

Range Masters "Fun" Shoot

Results for July 19, 2005

Place	Name (Note)	Shoot Total	Total Points Down	Stage 1	String 1	String 2	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	PD
1	Terry, Mark (Rev)	82.88	15	43.61	18.53	22.08	6	18.76	9.35	4.91	9	20.51	20.51	0
2	Young, Ren	95.82	20	51.48	22.29	23.69	11	17.26	7.15	5.61	9	27.08	27.08	0
3	Collins, Ken	100.19	24	51.81	25.16	20.65	12	19.79	7.91	5.88	12	28.59	28.59	0
4	DeLeeuw, Dave	102.65	12	54.18	25.56	22.62	12	19.92	12.37	7.55	0	28.55	28.55	0
5	Phillips, Rdan	109.45	27	60.68	24.95	29.23	13	24.41	11.66	5.75	14	24.36	24.36	0
6	Langford, Les	117.64	43	64.45	19.08	30.87	29	23.66	9.34	7.32	14	29.53	29.53	0
7	Taggart, David	127.51	31	64.23	24.06	26.67	27	20.30	12.55	5.75	4	42.98	42.98	0
8	Brown, Keith	128.41	21	69.21	32.07	27.64	19	21.55	14.98	5.57	2	37.65	37.65	0
9	Rees, Jerry	135.28	40	75.28	19.48	36.30	39	18.40	12.33	5.57	1	41.60	41.60	0
10	Robertson, Dennis	139.96	44	68.06	29.64	25.92	25	38.02	21.47	7.05	19	33.88	33.88	0
11	Redford, "Red" (Rev)	141.06	13	74.61	36.95	33.16	9	21.05	13.27	5.78	4	45.40	45.40	0
12	Sawyer, Rob	145.20	39	71.70	29.01	30.19	25	27.44	13.85	6.59	14	46.06	46.06	0
13	Jensen, David	156.45	52	98.02	35.32	41.20	43	23.91	13.06	6.35	9	34.52	34.52	0
14	Scott, Michael	166.06	44	73.90	24.80	28.10	42	24.96	18.01	5.95	2	67.20	67.20	0
15	Stone, Scott	170.07	48	77.50	30.75	26.75	40	20.36	12.20	4.16	8	72.21	72.21	0
16	Majers, Steve	175.18	36	79.37	28.00	34.87	33	23.97	13.48	8.99	3	71.84	71.84	0
17	Simons, Jordan	182.25	40	90.13	40.60	30.53	38	25.92	17.46	7.46	2	66.20	66.20	0
18	Redford, Noel	186.86	48	92.23	39.37	33.36	39	32.33	22.72	5.11	9	62.30	62.30	0
19	Price, Mike	208.24	28	102.37	46.40	43.47	25	37.07	28.53	7.04	3	68.80	68.80	0
20	Scott, Alan (Rev)	220.80	77	106.47	41.28	27.19	76	21.46	15.03	5.93	1	92.87	92.87	0
21	Brook, Aaron (.22)	252.39	111	115.41	47.21	47.20	42	42.46	30.32	7.64	9	94.52	64.52	60
22	Coon, Marv	297.30	124	106.63	53.25	32.38	42	32.09	13.65	7.44	22	158.58	128.58	60
23	Simons, Jerry	304.23	56	88.07	36.10	33.97	36	60.96	28.39	22.57	20	155.20	155.20	0
24	Majers, Steve Jr. (.22)	311.15	179	114.78	32.28	40.50	84	42.08	26.81	7.77	15	154.29	114.29	80
25	Brown, Scott	318.32	156	110.67	34.85	30.82	90	33.32	17.85	7.47	16	174.33	149.33	50
26	Brown, Tom	370.03	280	124.85	38.77	38.58	95	53.98	25.72	5.76	45	191.20	121.20	140

Notes:

- Remember, the "Fun" Shoot is held on the **1st** 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

