

Range Masters "Fun" Shoot

Results for August 2, 2006

Place	Name (Note)	Total		Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	PD
		Shoot Total	Points Down											
1	Collins, Ken	53.05	2	15.17	14.17	2	18.24	18.24	0	19.64	5.03	6.43	8.18	0
2	Webster, Scott	60.14	7	16.32	13.82	5	26.36	25.36	2	17.46	6.05	6.01	5.40	0
3	Young, Ren	64.65	21	19.80	13.80	12	22.94	18.44	9	21.91	5.68	6.25	9.98	0
4	Majers, Steve	81.36	19	26.06	21.56	9	33.62	28.62	10	21.68	5.67	7.74	8.27	0
5	Olson, Landon	85.97	8	23.80	19.80	8	37.27	37.27	0	24.90	6.07	6.11	12.72	0
6	DeLeeuw, Dave	99.29	10	23.50	19.50	8	26.73	25.73	2	49.06	11.56	12.00	25.50	0
7	Redford, "Red" (Rev)	99.32	5	29.82	28.32	3	49.55	48.55	2	19.95	7.00	6.76	6.19	0
8	Spensko, Chance	102.82	14	36.12	31.12	10	40.77	38.77	4	25.93	9.47	8.02	8.44	0
9	Rees, Jerry (Rev)	105.80	9	25.52	24.02	3	56.29	53.29	6	23.99	8.09	7.35	8.55	0
10	Phillips, RDan	106.69	21	27.91	22.41	11	58.76	53.76	10	20.02	7.42	4.76	7.84	0
11	Gustaveson, Mike (4)	108.14	18	35.96	27.96	16	45.58	44.58	2	26.60	6.94	9.10	10.56	0
12	Hatch, Ryan	109.35	12	28.04	26.04	4	46.22	42.22	8	35.09	13.96	7.13	14.00	0
13	Price, Mike	112.61	17	34.34	31.84	5	44.94	38.94	12	33.33	10.07	9.77	13.49	0
14	Scott, Michael Sr.	115.62	16	26.24	23.24	6	50.31	45.31	10	39.07	6.03	20.27	12.77	0
15	Johnson, Kim	132.25	36	35.30	20.80	29	45.94	42.44	7	51.01	10.67	11.28	29.06	0
16	Spensko, Shane	140.42	27	33.03	20.53	25	55.03	54.03	2	52.36	15.30	28.87	8.19	0
17	Scott, Alan (Rev)	142.75	22	25.73	22.23	7	56.69	49.19	15	60.33	18.74	22.81	18.78	0
18	Redford, Steve	143.57	48	32.65	28.15	9	84.59	65.09	39	26.33	10.32	7.96	8.05	0
19	Burney, Carl	148.17	5	40.04	38.54	3	63.67	62.67	2	44.46	10.19	11.25	23.02	0
20	Loveless, Doug (Rev)	149.25	18	35.22	28.22	14	71.08	69.08	4	42.95	6.99	6.87	29.09	0
21	Collins, John	162.08	38	40.03	36.53	7	52.90	47.40	11	69.15	14.37	21.24	23.54	20
22	Dalton, Dell	181.25	23	44.46	39.46	10	67.34	65.84	3	69.45	23.69	10.85	29.91	10
23	Majers, Steve Jr. (.22)	200.07	25	42.41	35.91	13	62.62	56.62	12	95.04	28.76	30.94	35.34	0
24	Fabela, Ethan	202.76	53	42.96	32.96	20	89.62	73.12	33	70.18	9.98	28.13	32.07	0
25	Gustaveson, Mike (10)	205.82	7	33.76	30.76	6	111.01	110.51	1	61.05	4.30	12.54	44.21	0
26	Young, Tyler	207.20	65	26.36	15.86	21	62.15	50.15	24	118.69	17.60	46.00	45.09	20
27	Weight, Mike	254.06	32	60.40	55.90	9	102.20	90.70	23	91.46	15.94	14.18	61.34	0

Notes:

- Remember, the "Fun" Shoot is held on the **1st Wednesday** 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.)

