

Range Masters "Fun" Shoot

Results for January 4, 2012

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Olson, Landon	NO	54.74	3	21.91	21.41	1	13.35	12.35	2	19.48	9.56	9.92	
2	DeLeeuw, Dave	O	65.00	0	23.76	23.76		14.32	14.32		26.92	10.55	16.37	
3	Rees, Jerry	NO	88.60	10	38.89	34.89	8	21.90	20.90	2	27.81	12.46	15.35	
4	Finn, James	NO	95.84	45	41.86	31.36	21	20.42	17.42	6	33.56	9.51	15.05	18
5	Wright, Trevor	NO	98.13	16	31.86	26.86	10	17.03	14.03	6	49.24	29.07	20.17	
6	Phillips, R Dan	NO	100.88	25	39.37	31.87	15	20.11	15.11	10	41.40	18.34	23.06	
7	Scott, Michael	NO	104.43	17	34.75	32.75	4	25.89	19.39	13	43.79	26.98	16.81	
8	Sorenson, Sam	NO	107.90	36	24.26	19.26	10	15.91	12.91	6	67.73	24.00	33.73	20
9	Simons, Jordan (4)	NO	111.74	19	36.60	33.10	7	23.13	17.13	12	52.01	29.35	22.66	
10	Redford, "Red"	NO	113.73	16	30.91	29.41	3	19.12	15.62	7	63.70	13.54	47.16	6
11	Scott, Alan (Rev)	O	115.25	17	42.29	39.79	5	23.13	23.13		49.83	18.13	25.70	12
12	Moffat, Joel	NO	115.72	15	34.60	31.10	7	20.15	16.15	8	60.97	29.66	31.31	
13	Hubbard, Corey	NO	115.99	48	34.71	31.71	6	20.74	14.74	12	60.54	26.07	19.47	30
14	Sayer, Kelby	NO	122.60	10	44.07	42.57	3	23.69	20.19	7	54.84	35.98	18.86	
15	Clark, David G.	NO	130.79	4	48.71	47.21	3	21.97	21.47	1	60.11	14.97	45.14	
16	Greer, Seth	NO	149.24	45	45.68	32.68	26	24.84	18.34	13	78.72	38.31	37.41	6
17	Waldo, Ralph	NO	152.76	34	47.10	40.10	14	29.84	19.84	20	75.82	46.93	28.89	
18	Ursulich, Ryan	NO	165.20	87	46.53	33.03	27	29.28	14.28	30	89.39	43.12	31.27	30
19	Schulz, Kyle	NO	165.88	17	58.00	53.00	10	35.45	31.95	7	72.43	15.70	56.73	
20	Macdonald, Scott	NO	173.28	41	52.11	43.11	18	37.91	26.41	23	83.26	48.65	34.61	
21	Tolboe, James	NO	178.29	17	59.14	54.64	9	30.54	26.54	8	88.61	51.36	37.25	
22	Stevenson, Matt	NO	200.85	96	64.99	39.49	51	30.87	18.37	25	104.99	41.76	53.23	20
23	Ellett, Royce	NO	203.05	134	62.46	41.96	41	46.50	30.00	33	94.09	32.76	31.33	60
24	Smith, Mark	NO	229.40	29	63.47	59.47	8	34.78	32.28	5	131.15	32.53	90.62	16
25	Simons, Jordan (9)	NO	268.86	85	67.04	55.04	24	38.14	30.64	15	163.68	51.80	88.88	46
26	Clayton, Bob	NO	269.14	175	68.22	39.72	57	39.35	30.35	18	161.57	47.90	63.67	100
27	Sandgren, Shelby (.22)	NO	335.00	50	65.96	55.46	21	68.93	54.43	29	200.11	104.63	95.48	
28	Jube, Colin	NO	DNF	DNF	91.65	83.15	17	38.36	23.36	30	DNF			

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.)

