

Rangemasters Handgun "Fun" Shoot Results - November 4, 2015

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	String 3	String 4	PD
1	Kemp, Tony (2)	O	50.42	4	24.68	24.68		17.90	11.30	4.60	4	7.84	2.15	1.43	2.33	1.93	
2	Gull, Joe	NO	52.55	13	24.46	24.46		20.92	9.93	4.49	13	7.17	1.71	1.75	1.83	1.88	
3	Kemp, Tony (1)	O	55.16	4	29.25	29.25		17.94	12.80	3.14	4	7.97	1.74	1.70	1.89	2.64	
4	Greer, Seth	NO	59.44	7	32.33	32.33		18.51	11.82	3.19	7	8.60	1.84	2.28	2.42	2.06	
5	Duncan, Tyler	NO	65.39	2	39.75	39.75		17.99	12.63	4.36	2	7.65	2.55	1.97	1.78	1.35	
6	Phillips, R Dan	NO	69.88	38	35.24	25.24	20	25.75	13.25	3.50	18	8.89	2.55	2.03	1.99	2.32	
7	Reese, Steven (1)	NO	70.04	1	37.60	37.60		23.45	18.62	4.33	1	8.99	2.36	1.92	2.43	2.28	
8	Scott, Alan	NO	70.77	12	37.69	37.69		23.53	12.77	4.76	12	9.55	2.35	2.32	2.48	2.40	
9	Reese, Steven (2)	NO	75.61	21	39.32	34.32	10	27.27	16.26	5.51	11	9.02	2.14	2.16	2.26	2.46	
10	Stevens, Jason	NO	80.06	53	35.14	27.64	15	35.51	12.10	4.41	38	9.41	2.29	2.18	2.52	2.42	
11	Poulsen, Seth	NO	84.75	4	50.39	50.39		24.11	16.29	5.82	4	10.25	1.97	1.92	3.18	3.18	
12	Waldo, Ralph	NO	89.24	20	49.36	41.86	15	29.83	18.52	8.81	5	10.05	2.47	2.39	2.90	2.29	
13	Scott, Mike	NO	95.56	39	44.90	44.90		40.35	14.70	6.15	39	10.31	1.75	2.07	2.60	3.89	
14	Septon, Allen	NO	106.19	56	51.76	41.76	20	43.20	19.97	5.23	36	11.23	2.75	2.50	3.59	2.39	
15	Lawrence, Ken	NO	110.83	51	61.13	51.13	20	38.38	17.74	5.14	31	11.32	2.76	2.67	2.82	3.07	
16	Sandgren, Max	NO	128.89	59	69.51	53.01	33	38.97	19.06	6.91	26	20.41	4.29	2.51	7.74	5.87	
17	Hunsaker, Branch	NO	129.23	47	79.89	69.89	20	34.81	16.14	5.17	27	14.53	2.43	2.69	6.13	3.28	
18	Wright, Joseph	NO	131.23	12	61.79	61.79		40.04	29.27	4.77	12	29.40	12.97	3.24	5.11	8.08	
19	Robison, Tyler	NO	143.58	78	70.46	52.96	35	41.81	14.63	5.68	43	31.31	2.62	2.48	5.37	20.84	
20	Stevens, Noah	NO	146.31	83	61.40	40.40	42	69.98	32.94	16.54	41	14.93	2.51	5.67	2.65	4.10	
21	Jennison, Jeff	NO	154.89	85	82.08	56.58	51	40.71	23.16	5.55	24	32.10	5.25	2.49	13.57	5.79	10
22	Septon, Alexander	O	158.51	51	77.58	66.58	22	44.85	22.54	7.81	29	36.08	2.98	9.31	3.49	20.30	
23	Hunsaker, Regan	NO	206.25	98	113.99	93.99	40	58.65	24.11	5.54	58	33.61	3.05	22.17	2.67	5.72	
24	Gull, Ammon (.22)	NO	223.07	45	99.35	91.35	16	57.49	31.91	11.08	29	66.23	36.14	9.43	15.65	5.01	

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.)

