Range Masters "Fun" Shoot

Results for December 15, 2009

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	String 3	PD	Stage 3	String 1	String 2	PD
1	Olson, Landon	O	69.28	4	25.13	24.13	2	22.32	6.63	7.76	6.93	2	21.83	11.60	10.23	0
2	McGregor, Scott	NO	86.87	26	20.64	20.64	0	25.61	5.92	5.88	6.81	14	40.62	13.61	21.01	12
3	Majers, Steve	O	89.33	22	21.87	20.37	3	32.61	5.88	10.89	6.34	19	34.85	17.31	17.54	0
4	Webster, Scott	NO	95.27	21	23.41	21.41	4	26.72	7.08	8.86	7.78	6	45.14	22.49	17.15	11
5	Wakamatsu, Josh	NO	96.35	8	21.17	21.17	0	25.95	6.57	7.63	7.75	8	49.23	20.92	28.31	0
6	Kemp, Tony	O	99.29	23	23.03	21.03	4	32.14	8.82	9.11	12.71	3	44.12	16.49	19.63	16
7	Gustaveson, Michael	O	104.89	29	28.19	23.69	9	27.98	6.48	6.97	7.53	14	48.72	28.21	17.51	6
8	Wakamatsu, Josh	NO	113.11	51	32.96	20.46	25	29.05	6.99	7.59	6.47	16	51.10	19.72	26.38	10
9	Rodriquez, Mike	O	114.01	29	42.47	33.97	17	33.45	8.02	12.95	9.48	6	38.09	12.84	22.25	6
10	Majers, Steve Jr.	O	123.21	39	31.10	26.10	10	37.99	6.62	9.35	7.52	29	54.12	22.80	31.32	0
11	Phillips, RDan	NO	123.65	43	35.30	30.30	10	37.59	8.36	7.93	9.80	23	50.76	17.14	28.62	10
12	Huff, Blake	O	125.15	40	30.40	27.90	5	37.51	4.87	9.27	5.87	35	57.24	37.05	20.19	0
13	Rees, Jerry	NO	126.45	31	30.73	28.23	5	34.37	7.47	9.69	9.21	16	61.35	29.83	26.52	10
14	Price, Mike	NO	126.97	43	28.60	24.60	8	32.87	5.88	8.45	7.04	23	65.50	37.64	21.86	12
15	Sorenson, Sam	NO	136.91	42	29.82	26.32	7	32.94	7.35	8.90	7.19	19	74.15	34.77	31.38	16
16	Redford, "Red"	NO	139.60	29	47.00	46.50	1	33.50	8.55	9.05	7.90	16	59.10	27.16	25.94	12
17	Boyle, Zane	NO	144.46	45	40.76	34.76	12	37.84	6.79	10.34	7.21	27	65.86	29.36	33.50	6
18	Woodruff, Weston	NO	146.85	43	36.48	30.98	11	38.30	8.27	10.93	8.10	22	72.07	35.39	31.68	10
