

# Range Masters "Fun" Shoot

Results for November 21, 2007

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	PD
1	Olson, Landon	NO	72.66	17	19.13	16.13	6	34.15	14.98	17.67	3	19.38	15.38	8
2	Gustaveson, Michael (9)	O	74.62	19	18.31	17.31	2	36.59	16.65	14.94	10	19.72	16.22	7
3	Majers, Steve	O	88.36	26	19.66	17.66	4	49.11	18.46	21.15	19	19.59	18.09	3
4	Reese, Jerry	NO	92.47	14	24.82	21.32	7	45.07	20.15	21.92	6	22.58	22.08	1
5	Spensko, Chance	NO	96.23	59	24.46	14.96	19	51.02	16.93	20.59	27	20.75	14.25	13
6	Redford, "Red"	NO	104.52	49	21.27	16.77	9	64.17	24.58	22.09	35	19.08	16.58	5
7	Scott, Michael Sr.	NO	109.27	43	31.93	22.43	19	54.71	26.42	21.79	13	22.63	17.13	11
8	Staton, Scott	NO	110.43	51	26.05	21.55	9	54.94	17.49	22.95	29	29.44	22.94	13
9	Gustaveson, Michael (4)	O	111.34	46	30.63	27.63	6	59.37	20.01	21.36	36	21.34	19.34	4
10	Phillips, RDan	NO	116.15	52	29.52	19.02	21	60.43	19.14	31.79	19	26.20	20.20	12
11	Stockwell, Pete	NO	119.32	45	28.77	19.27	19	51.40	21.67	18.73	22	39.15	37.15	4
12	Ursulich, Ryan	NO	121.77	42	33.19	27.69	11	59.74	27.41	18.83	27	28.84	26.84	4
13	Clark, David	NO	124.02	39	45.09	32.09	26	52.08	21.35	27.23	7	26.85	23.85	6
14	Newman, Cory	NO	132.50	85	44.49	27.49	34	54.62	16.90	16.72	42	33.39	28.89	9
15	Galata, Phil	NO	133.49	86	37.30	26.30	22	60.10	18.63	18.97	45	36.09	26.59	19
16	Salisbury, Joshua	NO	138.53	111	35.18	19.18	32	80.52	24.78	24.24	63	22.83	14.83	16
17	Huff, Blake (Rev)	NO	140.08	12	34.22	32.72	3	77.21	39.31	33.40	9	28.65	28.65	0
18	Scott, Alan	NO	140.72	36	28.91	26.41	5	67.66	29.75	23.41	29	44.15	43.15	2
19	Mallon, Jim	NO	141.14	48	32.99	26.49	13	73.18	30.06	27.12	32	34.97	33.47	3
20	Draper, Randall	NO	147.91	29	49.85	44.35	11	62.32	28.84	28.48	10	35.74	31.74	8
21	Majers, Steve Jr. (.22)	NO	152.74	77	41.76	30.26	23	76.38	31.42	29.46	31	34.60	23.10	23
22	Dockstader, Jeff	O	153.80	11	29.06	27.56	3	72.39	41.41	29.48	3	52.35	49.85	5
23	Waldo, Ralph	NO	157.34	48	31.12	21.62	19	79.22	40.59	28.13	21	47.00	43.00	8
24	Berntson, Mark	NO	163.48	122	49.96	27.96	44	79.53	27.78	25.75	52	33.99	20.99	26
25	Sablado, Teri	NO	178.80	106	51.20	40.20	22	92.27	29.87	28.90	67	35.33	26.83	17
26	Berntson, Stretch	NO	195.41	174	50.83	25.33	51	103.16	30.38	30.78	84	41.42	21.92	39
27	VanHorn, Guy	NO	209.46	43	54.77	52.77	4	112.37	43.06	52.81	33	42.32	39.32	6
28	Edwards, Abbey	NO	269.11	69	83.10	72.10	22	121.90	57.30	42.60	44	64.11	62.61	3
29	Nicol, Kevin	NO	362.98	38	102.16	98.66	7	183.02	77.39	94.63	22	77.80	73.30	9

