

Range Masters "Fun" Shoot

Results for October 1, 2008

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	String 3	PD	Stage 3	String 1	String 2	String 3	PD
1	Gustaveson, Michael	O	68.03	7	27.01	25.51	3	23.42	6.47	7.09	7.86	4	17.60	5.14	7.60	4.86	0
2	Olson, Landon	NO	69.72	5	34.29	33.79	1	20.89	5.39	5.83	7.67	4	14.54	5.11	4.78	4.65	0
3	Kemp, Tony (2)	NO	79.86	12	36.31	34.31	4	24.57	5.65	7.22	7.70	8	18.98	7.31	5.83	5.84	0
4	Majers, Steve	O	84.38	11	45.55	43.05	5	23.19	4.79	6.28	9.12	6	15.64	7.06	4.16	4.42	0
5	Rees, Jerry	NO	88.59	17	38.03	38.03	0	35.09	8.25	8.25	10.09	17	15.47	4.70	5.07	5.70	0
6	Tenney, Brian	NO	89.28	18	37.89	36.39	3	31.73	7.36	6.74	10.13	15	19.66	6.80	6.45	6.41	0
7	Spensko, Shane	NO	90.07	28	43.08	35.08	16	27.77	5.83	7.42	8.52	12	19.22	6.26	5.47	7.49	0
8	Huff, Blake	O	94.09	12	47.27	46.77	1	29.47	5.73	7.67	10.57	11	17.35	7.44	5.07	4.84	0
9	Redford, "Red"	NO	98.81	23	47.64	43.14	9	28.68	6.48	6.55	8.65	14	22.49	6.90	7.41	8.18	0
10	Limb, Brandon	NO	100.02	30	55.27	43.77	23	26.08	6.73	7.44	8.41	7	18.67	5.24	6.80	6.63	0
11	Spensko, Chance	NO	101.55	44	48.45	38.95	19	35.67	11.34	5.56	6.27	25	17.43	6.42	6.05	4.96	0
12	Mikkelsen, Mike	NO	102.19	20	46.02	43.02	6	34.06	8.06	9.20	9.80	14	22.11	5.92	5.79	10.40	0
13	Bustillos, Jesus	NO	102.87	53	52.93	34.43	37	28.74	8.19	7.89	4.66	16	21.20	7.42	6.51	7.27	0
14	VanHorn, Guy	NO	108.96	38	54.33	42.83	23	34.11	9.86	8.51	8.24	15	20.52	6.93	7.57	6.02	0
15	Kemp, Tony (1)	NO	117.03	36	67.03	64.03	6	30.13	4.38	4.98	5.77	30	19.87	5.52	6.30	8.05	0
16	Ursulich, Ryan	NO	120.64	56	54.04	38.04	32	39.07	8.13	9.62	9.32	24	27.53	6.64	8.27	12.62	0
17	Waldo, Ralph	NO	125.24	46	67.52	51.52	32	32.02	7.36	7.67	9.99	14	25.70	12.11	5.81	7.78	0
18	Phillips, RDan	NO	131.83	31	74.13	62.63	23	34.72	10.68	9.51	10.53	8	22.98	6.07	6.67	10.24	0
19	Mallon, Jim	NO	137.18	51	73.18	56.68	33	37.69	9.81	9.69	9.19	18	26.31	6.48	8.95	10.88	0
20	Davies, Evan	NO	138.92	63	61.47	42.97	37	33.74	6.77	7.05	6.92	26	43.71	5.85	24.24	13.62	0
21	Carroll, Chris	NO	138.94	8	69.47	66.97	5	39.24	12.20	11.54	14.00	3	30.23	6.31	9.38	14.54	0
22	Little, Josh	NO	145.73	26	64.83	55.83	18	35.04	8.72	10.00	12.32	8	45.86	9.95	17.90	18.01	0
23	Clark, David (Rev)	NO	150.02	22	60.48	55.48	10	33.01	8.30	8.29	10.42	12	56.53	5.29	32.52	18.72	0
24	Lawrence, Ken	NO	150.75	27	59.86	56.36	7	48.92	13.31	12.78	12.83	20	41.97	9.59	11.61	20.77	0
25	Edwards, Preston	NO	157.47	42	61.44	47.44	28	33.56	7.90	9.82	8.84	14	62.47	24.42	26.90	11.15	0
26	Scott, Michael Sr. (Rev)	NO	162.40	47	65.15	57.15	16	37.27	6.50	6.41	8.86	31	59.98	24.48	17.02	18.48	0
27	Steadman, Daniel	NO	170.87	81	70.10	52.10	36	53.21	10.60	8.73	11.38	45	47.56	10.62	16.03	20.91	0
28	Jones, Ammon	NO	198.70	81	98.13	85.63	25	41.51	9.89	11.64	11.98	16	59.06	11.81	15.15	12.10	40
29	Draper, Randy	NO	221.59	45	110.93	96.93	28	36.56	9.22	9.11	9.73	17	74.10	31.57	20.66	21.87	0
30	Edwards, Abbey	NO	265.17	47	86.23	69.73	33	44.06	11.01	11.10	14.95	14	134.88	88.83	25.51	20.54	0
31	Adair, Adam	NO	277.42	119	93.73	67.23	53	49.26	8.75	8.43	9.08	46	134.43	52.68	29.27	42.48	20
32	Baker, Lee	NO	381.96	106	168.85	146.85	44	46.34	9.31	6.77	9.26	42	166.77	75.15	49.72	31.90	20
33	Baker, Drennan (.22)	NO	431.63	108	166.41	146.41	40	74.86	13.69	13.94	13.23	68	190.36	85.00	37.41	67.95	0

