

# Range Masters "Fun" Shoot

Results for October 18, 2011

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	Kemp, Tony	O	76.81	14	35.17	32.17	6	25.15	21.15	8	16.49	8.71	7.78	
2	DeLeeuw, Dave	O	82.11	23	37.46	30.96	13	28.53	23.53	10	16.12	7.29	8.83	
3	Ursulich, Ryan	NO	104.76	20	40.68	33.68	14	32.41	29.41	6	31.67	12.69	18.98	
4	Milhone, Kinzey	NO	108.04	23	43.92	39.42	9	29.48	22.48	14	34.64	15.58	19.06	
5	Reese, Howard	O	108.41	6	39.90	37.40	5	26.76	26.26	1	41.75	12.60	29.15	
6	Redford, "Red"	NO	114.80	23	46.14	38.64	15	36.47	32.47	8	32.19	19.09	13.10	
7	Price, Mike	NO	126.42	27	46.96	44.96	4	41.57	30.07	23	37.89	22.08	15.81	
8	Rodriquez, Mike	NO	126.69	22	52.36	41.86	21	32.82	32.32	1	41.51	20.75	20.76	
9	Spensko, Shane	NO	127.55	15	52.89	52.89		39.16	31.66	15	35.50	15.41	20.09	
10	Phillips, R Dan	NO	131.31	39	41.22	39.22	4	44.18	26.68	35	45.91	26.71	19.20	
11	Scott, Michael	NO	134.22	17	42.60	41.60	2	48.71	41.21	15	42.91	22.25	20.66	
12	Waldo, Ralph	NO	138.03	23	51.91	49.41	5	55.71	46.71	18	30.41	16.84	13.57	
13	Greer, Seth	NO	141.94	72	60.21	41.71	37	47.97	30.47	35	33.76	12.82	20.94	
14	Wall, Stew	NO	142.03	25	68.03	60.53	15	37.48	32.48	10	36.52	18.11	18.41	
15	Mecham, Evan	NO	146.66	48	57.00	52.50	9	54.11	34.61	39	35.55	18.95	16.60	
16	Laney, Brian	NO	148.64	27	57.84	52.84	10	51.90	43.40	17	38.90	24.80	14.10	
17	Reese, Jerry (Rev)	NO	148.64	23	45.31	43.81	3	62.96	52.96	20	40.37	21.12	19.25	
18	Isley, Luke	NO	151.23	53	47.09	42.59	9	45.54	38.54	14	58.60	22.25	21.35	30
19	Lines, Jeremy	NO	172.72	54	49.29	41.29	16	49.29	30.29	38	74.14	42.02	32.12	
20	Lines, Jeremy	NO	173.65	54	60.42	41.42	38	45.58	37.58	16	67.65	28.42	39.23	
21	Boucha, David	NO	177.80	31	76.10	68.60	15	52.80	44.80	16	48.90	21.47	27.43	
22	Davies, Evan	NO	179.40	47	50.24	44.74	11	49.15	31.15	36	80.01	29.42	50.59	
23	Littlefield, Stan	NO	182.60	24	55.61	55.11	1	44.17	42.67	3	82.82	40.92	31.90	20
24	Wall, Stew	NO	207.82	36	58.87	43.87	30	33.91	30.91	6	115.04	55.14	59.90	
25	Banks, John	NO	241.24	58	65.48	56.98	17	63.45	42.95	41	112.31	72.46	39.85	
26	Sandgren, Shelby (.22)	NO	327.80	28	81.02	76.52	9	73.42	63.92	19	173.36	97.10	76.26	

