

Range Masters "Fun" Shoot

Results for December 2, 2009

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
1	Terry, Dale (Rev .22)	NO	79.44	13	41.94	37.44	9	24.17	10.16	12.01	4	13.33	7.36	5.97	0
2	Webster, Scott	NO	80.87	32	24.80	20.30	9	24.68	12.29	10.89	3	31.39	11.38	10.01	20
3	Wakamatsu, Josh (1)	NO	83.00	27	28.62	24.12	9	25.85	10.29	11.56	8	28.53	12.25	11.28	10
4	McGregor, Scott	NO	85.38	32	25.59	23.09	5	30.90	14.56	12.84	7	28.89	9.31	9.58	20
5	Wakamatsu, Josh (2)	NO	87.45	47	25.73	22.73	6	26.12	9.99	10.63	11	35.60	10.70	9.90	30
6	Terry, Dale (Rev)	NO	87.91	63	24.40	19.90	9	20.01	8.77	9.24	4	43.50	10.23	8.27	50
7	Kemp, Tony	O	88.39	45	24.77	23.77	2	25.54	13.29	10.75	3	38.08	8.81	9.27	40
8	Rodriquez, Mike	O	94.58	2	39.37	38.37	2	29.34	14.32	15.02	0	25.87	13.97	11.90	0
9	Majers, Steve	O	95.78	60	27.50	22.50	10	29.34	11.39	12.95	10	38.94	10.20	8.74	40
10	Gustaveson, Michael (4)	O	99.44	25	34.88	31.38	7	38.87	13.32	21.55	8	25.69	10.79	9.90	10
11	Mathis, David	NO	105.35	74	25.31	22.81	5	37.21	9.92	18.29	18	42.83	9.35	7.98	51
12	Gustaveson, Michael (9)	O	107.16	40	31.49	23.49	16	43.51	13.83	28.18	3	32.16	10.75	10.91	21
13	Sorenson, Sam	NO	113.65	75	32.22	23.72	17	40.81	16.43	15.88	17	40.62	10.51	9.61	41
14	Majers, Steve Jr.	O	115.85	64	34.14	31.64	5	33.24	13.56	16.18	7	48.47	9.91	12.56	52
15	Kemp, Tony	NO	116.95	70	37.49	27.99	19	37.14	13.47	13.17	21	42.32	12.56	14.76	30
16	Redford, "Red"	NO	118.70	49	36.72	33.72	6	33.37	17.17	14.70	3	48.61	16.23	12.38	40
17	Rees, Jerry	NO	123.69	59	39.33	31.83	15	45.26	13.07	20.19	24	39.10	16.10	13.00	20
18	Phillips, RDan	NO	129.23	44	42.18	38.18	8	45.22	14.65	27.57	6	41.83	13.45	13.38	30
19	Spensko, Shane	NO	139.16	74	30.35	24.35	12	47.83	23.55	18.28	12	60.98	19.81	16.17	50
20	Clark, David (Rev)	NO	145.28	59	53.33	42.83	21	42.16	15.96	22.20	8	49.79	18.10	16.69	30
21	Newson, Dick (Rev)	O	147.56	76	42.55	33.05	19	46.44	20.46	22.48	7	58.57	16.86	16.71	50
22	Price, Mike	NO	147.76	52	44.57	37.57	14	61.02	38.74	18.78	7	42.17	13.76	12.91	31
23	Scott, Alan	NO	150.65	112	40.62	32.62	16	46.18	14.32	18.86	26	63.85	15.44	13.41	70
24	Woodruff, Weston	NO	153.28	78	60.50	46.00	29	46.23	15.90	20.83	19	46.55	16.04	15.51	30
25	Newson, Dick (Rev)	NO	153.89	78	43.65	37.65	12	42.65	19.53	16.62	13	67.59	19.52	21.57	53
26	Duncan, Dave (GL)	NO	154.98	67	71.70	58.20	27	48.83	18.50	15.83	29	34.45	15.61	13.34	11
27	Carroll, Christopher (.22)	NO	156.24	45	42.41	41.41	2	53.98	17.58	28.40	16	59.85	29.76	16.59	27
28	Van Ausdal, Brian	NO	175.68	161	46.34	29.34	34	68.92	14.47	20.95	67	60.42	14.88	15.54	60
29	Redford, Thomas (.22)	NO	184.18	128	63.26	46.76	33	53.88	17.90	19.98	32	67.04	17.44	18.10	63
30	Duncan, Dave (KT)	NO	189.74	115	38.12	35.62	5	56.97	19.06	27.91	20	94.65	26.41	23.24	90
31	Scott, Michael Sr.	NO	NS	NS	34.79	31.79	6	63.27	17.13	21.64	49	NS	35.61	NS	