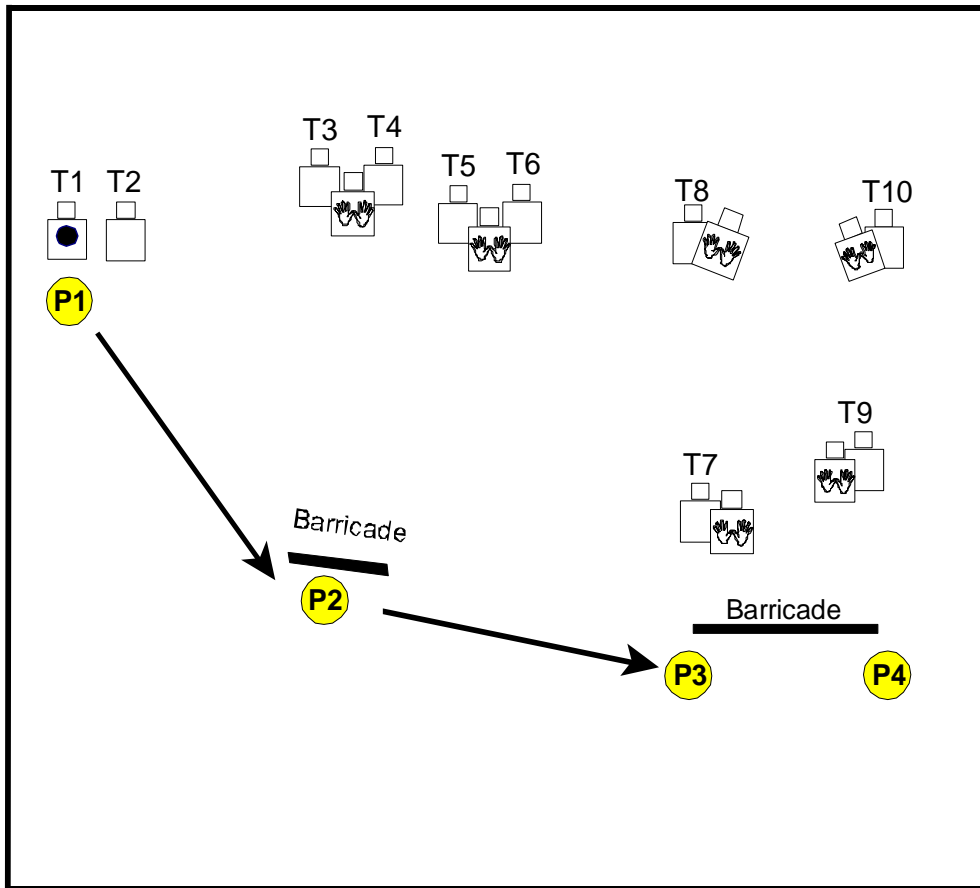
DNF = Did Not Finish

NS = No Score

NT = No Time

Range Masters “Fun” Shoot

Stage 1 - “Time for Dessert - Slice That Pie!”



Round Count:

String 1 = 20 minimum
(20 rounds minimum for the stage)

Vickers Count

(Can make up shots.)

String 1: Shooter starts at **P1** with **no more than 6 rounds in gun** -
All targets get at least 2 rounds each - TORSO or HEAD.

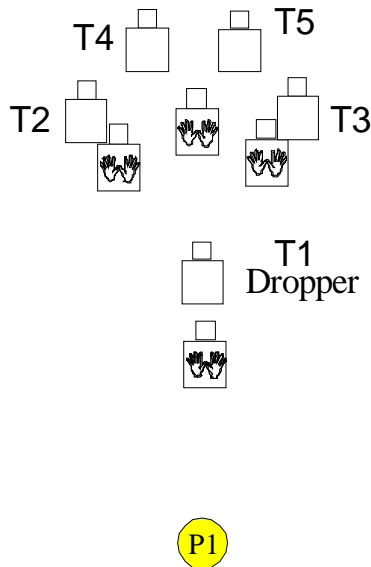
- At the buzzer, draw and engage **T1 FROM RETENTION** then **T2 AS YOU ARE MOVING BACK TO P2.**
- **After reaching P2, and with the proper use of cover,** engage targets **T3 thru T6** from **either or both sides** of the barricade.
- **Move to P3, and with the proper use of cover,** engage **T7 and T8** then move to **P4** and engage **T9 and T10.**

Notes:

1. Shooter must not engage the **next set of targets** until they have **reached the proper position.**
2. Reloads should be done from behind cover.
3. Shooter must **“Slice the Pie”** at all cover positions.