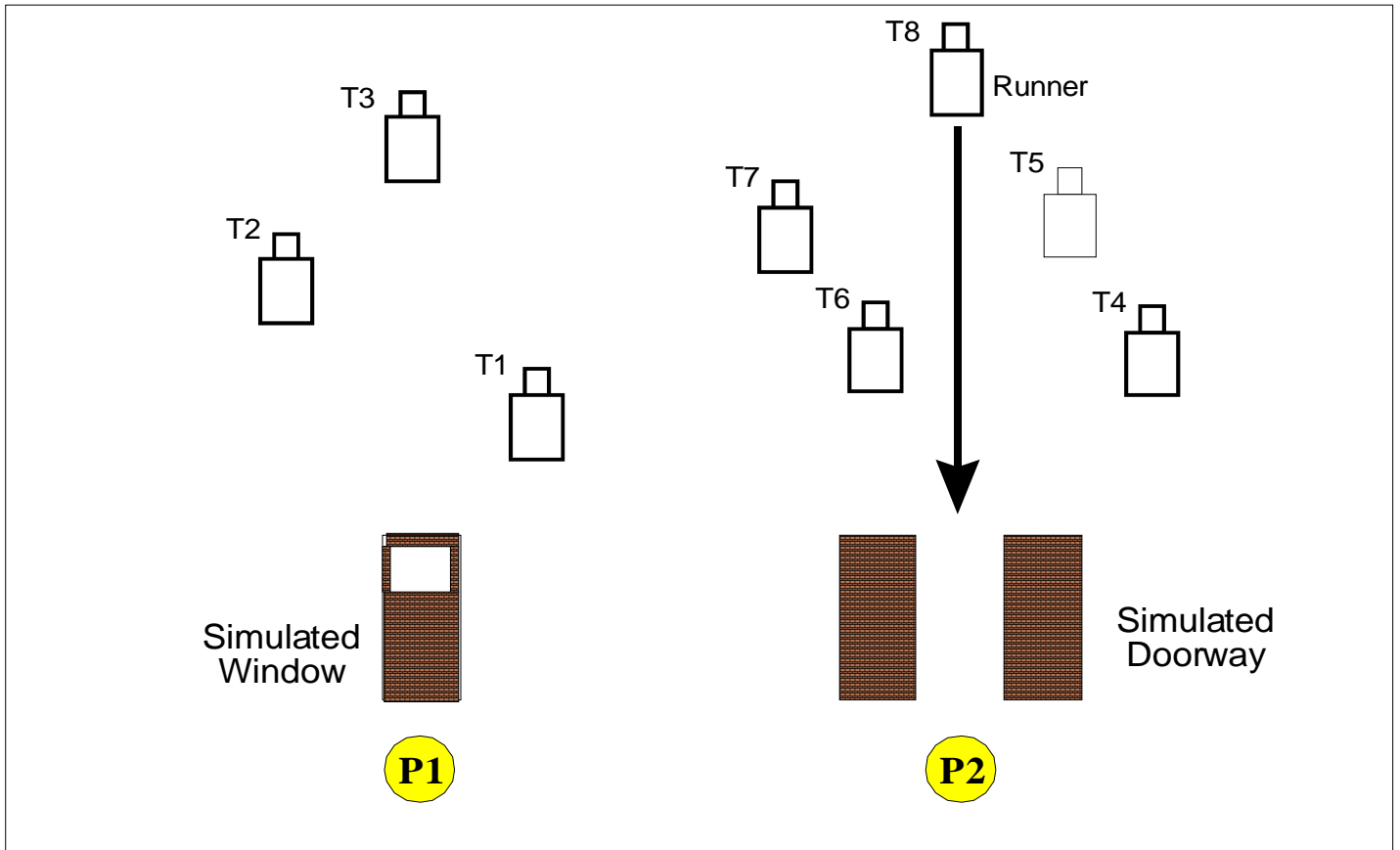
(Rev) = Revolver

DNF = **Did Not Finish**

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

Range Masters “Fun” Shoot

Stage 1 “A New Angle on Things”



Round Count:
String 1 = 17 Rds. Min.

Vickers Count:
(Can make up shots)

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

String 1:

Shooter starts fully loaded at P1.

- At the sound of the buzzer, draw and advance to P1.
- Through the open window, engage T1 - T3 with **2 shots to the body**.
- Move to **either side** of the simulated doorway at P2 and, **with the proper use of cover**, engage T4 - T7 with **2 shots to the body**, and **2 shots to the body and 1 to the head** of the runner, T8.
- Reload as necessary.