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

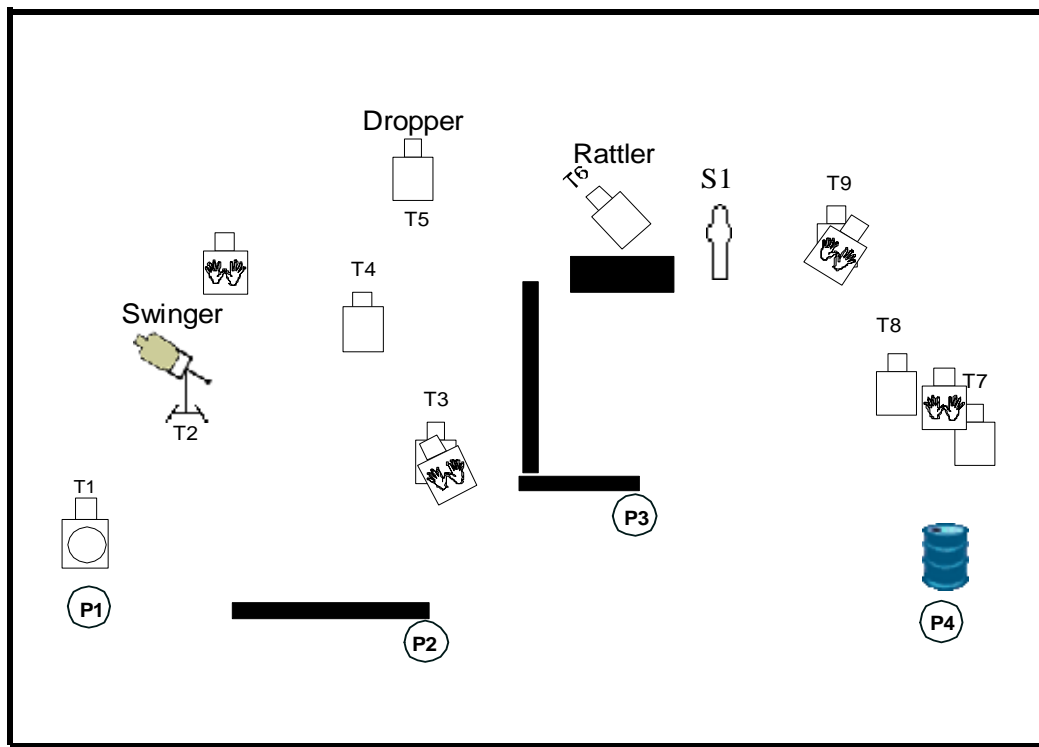
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Trick or Treat”



Round Count:
18 minimum

Vickers Count
(Can make up shots)

While awaiting some Halloween Night goblins, you answer the door expecting “Trick or Treat!”, but what you get is a bunch of monsters with ill intent.

String 1 - All targets get 2 rounds - Body or Head except Dropper and S1.

Shooter starts at **P1** with **Fully loaded weapon**.

