

Range Masters "Fun" Shoot

Results for November 17, 2009

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	String 2	PD
1	Kemp, Tony	O	65.49	5	22.80	21.30	3	14.40	13.40	2	28.29	13.84	7.41	7.04	0
2	Archibald, Chase	NO	65.51	11	19.62	16.62	6	12.89	10.39	5	33.00	14.30	7.32	11.38	0
3	Terry, Dale	NO	68.65	15	25.12	20.62	9	16.06	13.06	6	27.47	11.51	8.74	7.22	0
4	McGregor, Scott	NO	71.51	8	24.30	20.80	7	14.69	14.19	1	32.52	16.82	9.47	6.23	0
5	Majers, Steve	O	76.14	11	21.96	20.96	2	20.84	16.34	9	33.34	16.07	10.30	6.97	0
6	Archibald, Chase	NO	77.39	37	25.35	17.35	16	21.25	10.75	21	30.79	15.09	9.74	5.96	0
7	Mathis, David	NO	88.48	25	21.93	20.43	3	21.78	13.78	16	44.77	27.01	6.94	7.82	6
8	Gustaveson, Michael (4)	O	91.05	6	34.40	31.40	6	21.59	21.59	0	35.06	15.05	13.11	6.90	0
9	Gustaveson, Michael (9)	O	92.89	22	45.01	41.51	7	20.94	13.44	15	26.94	12.65	9.07	5.22	0
10	Redford, "Red"	NO	108.89	13	31.20	27.20	8	21.12	18.62	5	56.57	25.88	20.22	10.47	0
11	Terry, Dale (Rev)	NO	109.68	23	33.81	30.31	7	22.75	14.75	16	53.12	27.45	13.56	12.11	0
12	Sorenson, Sam	NO	109.69	29	29.02	22.52	13	20.91	17.91	6	59.76	33.52	13.70	7.54	10
13	Phillips, RDan	NO	112.95	28	28.36	26.86	3	25.57	16.07	19	59.02	27.18	10.46	18.38	6
14	Kemp, Tony	O	114.68	42	40.93	30.43	21	21.57	16.07	11	52.18	32.45	7.40	7.33	10
15	Scott, Alan	NO	119.88	27	35.92	33.92	4	31.93	20.43	23	52.03	28.15	11.18	12.70	0
16	Majers, Steve Jr.	O	119.90	24	34.79	30.79	8	17.88	14.88	6	67.23	46.18	8.41	7.64	10
17	Lunt, Kirby	NO	120.78	27	54.53	45.03	19	23.74	19.74	8	42.51	26.50	9.76	6.25	0
18	Mallon, Jim	NO	122.33	29	40.06	33.06	14	31.40	23.90	15	50.87	19.22	13.79	17.86	0
19	Palmer, Carey (2)	NO	125.24	17	39.02	37.52	3	30.93	23.93	14	55.29	30.14	9.77	15.38	0
20	Ursulich, Ryan	NO	128.96	41	38.31	30.81	15	29.74	16.74	26	60.91	32.98	17.07	10.86	0
21	DeLeeuw, Dave	NO	134.02	31	32.60	24.10	17	25.63	18.63	14	75.79	39.31	23.15	13.33	0
22	Waldo, Ralph	NO	144.05	49	37.45	32.95	9	22.27	12.27	20	84.33	44.12	13.51	16.70	20
23	Carroll, Christopher	NO	148.35	42	40.82	35.82	10	41.50	25.50	32	66.03	24.39	24.81	16.83	0
24	Rees, Jerry (Rev)	NO	151.15	40	42.82	35.82	14	27.39	22.39	10	80.94	46.51	16.34	10.09	16
25	Palmer, Carey (1)	NO	152.06	9	72.95	71.95	2	30.53	27.03	7	48.58	23.38	15.55	9.65	0
26	Scott, Michael Sr.	NO	159.39	43	37.37	31.87	11	39.76	23.76	32	82.26	52.95	15.08	14.23	0
27	Lunt, Kirby	NO	174.25	13	44.20	41.20	6	24.95	21.45	7	105.10	85.62	11.55	7.93	0
28	Murray, Mark	NO	197.76	34	40.31	36.81	7	37.66	24.16	27	119.79	48.22	43.40	28.17	0
29	Draper, Randall	NO	225.80	25	60.50	53.50	14	34.26	28.76	11	131.04	96.73	17.04	17.27	0
30	Ursulich, Matt	NO	250.44	129	68.31	40.31	56	37.64	16.14	43	144.49	74.92	28.65	25.92	30
31	Glad, Jason	NO	270.78	73	49.83	31.83	36	35.68	17.18	37	185.27	77.26	48.40	59.61	0

