

Range Masters "Fun" Shoot

Results for May 15, 2012

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	String 3	PD	Stage 2	String 1	String 2	PD
1	Olson, Landon	NO	71.37	29	21.10	19.10	4	31.86	5.19	6.23	7.94	25	18.41	7.37	11.04	
2	Gustaveson, Michael (1)	O	84.07	5	28.61	27.11	3	29.09	6.59	7.38	14.12	2	26.37	13.31	13.06	
3	DeLeeuw, Dave	O	84.56	28	30.03	23.03	14	25.42	5.52	5.58	7.32	14	29.11	14.24	14.87	
4	Simons, Robert	NO	90.55	53	28.17	20.17	16	36.79	5.68	5.34	7.27	37	25.59	13.91	11.68	
5	Simons, Jordan	NO	94.92	61	35.94	24.44	23	31.20	5.65	5.06	7.49	26	27.78	7.45	14.33	12
6	Scott, Michael	NO	99.58	38	39.53	28.53	22	29.69	7.45	8.15	6.09	16	30.36	13.06	17.30	
7	Moffat, Joel	NO	99.91	25	33.95	25.45	17	27.33	6.02	6.58	10.73	8	38.63	16.80	21.83	
8	Rodriquez, Mike	NO	102.68	22	38.32	30.82	15	27.67	6.89	7.00	10.28	7	36.69	17.24	19.45	
9	Spensko, Shane	NO	106.29	22	28.79	24.29	9	33.42	8.34	6.98	11.60	13	44.08	12.72	31.36	
10	Woodruff, Weston	NO	106.73	24	42.15	37.65	9	35.44	8.51	8.45	10.98	15	29.14	12.70	16.44	
11	Majers, Steve	O	106.76	74	42.33	26.33	32	41.28	10.18	5.35	4.75	42	23.15	10.32	12.83	
12	Wright, Trevor	NO	109.57	57	37.05	22.05	30	30.16	5.00	4.61	7.05	27	42.36	14.37	27.99	
13	Sorenson, Sam	NO	109.81	39	24.55	18.55	12	60.48	13.58	12.11	24.29	21	24.78	10.80	10.98	6
14	Phillips, R Dan	NO	112.13	22	36.63	36.13	1	36.19	7.94	7.70	13.05	15	39.31	12.29	24.02	6
15	Rees, Jerry (Rev)	NO	133.26	58	52.84	39.34	27	39.95	7.81	7.36	9.28	31	40.47	17.35	23.12	
16	Van Ausdal, Brian	NO	136.57	77	52.43	29.93	45	33.87	6.91	6.73	7.23	26	50.27	22.20	25.07	6
17	Redford, "Red" (Rev)	NO	143.16	15	48.33	44.83	7	32.84	8.63	8.14	12.07	8	61.99	19.89	42.10	
18	Oxley, Jackson	NO	159.42	39	56.49	49.49	14	43.18	9.94	10.18	10.56	25	59.75	23.75	36.00	
19	Majers, Steve Jr.	NO	189.42	87	46.39	28.89	35	57.51	6.39	7.32	17.80	52	85.52	28.22	57.30	
20	Price, Mike	NO	199.71	60	56.10	46.60	19	55.67	6.31	12.71	16.15	41	87.94	40.46	47.48	
21	Kern, Ed (2)	NO	209.07	63	87.04	60.54	53	41.63	10.61	10.66	15.36	10	80.40	36.86	43.54	
22	Kern, Ed (1)	NO	227.88	79	67.78	49.28	37	50.11	13.87	16.79	13.45	12	109.99	44.27	50.72	30
23	Sandgren, Shelby (.22)	NO	309.39	73	92.64	74.14	37	51.13	10.61	8.00	14.52	36	165.62	69.58	96.04	
24	Edwards, Abbey	NO	371.10	84	99.31	88.81	21	111.42	45.60	19.70	34.62	23	160.37	77.67	62.70	40

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = A revolver was used for the match

