

# Range Masters "Fun" Shoot

Results for April 19, 2005

Place	Name (Note)	Total		Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	PD
		Shoot Total	Points Down									
1	Mortenson, Bryan	58.01	3	31.99	30.99	2	17.19	16.69	1	8.83	8.83	0
2	Collins, Ken	64.98	2	38.30	37.30	2	17.97	17.97	0	8.71	8.71	0
3	Rodriquez, Mike	84.66	15	44.75	37.75	14	18.76	18.26	1	21.15	21.15	0
4	Scott, Alan	84.87	16	40.45	34.45	12	21.55	19.55	4	22.87	22.87	0
5	Beardhall, Kalen	89.06	28	41.97	34.97	14	25.36	18.36	14	21.73	21.73	0
6	Mousley, Roger (Rev)	91.11	31	40.45	35.45	10	29.46	18.96	21	21.20	21.20	0
7	Scott, Michael	96.54	30	38.27	36.27	4	35.50	22.50	26	22.77	22.77	0
8	Phillips, RDan	99.06	33	49.22	36.72	25	31.16	27.16	8	18.68	18.68	0
9	Brown, Keith	100.68	27	56.89	43.89	26	23.15	22.65	1	20.64	20.64	0
10	Stone, Scott	102.02	49	45.10	35.10	20	32.55	18.05	29	24.37	24.37	0
11	Allred, Dane	112.53	39	55.51	39.01	33	29.84	26.84	6	27.18	27.18	0
12	Marlow, Dave	118.57	16	66.34	64.34	4	32.85	26.85	12	19.38	19.38	0
13	Rees, Jerry	123.89	29	62.97	49.97	26	38.06	36.56	3	22.86	22.86	0
14	Majers, Steve	126.29	36	53.09	45.59	15	41.84	31.34	21	31.36	31.36	0
15	Otteson, Sterling	130.88	20	60.85	51.85	18	32.21	31.21	2	37.82	37.82	0
16	Shiffler, Cris	135.01	48	54.82	45.82	18	26.35	16.35	20	53.84	48.84	10
17	Simons, Jordan	137.97	37	68.75	56.75	24	46.10	39.60	13	23.12	23.12	0
18	Redford, Noel	163.20	36	72.07	57.07	30	48.62	45.62	6	42.51	42.51	0
19	Robertson, Dennis	169.20	25	66.50	61.00	11	65.18	58.18	14	37.52	37.52	0
20	Jensen, David	185.66	47	64.50	50.50	28	50.75	41.25	19	70.41	70.41	0
21	McAllister, Sean	201.59	13	90.94	84.94	12	55.83	55.33	1	54.82	54.82	0
22	Brook, Aaron (.22)	208.70	81	87.97	69.97	36	63.48	40.98	45	57.25	57.25	0

## 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

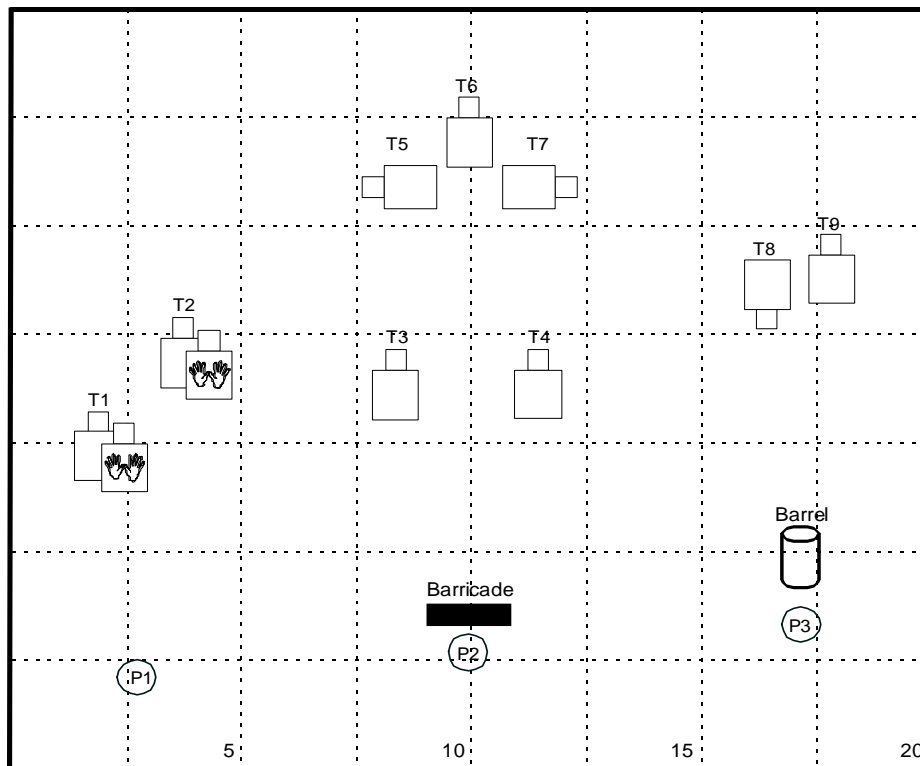
**XX** Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

