

Rangemasters Handgun "Fun" Shoot Results - April 6, 2016

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	PD
1	Gull, Joe	NO	73.34	18	28.49	21.99	13	19.06	8.43	8.13	5	25.79	16.00	9.79	
2	Armstrong, Jeremiah	NO	75.03	8	25.38	21.38	8	22.20	11.15	11.05		27.45	14.78	12.67	
3	Wulfenstein, Braden	NO	104.26	37	30.23	17.23	26	19.08	7.27	6.31	11	54.95	39.75	15.20	
4	Peterson, Nick	NO	104.39	36	40.14	30.14	20	26.32	9.00	9.32	16	37.93	15.06	22.87	
5	Jeffs, Randall	O	104.94	32	32.84	26.84	12	34.88	11.53	13.35	20	37.22	21.73	15.49	
6	Morrison, Mack	NO	106.12	48	34.97	29.47	11	41.27	10.91	11.86	37	29.88	15.96	13.92	
7	Greer, Seth	NO	107.28	49	39.95	24.45	31	29.23	8.96	11.27	18	38.10	22.58	15.52	
8	Kemp, Tony (2)	NO	107.56	16	38.09	33.59	9	34.61	14.81	16.30	7	34.86	15.27	19.59	
9	Williams, John	NO	115.16	47	41.00	31.50	19	35.05	11.85	9.20	28	39.11	18.02	21.09	
10	Kemp, Tony (1)	NO	115.49	3	39.38	38.38	2	28.14	14.30	13.34	1	47.97	15.03	32.94	
11	Duncan, Tyler	NO	117.20	9	27.57	23.57	8	21.36	9.70	11.16	1	68.27	22.03	46.24	
12	Davis, Keith (Rev)	NO	124.81	25	45.98	38.48	15	36.36	16.84	14.52	10	42.47	29.06	13.41	
13	Winchester, Kevin	NO	130.33	36	34.22	25.72	17	43.49	11.74	22.25	19	52.62	28.42	24.20	
14	Scott, Alan	NO	135.68	21	37.28	31.28	12	27.59	11.17	11.92	9	70.81	38.33	32.48	
15	Welch, Aaron	NO	136.38	52	48.62	40.12	17	39.06	10.87	10.69	35	48.70	21.94	26.76	
16	Reber, Jared	NO	142.51	31	63.10	48.60	29	31.50	13.77	16.73	2	47.91	19.86	28.05	
17	Miller, Ryan	NO	143.35	42	46.32	36.32	20	43.33	15.56	16.77	22	53.70	23.10	30.60	
18	Whitney, Mike	NO	144.10	86	49.26	29.26	40	34.87	13.97	12.90	16	59.97	28.42	16.55	30
19	Welch, Aaron	NO	145.96	41	39.04	32.04	14	40.82	13.65	13.67	27	66.10	35.46	30.64	
20	Armstrong, Jeremiah (Bug)	NO	158.14	24	40.65	31.65	18	28.21	12.30	12.91	6	89.28	38.02	51.26	
21	Scott, Mike	NO	165.00	33	60.88	56.88	8	46.51	15.95	18.06	25	57.61	25.47	32.14	
22	Spencer, Mark	NO	171.78	33	65.70	52.20	27	38.22	20.52	14.70	6	67.86	43.15	24.71	
23	Phillips, R Dan	NO	172.27	54	40.25	38.75	3	51.27	8.99	16.78	51	80.75	50.27	30.48	
24	Parish, Randy	NO	174.73	26	71.84	61.34	21	36.06	19.11	14.45	5	66.83	38.73	28.10	
25	Septon, Allen	NO	176.80	84	51.20	42.70	17	62.85	16.29	13.06	67	62.75	29.56	33.19	
26	Peterson, Daniel	NO	180.41	42	62.17	54.67	15	52.35	25.96	12.89	27	65.89	32.66	33.23	
27	Anderson, Song	NO	182.36	34	60.54	53.54	14	46.08	21.29	14.79	20	75.74	37.68	38.06	
28	LaBaron, Chad (#2)	NO	186.41	75	50.93	36.93	28	70.19	34.63	12.06	47	65.29	38.08	27.21	
29	LaBaron, Chad (#1)	NO	189.49	79	45.71	34.21	23	73.95	34.80	11.15	56	69.83	47.51	22.32	
30	Mancia, Lorenz	NO	198.01	98	68.27	33.27	70	42.54	15.59	12.95	28	87.20	52.95	34.25	
31	Jeffs, Randall (Rev)	NO	202.92	63	67.97	51.47	33	49.13	16.96	17.17	30	85.82	59.95	25.87	
32	Jolley, Jenn	NO	204.18	48	52.48	36.48	32	58.75	35.07	15.68	16	92.95	50.77	42.18	
33	Sandgren, Max	NO	206.83	59	64.12	60.12	8	84.09	27.79	30.80	51	58.62	33.13	25.49	
34	Wulfenstein, Lee	NO	209.29	98	55.28	40.28	30	59.64	11.51	19.13	58	94.37	48.57	40.80	10
35	John, Calvin	NO	216.81	43	42.46	35.46	14	53.85	19.53	19.82	29	120.50	69.28	51.22	
36	Redford, Red (Rev)	NO	224.05	37	49.42	43.92	11	89.12	57.10	19.02	26	85.51	51.17	34.34	
37	Zoppetti, David	NO	224.52	58	60.73	50.73	20	57.58	26.46	17.12	28	106.21	55.91	45.30	10
38	Udall, Marc	NO	226.83	13	72.12	71.12	2	76.11	38.45	32.16	11	78.60	47.84	30.76	
39	Hall, Austin	NO	235.09	119	61.42	35.42	52	63.06	17.60	21.96	47	110.61	48.20	52.41	20
40	Baum, Spencer	NO	266.50	105	53.08	41.58	23	112.77	26.96	49.81	72	100.65	44.90	50.75	10
41	Robinson, Tom	NO	293.99	187	78.02	53.52	49	101.44	33.76	33.68	68	114.53	38.05	41.48	70
42	Miller, Laurel	NO	305.21	191	68.72	35.72	66	96.83	29.18	20.15	95	139.66	64.28	60.38	30
43	Winchester, Hayleigh	NO	306.42	111	95.32	76.82	37	92.24	29.01	26.23	74	118.86	61.26	57.60	
44	Hecht, Glen	NO	537.91	125	104.04	87.54	33	96.21	26.95	33.26	72	337.66	144.66	183.00	20

