

## Rangemasters Handgun "Fun" Shoot Results - March 18, 2014

| Place | Name                   | *DIV | Shoot<br>Total | Total<br>PD | Stage<br>1 | String<br>1 | PD | Stage<br>2 | String<br>1 | PD | Stage<br>3 | String<br>1 | String<br>2 | PD |
|-------|------------------------|------|----------------|-------------|------------|-------------|----|------------|-------------|----|------------|-------------|-------------|----|
| 1     | Jacobson, Justin (#1)  | NO   | 70.05          | 17          | 19.44      | 14.94       | 9  | 32.18      | 28.18       | 8  | 18.43      | 11.61       | 6.82        | 0  |
| 2     | DeLeeuw, Dave          | O    | 71.39          | 13          | 17.24      | 13.24       | 8  | 38.12      | 35.62       | 5  | 16.03      | 8.53        | 7.50        | 0  |
| 3     | Larson, Jim            | NO   | 76.47          | 20          | 19.35      | 16.35       | 6  | 36.76      | 29.76       | 14 | 20.36      | 7.33        | 13.03       | 0  |
| 4     | Jacobson, Justin (#2)  | NO   | 79.67          | 18          | 24.16      | 21.66       | 5  | 34.60      | 28.10       | 13 | 20.91      | 6.15        | 14.76       | 0  |
| 5     | Hatfield, Todd (#2)    | NO   | 88.85          | 26          | 26.64      | 22.64       | 8  | 49.84      | 40.84       | 18 | 12.37      | 10.34       | 0.00        | 0  |
| 6     | Ursulick, Ryan         | NO   | 89.86          | 34          | 20.70      | 16.70       | 8  | 53.29      | 40.29       | 26 | 15.87      | 9.08        | 6.79        | 0  |
| 7     | Hatfield, Todd (#1)    | NO   | 93.82          | 24          | 33.07      | 27.57       | 11 | 38.88      | 32.38       | 13 | 21.87      | 12.39       | 9.48        | 0  |
| 8     | Waldo, Ralph           | NO   | 96.12          | 16          | 24.84      | 21.84       | 6  | 43.63      | 43.63       | 0  | 27.65      | 14.40       | 8.25        | 10 |
| 9     | Stepp, Jared           | NO   | 100.97         | 10          | 26.96      | 24.96       | 4  | 46.71      | 43.71       | 6  | 27.30      | 13.96       | 13.34       | 0  |
| 10    | Phillips, RDan (.22)   | NO   | 113.87         | 15          | 33.07      | 27.57       | 11 | 55.58      | 53.58       | 4  | 25.22      | 8.44        | 16.78       | 0  |
| 11    | Rodriquez, Mike        | NO   | 113.91         | 33          | 34.19      | 23.19       | 22 | 52.25      | 46.75       | 11 | 27.47      | 16.55       | 10.92       | 0  |
| 12    | Scott, Mike            | NO   | 122.59         | 30          | 21.30      | 18.30       | 6  | 77.60      | 65.60       | 24 | 23.69      | 11.78       | 11.91       | 0  |
| 13    | Hatfield, Auston (#2)  | NO   | 131.80         | 31          | 37.10      | 30.60       | 13 | 50.34      | 41.34       | 18 | 44.36      | 28.57       | 15.79       | 0  |
| 14    | Scott, Ryan            | NO   | 137.00         | 29          | 42.00      | 37.50       | 9  | 53.13      | 43.13       | 20 | 41.87      | 10.18       | 31.69       | 0  |
| 15    | Sandgren, Shelby (.22) | NO   | 140.98         | 8           | 38.15      | 34.15       | 8  | 60.94      | 60.94       | 0  | 41.89      | 18.21       | 23.68       | 0  |
| 16    | Davis, Keith           | NO   | 143.64         | 50          | 38.84      | 26.84       | 24 | 68.92      | 55.92       | 26 | 35.88      | 16.57       | 19.31       | 0  |
| 17    | Septon, Allen          | NO   | 147.46         | 34          | 46.73      | 44.23       | 5  | 66.13      | 51.63       | 29 | 34.60      | 13.12       | 21.48       | 0  |
| 18    | Hatfield, Auston (#1)  | NO   | 152.83         | 62          | 42.81      | 29.81       | 26 | 63.70      | 45.70       | 36 | 46.32      | 29.84       | 16.48       | 0  |
| 19    | Baum, Spencer          | NO   | 154.89         | 66          | 53.63      | 37.63       | 32 | 61.45      | 44.45       | 34 | 39.81      | 22.10       | 17.71       | 0  |
| 20    | Scott, Alan (REV)      | NO   | 158.88         | 35          | 44.44      | 34.94       | 19 | 54.33      | 46.33       | 16 | 60.11      | 19.07       | 41.04       | 0  |
| 21    | Leifson, Kami          | NO   | 160.93         | 41          | 48.89      | 37.89       | 22 | 64.60      | 55.10       | 19 | 47.44      | 36.11       | 11.33       | 0  |
| 22    | Sandgren, Max (.22)    | NO   | 166.61         | 72          | 53.57      | 35.07       | 37 | 69.70      | 52.20       | 35 | 43.34      | 20.53       | 22.81       | 0  |
| 23    | Jolly, Jenny           | NO   | 181.72         | 28          | 31.89      | 27.39       | 9  | 74.93      | 65.43       | 19 | 74.90      | 46.45       | 28.45       | 0  |
| 24    | Leifson, Teagan (.22)  | NO   | 191.08         | 40          | 43.87      | 40.37       | 7  | 50.27      | 33.77       | 33 | 96.94      | 65.33       | 31.61       | 0  |
| 25    | Scott, Gus (.22)       | NO   | 205.99         | 61          | 61.97      | 49.47       | 25 | 77.87      | 59.87       | 36 | 66.15      | 32.08       | 34.07       | 0  |
| 26    | Howard, Mike           | NO   | 212.40         | 135         | 50.23      | 26.23       | 48 | 85.55      | 52.05       | 67 | 76.62      | 32.21       | 34.41       | 20 |
| 27    | Scott, Zada (.22)      | NO   | 277.10         | 74          | 91.81      | 78.81       | 26 | 144.27     | 120.27      | 48 | 41.02      | 16.78       | 24.24       | 0  |
| 28    | Garzand, Alecia        | NO   | DNF            | 51          | DNF        | DNF         | 0  | 182.61     | 157.11      | 51 | DNF        | DNF         | 0.00        | 0  |
| 29    | Garzand, Tom           | NO   | DNF            | 33          | DNF        | DNF         | 0  | 87.44      | 70.94       | 33 | DNF        | DNF         | 0.00        | 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

