

# Rangemasters Handgun "Fun" Shoot Results - February 3, 2016

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	Gull, Joe	NO	72.03	13	28.88	24.88	8	20.27	8.19	9.58	5	22.88	5.70	7.61	9.57	
2	Kemp, Tony	O	76.22	3	38.97	37.47	3	19.13	10.44	8.69		18.12	5.90	5.22	7.00	
3	Woodward, Dan	NO	77.07	1	34.40	33.90	1	18.27	9.99	8.28		24.40	7.50	7.13	9.77	
4	Armstrong, Jeremiah	NO	86.71	31	30.23	25.23	10	30.78	13.21	10.07	15	25.70	9.22	5.56	7.92	6
5	Kemp, Tony	NO	95.34	8	37.18	33.18	8	30.12	17.20	12.92		28.04	11.41	8.99	7.64	
6	Greer, Seth	NO	95.84	17	33.87	30.37	7	27.53	11.10	11.43	10	34.44	11.95	11.79	10.70	
7	Davis, Keith	NO	98.85	24	36.58	32.08	9	33.93	13.04	13.39	15	28.34	10.56	10.29	7.49	
8	Reese, Steven	NO	98.95	26	39.11	28.61	21	27.65	12.52	12.63	5	32.19	11.09	10.21	10.89	
9	Phillips, R Dan	NO	104.54	10	44.20	39.20	10	34.35	17.51	16.84		25.99	7.20	9.09	9.70	
10	Duncan, Tyler	NO	109.45	6	38.44	37.94	1	37.03	13.18	21.35	5	33.98	10.98	13.29	9.71	
11	Rodriquez, Mike	NO	112.45	30	38.34	35.84	5	42.03	12.72	16.81	25	32.08	9.75	11.95	10.38	
12	Winchester, Kevin	NO	118.30	41	43.66	33.16	21	36.43	13.70	12.73	20	38.21	10.54	10.84	16.83	
13	Poulsen, Seth	NO	119.00	38	49.98	45.98	8	43.78	13.45	15.33	30	25.24	8.30	7.62	9.32	
14	Scott, Alan	NO	120.08	24	50.13	38.13	24	36.81	19.98	16.83		33.14	12.53	10.54	10.07	
15	Williams, John	NO	123.39	79	44.28	24.78	39	49.48	9.73	19.75	40	29.63	8.07	14.18	7.38	
16	Jolly, Jenn	NO	124.30	48	40.94	26.94	28	37.26	12.00	15.26	20	46.10	15.22	15.74	15.14	
17	Udall, Marc	O	127.19	7	54.07	53.07	2	40.83	22.16	16.17	5	32.29	10.63	11.28	10.38	
18	Green, Rich	NO	144.45	7	60.06	59.06	2	41.88	19.28	20.10	5	42.51	15.22	14.98	12.31	
19	Spencer, Mark	NO	146.02	11	59.43	53.93	11	48.06	32.49	15.57		38.53	12.83	13.81	11.89	
20	Reese, Howard	O	163.26	52	48.36	45.36	6	52.69	14.14	15.55	46	62.21	22.91	19.94	19.36	
21	Jeffs, Randall	NO	163.35	49	44.67	37.67	14	48.00	15.29	15.21	35	70.68	22.80	30.66	17.22	
22	Shaffer, Samuel	NO	166.22	55	73.04	58.04	30	42.46	15.29	14.67	25	50.72	19.98	17.09	13.65	
23	Robison, Tyler	NO	186.87	83	47.59	36.59	22	47.67	12.98	12.19	45	91.61	23.68	38.58	21.35	16
24	Cannon, Brandon	NO	199.92	78	62.35	50.85	23	62.12	17.63	16.99	55	75.45	22.73	19.76	32.96	
25	Schaefer, Scott	NO	236.42	86	61.23	48.23	26	82.73	21.37	41.36	40	92.46	29.25	25.92	27.29	20
26	Udall, Josh	NO	280.64	19	69.63	65.13	9	104.06	69.06	35.00		106.95	39.46	32.40	30.09	10
27	Ready, Bryce	NO	291.48	133	70.17	38.67	63	96.30	34.46	31.84	60	125.01	32.93	39.04	48.04	10
28	Lee, Daniel	NO	NS	171	NS		16	81.24	16.45	17.29	95	147.83	61.04	27.99	28.80	60

