

# Range Masters "Fun" Shoot

Results for July 1, 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	94.64	31	56.55	44.05	25	17.18	14.18	6	20.91	11.93	8.98	0
2	Limb, Brandon	NO	115.78	18	56.75	48.25	17	21.44	20.94	1	37.59	15.93	21.66	0
3	DeWitt, Derel	NO	119.33	19	59.33	51.83	15	25.51	23.51	4	34.49	18.58	15.91	0
4	Mathis, David	NO	120.56	16	54.35	47.85	13	19.04	17.54	3	47.17	26.84	20.33	0
5	Majers, Steve	O	128.70	41	55.59	44.59	22	31.88	27.38	9	41.23	20.74	15.49	10
6	Phillips, RDan	NO	129.21	25	57.07	49.07	16	23.94	19.44	9	48.20	30.34	17.86	0
7	Majers, Steve Jr.	O	132.17	53	66.16	50.16	32	26.82	21.32	11	39.19	24.97	9.22	10
8	Rees, Jerry	NO	132.55	45	81.33	59.33	44	21.62	21.12	1	29.60	19.40	10.20	0
9	Clark, David	NO	142.51	33	73.34	58.84	29	26.60	24.60	4	42.57	26.71	15.86	0
10	Price, Mike	NO	143.75	48	66.62	49.12	35	23.67	22.17	3	53.46	26.49	21.97	10
11	Scott, Michael Sr.	NO	145.71	46	72.15	54.65	35	20.45	19.95	1	53.11	31.59	16.52	10
12	Kemp, Tony	O	148.85	43	88.62	73.62	30	25.67	24.17	3	34.56	19.52	10.04	10
13	Redford, "Red" (Rev)	NO	157.73	27	66.59	59.09	15	25.32	24.32	2	65.82	32.12	28.70	10
14	Carroll, Chris	NO	163.81	32	69.71	53.71	32	37.97	37.97	0	56.13	35.76	20.37	0
15	Loveless, Doug (Rev)	NO	165.28	80	80.77	52.27	57	33.06	26.56	13	51.45	29.59	16.86	10
16	Murray, Mark	NO	174.59	61	73.28	48.78	49	34.03	28.03	12	67.28	40.50	26.78	0
17	Hill, Randy	NO	199.49	116	105.78	64.28	83	24.33	17.83	13	69.38	33.04	26.34	20
18	Beckes, Ben	NO	202.80	39	97.21	80.21	34	29.76	27.26	5	75.83	50.22	25.61	0
19	Van Ausdal, Brian	NO	210.01	98	113.67	75.67	76	40.21	29.21	22	56.13	21.81	34.32	0
20	Johnson, Brandon	NO	215.14	53	91.13	66.13	50	31.87	30.37	3	92.14	63.33	28.81	0
21	Christensen, Cole	NO	259.09	99	109.69	73.69	72	49.24	35.74	27	100.16	47.47	52.69	0
22	Durrant, Matt	NO	276.68	78	147.95	115.95	64	47.12	40.12	14	81.61	31.31	50.30	0

