

# Rangemasters Handgun "Fun" Shoot Results - April 19, 2016

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Gull, Joe	NO	67.27	8	21.31	17.81	7	26.53	26.03	1	19.43	9.62	9.81	
2	DeLeeuw, Dave	NO	79.40	9	22.94	18.44	9	31.07	31.07		25.39	11.59	13.80	
3	Duncan, Tyler	NO	90.75	21	29.66	21.66	16	34.23	31.73	5	26.86	9.59	17.27	
4	Peterson, Nick	NO	94.87	36	31.00	22.50	17	38.76	29.26	19	25.11	12.17	12.94	
5	Davis, Keith	NO	103.50	12	34.10	29.10	10	43.31	42.31	2	26.09	14.08	12.01	
6	Rodriquez, Mike	NO	106.94	24	38.96	29.96	18	36.68	33.68	6	31.30	11.19	20.11	
7	Miller, Clint (#1)	NO	108.15	25	38.27	30.77	15	46.66	41.66	10	23.22	11.01	12.21	
8	Rigby, Scott (#1)	NO	109.16	11	36.99	32.49	9	47.75	46.75	2	24.42	10.76	13.66	
9	Williams, John	NO	111.49	28	31.19	22.69	17	41.61	36.11	11	38.69	23.99	14.70	
10	Rigby, Scott (#2)	NO	113.58	24	39.62	29.12	21	45.28	43.78	3	28.68	12.56	16.12	
11	Miller, Clint (#2)	NO	113.73	12	38.49	35.99	5	43.00	39.50	7	32.24	14.80	17.44	
12	Jolley, Jenn	NO	117.89	31	41.26	27.76	27	43.10	41.10	4	33.53	16.35	17.18	
13	Scott, Alan	NO	122.23	26	30.16	25.16	10	60.95	52.95	16	31.12	17.09	14.03	
14	Spencer, Mark (#1)	NO	136.52	14	47.81	41.81	12	56.92	55.92	2	31.79	13.93	17.86	
15	Scott, Mike	NO	138.95	40	55.28	39.78	31	58.28	53.78	9	25.39	9.42	15.97	
16	Spencer, Mark (#2)	NO	148.69	17	50.12	43.62	13	49.21	47.21	4	49.36	23.36	26.00	
17	Hall, Austin	NO	207.49	61	38.27	25.77	25	69.69	51.69	36	99.53	69.84	29.69	
18	Baum, Spencer	NO	208.84	20	50.00	42.00	16	92.28	90.28	4	66.56	28.71	37.85	
19	Gull, Ammon (.22)	NO	273.64	36	54.70	41.20	27	71.94	67.44	9	147.00	57.70	89.30	

