

# Range Masters "Fun" Shoot

Results for September 18, 2012

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 2	String 1	String 2	PD
1	Valadez, Patrick	NO	71.63	14	22.13	16.63	11	32.21	9.40	21.31	3	17.29	7.88	9.41	
2	Valadez, Patrick	NO	74.97	10	27.84	23.34	9	26.87	9.13	17.24	1	20.26	9.05	11.21	
3	Dostart, Rod	NO	82.61	11	18.33	16.33	4	37.27	9.08	24.69	7	27.01	8.53	18.48	
4	Scott, Michael	NO	85.96	24	19.20	16.70	5	39.52	10.02	20.00	19	27.24	18.45	8.79	
5	Dostart, Rod	NO	92.70	26	26.64	20.64	12	41.88	9.53	25.35	14	24.18	9.26	14.92	
6	Price, Mike	NO	95.97	39	23.68	20.68	6	50.87	9.09	25.28	33	21.42	11.36	10.06	
7	Redford, "Red" (Rev)	NO	99.04	11	28.72	24.72	8	37.79	13.09	23.20	3	32.53	16.10	16.43	
8	Winder, Jason	NO	100.56	56	21.59	18.09	7	54.83	8.24	22.09	49	24.14	10.93	13.21	
9	Spensko, Shane	NO	103.04	23	28.33	23.83	9	42.22	10.86	24.36	14	32.49	9.91	22.58	
10	Phillips, RDan	NO	103.47	16	25.74	24.24	3	43.35	11.02	25.83	13	34.38	18.62	15.76	
11	Clark, David H.	NO	133.85	26	32.96	25.96	14	67.81	10.19	51.62	12	33.08	21.33	11.75	
12	Harding, Max	NO	149.00	67	21.29	15.79	11	50.83	8.19	14.64	56	76.88	27.63	49.25	
13	Cranford, Garland	NO	208.75	140	36.63	21.13	31	69.68	17.35	17.83	69	102.44	27.17	55.27	40
14	Sandren, Shelby (.22)	NO	218.61	45	56.02	41.02	30	96.77	40.14	49.13	15	65.82	35.33	30.49	
15	Winder, Julie	NO	253.61	142	57.97	37.97	40	83.86	22.87	22.99	76	111.78	41.35	57.43	26
16	Valadez, April	NO	275.18	93	53.19	33.19	40	105.05	20.00	58.55	53	116.94	88.41	28.53	
17	Harding, Max	NO	DNF	DNF	27.44	17.94	19	53.22	7.99	24.23	42	DNF			

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = A revolver was used for the match

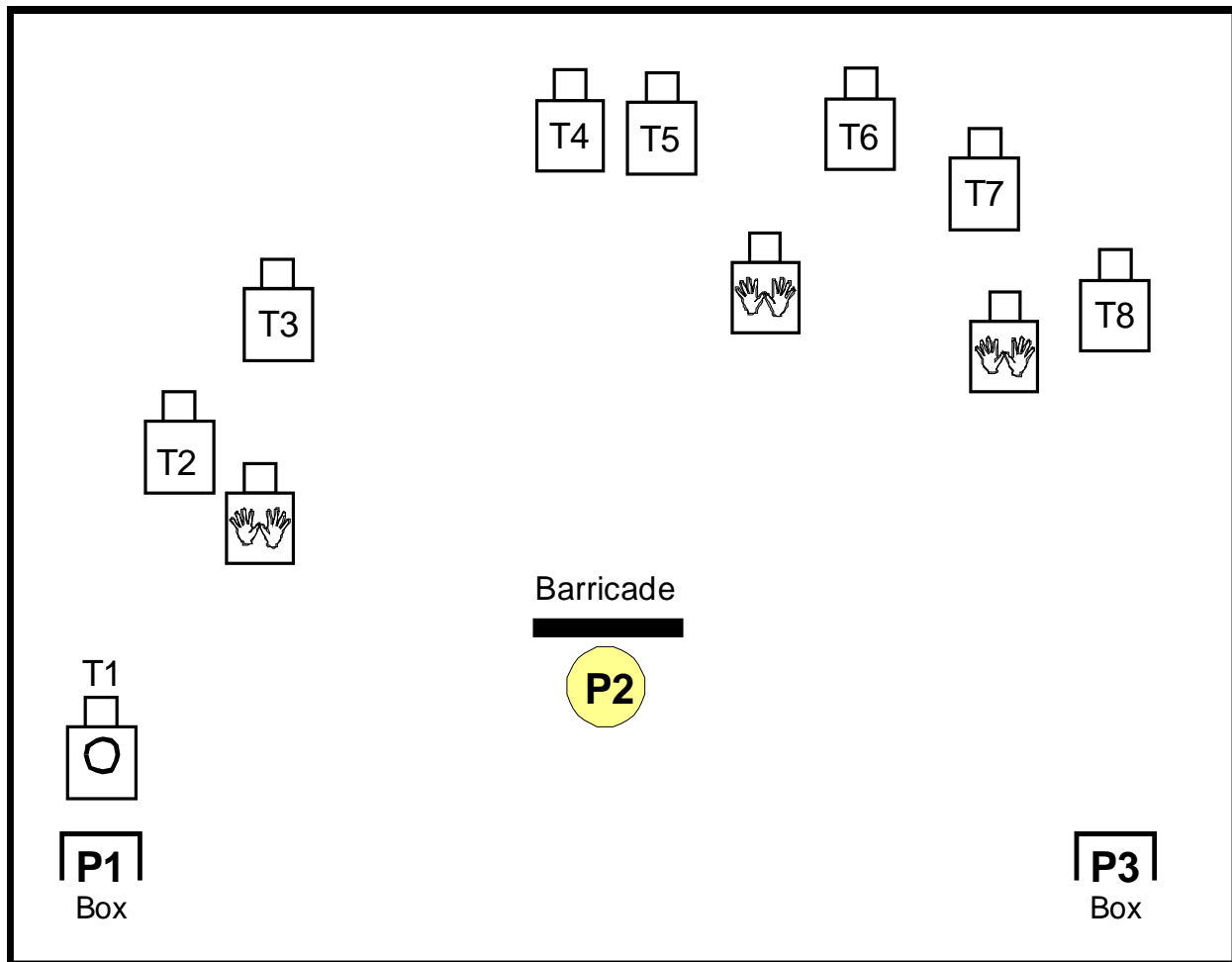
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NT = No Time

