

# Range Masters "Fun" Shoot

Results for December 16, 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	Spensko, Shane	NO	75.77	20	29.12	26.62	5	27.94	20.44	15	18.71	6.90	11.81	0
2	Olson, Landon	O	80.55	8	47.18	43.18	8	16.89	16.89	0	16.48	5.61	10.87	0
3	DeLeeuw, Dave	O	88.98	5	34.82	33.82	2	36.29	34.79	3	17.87	7.97	9.90	0
4	Clark, David	NO	91.78	19	37.20	34.20	6	33.48	26.98	13	21.10	6.62	14.48	0
5	Kemp, Tony (4)	NO	101.10	43	46.11	35.61	21	30.68	19.68	22	24.31	10.05	14.26	0
6	Scott, Michael Sr.	NO	104.19	30	41.41	29.41	24	39.63	36.63	6	23.15	9.19	13.96	0
7	Kemp, Tony (9)	NO	108.98	47	40.12	28.12	24	33.12	21.62	23	35.74	13.75	21.99	0
8	Phillips, RDan	NO	110.52	11	41.46	39.96	3	43.72	42.72	2	25.34	10.24	12.10	6
9	Larsen, Ben	NO	118.77	45	49.28	42.78	13	43.32	27.32	32	26.17	10.50	15.67	0
10	Waldo, Ralph	NO	123.58	43	47.10	37.10	20	38.78	30.28	17	37.70	13.59	21.11	6
11	Woodruff, Weston	NO	127.87	25	73.24	66.74	13	31.07	25.07	12	23.56	12.89	10.67	0
12	Carroll, Christopher	NO	127.92	26	43.12	40.12	6	44.54	34.54	20	40.26	20.72	19.54	0
13	Ursulich, Ryan	NO	135.20	58	45.29	34.29	22	46.54	28.54	36	43.37	12.83	30.54	0
14	Smith, Bruce	NO	136.22	41	55.26	48.76	13	42.55	28.55	28	38.41	13.78	24.63	0
15	Scott, Alan (Rev .22)	NO	141.04	32	57.52	50.02	15	42.69	34.19	17	40.83	16.59	24.24	0
16	Sorenson, Sam	NO	148.98	45	52.38	48.38	8	55.15	36.65	37	41.45	23.49	17.96	0
17	Billings, Richard (Rev)	NO	150.45	43	53.62	41.12	25	51.80	42.80	18	45.03	23.54	21.49	0
18	Billings, Scott (Rev)	NO	158.46	24	68.29	65.29	6	53.93	44.93	18	36.24	13.32	22.92	0
19	Hunter, Greg	NO	199.30	82	67.33	49.33	36	58.79	35.79	46	73.18	55.94	17.24	0
20	Price, Mike	O	402.21	154	128.68	103.68	50	112.72	63.72	98	160.81	73.18	84.63	6

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

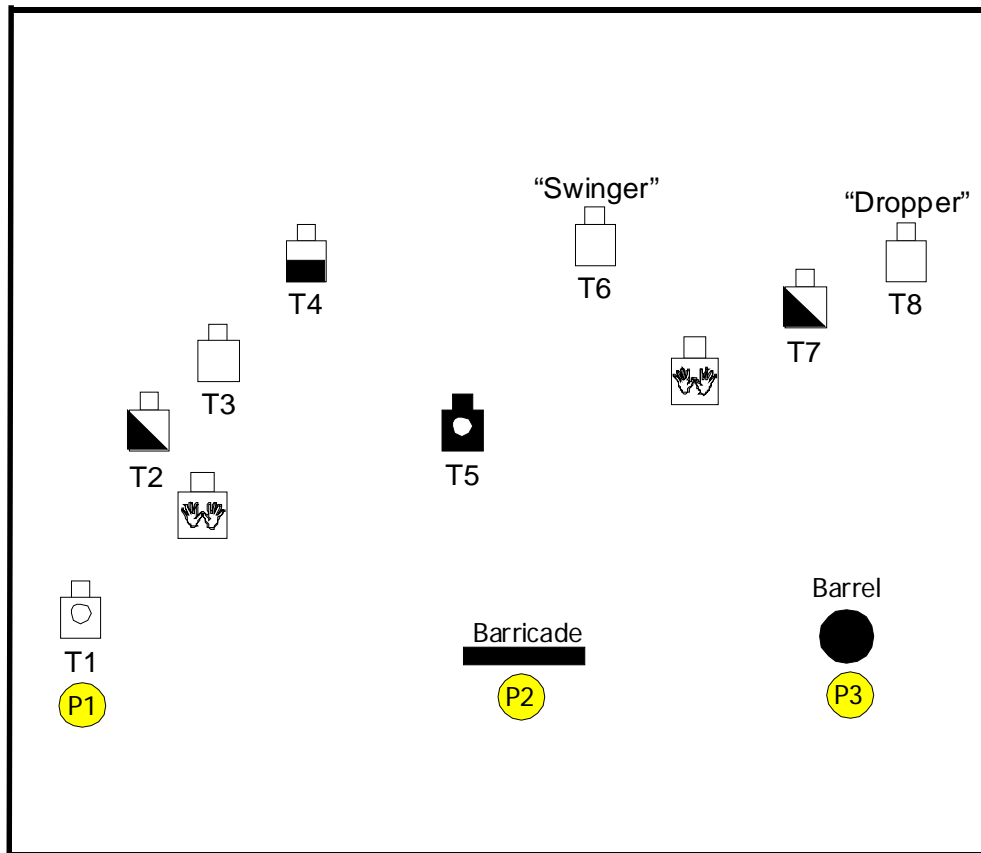
XX Indicates that the Points Down value includes some kind of penalty  
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “It’s a Hard Cover Life”