## Notes:

**PD** = Points Down = .5 seconds x Points Down

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

**(REV)** = Revolver

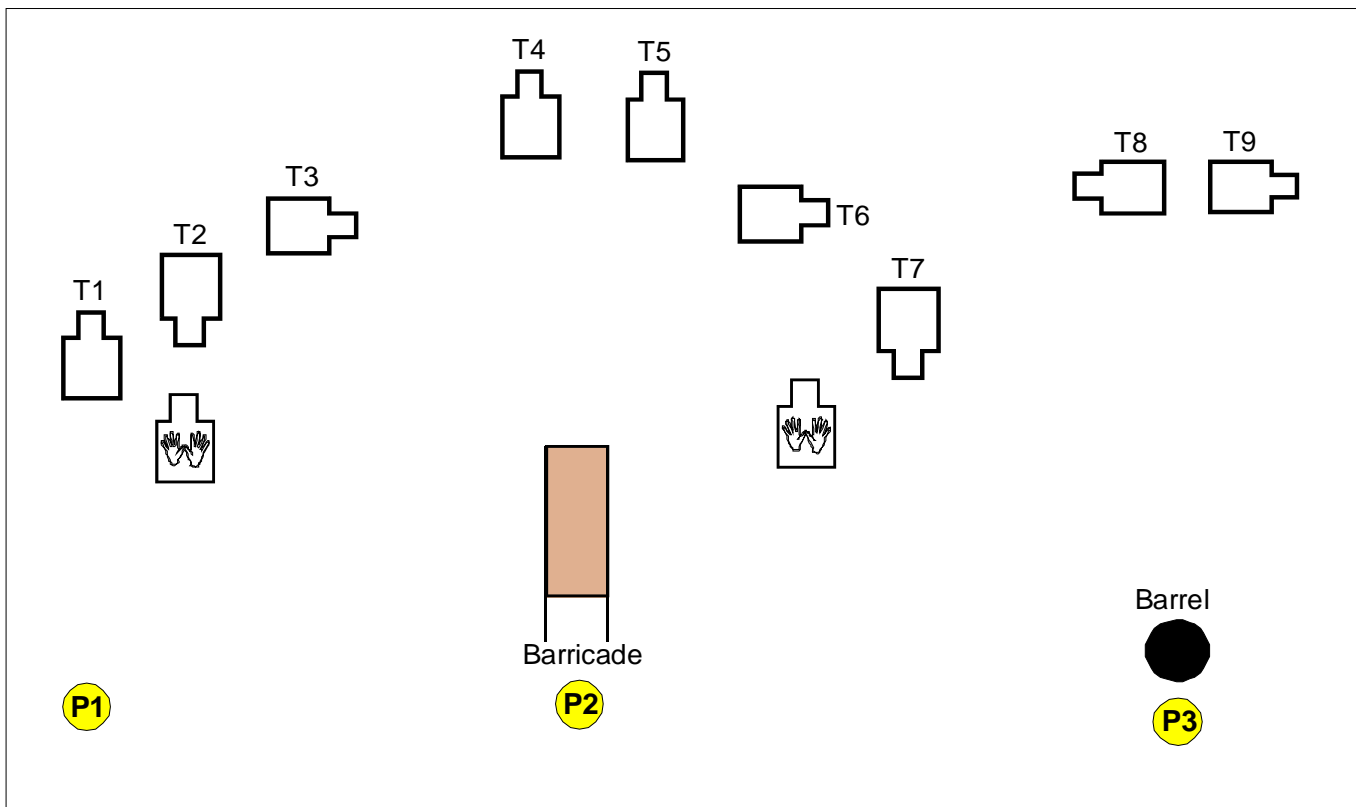
**XX** Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

**DNF** = Did Not Finish

**NS** = No Score

# Rangemasters “Fun” Shoot

## Stage 1 - “Take Care of Business”



**Round Count:**  
String 1 = **18 Minimum**  
(**19** rounds for the stage)

**Unlimited Count**  
(Can make up shots)

### String 1 -

Shooter starts fully loaded at **P1**. All targets get **2 rounds** (Body or Head).

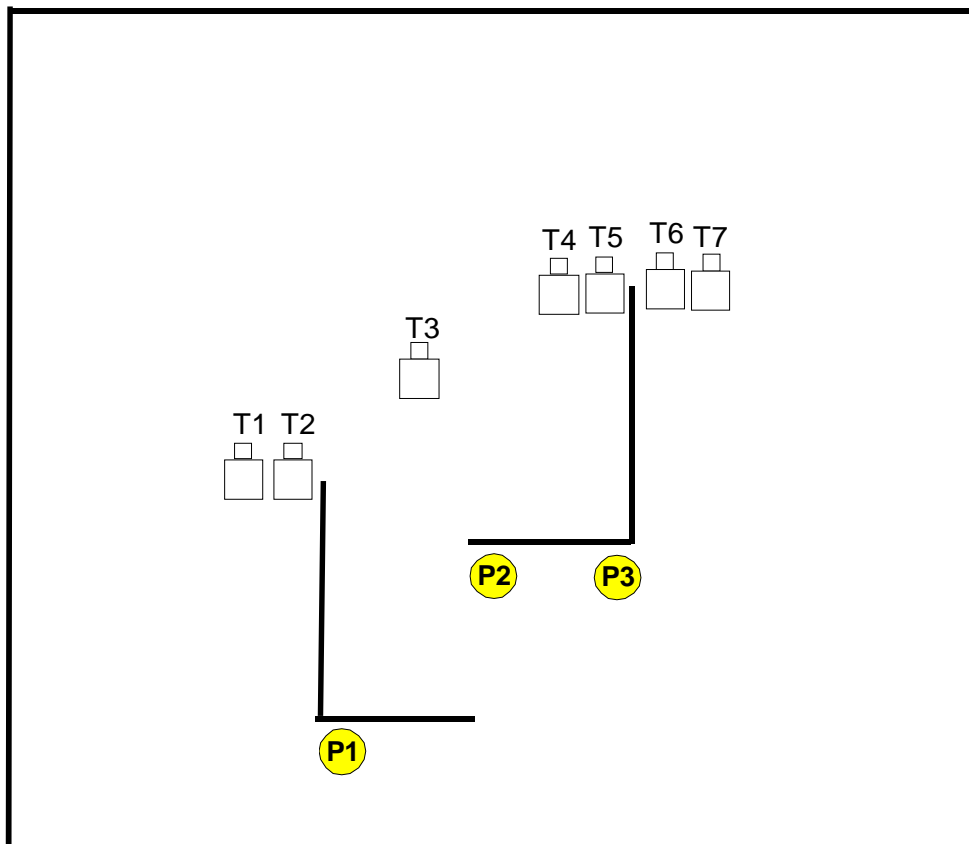
- At the sound of the buzzer, draw and engage **T1 - T3 while moving to P2**.
- **After reaching P2**, while **properly using cover**, engage **T4** from the **Left side** of the Barricade and **T5** from the **Right side** of the Barricade.
- Then, **while moving to P3**, engage **T6** and **T7**.
- **After reaching cover at P3**, kneel and engage **T8** and **T9** from the **Right side** of the Barrel.
- Reload as necessary using cover when appropriate.

