

Range Masters "Fun" Shoot Scores - October 16, 2012

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	String 3	PD
1	Olson, Landon	NO	60.79	10	24.30	20.80	7	20.97	11.70	7.77	3	15.52	4.58	6.45	4.49	0
2	Hubbard, Corey	NO	88.60	30	26.56	23.56	6	37.53	14.15	11.38	24	24.51	7.81	8.94	7.76	0
3	Jepperson, Riley	NO	105.38	56	31.04	27.04	8	44.08	10.23	9.85	48	30.26	12.44	8.75	9.07	0
4	Phillips, Rdan	NO	109.28	22	35.61	30.11	11	35.64	19.10	11.04	11	38.03	20.02	10.14	7.87	0
5	Winder, Jason	NO	110.72	32	36.48	28.98	15	34.28	14.98	10.80	17	39.96	8.49	17.60	13.87	0
6	Pederson, Riley	NO	115.87	73	47.94	22.44	51	31.10	9.98	10.12	22	36.83	23.03	4.50	9.30	0
7	Adamson, Bo (1)	NO	115.95	34	38.32	27.82	21	41.28	17.31	17.47	13	36.35	16.45	8.52	11.38	0
8	Price, Mike	NO	117.10	25	38.37	33.87	9	38.79	17.02	13.77	16	39.94	20.27	6.41	13.26	0
9	Spensko, Shane	NO	117.84	23	39.59	31.09	17	38.79	21.17	14.62	6	39.46	23.90	6.36	9.20	0
10	Adamson, Bo (2)	NO	118.58	47	38.61	29.11	19	45.67	17.29	14.38	28	34.30	13.10	11.82	9.38	0
11	Archer, Jonathon (2)	NO	122.26	24	45.58	39.08	13	46.33	25.66	15.17	11	30.35	8.95	12.04	9.36	0
12	Archer, Jonathon (1)	NO	129.94	37	44.68	36.68	16	45.71	20.02	15.19	21	39.55	10.56	12.18	16.81	0
13	Scott, Mike	NO	137.68	52	41.58	28.58	26	30.30	11.87	10.43	16	65.80	40.84	7.65	12.31	10
14	Stepp, Jared	NO	150.37	21	55.69	52.19	7	43.92	23.03	13.89	14	50.76	30.58	12.11	8.07	0
15	Bracy, Mike	NO	178.95	34	67.82	60.32	15	57.96	28.56	19.90	19	53.17	27.15	11.48	14.54	0
16	Wilson, Daryl	NO	186.56	46	45.01	34.51	21	49.07	26.24	10.33	25	92.48	68.67	15.64	8.17	0
17	Conlin, Brandon	NO	203.24	134	61.86	28.86	66	55.37	20.95	10.42	48	86.01	38.65	12.18	25.18	20
18	Conlin, Shawn	NO	216.91	83	50.76	34.26	33	50.09	15.18	9.91	50	116.06	16.49	81.53	18.04	0
19	Archer, Frank	NO	304.37	85	63.97	53.47	21	61.74	32.49	17.25	24	178.66	53.79	67.96	36.91	40

Notes:

