

Range Masters "Fun" Shoot

Results for June 16, 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	PD
1	Olson, Landon	NO	62.40	10	20.03	20.03	0	25.95	20.95	10	16.42	8.39	8.03	0
2	Majers, Steve	O	68.50	18	25.69	21.69	8	21.07	16.07	10	21.74	9.97	11.77	0
3	Gustaveson, Michael	O	71.29	6	26.45	25.95	1	25.47	22.97	5	19.37	11.32	8.05	0
4	Rodriquez, Mike	O	92.28	23	25.97	24.47	3	32.63	22.63	20	33.68	12.36	21.32	0
5	Hubbard, Corey (4)	NO	99.39	29	31.44	26.94	9	40.36	30.36	20	27.59	11.97	15.62	0
6	Rees, Jerry	NO	102.20	42	29.68	26.18	7	44.07	26.57	35	28.45	15.92	12.53	0
7	Price, Mike	NO	102.47	38	32.03	28.03	8	42.11	27.11	30	28.33	15.45	12.88	0
8	Majers, Steve Jr.	O	102.57	40	27.55	25.05	5	42.06	24.56	35	32.96	19.00	13.96	0
9	Asbell, Scott	NO	104.91	38	41.75	30.25	23	37.05	29.55	15	26.11	14.10	12.01	0
10	Spensko, Shane	NO	110.18	62	32.81	24.31	17	49.06	26.56	45	28.31	9.00	19.31	0
11	Wakamatsu, Josh	NO	111.01	44	36.01	24.01	24	36.93	26.93	20	38.07	19.64	18.43	0
12	Clark, David	NO	126.31	53	41.02	32.02	18	49.65	32.15	35	35.64	13.40	22.24	0
13	DeLeeuw, Dave	O	127.34	63	44.63	38.13	13	52.53	27.53	50	30.18	12.61	17.57	0
14	Ursulich, Ryan	NO	128.14	79	43.97	26.97	34	45.17	22.67	45	39.00	24.90	14.10	0
15	Phillips, RDan	NO	131.93	27	32.44	31.44	2	42.80	30.30	25	56.69	29.40	27.29	0
16	Scott, Michael Sr.	NO	134.54	72	42.62	26.62	32	48.89	28.89	40	43.03	16.93	26.10	0
17	Waldo, Ralph	NO	136.32	55	45.08	35.08	20	47.25	29.75	35	43.99	28.70	15.29	0
18	Carroll, Chris	NO	163.77	55	52.81	46.31	13	66.61	45.61	42	44.35	21.26	23.09	0
19	Hubbard, Corey (9)	NO	165.28	62	55.89	40.39	31	65.73	50.23	31	43.66	30.14	13.52	0
20	Murray, Mark	NO	220.85	118	54.66	38.16	33	72.20	29.70	85	93.99	42.67	51.32	0
21	Kirby, Scott	NO	227.33	121	56.41	40.91	31	62.22	27.22	70	108.70	45.85	52.85	20

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

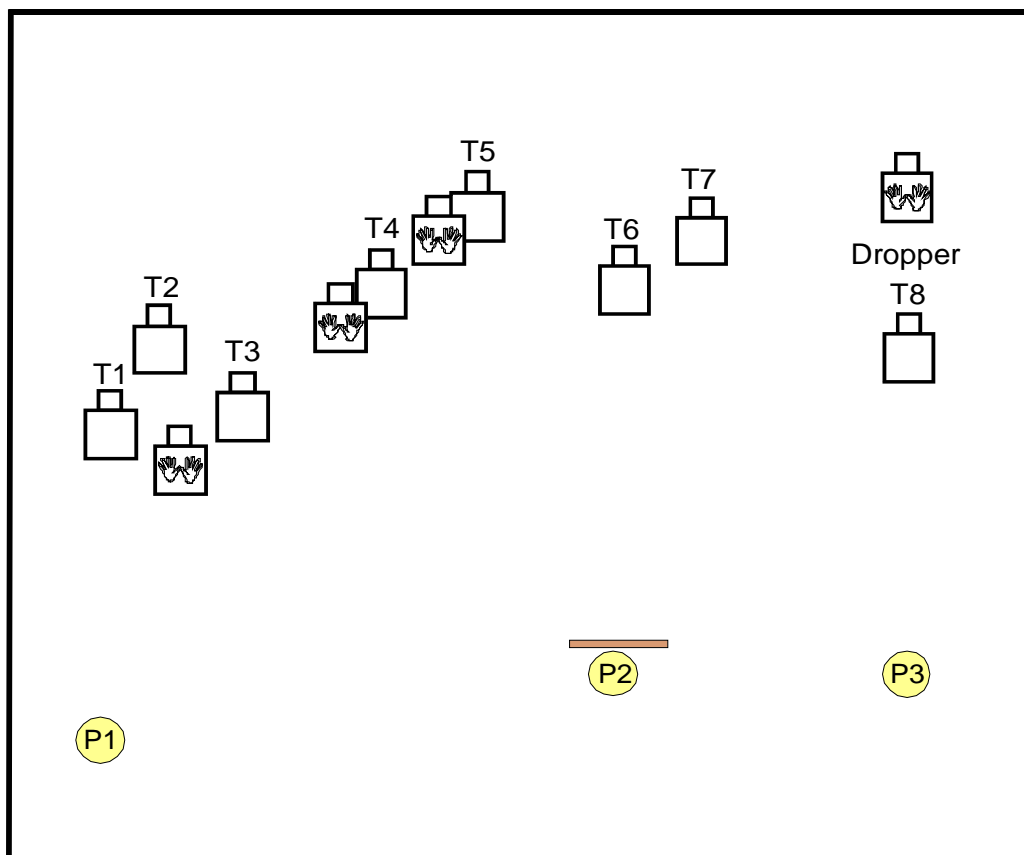
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “3 for the Dropper”



