

# Range Masters "Fun" Shoot

Results for May 19, 2009

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	Gustaveson, Michael	O	72.50	17	23.85	22.35	3	28.93	21.93	14	19.72	15.23	4.49	0
2	Olson, Landon	NO	73.08	15	26.41	23.91	5	28.08	26.08	4	18.59	5.77	9.82	6
3	Majers, Steve	O	76.06	14	29.24	26.24	6	29.38	25.38	8	17.44	8.48	8.96	0
4	Wakamatsu, Josh	NO	82.19	21	34.40	27.40	14	25.33	21.83	7	22.46	14.20	8.26	0
5	Price, Mike	NO	83.62	24	37.04	25.54	23	23.80	23.30	1	22.78	7.67	15.11	0
6	Sorenson, Sam	NO	87.44	22	34.89	30.39	9	33.82	27.32	13	18.73	9.11	9.62	0
7	Jepperson, Riley	NO	88.47	30	32.18	24.18	16	28.76	21.76	14	27.53	8.51	19.02	0
8	Spensko, Shane	NO	88.85	30	38.81	26.31	25	31.24	29.24	4	18.80	8.19	10.11	1
9	Dockstader, Jeff (5)	NO	89.09	22	39.20	35.20	8	35.03	28.03	14	14.86	6.87	7.99	0
10	Limb, Brandon	NO	89.80	33	34.54	27.04	15	36.03	27.03	18	19.23	8.63	10.60	0
11	Rodriquez, Mike	NO	91.22	30	35.37	30.37	10	31.34	27.34	8	24.51	7.11	11.40	12
12	Pederson, Riley	NO	91.36	48	38.47	27.97	21	36.83	23.33	27	16.06	7.28	8.78	0
13	Dockstader, Jeff (0)	NO	91.68	31	47.39	31.89	31	28.77	28.77	0	15.52	5.85	9.67	0
14	Boyle, Zane	NO	93.35	40	38.95	35.95	6	40.44	23.44	34	13.96	6.02	7.94	0
15	Ursulich, Ryan	NO	93.40	33	31.40	25.90	11	45.99	34.99	22	16.01	6.56	9.45	0
16	Cunningham, Aaron	NO	95.17	22	40.57	36.07	9	38.13	31.63	13	16.47	9.75	6.72	0
17	DeLeeuw, Dave	O	95.40	55	41.21	22.71	37	29.34	20.34	18	24.85	5.39	19.46	0
18	Waldo, Ralph	NO	95.46	41	41.55	34.05	15	31.96	18.96	26	21.95	13.37	8.58	0
19	Phillips, RDan	NO	98.00	24	42.15	37.65	9	38.05	30.55	15	17.80	7.99	9.81	0
20	Majers, Steve Jr.	O	103.46	17	40.19	35.69	9	42.58	38.58	8	20.69	8.16	12.53	0
21	Redford, "Red" (Rev)	NO	109.52	19	50.25	47.25	6	43.79	37.29	13	15.48	6.54	8.94	0
22	Rees, Jerry	NO	110.16	46	49.92	37.92	24	47.38	36.38	22	12.86	6.88	5.98	0
23	Duncan, Dave	NO	111.45	26	40.20	37.20	6	43.36	33.36	20	27.89	16.84	11.05	0
24	Hubbard, Corey	NO	111.77	21	35.01	34.01	2	56.73	47.23	19	20.03	7.19	12.84	0
25	Scott, Michael Sr.	NO	113.40	57	41.14	25.64	31	46.48	33.98	25	25.78	12.05	13.23	1
26	Driscoll, David	NO	114.73	34	55.43	44.93	21	38.91	32.41	13	20.39	8.83	11.56	0
27	Shahid (3)	NO	121.72	30	45.78	41.28	9	49.01	38.51	21	26.93	13.05	13.88	0
28	Stubbs, Scott Sr.	NO	134.63	58	66.19	47.19	38	41.06	31.06	20	27.38	13.00	14.38	0
29	Shahid (1)	NO	136.23	39	41.90	33.90	16	58.31	46.81	23	36.02	14.73	21.29	0
30	Brown, Matt	NO	144.43	46	47.78	37.78	20	64.00	51.00	26	32.65	19.86	12.79	0
31	Flemate, Brian	NO	147.20	76	36.78	26.28	21	55.20	32.70	45	55.22	28.09	22.13	10
32	Shahid (2)	NO	148.79	42	49.27	33.27	32	46.89	41.89	10	52.63	8.15	44.48	0
33	Kemp, Tony (.22)	NO	154.60	27	51.13	41.63	19	34.11	30.11	8	69.36	48.75	20.61	0
34	Hansen, Daniel	NO	160.40	43	63.86	56.36	15	73.59	59.59	28	22.95	11.60	11.35	0
35	Van Ausdal, Brian	NO	170.18	61	59.23	45.73	27	65.13	48.13	34	45.82	19.60	26.22	0
36	Gurtler, Dan	NO	174.75	75	72.07	52.57	39	58.76	40.76	36	43.92	17.88	26.04	0
37	Davidson, Bart	NO	175.35	63	73.10	51.60	43	50.75	40.75	20	51.50	27.37	24.13	0
38	Schroeder, Matt	NO	187.43	37	91.61	80.61	22	71.87	64.37	15	23.95	11.51	12.44	0
39	Morris, Timothy	NO	192.54	53	98.34	84.34	28	65.85	53.35	25	28.35	13.52	14.83	0
40	Murray, Mark	NO	222.22	88	68.46	47.96	41	66.27	45.77	41	87.49	57.97	26.52	6
41	Driscoll, JaNell	NO	300.30	89	77.19	51.69	51	99.42	80.42	38	123.69	75.75	47.94	0
42	Miller, Priscilla	NO	315.08	147	119.25	88.25	62	111.73	69.23	85	84.10	35.50	48.60	0