# Range Masters “Fun” Shoot

## Stage 1 - “In The Box”



### Round Count:

String 1 = **16 Rounds Maximum**  
(**16** rounds for the stage)

**Limited Vickers Count**  
(**Cannot** make up shots)

**String 1** - Shooters start fully loaded at **P1**.

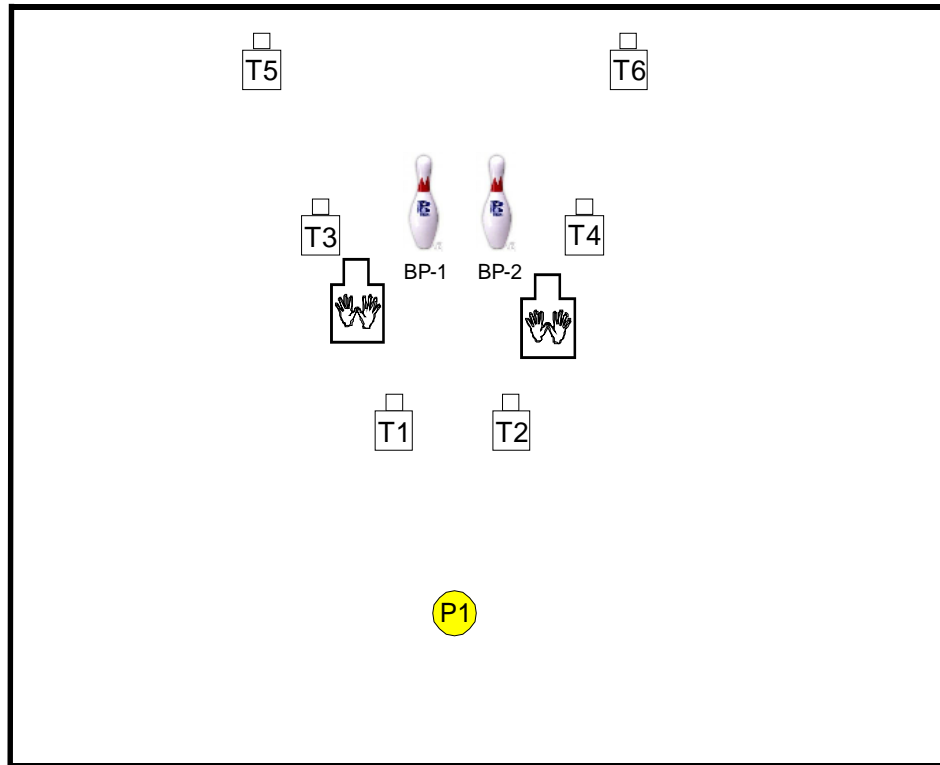
- At the sound of the buzzer, draw and **engage T1** with **2 rounds from RETENTION**.
- **While moving to P2, engage T2 & T3** with **2 rounds each**.
- **After reaching P2, properly use cover and engage T4 & T5** with **2 rounds each**.
- Then, **while moving to P3, engage T6 & T7** with **2 rounds each**.
- **After reaching P3, engage T8** with **2 rounds**.
- Reload as necessary.

### Notes:

1. **Don't break the 180** and **DO NOT SHOOT THE WALLS!**

# Range Masters “Fun” Shoot

## Stage 2 - “Reaquire”



**String 1 - 8 round minimum**  
**String 2 - 12 round 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, draw and engage **T1-T6** with **1 round** to each **TORSO**.

### **String 2 -**

Shooter starts at **P1** with **10 Rounds Maximum** in the gun.

