

Range Masters "Fun" Shoot

Results for August 18, 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	String 2	PD
1	Majers, Steve	O	74.25	12	30.35	28.35	4	28.63	10.40	14.23	8	15.27	7.28	5.27	2.72	0
2	Olson, Landon	NO	74.82	23	34.35	24.35	20	25.49	10.78	13.21	3	14.98	6.95	5.79	2.24	0
3	Wakamatsu, Josh	NO	94.52	35	22.37	20.87	3	53.79	12.81	24.98	32	18.36	9.86	6.07	2.43	0
4	Limb, Brandon	NO	101.21	20	37.91	34.91	6	41.29	17.00	17.29	14	22.01	7.79	10.60	3.62	0
5	Rees, Jerry	NO	105.62	47	36.19	31.69	9	48.87	10.22	19.65	38	20.56	8.33	6.70	5.53	0
6	Scott, Michael Sr.	NO	107.44	40	43.93	35.43	17	41.30	11.70	18.10	23	22.21	8.14	9.75	4.32	0
7	Phillips, RDan	NO	107.50	44	49.39	32.89	33	36.43	17.02	13.91	11	21.68	7.60	12.00	2.08	0
8	Price, Mike	NO	114.48	46	36.21	26.21	20	40.11	11.27	15.84	26	38.16	13.42	20.01	4.73	0
9	Majers, Steve Jr.	O	115.93	53	37.47	27.47	20	50.16	16.74	16.92	33	28.30	8.37	15.34	4.59	0
10	Spensko, Shane	NO	122.30	46	43.95	30.45	27	40.20	12.28	18.42	19	38.15	19.13	15.81	3.21	0
11	Boyle, Zane	NO	122.88	25	42.11	37.11	10	53.66	22.59	23.57	15	27.11	10.22	10.92	5.97	0
12	Ursulich, Ryan	NO	127.12	59	47.75	32.25	31	41.52	12.97	14.55	28	37.85	20.35	14.54	2.96	0
13	Waldo, Ralph	NO	127.36	32	51.95	44.45	15	40.96	14.82	17.64	17	34.45	13.98	13.66	6.81	0
14	Redford, "Red" (Rev)	NO	129.31	23	42.18	39.18	6	56.29	20.24	27.55	17	30.84	13.97	13.82	3.05	0
15	Scott, Alan	NO	132.78	40	45.90	41.40	9	50.09	16.67	17.92	31	36.79	16.60	15.64	4.55	0
16	Schroeder, Matt	NO	142.15	27	54.52	51.52	6	67.06	28.05	28.51	21	20.57	10.93	7.24	2.40	0
17	Collins, Mike	NO	156.54	67	58.08	42.08	32	54.51	25.92	16.09	25	43.95	16.31	19.45	3.19	10
18	Mallon, Jim	NO	168.43	69	57.97	49.97	16	74.16	24.07	23.59	53	36.30	15.01	14.05	7.24	0
19	Murray, Mark	NO	169.34	51	49.65	39.65	20	53.71	15.76	22.45	31	65.98	32.41	29.59	3.98	0
20	Collins, John	NO	183.72	53	51.88	45.38	13	63.55	19.38	24.17	40	68.29	25.84	38.49	3.96	0
21	Lovell, Garn	NO	209.83	24	60.13	56.13	8	89.47	28.34	53.13	16	60.23	19.12	34.36	6.75	0
22	Waterman, Jack	NO	275.81	86	89.37	77.87	23	100.13	29.02	39.61	63	86.31	36.84	42.97	6.50	0