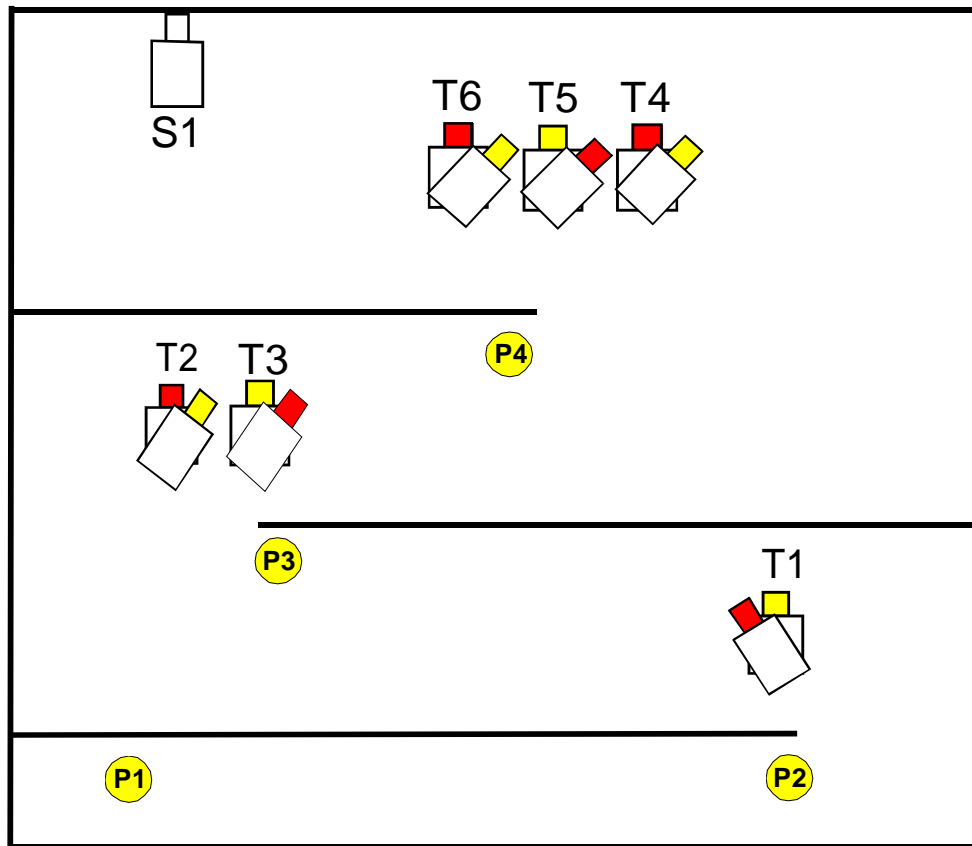
DNF = Did Not Finish

NS = No Score

NT = No Time

Rangemasters “Fun” Shoot

Stage 1 - “Shooter Choice”



Round Count:
21 rounds minimum

Unlimited Count
(Can make up shots.)

String 1 -

Shooter starts at **P1** with **10 Rounds Max** in gun and holstered.
The shooter turns over a card to select the **Color of the Non-Threat.**

- At the sound of the buzzer, the shooter advances to **P2**, draws and engages targets while moving from **P2** to **P4** with **3 rounds** to the **Body** on the proper color, then **3 rounds** to **S1**.

***** **Use Cover, Slice the Pie.** *****

***** **Do not break the 180 degree line!** *****

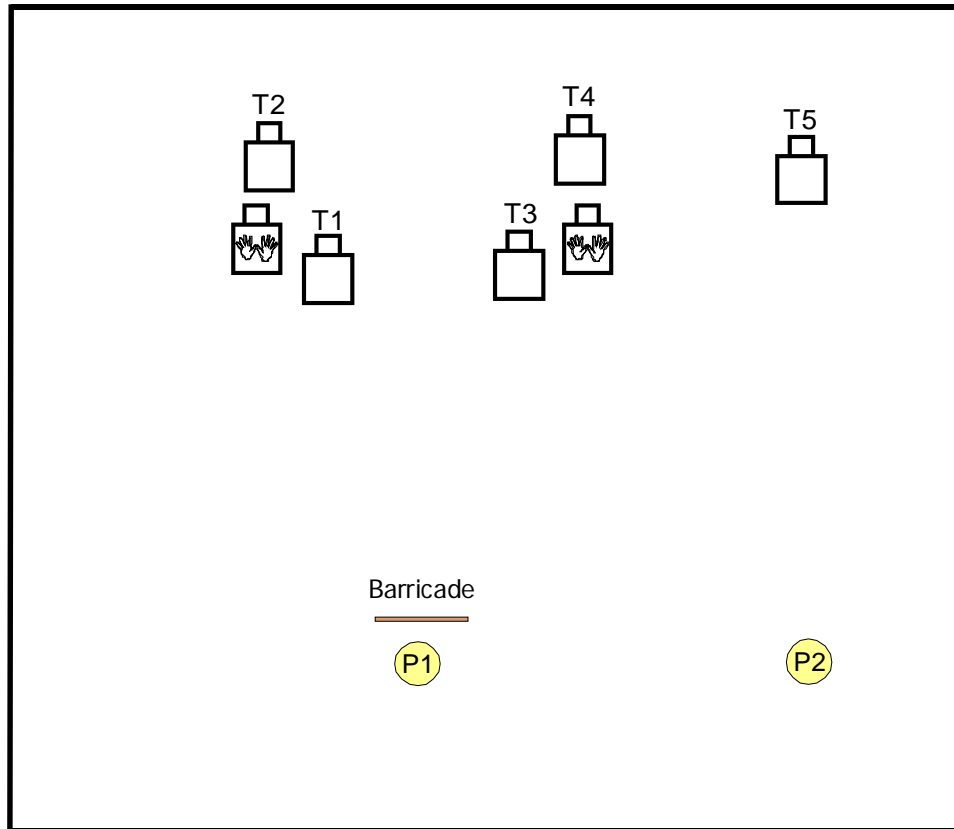
Notes:

