

Rangemasters Handgun "Fun" Shoot Results - October 21, 2014

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	String 2	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
1	DeLeeuw, Dave	O	76.90	4	25.53	19.33	6.20		22.23	11.33	8.90	4	29.14	14.28	14.86	
2	Hubbard, Corey	NO	97.16	29	28.80	19.82	5.98	6	38.13	12.66	13.97	23	30.23	14.95	15.28	
3	Redford, "Red"	NO	105.66	16	43.20	31.10	5.60	13	29.37	14.30	13.57	3	33.09	15.46	17.63	
4	Armstrong, Jeremiah	NO	117.48	26	43.52	32.36	6.16	10	38.49	19.40	11.09	16	35.47	20.74	14.73	
5	Martin, Jeanette	NO	120.13	31	44.27	27.24	10.03	14	39.28	17.76	13.02	17	36.58	17.19	19.39	
6	Phillips, RDan	NO	121.89	20	42.11	31.92	9.19	2	41.66	21.19	11.47	18	38.12	22.58	15.54	
7	Waldo, Ralph	NO	128.10	24	43.88	33.65	8.73	3	43.00	17.75	14.75	21	41.22	19.00	22.22	
8	Scott, Mike	NO	134.06	42	69.63	50.00	6.13	27	32.37	14.91	9.96	15	32.06	17.06	15.00	
9	Scott, Alan	NO	139.47	30	52.46	39.01	6.95	13	39.89	18.32	13.07	17	47.12	29.29	17.83	
10	Sheen, Christopher #1	NO	139.75	43	62.82	42.55	10.77	19	39.20	15.99	11.21	24	37.73	17.01	20.72	
11	Sheen, Christopher #2	NO	150.27	58	63.88	50.69	8.19	10	49.38	14.91	10.47	48	37.01	20.13	16.88	
12	Martin, Ken	NO	180.22	9	68.80	54.53	13.27	2	54.20	31.32	19.38	7	57.22	23.89	33.33	
13	Westover, Kevin	NO	203.18	23	69.30	45.61	18.69	10	70.45	39.09	24.86	13	63.43	33.81	29.62	
14	Sandgren, Max	NO	234.35	65	86.01	60.79	10.22	30	62.65	29.25	15.90	35	85.69	41.49	44.20	

Notes:

PD = Points Down = .5 seconds x Points Down

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

(REV) = Revolver

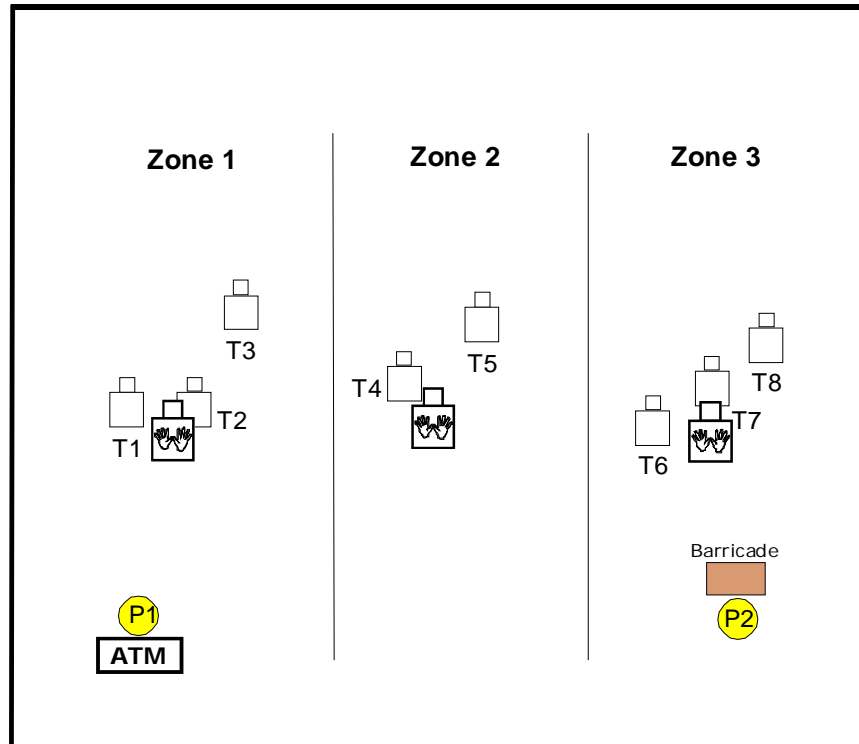
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 “ATM Blues”



Round Count:

String 1 = 18 minimum

String 2 = 6 minimum

(24 minimum for the Stage)

Vickers Count

(Can make up shots)

Scoring:

Targets are scored after the shooter completes all strings.

String 1:

Shooter starts at **P1** with their back to the targets with a wallet/purse in one hand and a credit card in the other.

- At the buzzer, **drop the wallet/purse and credit card, turn, draw and engage** targets **T1 - T3 (Zone 1)** with **2 rounds** to each **body** and **1 round** to each **head**.
- **While moving to P2**, engage **T4 & T5 (Zone 2)** with **2 rounds** to each **body** and **1 round** to each **head**.
- When at **P2**, from **either side of the barricade** and with the **proper use of cover**, engage **T6 -T8** with **1 round** to each **head**.
- Reload as necessary.

String 2: Shooter starts at P2.

- At the buzzer, **draw**, and from **either side of the barricade** and with the **proper use of cover**, **engage** targets **T6 - T8** with **2 rounds** to each **body**.
- Reload as necessary.

