

Range Masters "Fun" Shoot

Results for June 17, 2008

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Stilwell, Mike	O	61.91	1	31.37	30.87	1	12.55	12.55	0	17.99	9.64	8.35	0
2	Webster, Scott	NO	78.21	7	37.67	34.67	6	20.44	19.94	1	20.10	10.78	9.32	0
3	Olson, Landon	NO	86.73	26	41.83	34.33	15	24.21	18.71	11	20.69	9.44	11.25	0
4	Gonzalez, Francisco	NO	88.49	10	46.36	41.36	10	20.31	20.31	0	21.82	11.35	10.47	0
5	McGregor, Scott	NO	90.28	23	48.91	37.41	23	17.94	17.94	0	23.43	12.96	10.47	0
6	Spensko, Chance	NO	99.50	60	44.73	25.73	38	23.77	17.77	12	31.00	14.00	12.00	10
7	Majers, Steve	O	108.52	55	47.13	44.63	5	42.44	17.44	50	18.95	9.21	9.74	0
8	Gustaveson, Michael	O	109.66	13	39.74	38.74	2	51.37	45.87	11	18.55	8.87	9.68	0
9	Rees, Jerry	NO	118.94	76	55.00	37.50	35	26.76	16.26	21	37.18	14.00	13.18	20
10	Mathis, David	NO	119.40	72	50.05	34.55	31	21.35	20.85	1	48.00	14.00	14.00	40
11	Clark, David	NO	121.00	34	58.20	49.20	18	33.72	30.72	6	29.08	14.00	10.08	10
12	Vincent, David	NO	121.17	45	45.08	43.08	4	28.09	27.59	1	48.00	14.00	14.00	40
13	Huff, Blake (Rev)	NO	126.57	70	46.58	43.08	7	26.99	20.49	13	53.00	14.00	14.00	50
14	Holladay, Jason	NO	127.58	41	66.56	57.06	19	35.88	24.88	22	25.14	11.65	13.49	0
15	Scott, Michael Sr.	NO	129.64	80	62.83	44.33	37	22.63	21.13	3	44.18	14.00	10.18	40
16	Spensko, Shane	NO	133.46	89	71.08	45.58	51	19.38	15.38	8	43.00	14.00	14.00	30
17	DeLeeuw, Dave	NO	133.83	68	56.12	47.62	17	29.71	24.21	11	48.00	14.00	14.00	40
18	Thomas, Kevin	NO	144.59	83	57.99	47.99	20	28.60	27.10	3	58.00	14.00	14.00	60
19	Redford, "Red" (Rev)	NO	152.53	67	78.53	61.53	34	36.20	29.70	13	37.80	13.80	14.00	20
20	York, Nathan	NO	157.42	122	72.12	47.62	49	27.30	20.80	13	58.00	14.00	14.00	60
21	Pike, Ben	NO	159.63	114	89.61	52.11	75	33.16	23.66	19	36.86	12.86	14.00	20
22	Duncan, Dave	NO	160.18	95	59.67	52.17	15	47.51	32.51	30	53.00	14.00	14.00	50
23	DeWitt, Derel	NO	161.18	121	54.75	45.75	18	48.43	26.93	43	58.00	14.00	14.00	60
24	VanHorn, Guy	NO	162.11	91	70.58	60.08	21	48.53	28.53	40	43.00	14.00	14.00	30
25	Waldo, Ralph	NO	162.89	105	74.33	61.33	26	30.56	21.06	19	58.00	14.00	14.00	60
26	Hadley, Jay	NO	166.36	97	72.78	60.28	25	40.58	29.58	22	53.00	14.00	14.00	50
27	Kemp, Tony	NO	172.35	96	103.37	82.87	41	23.36	15.86	15	45.62	14.00	11.62	40
28	Phillips, RDan	NO	178.58	85	84.24	70.24	28	46.34	37.84	17	48.00	14.00	14.00	40
29	Beckes, Ben	NO	181.47	97	81.50	75.00	13	31.97	29.97	4	68.00	14.00	14.00	80
30	York, Brad	NO	189.38	125	71.92	56.42	31	59.46	42.46	34	58.00	14.00	14.00	60
31	Mikkelsen, Mike	NO	190.21	151	77.56	58.56	38	39.65	28.15	23	73.00	14.00	14.00	90
32	Hall, Steven	NO	195.47	53	90.95	90.45	1	51.52	50.52	2	53.00	14.00	14.00	50
33	Thompson, Doug	NO	204.19	162	87.31	59.31	56	58.88	35.88	46	58.00	14.00	14.00	60
34	Howard, James	NO	207.74	141	95.39	68.89	53	49.35	40.35	18	63.00	14.00	14.00	70
35	Spensko, Steven (.22)	NO	217.36	180	90.01	62.51	55	49.35	36.85	25	78.00	14.00	14.00	100
36	York, Audree (.22)	NO	234.01	145	115.51	89.01	53	50.50	44.50	12	68.00	14.00	14.00	80
37	Mayhew, Maurine	NO	DNF	DNF	124.37	99.37	50	62.90	38.90	48	DNF			

