

# Range Masters "Fun" Shoot

Results for September 18, 2007

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	String 3	PD
1	Olson, Landon	NO	62.09	3	27.87	26.87	2	19.30	8.87	9.93	1	14.92	7.12	4.74	3.06	0
2	Collins, Ken	O	67.67	2	35.92	34.92	2	17.49	8.62	8.87	0	14.26	6.41	4.80	3.05	0
3	Majers, Steve	O	68.21	10	28.93	27.93	2	25.99	10.39	11.60	8	13.29	6.43	4.22	2.64	0
4	Gustaveson, Michael (9)	O	76.56	7	25.18	24.68	1	36.22	9.60	23.62	6	15.16	7.15	4.57	3.44	0
5	Scott, Michael Sr.	NO	79.19	12	33.49	30.99	5	25.04	9.44	12.10	7	20.66	10.29	6.76	3.61	0
6	Gustaveson, Michael (4)	O	81.23	13	42.07	39.57	5	20.23	9.18	10.05	2	18.93	7.35	4.35	4.23	6
7	Tenney, Brian	NO	81.61	6	36.18	35.18	2	24.96	10.40	12.56	4	20.47	9.65	7.53	3.29	0
8	Ursulich, Ryan	NO	88.00	23	33.59	31.09	5	32.68	12.09	11.59	18	21.73	9.93	7.39	4.41	0
9	Reese, Jerry	NO	90.58	33	30.99	30.49	1	38.65	10.56	12.09	32	20.94	8.54	7.68	4.72	0
10	Kemp, Tony	NO	92.50	3	38.84	37.84	2	33.51	10.76	22.25	1	20.15	9.93	7.15	3.07	0
11	Clark, David	NO	99.42	23	31.62	31.12	1	29.01	11.32	11.69	12	38.79	18.62	11.38	3.79	10
12	Harmon, Ben	NO	100.31	53	33.26	30.76	5	38.88	9.81	10.07	38	28.17	13.88	5.90	3.39	10
13	Phillips, RDan	NO	104.91	37	32.69	31.69	2	31.26	9.21	14.55	15	40.96	16.81	8.99	5.16	20
14	Scott, Alan (Rev)	NO	104.91	20	45.16	44.66	1	37.40	11.91	15.99	19	22.35	12.80	5.75	3.80	0
15	Smith, Bruce	NO	107.90	32	30.69	30.69	0	29.98	12.15	14.83	6	47.23	17.33	10.84	6.06	26
16	Jepperson, Riley	NO	108.33	39	38.27	33.27	10	32.33	10.13	12.70	19	37.73	13.76	15.16	3.81	10
17	Price, Mike	NO	112.00	27	42.48	34.98	15	28.08	10.76	11.32	12	41.44	22.62	12.36	6.46	0
18	Waldo, Ralph	NO	112.29	29	45.32	44.82	1	44.27	14.68	15.59	28	22.70	10.17	9.13	3.40	0
19	McAllister, Sean	NO	117.27	43	37.30	37.30	0	34.89	12.49	15.90	13	45.08	14.35	12.29	3.44	30
20	Brimhall, Nate	NO	144.41	49	54.75	52.75	4	55.90	18.17	20.23	35	33.76	14.42	10.51	3.83	10
21	VanHorn, Guy	NO	163.51	51	80.70	74.70	12	45.28	17.09	18.69	19	37.53	14.24	9.71	3.58	20
22	Edwards, Preston	NO	175.82	63	84.92	73.42	23	42.81	15.32	17.49	20	48.09	18.86	14.93	4.30	20
23	Garcia, Javier	NO	195.39	74	105.66	80.16	51	46.52	17.80	17.22	23	43.21	21.18	15.30	6.73	0
24	Luck, Jeff	NO	203.38	81	88.60	78.10	21	46.82	19.76	20.06	14	67.96	26.09	15.30	3.57	46
25	Burney, Carl	NO	DNF	DNF	49.65	49.65	0	39.51	16.71	20.80	4	DNF	61.71	DNF	DNF	86
26	Dalton, Dell	O	NS	49	96.74	92.74	8	76.72	24.22	45.00	15	NS	97.84	8.37	NS	26

