

Range Masters "Fun" Shoot

Results for February 20, 2007

Place	Name (Note)	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	String 4	PD
1	Collins, Ken	59.63	23	23.52	16.52	14	23.54	19.04	9	12.57	2.83	3.61	3.15	2.98	0
2	Ingram, Jeb	73.52	12	31.32	28.82	5	23.02	19.52	7	19.18	3.16	5.01	5.60	5.41	0
3	Majers, Steve	79.68	17	29.71	26.21	7	33.56	28.56	10	16.41	3.30	4.57	5.06	3.48	0
4	Rees, Jerry	99.54	22	42.78	40.28	5	38.76	30.26	17	18.00	3.60	6.35	3.94	4.11	0
5	Olson, Landon	102.60	20	47.92	42.92	10	32.14	27.14	10	22.54	3.82	4.88	5.80	8.04	0
6	Jepperson, Riley	102.88	58	42.61	25.61	34	37.81	25.81	24	22.46	5.84	6.51	6.28	3.83	0
7	Spensko, Chance	103.02	59	46.26	26.76	39	33.94	23.94	20	22.82	4.36	6.26	6.02	6.18	0
8	Thomas, Kevin	103.51	26	48.19	43.19	10	33.37	25.37	16	21.95	5.97	6.40	4.47	5.11	0
9	DeLeeuw, Dave	104.92	53	40.51	24.51	32	41.76	31.26	21	22.65	7.51	6.65	4.32	4.17	0
10	Gonzalez, Fancisco	105.18	19	46.25	43.75	5	39.78	32.78	14	19.15	5.85	5.70	3.99	3.61	0
11	Mortensen, Gary	106.00	41	46.17	33.67	25	36.21	28.21	16	23.62	2.58	6.40	6.20	8.44	0
12	Scott, Michael Sr.	106.89	46	42.19	24.19	36	39.85	34.85	10	24.85	11.04	3.80	3.72	6.29	0
13	Phillips, RDan	114.02	46	59.84	43.84	32	36.27	29.27	14	17.91	2.99	3.81	5.19	5.92	0
14	Dockstader Jeff	116.01	19	56.83	50.83	12	41.91	38.41	7	17.27	2.50	6.04	4.45	4.28	0
15	Spensko, Shane	116.23	72	44.62	25.12	39	42.08	25.58	33	29.53	6.47	5.60	5.25	12.21	0
16	Scott, Alan	116.34	39	47.45	34.45	26	39.75	33.25	13	29.14	7.15	4.82	5.25	11.92	0
17	Stone, Scott	117.52	64	44.51	27.01	35	41.49	26.99	29	31.52	5.73	5.51	14.91	5.37	0
18	Gustaveson, Michael	118.13	6	61.80	60.30	3	34.40	32.90	3	21.93	5.03	4.50	6.34	6.06	0
19	Smith, Bruce	121.85	13	54.49	50.49	8	46.67	44.17	5	20.69	5.72	5.14	4.54	5.29	0
20	Johnson, Kim	123.50	58	46.08	33.58	25	48.04	31.54	33	29.38	4.73	10.98	6.68	6.99	0
21	Clark, David	124.22	19	50.66	46.16	9	38.15	33.15	10	35.41	4.52	10.58	10.10	10.21	0
22	Griggs, David	124.68	58	63.61	46.61	34	45.02	33.02	24	16.05	3.23	3.74	5.02	4.06	0
23	Nageotte, Jim	131.44	14	51.99	46.99	10	37.98	35.98	4	41.47	9.11	6.88	16.28	9.20	0
24	Holladay, Jason	133.68	38	58.44	46.94	23	42.81	35.31	15	32.43	6.18	4.39	6.31	15.55	0
25	Griggs, Jim	134.56	31	56.98	51.98	10	44.69	34.19	21	32.89	5.05	9.68	7.29	10.87	0
26	Price, Mike	141.31	28	63.26	55.76	15	46.61	40.11	13	31.44	5.21	11.80	8.87	5.56	0
27	Zaccardi, Pat	142.83	46	70.52	57.02	27	38.32	28.82	19	33.99	8.39	8.46	10.65	6.49	0
28	Mallon, Jim	150.12	35	77.47	64.97	25	45.18	40.18	10	27.47	6.97	7.44	7.57	5.49	0
29	Scott, Michael Jr.	155.83	44	44.66	34.16	21	43.33	31.83	23	67.84	6.12	22.35	7.49	31.88	0
30	Antry, Pat	158.48	73	69.78	39.28	61	40.95	34.95	12	47.75	16.40	11.18	6.88	13.29	0
31	Everson, Bret	163.11	13	79.90	77.40	5	46.74	42.74	8	36.47	6.97	7.41	12.23	9.86	0
32	Ursulich, Ryan	168.74	94	60.01	37.51	45	53.37	28.87	49	55.36	14.05	5.54	5.61	30.16	0
33	McMurray, Eugene (.22)	171.44	19	82.54	77.04	11	54.16	50.16	8	34.74	5.67	10.56	7.42	11.09	0
34	Zaccardi, Juke	190.74	67	71.09	56.59	29	49.51	30.51	38	70.14	27.26	23.73	4.81	14.34	0
35	Bryan, Teri	214.44	160	81.39	36.89	89	65.65	30.15	71	67.40	19.73	18.61	17.27	11.79	0
36	Smith, Andrew	215.10	87	62.28	40.78	43	56.87	39.87	34	95.95	5.87	11.06	4.60	69.42	10
37	Luck, Jeffrey (4)	227.60	99	103.81	71.31	65	55.87	38.87	34	67.92	3.17	11.50	17.52	35.73	0
38	Dalton, Dell	244.80	57	116.95	103.45	27	71.25	56.25	30	56.60	3.36	39.29	8.75	5.20	0
39	Luck, Jeffrey (9)	251.90	78	77.71	54.21	47	89.95	74.45	31	84.24	17.20	23.57	6.00	37.47	0
40	Majers, Steve Jr. (.22)	269.28	79	75.12	58.12	34	56.54	34.04	45	137.62	31.30	50.81	17.05	38.46	0
41	Bryan, Steve	311.71	97	81.13	55.13	52	56.18	33.68	45	174.40	67.57	13.40	45.67	47.76	0
42	Hintz, Jesse	DNF	DNF	68.18	58.18	20	151.90	126.90	50	DNF	71.86	40.62	NS	NS	40

