

Range Masters "Fun" Shoot

Results for August 16, 2005 (Amended)

Place	Name (Note)	Total		Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
		Shoot Total	Points Down											
1	Young, Ren	85.99	14	22.42	18.92	7	33.15	14.91	14.74	7	30.42	14.91	15.51	0
2	Langford, Les	102.07	9	33.82	31.82	4	45.76	31.24	12.02	5	22.49	9.68	12.81	0
3	DeLeeuw, Dave	115.94	41	27.30	24.30	6	53.74	23.47	12.77	35	34.90	19.33	15.57	0
4	Phillips, RDan	115.95	33	31.99	21.99	20	52.88	26.07	20.31	13	31.08	19.27	11.81	0
5	Majers, Steve	120.87	46	40.62	29.62	22	58.65	27.82	18.83	24	21.60	11.14	10.46	0
6	Robertson, Dennis	122.53	28	36.62	34.12	5	59.21	31.04	16.67	23	26.70	13.61	13.09	0
7	Scott, Alan (Rev)	144.46	28	35.71	32.21	7	60.95	35.31	15.14	21	47.80	28.97	18.83	0
8	Redford, Noel	157.14	28	36.33	30.33	12	70.79	37.61	25.18	16	50.02	30.00	20.02	0
9	Coon, Marv	166.84	47	42.80	38.80	8	73.22	31.28	22.44	39	50.82	24.24	26.58	0
10	Scott, Michael (Rev)	177.55	41	39.10	29.60	19	71.73	40.10	20.63	22	66.72	46.36	20.36	0
11	Price, Mike	182.13	50	60.90	48.40	25	76.41	43.09	20.82	25	44.82	22.96	21.86	0
12	Majers, Steve Jr. (.22)	205.67	63	39.04	35.04	8	76.99	29.99	19.50	55	89.64	63.61	26.03	0

Notes:

- Remember, the "Fun" Shoot is held on the 1st 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

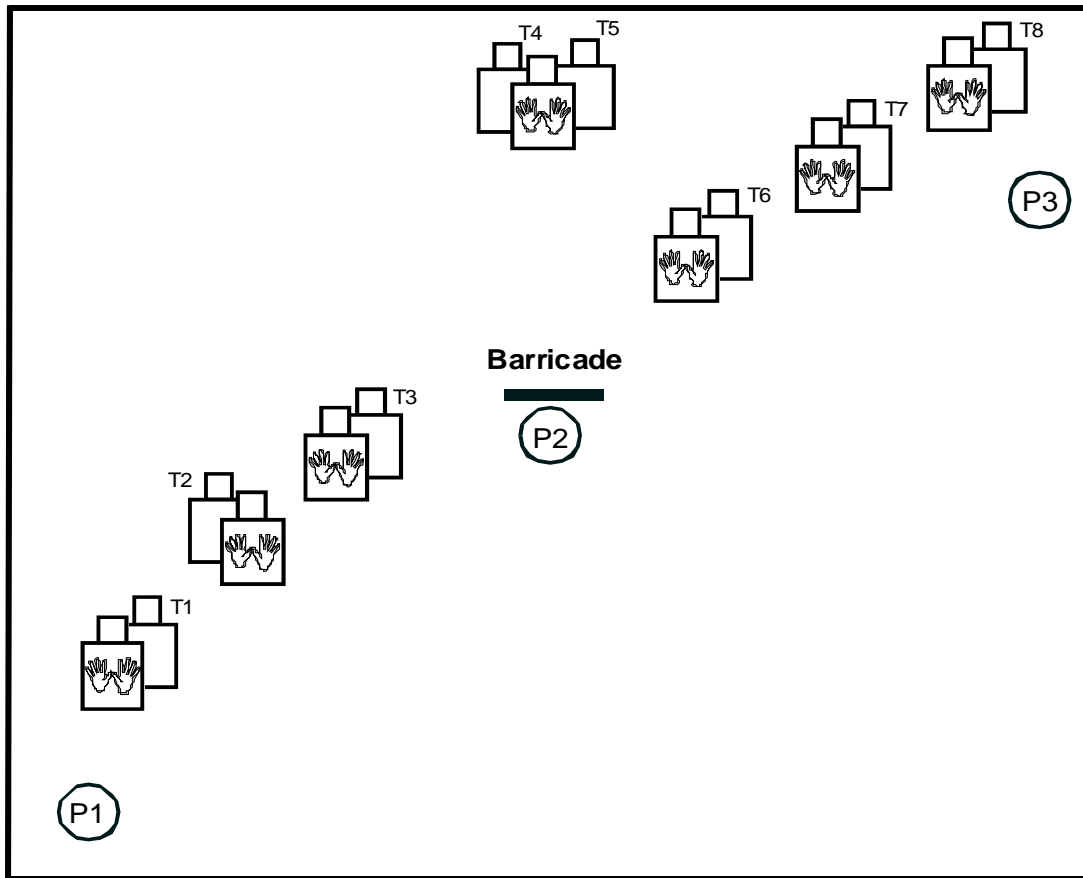
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses-on-Steel, etc.)

