

Range Masters "Fun" Shoot

Results for January 5, 2011

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	DeLeeuw, Dave	O	70.21	9	31.94	27.44	9	14.04	14.04		24.23	13.44	10.79	
2	Simons, Jordan	NO	90.85	1	39.58	39.08	1	22.20	22.20		29.07	18.03	11.04	
3	Spensko, Shane	NO	92.02	13	38.71	35.71	6	23.06	22.56	1	30.25	17.73	9.52	6
4	Limb, Brandon	NO	99.06	25	44.88	34.38	21	24.05	23.05	2	30.13	21.08	8.05	2
5	Majers, Steve	O	102.01	76	36.55	29.05	15	23.33	13.33	20	42.13	11.33	10.30	41
6	Sayer, Kelby	NO	102.67	26	45.93	43.93	4	21.63	21.13	1	35.11	14.55	10.06	21
7	Majers, Steve Jr.	O	102.88	38	42.40	38.90	7	16.83	16.33	1	43.65	14.57	14.08	30
8	Rees, Jerry	NO	104.44	43	35.43	31.93	7	27.08	22.08	10	41.93	17.41	11.52	26
9	Reese, Howard	O	120.59	17	45.96	43.96	4	26.59	25.59	2	48.04	30.64	11.90	11
10	Price, Mike	NO	121.85	48	45.97	40.97	10	31.50	18.50	26	44.38	24.18	14.20	12
11	Woodruff, Weston	NO	122.53	34	57.67	52.17	11	25.35	24.35	2	39.51	18.09	10.92	21
12	Mauzy, Mark	NO	128.06	44	56.45	49.45	14	28.90	23.90	10	42.71	23.45	9.26	20
13	Scott, Michael Sr.	NO	128.35	49	62.04	46.04	32	18.80	18.30	1	47.51	28.25	11.26	16
14	Butterfield, Chad	NO	132.61	64	58.16	48.66	19	23.20	20.70	5	51.25	21.16	10.09	40
15	Wright, Trevor	NO	135.01	49	66.85	47.85	38	31.24	27.74	7	36.92	26.08	8.84	4
16	Phillips, RDan	NO	137.08	40	40.84	34.84	12	25.58	22.58	6	70.66	49.04	10.62	22
17	Chappell, Randy (4)	NO	139.86	38	56.95	42.45	29	26.83	23.83	6	56.08	33.65	20.93	3
18	Greer, Seth	NO	146.88	69	60.16	53.66	13	23.95	22.45	3	62.77	23.39	12.88	53
19	Waldo, Ralph	NO	147.84	27	55.62	50.12	11	39.64	32.64	14	52.58	31.73	19.85	2
20	Chappell, Randy (9)	NO	148.34	31	70.17	56.17	28	25.94	25.44	1	52.23	41.23	10.00	2
21	Clark, David	NO	151.81	46	47.48	39.98	15	24.00	23.00	2	80.33	26.50	39.33	29
22	Finlayson, Taylor	NO	157.07	51	72.71	69.21	7	31.77	26.27	11	52.59	17.46	18.63	33
23	Tall, James	NO	171.65	64	57.99	48.49	19	43.28	32.28	22	70.38	41.11	17.77	23
24	Barten, Kris	NO	176.53	94	72.03	58.03	28	34.37	27.37	14	70.13	32.33	11.80	52
25	Gabbitas, Isaac	NO	195.56	173	57.21	41.71	31	37.69	26.69	22	100.66	13.82	26.84	120
26	Jackson, Daniel	NO	212.15	69	105.33	91.83	27	37.22	26.22	22	69.60	39.32	20.28	20
27	Thompson, Tracy (.22)	NO	215.73	31	96.54	90.04	13	45.77	45.27	1	73.42	49.27	15.65	17
28	Davis, Jared	NO	221.76	156	94.33	65.33	58	40.45	22.45	36	86.98	37.55	18.43	62
29	Sabaldo, Teri	NO	313.65	111	126.38	109.88	33	43.41	41.41	4	143.86	59.75	47.11	74
30	Earl, Jared	NO	DNF	DNF	DNF			54.57	45.07	19	68.83	25.21	13.62	60
31	Earl, Steve	NO	DNF	DNF	DNF			77.28	56.78	41	162.71	94.43	23.28	90
32	Krohn, Kris	NO	DNF	DNF	DNF			51.12	36.12	30	97.76	29.95	18.31	99

