

# Range Masters "Fun" Shoot

Results for September 20, 2005

Place	Name (Note)	Total		Stage 1	String 1	PD	Stage 2	String 1	String 2	String 3	String 4	PD	Stage 3	String 1	String 2	PD
		Shoot Total	Points Down													
1	Mortenson, Bryan	72.09	39	21.06	14.56	13	30.20	3.03	3.54	8.36	5.27	20	20.83	9.05	8.78	6
2	Young, Ren	75.18	25	22.23	17.73	9	31.09	3.78	3.87	10.80	6.14	13	21.86	10.41	9.95	3
3	Redford, "Red"	79.76	25	27.00	23.00	8	32.58	4.51	4.43	10.33	5.81	15	20.18	8.69	10.49	2
4	Koski, Steve	80.57	31	27.81	19.81	16	24.38	3.33	3.03	7.98	5.54	9	28.38	11.02	14.36	6
5	Adams, Brent	82.28	28	28.21	19.21	18	29.62	4.52	3.55	11.13	5.42	10	24.45	13.41	11.04	0
6	Bullock, Curtis	89.53	36	30.01	20.51	19	27.50	3.33	3.24	8.33	5.10	15	32.02	15.22	15.80	2
7	Brown, Keith (.22)	92.09	33	35.21	23.71	23	27.97	3.86	3.79	11.18	4.14	10	28.91	16.32	12.59	0
8	DeLeeuw, Dave	97.27	69	33.72	13.72	40	31.97	4.20	3.40	10.51	5.36	17	31.58	13.00	12.58	12
9	Robertson, Dennis	106.04	56	34.32	19.82	29	41.74	5.42	4.33	15.22	6.27	21	29.98	13.86	13.12	6
10	Rees, Jerry	107.68	48	26.34	22.84	7	48.77	5.07	4.80	15.12	10.78	26	32.57	11.77	13.30	15
11	Rodriguez, Mike	108.42	43	30.03	20.53	19	41.52	3.63	3.81	16.35	6.73	22	36.87	20.61	15.26	2
12	Redford, Steve	115.87	28	29.91	25.91	8	31.69	4.30	4.48	11.98	6.93	8	54.27	23.15	25.12	12
13	Ritter, Judd	120.09	56	36.11	30.11	12	46.73	4.56	4.19	14.62	5.36	36	37.25	19.58	13.67	8
14	Woodward, Dan	120.46	81	33.16	20.16	26	46.39	4.13	3.17	11.51	5.58	44	40.91	15.08	20.33	11
15	Burney, Carl	121.46	17	32.66	26.16	13	38.98	6.10	6.98	15.92	8.48	3	49.82	25.34	23.98	1
16	Phillips, RDan	125.26	73	42.84	23.84	38	47.57	4.32	4.85	14.15	7.25	34	34.85	21.42	12.93	1
17	Billings, Scott (Rev)	137.63	77	42.18	27.68	29	38.86	3.21	3.01	9.28	3.86	39	56.59	30.58	21.51	9
18	Dalley, Lin	155.31	51	44.36	28.36	32	58.08	11.02	12.45	20.31	9.80	9	52.87	23.96	23.91	10
19	Scott, Michael (Rev)	157.26	53	39.68	27.18	25	34.56	4.63	3.97	12.05	5.91	16	83.02	34.55	42.47	12
20	Scott, Alan (Rev)	159.22	68	38.16	23.16	30	34.01	3.67	3.54	10.30	4.00	25	87.05	40.69	39.86	13
21	Brook, Aaron (.22)	161.68	59	50.49	26.49	48	49.41	7.27	6.07	23.43	8.14	9	61.78	33.44	27.34	2
22	Roy, Steven	171.04	95	41.36	26.86	29	53.85	5.47	5.39	11.62	5.87	51	75.83	40.80	27.53	15
23	Nelson, Jeremy	180.86	72	52.14	42.14	20	52.12	5.45	4.88	16.35	7.44	36	76.60	40.47	28.13	16
24	Billings, Richard (Rev)	191.58	108	56.88	35.38	43	54.39	4.50	4.37	15.74	6.78	46	80.31	39.17	31.64	19
25	Billings, Wesley (.22)	206.38	141	41.52	22.02	39	66.52	3.63	4.94	15.11	3.34	79	98.34	38.25	48.59	23
26	Crawford, George	243.65	82	62.32	43.82	37	46.79	5.55	4.10	17.04	10.60	19	134.54	78.33	43.21	26
27	Hansen, Logan	290.11	156	52.67	34.17	37	57.16	5.57	5.56	19.46	5.57	42	180.28	79.74	62.04	77