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

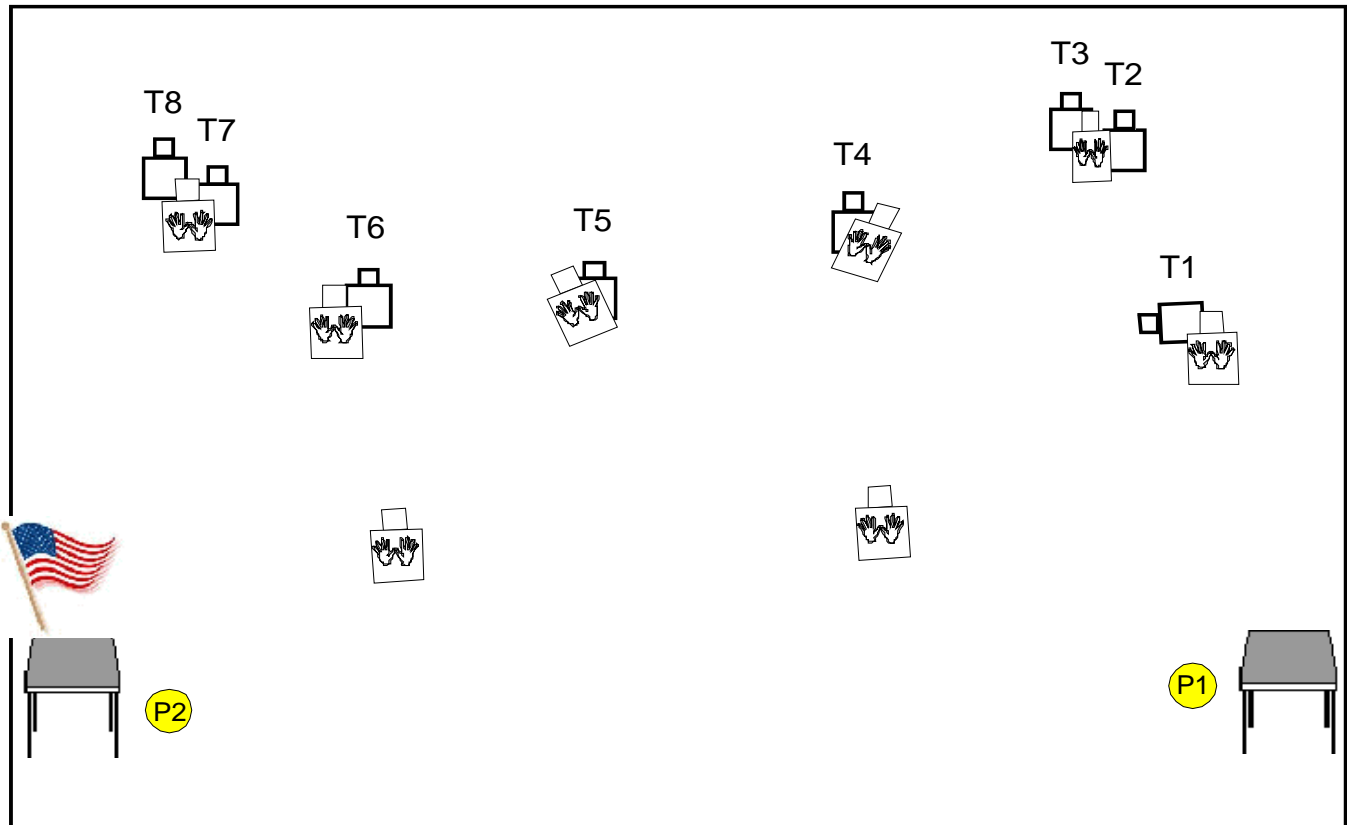
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Save the Flag”



**Round Count:**  
**23 Minimum**

**Vickers Count**  
**(Can make up shots.)**

**Shooter begins at P1 with weapon set up in a Double Feed (Type 3) malfunction and holstered.**

### **String 1 -**

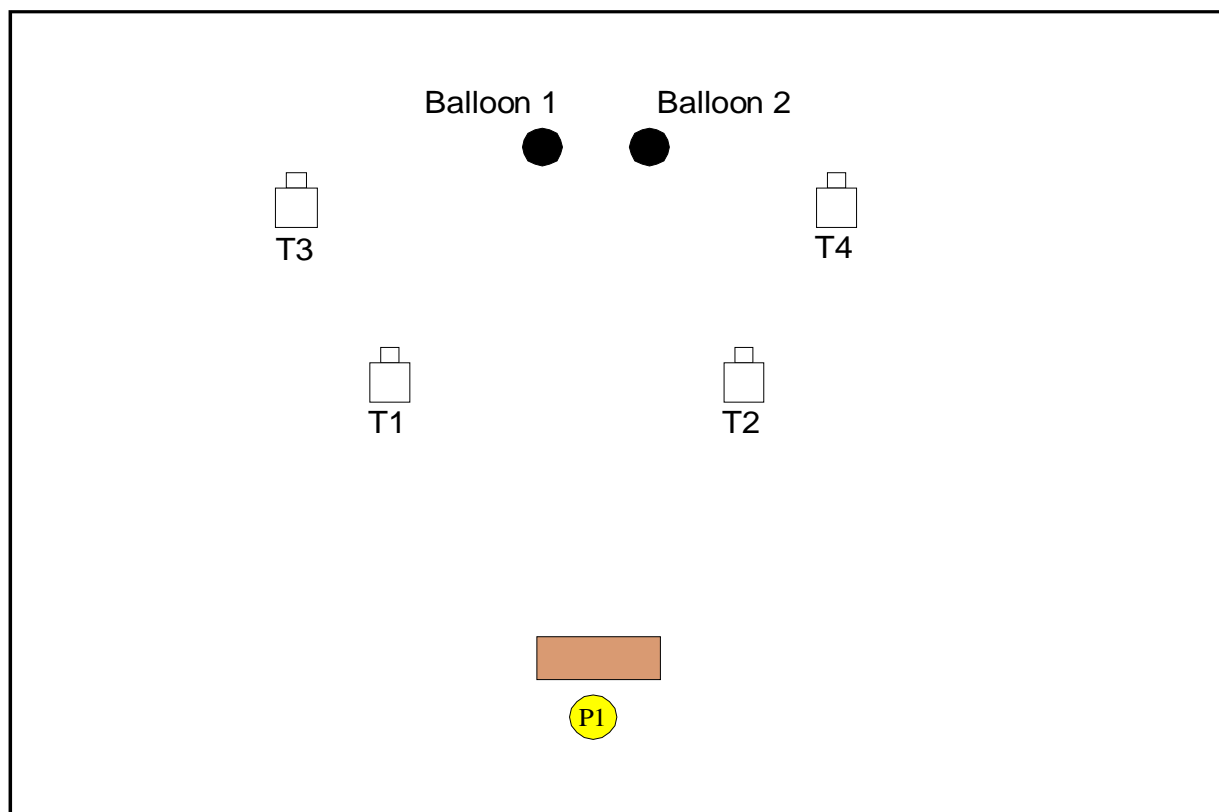
- At the sound of the buzzer, draw, clear weapon and move to **P2** while engaging all threat targets (**T1 thru T8**) with **2 rounds** (Head or Torso)
- Reload as necessary.
- At **P1**, securing the flag with “Weak” hand, move back to **P1** while engaging all threat targets with “**Strong**” **Hand Only** (**T8 thru T1**) with **1 round** (Head or Torso).
- Carefully place the flag in the holder at **P1**.