19	Clark, David	NO	149.95	42	33.99	30.99	6	44.97	11.63	13.43	9.91	20	70.99	32.60	30.39	16
20	DeLeeuw, Dave	NO	152.06	54	38.14	29.64	17	41.58	10.47	10.91	6.70	27	72.34	33.32	34.02	10
21	Ursulich, Ryan	NO	155.25	78	40.47	32.47	16	44.23	7.22	12.14	6.87	36	70.55	38.00	19.55	26
22	Scott, Michael Sr.	NO	155.62	33	39.06	34.56	9	39.95	7.86	10.07	10.02	24	76.61	36.15	40.46	0
23	Kemp, Tony	NO	164.17	66	34.11	30.11	8	40.47	7.54	7.40	6.53	38	89.59	45.51	34.08	20
24	Waldo, Ralph	NO	166.90	50	52.69	39.69	26	27.29	7.76	10.45	8.08	2	86.92	44.43	31.49	22
25	Mallon, Jim	NO	177.22	30	43.39	40.39	6	49.20	13.09	16.05	11.06	18	84.63	45.16	36.47	6
26	Van Ausdal, BJ	NO	180.13	82	51.08	36.08	30	49.95	7.45	7.99	8.51	52	79.10	45.18	33.92	0
27	Archer, Jonathon	NO	191.70	86	53.73	41.23	25	52.04	8.43	9.06	9.05	51	85.93	51.43	29.50	10
28	Allen, Glen	NO	196.38	45	46.12	44.62	3	51.10	13.35	13.47	8.28	32	99.16	39.89	54.27	10
29	Peterson, Andy	NO	201.98	63	44.73	36.23	17	51.11	10.62	15.45	8.04	34	106.14	54.88	45.26	12
30	Stevens, Trevor	NO	212.02	70	41.58	35.58	12	52.26	13.73	8.48	6.05	48	118.18	50.83	62.35	10
31	Murray, Mark	NO	215.79	43	39.22	36.22	6	41.46	10.72	11.84	10.40	17	135.11	50.22	74.89	20
32	Prestwich, Kirt	NO	261.55	100	65.47	52.97	25	60.34	8.73	9.16	7.95	69	135.74	74.51	58.23	6
33	Van Ausdal, Brian	NO	267.89	122	52.07	31.57	41	64.10	11.62	12.09	9.89	61	151.72	81.71	60.01	20
34	Stevens, Trevor	NO	269.09	93	45.77	39.77	12	41.59	6.36	8.85	8.88	35	181.73	63.41	95.32	46
35	Duncan, Dave	NO	271.29	47	65.24	59.74	11	53.33	10.03	12.91	12.39	36	152.72	89.77	62.95	0
36	Gomez, James	NO	426.47	96	73.51	60.51	26	59.87	14.41	8.21	7.25	60	293.09	104.01	184.08	10
37	Archer, Frank	NO	501.83	172	120.03	86.53	67	98.60	23.85	11.20	11.05	105	283.20	273.20	10.00	0

