

Range Masters "Fun" Shoot

Results for October 3, 2012

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Sorenson, Sam	NO	113.17	56	32.74	21.25	4.49	14	46.25	25.25	42	34.18	21.15	13.03	0
2	Rodriquez, Mike	NO	130.86	25	38.51	23.16	11.85	7	38.14	29.14	18	54.21	25.58	28.63	0
3	Phillips, RDan	NO	137.09	47	48.50	28.04	11.46	18	43.56	29.06	29	45.03	24.95	20.08	0
4	Simons, Jordan	NO	139.88	47	43.84	20.04	10.80	26	37.60	27.10	21	58.44	35.06	23.38	0
5	Scott, Michael	NO	152.58	26	53.27	34.25	10.02	18	42.27	38.27	8	57.04	36.75	20.29	0
6	Edman, Bryan	NO	154.84	63	50.38	22.12	9.76	37	52.20	39.20	26	52.26	24.65	27.61	0
7	Price, Mike	NO	157.73	30	62.15	44.01	9.14	18	50.19	44.19	12	45.39	23.02	22.37	0
8	Watson, Ken	NO	159.45	15	47.33	31.30	8.53	15	39.77	39.77	0	72.35	34.82	37.53	0
9	Wilson, Daryl	NO	170.73	61	45.69	26.61	11.58	15	34.39	26.39	16	90.65	31.11	44.54	30
10	Adamson, Bo (45)	NO	184.45	56	56.81	25.00	12.31	39	58.19	49.69	17	69.45	43.58	25.87	0
11	Hulsey, Nick	NO	198.11	23	72.24	43.06	22.18	14	57.37	52.87	9	68.50	34.19	34.31	0
12	DeLeeuw, Dave	NO	210.44	81	44.18	24.43	6.75	26	58.57	36.07	45	107.69	83.09	19.60	10
13	Adamson, Bo (9)	NO	234.36	88	52.80	29.27	7.03	33	64.59	37.09	55	116.97	83.01	33.96	0
14	Johnson, Michael A.	NO	284.77	143	81.97	39.57	9.90	65	79.16	55.16	48	123.64	43.04	65.60	30
15	Feddern, Nicolas	NO	288.49	121	62.20	36.32	5.88	40	58.38	32.88	51	167.91	93.98	58.93	30
16	Sandgren, Shelby (.22)	NO	376.06	97	85.04	41.85	9.69	67	90.97	78.97	24	200.05	112.92	84.13	6

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = A revolver was used for the match