## 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.)

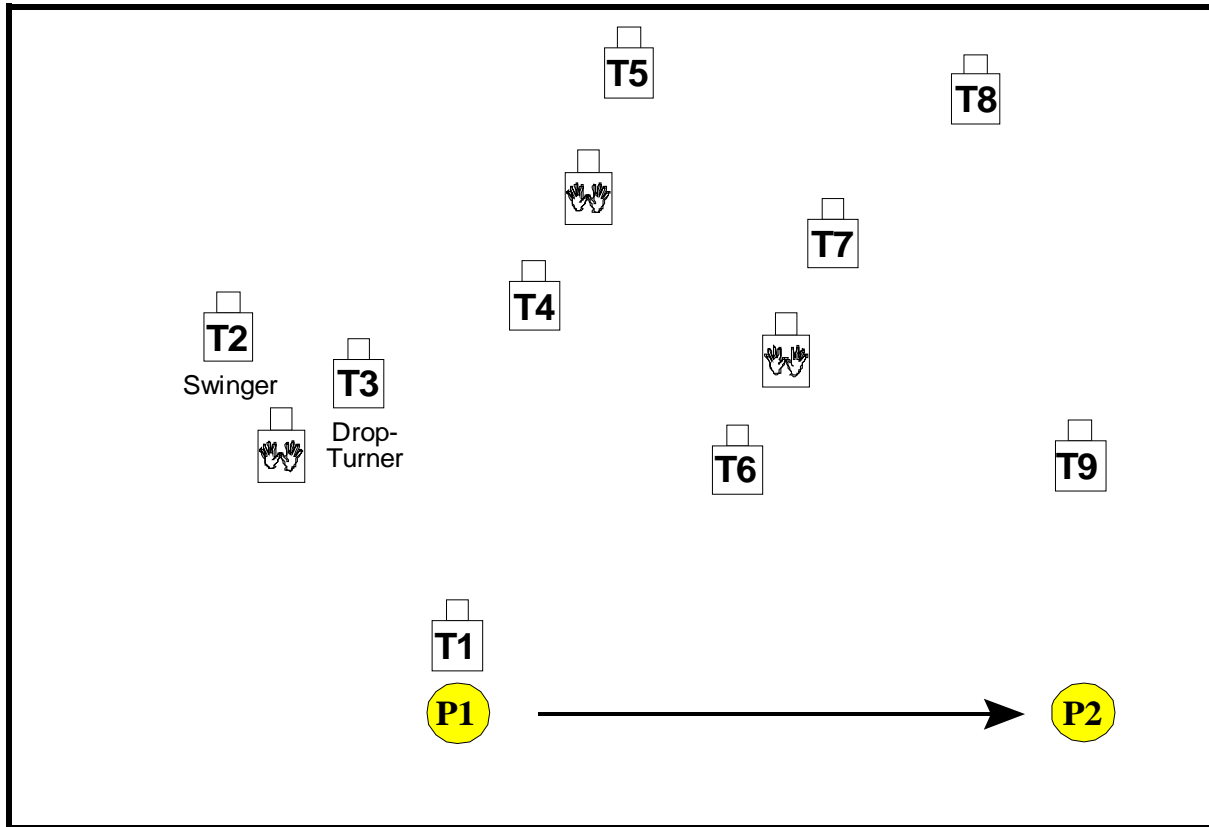
(Rev) = Revolver

**DNF** = Did Not Finish

**NS** = No Score sheet was submitted.

# Range Masters “Fun” Shoot

## Stage 1 - “Near & Far with a Twist”



### Round Count:

String 1 = **18** 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** - (All targets get at least **2 rounds - body or head.**)

- At the buzzer, draw and engage **T1 (from retention)**, then all other targets while moving to **P2**.
- Reload as necessary.