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

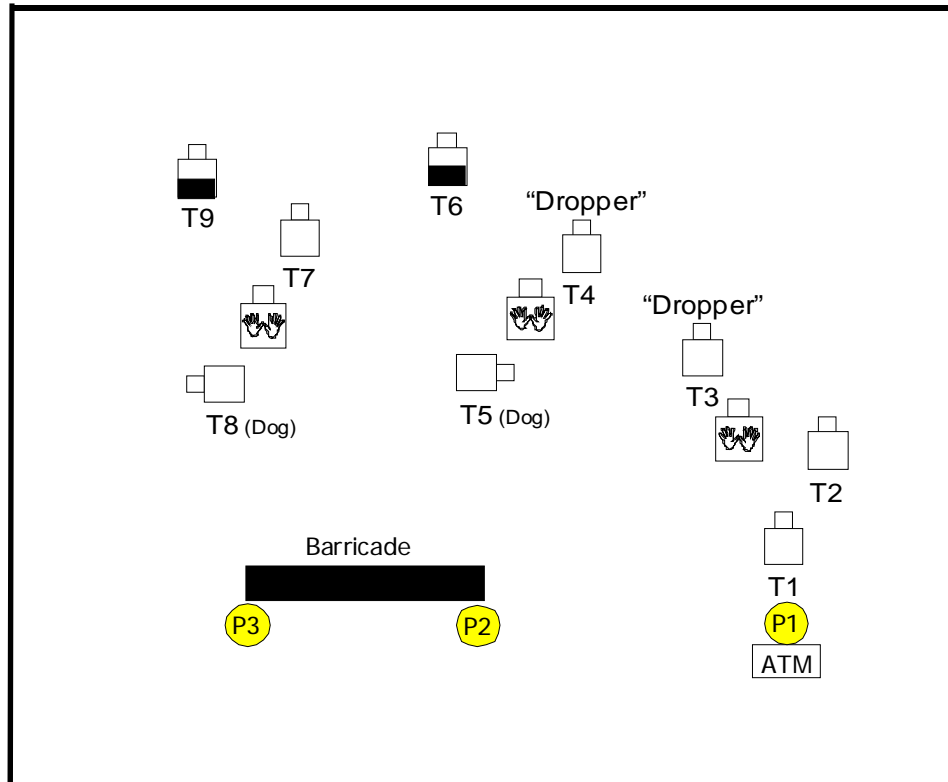
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Cash Droppers”



**Round Count:**  
String 1 = **16 minimum**  
(**16** rounds for the stage)

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

### String 1:

Shooter starts fully loaded and holstered at **P1**, with back to the targets and hands on the ATM.

- At the buzzer, **turn**, draw, and engage **T1 with 2 rounds from retention**.
- Then, **also from P1**, engage **T2 with 2 rounds** (body or head), then **T3 ("Dropper") until dropped**.
- Move to position **P2** and, **with proper use of cover**, engage **T4 ("Dropper") until dropped**, then **T5 and T6 with 2 rounds each** (body or head).
- Move to position **P3** and, **with proper use of cover**, engage targets **T7 thru T9 with 2 rounds each** (body or head).
- Reload as necessary (utilizing cover whenever possible).

