

Range Masters "Fun" Shoot

Results for May 15, 2007

Place	Name (Note)	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
1	Gustaveson, Michael	74.85	1	28.23	28.23	0	26.48	13.06	12.92	1	20.14	8.75	11.39	0
2	Webster, Scott	76.57	16	30.56	27.06	7	32.55	13.25	14.80	9	13.46	7.13	6.33	0
3	Stoddard, Paul	77.46	21	24.41	21.91	5	33.56	11.52	14.04	16	19.49	10.21	9.28	0
4	Majers, Steve	80.90	11	28.17	28.17	0	35.11	16.21	13.40	11	17.62	8.70	8.92	0
5	Duncan, Dave (9)	82.64	6	29.79	29.79	0	35.53	15.97	16.56	6	17.32	8.67	8.65	0
6	Olson, Landon	82.86	11	31.75	31.25	1	35.80	16.15	14.65	10	15.31	8.35	6.96	0
7	Rodriquez, Mike	83.98	34	25.92	25.42	1	26.58	10.48	10.60	11	31.48	11.32	9.16	22
8	Reynolds, Jonathan	85.32	14	30.87	30.87	0	34.07	13.88	13.19	14	20.38	8.92	11.46	0
9	Gonzalez, Francisco	86.16	8	27.73	27.73	0	37.19	17.17	16.02	8	21.24	11.09	10.15	0
10	Scott, Alan	91.33	24	35.90	30.40	11	36.65	14.19	15.96	13	18.78	8.97	9.81	0
11	Zaccardi, Pat	91.95	14	28.71	25.71	6	36.15	14.90	17.25	8	27.09	15.59	11.50	0
12	Spensko, Shane	93.52	18	32.68	32.18	1	40.50	15.35	16.65	17	20.34	11.37	8.97	0
13	Clark, David	96.29	19	34.05	33.55	1	41.93	17.16	15.77	18	20.31	10.98	9.33	0
14	Redford, "Red" (Rev)	101.56	14	37.35	33.85	7	45.95	21.13	21.32	7	18.26	10.35	7.91	0
15	Price, Mike	103.27	16	30.46	29.46	2	38.58	15.37	16.21	14	34.23	19.45	14.78	0
16	Phillips, RDan	104.25	51	38.58	28.58	20	39.33	11.89	11.94	31	26.34	9.94	16.40	0
17	Kemp, Tony	104.60	47	36.77	27.27	19	43.34	15.26	14.08	28	24.49	13.52	10.97	0
18	Holladay, Jason	105.33	10	38.43	36.93	3	40.49	16.46	20.53	7	26.41	14.07	12.34	0
19	Griggs, David	106.17	33	43.79	38.79	10	45.74	17.21	17.03	23	16.64	9.59	7.05	0
20	Huff, Blake (Rev)	107.86	7	34.72	34.72	0	46.17	22.68	19.99	7	26.97	10.07	16.90	0
21	Jepperson, Riley	108.00	22	39.42	35.42	8	39.16	14.64	17.52	14	29.42	13.90	15.52	0
22	Scott, Michael Sr.	108.22	29	33.67	30.17	7	44.08	17.39	15.69	22	30.47	9.57	20.90	0
23	Staton, Scott	112.75	19	37.00	37.00	0	56.62	23.42	23.70	19	19.13	11.81	7.32	0
24	Reese, Jerry (Rev)	115.93	34	34.37	34.37	0	55.56	19.57	18.99	34	26.00	17.22	8.78	0
25	Nageotte, Jim	116.49	24	38.76	30.26	17	38.72	17.79	17.43	7	39.01	25.25	13.76	0
26	Majers, Steve Jr. (.22)	117.13	49	36.65	30.15	13	44.36	14.89	14.47	30	36.12	10.50	22.62	6
27	Ursulich, Ryan	118.08	22	38.65	38.65	0	45.57	17.51	17.06	22	33.86	20.79	13.07	0
28	Johnson, Kim	126.42	36	50.46	43.46	14	44.16	15.01	21.15	16	31.80	16.06	12.74	6
29	Mallon, Jim	126.80	19	51.40	49.40	4	49.85	22.06	20.29	15	25.55	13.09	12.46	0
30	Zaccardi, Juke	128.22	38	37.77	34.77	6	50.93	15.66	19.27	32	39.52	25.70	13.82	0
31	Dockstader, Jeff	129.34	39	46.52	41.52	10	54.12	23.42	16.20	29	28.70	20.59	8.11	0
32	Waldo, Ralph	149.27	29	47.85	46.85	2	58.86	21.49	23.87	27	42.56	24.13	18.43	0
33	Duncan, Dave (3)	172.81	28	46.18	44.68	3	69.97	21.97	35.50	25	56.66	15.34	41.32	0
34	Luck, Jeff	209.62	33	85.50	85.00	1	64.06	28.55	24.51	22	60.06	21.21	33.85	10
35	Bailey, Wes	216.75	42	67.03	62.03	10	97.27	39.69	41.58	32	52.45	31.92	20.53	0
36	Barker, John	280.19	50	78.06	73.56	9	76.42	30.69	25.23	41	125.71	67.50	58.21	0
37	Sabaldo, Teri	292.08	55	90.17	79.67	21	77.43	29.94	30.49	34	124.48	57.21	67.27	0
38	Evans, Amy	478.67	19	148.57	147.57	2	108.46	45.88	54.08	17	221.64	93.29	128.35	0