Round Count:

String 1 = 17 - 19 Max. (See text.)
(17-19 rounds for the stage)

Midified Limited Vickers Count

(Cannot make up shots, but can have
up to 3 shots MAX to the T8 Dropper.)

String 1:

Shooter starts fully loaded and holstered at P1.

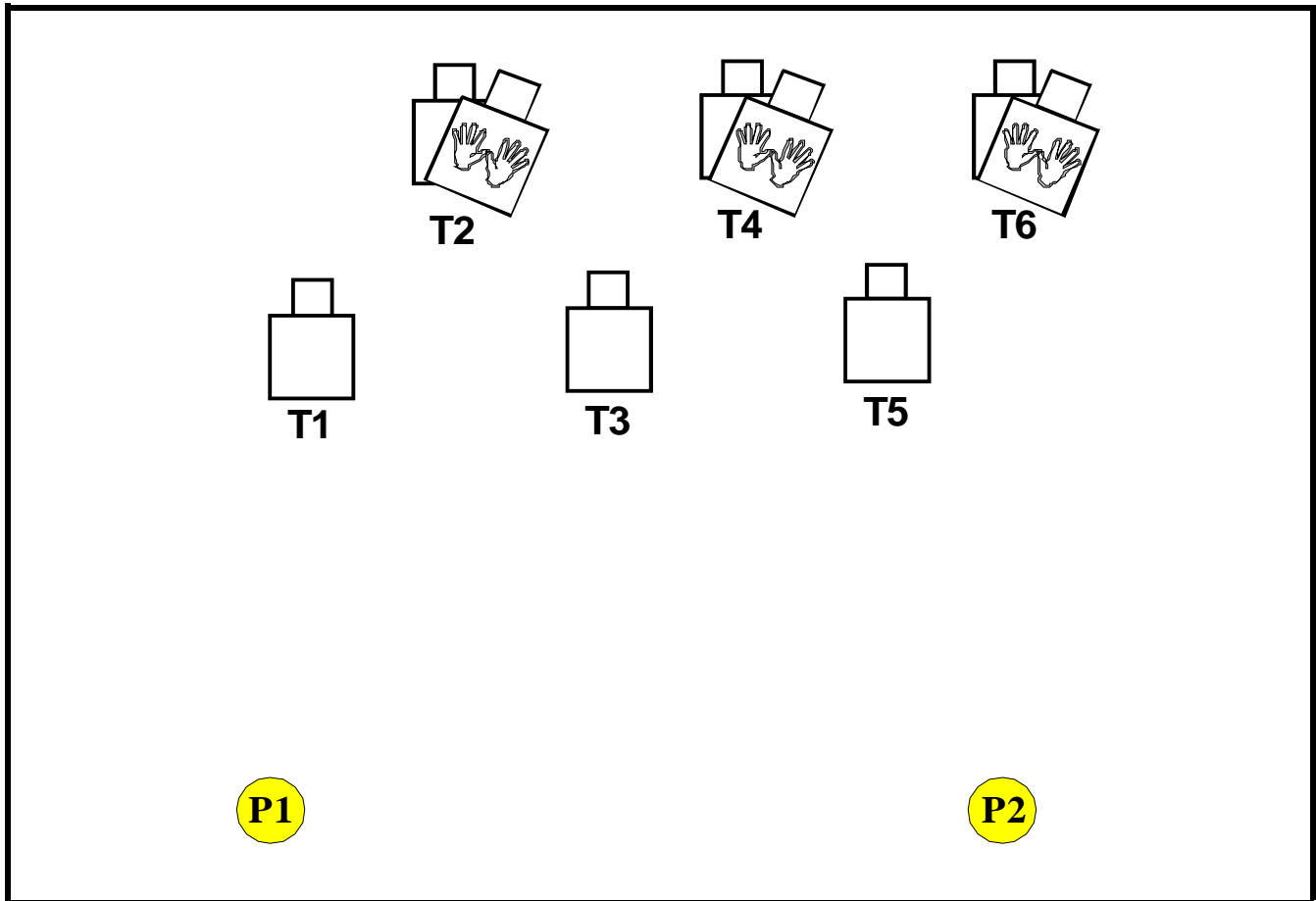
- At the sound of the buzzer, **draw** and **engage T1, T2 and T3 with 2 rounds to the Body** in **Tactical Sequence (1-1-2-1-1)**.
- **Then, while moving** to cover at P2, engage T4 and T5 with 2 rounds to the **Body**.
- **From P2**, with the **proper use of cover**, engage T6 and T7 with 2 rounds to the **Torso** and 1 round to the **Head**.
- **Perform a Reload from Cover** before moving to P3.
- **Move to P3** and engage T8 (The Dropper) with **NO MORE THAN 3 rounds**.
Note: Shooter MUST NOT ENGAGE T8 UNTIL REACHING P3!!!
- Reload as necessary.