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

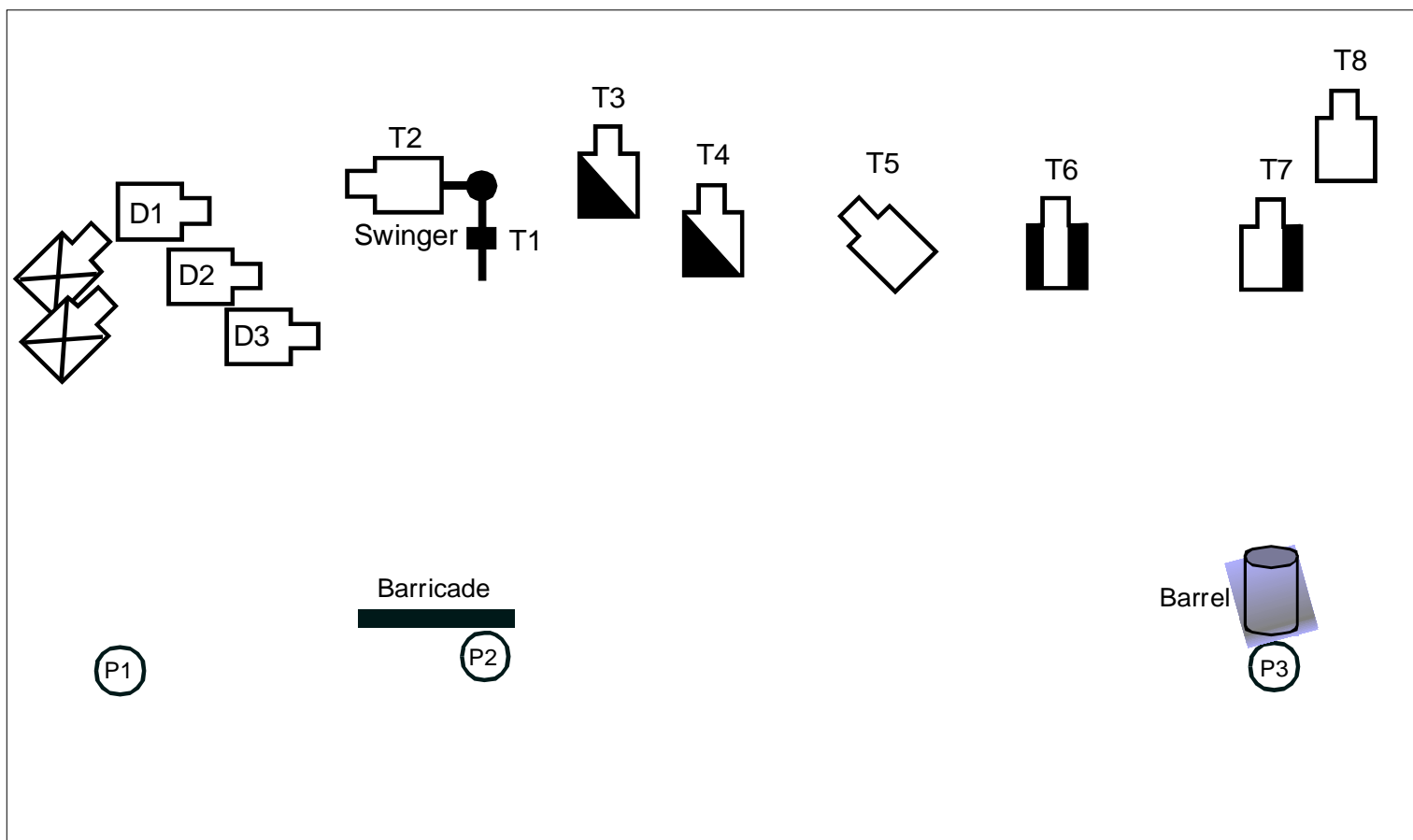
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Sleepers”



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**.