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

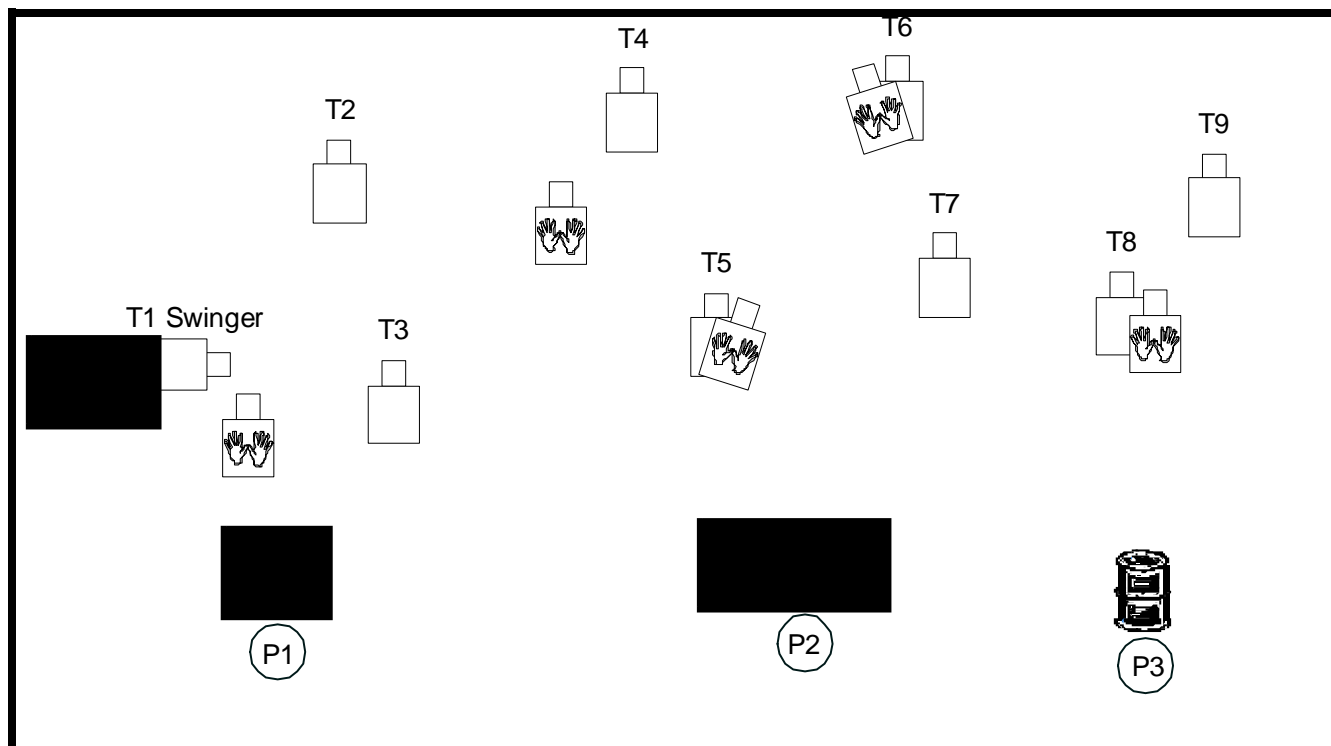
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Shoot ‘em Up!”



Round Count:
String 1 = **18 Maximum**
(18 rounds for the stage)

Limited Vickers Count
(Cannot make up shots.)

String 1 - All threat targets get **2 rounds each** (Torso or Head).

Shooter starts at **P1** with **10 rounds Max** in the gun.

