

# Rangemasters Handgun "Fun" Shoot Results - October 20, 2015

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	String 2	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	PD
1	Gull, Joe	NO	71.38	9	28.82	14.66	11.66	5	19.63	17.63	4	22.93	7.33	10.33	5.27	
2	Kemp, Tony	O	90.30	51	36.43	9.15	14.28	26	32.63	20.13	25	21.24	8.52	7.87	4.85	
3	Jeffs, Randall	NO	91.88	32	41.43	16.26	15.17	20	27.40	21.40	12	23.05	8.51	6.51	8.03	
4	Davis, Keith	NO	98.00	32	34.24	14.49	15.75	8	34.36	22.36	24	29.40	14.09	6.89	8.42	
5	Redford, Red	NO	100.11	26	39.23	16.86	17.37	10	32.58	24.58	16	28.30	10.69	10.43	7.18	
6	Rodriquez, Mike	NO	100.87	15	38.32	19.21	17.11	4	30.35	24.85	11	32.20	16.41	11.16	4.63	
7	DeLeeuw, Dave	NO	104.41	34	40.32	15.93	13.89	21	36.79	30.29	13	27.30	8.82	11.29	7.19	
8	Jeffs, Randall (Rev)	NO	130.04	32	45.68	21.52	18.66	11	49.09	38.59	21	35.27	8.14	20.18	6.95	
9	Septon, Allen (1)	NO	134.00	22	48.22	21.57	24.15	5	37.64	29.14	17	48.14	23.63	12.75	11.76	
10	John, Calvin	NO	136.92	65	48.54	19.42	16.62	25	26.47	16.47	20	61.91	23.77	20.93	7.21	20
11	Poulsen, Seth	NO	145.81	14	64.02	31.51	29.01	7	45.31	41.81	7	36.48	23.00	8.05	5.43	
12	Septon, Allen (2)	NO	147.80	40	47.51	17.42	16.59	27	43.64	37.14	13	56.65	26.61	23.13	6.91	
13	Jolly, Jenn	NO	148.63	50	38.23	13.65	16.08	17	41.70	25.20	33	68.70	43.69	14.75	10.26	
14	John, Calvin	NO	153.69	46	45.06	17.83	17.23	20	48.25	35.25	26	60.38	23.03	25.16	12.19	
15	Waldo, Ralph	NO	161.61	78	49.84	22.08	18.76	18	39.57	29.57	20	72.20	22.66	17.70	11.84	40
16	Scott, Alan	NO	167.46	75	43.06	16.52	15.04	23	36.52	25.52	22	87.88	42.53	23.32	7.03	30
17	Westover, Kevin	NO	187.52	86	56.00	25.91	23.59	13	54.13	37.63	33	77.39	15.30	25.22	16.87	40
18	Scott, Mike	NO	188.61	51	52.32	19.14	20.18	26	35.14	27.64	15	101.15	56.21	33.00	6.94	10
19	Lee, Danny	NO	220.78	102	79.99	33.21	37.28	19	67.36	45.86	43	73.43	18.91	19.51	15.01	40
20	Dale, Nathan	NO	244.76	91	81.95	40.95	32.00	18	65.09	48.59	33	97.72	31.43	31.40	14.89	40
21	Robison, Tyler	NO	NS	107	69.68	24.28	30.40	30	NS	NT	47	114.67	36.36	47.39	15.92	30