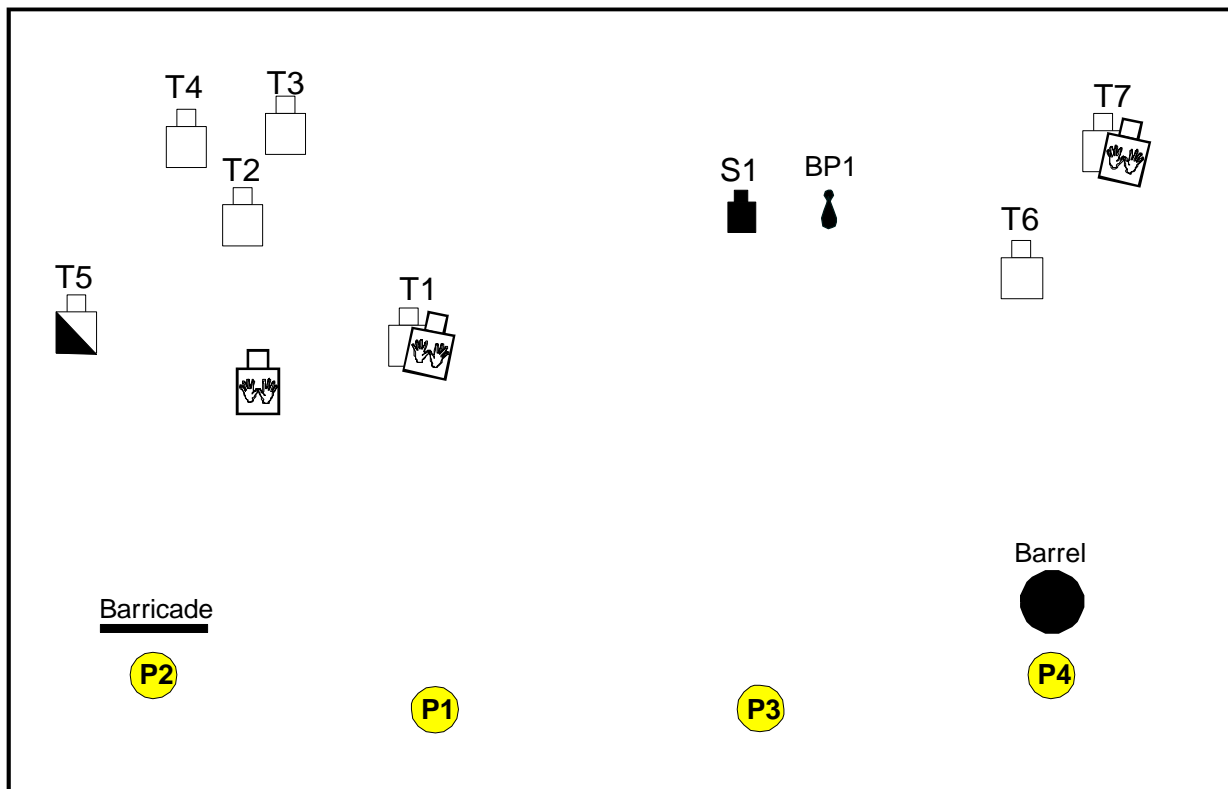
- At the sound of the buzzer, draw and engage the **3 attack dogs (D1-D3)** with **1 round each**.
- **Move to P2**, and **while properly using cover**, knock down **T1** to activate **T2** (Swinger) and then engage **T2** with **2 rounds**.
- While moving to **P3**, engage **T3 - T6** with **2 rounds** each.
- **Once at P3**, from the **Right Side of the barrel**, engage **P7** and **P8** with **2 rounds** to the **Torso** and **1 round** to the **Head**.
- Reload as necessary.

Notes:

1. DO NOT SHOOT THE WALLS!

Range Masters “Fun” Shoot

Stage 2 - “Move At Will”



Round Count:
 String 1 = **10 Minimum**
 String 2 = **10 Minimum**
 (**20 rounds for the stage**)

Vickers Count
 (Can make up shots.)

String 1 -

Start at **P1** with firearm fully loaded.

- At the sound of the buzzer, draw and engage **T1** with **2 rounds**.
- Move to **P2** and with the proper use of cover, engage **T2** thru **T5** with **2 rounds each** - however, **T5 must be engaged from the Left side of the Barricade**.
- Reload as necessary during the string, but **do not reload between strings**.

String 2 -

Start at **P3** with remaining rounds from **String 1**.

