

## Rangemasters "Fun" Shoot Scores - August 6, 2014

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	Bonus
1	Soper, Mitchell	NO	52.65	18	29.58	25.08	9	16.45	14.95	3	6.62	6.52	6.10	6
2	Rodriquez, Mike	NO	73.55	8	34.50	33.50	2	27.93	27.93	0	11.12	9.17	7.95	6
3	Hubbard, Corey	NO	77.23	21	39.76	36.76	6	24.33	18.83	11	13.14	7.00	10.14	4
4	Stepp, Jared	NO	82.49	29	41.83	37.33	9	26.13	17.63	17	14.53	9.13	8.40	3
5	Daryl	NO	83.85	27	42.67	37.17	11	28.94	21.44	15	12.24	5.62	7.62	1
6	Phillips, R Dan	NO	94.83	19	54.41	50.41	8	27.81	24.31	7	12.61	7.67	8.94	4
7	Jolly, Jenn (#2) (Rev)	NO	94.91	8	54.62	52.12	5	25.45	23.95	3	14.84	7.60	7.24	0
8	Ursulich, Ryan	NO	95.78	28	48.84	42.84	12	31.84	24.34	15	15.10	8.30	7.80	1
9	Martin, Jeanette	NO	105.53	29	48.38	42.88	11	38.87	32.87	12	18.28	13.93	10.35	6
10	Waldo, Ralph	NO	105.76	25	49.85	48.85	2	35.75	24.75	22	20.16	9.10	12.06	1
11	Scott, Mike	NO	111.23	51	59.15	46.15	26	34.25	21.75	25	17.83	9.88	10.95	3
12	Jolly, Jenn (#1) (Rev)	NO	132.88	50	65.80	57.30	17	53.76	38.76	30	13.32	9.23	7.09	3
13	Davis, Keith (#1) (Rev)	NO	135.09	34	70.37	63.87	13	33.81	24.31	19	30.91	23.46	9.45	2
14	Billings, Karla (#2) (22)	NO	142.73	39	68.13	58.13	20	42.67	33.67	18	31.93	13.99	18.94	1
15	Billings, Karla (#1) (22)	NO	143.16	24	64.10	58.60	11	57.21	53.21	8	21.85	14.44	12.41	5
16	Davis, Keith (#2) (Rev)	NO	146.16	60	79.30	68.30	22	50.12	31.62	37	16.74	9.81	7.93	1
17	Jorgenson, Robert	NO	146.38	40	63.67	58.17	11	54.93	43.43	23	27.78	9.84	23.94	6
18	Westover, Kevin	NO	180.56	62	77.73	56.73	42	51.91	42.91	18	50.92	24.66	28.26	2
19	Martin, Ken	NO	228.19	45	74.81	68.31	13	56.32	40.32	32	97.06	77.53	19.53	0
20	Soper, Trenton (22)	NO	363.87	53	197.49	189.99	15	119.40	100.90	37	46.98	26.08	21.90	1

### Notes:

**PD** = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

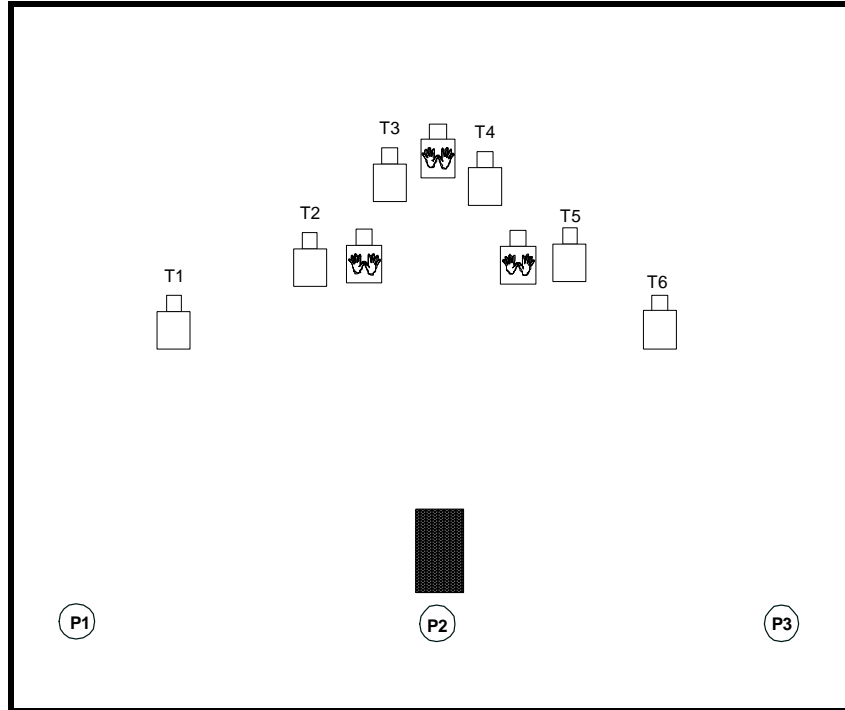
**XX** Indicates that the Points Down value includes some kind of penalty

