Range Masters "Fun" Shoot

Results for September 5, 2007

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	_	PD
1	Olson, Landon	NO	69.91	10	20.12	19.12	2	25.81	21.81	8	23.98	11.74	12.24	0
2	Redford, "Red"	NO	80.90	11	29.90	24.40	11	26.65	26.65	0	24.35	10.80	13.55	0
3	Reese, Jerry	NO	90.50	26	27.00	24.00	6	37.35	27.35	20	26.15	16.71	9.44	0
4	Spensko, Chance	NO	92.07	22	23.05	19.05	8	29.87	22.87	14	39.15	24.90	14.25	0
5	DeLeeuw, Dave	NO	92.15	24	27.36	25.36	4	34.72	24.72	20	30.07	13.40	16.67	0
6	Spensko, Shane	NO	92.80	7	25.47	22.47	6	36.72	36.22	1	30.61	15.33	15.28	0
7	Huff, Blake	0	99.09	30	31.15	22.15	18	45.58	39.58	12	22.36	11.78	10.58	0
8	Clark, David	NO	99.30	19	25.61	23.61	4	43.54	36.04	15	30.15	18.16	11.99	0
9	Kemp, Tony	NO	101.40	12	30.37	24.37	12	28.18	28.18	0	42.85	26.44	16.41	0
10	Scott, Michael Sr.	NO	102.20	23	32.41	27.41	10	35.87	29.37	13	33.92	22.73	11.19	0
11	Ursulich, Ryan	NO	103.31	34	32.84	27.34	11	38.30	26.80	23	32.17	16.11	16.06	0
12	Phillips, RDan	NO	110.72	3	31.63	30.13	3	37.70	37.70	0	41.39	25.55	15.84	0
13	Waldo, Ralph	NO	113.92	12	44.39	38.89	11	39.63	39.13	1	29.90	18.20	11.70	0
14	Eastwood, Brian	NO	151.07	47	51.56	34.06	35	39.53	33.53	12	59.98	46.69	13.29	0
15	Price, Mike	NO	152.22	46	47.49	37.99	19	61.73	48.23	27	43.00	16.66	26.34	0
16	Scott, Alan (Rev)	NO	165.62	35	37.48	25.98	23	34.84	28.84	12	93.30	57.65	35.65	0
17	Spensko, Steven (.22)	NO	174.98	42	34.75	26.75	16	49.15	36.15	26	91.08	50.84	40.24	0
18	Sabaldo, Teri	NO	218.15	60	55.73	42.23	27	59.49	42.99	33	102.93	58.46	44.47	0
19	Millett, Davin	NO	225.75	93	40.11	29.61	21	83.18	52.18	62	102.46	45.89	51.57	10

Notes:

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

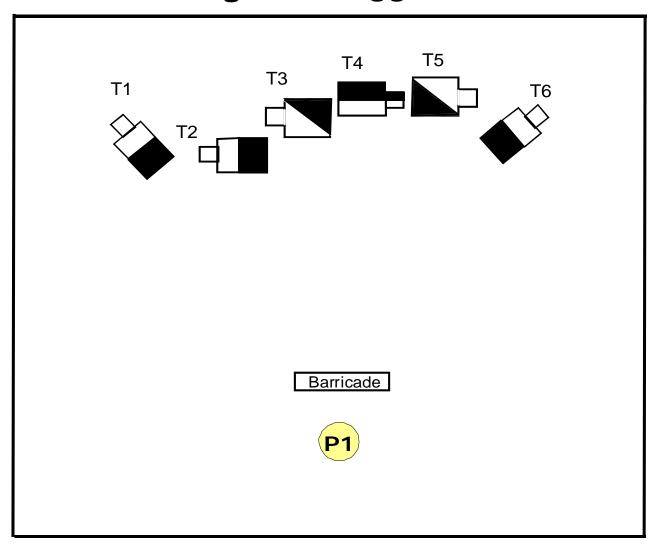
Div. = **Division: O** = **O**ptic; **NO** = **N**on-**O**ptic

(Rev) = Revolver

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 - "Doggie Do"



Round Count:

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

Vickers Count (<u>Can</u> make up shots)

String 1 - 18 rounds min.