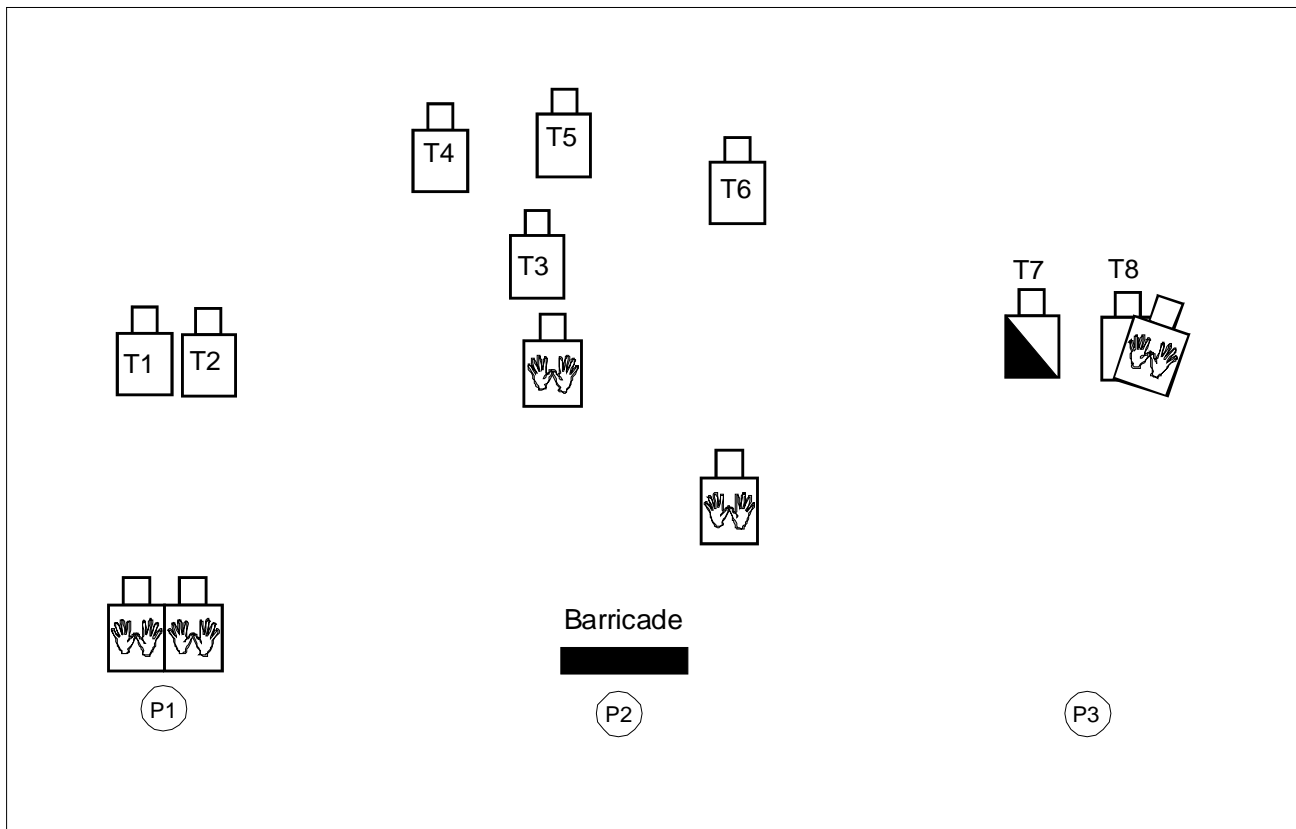
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

NS = No Score

NT = No Time

Range Masters “Fun” Shoot

Stage 1 - “Park Conflict”



Round Count:

String 1 = **16** Minimum
 String 2 = **6** Minimum
 (**22** 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 **T1** and **T2** with **2 shots** to the **BODY**.
 Note that **touching the Non Threats while shooting is a penalty** and **shooting over them is not allowed**.
- While moving to **P2**, you **must engage T3 thru T6** with at least **1 round each**, then **after reaching P2**, finish the required **2 to the TORSO** and **1 to the HEAD** shots.

String 2 -

Shooter starts at **P3** loaded with **remaing rounds from String 1**.

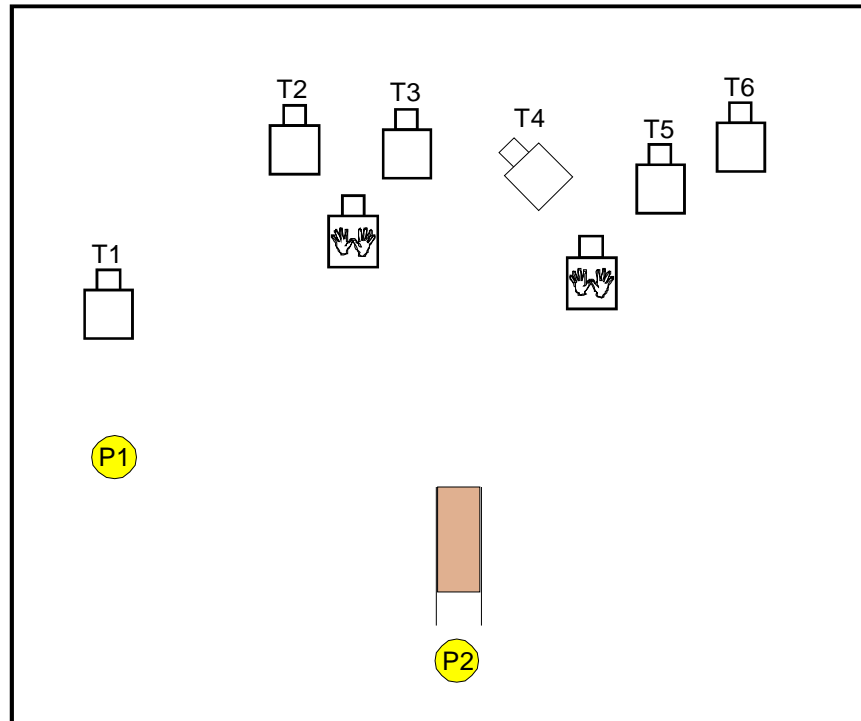
- At the sound of the buzzer, draw and engage **T7** and **T8** with **3 rounds to each BODY** in **Tactical Sequence**.