## 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.)

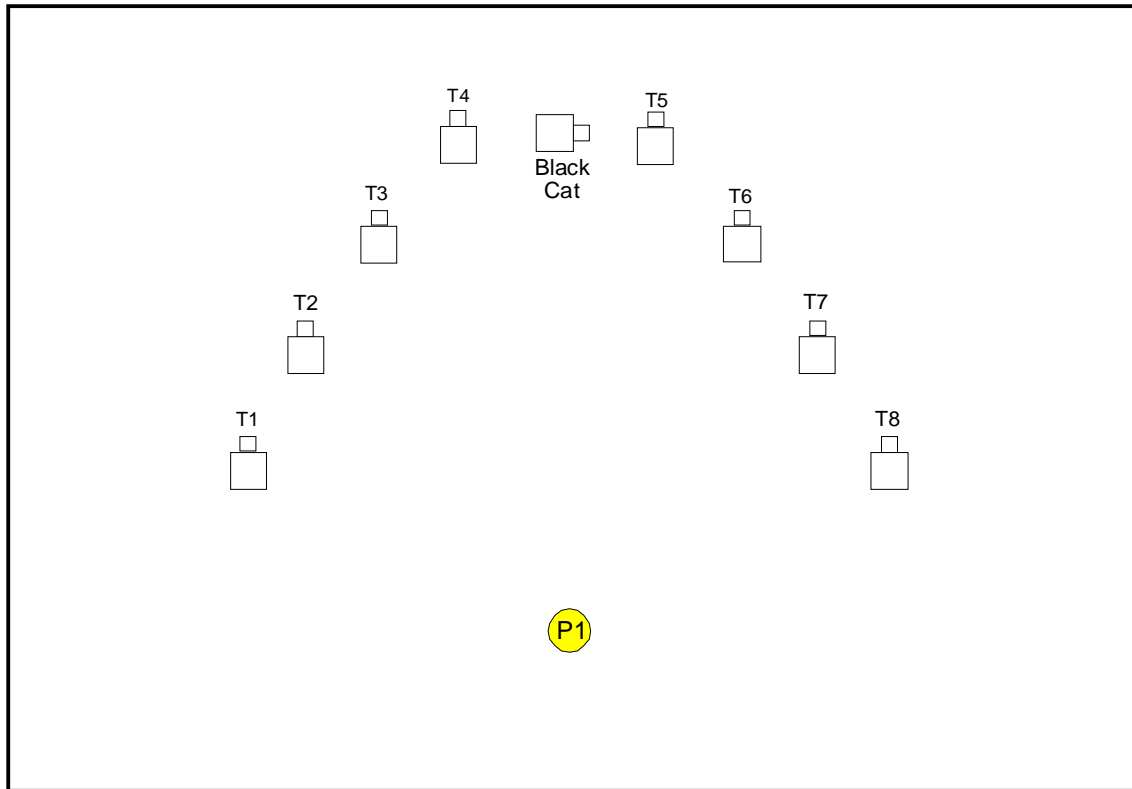
**DNF** = Did Not Finish

**NS** = No Score

**NT** = No Time

# Rangemasters “Fun” Shoot

## Stage 1 - “Bats or Ghosts”



### Round Count:

String 1 = **13 minimum**

String 2 = **13 Minimum**

(**26** rounds for the stage)

### Unlimited Count

(Can make up shots.)

### String 1 -

Start at **P1** with weapon fully loaded. Shooter will draw a card to determine whether “**Bat**” or “**Ghost**” targets are shot in String 1.

- At the buzzer, draw and engage either “**Bat**” or “**Ghost**” targets with **3 rounds each**.

### String 2 -

Start at **P1** with weapon fully loaded.

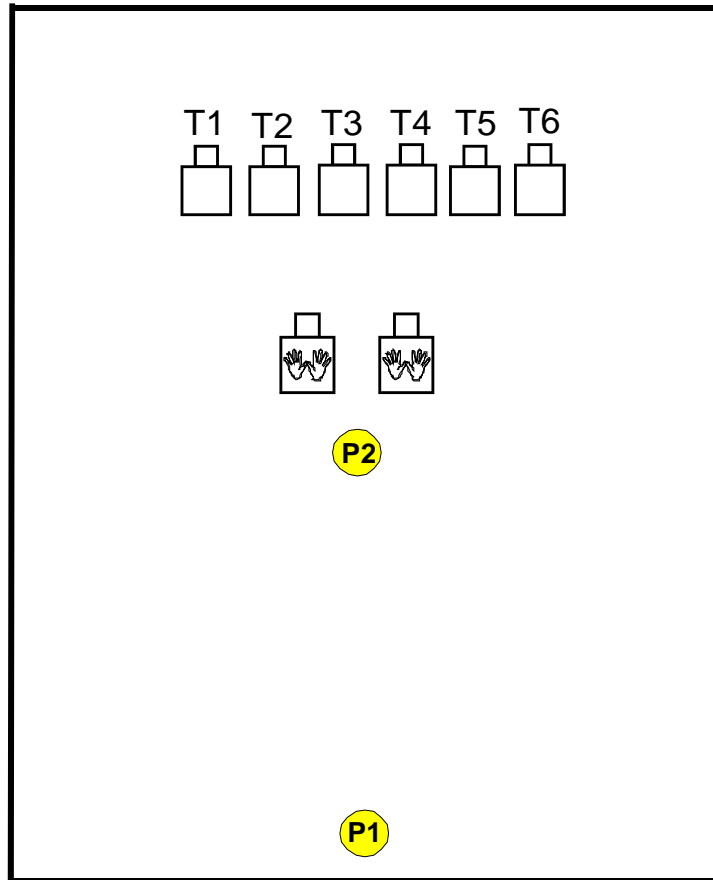
- At the buzzer, draw and engage the other “**Bat**” or “**Ghost**” targets **not shot in String 1** with **3 rounds each**.

