

Rangemasters Handgun "Fun" Shoot Results - November 5, 2014

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	Koski, Steve	NO	58.11	9	15.00	14.00	2	33.26	29.76	7	9.85	5.91	3.94	0
2	Palmer, Carey (Gun 2)	NO	82.87	34	39.08	29.08	20	29.39	22.39	14	14.40	8.26	6.14	0
3	Ursulich, Ryan	NO	84.57	31	21.52	18.52	6	45.35	32.85	25	17.70	8.57	9.13	0
4	Scott, Alan	NO	91.51	41	25.45	22.45	6	47.97	35.47	25	18.09	5.28	7.81	10
5	Martin, Jeanette (#1)	NO	92.21	16	36.41	36.41	0	37.70	29.70	16	18.10	11.35	6.75	0
6	Martin, Jeanette (#2)	NO	94.65	24	36.72	31.22	11	41.91	35.41	13	16.02	8.49	7.53	0
7	Phillips, R Dan	NO	95.02	20	25.92	25.92	0	53.49	46.49	14	15.61	7.42	5.19	6
8	Palmer, Carey (Gun 1)	NO	97.77	27	39.70	35.70	8	34.16	24.66	19	23.91	19.53	4.38	0
9	Wall, Stewart	NO	99.57	29	35.54	33.54	4	40.99	28.49	25	23.04	13.17	9.87	0
10	Rodriquez, Mike	NO	104.67	17	33.60	29.60	8	58.45	53.95	9	12.62	6.06	6.56	0
11	Kemp, Tony	NO	104.96	20	20.54	16.54	8	64.61	61.61	6	19.81	8.06	8.75	6
12	Smith, Jim	NO	107.28	26	35.88	29.88	12	43.43	36.43	14	27.97	20.91	7.06	0
13	Septon, Allen	NO	107.59	9	44.27	43.77	1	46.14	42.14	8	17.18	10.48	6.70	0
14	Squire, Neil	NO	107.70	34	35.79	31.29	9	48.47	35.97	25	23.44	15.50	7.94	0
15	Scott, Mike	NO	108.02	23	30.01	29.51	1	36.98	28.98	16	41.03	26.16	11.87	6
16	Carroll, Chris	NO	109.76	42	48.70	38.20	21	39.39	28.89	21	21.67	9.69	11.98	0
17	Jolly, Jenn (#1) (Rev)	NO	116.75	27	46.89	43.89	6	44.46	33.96	21	25.40	12.45	12.95	0
18	Sheen, Christopher	NO	122.75	26	27.22	26.72	1	67.55	58.05	19	27.98	13.42	11.56	6
19	Martin, Ken	NO	128.19	12	43.70	43.70	0	55.54	49.54	12	28.95	18.42	10.53	0
20	Maher, Michael	NO	132.02	41	36.95	33.95	6	62.07	44.57	35	33.00	22.84	10.16	0
21	Waldo, Ralph	NO	136.15	51	42.96	37.96	10	75.60	55.10	41	17.59	10.57	7.02	0
22	Jolly, Jenn (#2) (Rev)	NO	190.87	51	45.00	30.00	30	53.71	43.21	21	92.16	66.20	25.96	0
23	Downs, Kevin	NO	DNF	59	82.29	68.29	28	123.69	108.19	31	DNF	0.00	0.00	0

Notes:

PD = Points Down = .5 seconds x Points Down

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

(REV) = Revolver

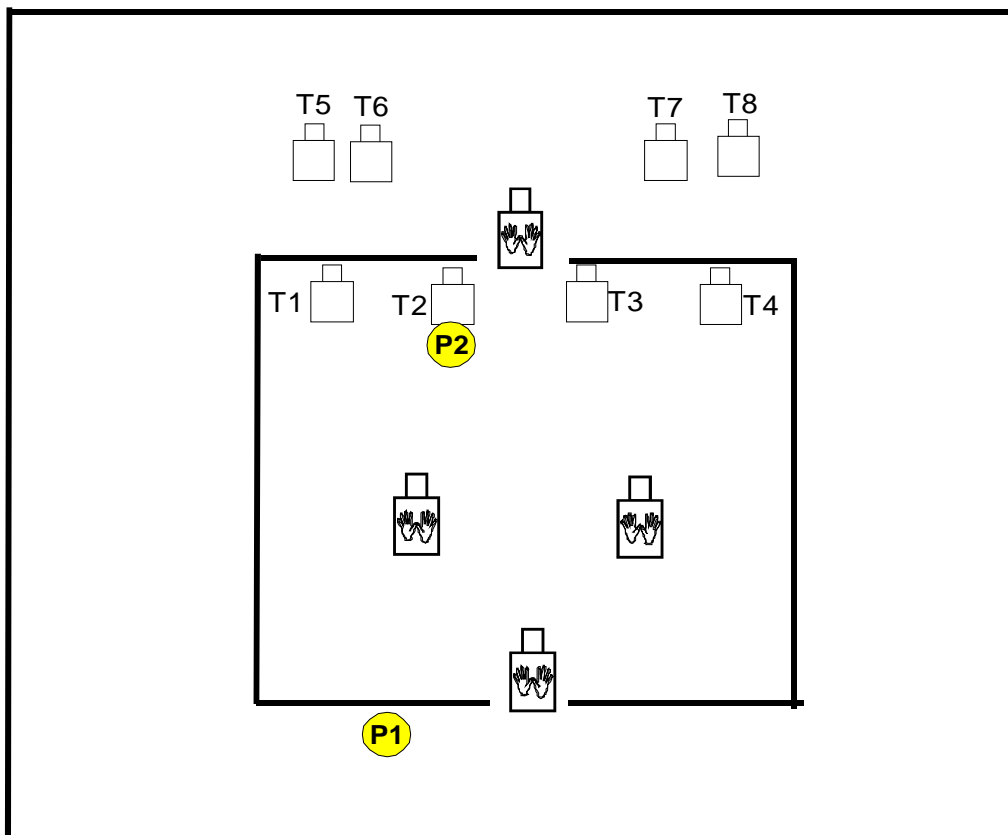
XX Indicates that the Points Down value includes some kind of penalty

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Clean House 2”



Round Count:
24 rounds minimum

Vickers Count
(Can make up shots.)

String 1 -

Shooter starts holstered at **P1** with no more than **13 Rounds** in the gun.

- At the sound of the buzzer, draw, advance to the doorway and engage targets **T1** thru **T4** with **2 rounds to the TORSO** and **1 round to the HEAD**. After clearing the first door, advance to **P2**.
- At **P2**, engage targets **T5** through **T8** with **2 rounds to the TORSO** and **1 round to the HEAD**.

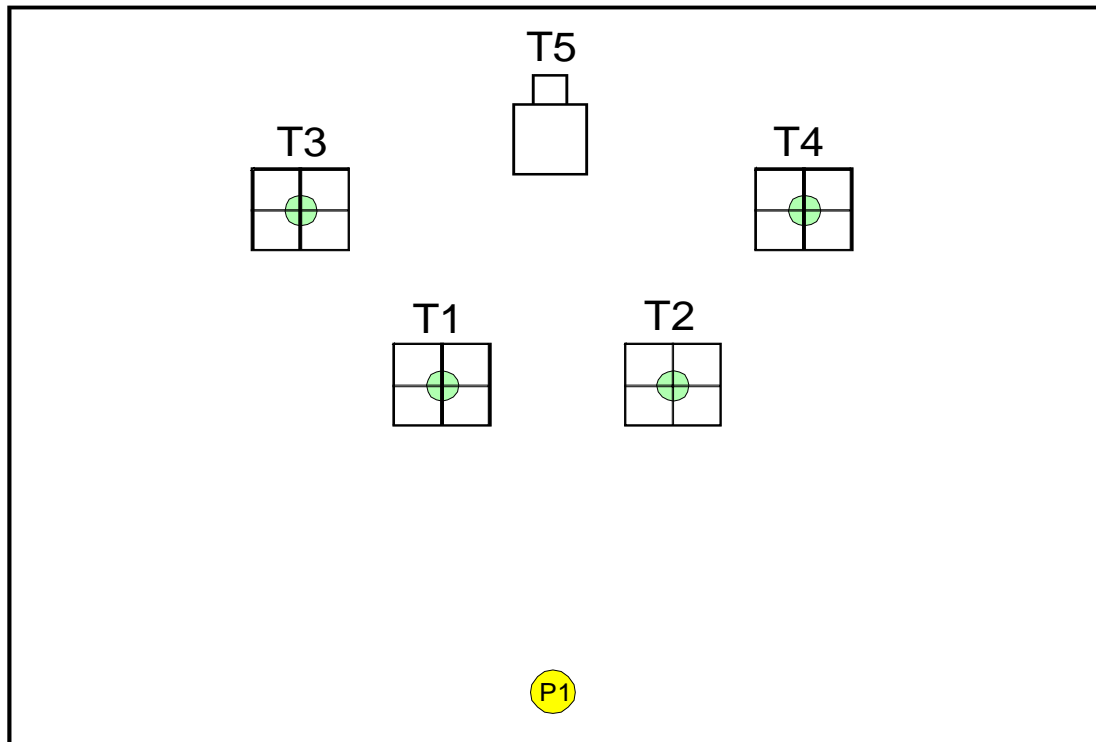
Notes:

1. Remember to use Cover, Slice the Pie and Clear Corners from all positions.
2. Reload behind cover.
3. Do not shoot the walls.