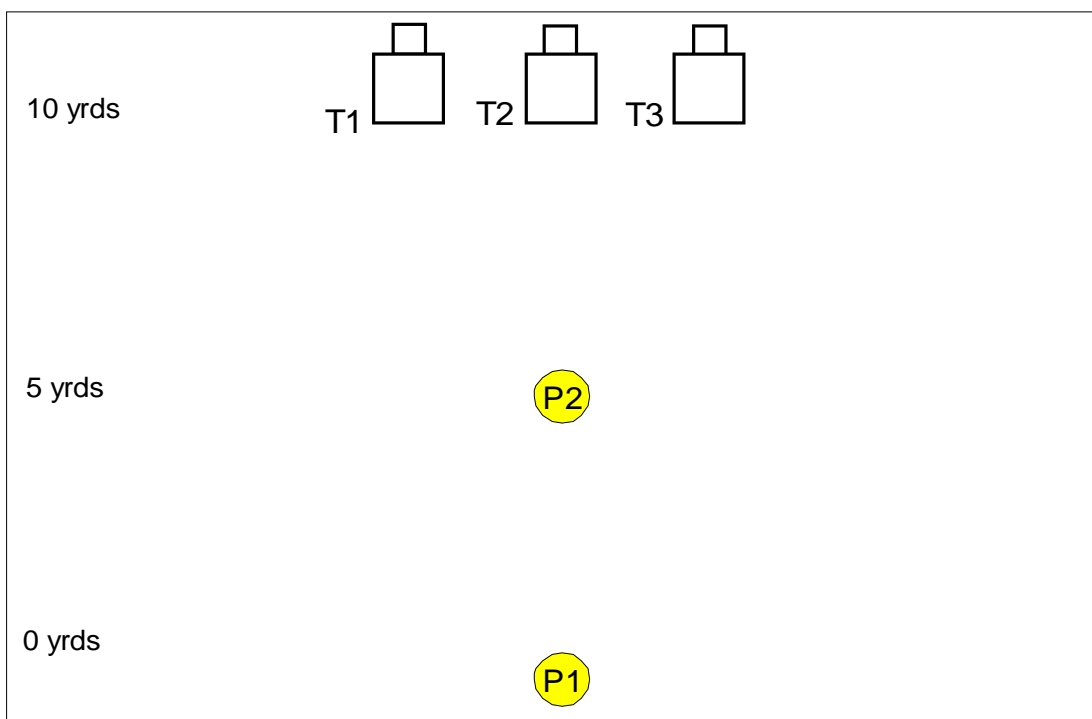
### Note:

1. At the sound of the 1st shot, **T2 (Swinger)** and **T3 (Drop-Turner)** will be triggered.
2. Shooters should not shoot any targets that will cause their bullets to strike the range walls, and **must not shoot T9 before reaching P2**.
3. Shooter will not be penalized if they stop and shoot at the targets.

COF Designed by "Red" Redford

# Range Masters “Fun” Shoot

## Stage 2 - “Practice, Practice”



### Round Count:

String 1 = **6 rounds only**  
 String 2 = **6 rounds only**  
 String 3 = **12 rounds only**  
 String 4 = **6 rounds only**  
 (30 rounds for the stage)

### Limited Vickers Count

(**Cannot** make up shots)

### Scoring:

Targets are only scored  
 after the shooter has  
 completed all strings.

### String 1

Shooter starts at **P1**.

- At the buzzer, draw and fire **2 shots** at each **T1 - T3 while moving forward to P2** (all shots must be fired while moving).

### String 2

Shooter starts at **P2**.

- At the buzzer, draw and fire **2 shots** at each **T1 - T3 while retreating to P1** (all shots must be fired while moving).