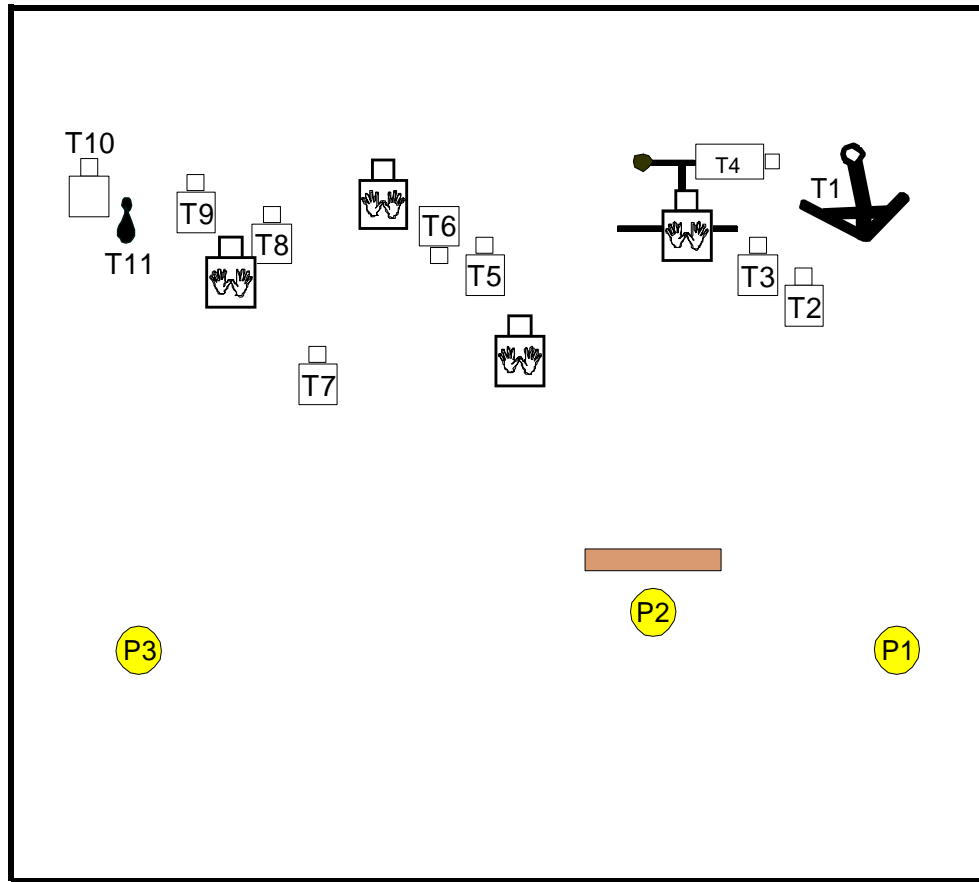
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NT = No Time

Range Masters “Fun” Shoot

Stage 1 - “Save Me, Save Me”



Round Count:
String 1 = 20 minimum
(20 minimum for the Stage)

Vickers count
(Can make up shots)

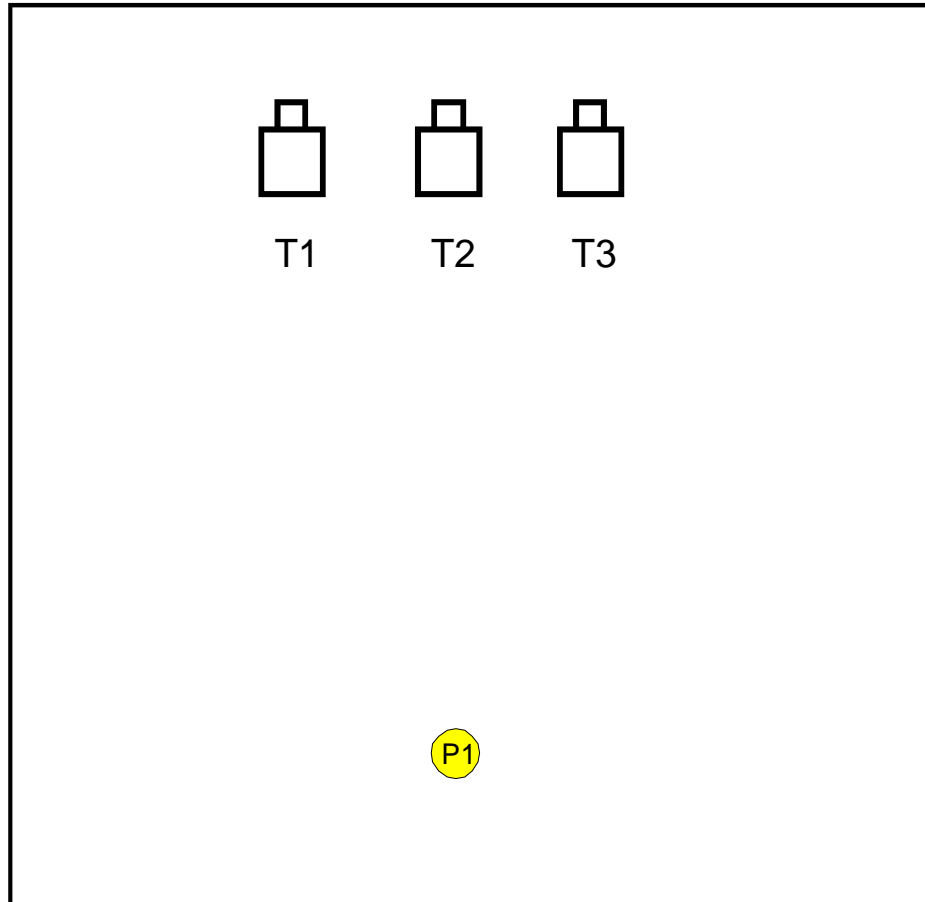
String 1 -

Shooter starts **fully loaded** at P1.

