

Rangemasters Handgun "Fun" Shoot Results - July 21, 2015

Place	Name	*Div	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	PD
1	Gull, Joe	NO	58.63	6	31.63	30.63	2	15.42	13.42	4	11.58	2.04	4.40	5.14	
2	DeLeeuw, Dave	O	65.63	11	29.53	26.03	7	17.72	15.72	4	18.38	3.06	7.35	7.97	
3	Holmer, Kirk	NO	68.44	2	29.96	28.96	2	17.66	17.66		20.82	3.40	5.37	12.05	
4	Roberts, Kent	NO	72.59	37	31.84	22.34	19	22.30	13.30	18	18.45	2.80	8.66	6.99	
5	Scott, Alan	NO	75.57	20	33.89	25.89	16	17.14	15.14	4	24.54	5.76	7.79	10.99	
6	Rodriquez, Mike	NO	78.62	17	35.89	30.89	10	21.13	17.63	7	21.60	5.01	6.25	10.34	
7	Sheen, Christopher	NO	78.70	26	28.52	19.52	18	20.72	16.72	8	29.46	5.12	13.38	10.96	
8	Roberts, Tory	NO	93.08	38	44.03	28.53	31	22.99	19.49	7	26.06	4.58	8.13	13.35	
9	Lawrence, Ken	NO	93.47	15	42.79	38.29	9	27.99	24.99	6	22.69	3.90	7.05	11.74	
10	Phillips, R Dan	NO	95.00	2	35.67	35.17	1	21.88	21.38	1	37.45	2.31	4.73	30.41	
11	Perkins, Nathan	NO	100.98	19	39.54	34.04	11	28.90	24.90	8	32.54	4.18	17.92	10.44	
12	Rigby, Scott	NO	105.36	12	55.22	49.72	11	26.43	25.93	1	23.71	5.60	8.28	9.83	
13	Waldo, Ralph	NO	109.31	20	49.45	44.45	10	29.69	24.69	10	30.17	4.74	8.00	17.43	
14	Scott, Mike	NO	110.08	20	46.38	37.38	18	21.37	20.37	2	42.33	4.28	14.51	23.54	
15	Septon, Allen (#1)	NO	112.63	30	61.55	50.05	23	28.45	24.95	7	22.63	3.48	6.34	12.81	
16	Prior, Caleb	NO	118.35	58	49.54	37.04	25	42.11	25.61	33	26.70	3.81	8.27	14.62	
17	Sandgren, Max	NO	119.49	28	43.13	32.13	22	34.55	31.55	6	41.81	3.62	12.08	26.11	
18	Brown, Roger	NO	121.21	3	63.06	62.06	2	31.29	30.79	1	26.86	4.51	10.37	11.98	
19	Jolly, Jenn (Rev)	NO	122.20	50	61.37	40.87	41	24.70	20.20	9	36.13	3.88	11.57	20.68	
20	Perkins, Dave	NO	123.67	24	52.84	42.84	20	35.62	33.62	4	35.21	2.75	11.57	20.89	
21	LeBaron, Chad	NO	125.25	37	45.33	38.33	14	47.39	35.89	23	32.53	3.86	12.52	16.15	
22	Jolly, Jenn	NO	130.26	56	50.66	32.16	37	37.15	27.65	19	42.45	5.55	14.41	22.49	
23	Septon, Allen (#2)	NO	151.05	46	82.74	59.74	46	25.51	25.51		42.80	4.41	12.83	25.56	
24	Rigby, Koy	NO	154.17	72	66.72	34.72	64	26.88	22.88	8	60.57	3.18	37.36	20.03	
25	Hellewell, Parley (#2)	NO	187.74	85	90.50	59.00	63	62.73	51.73	22	34.51	5.95	13.02	15.54	
26	Hellewell, Parley (#1)	NO	198.70	67	83.51	54.51	58	60.55	56.05	9	54.64	5.79	17.12	31.73	