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

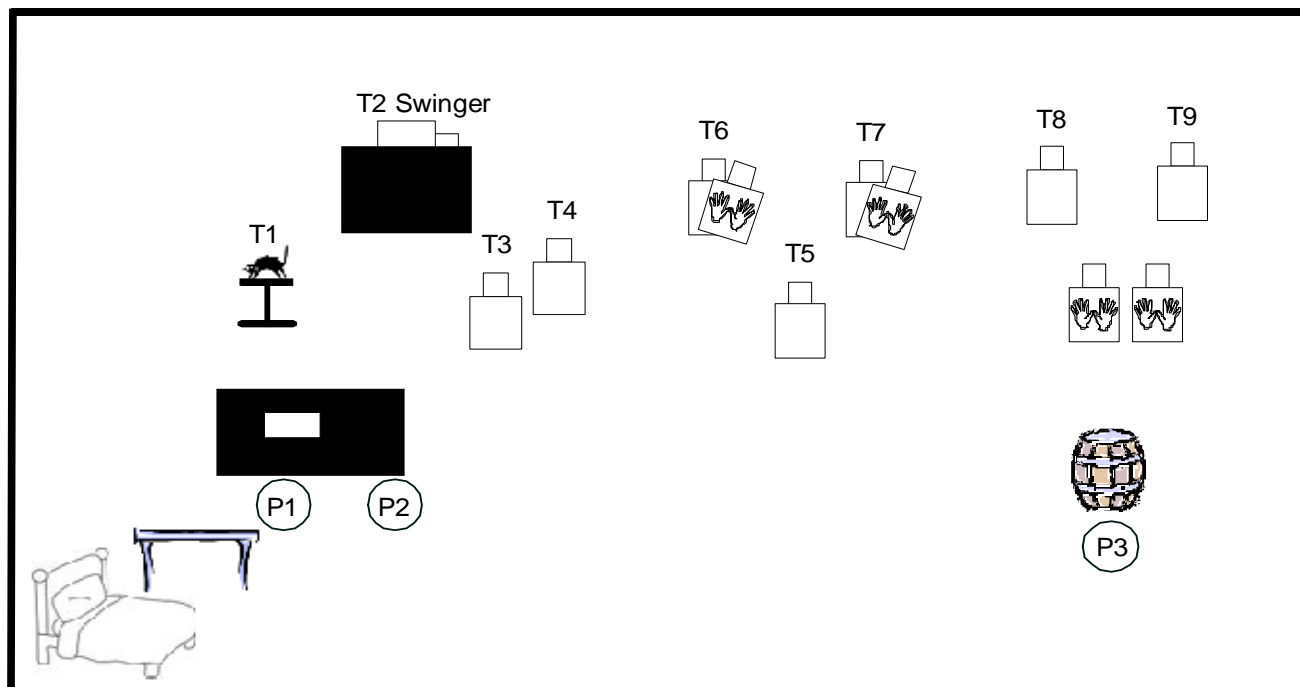
XX Indicates that the Points Down value includes some kind of penalty  
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Enough Is Enough!”



### Round Count:

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

### Vickers Count

(Can make up shots.)