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

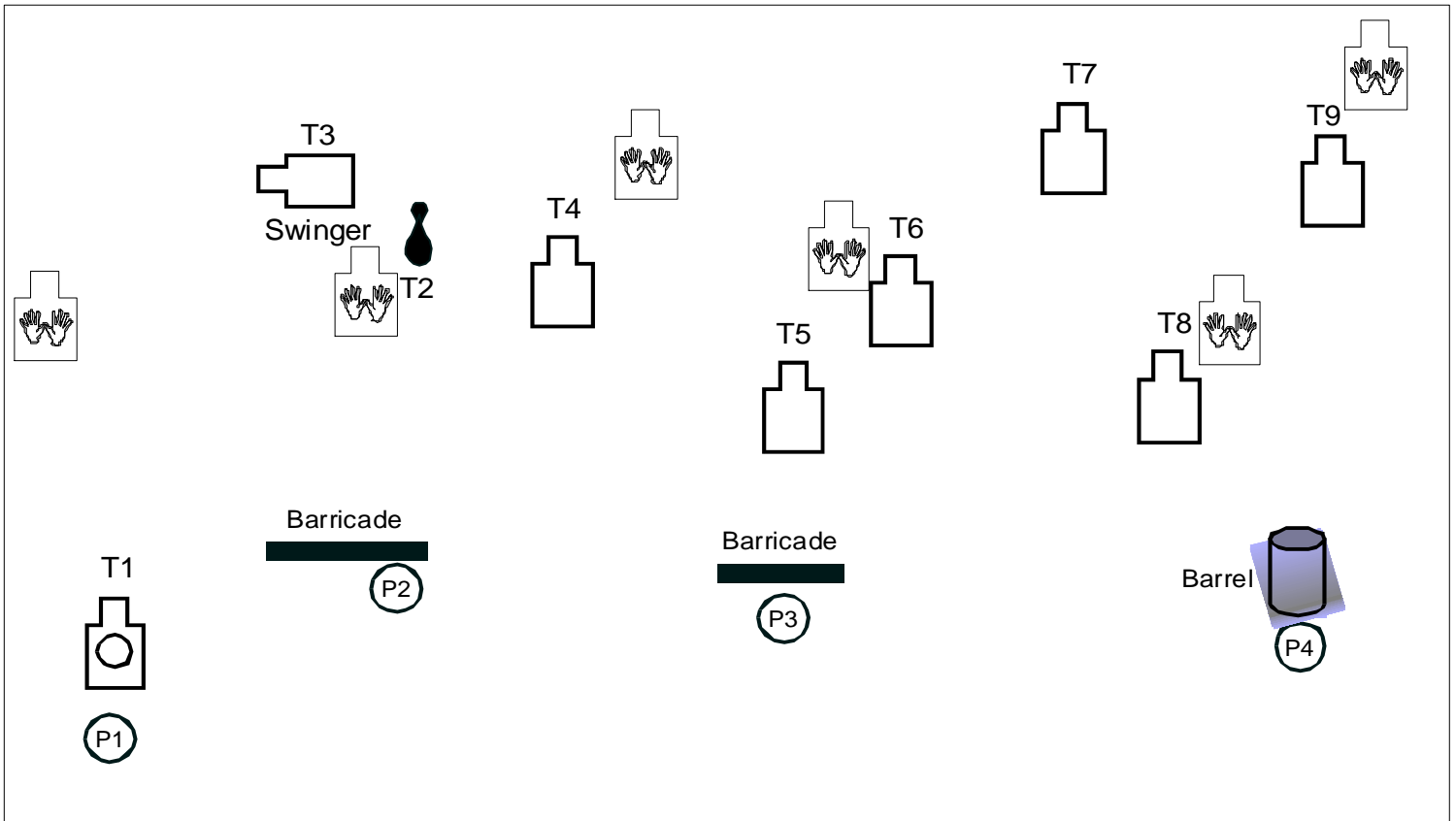
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Innocent Bystanders”



Round Count:
String 1 = **17 Minimum**
(17 rounds for the stage)

Vickers Count
(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1** with their **back to T1**.