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

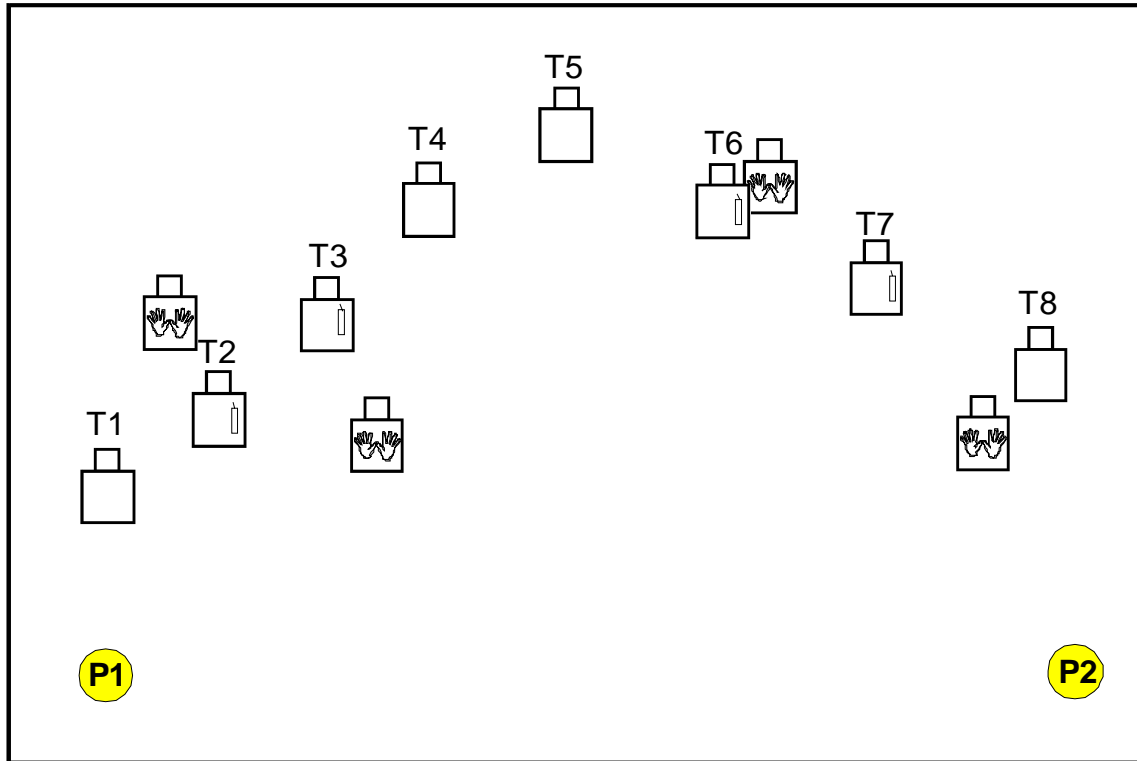
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Firecracker!”



Round Count:
String 1 = 20 Min

Unlimited Count
(Can make up shots)

String 1 -

Shooters starts fully loaded at **P1**.

- At the buzzer, draw, and **while moving to P2**, engage **T1 thru T8** with **2 rounds to the TORSO ONLY** (shooter must be at **P2** before engaging **T8**).
- After reaching **P2** and engaging **T8**, start moving back to **P1** and engage **all targets that have a Firecracker** with **1 round to the HEAD ONLY**.

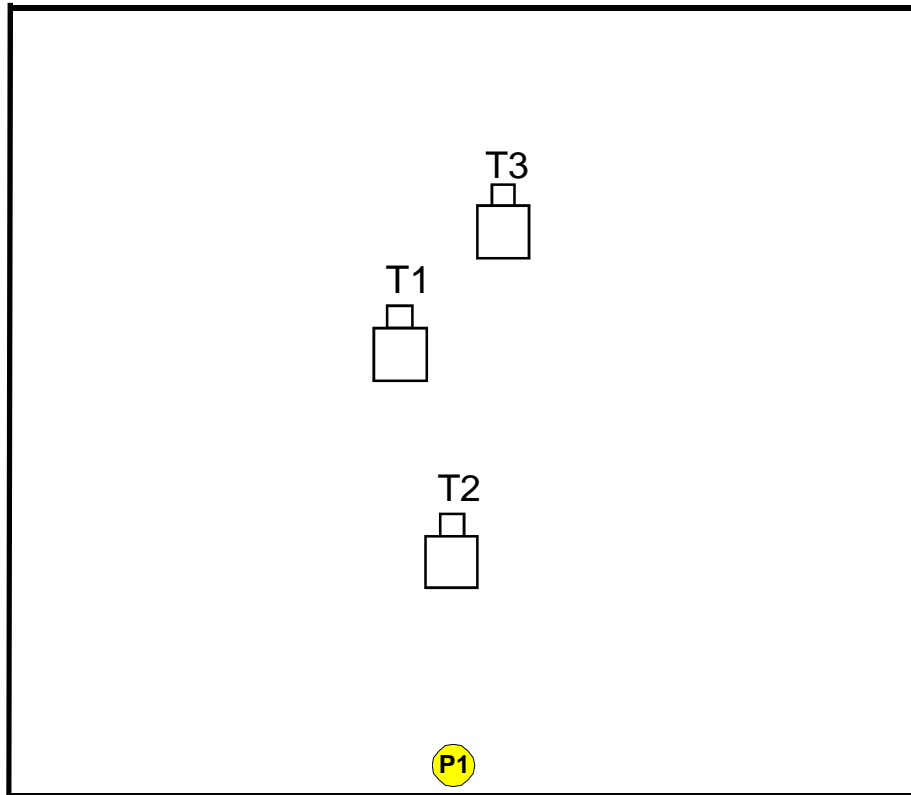
Notes:

1. Shooter must be at **P2** before engaging **T8**.
2. Reload as nessasary.
4. **DO NOT SHOOT WALLS.**

COF designed by Dave DeLeeuw

Rangemasters “Fun” Shoot

Stage 2 - “Dave’s Drill”



Round Count
18 rounds.