Notes:

1. **Shooter must properly use cover while engaging targets at P2.**
2. If the T8 Dropper is not “dropped” it will count as a Miss-On-Steel penalty.
3. **All hits to non-threat targets will be assessed a penalty for each hit.**

Range Masters “Fun” Shoot

Stage 2 - “A Day at the Beach”



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

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

String 1 - All targets get 3 rounds to the Head Only.

Shooter starts fully loaded at **P1** holding a **beach towel** and a **picnic basket**.

- At the buzzer, **while moving to P2**, eliminate the threats.

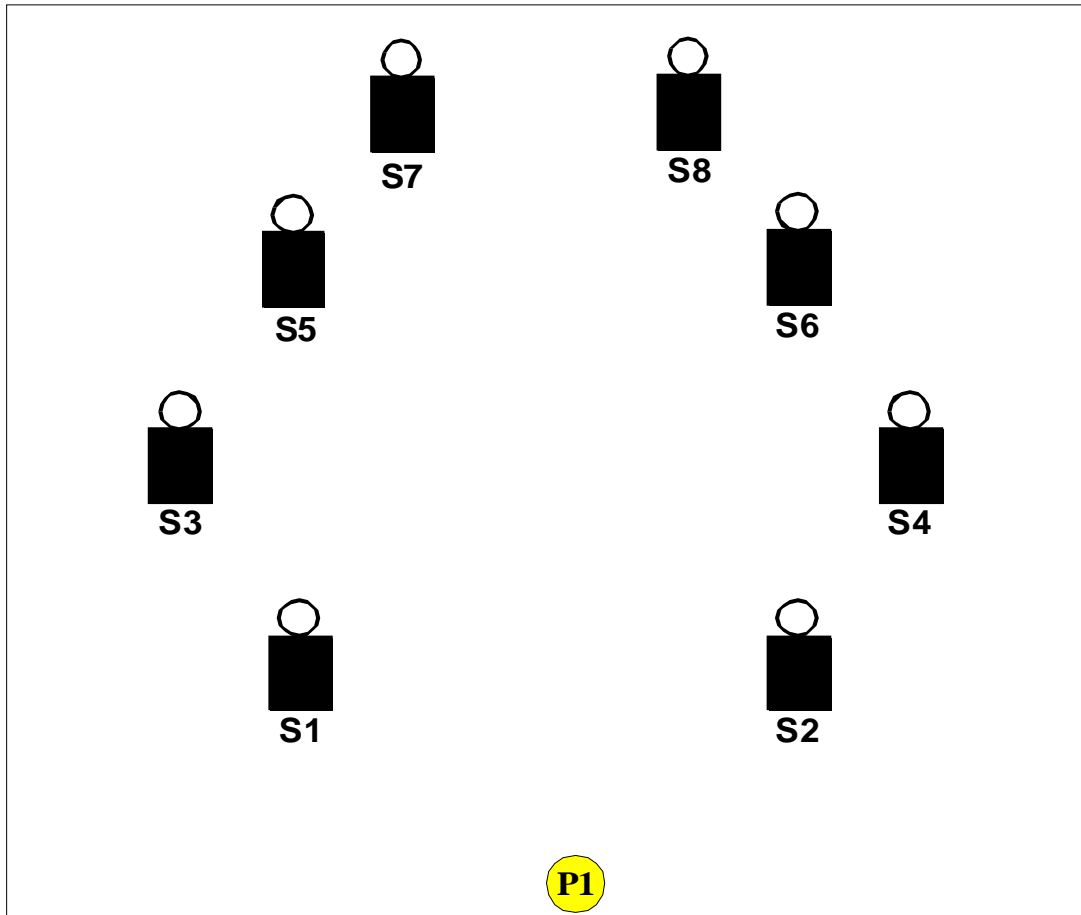
Notes -

1. Must reload at least once during the string.
2. Any target without at least one head shot will be assessed a **Failure to Neutralize** penalty.
3. **DO NOT SHOOT THE WALL!!!**

COF Designed by Mike Price

Range Masters “Fun” Shoot

Stage 3 - “Steel On Steel”



Round Count:

String 1 = **8 minimum**

String 2 = **8 minimum**

(16 rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

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

- At the sound of the buzzer, **turn - then draw and knock down S1, S3, S5, S7, S8, S6, S4 and S2 (In that order).** Lateral movement is OK.
- Reload as necessary.

String 2 -

Shooter starts fully loaded at **P1.**

- At the sound of the buzzer, **draw and knock down S1, S3, S5, S7, then S2, S4, S6 and S8 (In that order).**
- 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.