

# Range Masters "Fun" Shoot

Results for September 6, 2005

Place	Name (Note)	Total		Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
		Shoot Total	Points Down											
1	Stillwell, Mike	42.05	5	17.96	15.46	5	13.71	7.09	6.62	0	10.38	8.12	2.26	0
2	Collins, Ken	55.28	2	30.14	29.14	2	14.04	6.73	7.31	0	11.10	8.81	2.29	0
3	Mortenson, Bryan	60.51	22	26.42	22.92	7	20.15	5.41	7.24	15	13.94	10.93	3.01	0
4	Langford, Les	63.66	20	28.79	26.79	4	23.85	9.85	6.00	16	11.02	8.50	2.52	0
5	Brown, Keith	65.99	10	36.61	32.61	8	15.61	7.65	6.96	2	13.77	10.28	3.49	0
6	Phillips, RDan	78.69	25	27.93	23.43	9	27.80	9.22	10.58	16	22.96	20.52	2.44	0
7	Robertson, Dennis	78.72	5	32.84	30.84	4	23.94	10.43	13.01	1	21.94	18.15	3.79	0
8	Rees, Jerry	80.21	13	34.95	33.45	3	26.19	9.81	11.38	10	19.07	16.18	2.89	0
9	Redford, "Red" (Rev)	101.60	9	46.03	42.03	8	29.56	15.07	13.99	1	26.01	22.08	3.93	0
10	Ritter, Judd	115.90	57	47.92	34.92	26	35.00	9.16	10.34	31	32.98	28.62	4.36	0
11	Redford, Noel	122.51	16	47.96	40.96	14	23.31	10.85	11.46	2	51.24	44.97	6.27	0
12	Hood, Dan	132.34	48	53.44	44.94	17	39.97	9.84	14.63	31	38.93	33.89	5.04	0
13	Gregory, Jacob	148.10	65	42.15	34.65	15	36.90	7.50	9.40	40	69.05	59.05	5.00	10
14	Burney, Carl	148.90	7	45.43	44.43	2	41.59	25.12	13.97	5	61.88	57.20	4.68	0
15	Dalley, Lin	150.25	32	38.12	37.12	2	39.01	11.41	12.60	30	73.12	58.48	14.64	0
16	Anderson, Lawrence	150.66	43	67.01	53.01	28	26.81	11.65	7.66	15	56.84	51.28	5.56	0
17	Scott, Michael (Rev)	156.07	15	41.74	39.74	4	41.73	19.64	16.59	11	72.60	68.11	4.49	0
18	Nelson, Jeremy	159.21	44	49.10	41.60	15	51.87	19.91	17.46	29	58.24	48.02	10.22	0
19	Brook, Aaron (.22)	175.05	49	77.01	63.51	27	37.77	10.58	16.19	22	60.27	51.28	8.99	0
20	Wilson, Troy	175.53	21	38.70	35.20	7	55.97	28.33	20.64	14	80.86	71.18	9.68	0
21	Hood, Thomas	267.29	15	102.76	100.76	4	70.50	52.58	12.42	11	94.03	86.82	7.21	0
22	Hood, Neil	NS	NS	0.00			0.00				0.00			

## Notes:

- Remember, the "Fun" Shoot is held on the **1st** and **3rd Tuesday** of each month ( 6:30 p.m.) at Range Masters.
- You can use **ANY** handgun you want, as long as it can be safely drawn from a **strong-side holster**.
- IDPA format and scoring.