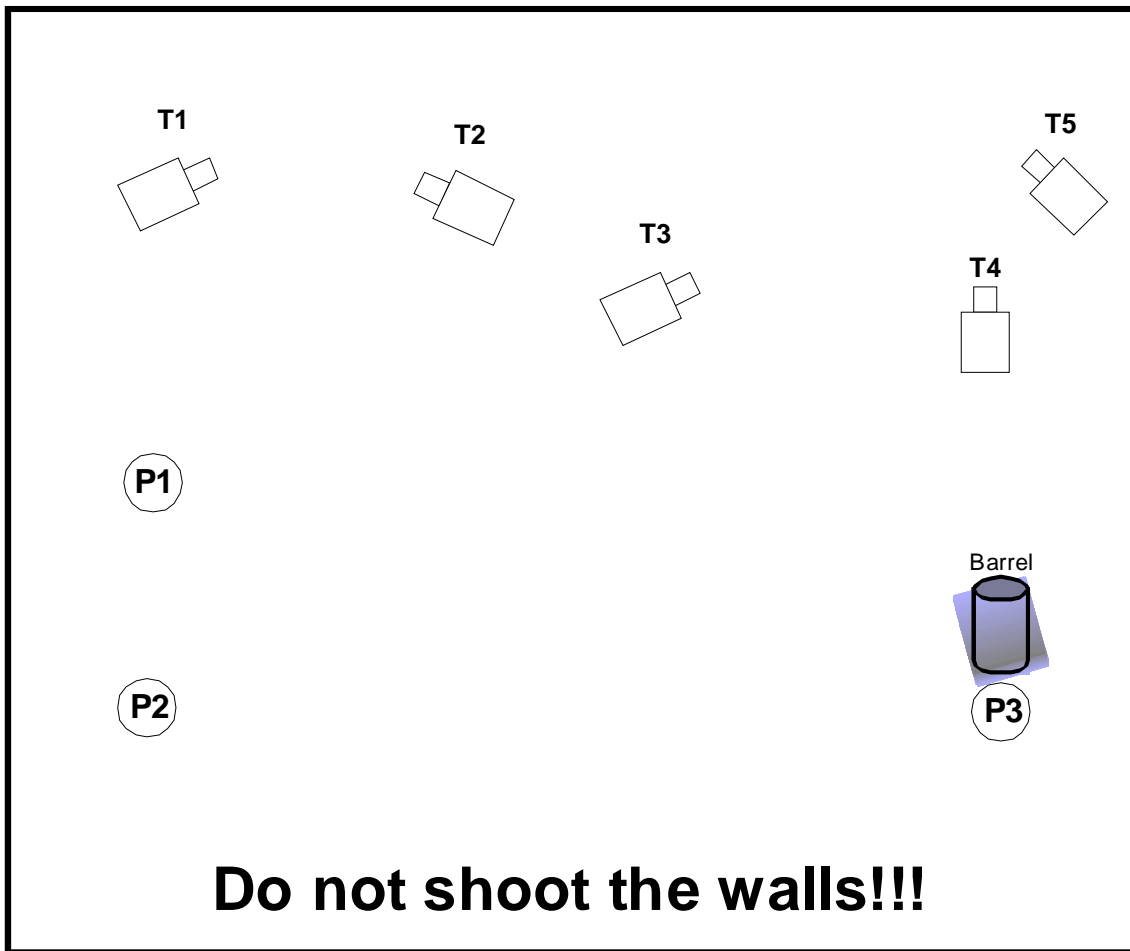
- At the sound of the buzzer, turn, draw and engage **T1** with **2 rounds From Retention**.
- **Move to P2**, and **while properly using cover**, knock down **T2** to activate **T3** (Swinger) and then engage **T3** with **2 rounds**.
- While moving to **P3**, engage **T4** with **2 rounds**, and after reaching **P3**, **while properly using cover**, engage **T5** and **T6** with **2 rounds**.
- Then, **while moving to P4**, engage **T7** thru **T8** with **2 rounds each**.
- **Once at P3**, **while properly using the barrel for cover**, engage **P9** with **2 rounds**.
- Reload as necessary. (See Note #1)

Notes:

1. Shooter must perform **at least 1 reload from behind cover** during the stage.
2. **DO NOT SHOOT THE WALLS!**

Range Masters “Fun” Shoot

Stage 2 - “Can You Hit What You’re Aiming At???”



Round Count:
String 1 = 15 Rds. Max.

Limited Vickers Count
(Cannot make up shots.)

String 1-

Shooter starts at **P1** with their **back to the targets** and **no more than 10 rounds in the gun**.

- At the direction of the SO, **start moving towards P2**, and at the sound of the buzzer, turn, draw and engage **T1** with **3 rounds**.
- Then, **while moving towards P3**, engage **T2** and **T3** with **3 rounds each**.
- **From P3** with the proper use of cover, engage **T4** and **T5** with **3 rounds each**.

