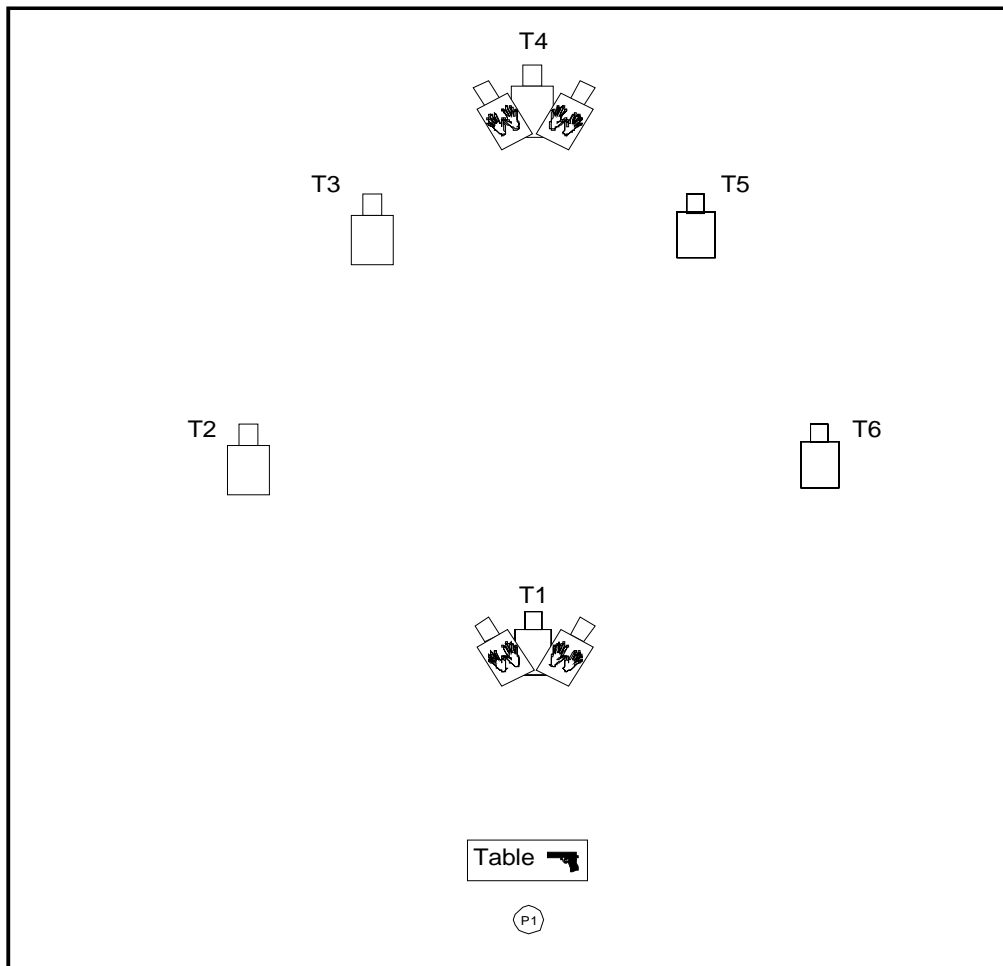
- At the sound of buzzer, draw and engage **T1** with **2 rounds** to the **torso** from **retention**, then engage **T2** (Swinger) with **2 rounds**.
- **While moving to P2**, engage **T3** (Dropper) **until neutralized** (drops away).
- At **P2**, from **either or both sides of the barricade**, engage targets **T4 thru T6** with **2 rounds** each.
- Then, **while moving to P3**, engage **T7** (Dropper) **until neutralized** (drops away).
- At **P3**, engage **T8** from the **left side of the barricade** with **1 round to the body** and **1 round to the head** - then **T9** from the **right side of the barricade** with **1 round to the body** and **1 round to the head**.
- Reload from cover as necessary.

### Notes:

1. The Swinger (**T2**) will be tripped at **the first shot to T1**.
2. **DO NOT ENGAGE T4 - T6** and **T8 and T9** until you reach the barricades for cover.
3. Shooter must use the barricade for cover when shooting and reloading at **P2** and **P3**.
4. When using cover, engage all targets using the Slice-the-Pie technique.

# Range Masters “Fun” Shoot

## Stage 2 - “Let’s Be Tactical”



**Round Count:**  
**String 1 = 12 Rds. Min.**

**Vickers Count**  
**(Can make up shots)**

### **String 1 :**

Shooter starts at **P1** with **back to targets** and **unloaded gun and spare mags on table**.

- At the sound of the buzzer, turn, retrieve gun from table, load it and engage **T1 thru T6** with **2 rounds each** in **TACTICAL SEQUENCE** and **TACTICAL PRIORITY**.

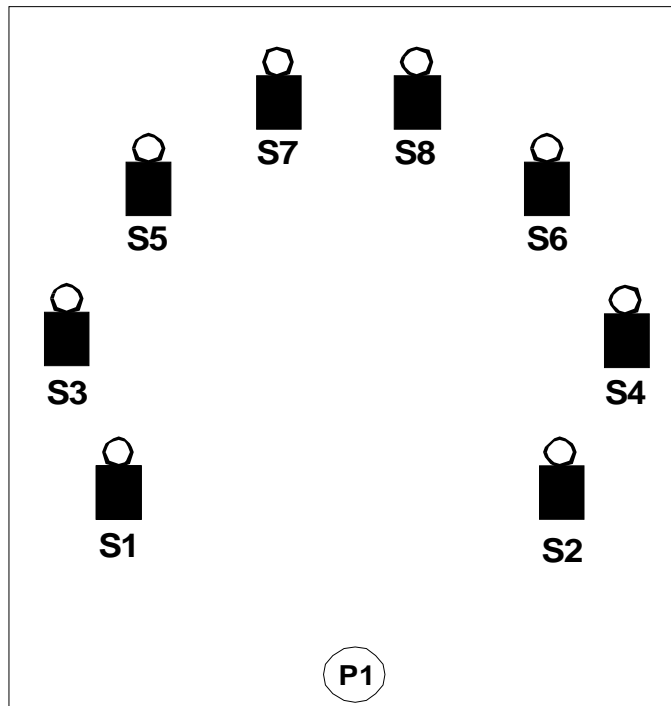
### **Notes:**

1. **Tactical sequence** = All targets are engaged with one round before being engaged again.
2. **Tactical priority** = Targets are engaged by order of threat (near to far).

COF designed by Mike Rodriguez

# Range Masters “Fun” Shoot

## Stage 3 - “More Practice”



### Round Count:

String 1 = 2 rds min.  
String 2 = 2 rds min.  
String 3 = 2 rds min.  
String 4 = 2 rds min.  
(8 rounds for the stage)

**Vickers Count**  
Can make up shots)

**String 1** - Shooter starts fully loaded and holstered at **P1**.

- At the sound of the buzzer, **draw** and **engage S1** and **S2** until knocked down.
- Reload as necessary.

**String 2** - Shooter starts loaded and holstered at **P1**.

- At the sound of the buzzer, **draw** and **engage S3** and **S4** until knocked down.
- Reload as necessary.

**String 3** - Shooter starts loaded and holstered at **P1**.

- At the sound of the buzzer, **draw** and **engage S5** and **S6** until knocked down.
- Reload as necessary.

**String 4** - Shooter starts loaded and holstered at **P1**.

- At the sound of the buzzer, **draw** and **engage S7** and **S8** until knocked down.
- Reload as necessary.

### Notes -

1. Plates not knocked down will receive a 5-second penalty.