1. A shoot-through on a target into non-threat, is a hit on a non-threat.
2. Reload behind cover.
3. Do not shoot the walls.

COF R. Ursulich

Rangemasters “Fun” Shoot

Stage 2 - “Decisions”



Round Count:

String 1 = **10-12 Round Maximum**

String 2 = **6 Rounds Maximum**
(16 - 18 rounds for the stage)

Modified Limited

(See instructions.)

String 1 -

Shooter starts at **P1** with **NO MORE** than **10 rounds total in the gun.**

- At the sound of the buzzer, draw and engage **T1** and **T2** from the left side of the barricade with **2 rounds** each to the **TORSO** and **T3** and **T4** from the right side of the barricade with **2 rounds** each to the **TORSO**. Also during the string, **2 of the 4 targets** must be engaged with **1 round to the HEAD**, shooter's choice.
- Reload as necessary.

Note: Shooter **may take up to 2 additional shots** during this string for a total maximum round count of 12.

String 2 -

Shooter starts **FULLY LOADED** at **P2** with their **back to the target.**

- At the buzzer, turn, draw and engage **T5** with **6 rounds** to the **BODY**.

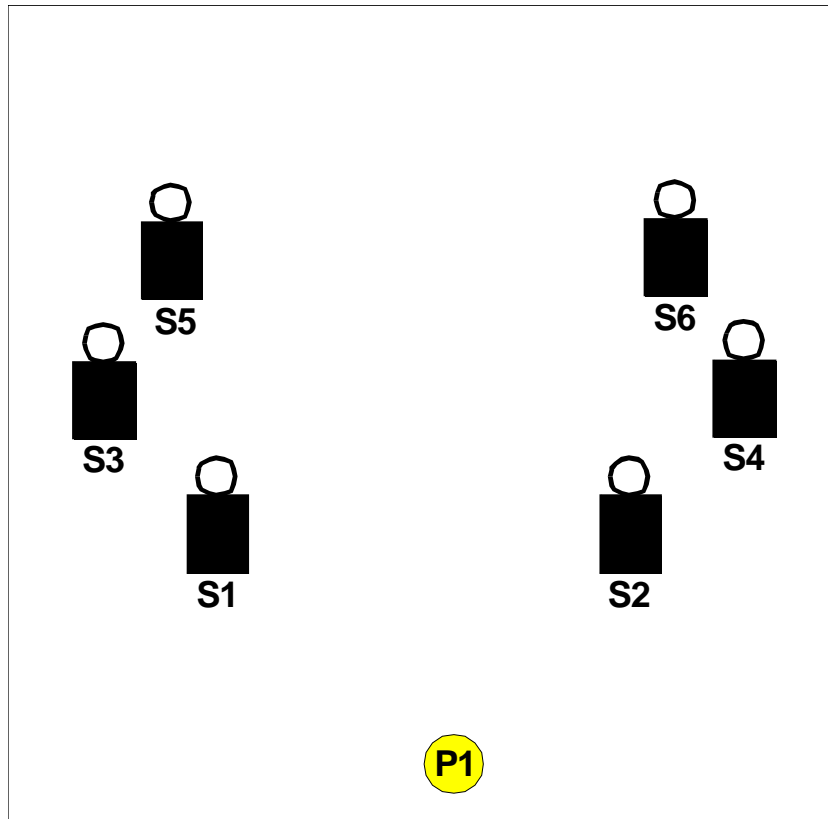
Note: If you gun goes to slidelock, a penalty will be assessed.

Notes:

1. Have a bunch of FUN!!!

Rangemasters “Fun” Shoot

Stage 3 - “Draw”



Round Count:

String 1- 6 = **1 minimum**
(6 rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**. (Shooter cannot top off between Strings.)

- At the sound of the buzzer, draw and **knock down** any single Plate (**S1** thru **S6**).
- Reload as necessary.

String 2 - 6

Repeat String 1 with remaining single plates.

Notes:

1. For .22 shooters, a solid hit on any of the plates will count as a knock down.
2. Any plate not knocked down will count as a 5-second Miss-On-Steel penalty.
3. Any shooter firing from the Low Ready position will receive 4 procedurals to even up the scoring.