DNF = Did Not Finish

NS = No Score

The diagram illustrates the experimental setup for three participants, P1, P2, and P3, positioned at the bottom. Above them are various target locations marked with squares and labeled T1 through T9. Targets T1, T2, T3, T4, T5, and T6 are empty squares. Targets T7, T8, and T9 are squares containing a hand icon, indicating they are the correct targets for the task. A thick black horizontal bar is located between P2 and the targets.

### Vickers Count (Can make up shots)

### String 1 -

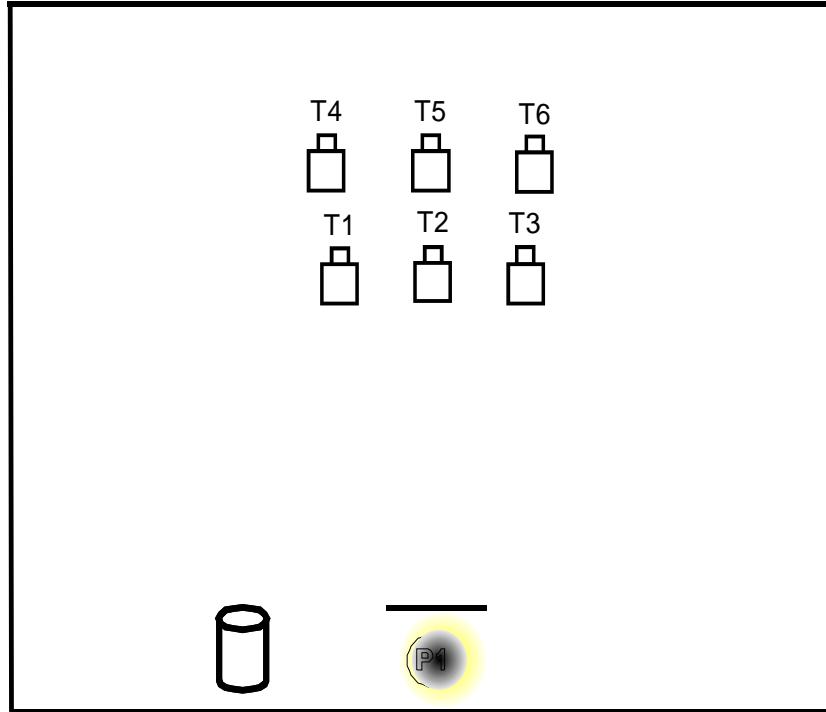
Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw, and **while moving to cover at P2**, engage **T1 - T4** with **2 rounds to each BODY**.
- **After reaching P2**, engage **T5** from the **LEFT SIDE** of the barricade and **T6** from the **RIGHT SIDE** of the barricade with **2 rounds to the TORSO** and **1 round to the HEAD** while **properly using cover**.
- Then, **while moving to P3**, engage **T7 - T9** with **2 rounds to each BODY**.