Notes:

PD = Points Down = .5 seconds x Points Down

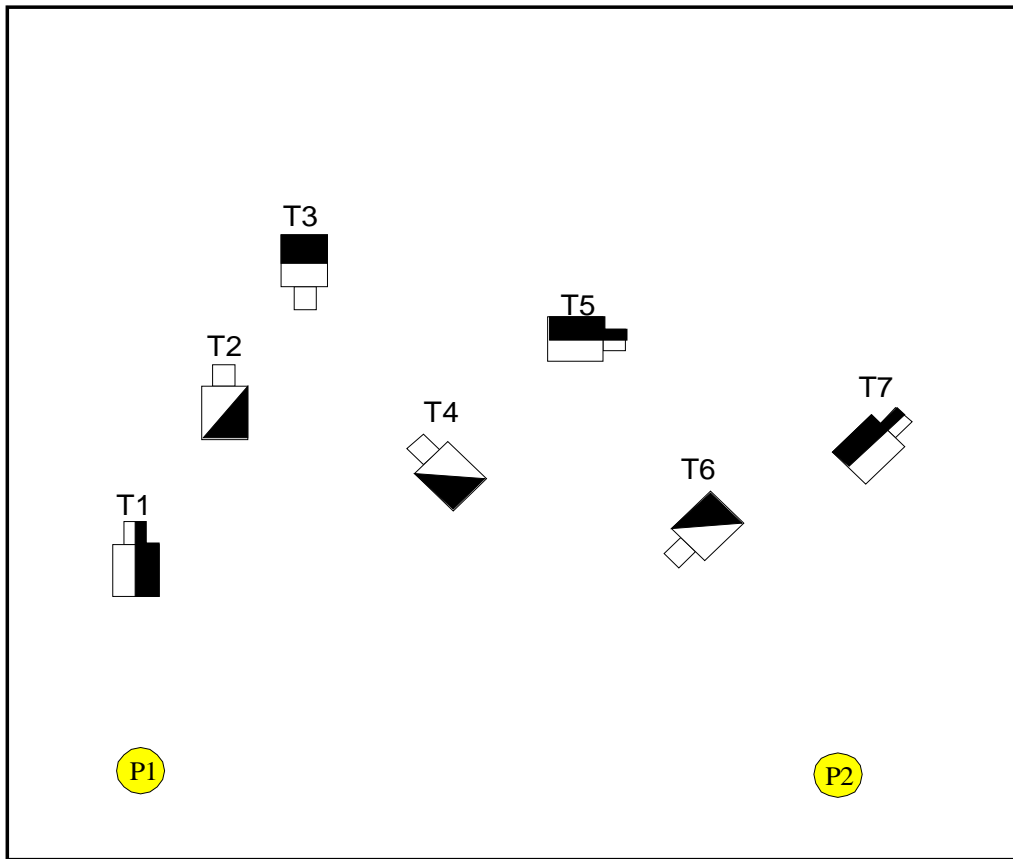
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses-on-Steel, etc.)