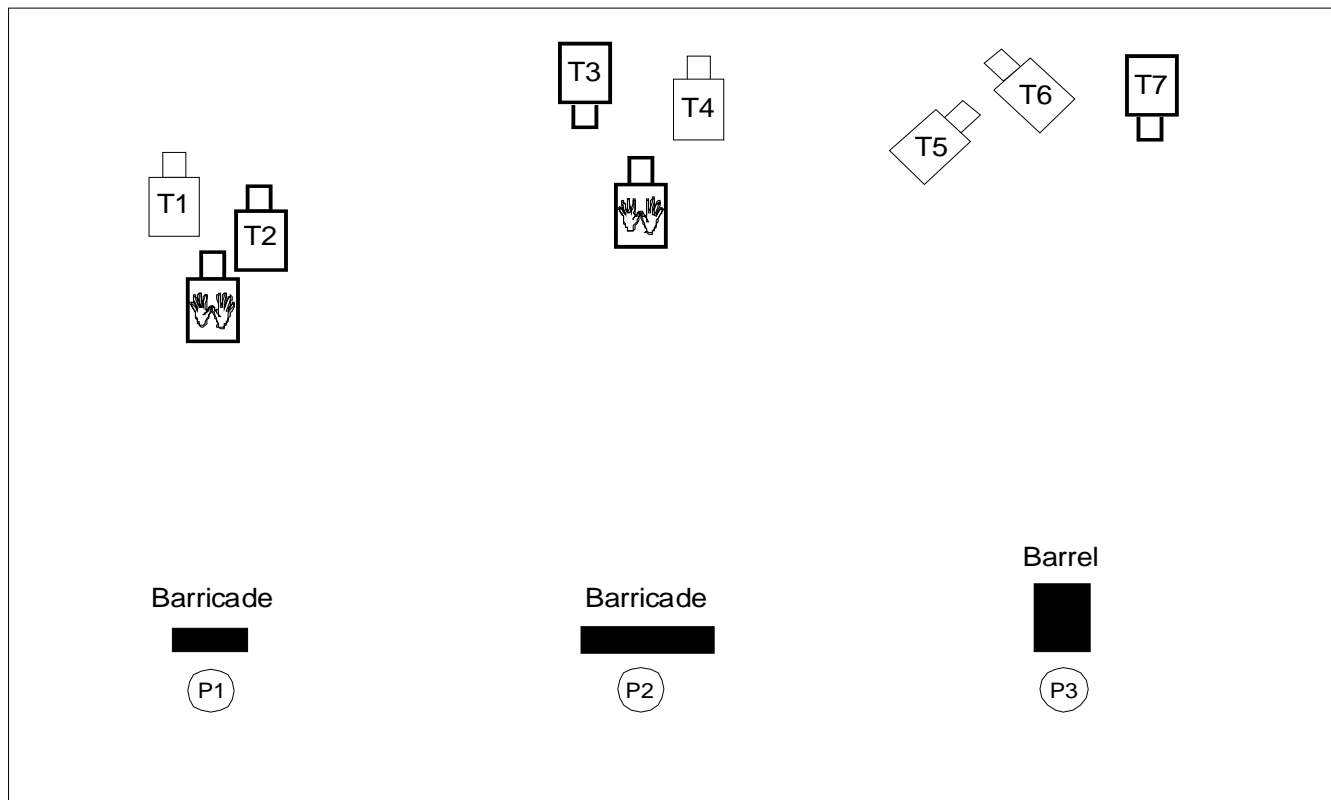
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses-on-Steel, etc.)

(Rev) = Revolver

DNF = Did Not Finish

Range Masters “Fun” Shoot

Stage 1 - “Cover Drill”



Round Count:

String 1 = **14** Minimum
String 2 = **14** Minimum
(**28** for the Stage)

Vickers Count

(**Can** make up shots)

Scoring:

Targets will only be scored after the shooter has completed all strings.

String 1 -

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

- At the sound of the buzzer, draw, and, *from either or both sides of the barricade*, engage **T1** and **T2** with **1 shot to the body** and **1 shot to the head**.
- Move to **P2**, and, *from either or both sides of the barricade*, engage **T3** and **T4** with **1 shot to the body** and **1 shot to the head**.
- Move to **P3** and, *from the **right side of the barrel***, kneel and engage **T5** thru **T7** with **2 rounds each** (body or head).

String 2 -

Shooter starts fully loaded at **P3**.