Notes:

PD = Points Down = .5 seconds x Points Down

Div. = Division: **O** = Optic; **NO** = Non-Optic

(REV) = Revolver

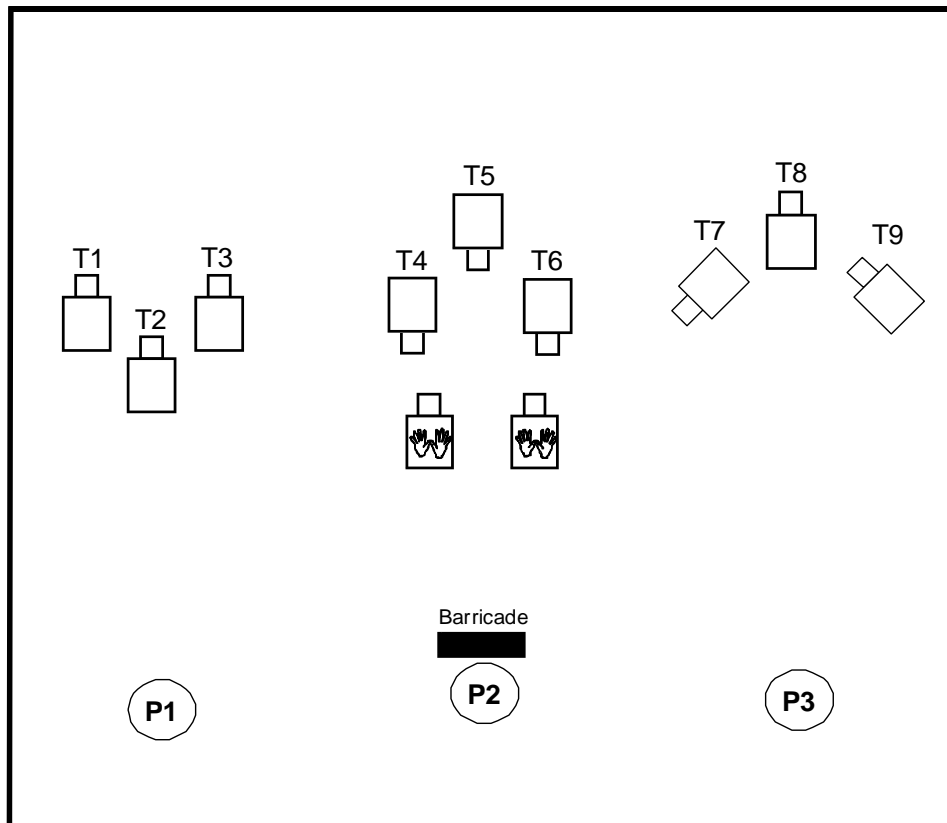
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Reflex Actions”