## 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.)

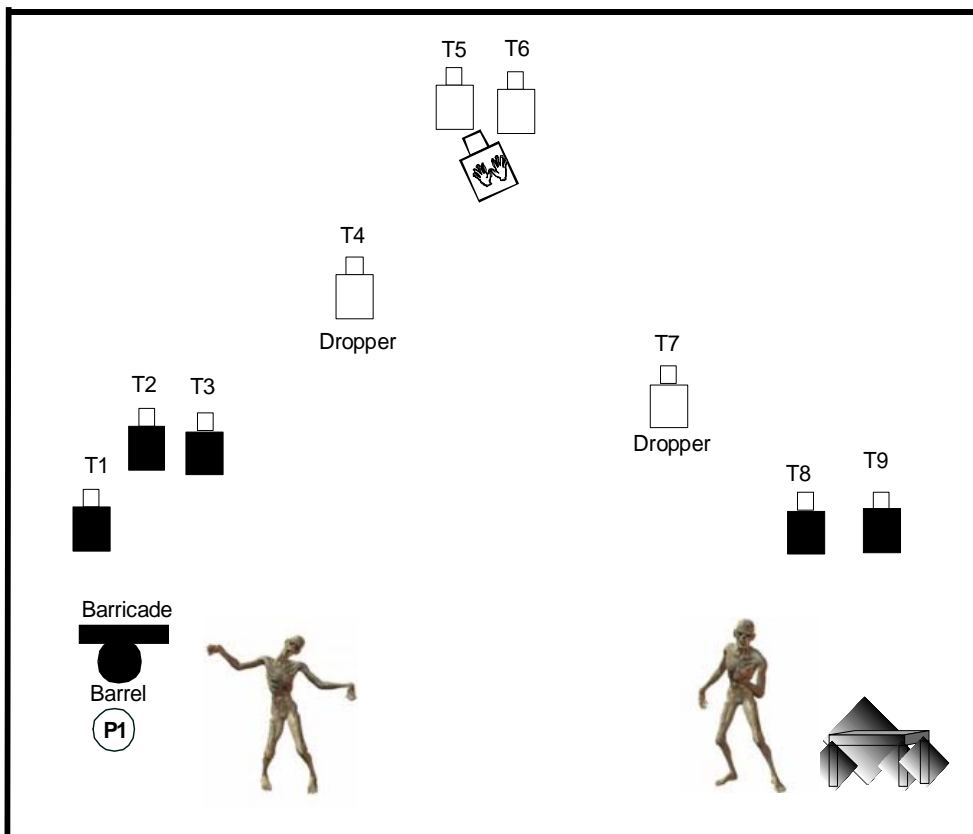
DNF = Did Not Finish

NS = No Score

NT = No Time

# Range Masters “Fun” Shoot

## Stage 1 - “Silly Zombies!!”



**Round Count:**  
String 1 = 16 minimum

**Vickers Count**  
(Can make up shots)

**String 1:** All targets get 2 rounds - Body or Head as designated.  
Engage Droppers until they fall.

Place unloaded firearm on table and one magazine with no more than 6 rounds inside the zippered bag. The remaining magazines will be fully loaded on the barrel at P1.

Shooter starts at **P1**.

- At the sound of the buzzer, move as quickly as possible to the table, remove the magazine from the zippered bag and load firearm.
- While moving back to **P1**, engage targets **T9** thru **T1**.
- When out of ammo, move to the barrel to retrieve magazines for reloads **one at a time** and engage the rest of the targets from behind the barricade using proper cover. However, **if the Dropper (T7) is not dropped within the first 6 rounds**, you must **retrieve your next magazine** from the barrel **then return to a position directly uprange from T7** to re-engage it, **then return to the cover of the barricade** to engage the remaining targets.

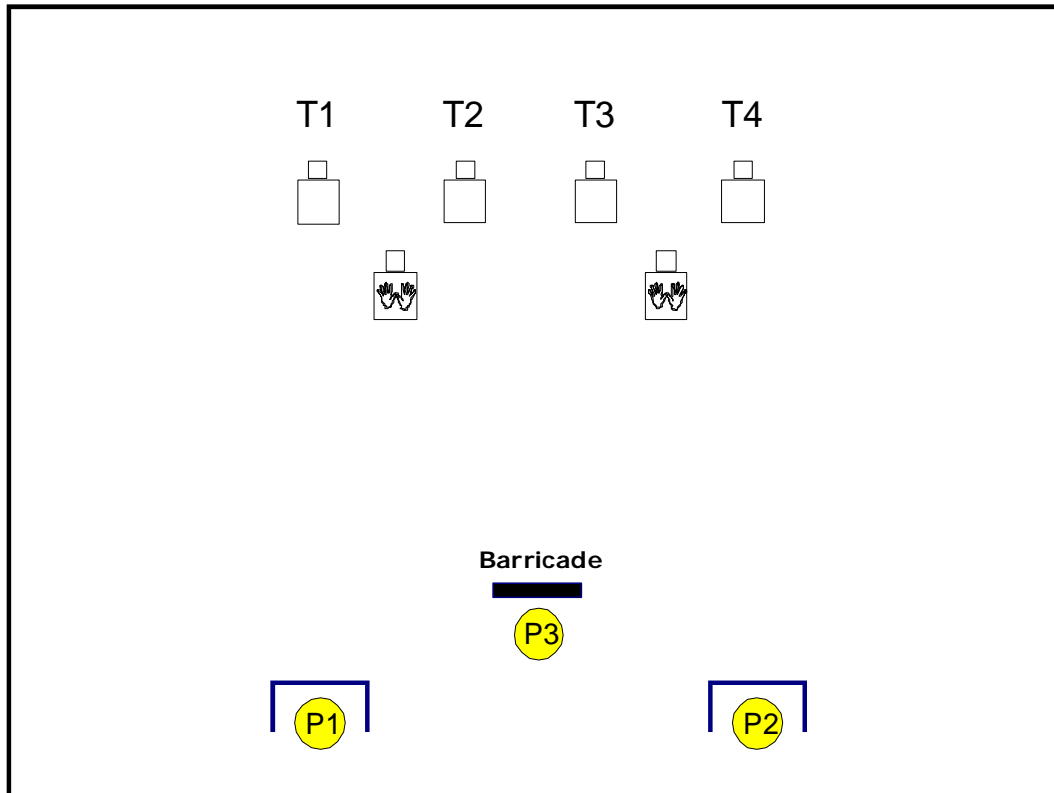
**DO NOT Break the 180° Line and DO NOT SHOOT THE WALLS!!!**