### **Make Note!!**

1. If you drop the flag, you will be severely beaten!
2. Complete misses will receive a Failure to Neutralize penalty!
3. Do not shoot the walls! Procedural penalties will be assessed!

# Range Masters “Fun” Shoot

## Stage 2 - “Carnival Fun”



### Round Count:

String 1 = **12 Handgun**  
**minimum** and 10 Rifle.  
(**30** rounds for the stage)

### Vickers Count

(Can make up shots.)

**While enjoying a little fun at the local carnival on the 4th of July, your entertainment is disrupted by some very unpatriotic malcontents. Teach them some manners.**

### String 1 -

Start at **P1** with “Carnival Rifle” loaded, safety on and on the table.

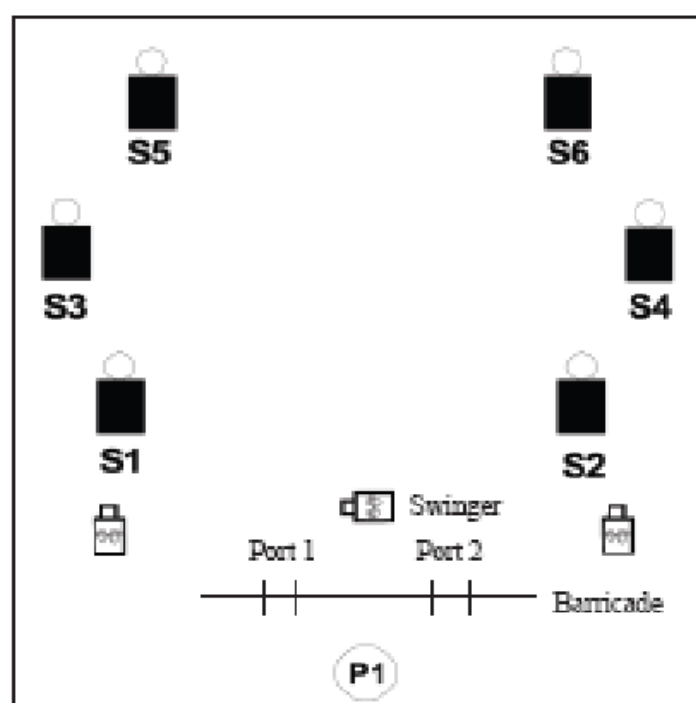
Handgun is fully loaded and holstered.

- At buzzer, pick up rifle and break both of the balloons (10 rds max.).  
“Safe” the rifle and CAREFULLY lay it back down on table.
- Draw your handgun and engage **T1 - T4** with **3 rounds each** (Torso or Head) in any order.
- Reload handgun as necessary.

### Notes:

- 10 rounds max with rifle.
- SO will unload and safe the rifle before declaring the ‘Range Safe’.

## Range Masters “Fun” Shoot Stage 3 -



### Round Count:

String 1 = 6 rds min.

String 2 = 6 rds min.

(12 rounds for the stage)

### Vickers Count

(Can make up shots)

**String 1** - Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and, through the ports, knock down S1 through S6 in any order.
- At the conclusion of the string, shooter may not reload.

**String 2** - Shooter starts at **P1**.

- At the sound of the buzzer, draw and knock down S1 through S6 in any order.
- S1, S3 and S5 must be shot from the left side of the barricade.
- S2, S4 and S6 must be shot from the right side of the barricade.

### Notes

- Swinger will be activated at the sound of the buzzer at the start of String 1.