PD = **Points Down** = .5 seconds x Points Down

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

(Rev) = A revolver was used for the match

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

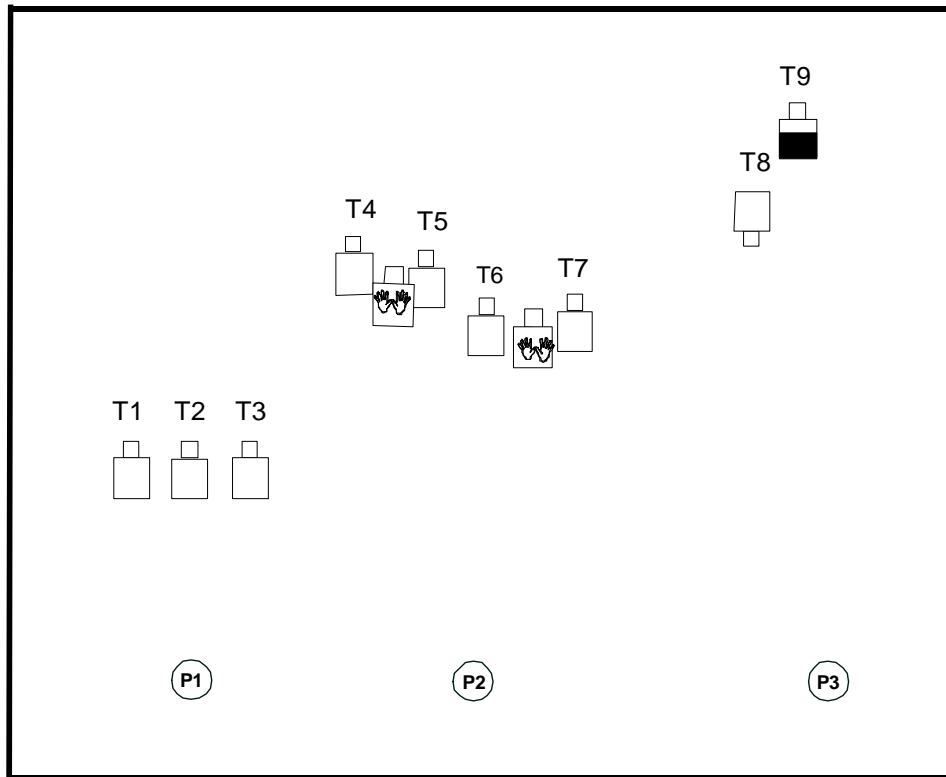
DNF = **Did Not Finish**

NS = **No Score**

NT = **No Time**

Range Masters “Fun” Shoot

Stage 1 - “Tactical What?”



Round Count:
String 1 = 21 **minimum**

Vickers Count
(Can make up shots)

String 1 -

Shooter starts at **P1** with **only 6 rounds** total in weapon. These rounds must be fired and a reload made.

- At the buzzer, draw and engage targets **T1, T2** and **T3** with **3 rounds** each (2 to each **TORSO**, 1 to each **HEAD**).
- Move to **P2**, then engage targets **T4 thru T7** with **2 rounds** each using **Tactical Sequence** - everybody gets one first, then everybody gets seconds.
- Move to **P3** and engage targets **T8 and T9** with **2 rounds** each.

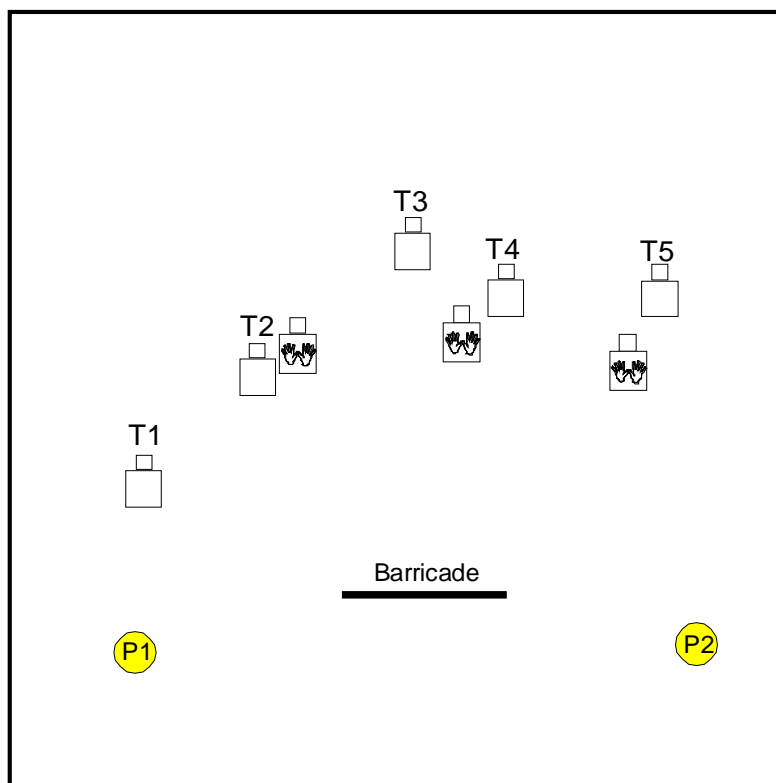
Notes:

1. The black area of target **T9** is “Hard Cover”. If full hits are in that area, it counts as a miss.
2. Reload as necessary.
3. Any magazine that is on the ground with live rounds in them will be counted as a Procedural Penalty.

COF Designed by Shane Spensko

Range Masters “Fun” Shoot

Stage 2 - “Chests and Heads”



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 CHEST only.**

String 2 -

Shooter starts **fully loaded at P2.**

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

Notes -

1. The Barricade is just an obstacle 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 - “Country Bumpkin Shoots the Pumpkin”

Round Count:

String 1 = 3 or 4 minimum

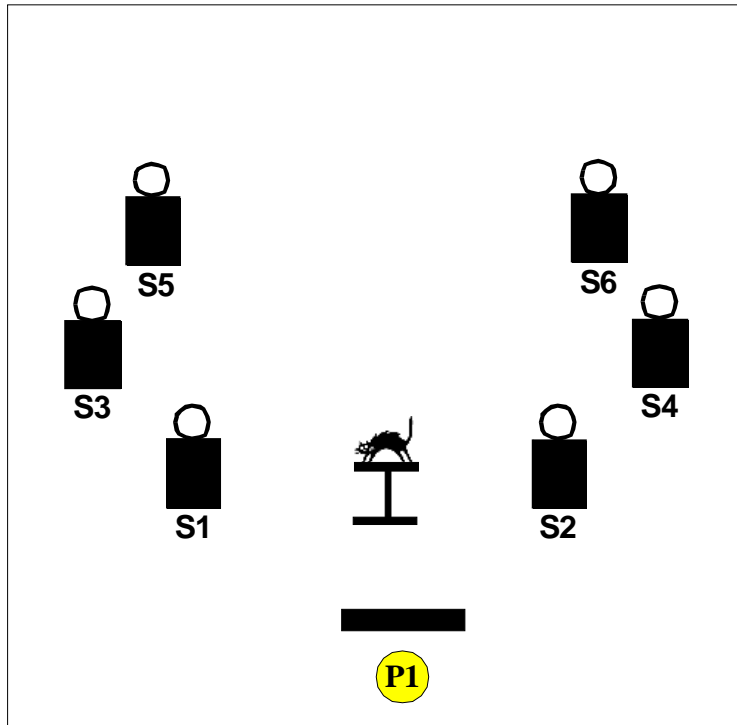
String 2 = 3 or 4 minimum

String 3 = 6 minimum

(13 rounds for the stage)

Vickers Count

(Can make up shots)



It will depend on whether the shooter is normally a right-handed shooter or left-handed shooter as to whether they start from a draw or low-ready position on Strings 1 and 2...

String 1

Shooter starts **fully loaded** at **P1**.

- At the sound of the buzzer, draw (or from the low ready) and knock down the **Left Plates** shooting with the **Left Hand Only** (any order).
- Reload as necessary - **can toppo** between strings.

String 2

Shooter starts **fully loaded** at **P1**.

- At the sound of the buzzer, draw (or from the low ready) and knock down the **Right Plates** shooting **Right Hand Only** (any order).
- Reload as necessary - **can toppo** between strings.

String 3

Shooter starts **fully loaded** at **P1**.

- At the sound of the buzzer, draw and knock down **All Plates** shooting **Feestyle** (any order).
- Reload as necessary.

Notes:

1. **Weak-Hand** shooting will **start from the Low Ready**; **Strong-Hand / Freestyle** shooting will **start with a draw**.
2. A solid hit on any of the plates will count as a hit.
3. The unlucky **cat will be dispatched** by using the **STRONG HAND ONLY**.