**Situation** - You are in bed listening to the amorous advances of the neighborhood cat again and you’ve finally had enough. You jump out of bed and silence the cat forever. The cat’s owner comes out from behind cover and is a bit upset. You go to the door and find that PETA has come to get you. Fight them for your life, but don’t shoot the neighbors on your side.

**String 1** - All targets get **2 rounds each** (Torso or Head) except **T1** (the **Cat**), which must be knocked over.

Shooter starts **in bed with a fully loaded gun on the table.**

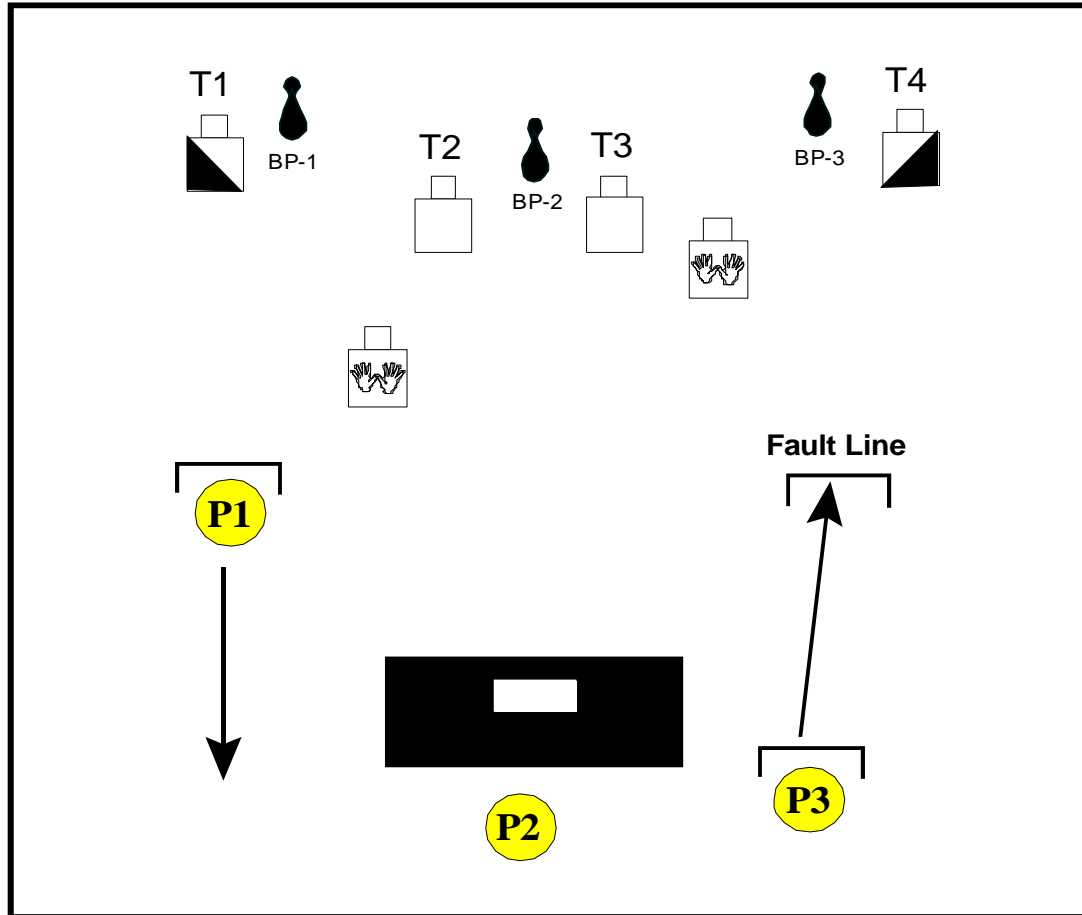
- At the sound of the buzzer, get out of bed, retrieve your gun and move to **P1**.
- **Through the window**, shoot **T1** (the **Cat**), and the Swinger (**T2**) will be triggered) - engage **T2**.
- Move to **P2** and engage **T3** and **T4**.
- While moving to **P3**, engage **T5**, **T6** and **T7**.
- From behind cover at **P3**, engage **T8** and **T9**.
- Reload as necessary, but **all reloads must be from behind cover**.

### Notes -

1. Proper use of cover must be maintained while engaging targets from **P1**, **P2** and **P3**.

# Range Masters “Fun” Shoot

## Stage 2 - “Cussin’ Drill”



### Round Count:

String 1 = 17 minimum  
(17 rounds min. for the stage.)

### Vickers Count

(Can make up shots.)

### String 1 -

Shooter starts fully loaded at P1.