Round Count:
String 1 = **21 minimum**
(21 rounds for the stage)

Unlimited Count
(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

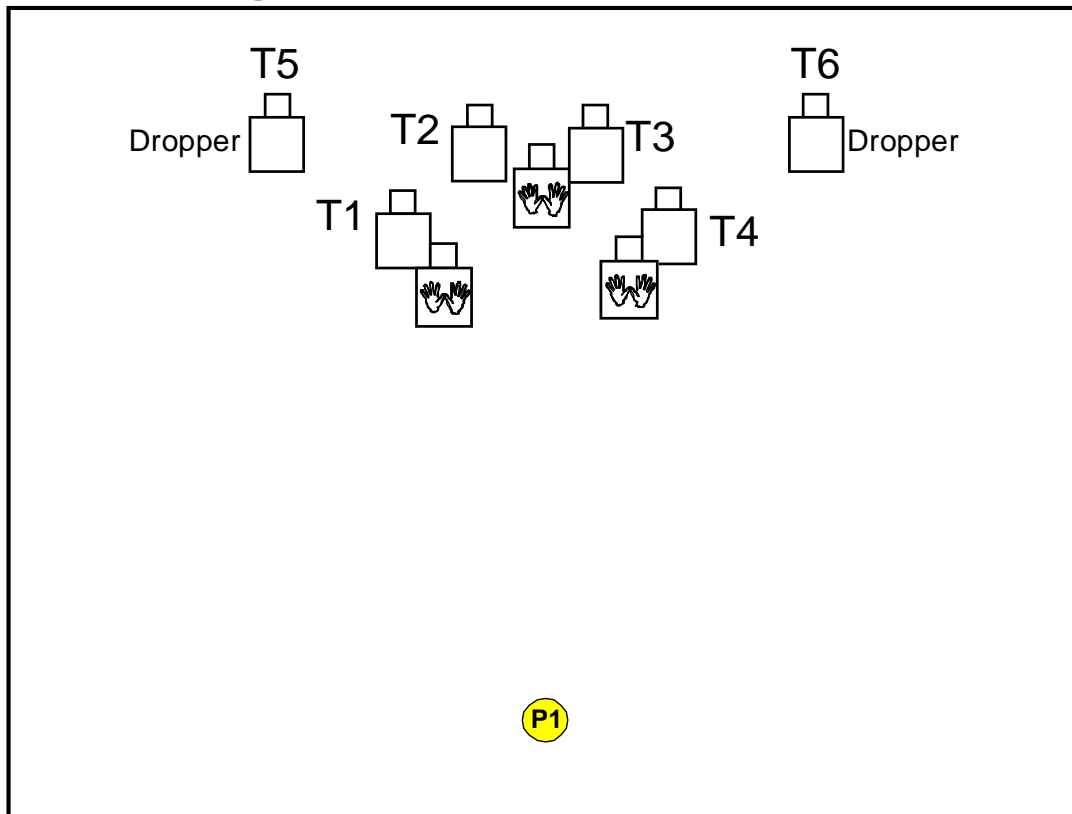
- At the sound of buzzer, draw and engage **T1 thru T3** with **2 rounds** to each **TORSO in Tactical Sequence**.
- Move to **P2** and with the proper use of cover, engage targets **T4 thru T6** with **2 rounds** to each **TORSO** and **1 round** to each **HEAD**.
- Move to **P3** and engage **T7 thru T9** with **1 round** to each **TORSO** and **1 round** to each **HEAD in Tactical Sequence**.
- Reload as necessary using cover when available.

