

Rangemasters Handgun "Fun" Shoot Results - December 15, 2015

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	String 2	String 3	PD	Stage 3	String 1	String 2	PD
1	Kemp, Tony	O	63.74	5	27.43	27.43		19.07	4.28	5.00	7.29	5	17.24	9.84	7.40	
2	Kemp, Tony	O	68.74	23	25.52	25.52		27.71	4.29	4.28	7.64	23	15.51	8.68	6.83	
3	Gull, Joe	NO	76.94	14	29.79	25.29	9	19.73	4.43	4.90	7.90	5	27.42	15.21	12.21	
4	Holmer, Kirk	NO	81.67	3	32.38	32.38		23.03	6.71	6.14	8.68	3	26.26	10.55	15.71	
5	Fellingham, Danny	NO	97.68	7	37.14	34.14	6	25.49	8.72	6.63	9.64	1	35.05	17.51	17.54	
6	Scott, Alan	O	98.22	12	40.18	36.68	7	24.11	5.96	7.96	7.69	5	33.93	14.46	19.47	
7	Miller, Clint (2)	NO	100.06	5	32.60	32.60		26.06	7.91	7.47	8.18	5	41.40	20.35	21.05	
8	Scott, Mike	NO	107.68	16	44.18	39.68	9	26.08	5.85	6.77	9.96	7	37.42	19.57	17.85	
9	Poulsen, Seth (1)	NO	114.15	19	39.98	36.98	6	27.63	6.83	5.75	8.55	13	46.54	20.65	25.89	
10	Miller, Clint (1)	NO	118.77	5	36.32	34.82	3	24.49	8.61	6.21	8.67	2	57.96	28.63	29.33	
11	Fellingham, David	NO	121.04	7	46.62	46.62		29.78	7.60	7.74	10.94	7	44.64	23.22	21.42	
12	Phillips, R Dan	NO	121.66	22	55.02	52.52	5	28.39	5.63	6.05	8.21	17	38.25	13.40	24.85	
13	Haehnel, Jared	NO	137.08	68	44.52	37.52	14	25.97	6.06	4.39	8.52	14	66.59	31.55	15.04	40
14	Rigby, Scott	NO	137.39	28	57.86	54.36	7	38.11	7.59	11.57	8.45	21	41.42	19.12	22.30	
15	Poulsen, Seth (2)	NO	150.05	10	38.27	37.27	2	23.88	4.82	7.59	7.47	8	87.90	35.95	51.95	
16	Palmieri, Steve	NO	152.91	28	44.53	35.03	19	28.45	7.45	8.14	8.36	9	79.93	23.02	56.91	
17	Spencer, Mark	NO	154.51	18	50.02	46.02	8	33.50	10.08	8.14	10.28	10	70.99	36.38	34.61	
18	Anderson, Eric	NO	160.05	19	46.91	43.91	6	32.95	7.51	8.83	10.11	13	80.19	54.95	25.24	
19	Ware, Jon	NO	181.74	101	66.78	46.28	41	36.40	6.73	6.46	8.21	30	78.56	34.36	29.20	30
20	LaBaron, Landon	NO	182.23	75	62.39	48.89	27	38.29	6.36	7.07	10.86	28	81.55	46.95	24.60	20
21	LaBaron, Chad	NO	187.16	78	59.20	44.20	30	30.21	5.39	4.53	6.29	28	97.75	21.71	66.04	20
22	Davidson, Bart	NO	199.75	77	48.30	35.30	26	39.88	8.81	7.31	8.26	31	111.57	59.57	42.00	20
23	Westover, Kevin	NO	199.94	103	66.09	54.59	23	46.66	8.38	8.37	9.91	40	87.19	33.85	33.34	40
24	Forsyth, Charles (.22)	NO	227.98	38	76.01	63.51	25	48.09	15.68	10.98	14.93	13	103.88	39.28	64.60	
25	Hightower, Bradley	NO	238.46	110	89.94	79.94	20	46.14	9.36	6.97	9.81	40	102.38	62.32	15.06	50
26	Purtschet, Daniel	NO	256.30	97	85.55	71.55	28	42.16	8.77	6.19	7.70	39	128.59	58.77	54.82	30
27	Westover, Michael	NO	276.13	120	82.83	66.33	33	44.10	8.23	9.68	12.69	27	149.20	46.12	73.08	60
28	Davidson, Siri	NO	395.58	111	105.97	85.97	40	51.00	14.75	9.36	6.39	41	238.61	102.27	121.34	30