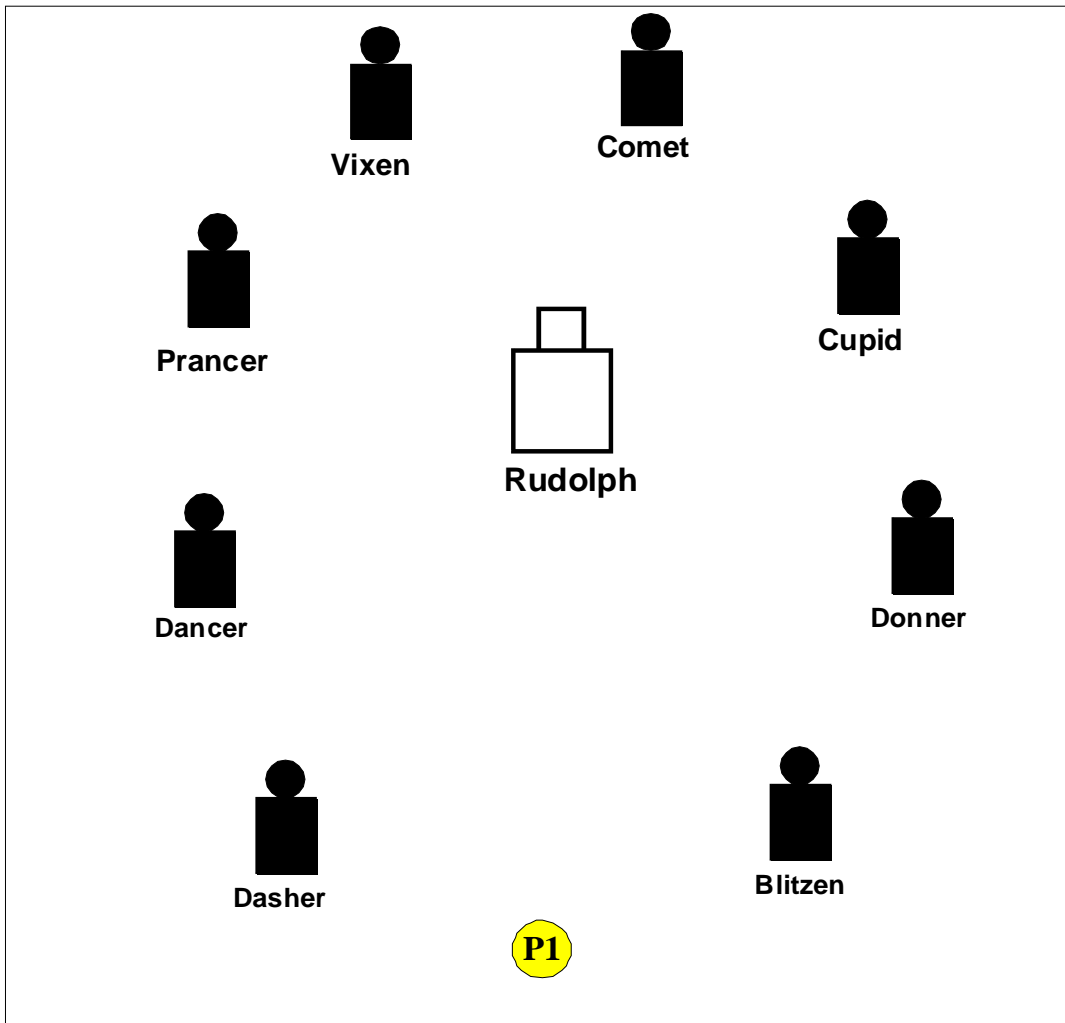
- At the sound of the buzzer, draw and engage **S1** (small steel silhouette) with **5 rounds**, then **knock over** the bowling pin (**BP1**).
- Move to **P4** and with the proper use of cover, engage **T6** & **T7** with **2 rounds each** - however, **T7 must be shot from the Right side of the Barrel**.
- Reload as necessary.

Notes:

1. Shooter may engage targets while moving to **P2** in **String 1**, but **must not engage T6 or T7** in **String 2** until after reaching cover at **P4**.

Range Masters “Fun” Shoot

Stage 3 - “No Deer on the Roof!”



Round Count:
18 rounds MAX for the Stage.

Limited Vickers Count
(Cannot make up shots)

String 1 -

Shooter starts fully loaded at P1.

- At the sound of the buzzer, engage **all steel plates** with **1 shot only** and then **T1** with **1 shot only**.

String 2 -

- Repeat String 1.

Notes:

1. Reload as nessasary.
2. No matter what happens...Have Fun!!