Notes:

PD = **Points Down** = .5 seconds x Points Down

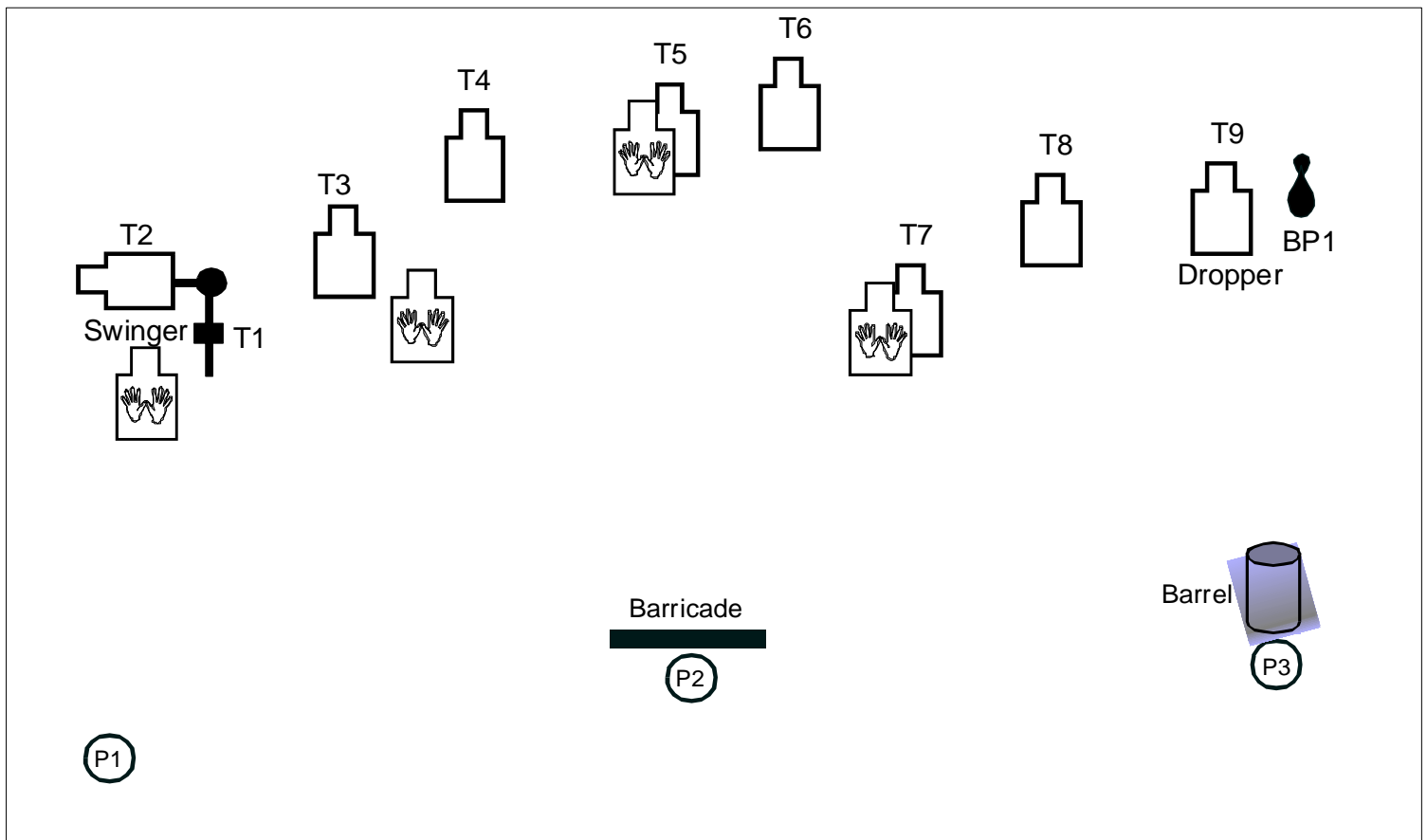**Div.** = **Division: O** = **O**ptic; **NO** = **N**on-**O**ptic

(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 = **D**id **N**ot **F**inish

NS = **N**o **S**core

Range Masters "Fun" Shoot
Stage 1 - "Christmas Thieves"

Round Count:
 String 1 = **17 Minimum**
(**17** rounds for the stage)

Vickers Count
 (**Can** make up shots)