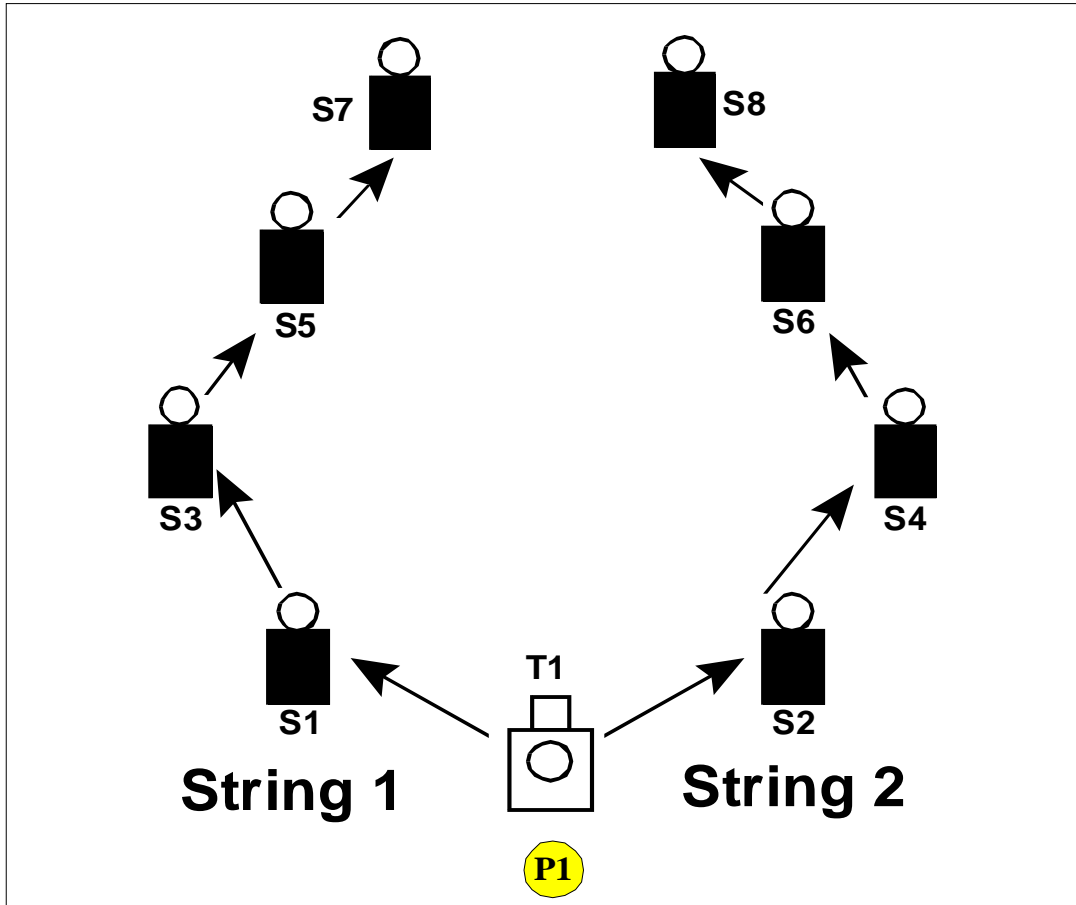
- At the sound of the buzzer, draw, and while retreating, engage T1 with at least **3 rounds** and **knock down BP-1**.
- Move to P2 and **while shooting through the window of the barricade**, engage T2 and T3 with at least **2 Head** shots and **2 Torso** shots and **knock down BP-2**.
- Move to P3 and **while advancing** forward to the **Fault Line**, engage T4 with at least **3 rounds** and **knock down BP-3**.
- Reload as necessary, but **must perform at least 1 reload from behind cover**.

### Notes -

1. All bowling pins left standing will be assessed a 5-second Miss-On-Steel penalty.

# Range Masters “Fun” Shoot

## Stage 3 - “Retention Plates”



### Round Count:

String 1 = **6 minimum**

String 2 = **6 minimum**

(**12 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 engage **T1** with **2 rounds From Retention** then knock down the **Left 4 plates** in the following order: **S1, S3, S5, S7**.
- Reload as necessary, **but do not reload before holstering for String 2**.

### String 2 -

Shooter starts loaded at **P1** with the rounds remaining from String 1.

- At the sound of the buzzer, draw and engage **T1** with **2 rounds From Retention** then knock down the **Right 4 plates** in the following order: **S2, S4, S6, S8**.
- Reload as necessary,

### Notes:

1. If using a .22, 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**