COF Ryan Ursulich

Rangemasters “Fun” Shoot

Stage 2 - “Accuracy Counts 2”



Round Count:

String 1 = **20 Minimum**
(20 rounds for the stage)

Vickers Count

Can make up shots.

String 1:

Shooter starts fully loaded at **P1**.

- At the buzzer, draw and engage **all targets** with alternating shots using the following parameters (**also see Note 1**):

Targets **T1** thru **T4** each have four quadrantes which must be hit with one shot to each quadrant, however, after hitting the desired quadrant in a target, the next shot must be to a quadrant on another target or to the **TORSO** or **HEAD** of **T5** - **shooter cannot reengage the same target with two consecutive shots.**

Target **T5** requires **2 TORSO** hits and **2 HEAD** hits, however, **only one hit can be made on T5** and **then the shooter must proceed to one of the other targets before reengaging T5.**

- Reload as needed, but **at least one mag change must be performed during the string.**

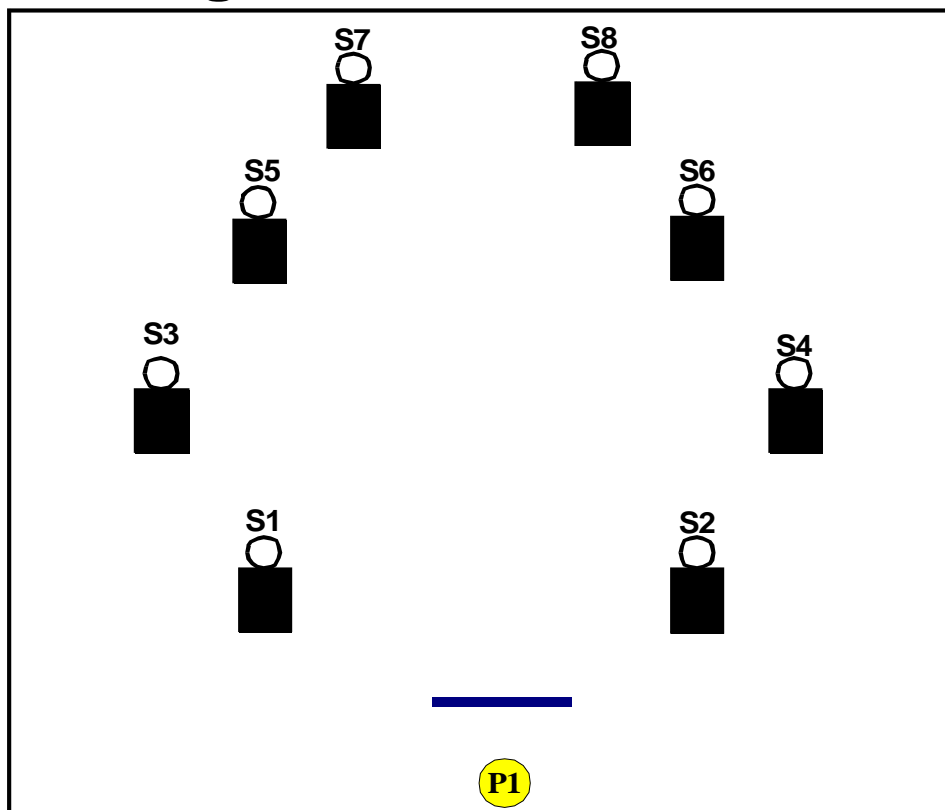
Notes:

1. Shooter **must alternate shots to targets** - **do not shoot at the same target with two consecutive shots.**
2. Hits outside the circle area of the square targets will be scored as 1 PD..
3. Shooter **must perform at least 1 mag change** during the string.
4. Shooter **MUST NOT SHOOT THE WALLS!!!**

COF Designed by R Dan Phillips

Rangemasters “Fun” Shoot

Stage 3 - “Back to Front”



Round Count:

String 1 = 4 minimum

String 2 = 4 minimum

(8 rounds for the stage)

Vickers Count

(Can make up shots.)

String 1:

Shooter starts at **P1** with weapon **fully loaded**.

- At the buzzer, draw and engage the **Plates** on the **right hand side** from **rear to front (S8, S6, S4, S2)** until they are knocked down.
- Reload as necessary.

String 2:

Shooter starts at **P1** with weapon **fully loaded**.

- At the buzzer, draw and engage the **Plates** on the **left hand side** from **rear to front (S7, S5, S3, S1)** until they are knocked down.
- Reload as necessary.

Notes -

1. Shooter must knock the plates down from **rear to front**.
2. Plates shot out of order will count as a procedure penalty.