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

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

### String 1 -

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

- At the sound of the buzzer, draw and engage **T1 with 2 rounds From Retention**.
- Then, **while moving to P2**, engage **T2, T3 and T4 with 3 rounds each** (body or head).
- While properly using cover at **P2**, engage **T5 from the Left Side** of the Barricade with **3 rounds** (body or head), then pull the **T6 (Swinger)** trip cord on the **Right Side** of the Barricade and engage it with **3 rounds** from that side (Right)(body or head).
- Move to position **P3** and, **with proper use of cover**, engage target **T7 with 3 rounds** from the **Left Side** of the Barrel (body or head), then **drop the “Dropper” (T8)** from the **Right Side** of the barrel.
- Reload as necessary (utilizing cover whenever possible).

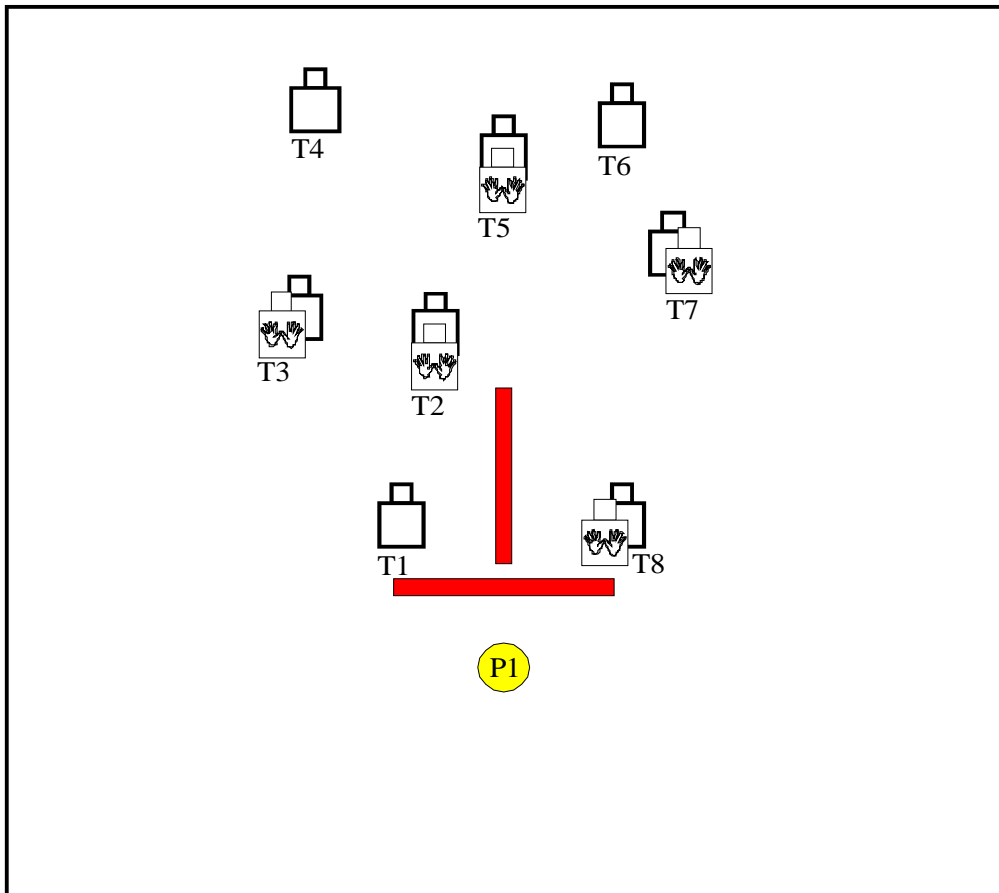
### Notes -

1. **Do Not Shoot** the next series of targets **until you reach the next shooting position**.
2. The **“Dropper” (T8)** must drop or a **“Misses on Steel”** penalty will be assessed.
3. Proper cover should be utilized from **P2** and **P3**.
5. Be aware of muzzle position when transitioning from **P2** to **P3**.