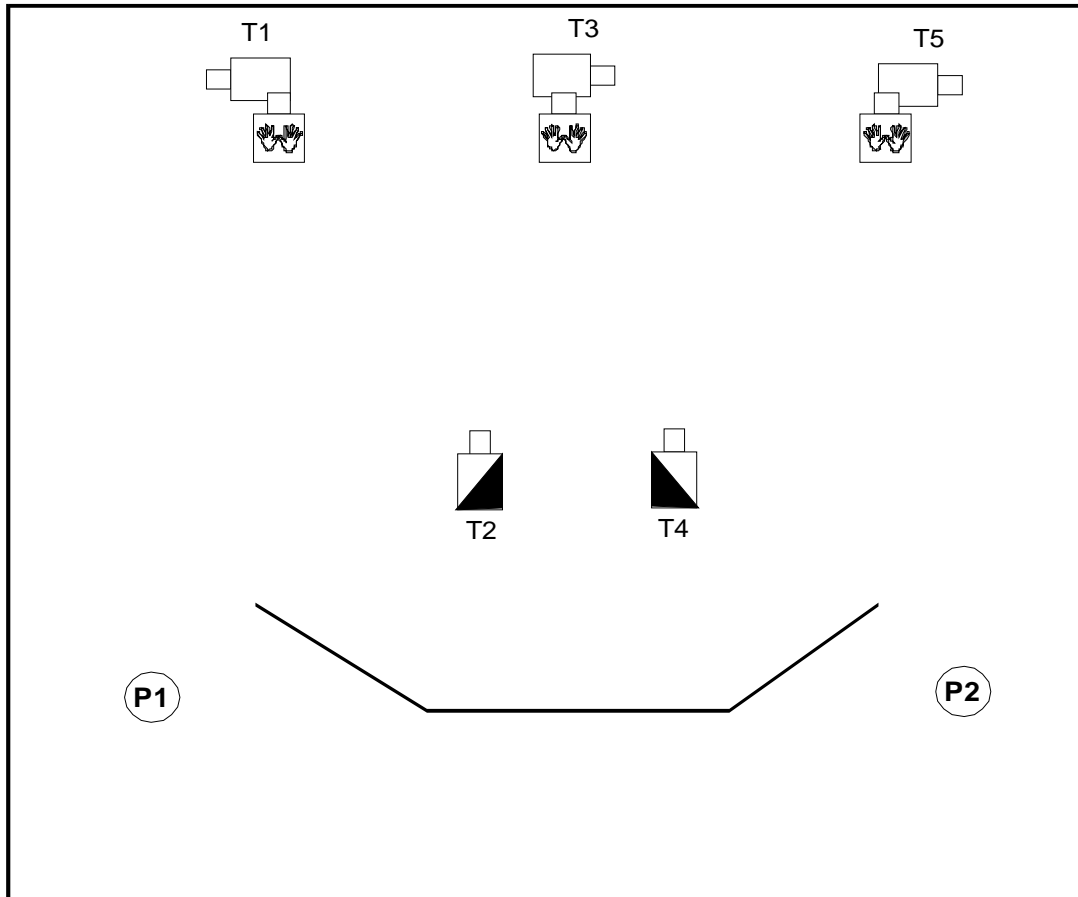
- At the sound of the buzzer, the Swinger (**T1**) will be activated and the shooter will draw and engage **T1-T3** from **behind cover**.
- **Move to P2** and with **proper use of cover**, engage **T4-T7**.
- **Move to P3** and with **proper use of cover**, engage **T8** and **T9**.
- Reload as necessary, but **all reloads must be from behind cover**.

Notes -

1. All reloads must be performed from behind cover.
2. Proper use of cover must be maintained while engaging all targets

Range Masters “Fun” Shoot

Stage 2 - “Dog Man, Tree Man”



Round Count:

String 1 = 10 Rounds Min.

String 2 = 10 Rounds Min.

(20 Rounds Min. for the Stage)

Vickers Count

(Can make up shots)

String 1 - All threat targets get 2 rounds each.

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

- At the sound of the buzzer, draw and engage **T1-T5** in any order at any speed while moving to **P2**.
- Reload as necessary, but **DO NOT RELOAD** before holstering your firearm.

String 2 - All threat targets get 2 rounds each.

Shooter starts holstered at **P1** with whatever rounds were left after completing String 1.