DNF = Did Not Finish

(Rev) = Revolver

Range Masters “Fun” Shoot

Stage 1 - “Heads Up???”



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

Vickers Count
(Can make up shots)

String 1 -

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

- At the sound of the buzzer, draw and, **while moving to P2**, engage targets **T1** thru **T7** with **2 rounds to each TORSO** and **1 round to each HEAD**.
- Reload as necessary.

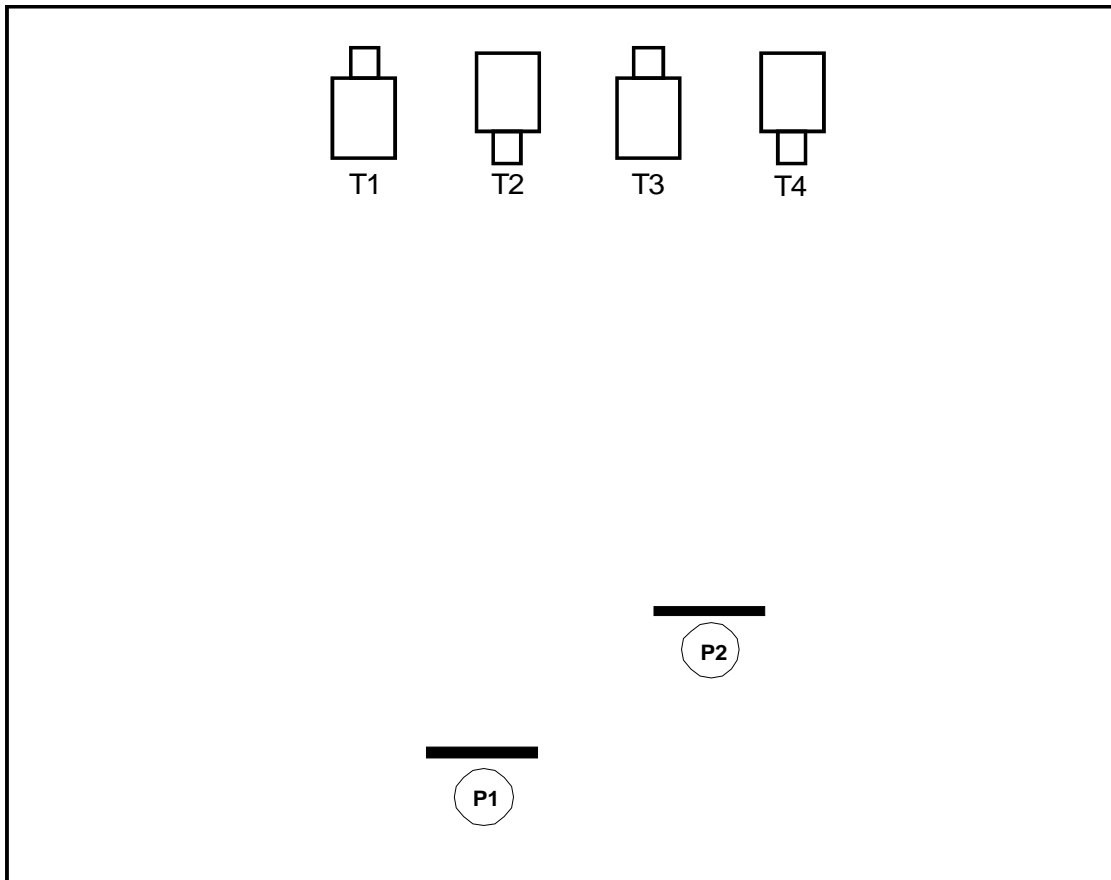
Notes:

1. **Shooter must keep moving while engaging targets.**
2. **Full hits on hard cover** will count as a **miss**.
3. **DO NOT** shoot the walls.

COF created by Ren Young

Range Masters “Fun” Shoot

Stage 2 - “Fun with a Twist”



Round Count:
String 1 = 16 Rds. Max.
(16 Rds. Max for the Stage)

Limited Vickers Count
Cannot make up shots)

STRING 1- 8 rounds min.

Shooter starts at **P1** with **no more than 8 rounds in the gun.**

- At the sound of the buzzer and **with the proper use of cover**, engage **T1** thru **T4** with **1 Round Only to each Torso Only** from the **left side of the barricade**, then **1 Round Only to each Torso Only** from the **right side of the barricade**.
- **Advance to P2** and, with the **proper use of cover** using **either side of the barricade**, engage **T1** thru **T4** with **1 Round Only to each Torso** and **1 Round Only to each Head**.
- Reload as needed.

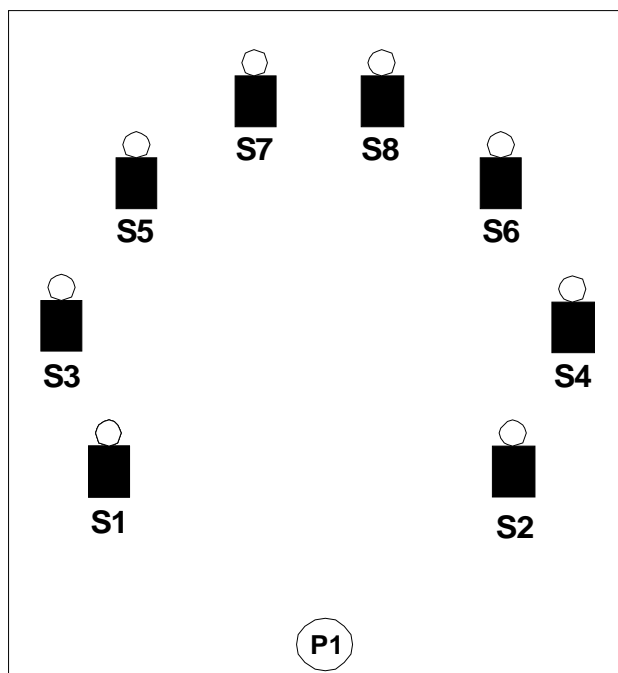
Notes:

1. Shooter must **properly use cover** at each position.

COF designed by RDan Phillips

Range Masters “Fun” Shoot

Stage 3 - “Practice, Practice”



Round Count:

String 1 = 2 rds min.
 String 2 = 2 rds min.
 String 3 = 2 rds min.
 String 4 = 2 rds min.
 (8 rounds for the stage)

Vickers Count Can make up shots)

String 1 - Shooter starts at **P1** with **gun in Weak Hand** at the **Low Ready** position.

- At the sound of the buzzer, **using the weak hand only**, knock down **S1** and **S2**.
- Reload as necessary.

String 2 - Shooter starts loaded and holstered at **P1**.

- At the sound of the buzzer, draw and, **using the strong hand only**, knock down **S3** and **S4**.
- Reload as necessary.

String 3 - Shooter starts loaded and holstered at **P1**.

- At the sound of the buzzer, draw and knock down **S5** and **S6**. (**Freestyle** = Both Hands)
- Reload as necessary.

String 4 - Shooter starts loaded and holstered at **P1**.

- At the sound of the buzzer, draw and knock down **S7** and **S8**. (**Freestyle** = Both Hands)
- Reload as necessary.

Notes -

1. Plates not knocked down will receive a 5-second penalty.

COF designend by "Red" Redford