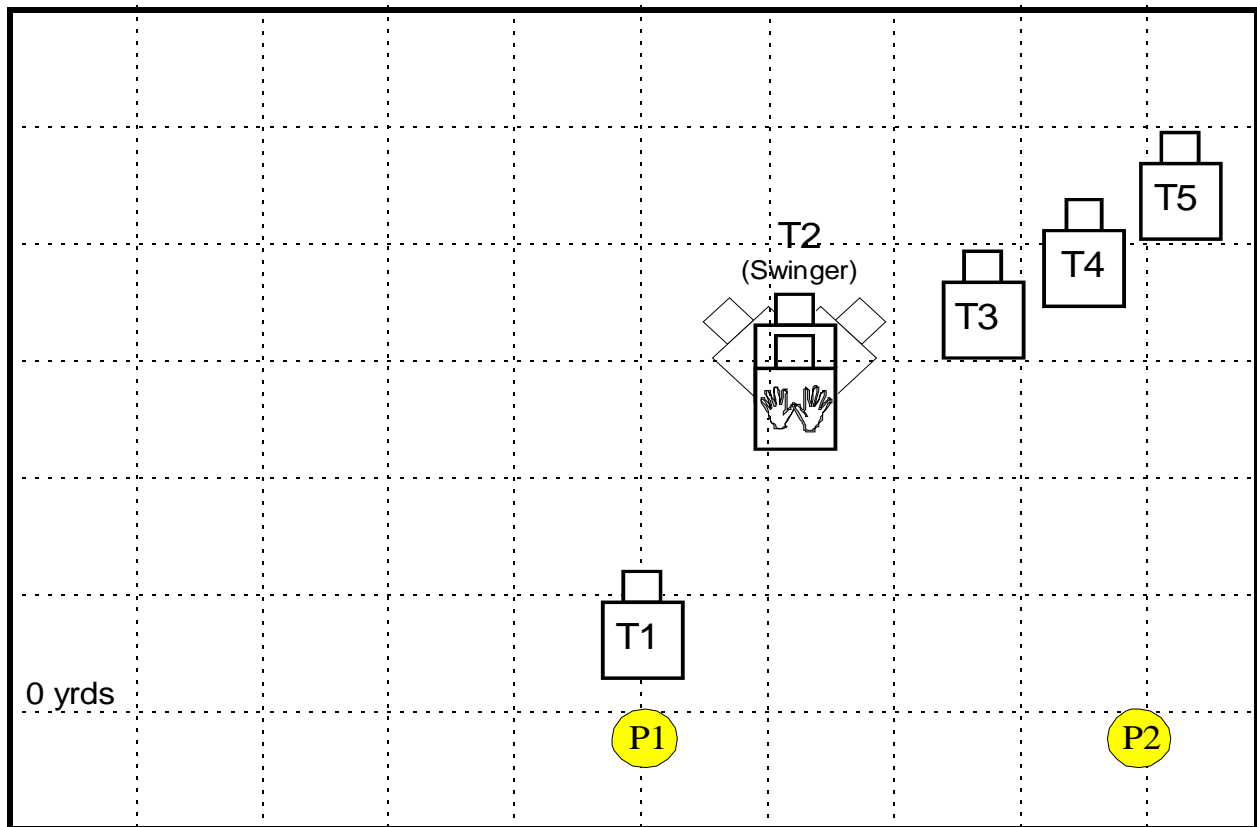
- At the sound of the buzzer, draw and, *from the **left side of the barrel***, kneel and engage **T5** thru **T7** with **2 rounds each** (body or head).
- Move to **P2** and, using the same instructions from String 1, engage **T3** and **T4**.
- Move to **P1** and, using the same instructions from String 1, engage **T1** and **T2**.

Notes:

1. Shooter must keep his feet inside the box while shooting from **P1**.

Range Masters “Fun” Shoot

Stage 2 - “A Swinging Good Time”



Round Count:

String 1 = **12 minimum**
 String 2 = **6 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 at **P1** fully loaded and holstered with their back to the target.
- At the buzzer, turn, draw, and **from retention**, engage **T1** with **2 rounds**, then engage **T2** (the Swinger) **freestyle** with **4 rounds**.
- Move to **P2** and engage **T3 thru T5** with **2 rounds** each (body or head).
- Reload as necessary.

