## Range Masters "Fun" Shoot

### Results for September 19, 2006

Place	Name (Note)	Shoot Total	Total Points Down	Stage 1	String 1	String 2	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
1	Young, Ren	80.84	38	30.54	8.57	7.47	29	23.89	10.16	9.23	9	26.41	13.46	12.95	0
2	Majers, Steve	83.74	20	31.81	14.99	7.82	18	24.26	10.37	12.89	2	27.67	12.79	14.88	0
3	Rodriquez, Mike	85.46	27	28.37	10.89	6.48	22	24.08	8.75	12.83	5	33.01	23.06	9.95	0
4	Redford, "Red"	91.62	16	20.17	11.70	7.47	2	33.93	12.41	14.52	14	37.52	19.38	18.14	0
5	Olson, Landon	92.20	18	23.34	13.25	7.09	6	26.41	9.02	11.39	12	42.45	19.62	22.83	0
6	Spensko, Shane	94.12	33	25.35	9.66	9.19	13	27.69	10.51	10.18	14	41.08	24.41	13.67	6
7	Gustaveson, Mike (4)	94.66	15	33.41	17.69	8.22	15	28.71	12.61	16.10	0	32.54	17.36	15.18	0
8	Scott, Michael Sr.	101.47	11	30.15	17.33	8.82	8	26.78	12.69	12.59	3	44.54	19.30	25.24	0
9	DeLeeuw, Dave	107.92	47	23.03	10.31	6.22	13	38.99	12.34	9.65	34	45.90	18.56	27.34	0
10	Johnson, Keith	116.78	8	30.90	18.43	8.97	7	24.95	12.78	11.67	1	60.93	24.48	36.45	0
11	Phillips, RDan	117.11	45	29.82	11.03	9.79	18	49.43	19.38	16.55	27	37.86	20.89	16.97	0
12	Spensko, Chance	118.83	45	38.36	12.30	10.06	32	23.39	9.82	10.07	7	57.08	16.53	37.55	6
13	Hatch, Ryan	133.46	13	25.51	16.62	7.39	3	26.75	11.28	10.47	10	81.20	28.88	52.32	0
14	Mallon, Jim	134.85	21	37.17	18.17	11.50	15	40.86	21.08	16.78	6	56.82	28.50	28.32	0
15	Fuller, Russ	134.97	43	23.73	13.96	6.27	7	39.80	14.11	7.69	36	71.44	29.01	42.43	0
16	Gustaveson, Mike (1)	146.23	15	40.39	23.41	10.98	12	37.37	18.21	17.66	3	68.47	43.56	24.91	0
17	Price, Mike	<b>153.65</b>	19	40.33	22.58	11.25	13	29.12	14.60	11.52	6	84.20	33.67	50.53	0
18	Rees, Jerry (Rev)	164.95	52	47.41	24.43	14.48	17	57.15	17.10	22.55	35	60.39	36.14	24.25	0
19	Burney, Carl	170.93	26	41.21	22.38	14.83	8	51.00	20.38	21.62	18	78.72	37.53	41.19	0
20	Henry, Scott	177.29	23	40.05	24.53	10.02	11	39.68	19.97	13.71	12	97.56	63.14	34.42	0
21	Fabela, Ethan	190.66	56	57.40	29.61	15.29	25	49.74	27.91	21.33	1	83.52	26.99	41.53	30
22	Clark, David (Rev)	198.35	50	52.71	27.70	12.51	25	52.52	18.39	21.63	25	93.12	68.38	24.74	0
23	Johnson, Kim	199.57	69	45.01	17.58	8.93	37	43.81	12.99	14.82	32	110.75	66.65	44.10	0
24	Stenton, Mike	220.06	88	43.52	16.37	9.15	36	48.66	10.30	12.36	52	127.88	35.37	92.51	0
25	Nageotte, Jim	<b>247.28</b>	53	67.28	40.75	14.03	25	42.90	13.57	15.33	28	137.10	91.68	45.42	0

#### 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

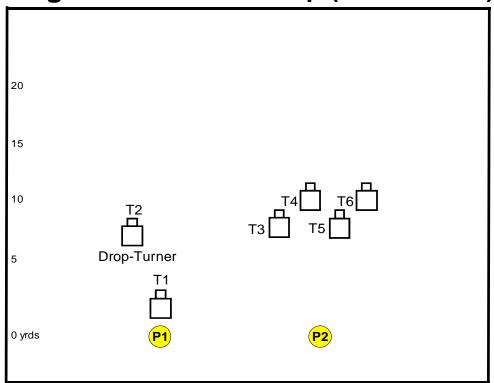
Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses-on-Steel, etc.)

(Rev) = Revolver

**DNF** = **D**id **N**ot **F**inish

NS = No Score sheet was entered.