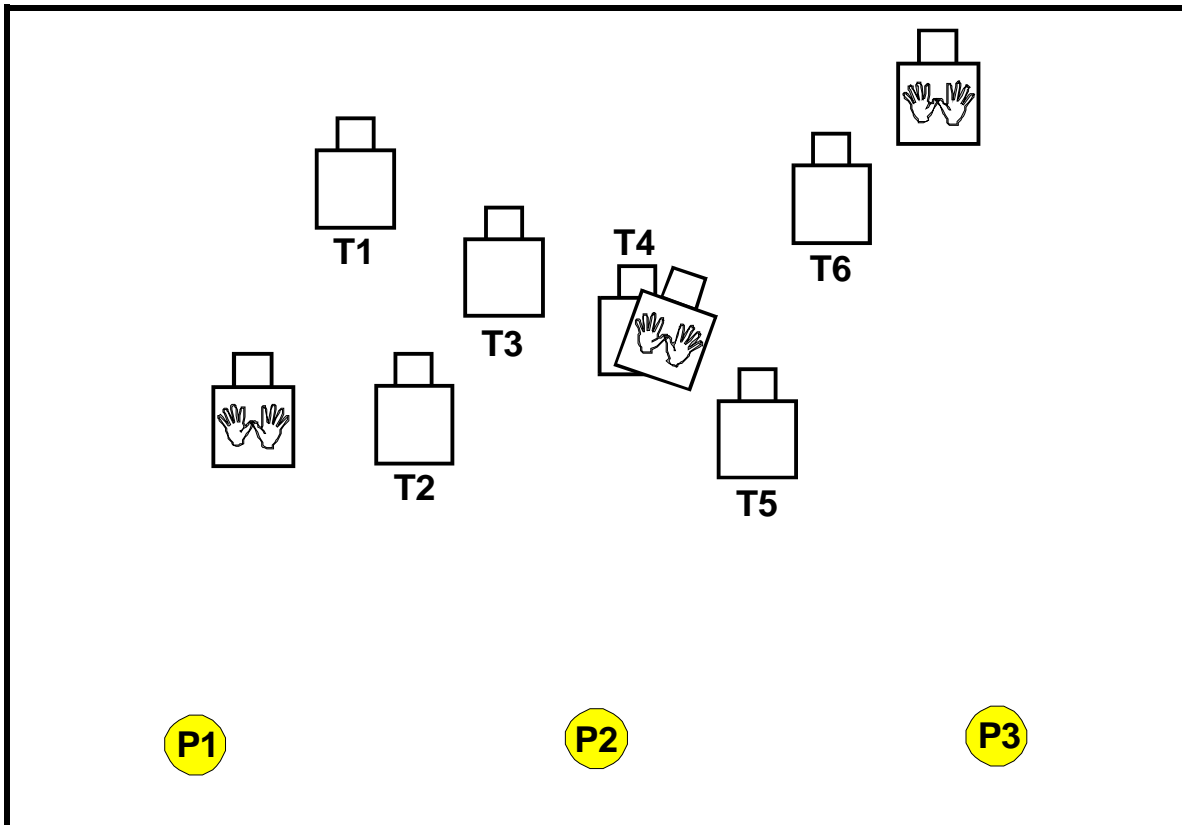## String 1 -
 Shooter starts fully loaded at **P1**.
- At the sound of the buzzer, draw and knock down **T1** to activate **T2** and then engage **T2** (**Swinger**) with **2 rounds**.
- **While moving to P2**, engage **T3** & **T4** with **2 rounds each**.
- **After reaching P2**, **while properly using cover**, engage **T5** and **T6** with **2 rounds each**.
- Then, **while moving to P3**, engage **T7** thru **T8** with **2 rounds each**.
- **Once at P3**, **while properly using the barrel for cover,** engage **T9 (Dropper)** from the **LEFT SIDE of the barrel until it drops,** then knock over the bowling pin (**BP1**) from the **RIGHT SIDE of the barrel**.
- Reload as necessary.

Notes:
 1. DO NOT SHOOT THE WALLS!

COF designed by Dave DeLeeuw

Range Masters "Fun" Shoot
Stage 2 - "Gangsta Style"

Round Count:
  String 1 = **6 Maximum**
  String 2 = **6 Maximum**
  String 3 = **6 Maximum**
  (**18** rounds **Maximum** for the stage)

Limited Vickers Count
(**Cannot** make up shots)

String 1 -
 Shooter starts at **P1** with a fully loaded firearm.
  - At the buzzer, draw, and **while moving to P3**, engage **T1** thru **T6** with **1 round each**.
  - If necessary, reload for String 2.

String 2 -
 Shooter starts at **P2** with fully loaded firearm.
  - At the buzzer, draw and engage **T1** thru **T6** with **1 round each - with the STRONG HAND ONLY** with the **firearm held "Gangsta Style" - parallel to the ground**.
  - If necessary, reload for String 3.