### Notes:

1. All targets get **2 rounds** - body or head.
2. The black area of targets is “Hard Cover” and count as misses if rounds are in that area.
3. Engage Droppers **until they fall**.
4. Engage targets only down range. **DO NOT SHOOT THE WALLS!**

# Range Masters “Fun” Shoot

## Stage 2 - “Stay In The Box”



**Round Count:**  
String 1 = **16 maximum**  
(**16** rounds for the stage)

**Limited Vickers Count**  
(**Can Not** make up shots.)

### String 1:

Start at **P1** with firearm fully loaded.

- At buzzer, draw and engage **T1 - T4** with **1 round each (TORSO ONLY)**.
- **Move to P2** and re-engage **T1 - T4** with **1 round each (TORSO ONLY)**.
- **Move to P3** and engage **T1** and **T2** with **1 round to TORSO** and **1 round to HEAD** from the **LEFT side** of the Barricade, then engage **T3** and **T4** from the **RIGHT side** of the Barricade with **1 round to TORSO** and **1 round to HEAD**.

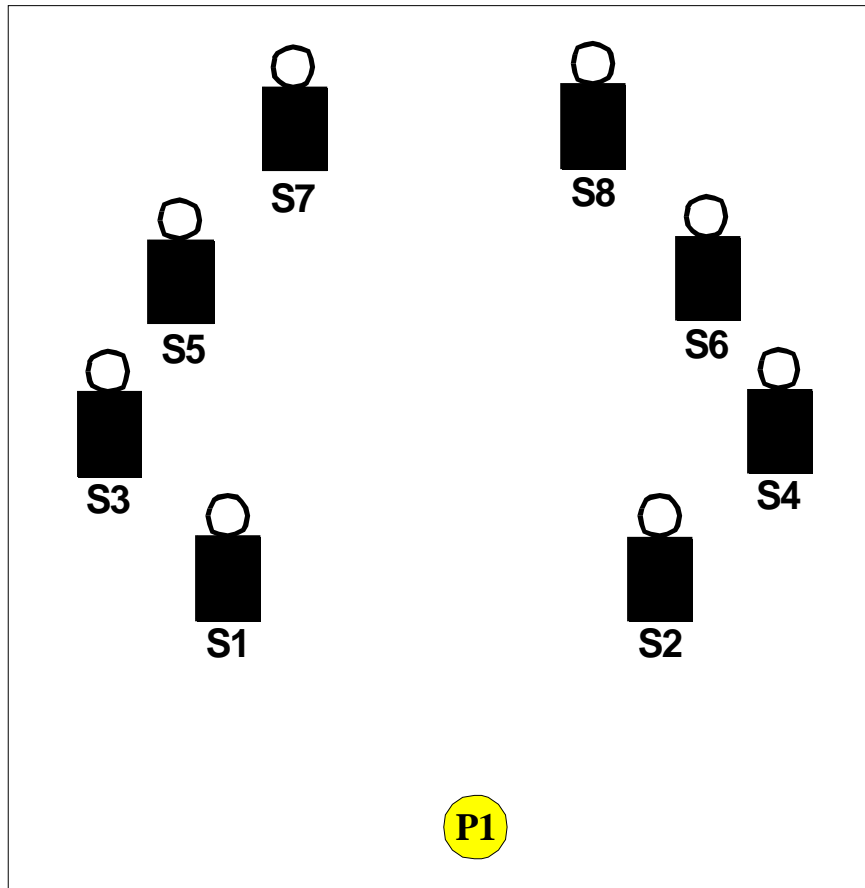
### Notes:

- All shots must be from the positions indicated.
- **Cover must be properly used at P3.**
- **DO NOT shoot the walls!**

COF Designed by Dave DeLeeuw

# Range Masters “Fun” Shoot

## Stage 3 - “Eight”



### Round Count:

String 1 & 2 = 16 minimum

### Vickers Count

(Can make up shots)

### String 1

Shooter starts fully loaded at **P1**. (**Shooter can Top Off between Strings.**)

- At the sound of the buzzer, draw and **knock down** plates **S8** thru **S1** (**Back to Front**).
- Reload as necessary.

### String 2

- At the sound of the buzzer, draw and **knock down** plates **S1** thru **S8** (**Front to Back**).
- Reload as necessary.

### Notes:

1. 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 Miss-On-Steel penalty.