Notes:

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.)

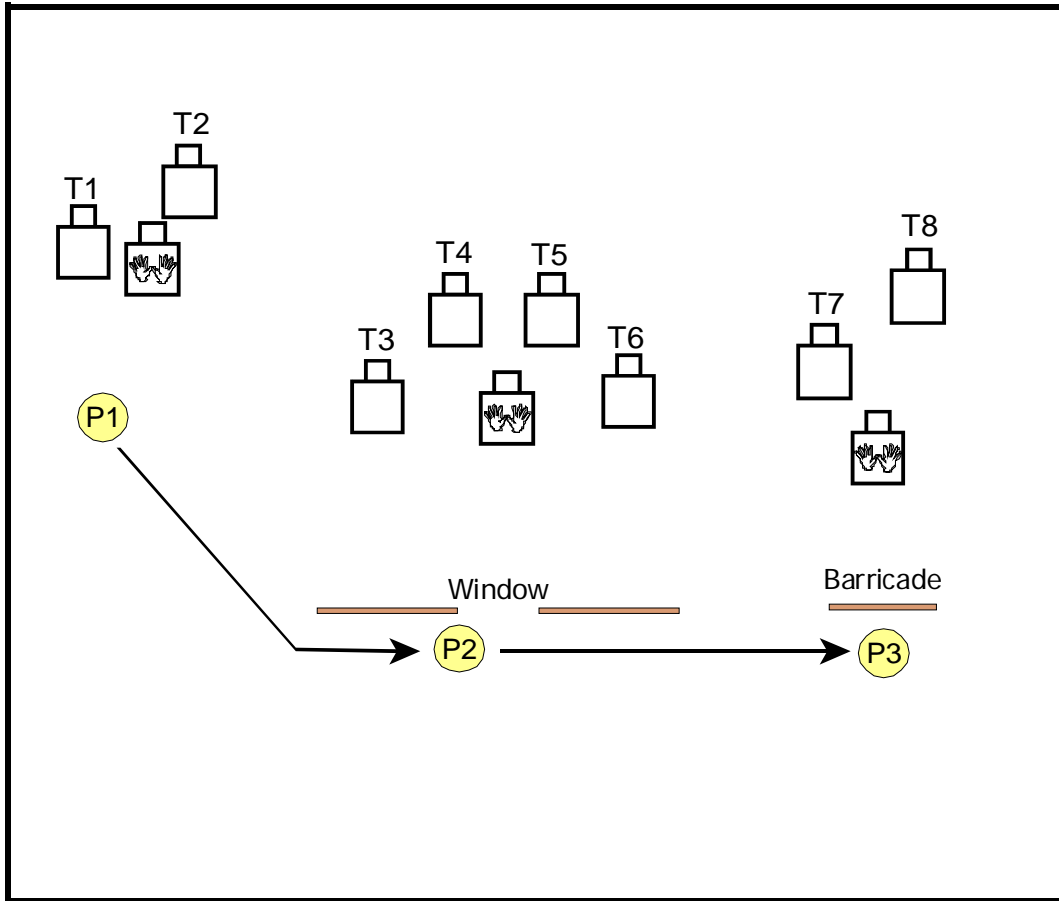
DNF = Did Not Finish

NS = No Score

(Rev) = Revolver

Range Masters “Fun” Shoot

Stage 1 - “Use That Cover”



Round Count:
String 1 = **18 Minimum**
(18 rounds for the stage)

Vickers Count
(Can make up shots)

String 1:

Shooter starts at **P1** with **no more than 11 rounds in the gun**.