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

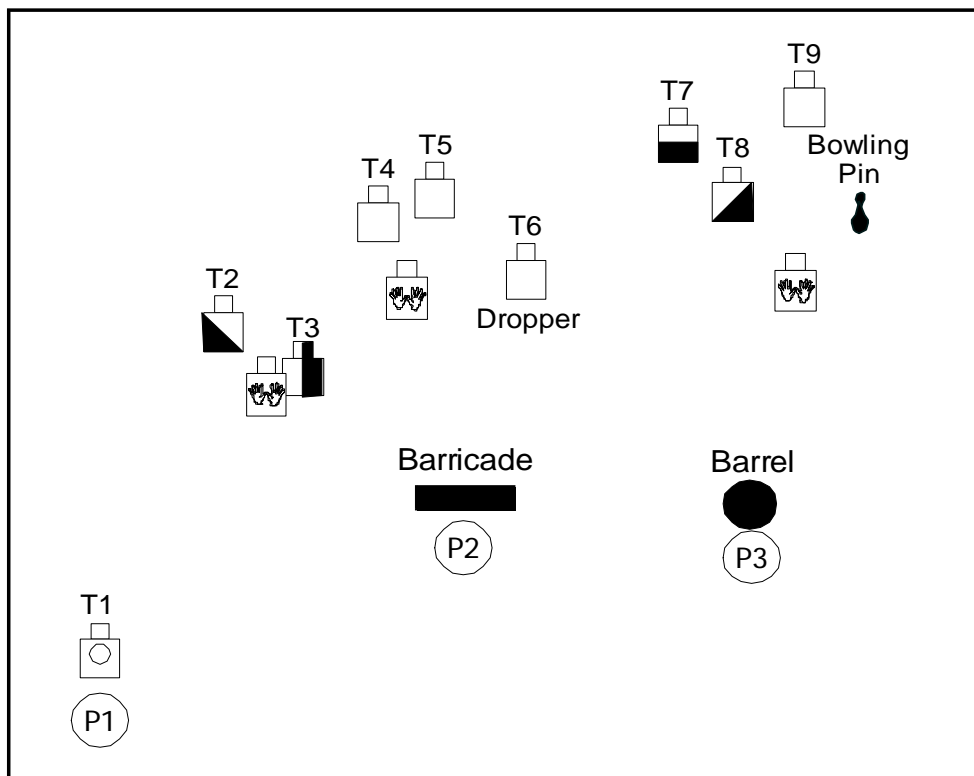
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Watch the Hard Cover”



Round Count:

String 1 = **18** minimum
(**18** rounds for the stage)

Vickers Count

(Can make up shots.)