Limited
(Can Not make up shots)

String 1 - Shooter starts at **P1** fully loaded and holstered.

- At the sound of the buzzer, draw and engage **T2** with **6 rounds** to the **BODY**.
- **Perform a Reload With Retention**, then engage **T1**, with **6 rounds** to the **Body**.
- **Perform a Reload With Retention**, then engage **T3** with **6 rounds** to the **Body**.

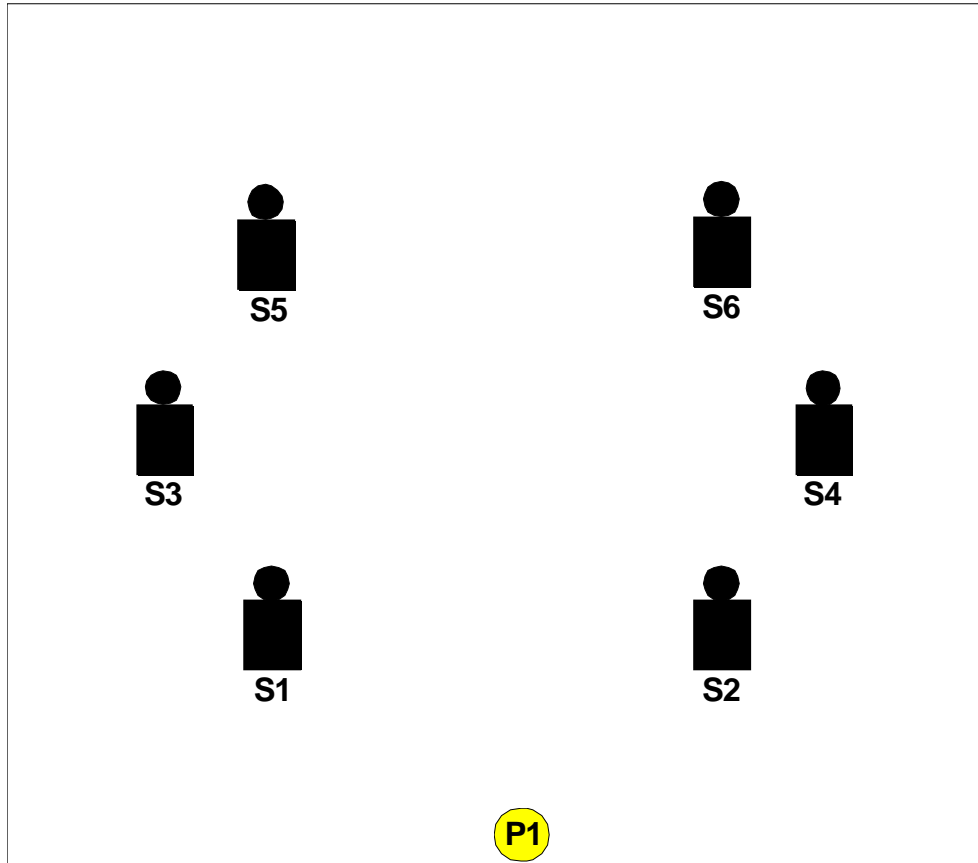
Notes:

1. Must perform 2 **Reloads With Retention**.
2. Each Target must have 6 hits.
3. Targets with more than six hits, counts as a hit on non threat.
4. Please do not shoot the walls.
5. Have a COF you would like us to do? Tell me or Ryan.

COF Dave / R. Waldo

Rangemasters “Fun” Shoot

Stage 3 - “2 Plus 4 is 6”



Round Count:

String 1 = **2 Minimum**
String 2 = **4 Minimum**
String 3 = **6 Minimum**
(**12** rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and engage **S1 and S2 in any order**.
- Reload as necessary.

String 2 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and engage **S3 thru S6 in any order**.
- Reload as necessary.

String 3 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and engage **S1 thru S6 in any order**.
- Reload as necessary.

Notes:

1. A solid hit on any of the plates will count as a hit.
2. Any missed plate will count as a 5-second penalty.