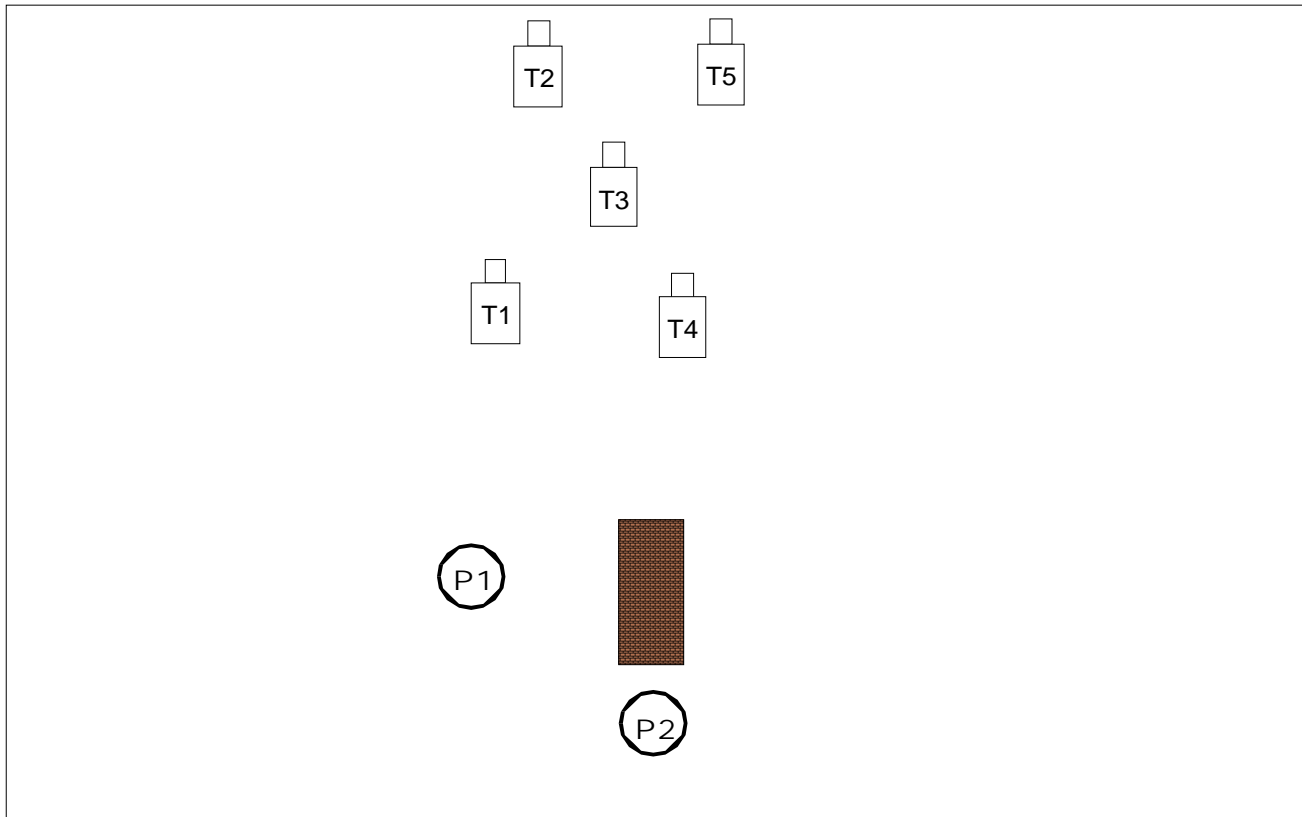
- At the sound of the buzzer, draw and engage targets **T1 and T2** with **2 rounds each** (Torso or Head).
- **Carefully retreat** to **P2** and, with the proper use of cover, engage **T3 thru T6** with **2 rounds each** (Torso or Head) **through the open window**.
- Move to **P3** and, with the proper use of cover, engage **T7 and T8** with **2 rounds to the Torso** and **1 round to the Head** 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 2 - “Confusion at the Gate”



Round Count:

String 1 = **10 Rnds Max.**

String 2 = **10 Rnds Max.**

(**20 rounds** Max for the stage)

Limited Vickers Count

(**Cannot** make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, **draw** and **engage T1 thru T5 in Tactical Priority with 1 round only to each Torso.**
- **Retreat to P2** and engage **T1 thru T5** with **1 shot only to the head** from the **left side of the barricade.**
- Reload as necessary.