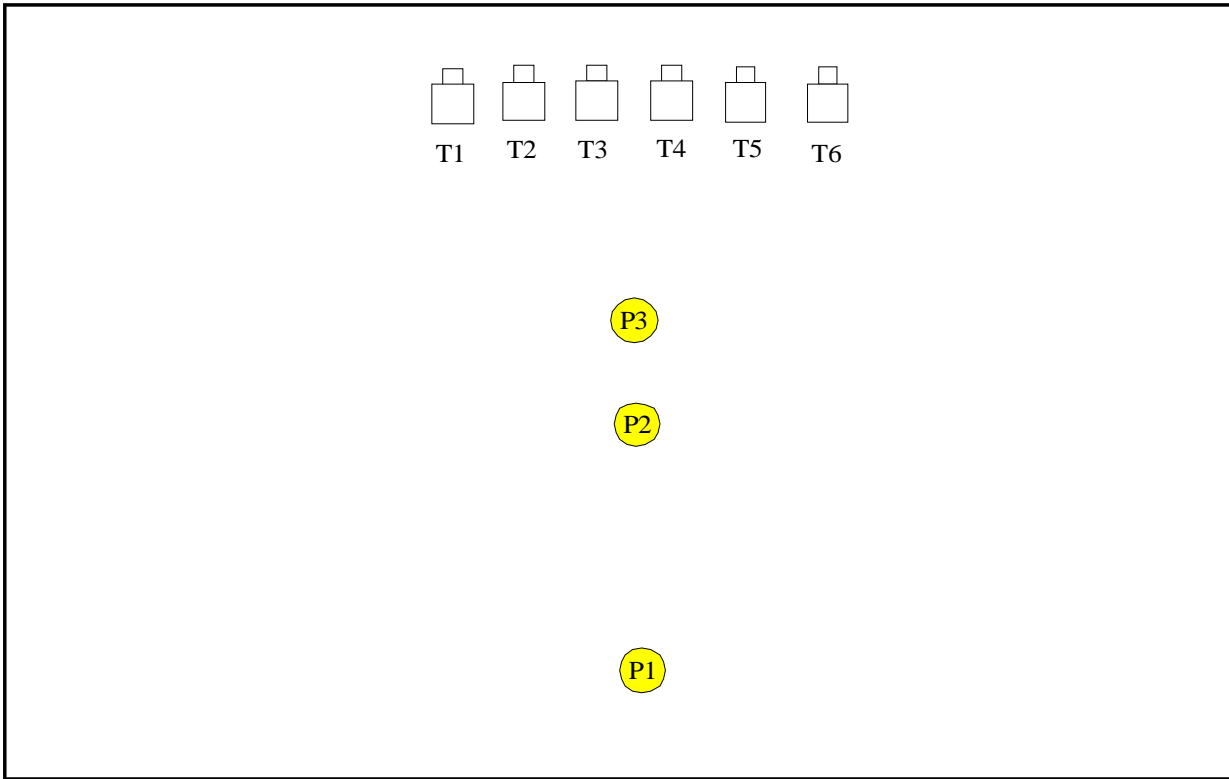
- At the buzzer, draw and engage **T1** from **Retention**, then engage **T2** (Swinger).
- Move to **P2** and engage **T3**, **T4**, and **T5** (Dropper), while **properly utilizing cover**.
- Move to **P3** and engage **S1** to trip **T6** and engage **T6** (**Rattler**) **before it disappears**.
- Move to **P4** and engage **T7** thru **T9** from **either side of the barrel**.

Notes:

1. Perform all reloads from behind cover.
2. Engage **T5** (**Dropper**) and **S1** until they fall.
3. **Do Not Shoot the Walls!!!**

Range Masters “Fun” Shoot

Stage 2 - “Bruce’s Wicked Standards”



Round Count:
String 1 = **6 Max**
String 2 = **6 Max**
String 3 = **6 Max**
(**18** rounds for the stage)

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

String 1 -

Start at **P1** with **weapon fully loaded** and **facing up range**.

- At buzzer, **turn, draw** and **engage T1-T6** with **1 round each** (Torso or Head), free style.
- Perform Reload with Retension and holster your weapon.

String 2 -

Start at **P2** with **weapon fully loaded**, facing downrange.

- At buzzer, **draw** and **engage T1-T6** with **1 round each** (Torso or Head) using the **Strong Hand Only**.
- Perform Reload with Retension and holster your weapon.