(Rev) = Revolver

**DNF** = **Did Not Finish**

# Range Masters “Fun” Shoot

## Stage 1 - “Barricade Problems”



### Round Count:

String 1 = **20 minimum**  
(20 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** with **no more than 11 rounds in the gun**.

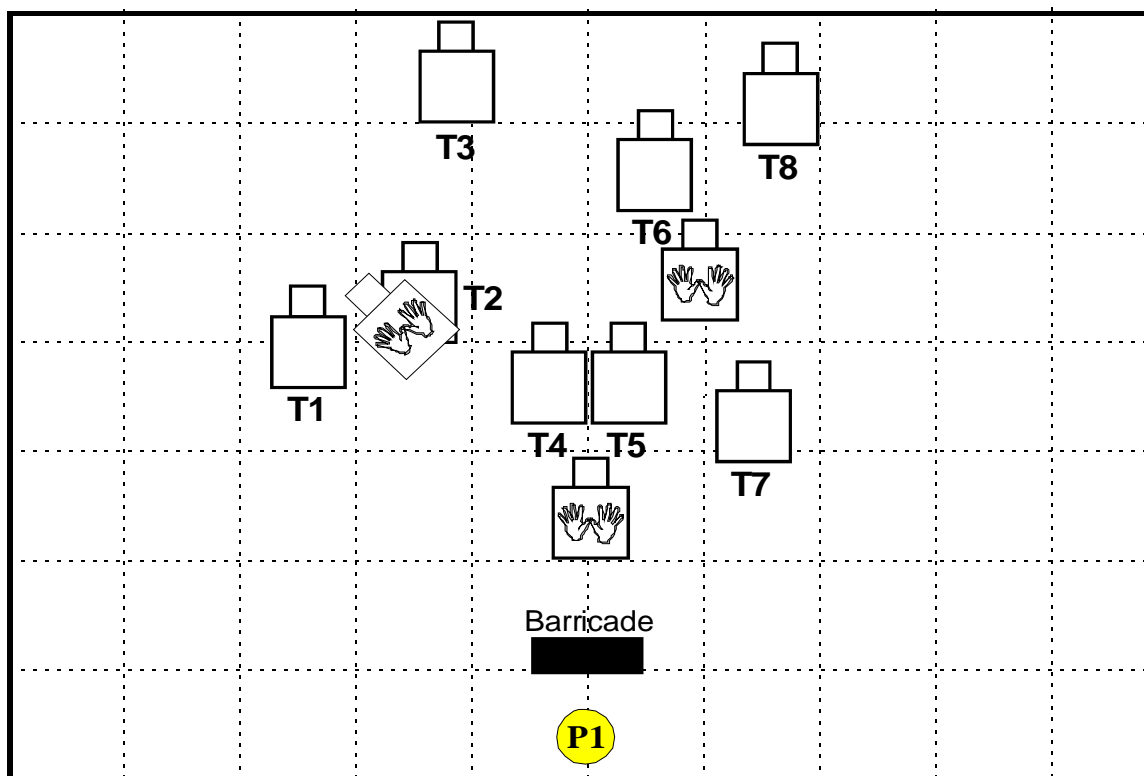
- At the sound of buzzer, draw and engage **T1** and **T2** with **2 rounds** to each **body** and **1 round** to each **head**.
- Move to **P2** and **FROM EITHER SIDE OF THE BARRICADE**, engage targets **T3** thru **T7** with **1 round** to each **body** and **1 round** to each **head**.
- Move to **P3** and **FROM EITHER SIDE OF THE BARREL**, engage **T5** thru **T8** with **1 round** to each **body** and **1 round** to each **head** (Slice-the-Pie).
- Reload as necessary from cover when available.