String 2 -

Shooter starts fully loaded at **P1**.

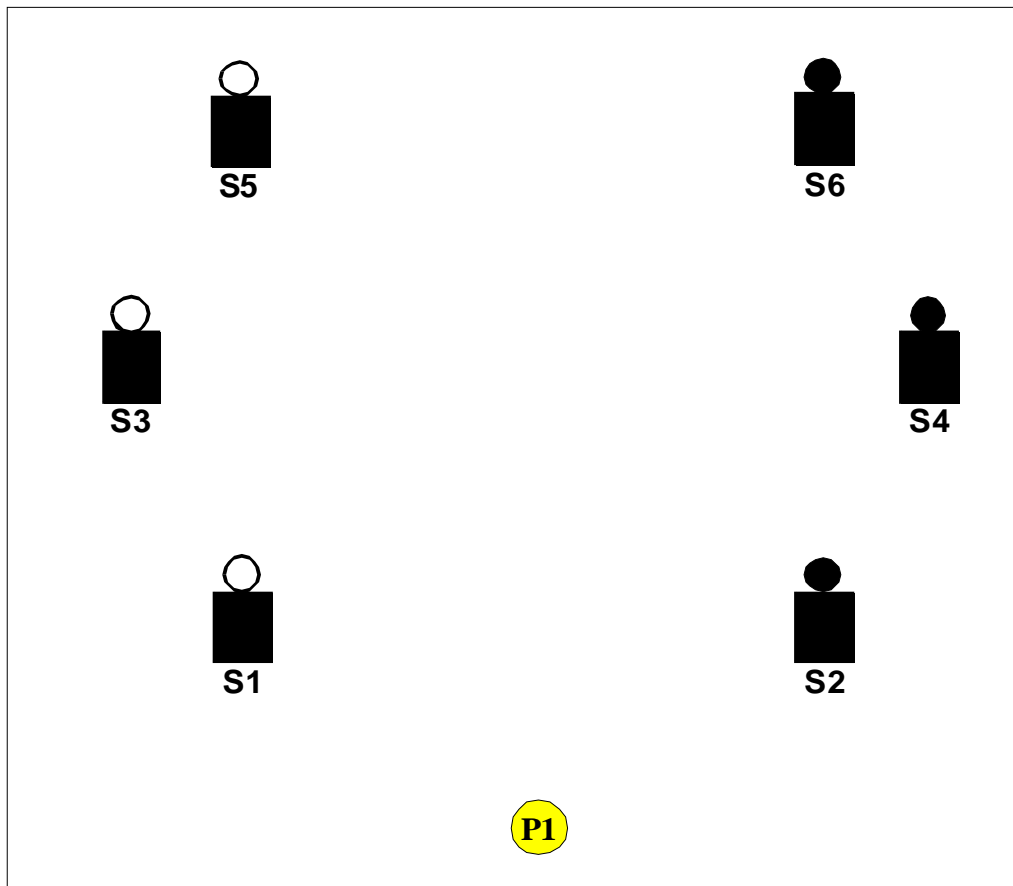
- At the sound of the buzzer, **draw** and **engage T1 thru T5 in Tactical Priority with 1 round only to each Torso.**
- **Retreat to P2** and engage **T1 thru T5** with **1 shot only to the head** from the **right side of the barricade.**
- Reload as necessary.

Notes:

1. Shooter will not engage targets at **P2** until **behind cover.**

Range Masters “Fun” Shoot

Stage 3 - “Side to Side, Front to Back”



Round Count:

String 1 = **6 minimum**
String 2 = **6 minimum**
(**12 rounds for the stage**)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts at **P1 with a MAXIMUM of 10 rounds in the gun.**

- At the sound of the buzzer, draw and knock down a plate of either color.
- Knock down the remaining plates by alternating the colors:
 - If you start by knocking down a white plate, you must then knock down a **black**, then white, then **black**, etc. until all plates are down.
 - If you start by knocking down a **black** plate, you must then knock down a white, then **black**, then white, etc. until all plates are down.
- Reload as necessary

String 2 -

Shooter starts at **P1 with a MAXIMUM of 10 rounds in the gun.**

- At the sound of the buzzer, draw and knock down all plates of one color, then all plates of the remaining color.
- 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