### Notes:

1. DO NOT SHOOT THE WALLS!
2. Use proper cover when engaging targets from cover.
3. Shooter must be moving while engaging targets between each position.
4. Shooter must perform at least 1 reload during the string.

# Rangemasters “Fun” Shoot

## Stage 2 - “No Name”



**Round Count:**  
21 rounds minimum

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

### String 1 -

Shooter starts at **P1** with **10 Rounds Max** in the gun and holstered.

\*\*\*\*\* **USE COVER, SLICE THE PIE** \*\*\*\*\*

- At the sound of the buzzer, draw and engage targets **T1** through **T7** with **2 rounds** to the **TORSO**.
- At **P3**, reverse order to **P1**, engage **T7** through **T1** with **1 round** to the **HEAD**.

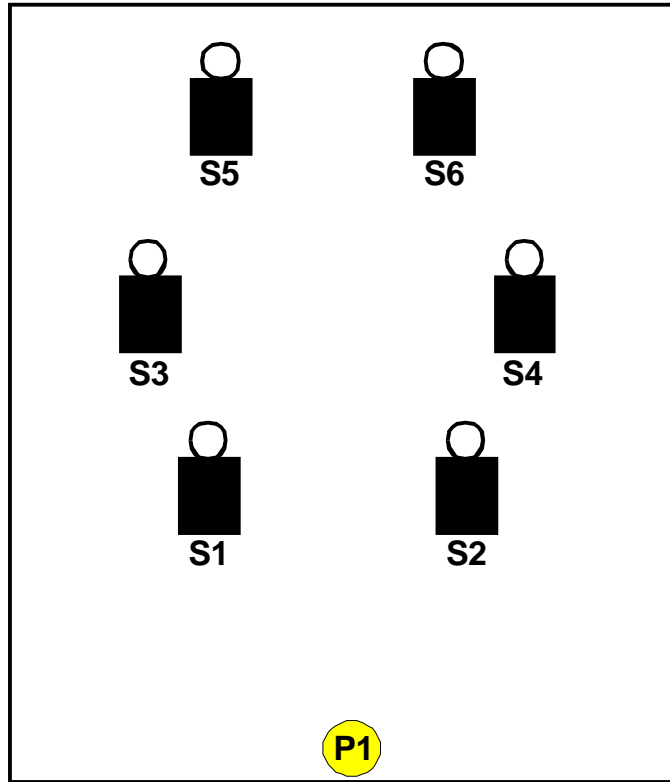
### Notes:

1. Use Cover, Slice the Pie.
2. Reload behind cover.
3. Do not shoot the walls.

COF Ryan Ursulich

# Rangemasters “Fun” Shoot

## Stage 3 - “Load and Reload”



### Round Count:

String 1 = **6 minimum**  
String 2 = **6 minimum**  
(12 rounds for the stage)

### Unlimited Count

(Can make up shots)

### String 1 -

Shooter starts at **P1** with gun unloaded - in the normal slide-down / hammer-down condition and holstered, with magazines or speedloaders in their normal pouches/holders.

- At the buzzer, draw, load and engage **S1 thru S6** in any order with **1 hit each** freestyle.
- Reload as necessary

### String 2 -

Shooter starts at **P1** with gun fully loaded and holstered.

- At the buzzer, draw and engage the **three left-side plates (S1, S3 and S5)** with **1 hit each** free-style.
- Perform a Tactical Reload or Reload-With-Retention and engage the **three right-side plates (S2, S4 and S6)** with **1 hit each** free-style.
- Reload as necessary.

### Notes:

1. A missed plate will count as a **5 second “Misses-On-Steel” penalty**.