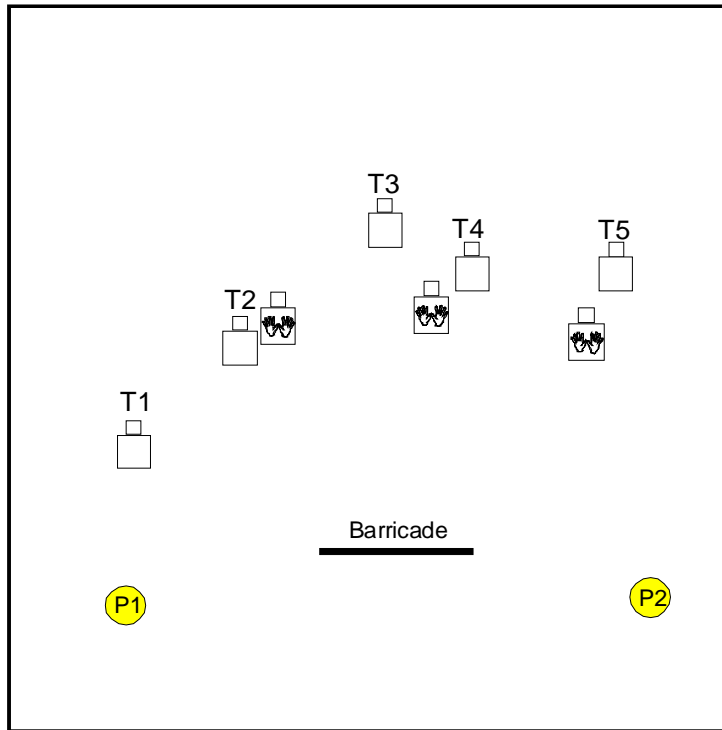
Notes:

- **Prior to String 2**, the SO will check for missed head shots to **T6, T7** and **T8**.

COF designed by Ren Young

Rangemasters “Fun” Shoot

Stage 2 - “Chests and Heads”



Round Count:

String 1 = **15 Minimum**
String 2 = **5 Minimum**
(**20 rounds for the stage**)

Limited Vickers Count

(**Cannot** make up shots.)

String 1 -

Shooter starts **fully loaded at P1**.

- At the buzzer, draw and **while moving to P2**, engage **T1** thru **T5** with **3 rounds to each CHEST** only.

String 2 -

Shooter starts **fully loaded at P2**.

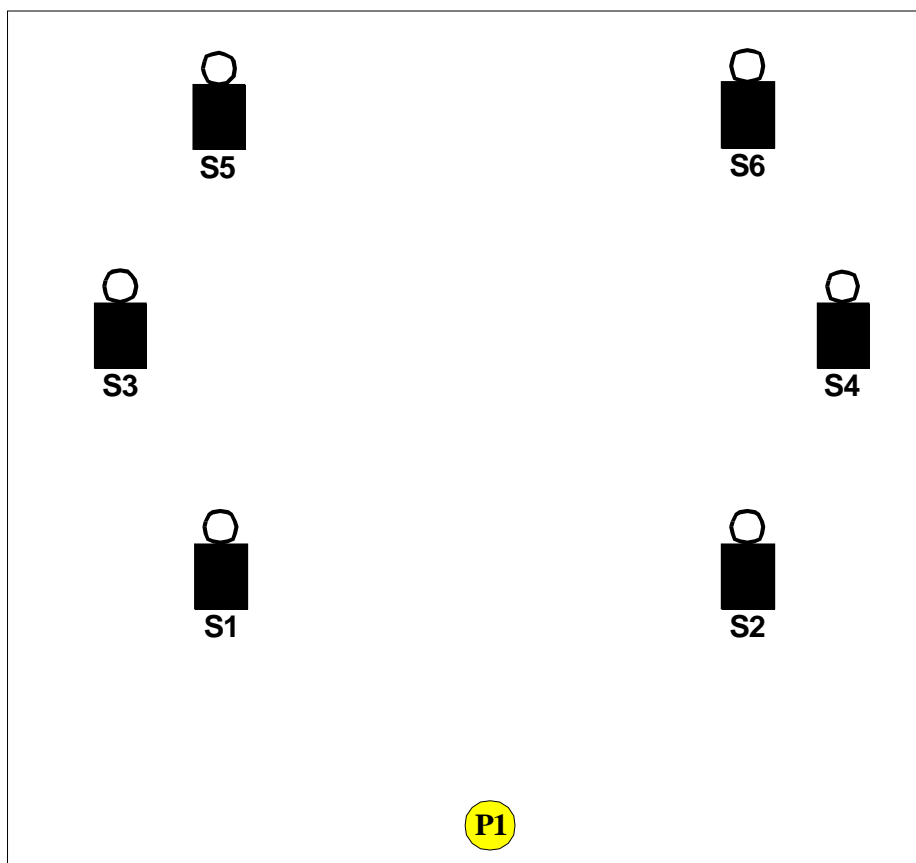
- At the buzzer, draw and **while moving to P1**, engage **T5** thru **T1** with **1 round to each HEAD** only.

Notes -

1. The Barricade is just an obstacle to deal with, but may be used by the shooter.
3. Shooter must reach the appropriate position before shooting **T5** and **T1** as the last targets.
4. **DO NOT SHOOT THE WALLS!!!**

Rangemasters “Fun” Shoot

Stage 3 - “Exercise in Retention”



Round Count:

String 1 = **6 minimum**
String 2 = **6 minimum**
(12 rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

- At the buzzer, draw and shoot **S1 and S2** until hit once.
- Perform a **Reload with Retention** and then hit **S3 and S4** until hit once.
- Perform a **Reload with Retention** and then hit **S5 and S6** until hit once.

String 2 -

Same as String 1.

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 “Misses-On-Steel” penalty.