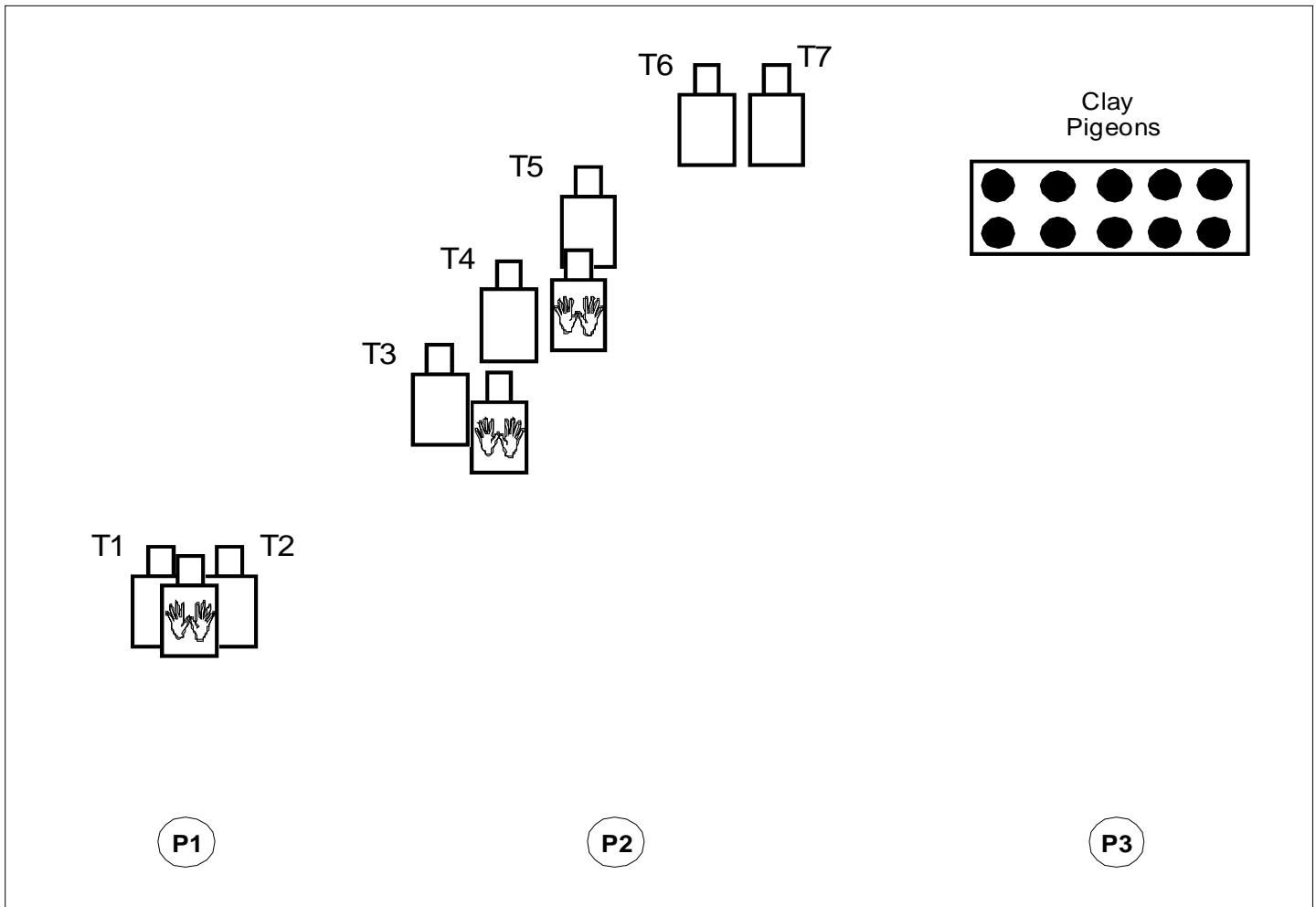
Notes:

1. Shooter may engage targets as they see fit, but cover must be used appropriately.
2. The Runner, T8, will start its forward motion as soon as the shooter reaches P2.
3. Shooter should retain any partially used mags - no dumping of loaded magazines.