String 1 -

Shooter starts **fully loaded** at **P1** with **back to the targets**. (All targets get **2 rounds** except **T6** and the **Bowling Pin** - see Notes:)

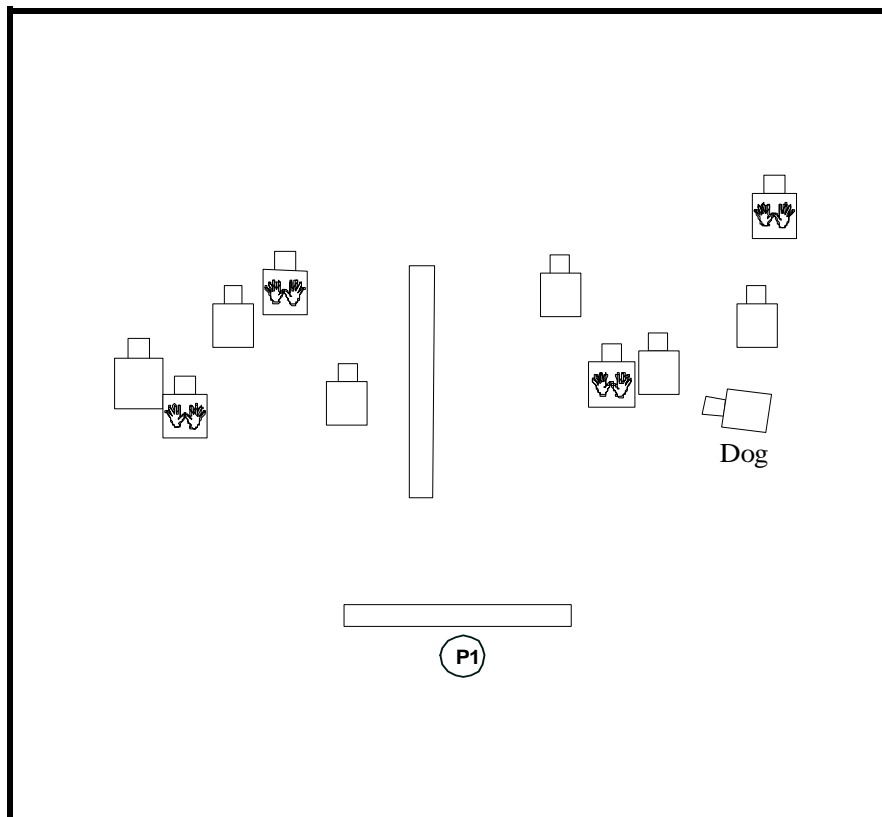
- At the buzzer, **turn, draw** and **engage T1** with **2 rounds FROM RETENTION**.
- Then engage **T2** and **T3** with **WHILE MOVING** to **P2**.
- After reaching **P2**, **engage T4** and **T5** with the **Left Hand Only** from the **Left Side of the barricade**, then **engage T6 (the Dropper)** from the **Right Side of the barricade** with the **Right Hand Only** until it drops.
- Move to **P3**, and from the **Left Side of the barrel**, engage **T7** and **T8** with the **Left Hand Only**, then **T9** and the **Bowling Pin** from the **Right Side** of the barrel, using the **Right Hand Only**.
- Reload as necessary.

Notes:

1. Proper use of cover must be observed at all positions.
2. All full hits on Hard Cover will count as a 5-points-down miss.
3. It is possible to **knock down T6** and **knock over the Bowling Pin** with 1 shot. 2 shots to these targets may not be required.

Range Masters “Fun” Shoot

Stage 2 - “Bad guy? Good guy?”



Round Count:
String 1 = **14 minimum**
(14 rounds for the stage)

Vickers Count
(Can make up shots)

Scenario- While enjoying a quiet Fathers Day gathering, the neighbors get a little out of control, neighbors shootin at neighbors, even the dog gets in on it. Its up to you to get things under control.

String 1 - All Threat targets get **2 rounds** - Body or Head

Shooter starts at **P1** with **only 7 rounds in weapon**.

- At the sound of buzzer and from either side of the barricade, draw and engage all threat targets as they become visable while properly using cover.
- Then, from opposite side of barricade, engage all threat targets as they become visible while properly using cover.
- Reload as necessary