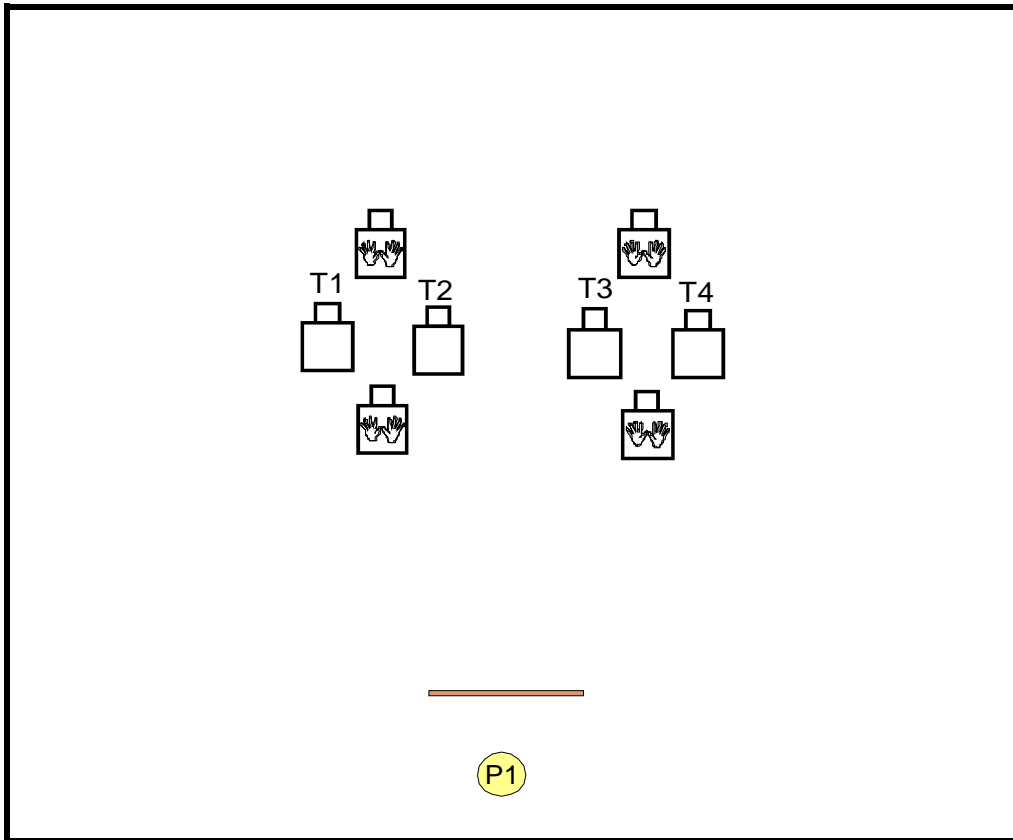
### Notes:

1. **Do Not Shoot** the next series of targets **until you reach the next shooting position**.
2. “**Droppers**” (T3 and T4) must drop or a “**Misses on Steel**” penalty will be assessed.
3. **T5 and T8** simulate dogs and are low to the ground.
4. “**Slice-the-Pie**” method should be used from **P2 and P3**.
5. Be aware of muzzle position when transitioning from **P2 to P3**.

COF designed by “Red” Redford

# Range Masters “Fun” Shoot

## Stage 2 - “What’s Behind Target #1?”



**Round Count:**  
String 1 = **8 Maximum**  
String 2 = **8 Maximum**  
(16 rounds for the Stage)

**Limited Vickers Count**  
(Cannot make up shots)

### String 1:

Shooter starts **fully loaded to capacity** at P1.

- At the sound of the buzzer, **draw** and (with proper use of cover) **engage all threat targets** with **2 Rounds Only** to the **TORSO ONLY** from either or both sides of the barricade.
- Reload as necessary.

### String 2:

Shooter starts **fully loaded to capacity** at P1.