- At the sound of the buzzer, draw and engage **T1-T6** with **1 round** to the **BODY** and **1 round** to the **HEAD**.

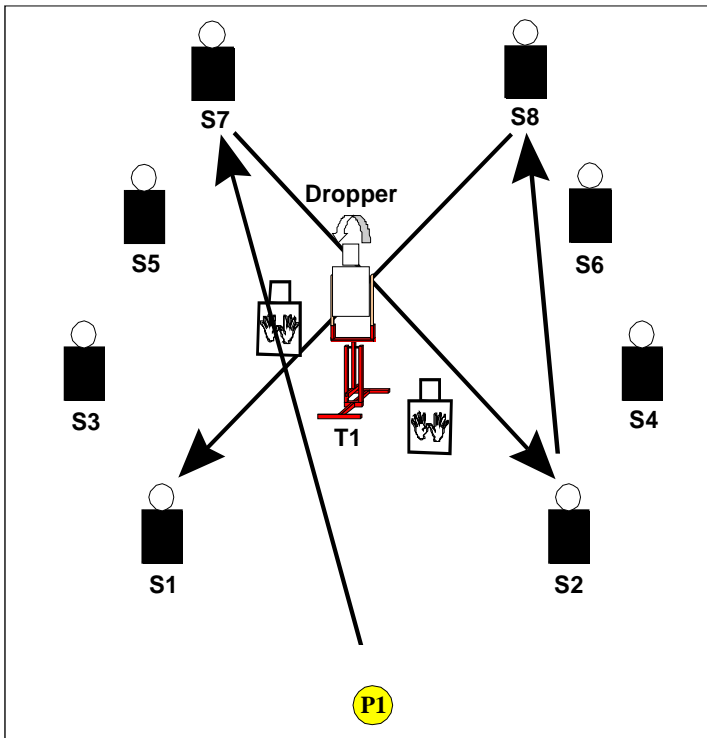
### **Notes:**

- 1. Don't shoot the walls**
- 2. The Bowling Pins may be engaged at any time in either string.**
- 3. All targets are engaged in Tactical Sequence with one round each before being engaged again.**
- 4. All targets are engaged in Tactical Priority by order of threat.**

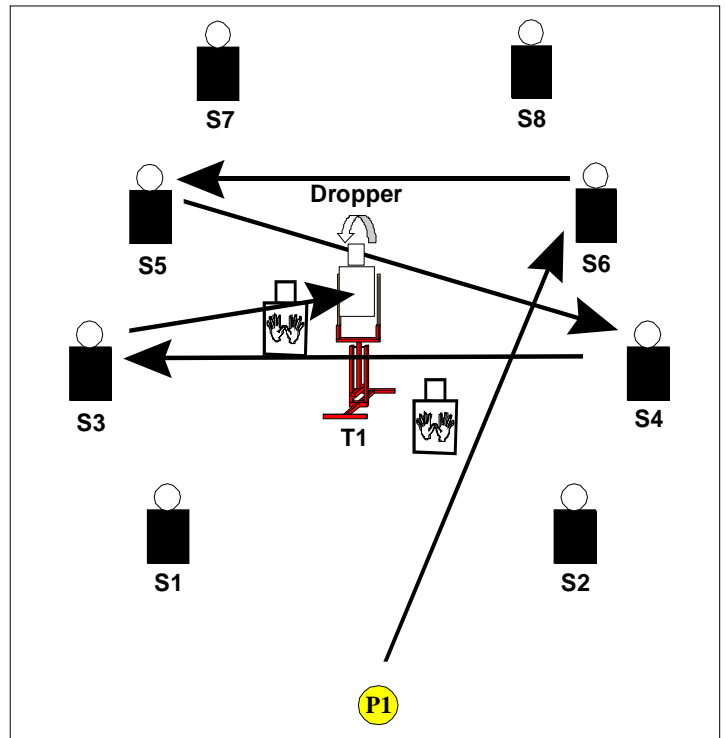
# Range Masters “Fun” Shoot

## Stage 3 - “Back and Forth”

### String 1



### String 2



#### Round Count:

**String 1 = 4 Rounds Min.**

**String 2 = 5 Rounds Min.**

**(9 Rounds Minimum for the Stage.)**

#### Vickers Count (Can make up shots)

#### String 1 -

Shooter starts at **P1** with a **maximum of 6 rounds in the gun.**

- At the sound of the buzzer, draw and engage **S7, S2, S8 and S1 (in that order)** until the plates are knocked down.
- Reload as necessary **during the String**, but after completion of the String, **DO NOT RELOAD**, only holster your weapon at the direction of the Safety Officer.

#### String 2 -

Shooter starts at **P1** with **whatever rounds were left in the gun from String 1.**

- At the sound of the buzzer, draw and engage **S6, S5, S4 and S3 (in that order)** until the plates are knocked down.
- Then engage **T1 until target drops.**
- Reload as necessary.

#### Notes -

1. All hits on non-threats will count as separate penalties.
2. If **T1 (Dropper)** fails to drop, a Miss-on-Steel penalty will be assessed.