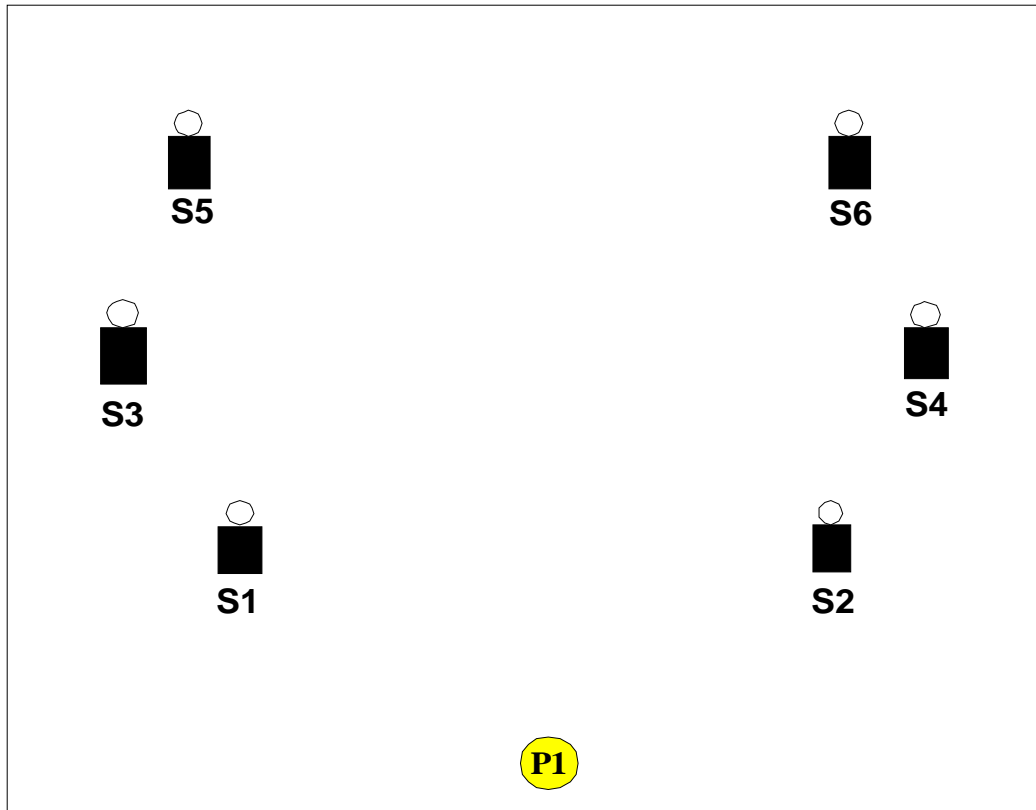
- Same as String 1, but shooter starts at **P2** and moves to **P1**.

Notes:

1. **At least one reload is required during the stage.**

Range Masters “Fun” Shoot

Stage 3 - “Wax On! Wax Off! Touch It Up!”



Round Count:

String 1 = 6 Rds. Min.

String 2 = 6 Rds. Min.

String 3 = 2 Rds. Min.

Vickers Count

(Can make up shots)

String 1 - Wax On!

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and knock down **S1 through S6** in a **CLOCKWISE order (S1, S3, S5, S6, S4, S2)** until all plates are knocked down.
- Reload as necessary, but **shooter may NOT reload after completing the String**.

String 2 - Wax Off!

Shooter starts at **P1** with **whatever rounds were remaining in the gun after String 1**.

- At the sound of the buzzer, draw and knock down **S1 through S6** in a **COUNTERCLOCKWISE order (S2, S4, S6, S5, S3, S1)** until all plates are knocked down.
- Reload as necessary, but **shooter may NOT reload after completing the String**.

String 2 - Touch It Up!

Shooter starts at **P1** with **whatever rounds were remaining in the gun after String 2**.

- At the sound of the buzzer, draw and knock down **S1 and S2**.
- Reload as necessary,

Notes -

1. All plates left standing will be counted with a 5-second Miss-On-Steel penalty.