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

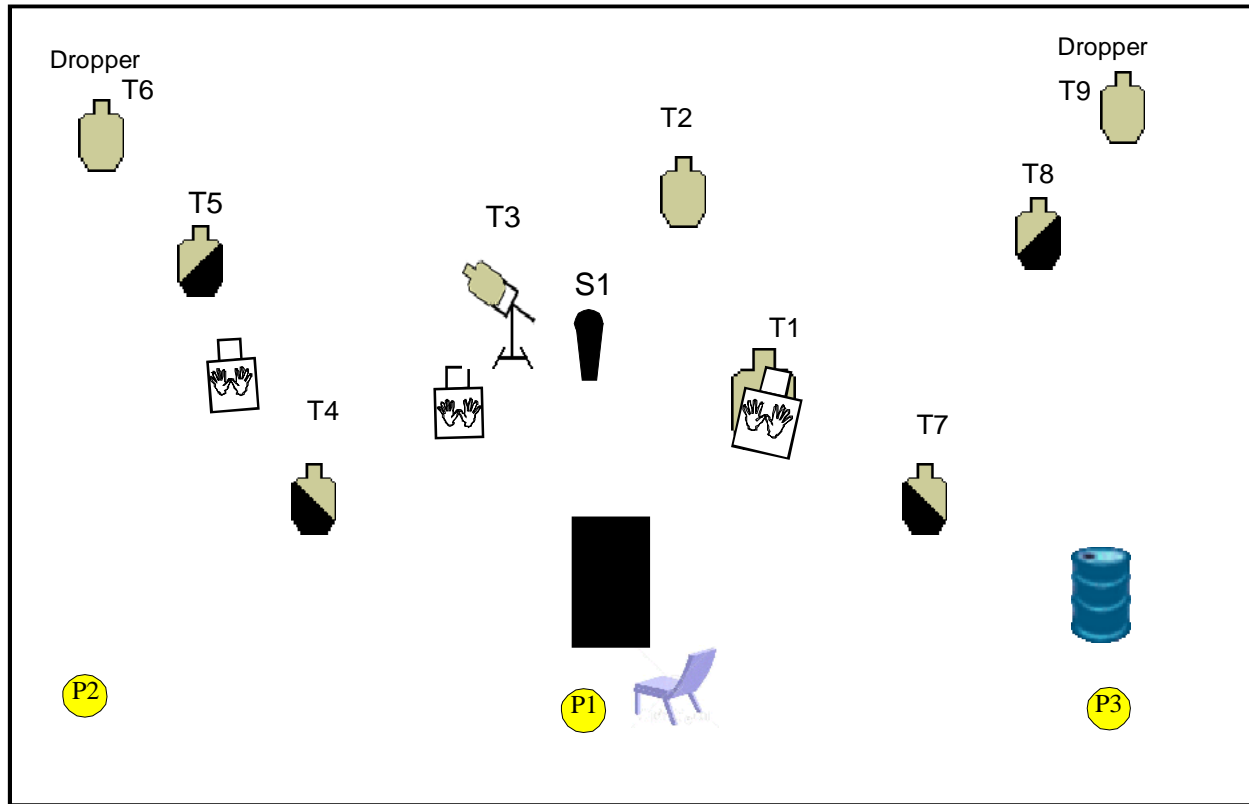
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “POW!!”



Round Count:
17 minimum

Vickers Count
(Can make up shots.)

String 1 -

Shooter is **seated** at **P1** with **fully loaded weapon**.