**DNF** = Did Not Finish

**NS** = No Score

# Rangemasters “Fun” Shoot

## Stage 1 - “Two and One”



**Round Count:**  
String 1 = **18 minimum**  
(**18** rounds for the stage)

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

### String 1 -

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

**Note:** All targets **MOVING RIGHT** get **2 rounds** to the **TORSO**; all targets **MOVING LEFT** get **1 round** to the **HEAD**.

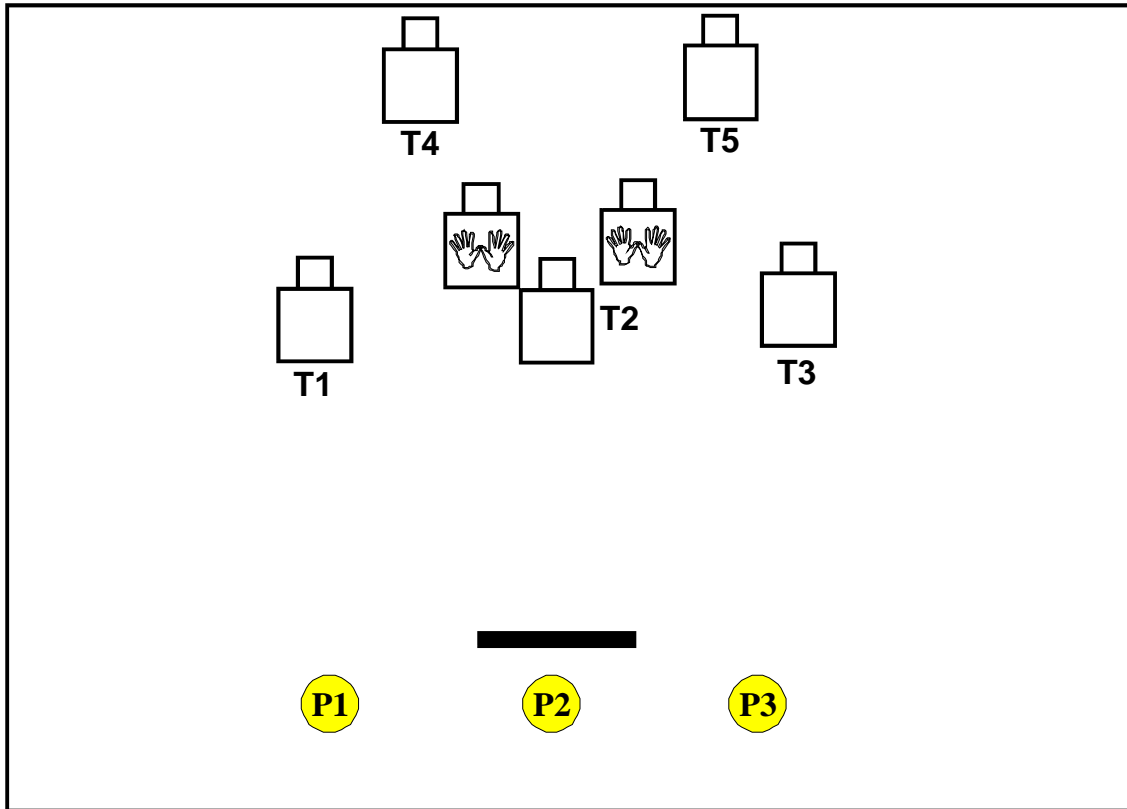
- At the sound of the buzzer, begin moving to **P2**, draw and engage **T1 (2 TORSO)**.
- At **P2**, engage **T2** and **T3** from the **LEFT side** of the barricade and **T4** and **T5** from the **RIGHT side** of the barricade.
- Begin moving to **P3** and engage **T6**.
- At **P3**, perform a reload and begin moving back to **P2**, engaging **T6 (1 HEAD)**.
- At **P2** engage **T4** and **T5** from the **RIGHT side** of the barricade and **T2** and **T3** from the **LEFT side** of the barricade.
- Begin moving to **P1** and engage **T1**.