(Rev) = Revolver

DNF = Did Not Finish

Range Masters “Fun” Shoot

Stage 1 “Getting From P1 to P3”



Round Count:

String 1 = **18 minimum**
(**18** rounds for the stage)

Vickers Count

(Can make up shots)

Scoring:

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

String 1 -

Shooter starts at **P1** with gun **loaded to capacity**.

- At the buzzer, draw and engage **T1 thru T3** with **2 rounds each** (body or head) **while moving to P2**.
- When shooter reaches **P2**, engage **T4** with **2 rounds to the body** and **1 round to the head** from the **LEFT side of the barricade**, then engage **T5** with **2 rounds to the body** and **1 round to the head** from the **RIGHT side of the barricade**.
- Then engage **T6 thru T8** with **2 rounds each** (body or head) **while moving to P3**.

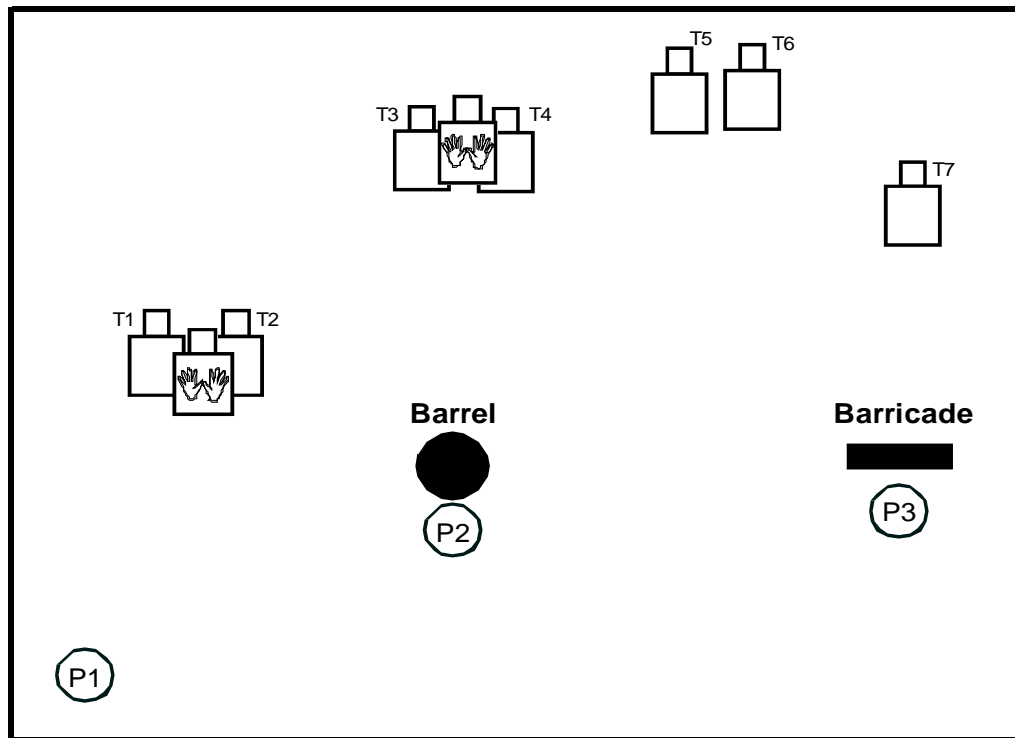
Notes:

- 1 - Shooter **must be moving** while engaging **T1 thru T3** and **T6 thru T8**.
- 2 - Proper cover should be used at the barricade.

COF designed by Ren Young

Range Masters “Fun” Shoot

Stage 2 “Backyard Surprise”



Round Count:

String 1 = **14 Maximum**

String 2 = **10 Maximum**

(**24** rounds for the stage)

Limited Vickers Count

(**Cannot** make up shots)

Scoring:

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

String 1 -

Shooter starts at **P1** with **no more than 10 rounds** in the gun.