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

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

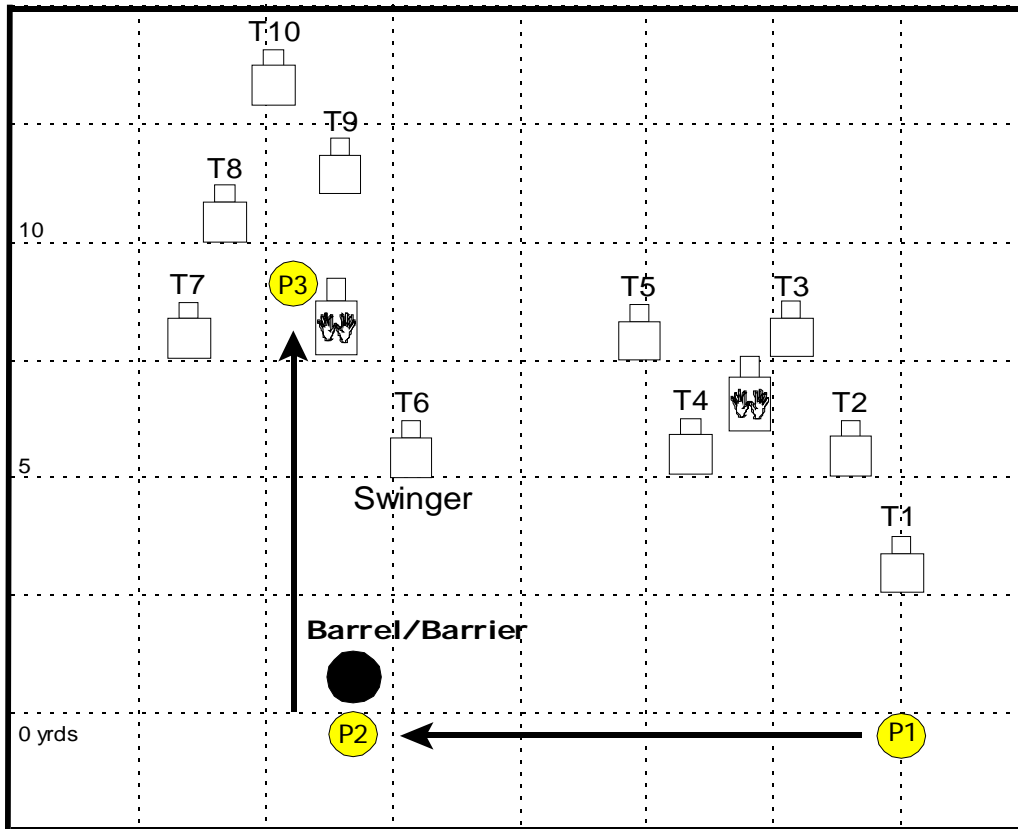
(Rev) = Revolver

**DNF** = **Did Not Finish**

**NS** = No Score sheet was submitted.

# Range Masters “Fun” Shoot

## Stage 1 - “Keep Mov’n and Swing’n.”



### Round Count:

String 1 = **20** minimum  
(**20** rounds for the stage)

### Vickers Count

(Can make up shots.)

### Scoring:

Targets are scored  
after the shooter has  
completed all strings.

**String 1:** Shooter starts at **P1** with his back to the targets -

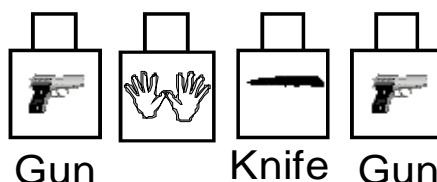
- At the buzzer, turn, draw, and engage targets **T1** thru **T5** with **at least 2 rounds each (body or head) while moving to P2.**
- After reaching **P2**, pull the trip rope and engage the Swinger (**T6**) with **at least 2 rounds while using the barrel as cover.**
- Then engage targets **T6** thru **T10** with **at least 2 rounds each (body or head) while moving to P3.**
- Reload as necessary.

### Notes:

1. Shooter **cannot** shoot over the barrel.
2. Shooter must not shoot at the wall when engaging **T6** thru **T10**.

# Range Masters “Fun” Shoot

## Stage 2 - “Which One First?”



P1

### Round Count:

String 1 = **9** maximum  
String 2 = **9** maximum  
(**18** rounds for the stage)

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

### Scoring:

Targets are only scored  
after the shooter has  
completed all Strings.

### String 1:

Shooter starts at **P1 - back to the targets -**

- At the buzzer, **turn, draw** and **engage the threat targets** with **2 rounds only to the body and 1 round only to the head in Tactical Priority (most threat first).**

### String 2:

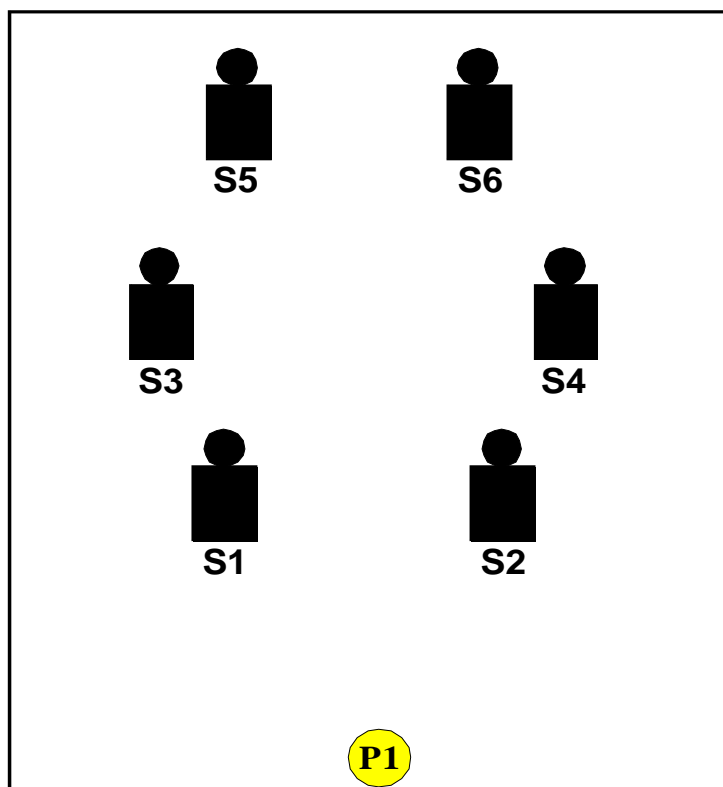
Same as String 1.

### Note:

1. After the shooter has loaded and made ready and their back is to the targets, the SO or assistant will go down range and mix up the orientation of the targets.

# Range Masters “Fun” Shoot

## Stage 3 “All Hands”



### Round Count:

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

### Vickers Count

(Can make up shots)

### Scoring:

Targets are only scored  
after the shooter has  
completed all strings.

### String 1 -

- Shooter starts at **P1** with gun in their **Weak Hand at the low-ready**.
- At the buzzer, engage **S1 and S2** with **1 hit each** using **Weak Hand Only**.
- Then engage **S3 and S4** with **1 hit each** using **Strong Hand Only**.
- Then engage **S5 and S6** with **1 hit each** free-style (**both hands**).

### String 2 -

- Shooter starts at **P1** gun holstered.
- At the buzzer, draw and engage **S1 and S2** with **1 hit each** free-style (**both hands**).

### Notes:

1. Shooter must be **very careful when exchanging gun hands** on String 1!
2. A missed plate will count as a **5 second “Misses-On-Steel” penalty**.