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

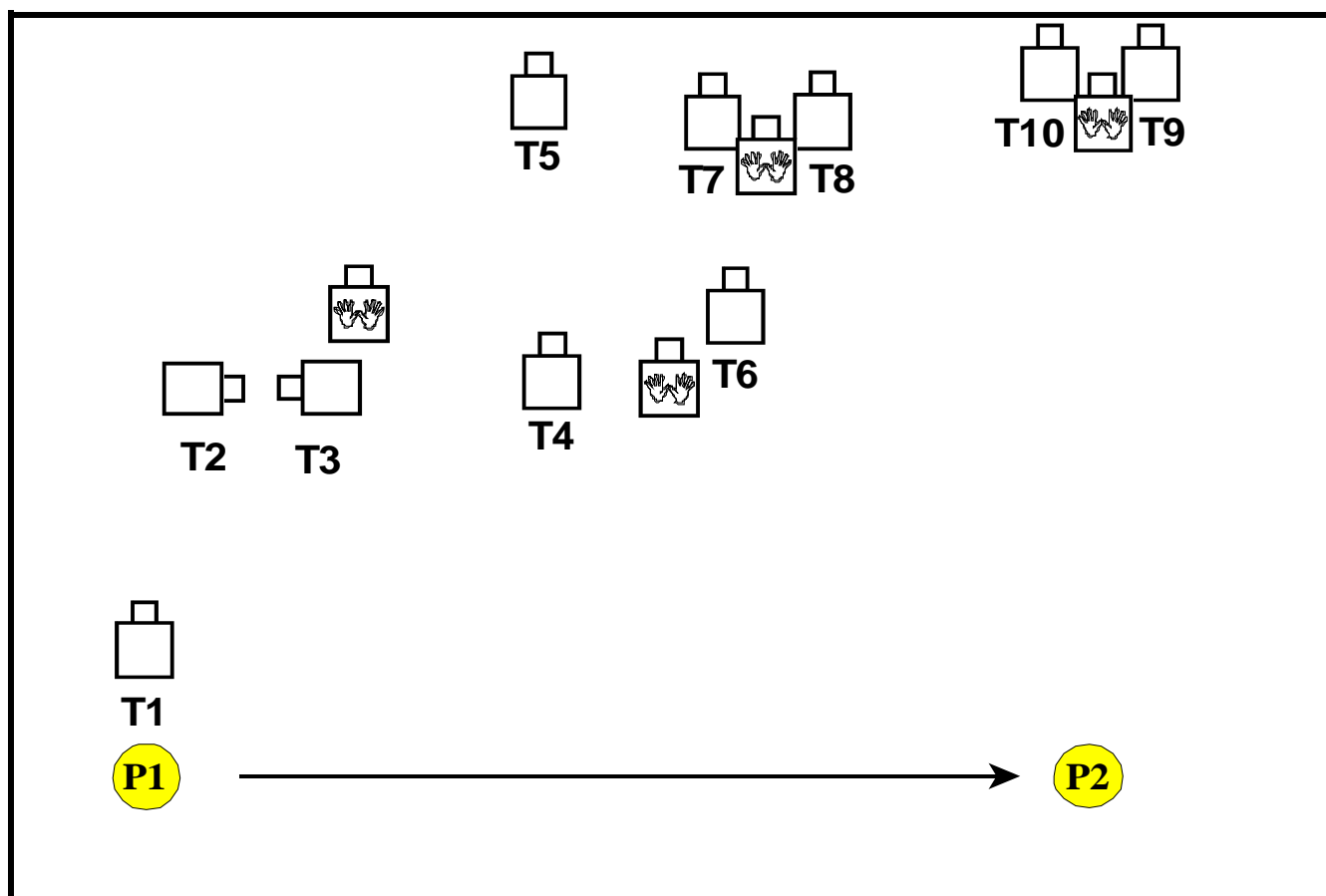
XX Indicates that the Points Down value includes some kind of penalty  
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Keep It Moving 2”



### Round Count:

String 1 = **20 minimum**  
(**20** 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** with **2 rounds From Retention**.
- Then, **while moving to P2**, engage **T2 - T10** with **2 rounds each** (torso or head).
- Reload as necessary.

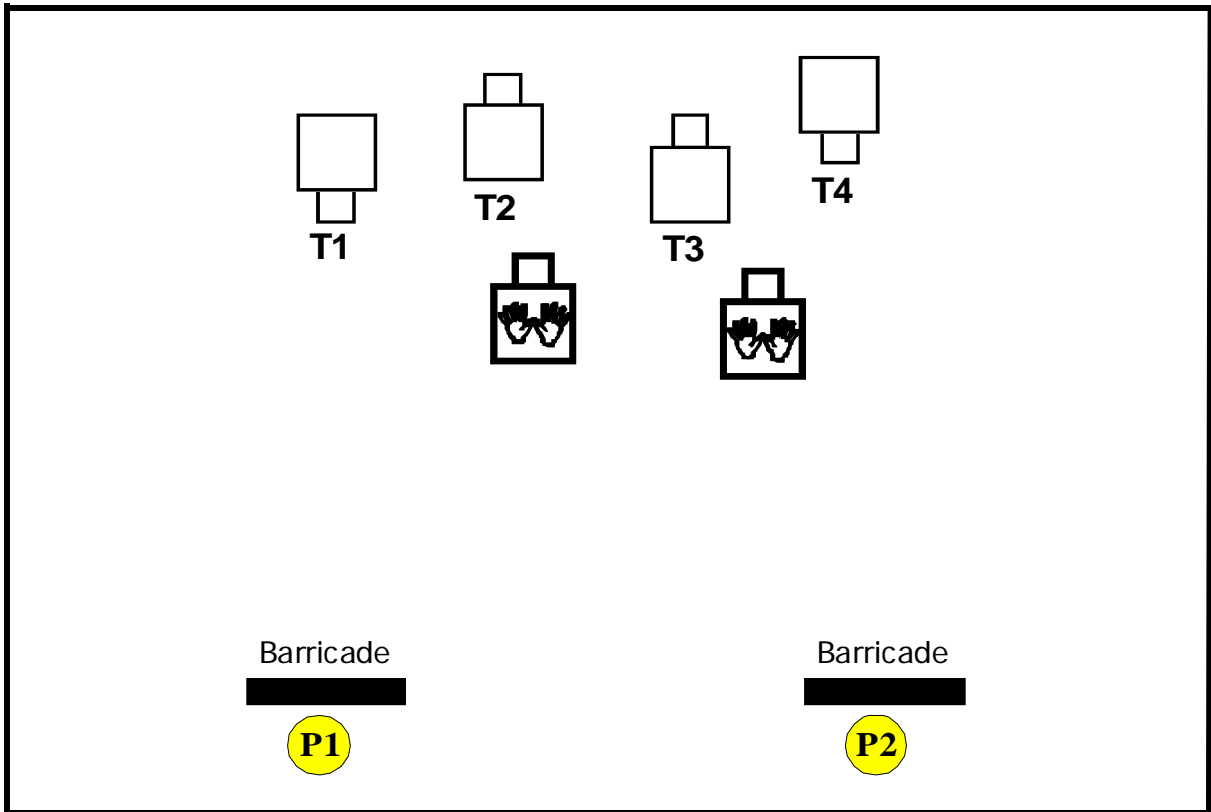
### Note:

- Shooter **must shoot on the move**, but **DO NOT shoot T9 or T10 until you reach P2**.

COF Designed by Michael Scott

# Range Masters “Fun” Shoot

## Stage 2 - “Pop and Stop 2”



### Round Count:

String 1 = **12 Minimum**  
 String 2 = **12 Minimum**  
 (**24** rounds for the stage)

### Vickers Count

(Can make up shots)

### String 1:

Shooter starts fully loaded at **P1** -

- At the start signal, draw, and from the **right side of the barricade**, engage **all targets with 1 round to each TORSO only**.
- Re-engage all targets with **1 round to each HEAD only**.
- **While moving to P2, engage all targets with 1 round to each TORSO only**.
- Reload as necessary.

### String 1:

Shooter2 starts fully loaded at **P2** -

- At the start signal, draw, and from the **left side of the barricade**, engage **all targets with 1 round to each TORSO**,
- Re-engage **all targets with 1 round to each HEAD only**.
- **While moving back to P1, engage all targets with 1 round to each HEAD only**.
- Reload as necessary.

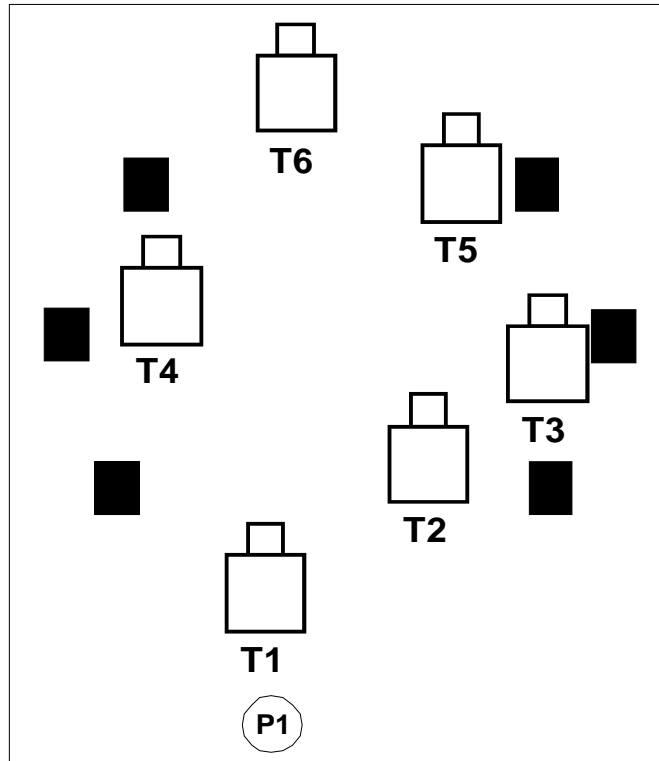
### Note:

1. Reloads should normally be done from behind cover when cover is available.

# Range Masters “Fun” Shoot

## Stage 3 -

“We Threw it Together Cause The Plates Were Down  
Take 2”



### Round Count:

String 1 = **12 rds min.**  
(**12 rounds** for the stage)

### Vickers Count

**Can make up shots)**

### String 1 -

Shooter starts fully loaded at **P1**.

- At the buzzer, draw and engage **T1** with **2 rounds From Retention**,  
**then T2 - T6 with 2 rounds** in any order.
- Reload as necessary.

COF designed instantaneously by the SO Team