### Notes:

- ## 1. DO NOT SHOOT THE WALLS!

## Rangemasters “Fun” Shoot Stage 2 - “Don’t Shoot Me Bro”



**Round Count:**  
String 1 = **18** minimum

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

### String 1:

At **P1**, Shooter starts with **5 rounds loaded in first magazine**.

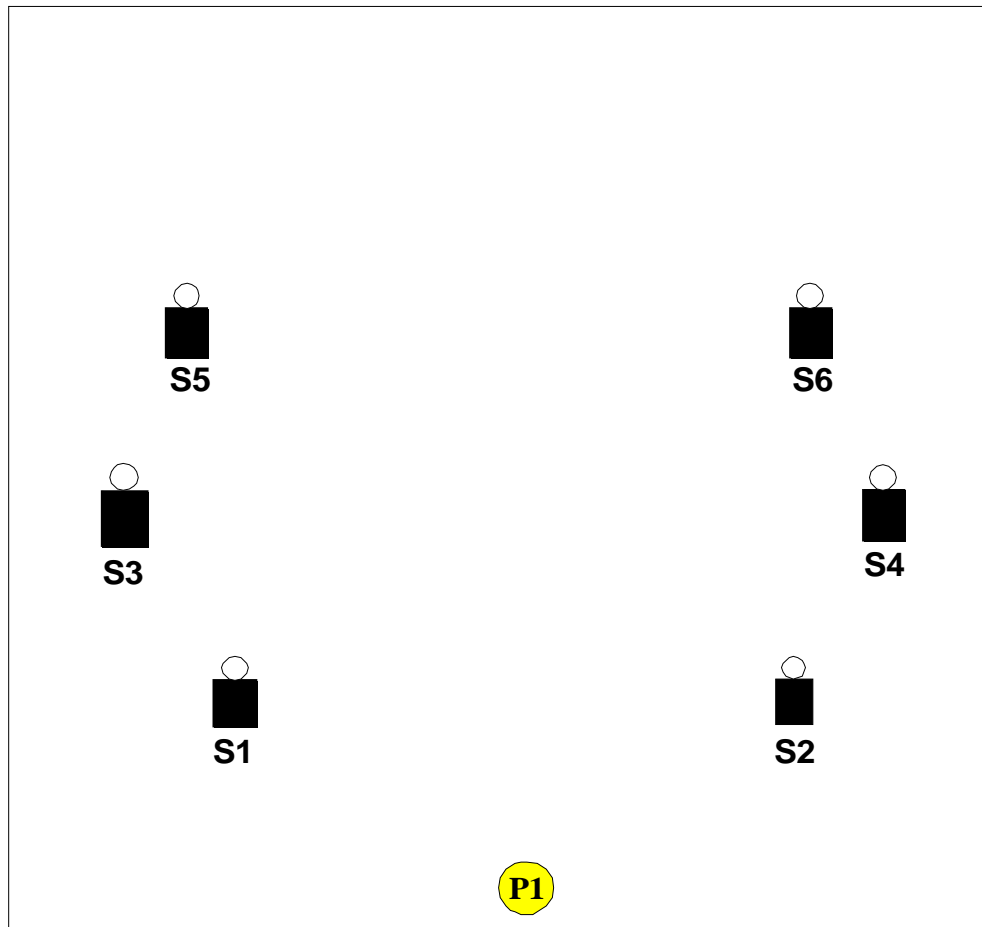
At the buzzer, draw and engage **T1** thru **T6** with round count marked on targets. Transfer gun to **WEAK HAND**, re-engage **T1** thru **T6** with round count marked on targets.

### Notes:

1. **ONLY SHOOT TARGETS WITH MARKED ROUND COUNT.**
2. Non-Threats will **NOT** have a round count.
3. **MARKED TARGETS REQUIRE ONE SHOT TO THE HEAD.**
4. **RELOADS** must be done from behind **COVER**.
5. **DO NOT SHOOT THE WALLS!**

# Rangemasters “Fun” Shoot

## Stage 3 - “Turn Around - Knock E’m Down”



### Round Count:

**String 1 = 6 Rds. Min.**

**String 2 = 6 Rds. Min.**

### Vickers Count

**(Can make up shots)**

### String 1 -

Shooter starts at **P1** with a **MAXIMUM OF 8** in the gun with their back to the targets.

- At the sound of the buzzer, **turn - then draw** and knock down **S1** through **S6** in **any order**.
- Reload as necessary during the string, but **holster without reloading at the conclusion of the string**.

### String 2 -

Shooter starts at **P1** with their back to the targets.

- At the sound of the buzzer, **turn - then draw** and knock down **S1** through **S6** in **any order**.
- Reload as necessary.

### Notes -

1. Shooter must fully turn down range before drawing their weapon.