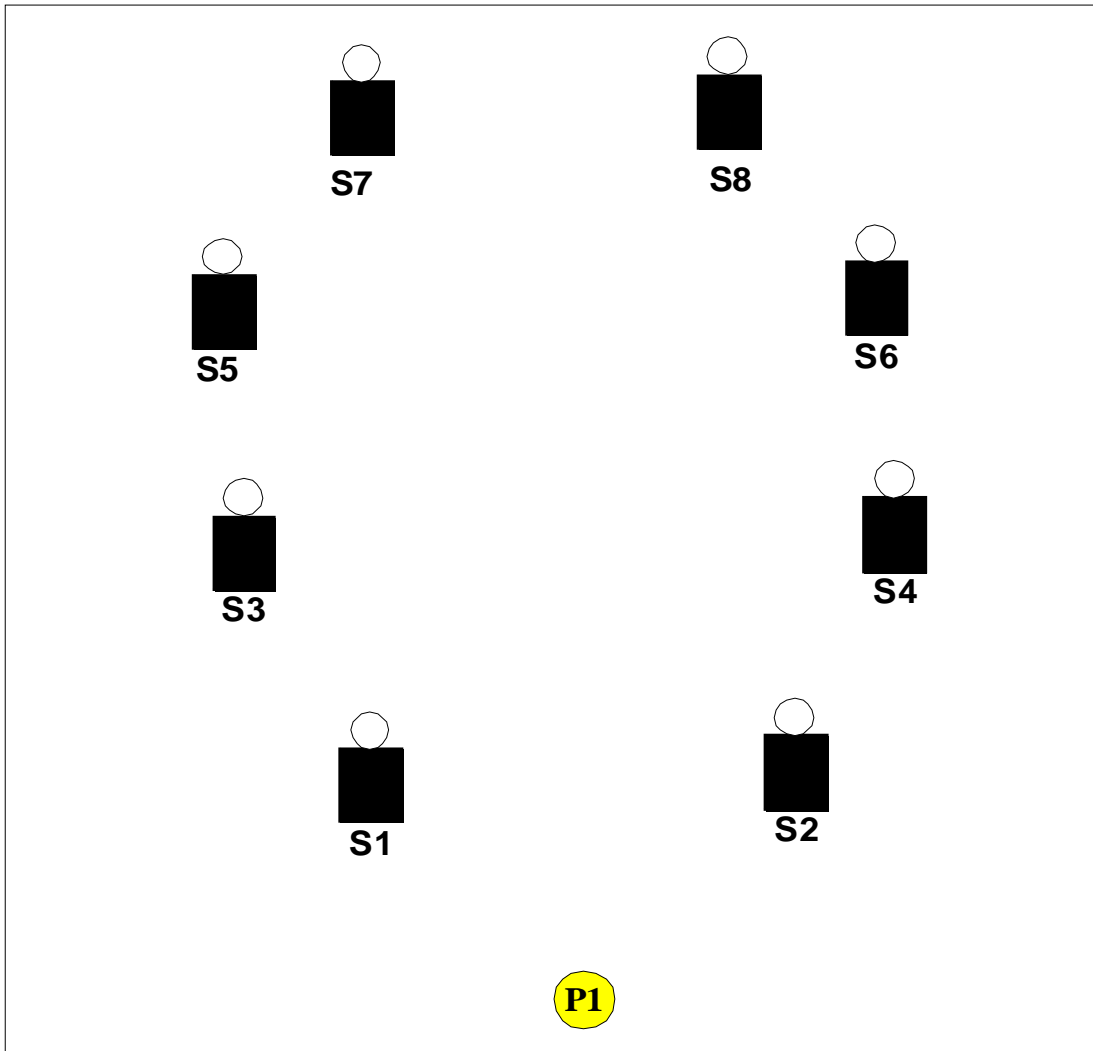
Notes:

1. All threat targets get **2 rounds** - body or head.
2. ***Shooter must employ proper cover techniques or a procedural penalty will be assessed!***

COF Designed by Chance Spensko

Range Masters “Fun” Shoot

Stage 3 - “The Clock Is Ticking”



Round Count:

String 1 = 8 Rds. Min.

String 2 = 8 Rds. Min.

Vickers Count
(Can make up shots)

String 1 -

Shooter starts **Fully Loaded at P1.**

- At the sound of the buzzer, targets (**S1 thru S8**) will automatically present themselves. Engage all targets until they are knocked down. (See Notes:)
- Reload as necessary.

String 2 -

Same as String 1.

Notes -

1. If targets are not knocked down within the allotted time, they will disappear and a Miss-On-Steel penalty will be assessed for those targets.