Range Masters “Fun” Shoot

Stage 2 - “Hit’em All”



Round Count:

String 1 = **13 minimum**
(**13** rounds for the stage)

Vickers Count

(Can make up shots.)

String 1 -

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

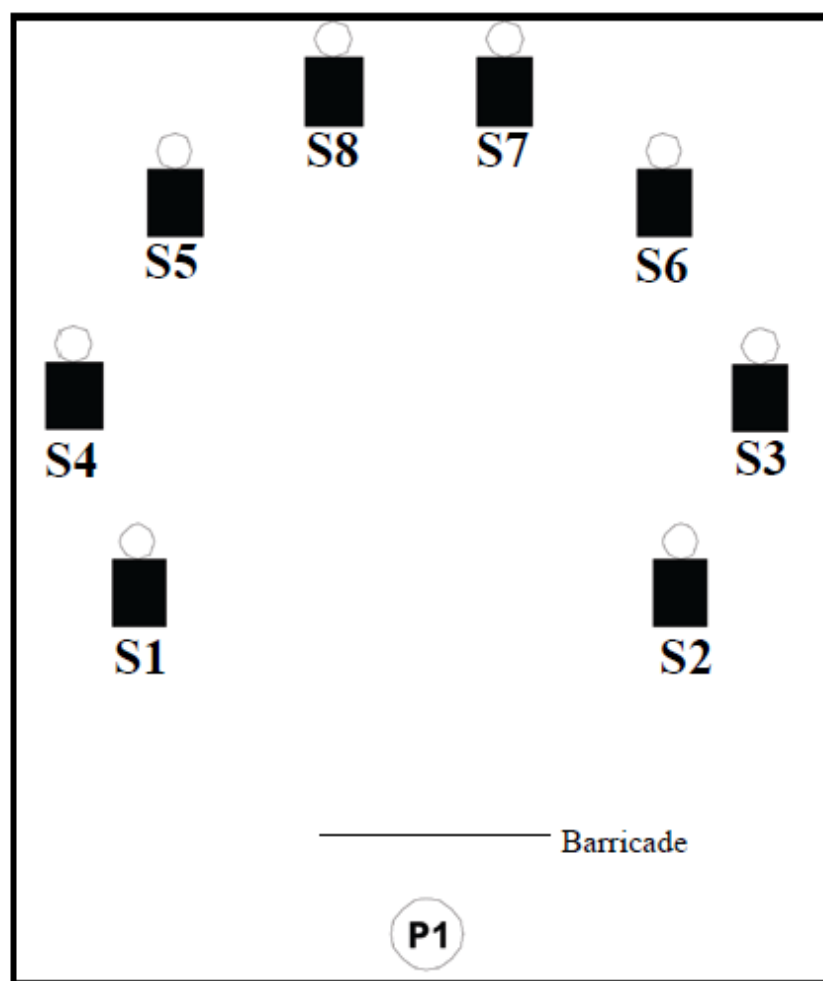
- At buzzer, draw and engage **T1** until it drops, then **T2 - T5** with **3 rounds - 2 TORSO** and **1 HEAD** on each target.
- Reload as necessary.

Note:

1. Do Not Shoot Walls.

Range Masters “Fun” Shoot

Stage 3 - Jan. 4



Round Count:

String 1 = 8 rds min.

String 2 = 8 rds min.

(16 rounds for the stage)

Vickers Count

(Can make up shots)

String 1 - Shooter starts at P1 with no more than 11 rounds in the gun.

- At the sound of the buzzer, draw and engage, from one side of the barricade, with proper use of cover, S1-S8. Shooter may not reload upon completion of the string.

String 2 - Shooter starts with the rounds remaining from String 1.

- At the sound of the buzzer, draw and engage, from the opposite side of the barricade, with proper use of cover, S1-S8.

- All shots will be made with the proper use of cover.
- Shooter may not reload between strings.