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

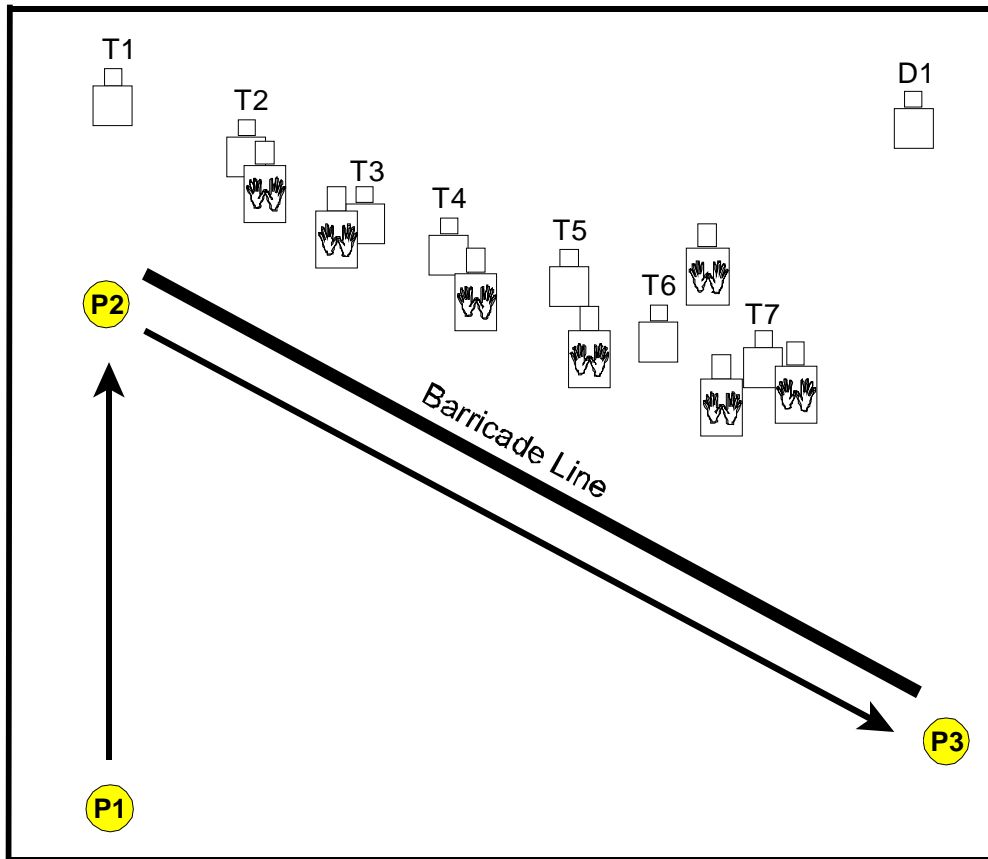
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Rangemasters “Fun” Shoot

## Stage 1 - “It’s an Angle, Baby”



**Round Count:**  
22 rounds minimum

**Unlimited Count**  
(Can make up shots.)

### String 1 -

Shooter starts fully loaded at **P1**.

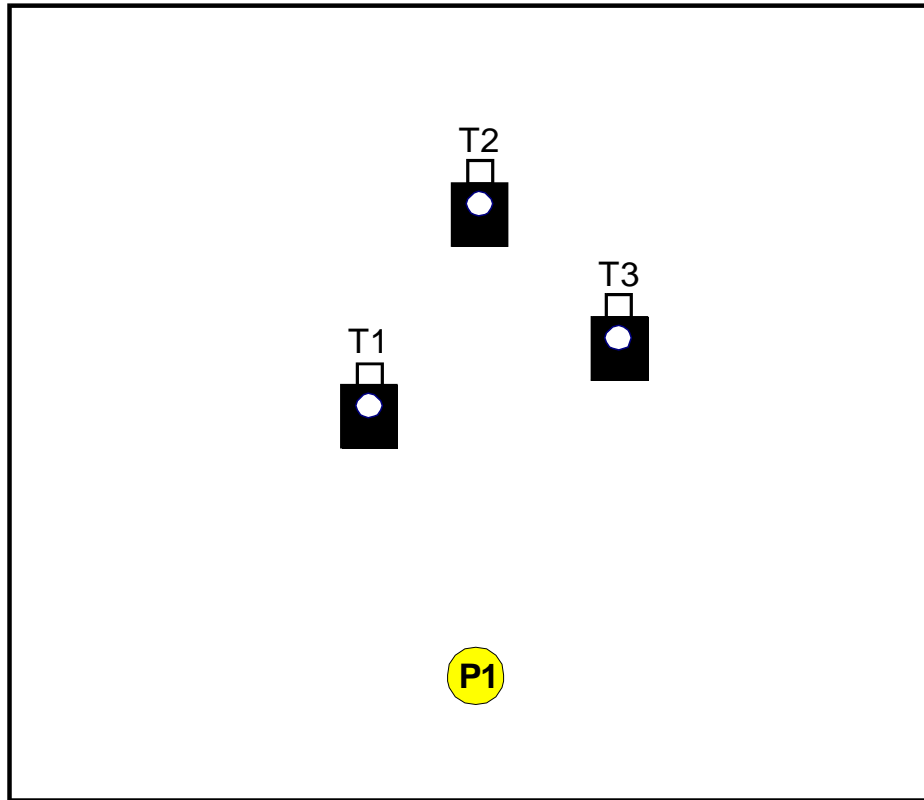
- At the sound of the buzzer, shooter advances to **P2** and engages targets **T1** through **T7** with **2 rounds** to the **body** and **1** to the **head while moving** to **P3**.
- At **P3**, engage the dropper **D1** until it drops.