Notes:

1. **DO NOT ENGAGE T4 - T6** until you reach the barricade for cover.
2. **DO NOT ENGAGE T7 - T9** until you reach **P3**.
3. When using cover, engage all targets using the Slice-the-Pie technique.

Rangemasters “Fun” Shoot

Stage 2 - “Get the Drop On Them”



Round Count:

String 1 = **9 Minimum**

String 2 = **9 Minimum**

(**18** rounds for the stage)

Modified Limited Count

(**Can Not** make up shots on **T1-T4.**)

String 1 -

Shooter starts at **P1** with weapon fully loaded.

- At the buzzer, draw and engage **T1 - T4** with **2 rounds Only** (**1 TORSO and 1 HEAD**), then shoot the **Dropper T5** until it drops.
- Reload as necessary.

String 2 -

Shooter starts as in String 1.

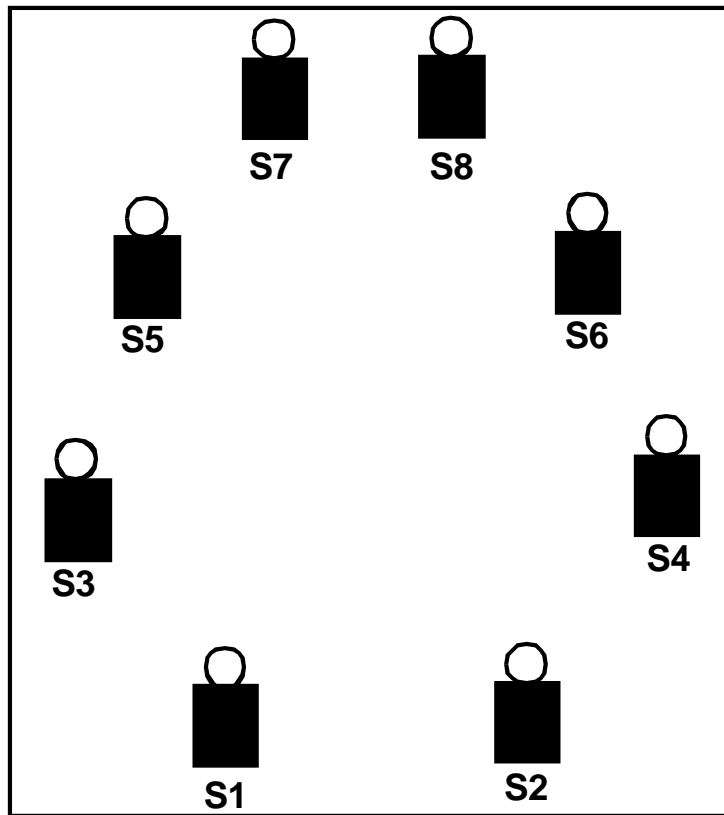
- At the buzzer, draw and engage **T1 - T4** with **2 rounds Only** (**1 TORSO and 1 HEAD**), then shoot the Dropper **T6** until it drops.

Note:

1. Don't shoot the walls.
2. Shooter must stay in box.

Rangemasters “Fun” Shoot

Stage 3 - “Can you see it”



P1

Round Count: 16

Unlimited (make up shots)

Shooter starts at P1 with 10 rounds max in gun.

String 1 -

- At the sound of the buzzer, the shooter engages all targets through the **slot** in the barricade in any order.

String 2 - Same as Sting 1.

Notes:

1. **Do not shoot the barricade!!!!**
2. A **5 second penalty** for a miss on steel.
3. Hits on the barricade will be a Hit on Non-Threat.
4. **Think it through.**

COF Ryan Ursulich