String 2 -

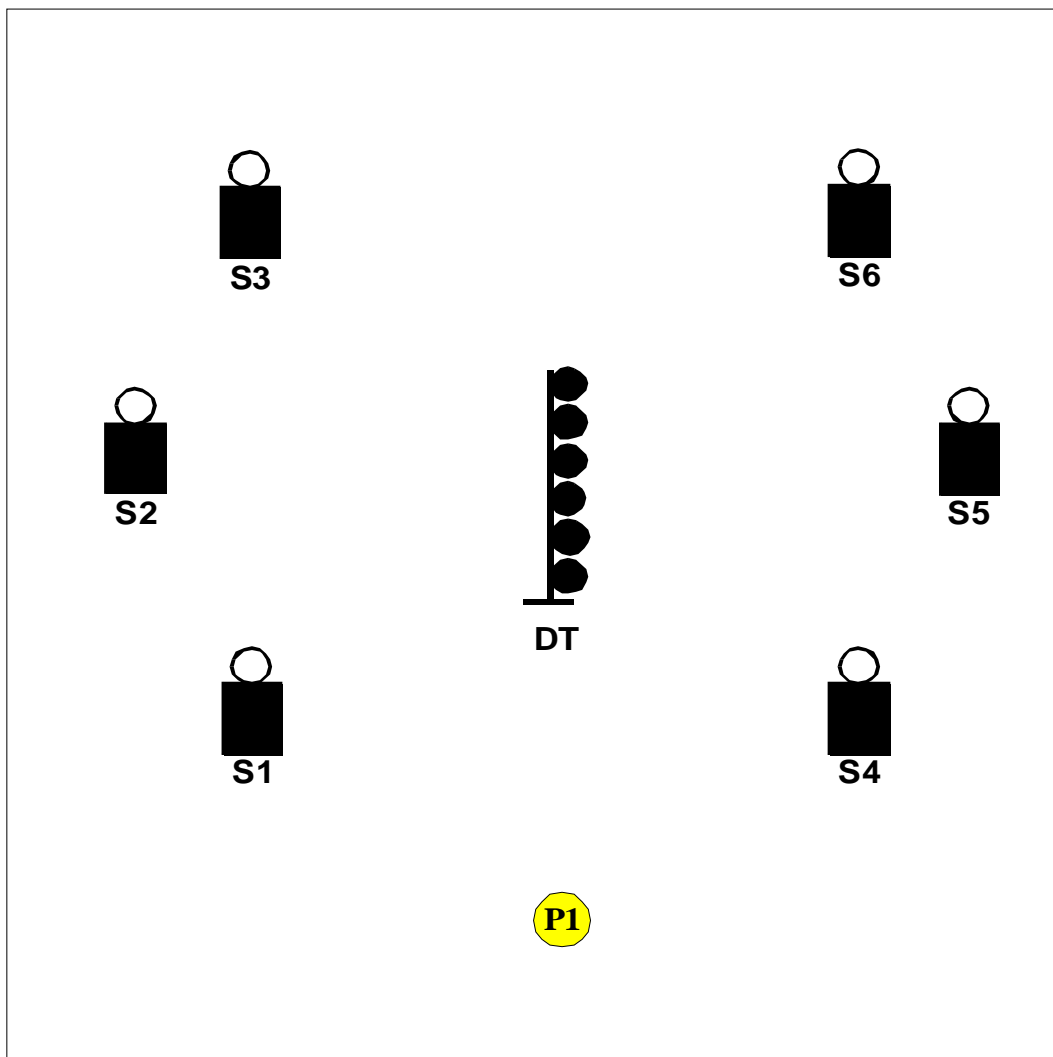
- Shooter starts at **P1** fully loaded and holstered with their back to the target.
- At the buzzer, turn, draw, and **from retention**, engage **T1** with **2 rounds**, then engage **T2** (the Swinger) **freestyle** with **4 rounds**.
- Reload as necessary.

Notes:

1. Shooter must be sure that they are **completely turned** towards **T1** before drawing their weapon.
2. At the direction of the SO, the Shooter will only need to top-off their weapon after String 1.

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Stage 3 - “Dueling x 2”



Round Count:

String 1 = **18 minimum**
(**18** 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 engage **all plates** on the Dueling Tree (**DT**) **until they are on the opposite side**.
- Then engage **S1 thru S3** in any order until knocked down.
- Re-engage **DT** until **all plates** are on the opposite side.
- Then engage **S4 thru S6** in any order until knocked down.

Note:

1. For .22 shooters, a solid hit on any of the plates of the **DT** will count as a hit.