COF Designed by Noel Redford

Range Masters “Fun” Shoot

Stage 2 - “Thugs and Pigeons”



Round Count:

String 1 = **16 Minimum**
(**16** rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

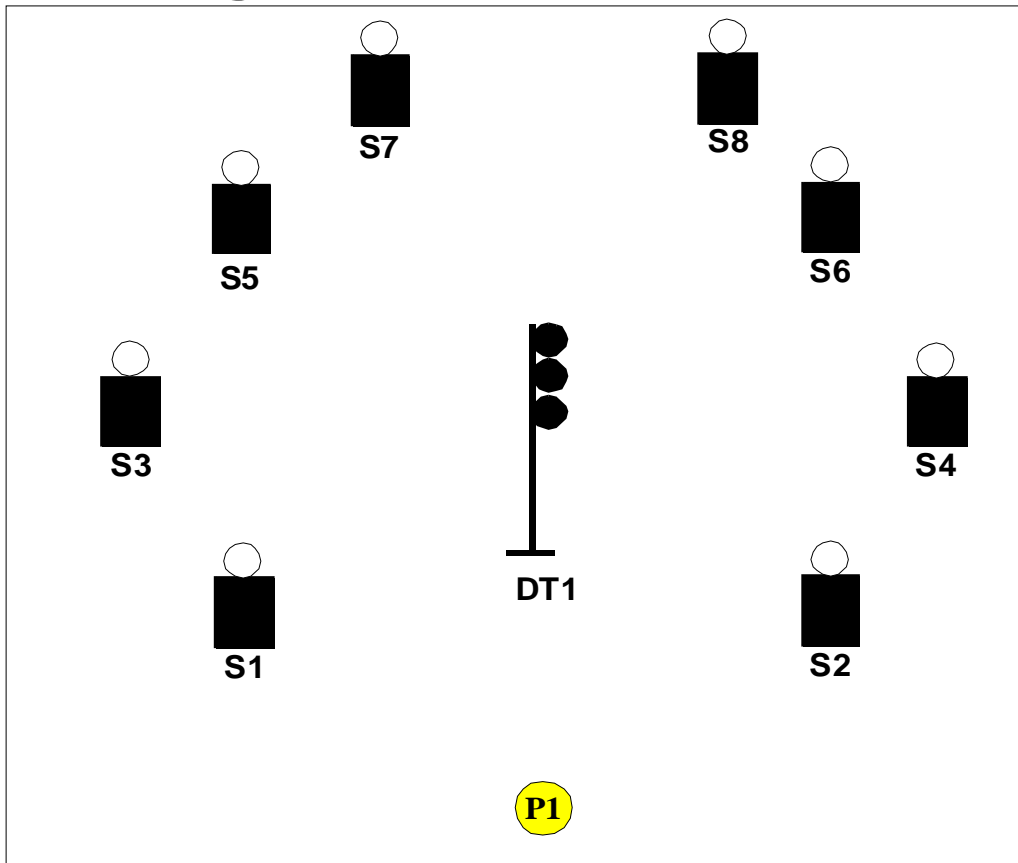
- At the sound of the buzzer, draw and engage **T1 and T2** with **1 round each**.
- Move to **P2** and engage **T3 thru T7** with **1 round each**.
- Move to **P3**, **break any 2 clay pigeons**, then, **while moving** back to **P1**, engage **T7 thru T1** with **1 round each**.

Notes -

1. Shooter **must be at P3 before engaging clays** during 1st half of String 1, and **must be at P1 before engaging T1 and T2** in the 2nd half of String 1.

Range Masters “Fun” Shoot

Stage 3 - “Plates and Trees”



Round Count:

String 1 = **5 Minimum**
String 2 = **5 Minimum**
String 3 = **4 Minimum**
(14 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 engage **S1**, then all 3 plates on **DT1**, then **S2**.
- Reload as necessary.

String 2 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **S3**, then all 3 plates on **DT1**, then **S4**.
- Reload as necessary.

String 3 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **S5**, **S6**, **S7** and **S8** in any order.
- Reload as necessary.

Notes:

1. A solid hit on any of the plates will count as a hit.
2. Any missed plate will count as a 5-second penalty.