### String 3

Shooter starts at **P1** with **back to targets** and **6 rounds MAX. in gun**.

- At the buzzer, draw, turn and fire **2 shots** at each **T1 - T3, reload from slidelock** and fire **2 shots** at each **T1 - T3**.

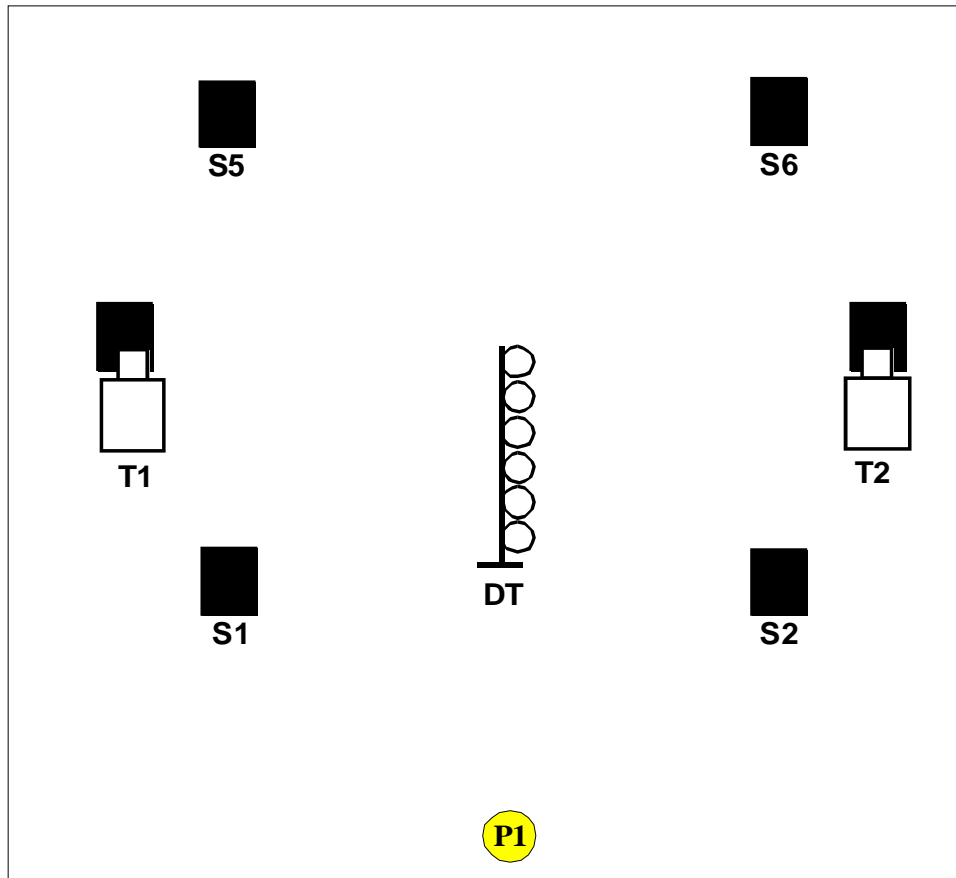
### String 4

Shooter starts at **P1**.

- At the buzzer, draw and fire **2 shots** at each **T1 - T3 "STRONG" hand only**.

# Range Masters “Fun” Shoot

## Stage 3 - “Last Minute Something”



### Round Count:

String 1 = **10 minimum**

String 2 = **10 minimum**

(**20 rounds** for the stage)

### Vickers Count

(**Can make up shots**)

### String 1 -

Shooter starts at **P1**.

- At the buzzer, draw and shoot **2 rounds each** to the **body** of **T1** and **T2** then hit **all of the plates** on the Dueling Tree (DT) **1 time**.

### String 2 -

Shooter starts at **P1**.

- At the buzzer, draw and shoot **2 rounds each** to the **head** of **T1** and **T2** then hit **all of the plates** on the Dueling Tree (DT) **1 time**.

### Notes:

1. A solid hit on any of the plates will count as a hit.
2. Any missed plate will count as a 5-second “Misses-On-Steel” penalty.