

Range Masters "Fun" Shoot

Results for September 6, 2006

Place	Name (Note)	Total		Stage 1	String 1	String 2	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
		Shoot Total	Points Down												
1	DeLeeuw, Dave	82.09	20	48.67	21.10	18.57	18	14.29	7.53	5.76	2	19.13	9.38	9.75	0
2	Webster, Scott	82.44	6	46.97	22.75	21.22	6	11.55	5.89	5.66	0	23.92	10.58	13.34	0
3	Young, Ren	86.23	21	50.45	19.15	22.80	17	13.56	5.90	5.66	4	22.22	9.84	12.38	0
4	Olson, Landon	88.90	9	51.85	22.92	24.43	9	15.35	8.02	7.33	0	21.70	11.45	10.25	0
5	Duncan, Dave (9)	95.33	12	54.34	26.38	23.46	9	15.64	7.46	6.68	3	25.35	12.64	12.71	0
6	Spensko, Chance	106.13	43	44.17	16.25	19.42	17	25.91	6.47	6.44	26	36.05	24.94	11.11	0
7	Spensko, Shane	107.76	33	58.28	22.81	25.47	20	19.04	6.47	6.07	13	30.44	14.44	16.00	0
8	Huff, Blake (Rev)	110.50	26	56.27	22.22	21.05	26	14.78	7.02	7.76	0	39.45	23.86	15.59	0
9	Pierce, Justin	121.54	47	69.59	29.77	18.82	42	14.96	7.58	4.88	5	36.99	25.67	11.32	0
10	Scott, Michael Sr.	121.91	14	75.50	28.71	41.79	10	13.52	7.17	4.35	4	32.89	20.75	12.14	0
11	Vincent, David	126.15	30	67.70	27.55	29.15	22	31.39	7.24	20.15	8	27.06	16.12	10.94	0
12	Phillips, RDan	126.34	11	82.81	39.02	39.29	9	18.77	8.57	9.20	2	24.76	14.19	10.57	0
13	Redford, "Red" (Rev)	136.73	11	79.38	37.71	36.17	11	22.41	10.47	11.94	0	34.94	18.02	16.92	0
14	Rees, Jerry (Rev)	146.90	25	70.51	29.20	31.31	20	33.84	17.09	14.25	5	42.55	24.43	18.12	0
15	Price, Mike	148.89	23	75.78	31.99	35.79	16	30.11	18.13	8.48	7	43.00	25.93	17.07	0
16	Nageotte, Jim	153.36	40	92.57	43.49	32.08	34	18.32	8.33	6.99	6	42.47	16.69	25.78	0
17	Scott, Alan (Rev)	156.63	48	86.88	30.60	33.28	46	27.77	14.12	12.65	2	41.98	20.95	21.03	0
18	Birch, Shanon	157.25	52	80.82	30.37	34.95	31	24.35	7.61	11.24	11	52.08	19.78	27.30	10
19	Mallon, Jim	166.81	34	88.58	38.52	35.06	30	26.41	11.49	12.92	4	51.82	31.29	20.53	0
20	Davies, Evan	169.87	42	79.60	32.00	34.10	27	26.56	9.45	9.61	15	63.71	20.12	43.59	0
21	Simpson, Harold (.22)	175.95	5	84.17	43.08	38.59	5	27.02	13.97	13.05	0	64.76	24.08	40.68	0
22	Clark, David (Rev)	177.35	18	101.46	52.62	41.34	15	31.06	14.42	15.14	3	44.83	18.90	25.93	0
23	Terryberry, Shawn	190.99	66	87.49	32.67	28.82	52	26.92	11.02	8.90	14	76.58	16.80	59.78	0
24	Fabela, Ethan	192.98	25	98.56	44.85	42.71	22	26.73	10.93	14.30	3	67.69	21.81	45.88	0
25	Duncan, Dave (3)	193.84	46	99.66	44.56	42.10	26	28.16	10.12	8.04	20	66.02	34.91	31.11	0
26	Olson, Rhett	202.53	31	94.59	44.79	37.30	25	25.68	12.72	9.96	6	82.26	56.30	25.96	0
27	Howard, James	204.29	51	99.41	39.15	42.76	35	26.25	10.25	8.00	16	78.63	40.20	38.43	0

Notes:

- Remember, the "Fun" Shoot is held on the **1st Wednesday** 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.)