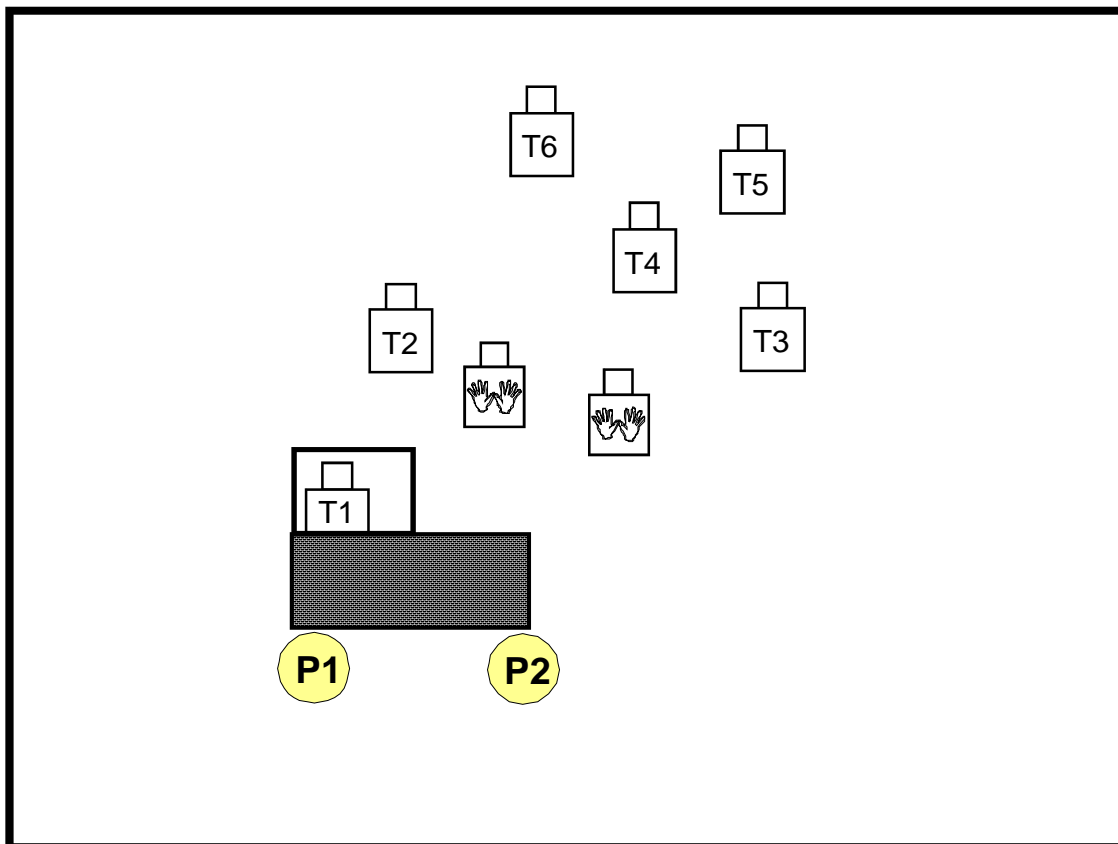
- At the buzzer, draw and engage **T1** and **T2** with **2 rounds** each **while seated**.
- **Carefully move** to the **left side of the barricade** and engage **S1** until it falls, tripping the Swinger (**T3**), then engage **T3** with **2 rounds**.
- **While moving to P2**, engage **T4** and **T5** with **2 rounds** each.
- **After reaching P2**, engage **T6** until it falls.
- **While moving to P3**, engage **T7** and **T8** with **2 rounds** each.
- **After reaching P3**, **kneel behind barrel** and engage **T9** until it falls.
- Reload as necessary.

Notes:

1. **DO NOT SHOOT THE WALLS!!!**

Range Masters “Fun” Shoot

Stage 2 - “Bad Neighborhood Shootout”



Round Count:

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

Vickers Count

(Can make up shots)

String 1 -

Shooters start fully loaded and holstered, with hands on barricade.

- At the sound of the buzzer, draw and **engage T1 and T2** through the opening in the barricade with **3 rounds each (Torso or Head)**.
- Then **move to P2** and engage **T3 thru T6** with **2 rounds** to the **TORSO** and **1 round** to the **HEAD** using **proper cover** (Slice the Pie).
- Reload as necessary.

Notes:

1. Shooter **cannot shoot over the barricade** at **P2**.
2. **DO NOT SHOOT THE WALLS!**

**Plate Bay was down for repair.
No graphic for Stage 3.**