String 3 -
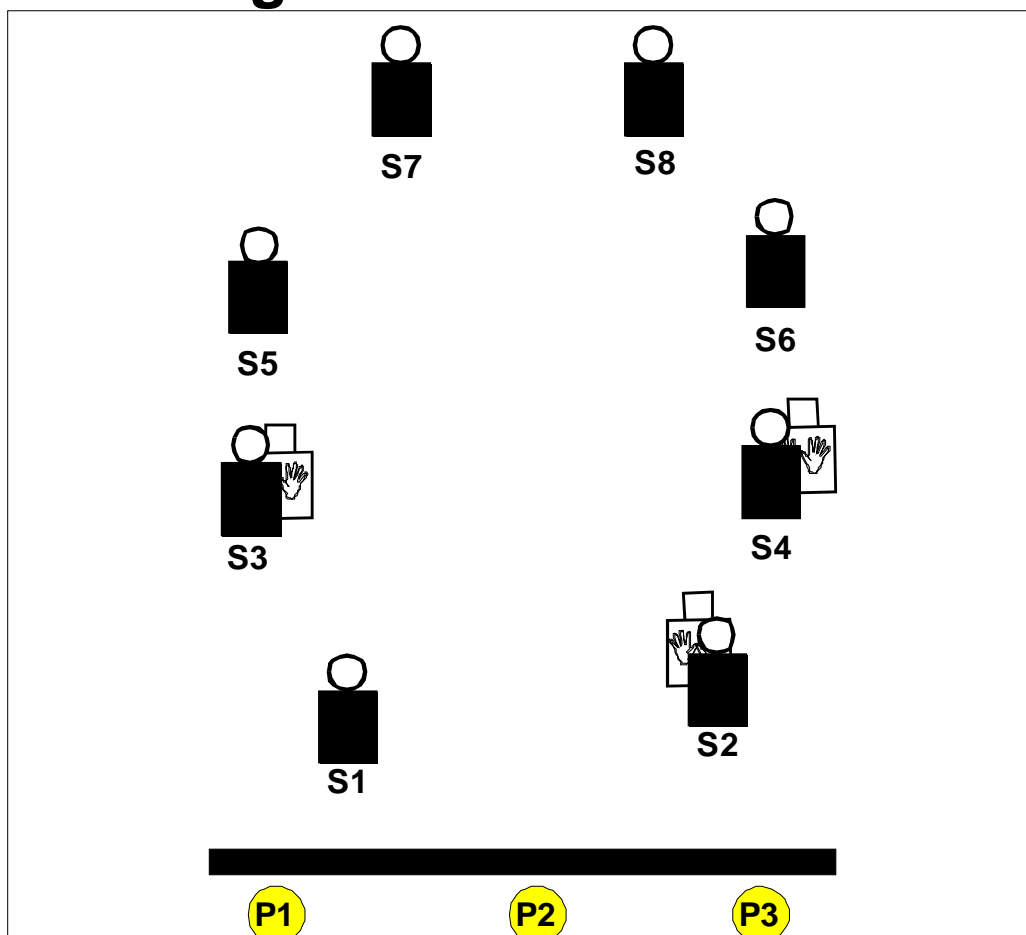 Shooter starts at **P3** with fully loaded firearm.
  - At the buzzer, draw, and **while moving to P3**, engage **T1** thru **T6** with **1 round each**.

Notes:
 1. A Procedural Penalty will be accessed if the firearm is not held at or near horizontal during String 2.
 2. DON'T SHOOT THE WALLS!!!

Range Masters "Fun" Shoot
Stage 3 - "Choices of Fun"

Round Count:
 String 1 = 8 rds Min.
 String 2 = 8 rds Min.

Vickers Count
(**Can** make up shots)

String 1 -
 Shooter starts fully loaded with **Back to Targets.**
 - At the sound of the buzzer, turn, draw and engage **all plates** in a
   Front-to-Back order using a **MINIMUM of 3 positions**.
 - Reload as necessary.

String 2 -
 Shooter starts fully loaded.
 - At the sound the the buzzer, draw and engage **all plates** in a
   Back-to-Front order using a **MAXIMUM of 2 positions**.
 - Reload as necessary.

Notes -
 1. A solid hit on any of the plates will count as a hit.
 2. All hits to a non-threat will count as a 5-second penalty.
 3. All plates left standing will be counted as a 5-second Miss-On-Steel penalty.

COF designed by RDan Phillips