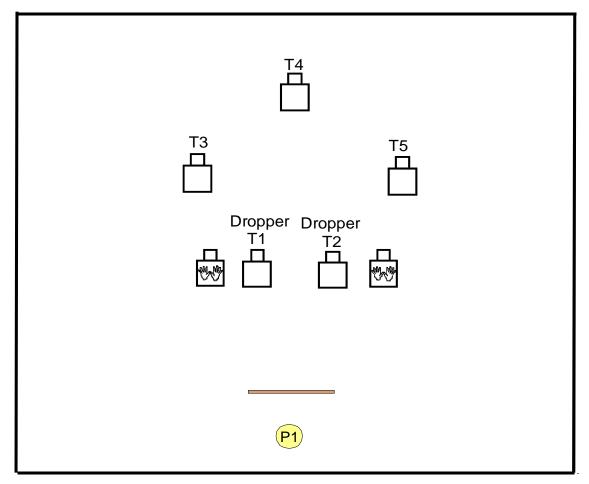
Shooter starts at P1 with no more than 11 rounds in the gun.

- At the sound of the buzzer, **draw** and **move to the left or right side of the barricade**.
- Engage all targets with 3 rounds each as targets become visable.
- Reload as needed.

Notes:

- 1. Use the barricade as cover utilizing "slice-the-pie" method of engaging targets.
- 2. Shooter should use cover while reloading.

Range Masters "Fun" Shoot Stage 2 - "Cover Dropper"



Round Count: String 1 = 14 Minimum (14 rounds for the stage) Vickers Count (Can make up shots)

String 1:

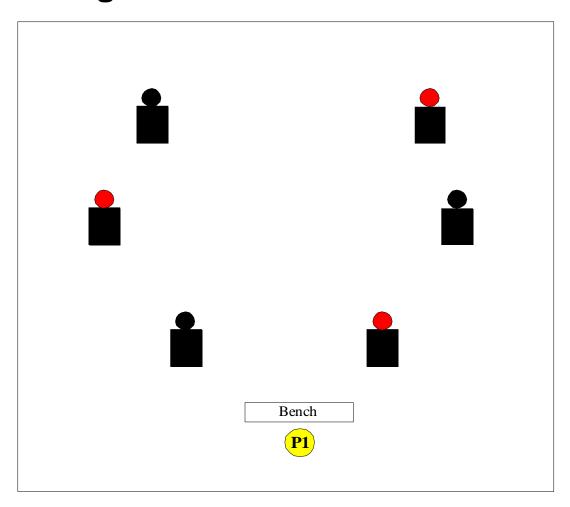
Shooter starts holstered at P1 with no more than 11 rounds in their gun.

- At the sound of the buzzer, draw and engage all targets with 2 rounds to the TORSO and 2 rounds to the HEAD (EXCEPT T1 and T2 which must be shot to Center of Body Mass until they drop away) from either or both sides of the barricade.
- Reload as necessary.

Notes:

- 1. Shooter must properly use cover while engaging targets.
- 2. Targets T1 and T2 are Dropper targets and must be shot until activated.

Range Masters "Fun" Shoot Stage 3 - "Rotate Those Colors"



Round Count: (12 rounds min.)

Vickers Count (CAN make up shots)

String 1 - 6 rounds min.

Shooter starts at **P1** with **unloaded gun on table**. The S.O. will pick a color that the shooter will engage first.

- At the sound of the buzzer, pick up the gun and load it.
- Engage the plate with the color the S.O. selected first and then rotate the other colored plates until all plates are knocked down:

RED, BLACK, RED, BLACK, etc. or the S.O. may start the shooter with BLACK, RED, BLACK, RED, etc.

String 2 - 6 rounds min.

Same as above except opposite color will be selected to start with.

Notes:

1. Plates may be shot in any order as long as color sequence is followed.