

Rangemasters Handgun "Fun" Shoot Results - September 3, 2014

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	String 4	String 5	String 6	PD
1	Soper, Mitch	NO	82.26	26	27.53	23.03	9	15.41	14.91	1	39.32	3.91	6.59	8.38	7.74	2.14	2.56	16
2	Soper, Mitch	NO	94.81	35	30.06	26.56	7	26.61	15.61	22	38.14	5.08	8.97	6.26	10.18	2.35	2.30	6
3	Mortensen, Nick	NO	119.46	37	40.18	38.18	4	37.27	20.77	33	42.01	6.37	8.13	9.05	11.85	3.24	3.37	
4	Stepp, Jared	NO	128.43	40	37.87	29.37	17	29.65	26.15	7	60.91	6.78	14.89	7.61	16.94	3.37	3.32	16
5	Mortensen, Nick	NO	130.63	35	42.95	39.95	6	31.07	21.57	19	56.61	7.68	11.69	15.06	10.40	3.37	3.41	10
6	Rodriquez, Mike	NO	149.49	76	53.26	31.76	43	30.87	20.37	21	65.36	11.38	15.99	8.26	17.11	3.47	3.15	12
7	Phillips, RDan (.22)	NO	150.64	25	54.96	47.46	15	39.68	34.68	10	56.00	6.79	16.97	7.07	18.25	3.47	3.45	
8	Waldo, Ralph	NO	153.81	22	42.45	36.45	12	43.01	43.01		68.35	10.67	13.42	11.78	18.06	4.87	4.55	10
9	Scott, Mike	NO	160.61	51	48.06	36.56	23	37.76	28.76	18	74.79	11.37	11.22	17.83	22.61	3.32	3.44	10
10	Anderson, Creed	NO	160.78	65	53.11	42.61	21	42.41	30.41	24	65.26	12.56	10.92	12.19	12.17	3.62	3.80	20
11	Dudley, Buck	NO	161.17	51	39.53	33.53	12	36.56	22.06	29	85.08	19.15	15.23	15.85	21.52	3.35	4.98	10
12	Andreason, Josh	NO	167.87	51	39.66	34.16	11	56.84	36.84	40	71.37	12.67	13.65	14.74	23.57	3.29	3.45	
13	Redford, Red (REV) (#2)	NO	168.13	47	75.61	52.61	46	35.43	34.93	1	57.09	7.44	15.08	13.63	12.49	4.46	3.99	
14	Redford, Red (REV) (#1)	NO	175.78	24	50.15	48.15	4	39.50	29.50	20	86.13	27.58	15.35	14.91	19.07	4.60	4.62	
15	Wall, Stew	NO	178.63	49	53.93	42.93	22	59.78	51.28	17	64.92	8.48	22.19	9.20	11.84	4.37	3.84	10
16	Wall, Stew	NO	189.78	95	33.84	27.34	13	41.99	20.99	42	113.95	6.10	47.79	11.08	20.67	3.81	4.50	40
17	Anderson, Creed (REV)	NO	195.84	26	53.65	48.15	11	54.11	51.61	5	88.08	27.88	10.01	18.12	19.03	3.28	4.76	10
18	Roberts, Barry	NO	203.37	47	55.62	49.62	12	53.04	45.54	15	94.71	12.15	9.92	13.50	35.14	6.70	7.30	20
19	Jolly, Jenny (REV) (#2)	NO	204.09	77	58.19	42.19	32	51.01	38.51	25	94.89	9.09	21.31	14.45	30.91	4.33	4.80	20
20	Scott, Alan (REV)	NO	222.81	8	50.65	49.15	3	47.53	45.03	5	124.63	15.57	40.45	15.61	43.45	4.75	4.80	
21	Roberts, Jesse	NO	233.14	54	81.70	74.20	15	54.29	39.79	29	97.15	11.55	24.09	15.63	27.98	6.24	6.66	10
22	Jolly, Jenny (REV) (#1)	NO	304.24	81	60.15	49.65	21	77.72	67.72	20	166.37	43.18	40.75	16.19	36.44	4.74	5.07	40
23	Sandgren, Max	NO	416.90	39	60.26	55.76	9	172.97	172.97		183.67	48.70	36.45	20.80	53.97	4.17	4.58	30
24	Soper, Trenton (.22)	NO	719.27	96	119.04	101.04	36	213.46	198.46	30	386.77	122.00	115.00	17.49	104.39	4.81	8.08	30

Notes:

PD = Points Down = .5 seconds x Points Down

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

(REV) = Revolver

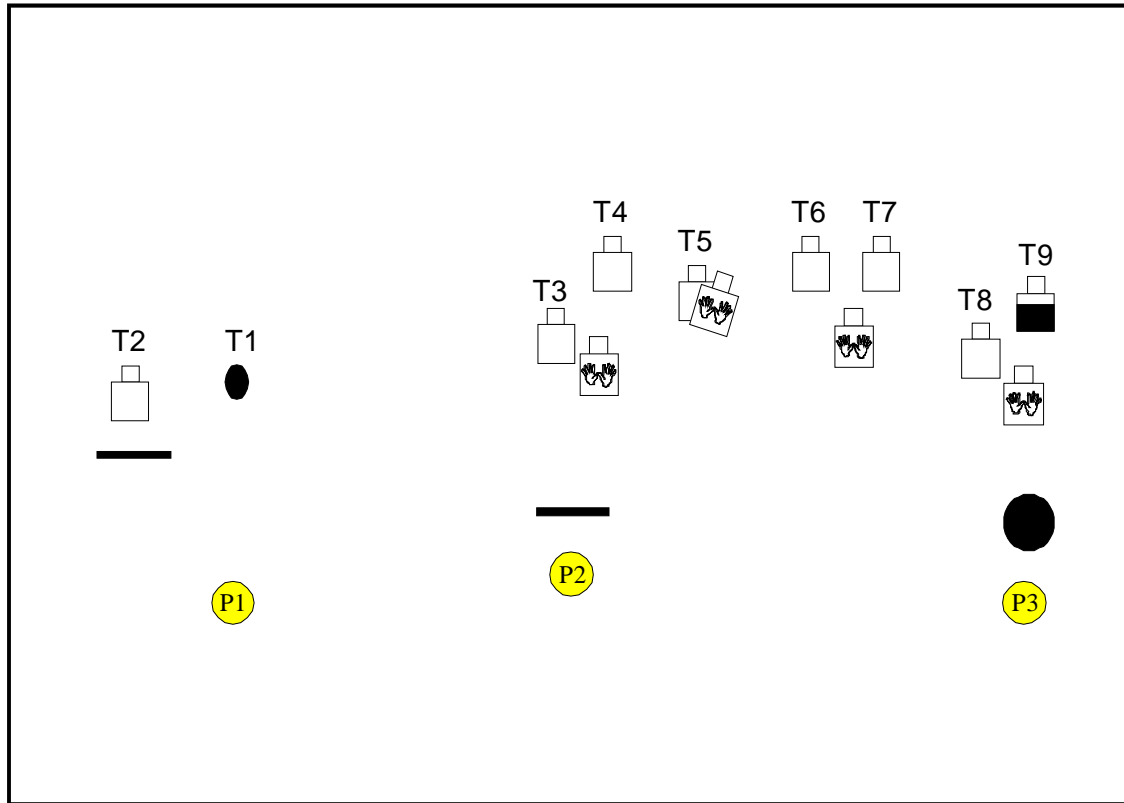
XX Indicates that the Points Down value includes some kind of penalty

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Sliding Home”



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

Vickers Count
(Can make up shots.)

String 1:

Start at **P1** with weapon fully loaded.

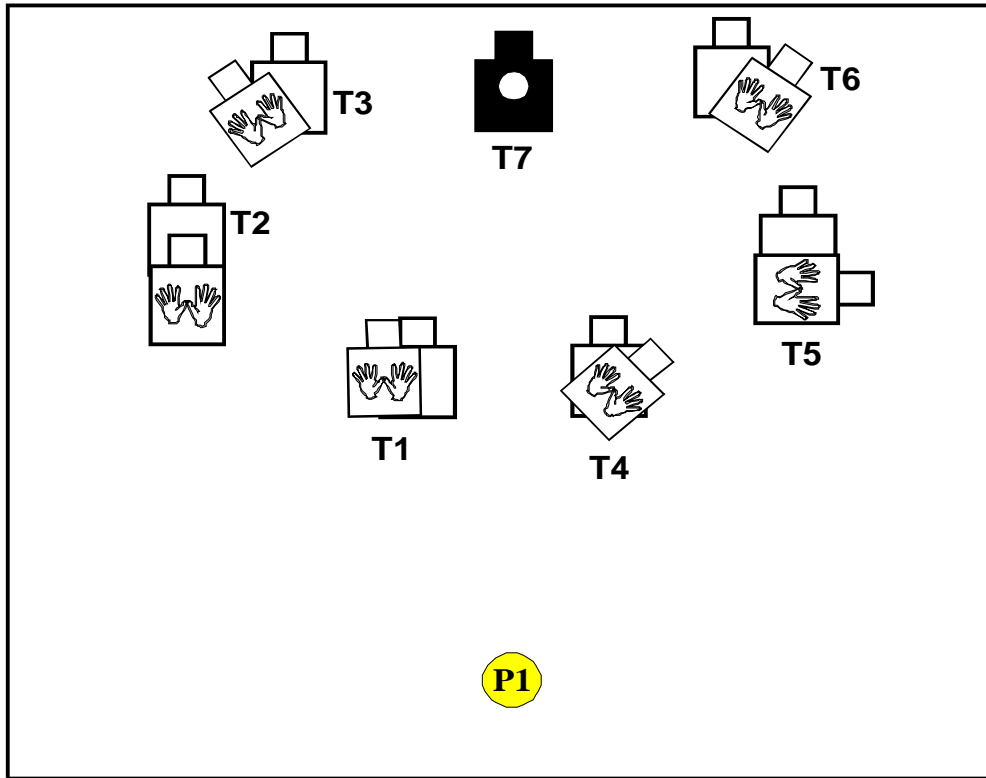
- At the sound of the buzzer, draw and engage **T1** until hit (this will trigger **T2**), then engage **T2** with **2 rounds**.
- Move to **P2** and engage **T3 - T5** with **2 rounds each** from cover, then **perform a Reload with Retention**.
- **While moving to P3**, engage **T6** and **T7** with **2 rounds each**.
- **From behind cover at P3**, engage **T8** and **T9** with **2 rounds each**.
- Reload as necessary after **P2**.