### Notes:

1. **DO NOT SHOOT THE WALLS!!!**
2. Shooter starts at **P1** and must move laterally so that they do not shoot the walls when engaging targets. They will then **return to P1** to engage the **Black Cat** as the final target for each string.

# Rangemasters “Fun” Shoot

## Stage 2 - “Shooter Choice 2”



**Round Count:**

String 1 = 24 Rounds Minimum

**Unlimited**

(Can make up shots.)

### String 1 -

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

- At the sound of the buzzer, shooter draws and engages targets **T1** through **T6** with **2 rounds to the body**.
- Advance to **P2** and engage targets **T1** through **T6** with **2 rounds to the body**.

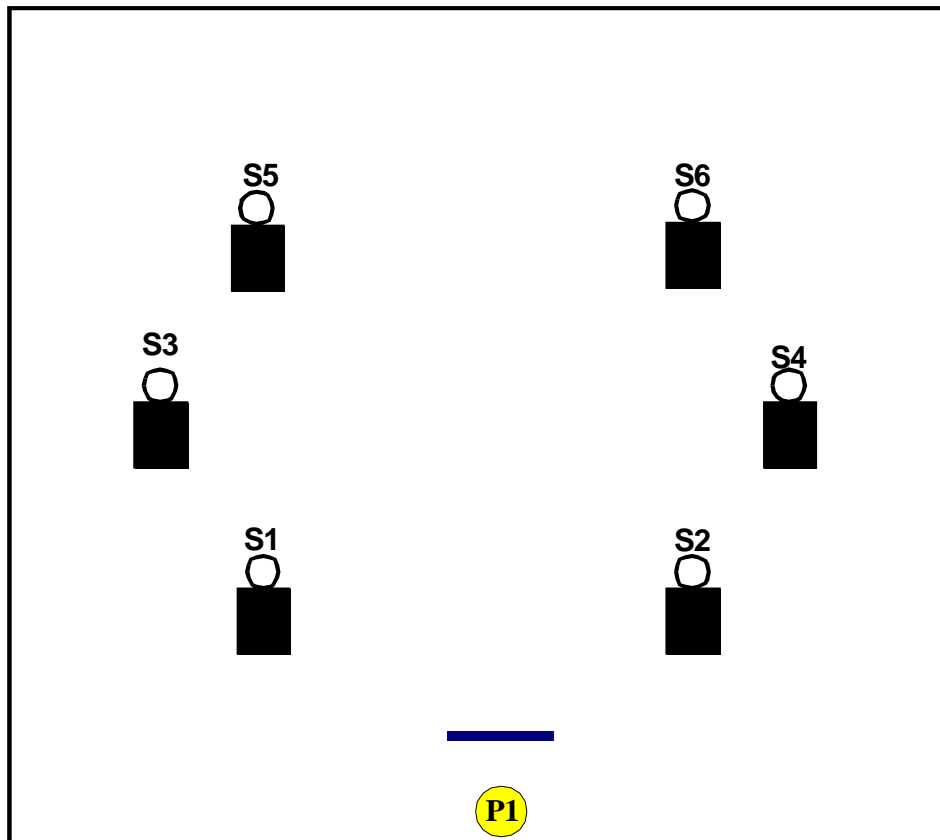
### Notes:

1. Shooter may move laterally to negotiate the non-threat targets when shooting.
2. Do not shoot the walls.

COF R. Waldo

# Rangemasters “Fun” Shoot

## Stage 3 - “One Hand at a Time”



### 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 firearm **loaded** with 11 rounds **Maximum**.

- At the buzzer, draw and engage **S1 thru S6 STRONG Hand ONLY** until knocked down.

### String 2:

Shooter starts at **P1** with firearm **loaded** with 11 rounds **Maximum**, firearm in **WEAK HAND** at **LOW READY**.

- At the buzzer, engage **S1 thru S6 WEAK HAND ONLY** until knocked down.

### Notes:

- Plates may be engaged in any order.
- **Reload as necessary.**

.COF Designed by Michael Scott