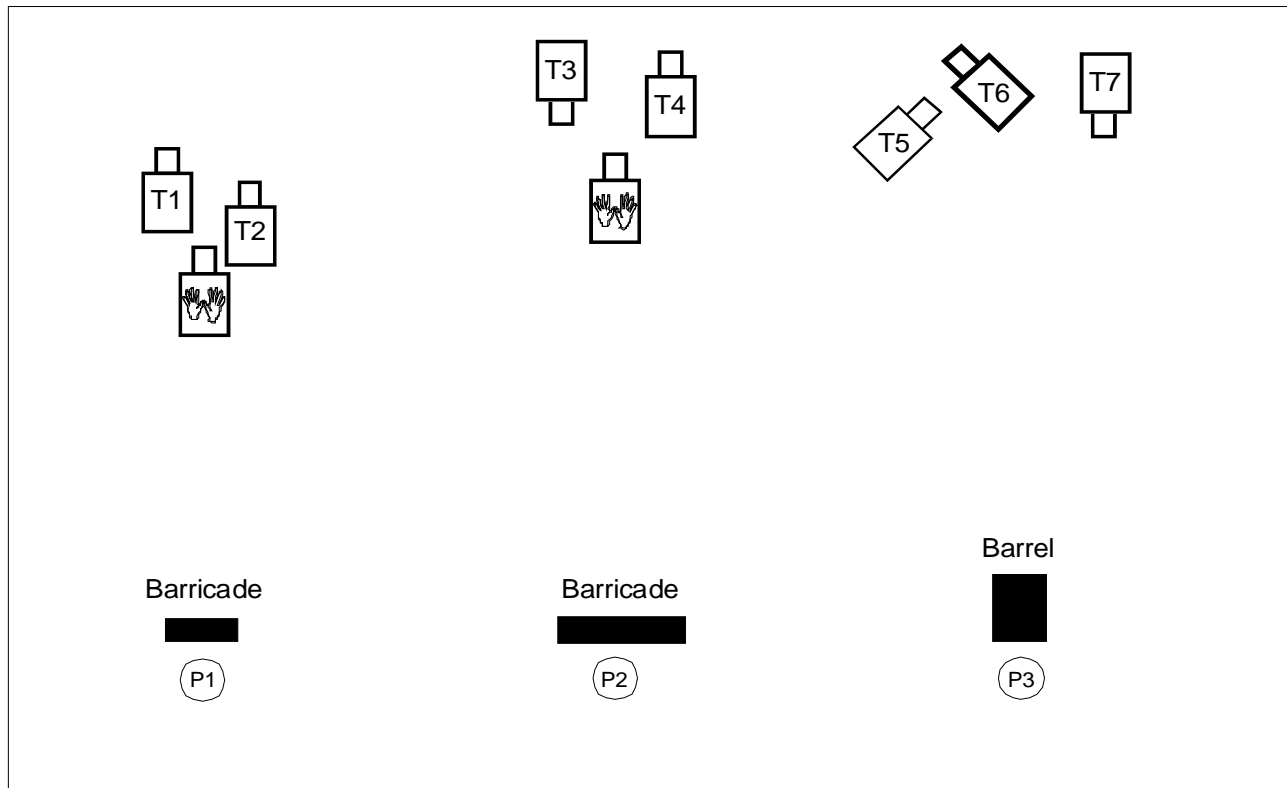
(Rev) = Revolver

DNF = **Did Not Finish**

NS = **No Score** sheet was entered.

Range Masters “Fun” Shoot

Stage 1 - “Cover Drill”



Round Count:

String 1 = **14** Minimum
 String 2 = **14** Minimum
 (**28** for the Stage)

Vickers Count

(Can make up shots)

Scoring:

Targets will only be scored after the shooter has completed all strings.

String 1 -

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

- At the sound of the buzzer, draw, and, *from either or both sides of the barricade*, engage **T1** and **T2** with **1 shot to the body** and **1 shot to the head**.
- Move to **P2**, and, *from either or both sides of the barricade*, engage **T3** and **T4** with **1 shot to the body** and **1 shot to the head**.
- Move to **P3** and, *from the right side of the barrel*, kneel and engage **T5** thru **T7** with **2 rounds each** (body or head).