- At the sound of the buzzer, **move to P2**, and **with the proper use of cover**, **draw** and **engage T1** until **knocked over**, then **engage T2-T4** with **2 rounds** to the **BODY**.
- Then, **while moving to P3**, **engage** targets **T5-T9** with **2 rounds** to the **BODY**.
- **After reaching P3**, **engage T10** with **2 rounds** to the **BODY** and **1 round** to the **HEAD**, then **knock over the Bowling Pin (T11)**.

Range Masters “Fun” Shoot

Stage 2 - “Weak Hand Action”



Round Count:
18 minimum

Limited Vickers Count
(Cannot make up shots.)

String 1:

Shooter starts at **P1** with fully loaded gun in **Weak Hand** at the low ready.
- At the sound of the buzzer, engage **T1** thru **T3** with **2 rounds** to each **TORSO only**.

String 2:

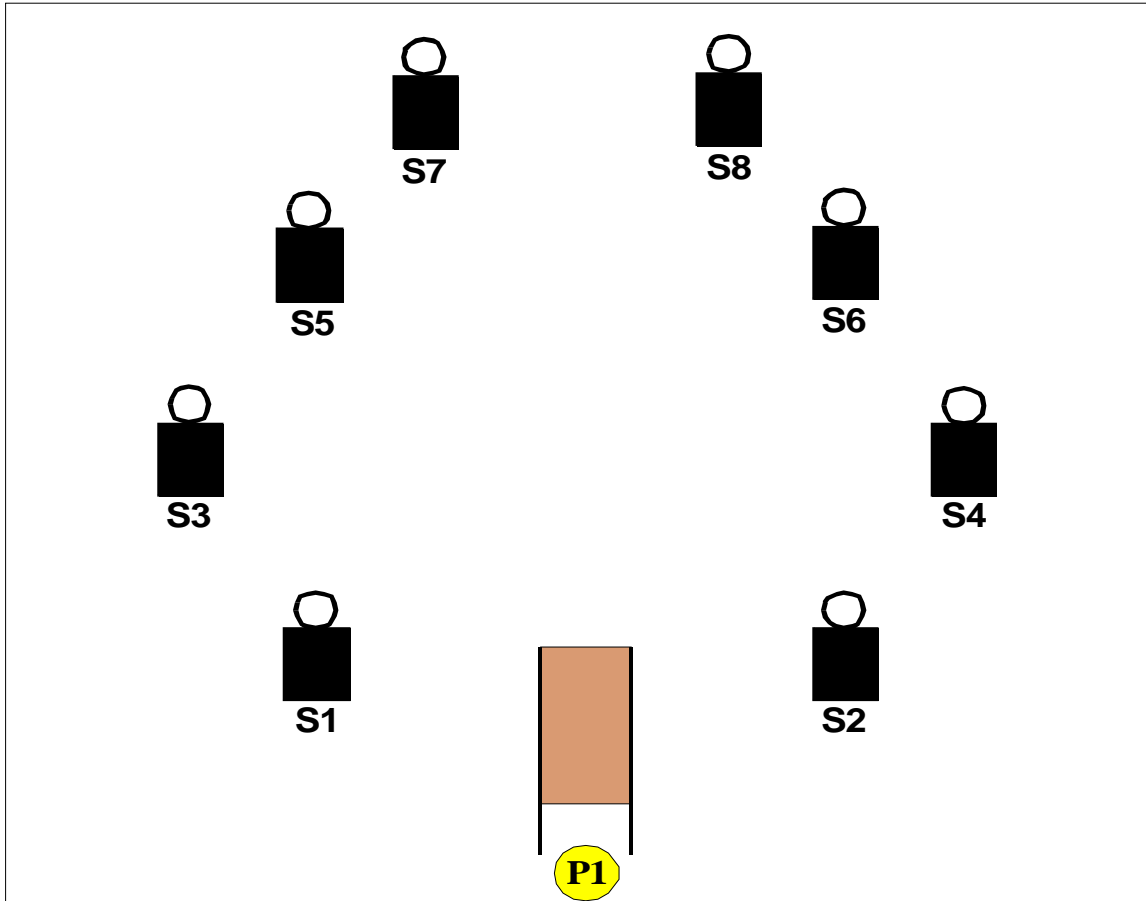
Exactly the same as String 1!

String 3:

Same as String 1, but the **2 shots each** are to the **HEAD only**.

Range Masters “Fun” Shoot

Stage 3 - “8 Going Down - Twice”



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**.

- At the sound of the buzzer, draw and knock down **all plates using a FRONT to BACK order and either or both sides of the barricade.**
- Reload as necessary.

String 2 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and knock down **all plates using a BACK to FRONT order and either or both sides of the barricade.**
- 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.