### Notes:

1. **DO NOT SHOOT THE WALLS!!!**
2. While on the move, be mindful of the 180° line and don't sweep your feet.
3. Do not cross over Barricade Line.
4. Failure to neutralize **D1** is a miss on steel.

# Rangemasters “Fun” Shoot

## Stage 2 - “Hardcover Woes”



### Round Count:

String 1 = 12 Min

String 2 = 12 Min

Stage = 24 Min

### Unlimited Count

(Can make up shots)

### String 1 -

Shooter starts **fully loaded** at **P1** with **back to targets** and **hands in the Surrender Position**.

- At the buzzer, shooter **turns, draws** and engages **all targets** with **2 rounds** to the **TORSO** then **2 rounds** to the **HEAD**.

### String 2 -

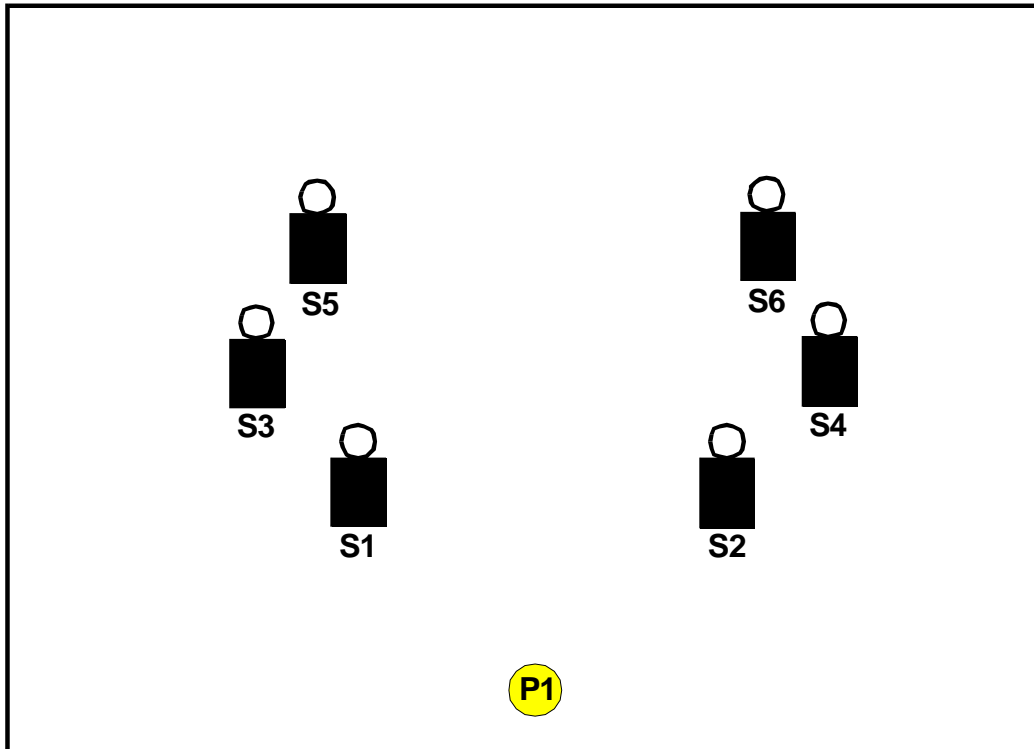
- Same as String 1 but **without the turn** and shoot **HEAD** then **TORSO**.

### Notes:

1. Hits on hardcover are misses.

# Rangemasters “Fun” Shoot

## Stage 3 - “Come on - Get Faster”



### Round Count:

String 1 = 6 Min

String 2 = 6 Min

String 3 = 6 Min

Stage = 18 Min

### Unlimited Count

(Can make up shots)

### String 1 -

Shooter starts fully loaded at **P1**.

- At the buzzer, draw and engage **S1** thru **S6 (in that order)** until all plates are knocked down.

### String 2 -

Same as String 1.

### String 3 -

Same as String 1.

### Notes:

1. Plates knocked down out of order will be assessed a 3-second Procedural Penalty.
2. Reloads can be done at any time.
3. Reloads between strings are “Off the Clock”.