### Notes:

1. **DO NOT SHOOT THE WALLS!**
2. **T1** and **T6** must be shot **while moving**.
3. Shooter must **properly use cover** where available.

# Rangemasters “Fun” Shoot

## Stage 2 - “1, 2, 3 - Can You Hit the T?”



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

**Limited Vickers Count**  
(Cannot make up shots)

### String 1 -

Shooter starts **fully loaded** at **P1** with **Back to Targets**.

- At the buzzer, **turn, then draw** and engage **T1** with **1 round**, **T2** with **2 rounds** and **T3** with **3 rounds**.
- Move to **P2** and with **proper use of cover**, engage **T4** and **T5** with **2 rounds** each to the **HEAD ONLY**. (See Note 1.)
- Move to **P3** and engage **T3** with **1 round**, **T2** with **2 rounds** and **T1** with **3 rounds**.

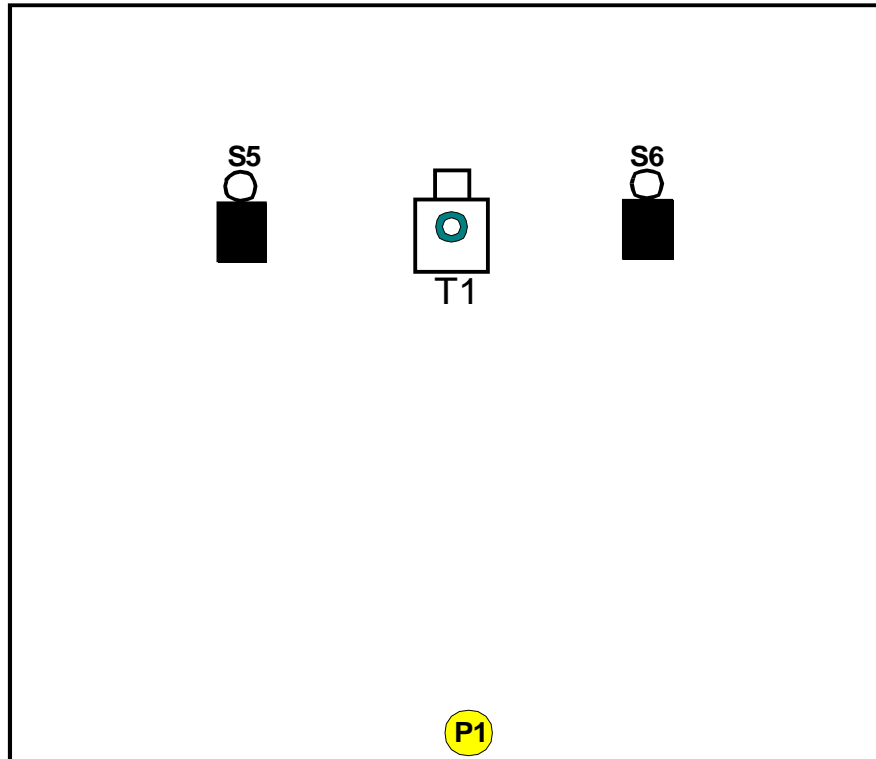
### Notes:

1. Shooter **MUST PERFORM A RELOAD AT P2!**
2. A Procedural Penalty will be assessed for every shot striking a wall.
3. Intentionally shooting a target across the bay and striking the wall will result in a **disqualification!**

COF Designed by Landon Olson

# Rangemasters “Fun” Shoot

## Stage 3 - “Accuracy Counts”



### Round Count:

String 1 = **5 minimum**  
String 2 = **5 minimum**  
(**10 rounds** for the stage)

**Modified Limited  
Vickers Count**  
(See Note #2.)

### String 1 -

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

- At the buzzer, draw and engage **S5 and S6** until knocked down.
- Then engage **T1** with **3 rounds MAXIMUM** to the target (See **Notes 2 & 3**).
- Reload as necessary.

### String 2 -

**Same as String 1.**

### Notes:

1. Shooter may engage **S5** and **S6** in any order.
2. **Shots to T1 are LIMITED VICKERS - 3 rounds MAXIMUM per String.**
3. **Hits to the A zone on T1 will reduce the Stage time by 1 second per hit (6 seconds maximum time reduction).**
4. **T1 target will be scored after the last string.**