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

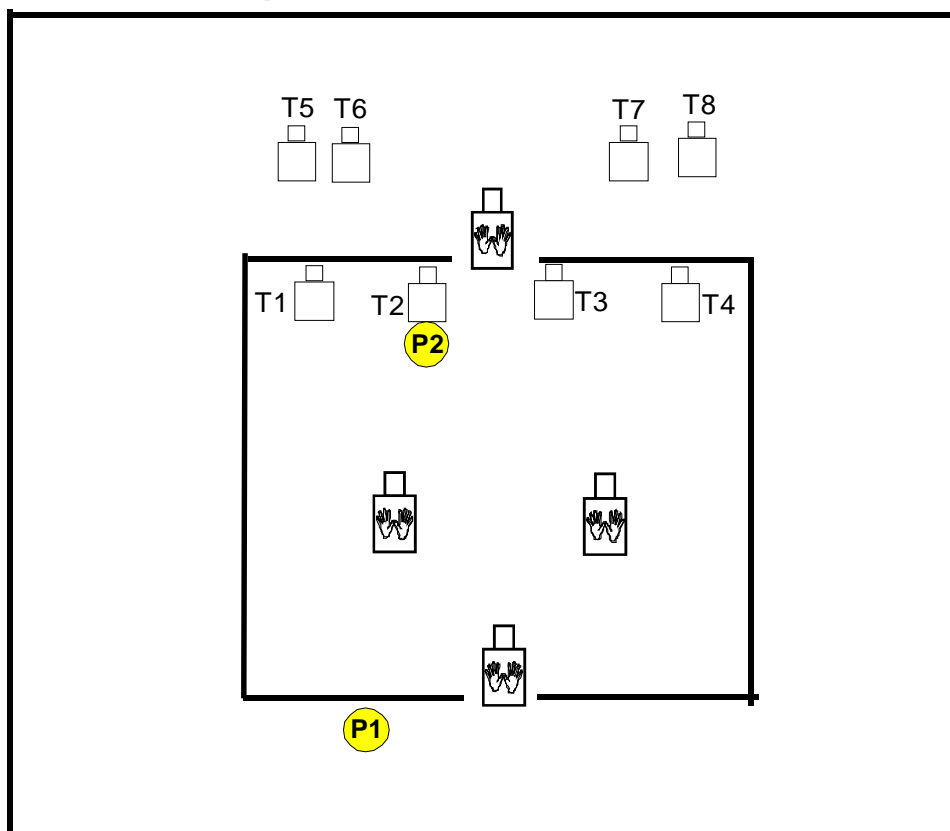
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Clean House 2”



Round Count:
24 rounds minimum

Unlimited Count
(Can make up shots.)

String 1 -

Shooter starts holstered at **P1** with no more than **10 Rounds** in the gun.

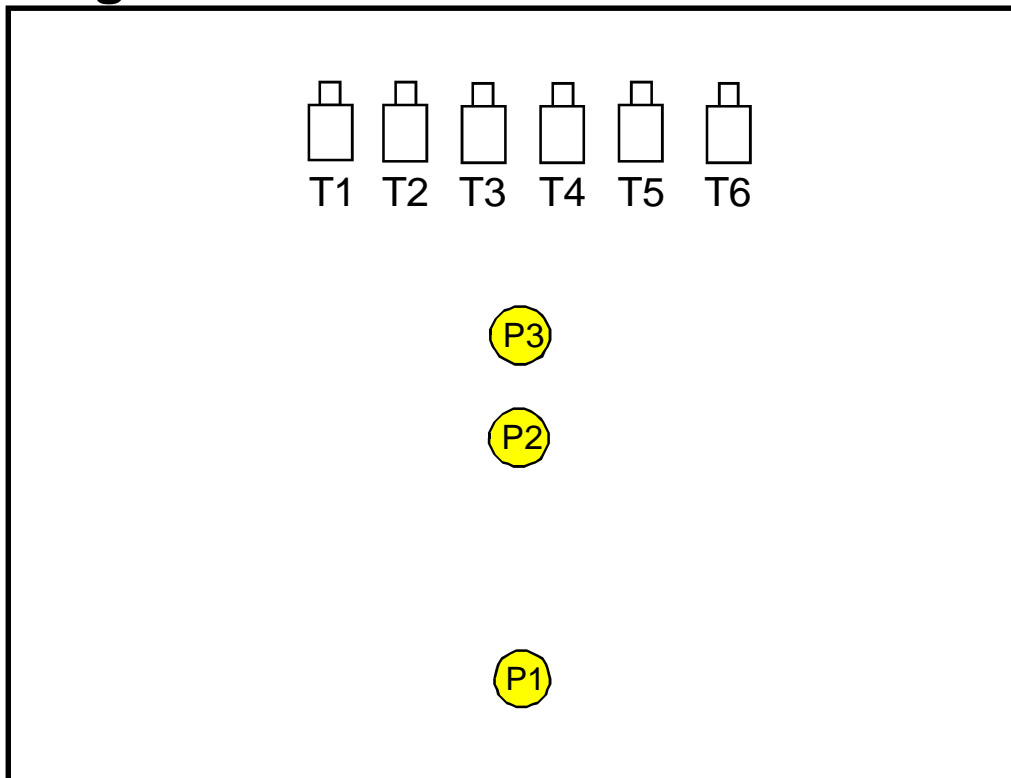
- At the sound of the buzzer, the shooter must **Remove Center Non-Threat**, draw and engage targets **T1** thru **T4** with **2 rounds to the TORSO** and **1 round to the HEAD**. After clearing the first door, advance to **P2**.
- At **P2**, the shooter must **Remove Center Non-Threat**, then engage targets **T5** through **T8** with **2 rounds to the TORSO** and **1 round to the HEAD**.

