

Range Masters "Fun" Shoot

Results for May 3, 2006

Place	Name (Note)	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Terry, Mark (Rev2)	51.06	8	20.36	16.86	7	18.38	17.88	1	12.32	10.00	2.32	0
2	Terry, Mark (Rev1)	51.77	10	20.56	17.06	7	16.15	14.65	3	15.06	12.62	2.44	0
3	Terry, Dale (Rev)	56.11	9	22.39	19.39	6	20.00	18.50	3	13.72	10.53	3.19	0
4	Young, Ren	60.62	18	24.15	17.15	14	21.92	19.92	4	14.55	10.18	4.37	0
5	DeLeeuw, Dave	61.41	6	22.09	21.09	2	22.78	20.78	4	16.54	10.74	5.80	0
6	Terry, Wade (Rev)	63.32	1	26.27	25.77	1	22.12	22.12	0	14.93	10.73	4.20	0
7	Collins, Ken	68.11	11	20.71	20.21	1	34.93	29.93	10	12.47	8.18	4.29	0
8	Taggart, David	69.71	18	25.36	18.36	14	26.19	24.19	4	18.16	13.76	4.40	0
9	Majers, Steve	77.77	28	22.35	16.85	11	36.89	28.39	17	18.53	12.16	6.37	0
10	Huff, Blake	77.94	9	28.07	24.57	7	24.40	23.40	2	25.47	12.44	13.03	0
11	Webster, Scott	82.59	20	30.52	24.02	13	29.10	25.60	7	22.97	10.69	12.28	0
12	Phillips, RDan	83.03	14	28.54	25.04	7	32.55	29.05	7	21.94	16.52	5.42	0
13	Redford, "Red"	83.31	13	25.50	20.50	10	34.16	32.66	3	23.65	17.63	6.02	0
14	Simons, Brad	91.04	12	37.30	32.30	10	33.56	32.56	2	20.18	14.67	5.51	0
15	Stone, Scott	93.89	28	23.68	12.68	22	34.89	31.89	6	35.32	29.65	5.67	0
16	Rees, Jerry (Rev)	100.37	25	29.41	27.41	4	31.64	21.14	21	39.32	30.85	8.47	0
17	Scott, Michael Sr.	102.08	16	36.40	31.40	10	34.22	31.22	6	31.46	24.75	6.71	0
18	Moffat, Joel	102.15	34	28.07	26.07	4	47.09	32.09	30	26.99	18.44	8.55	0
19	Redford, "Red" (Rev)	102.65	19	34.94	28.94	12	38.92	35.42	7	28.79	21.24	7.55	0
20	Dudley, Chris	103.87	29	29.11	19.11	20	43.37	38.87	9	31.39	21.20	10.19	0
21	Scott, Michael Jr.	109.33	8	35.69	32.69	6	34.58	33.58	2	39.06	32.88	6.18	0
22	Limb, Brandon	111.81	54	36.62	27.12	19	51.12	33.62	35	24.07	17.86	6.21	0
23	Loveless, Doug (Rev)	117.08	31	37.42	28.92	17	44.58	37.58	14	35.08	27.67	7.41	0
24	Redford, Noel	119.64	41	35.43	25.43	20	48.58	38.08	21	35.63	30.24	5.39	0
25	Clark, David (Rev)	121.26	22	33.35	30.85	5	45.52	37.02	17	42.39	37.29	5.10	0
26	Garner, Jared	132.13	49	31.72	22.22	19	43.89	28.89	30	56.52	42.88	13.64	0
27	Scott, Alan (Rev)	132.13	23	33.65	30.15	7	38.50	30.50	16	59.98	49.43	10.55	0
28	Fabela, Ethan	140.18	27	51.17	43.67	15	41.92	35.92	12	47.09	36.85	10.24	0
29	Sandgren, Ian	145.18	50	44.76	32.76	24	56.78	43.78	26	43.64	36.43	7.21	0
30	Simons, Jordan	179.57	71	42.92	38.42	9	55.12	39.12	32	81.53	20.31	46.22	30
31	Knight, Jeff	187.05	91	42.33	24.33	36	53.38	25.88	55	91.34	83.22	8.12	0

Notes:

- 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

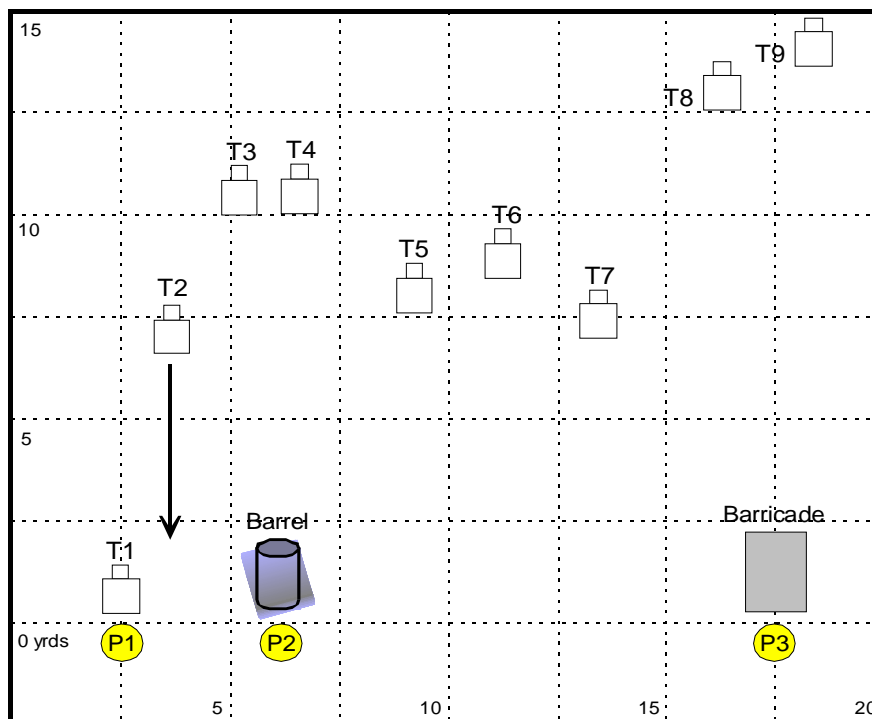
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses-on-Steel, etc.)

(Rev) = Revolver

DNF = Did Not Finish

Range Masters “Fun” Shoot

Stage 1 - “A Little Bit of Everything!”



Round Count:

String 1 = **18 minimum**
(18 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 fully loaded at **P1**. (Except for **T1**, all target hits can be **either body or head**.)

- At the buzzer, draw and engage **T1** with **2 rounds from Retention**, then **T2** (freestyle) with **2 rounds while moving to the barrel**.
- From behind the barrel at **P2** (and with the proper use of cover), engage **only T3 and T4** with **2 rounds each** from **either side of the barrel**.
- Then, **while moving to P3**, engage **T5 thru T7** with **2 rounds each**.
- **From P3** (and with the proper use of cover), engage **T8 and T9** with **2 rounds each** from **either side of the barricade**.

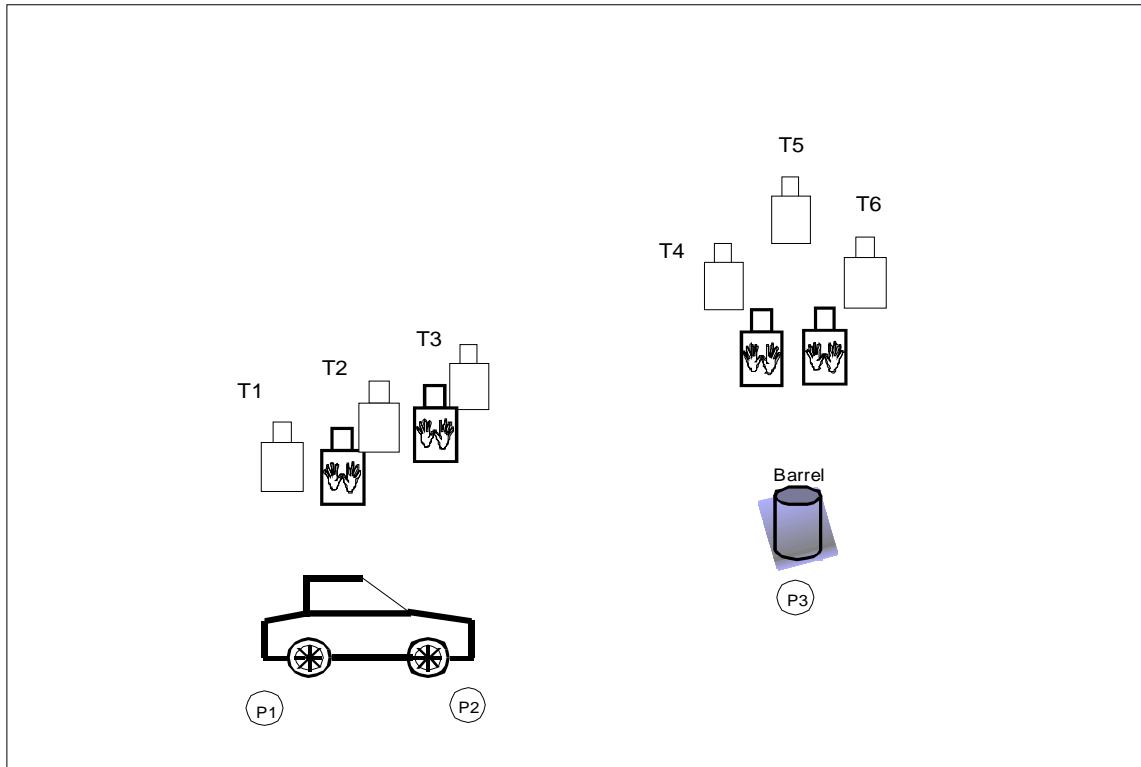
Notes:

1. Reload as necessary, but reloads should be performed from behind cover.
2. Shooters must “Slice-the-Pie” and properly use cover (**50% of upper body and 100% of feet/legs hidden from each threat**).
3. Arm should not extend forward when shooting from retention.
4. Cannot shoot over the top of the barrel.
5. **T2** will start moving forward at the sound of the buzzer.
6. **Do not engage T8 and T9 until reaching the barricade at P3.**

COF designed by Noel Redford

Range Masters “Fun” Shoot

Stage 2 - “Auto - Motion”



Round Count:
String 1 = 15 Rds. Min.

Vickers Count
(Can make up shots.)

String 1:

Shooter starts at **P1** with a **max. of 6 rounds in the gun.**

- At the sound of the buzzer draw and (using the car as cover) engage **T1 thru T3** with **2 rounds to each body.**
- **Move to P2** and (again using the car as cover) reengage **T1 thru T3** with **1 round to each head.**
- **Move to P3** and (using **either side of the barrel**), engage **T4 thru T6** with **2 rounds each.**

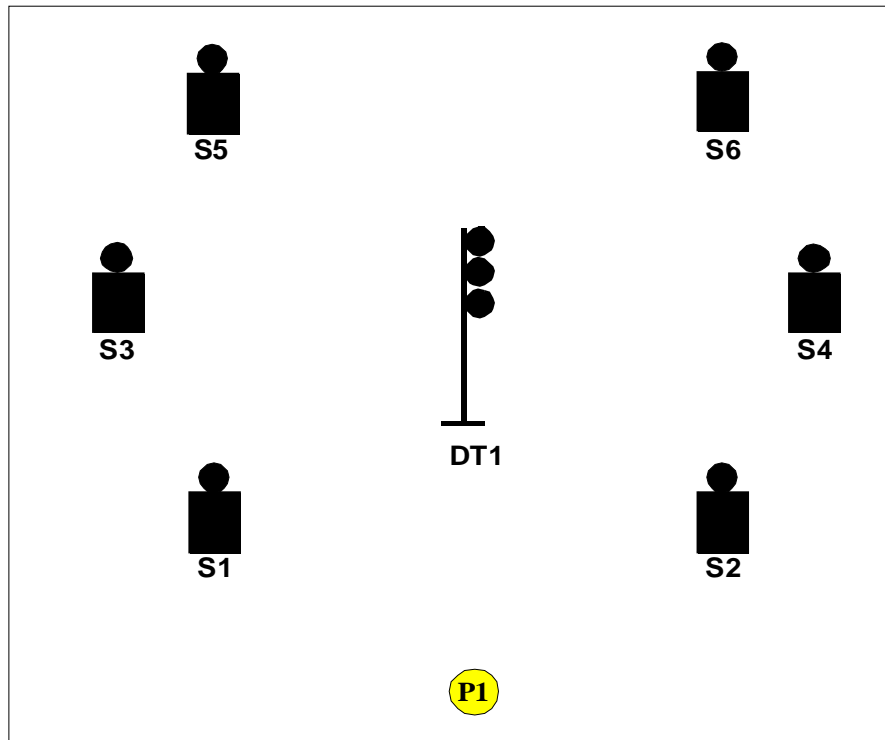
Notes:

1. Shooter must properly use cover at **P1**, **P2** and **P3.**
2. Shooter **cannot shoot over the top of the car or barrel.**
3. Reload as necessary with full mags.

COF designed by Mike Rodriguez

Range Masters “Fun” Shoot

Stage 3 - “Use Those Sights Again”



Round Count:

String 1 = **9 minimum**
String 2 = **3 minimum**
(**12 rounds for the stage**)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and engage **S1 and S2 then a plate on DT1**.
- Then **S3 and S4 and another plate on DT1**.
- Then **S5 and S6 and the final plate on DT1**.
- Reload as necessary

String 2 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and engage **all three DT plates Strong Hand Only**.

Notes:

1. A solid hit on any of the plates will count as a hit.
2. Any missed plate will count as a 5-second penalty.