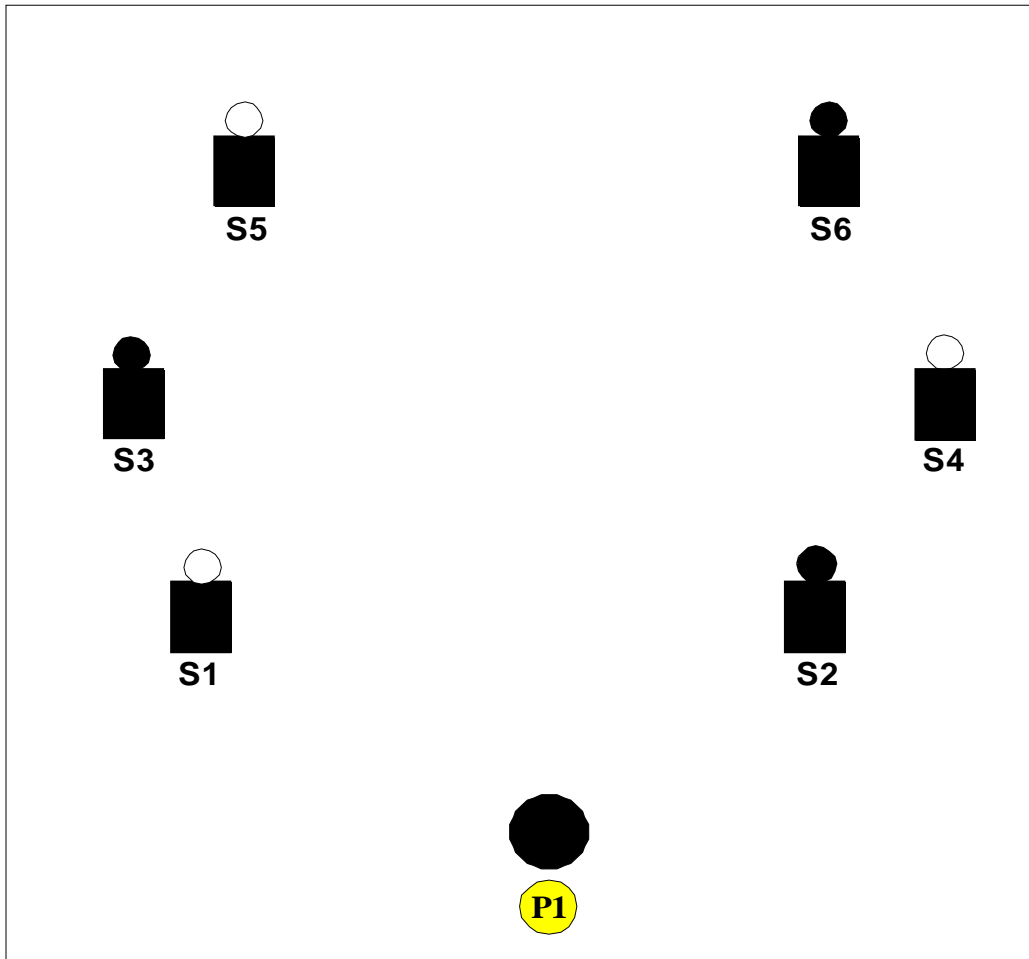
String 3 -

Start at **P3** with **weapon fully loaded**, facing downrange.

- At buzzer, **draw, transition weapon to weak hand**, then **engage T1-T6** with **1 round each** (Torso or Head), **Weak Hand Only**.
- Under the direction of the SO, unload and show clear.

Range Masters “Fun” Shoot

Stage 3 - “Pick a Card”



Round Count:

String 1 = 3 Rounds Min.
String 2 = 3 Rounds Min.
String 3 = 3 Rounds Min.
(9 rounds for the stage)

Vickers Count

(CAN make up shots)

String 1 -

Shooter starts **fully loaded** at P1.

- At the sound of the buzzer, shooter will **draw a card** and **knock down** the plates that are the **same color** as the **card drawn**.

String 2 -

Shooter starts at P1.

- At the sound of the buzzer, shooter will **draw a card** and **knock down** the plates that are the **opposite color** from the **card drawn**.

String 3 -

Shooter starts at P1.

- At the sound of the buzzer, shooter will **draw a card** and **knock down** the plates that are the **same color** as the **card drawn**.

Notes:

1. Shooter **MAY NOT RELOAD BETWEEN STRINGS!**