Notes:

1. Remember to use Cover, Slice the Pie and Clear Corners from all positions.
2. Reload behind cover.
3. Do not shoot the walls.

RangeMasters “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 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.

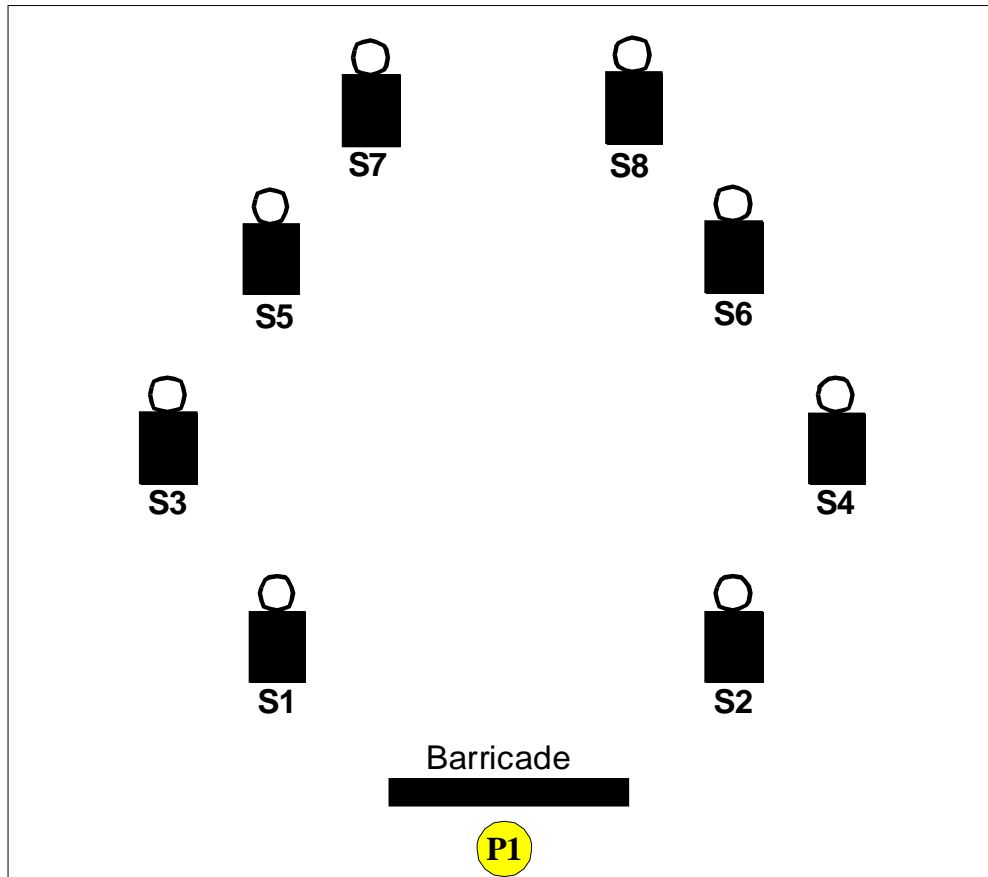
String 3 -

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.

Rangemasters “Fun” Shoot

Stage 3 - “Steel Pie”



Round Count:

String 1 = **8 Min.**

String 2 = **8 Min.**

(**16** rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw, and with the proper use of cover from the **Left Side of the barricade**, knock down **S2, S4, S6** and **S8**; then, with the proper use of cover from the **Right Side of the barricade**, knock down **S1, S3, S5** and **S7**.
- Reload as necessary, but **DO NOT** reload before holstering.

String 2 -

Shooter starts at **P1** with rounds remaining from String 1.

- At the sound of the buzzer, draw, and with the proper use of cover, knock down **all plates using one or both sides of the barricade**.
- 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 penalty.
3. Cover penalties will be assessed.