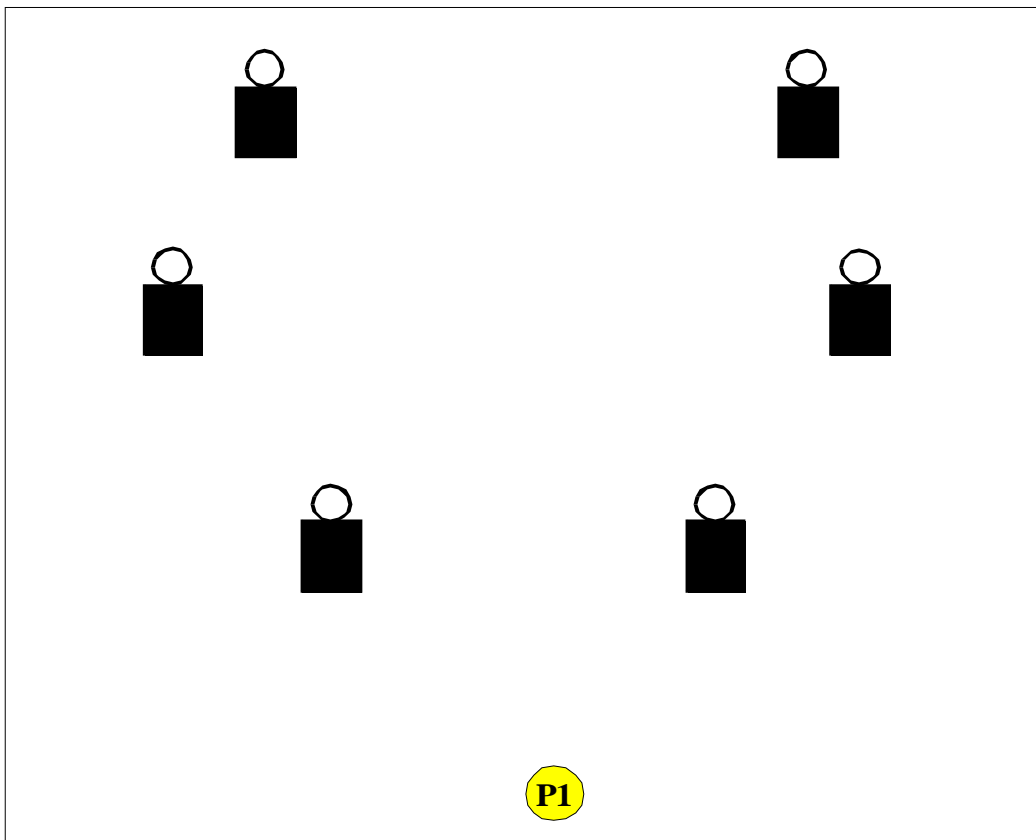
- At the sound of the buzzer, **draw** and (with proper use of cover) **engage all threat targets** with **1 Round Only** to the **HEAD** and **1 Round Only** to the **TORSO** from either or both sides of the barricade.
- Reload as necessary.

### Notes:

1. Shooter must properly use cover while engaging targets.

# Range Masters “Fun” Shoot

## Stage 3 - “A Limited Number of Tries”



**Round Count:**  
**12 Rounds Min.**  
**19 Rounds Max.**

**Limited Attempts Vickers Count**  
**(Review instructions for clarification.)**

**String 1** - (6 Rounds Min. - 10 Rounds Max.)

Shooter starts at **P1** with **10 Rounds Max. in gun.**

- At the sound of the buzzer, draw and knock down **all 6 plates** (Front, Middle, Back).

**String 2** - (4 Rounds Min. - 6 Rounds Max.)

Shooter starts at **P1** with **6 Rounds Max. in gun.**

- At the sound of the buzzer, draw and knock down the **first 4 plates** (Front, Middle.)

**String 3** - (2 Rounds Min. - 3 Rounds Max.)

Shooter starts at **P1** with **3 Rounds Max. in gun.**

- At the sound of the buzzer, draw and knock down the **front 2 plates.**

### **Notes:**

1. Shooter must only load the designated Max. rounds for each String.
2. Revolver shooters and those that have less than 10 round mag capabilities are allowed reloads to make allowed attempts, but cannot fire more than the Max. round count for the String.
3. Bring required ammo with you to the line if you will have to reload magazines for the various Strings.