### Notes:

1. **DO NOT ENGAGE T3 - T7** until you reach the barricade for cover.
2. Shooter must use the barricade and barrel for cover when shooting and reloading at **P2** or **P3**.
3. Shooter cannot shoot over the top of the barrel.
4. When using cover, engage all targets using the Slice-the-Pie technique.

# Range Masters “Fun” Shoot

## Stage 2 - “Don’t Hit the Good Guys!”



### Round Count:

String 1 = 16 minimum

(16 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 with 11 rounds max in the gun.

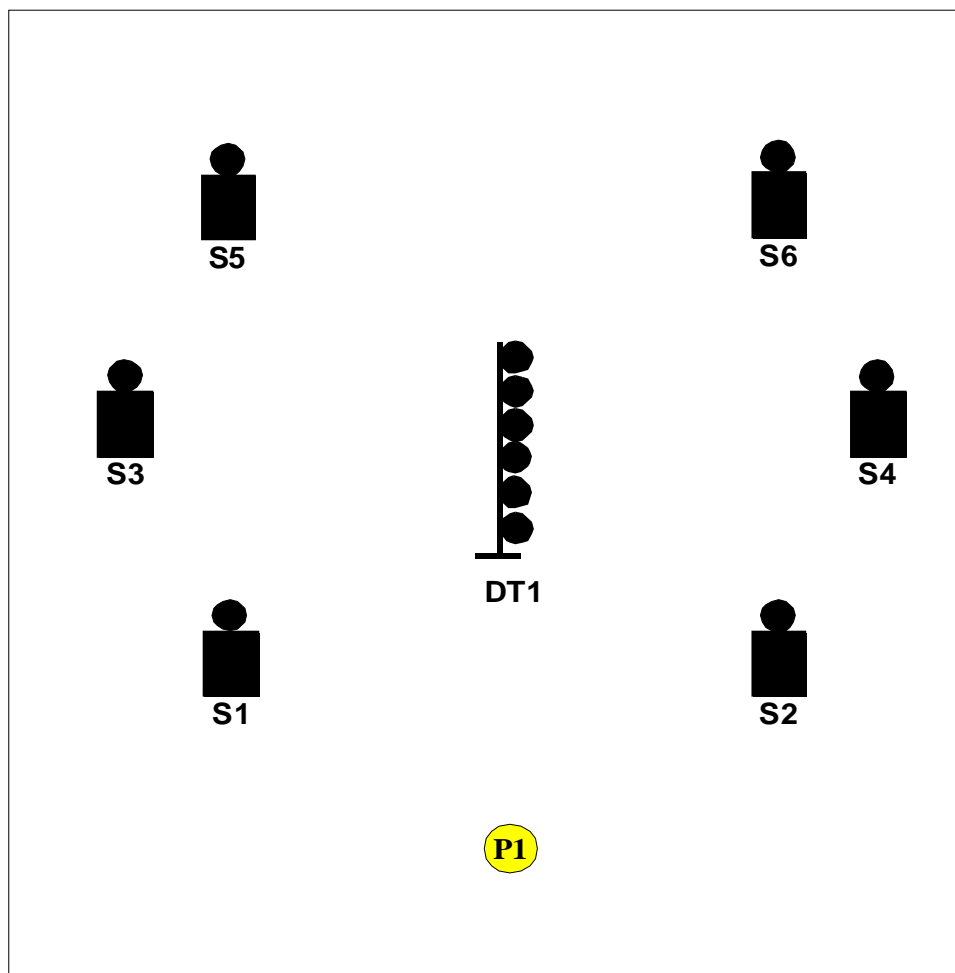
- At the buzzer, draw, move to the **left side of the barricade** and (**with the proper use of cover**) engage T1 – T4 with 2 shots each (body or head).
- Then, **from the right side of the barricade** and (**with the proper use of cover**) engage T5 – T8 with 2 shots each (body or head).
- Reload as needed from behind cover.

### Notes:

- Shooter will receive a **3-second penalty** for each hit on a non-threat.

# Range Masters “Fun” Shoot

## Stage 3 “All The Steel Plates”



### Round Count:

String 1 = **12 minimum**  
(**12** rounds for the stage)

### Vickers Count

(Can make up shots)

### String 1 -

- Shooter starts at **P1**.
- At the sound of the buzzer, draw and engage **all Steel Plates (S1 thru S6)** and **all Dueling Tree plates on DT1** in any order until hit one time.
- Reload as necessary

### 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 penalty