String 2 -

Shooter starts fully loaded at **P3**.

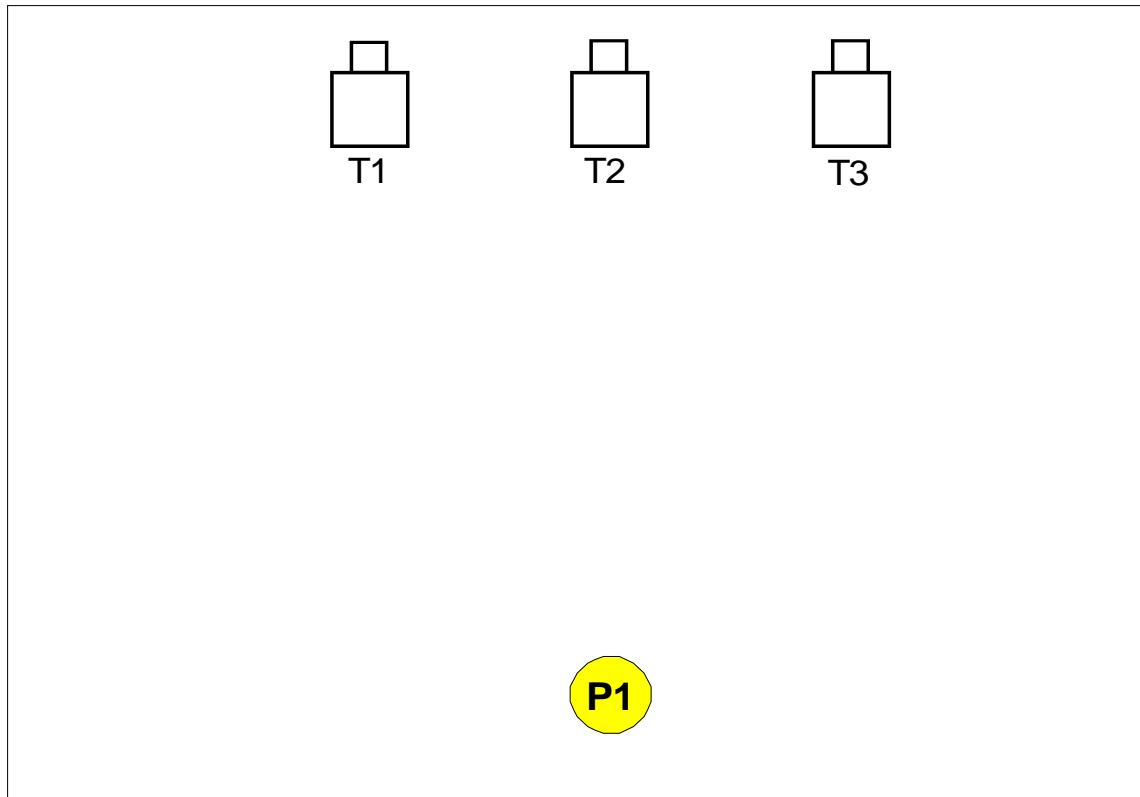
- At the sound of the buzzer, draw and, *from the left side of the barrel*, kneel and engage **T5** thru **T7** with **2 rounds each** (body or head).
- Move to **P2** and, using the same instructions from String 1, engage **T3** and **T4**.
- Move to **P1** and, using the same instructions from String 1, engage **T1** and **T2**.

Notes:

1. Shooter must keep his feet inside the box while shooting from **P1**.

Range Masters “Fun” Shoot

Stage 2 - “Heads Up!”



Round Count:

String 1 = **7 Rounds**
String 2 = **7 Rounds**
(**14 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** fully loaded with their **back to the targets**.

- At the direction of the SO, after making ready, shooter will turn their backs to the targets and **place their hands on their head** while the SO goes down range and places a marker on one of the targets.
- After the SO returns to **P1**, he will instruct the shooter to take their hands off from their head.
- At the sound of the buzzer, shooter will turn, then draw and engage all targets with **2 rounds to the body** of each target **in tactical sequence** (all targets get 1 shot before any of them get a 2nd shot) and then place a **head shot in the target that was marked**.