COF designed by Dave DeLeeuw

# Range Masters “Fun” Shoot

## Stage 2 - “Bah Humbug”



### Round Count:

String 1 = **16 Maximum**  
(16 rounds for the stage)

### Limited Vickers Count

(Cannot make up shots.)

### String 1 -

Start at **fully loaded P1**.

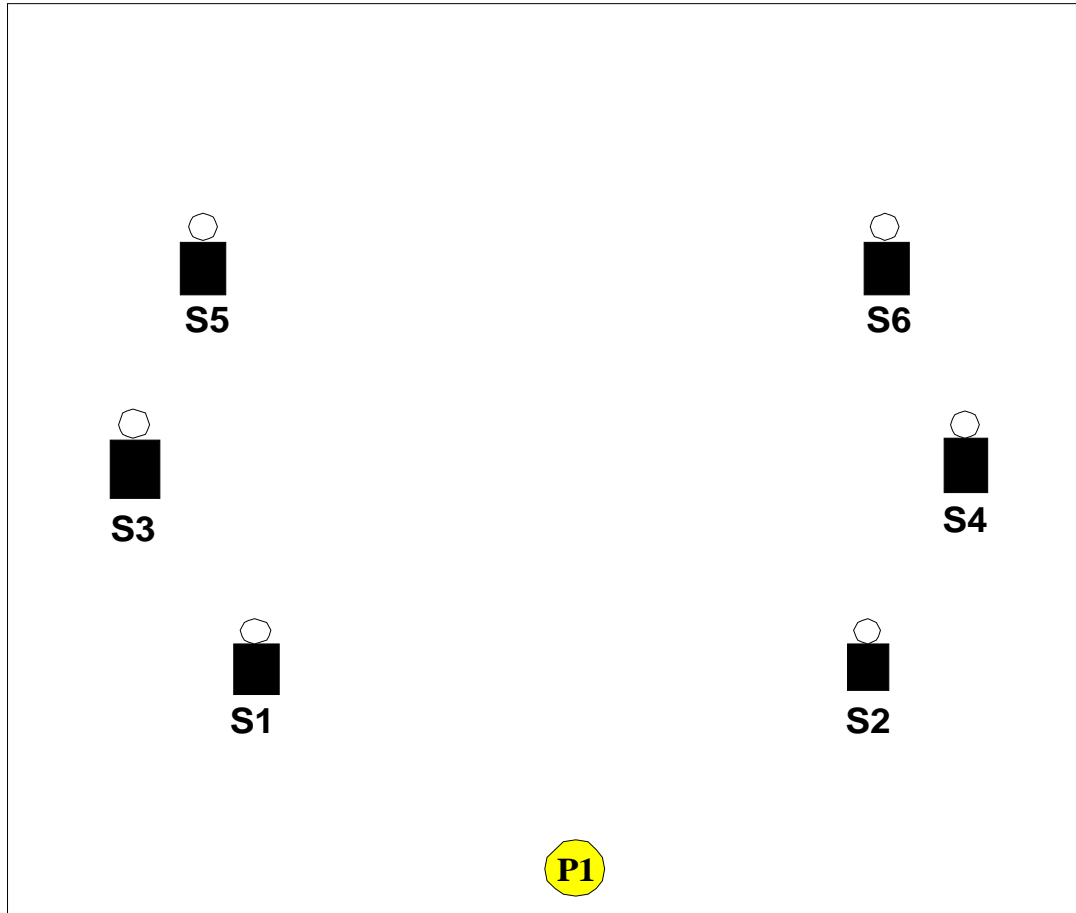
- At the buzzer, draw and engage **all threat targets (T1 thru T8)** with **2 rounds each (TORSO or HEAD)** from either side of the barricade while properly using cover.

### Note -

1. Engage targets as they become visible (Sice the Pie).
2. Reload as necessary.
3. Proper use of cover is required!
4. All targets receive 2 shots head or torso.

# Range Masters “Fun” Shoot

## Stage 3 - “Pattern Drill”



### Round Count:

**String 1 = 6 Rds. Min.**

**String 2 = 6 Rds. Min.**

### Vickers Count

**(Can make up shots)**

### String 1 -

Shooter starts at **P1** with **no more than 11 (10+1) rounds in the gun.**

- At the sound of the buzzer, draw and knock down **S1, S3, S5, S2, S4 and S6** in that **order** until all plates are knocked down.
- Reload as necessary, but **DO NOT RELOAD** after completing the string.
- Holster your weapon at the direction of the SO.

### String 2 -

Shooter starts at **P2** with **whatever rounds were left in the gun from String 1.**

- At the sound of the buzzer, draw and knock down **the middle 2 plates (S3 and S4), then the front 2 plates (S1 and S2) then the rear 2 plates (S5 and S6)** until all plates are knocked down.
- Reload as necessary.

### Notes -

1. All plates on String 2 must be shot in each zone indicated (Middle, Front, Back). before proceeding to the next zone.
2. All plates left standing will be counted with a 5-second Miss-On-Steel penalty.