Notes:

1. A Procedural Penalty will be assessed for every shot striking the wall.
2. Intentionally shooting the wall will result in a disqualification.
3. Failure-to-Neutralize penalties will be assessed (each target must have at least one **Zero- Down** or **Down-1** bullet strike).

Range Masters “Fun” Shoot

Stage 3 - “Give Me Your Weak, Your Strong”

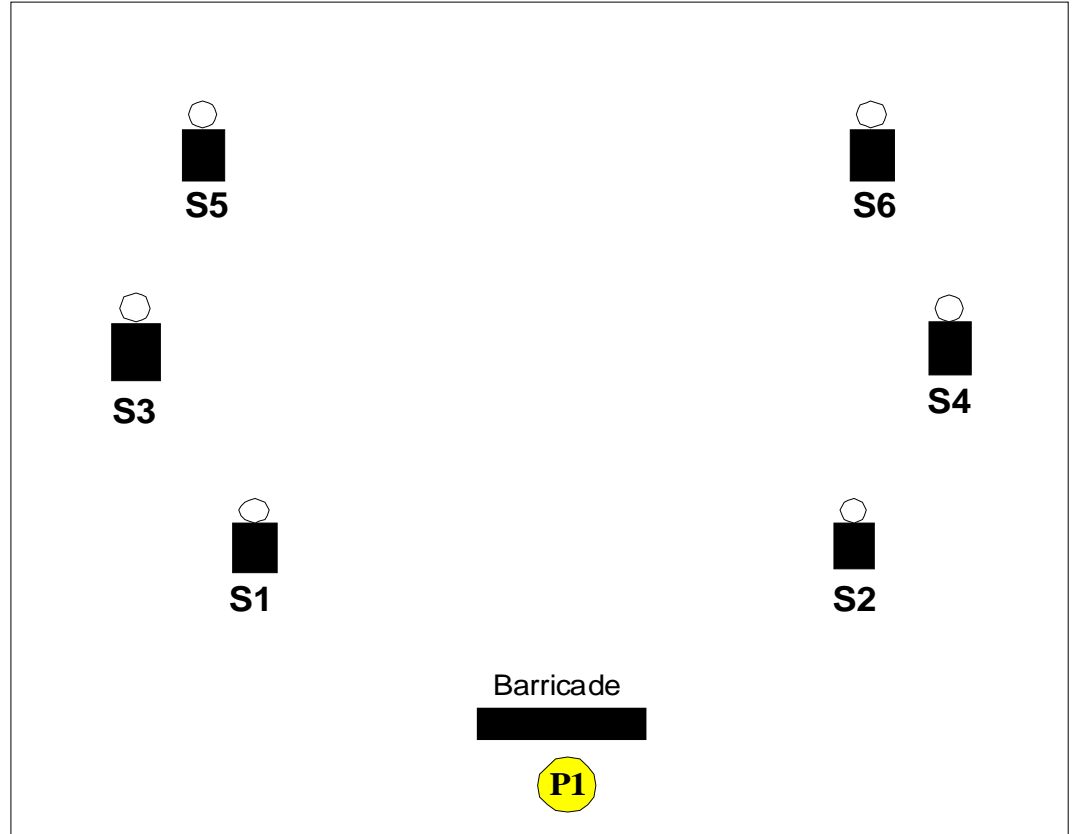
Round Count:

String 1 = 6 Rds. Min.

String 2 = 6 Rds. Min.

String 3 = 6 Rds. Min.

Vickers Count
(Can make up shots)



String 1 -

Shooter starts fully loaded at **P1** with **gun in Left Hand** at the **Low Ready**.

- At the sound of the buzzer, while **properly using cover from the Left Side of the Barricade**, knock down **S1, S3 and S5** using your **Left Hand Only**, then **change the gun to the Right Hand**, and while **properly using cover from the Right Side of the Barricade**, knock down **S2, S4 and S6** using your **Right Hand Only**.
- Reload as necessary.

String 2 -

Shooter starts fully loaded and holstered at **P1**.

- At the sound of the buzzer, draw and **while properly using cover**, knock down the **Right 3 plates (S2, S4, S6)**, from the **Left Side of the Barricade**, then the **Left 3 plates (S1, S3, S5)** from the **Right Side of the Barricade**.
- Reload as necessary.

String 3 -

Shooter starts fully loaded and holstered at **P1**.

- At the sound of the buzzer, draw and **while properly using cover**, knock down **all 6 plates**.
- Reload as necessary.

Notes -

1. All plates left standing will be counted with a 5-second Miss-On-Steel penalty.