Notes:

1. Do not shoot the walls!

Range Masters “Fun” Shoot

Stage 2 - “Bad Guys Everywhere”



Round Count:

String 1 = **18** Minimum
Stage Total = **18** Minimum

Vickers Count

(Can make up shots.)

String 1 -

Shooter starts fully loaded and holstered at **P1** with his **back to the targets** with a cell phone in their **strong hand** held up to their ear.

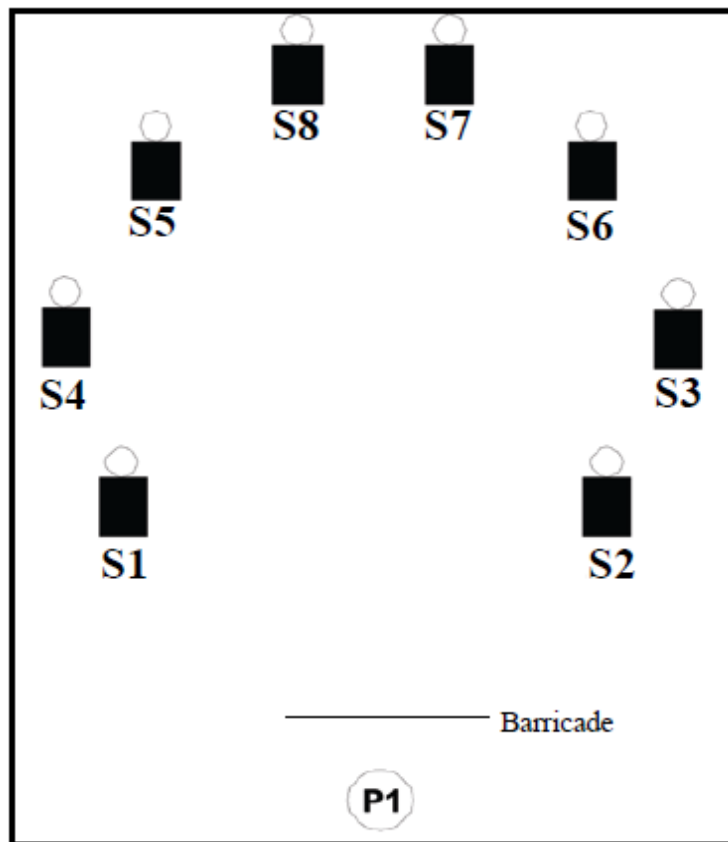
- At the sound of the buzzer, turn, draw and engage **T1** with **2 rounds** to the **TORSO** and **1 round** to the **HEAD**.
- Then retreat to **P2** and engage **T2** and **T3** from the **LEFT side** of the barricade with **2 rounds** to the **TORSO** and **1 round** to the **HEAD**.
- Perform a **Tactical Reload** or **Reload with Retention** and then engage targets **T4-T6** from the **RIGHT side** of the barricade with **2 rounds** to the **TORSO** and **1 round** to the **HEAD**.

Notes:

1. Shooter **MUST WATCH MUZZLE DIRECTION** while retreating to **P2**.
2. Proper use of cover (**100% of legs** and **50% of Torso** behind cover) will be watched for and penalized if necessary.
3. **DO NOT SHOOT THE WALLS!!!**

Range Masters “Fun” Shoot

Stage 3 - Oct. 3



Round Count:

String 1 = 8 rds min.

String 2 = 8 rds min.

(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 the buzzer, draw and engage, from the right side of the barricade, with proper use of cover, the odd plates. And from the left side of the barricade, the even plates.

String 2 - Shooter starts at P1 with no more than 11 rounds in the gun.

- At the sound of the buzzer, draw and engage, from the right side of the barricade, with proper use of cover, the even plates. And from the left side of the barricade, the odd plates.

- All shots will be made with the proper use of cover.
- Shooter may start on either side of the barricade for both strings.