- At the buzzer, draw, and **while moving to P2**, engage **T1 and T2** with **2 rounds each** (body or head).
- When shooter reaches **P2**, engage **T3 and T4** with **1 round to the body** and **1 round to the head** from **either side of the barrel**.
- Perform a **Reload with Retention** and, **while moving to P3**, engage **T5 and T6** with **2 rounds each** (body or head).
- **After reaching P3**, use **either side of the barricade** and engage **T7** with **1 round to the body** and **1 round to the head**.
- Reload as necessary.

String 2 -

Shooter starts fully loaded at **P3**.

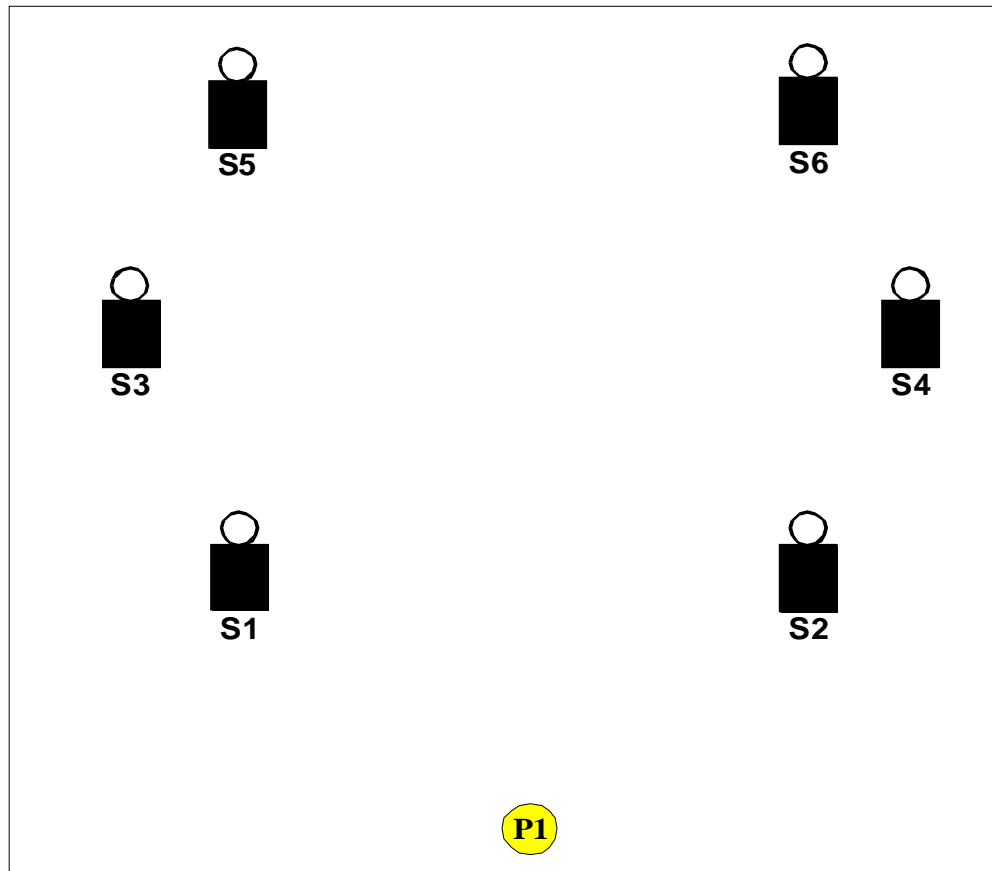
- At the buzzer, use either side of the barricade for cover and engage **T7, T6 and T5** with **2 rounds each** to the **body only**.
- Perform a **Reload with Retention** and advance to **P2**.
- At **P2** (using **either side of the barrel**), engage **T3 and T4** with **2 rounds each** to the **body only**.

Notes:

- 1 - Shooter **must be moving** while engaging **T1 and T2** and **T5 and T6** on **String 1**.
- 2 - Proper cover should be used at the barrel and barricade - no shooting over the barrel.

Range Masters “Fun” Shoot

Stage 3 - “Keep Those Mags”



Round Count:

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

Vickers Count (Can make up shots)

String 1 -

Shooter starts at **P1** with **10 rounds max in gun**.

- At the buzzer, draw and shoot **S1**, **S3** and **S5** until hit once.
- Perform a **Reload with Retention** and then hit **S2**, **S4** and **S6** until hit once.

String 2 -

Same as String 1.

Notes:

1. Shooter may perform a normal reload if he empties his magazine before hitting the first 3 plates, but **must perform a Reload with Retention before engaging S2, S4 and S6**.
2. A solid hit on any of the plates will count as a hit.
3. Any missed plate will count as a 5-second “Misses-On-Steel” penalty.