# Range Masters "Fun" Shoot Stage 1 - "Count 'Em Up (with a Twist)"



Round Count:
String 1 = 14 max.
String 2 = 10 max.
(24 rounds max. for the stage)

Limited Vickers Count
(Cannot make up shots.)

### Scoring:

Targets are only scored after the shooter has completed both String 1 and String 2.

#### String 1:

Shooter starts at P1 with gun fully loaded.

- At the buzzer, draw and engage **T1** with **only 2 rounds From Retention** then **T2** with **only 2 rounds**.
- Move to P2 and engage targets T3 thru T5 as follows:

T3 with only 1 shot to the Torso,

Then **T4** with **only 2 shots to the Torso**,

Then T5 with only 3 shots to the Torso,

Then **T6** with **only 4 shots to the Torso**,

- Reload as necessary.

#### String 2:

Shooter starts at **P2** with **gun fully loaded**.

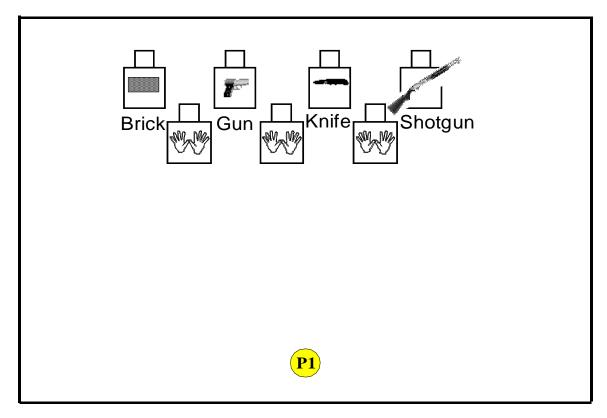
- At the buzzer, draw and engage T3 thru T5 with only 2 shots to each head.
- Reload as necessary.

#### Notes:

- 1. Drop-Turner will be tripped at the first shot fired to **T1**.
- 2. Do not engage **T3 thru T5 until reaching P2**.

COF designed "Red" Redford

## Range Masters "Fun" Shoot Stage 2 - "Gang Mayhem"



**Round Count:** 

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

Vickers Count (Can make up shots) Scoring:

Targets are only scored after the shooter has completed all Strings.

#### String 1:

Shooter starts fully loaded at **P1** in the kneeling position with hands on top of head and looking to the floor in the "hostage" position - **shooter will not look** at the orientation of the targets as the SO places the different markers on the targets -

- At the buzzer, look up, draw and engage the threat targets in Weapon Threat Priority with 2 rounds to the head.

#### String 2:

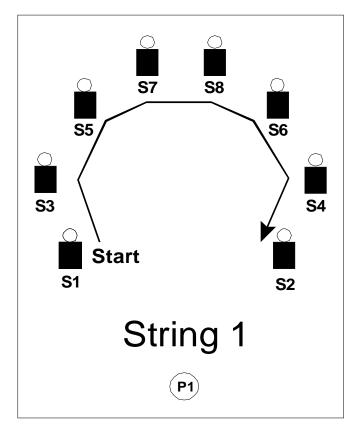
Shooter starts fully loaded at P1 with back to the targets -

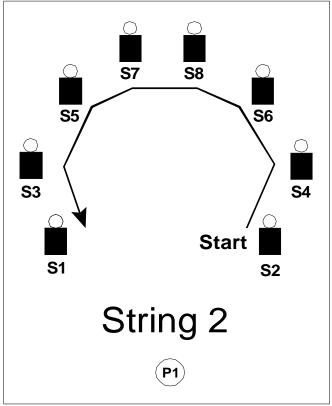
- At the buzzer, turn, draw and engage the threat targets in Weapon Threat Priority with 2 rounds to each body using the Strong Hand Only.

#### Notes:

- 1. SO will randomly move the weapon threat indicators for each string.
- 2. Targets shot out of priority order will receive a Procedural Penalty.
- Weapon Threat Priority is: (1) Shotgun, (2) Pistol, (3) Knife, (4) Brick

## Range Masters "Fun" Shoot Stage 3 - "This Way and That"





#### **Round Count:**

String 1 = 8 rds min. String 1 = 8 rds min. (16 rounds for the stage) Vickers Count (Can make up shots)

### String 1 -

Shooter starts at **P1** with **maximum of 8 rounds** in gun (additional mags can be fully loaded).

- At the sound of the buzzer, draw and knock down **S1** thru **S8** from **left to right** in the direction indicated in the drawing.
- Reload as necessary.

## String 2 -

Shooter starts at **P1** with **maximum of 8 rounds** in gun (additional mags can be fully loaded).

- At the sound of the buzzer, draw and knock down **S1** thru **S8** from **right to left** in the direction indicated in the drawing.
- Reload as necessary

#### Notes:

- 1. Targets must be shot in the order specified.
- 2. A solid hit will count as a knock down.

COF designed by RDan Phillips