Note:

1. Shooter **must shoot T6 & T7 on the move**, but **DO NOT shoot T8 or T9 until you reach P3**.

Rangemasters “Fun” Shoot

Stage 2 - “Aim Carefully 2”



Round Count:

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

Vickers Count

(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1** -

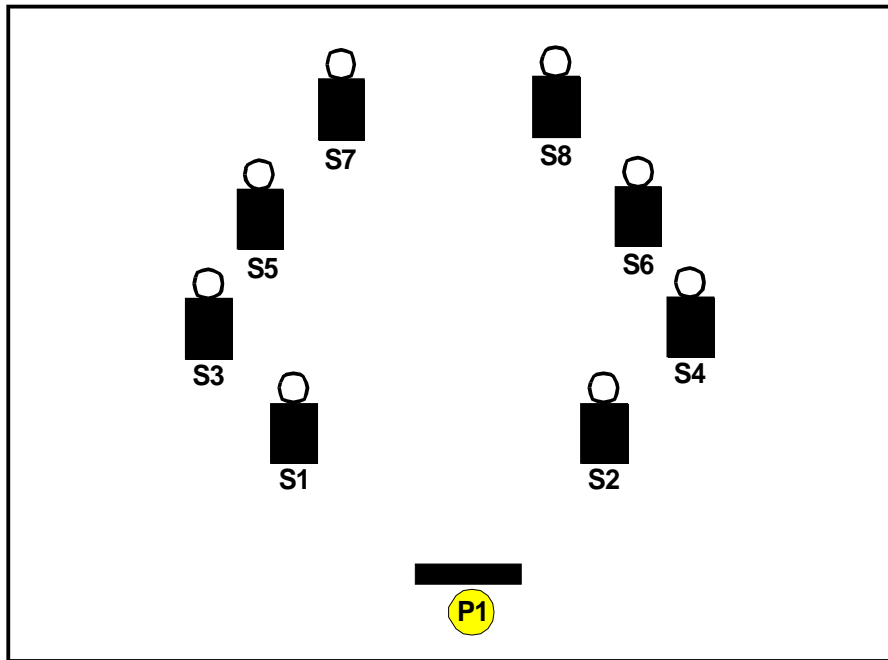
- At the buzzer, draw and engage:
 - T1** with **2 rounds** (body or head) then **1 round** to **T7**
 - T2** with **2 rounds** (body or head) then **1 round** to **T7**
 - T3** with **2 rounds** (body or head) then **1 round** to **T7**
 - T4** with **2 rounds** (body or head) then **1 round** to **T7**
 - T5** with **2 rounds** (body or head) then **1 round** to **T7**
 - T6** with **2 rounds** (body or head) then **1 round** to **T7**
- Reload as necessary

Notes:

1. Each hit on a non-threat will receive a 5 second penalty.
2. **T7** must only be engaged after the required shots to each of the other targets in their respective order.

Rangemasters “Fun” Shoot

Stage 3 - “Brain Drill”



Round Count:

String 1 = 4 Min
 String 2 = 4 Min
 String 3 = 4 Min
 String 4 = 4 Min
 String 5 = 2 Maximum
 String 6 = 2 Maximum
 Stage = 20 Min

Modified Vickers Count

(Can make up shots **except** on Stings 5 and 6.)

String 1 - 11 max at P1 - At buzzer, **left 4 plates** front to back in order from Left side of Barricade.

String 2 - At buzzer, **right 4 plates** front to back in order from Right side of Barricade.

String 3 - At buzzer, **front 4 plates** using both sides of the Barricade.

String 4 - At buzzer, **back 4 plates** using both sides of the Barricade.

String 5 - At buzzer, **S2 & S4** from Right of Barricade - **2 shots MAX.**

String 6 - At buzzer, **S1 & S3** from Left of Barricade - **2 shots MAX.**

Notes:

1. Shooter starts with 11 maximum in the gun on String 1, **no reloads between strings.**
2. All plates left standing will be counted with a 5-second Miss-On-Steel penalty.
3. Plates shot down for the next string count as a hit-on-non-threat for next string.
4. Shooter **must properly use cover during all strings.**