String 2 -

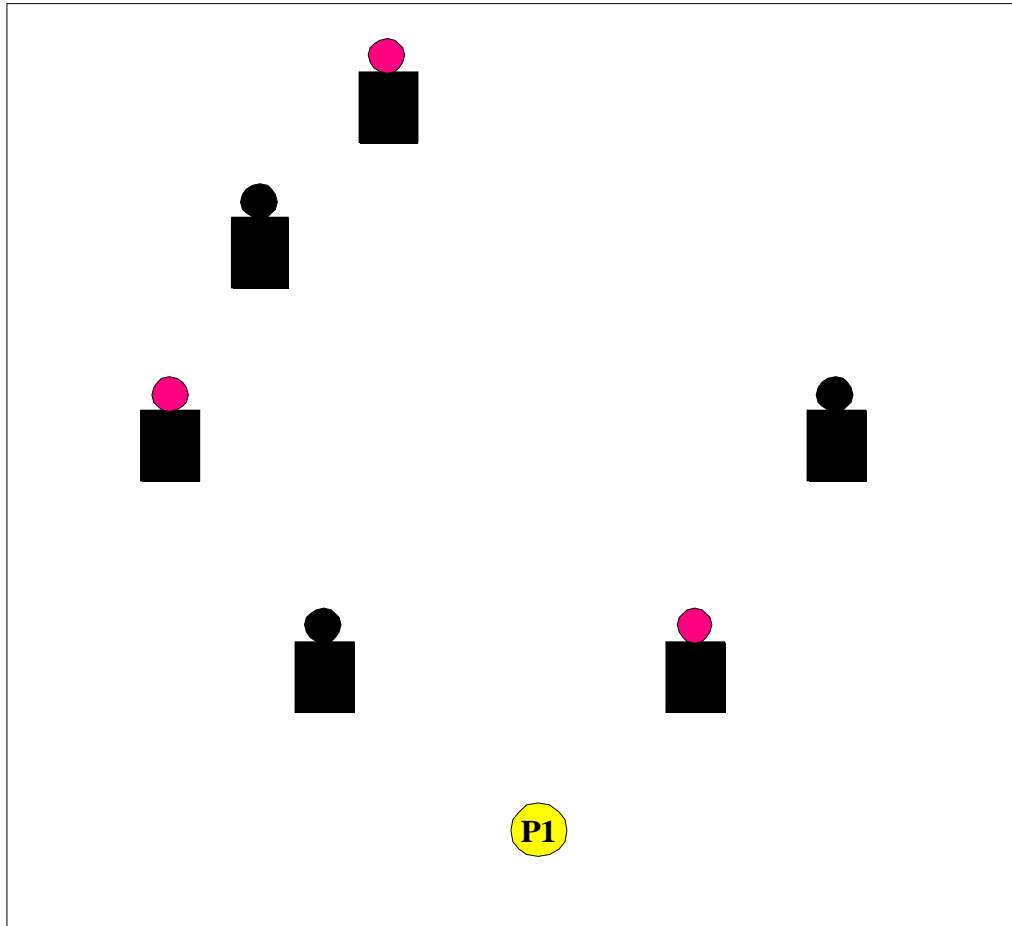
Same as String 1, with the SO first marking one of the other targets.

Notes:

1. The head-shot to the marked target must be the **LAST SHOT(S) TAKEN**.
2. **While the SO is down range**, the shooter **MUST keep their hands on their head**.
3. The shooter **MUST NOT draw** their weapon **until they have completely turned** and are facing downrange.

Range Masters “Fun” Shoot

Stage 3 - “Which Color First?”



Round Count:
String 1: 6 Minimum
String 2: 6 Minimum
(Stage Total: 12 rounds min.)

Vickers count.
(CAN make up shots)

String 1 - 6 rounds min.

Shooter starts at **P1** with **back to targets** and gun **unloaded** and **holstered**.

- SO will pick a color that the shooter will engage first.
- At the sound of the buzzer, turn, draw, load your weapon, then first engage a plate with the color the SO selected, then engage the rest of the plates while rotating plate colors.

Example:

If the SO selected **RED** as the plate color to engage first, the remaining sequence would be **BLACK, RED, BLACK, RED, BLACK, RED, BLACK** with a similar rotation if the shooter started with a **BLACK** plate.

String 2 - 6 rounds min.

Same as above except different color selected by the SO.