Range Masters "Fun" Shoot

Results for January 20, 2009

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	String 3	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	String 3	String 4	PD
1	Stilwell, Mike	0	66.59	10	29.27	6.56	9.21	12.00	3	23.98	9.10	11.38	7	13.34	2.29	3.13	2.74	5.18	0
2	Majers, Steve	0	69.88	6	26.50	6.71	10.07	8.22	3	28.48	11.57	15.41	3	14.90	2.54	2.84	2.87	6.65	0
3	Olson, Landon	0	70.07	24	26.80	6.53	8.82	7.45	8	28.78	8.50	12.28	16	14.49	2.78	2.79	2.62	6.30	0
4	McGregor, Scott	NO	74.41	10	27.64	6.59	9.74	7.81	7	28.30	12.57	14.23	3	18.47	2.88	3.72	4.19	7.68	0
5	Webster, Scott	NO	78.19	23	32.24	8.23	9.80	7.71	13	31.78	13.53	13.25	10	14.17	2.45	2.85	3.07	5.80	0
6	Gustaveson, Michael	0	81.03	17	33.34	7.77	9.79	10.28	11	32.14	9.80	19.34	6	15.55	3.16	3.42	3.51	5.46	0
7	DeLeeuw, Dave	0	85.47	36	34.17	7.15	9.85	11.67	11	33.94	10.58	10.86	25	17.36	2.75	3.02	5.55	6.04	0
8	Griffiths, Todd	NO	89.21	21	37.65	8.47	12.41	11.27	11	31.13	12.72	13.41	10	20.43	3.35	4.86	4.05	8.17	0
9	Vollmer, Phil	NO	90.99	19	34.89	10.54	13.39	8.46	5	34.62	16.22	11.40	14	21.48	3.87	3.78	6.55	7.28	0
10	Limb, Brandon	NO	93.49	8	46.88	10.40	16.40	16.58	7	25.51	9.25	15.76	1	21.10	2.40	2.87	7.12	8.71	0
11	Thomas, Kevin (.22)	NO	98.02	24	35.10	7.84	12.10	10.66	9	33.69	10.45	15.74	15	29.23	3.63	10.39	4.26	10.95	0
12	Stevens, Jason	NO	98.38	17	41.36	8.83	12.55	11.98	16	34.88	14.37	20.01	1	22.14	4.26	4.28	5.55	8.05	0
13	Spensko, Shane	NO	100.99	51	41.46	9.96	11.17	9.83	21	40.97	11.42	14.55	30	18.56	3.12	3.22	3.41	8.81	0
14	Young, Jason	NO	101.87	32	48.31	13.09	9.53	12.19	27	27.01	13.72	10.79	5	26.55	2.85	4.62	4.45	14.63	0
15	Redford, "Red"	NO	105.56	34	38.06	8.22	14.35	9.49	12	37.36	13.41	12.95	22	30.14	23.43			6.71	0
16	DeWitt, Derel	NO	108.71	30	41.07	9.45	12.70	9.92	18	37.34	10.98	20.36	12	30.30	2.74	2.87	6.74	17.95	0
17	Hubbard, Corey	NO	112.01	37	44.10	8.64	14.18	10.78	21	42.62	15.73	18.89	16	25.29	4.21	4.20	7.34	9.54	0
18	Woodruff, Weston	NO	113.97	66	56.63	7.84	12.38	15.91	41	39.69	11.18	16.01	25	17.65	2.82	4.39	3.87	6.57	0
19	Scott, Michael Sr.	NO	114.22	52	46.20	7.48	12.57	8.65	35	39.61	11.96	19.15	17	28.41	2.85	4.25	4.83	16.48	0
20	Ursulich, Ryan	NO	114.66	41	42.46	7.16	9.92	9.38	32	47.28	17.03	25.75	9	24.92	3.91	3.08	8.73	9.20	0
21	Rees, Jerry	NO	119.31	32	45.15	7.68	11.66	17.31	17	36.52	12.73	16.29	15	37.64	3.87	4.28	14.86	14.63	0
22	Tenney, Brian	NO	119.82	27	45.34	7.79	13.21	11.34	26	39.88	22.21	17.17	1	34.60	2.80	4.21	16.98	10.61	0
23	Waldo, Ralph	NO	122.29	43	46.92	9.46	13.33	11.13	26	47.94	16.96	22.48	17	27.43	5.47	3.56	7.41	10.99	0
24	Phillips, RDan	NO	126.12	23	50.64	11.29	18.69	13.66	14	44.17	17.58	22.09	9	31.31	4.02	5.55	7.29	14.45	0
25	Newson, Dick (Rev)	0	126.45	39	61.29	9.71	18.71	16.87	32	36.64	11.30	21.84	7	28.52	3.36	3.38	14.37	7.41	0
26	Vincent, David	NO	132.21	91	61.62	6.86	15.13	14.13	51	47.91	7.58	20.33	40	22.68	3.56	4.65	5.91	8.56	0
27	Schroeder, Matt	NO	139.03	30	52.57	11.89	18.51	11.17	22	40.09	12.30	23.79	8	46.37	5.04	7.62	9.89	23.82	0
28	Clark, David (Rev)	NO	142.93	48	57.80	8.05	12.62	22.13	30	55.54	13.76	32.78	18	29.59	3.38	3.62	5.39	17.20	0
29	Newson, Dick (Rev)	NO	159.33	69	50.87	7.86	11.70	16.31	30	57.44	9.76	28.18	39	51.02	4.71	6.73	19.33	20.25	0
30	Barlow, Chad	NO	161.54	50	44.19	10.48	15.17	13.04	11	69.88	17.66	32.72	39	47.47	9.01	7.01	14.23	17.22	0
31	Majers, Steve Jr.	0	162.28	89	68.37	7.42	11.45	18.50	62	59.04	24.87	20.67	27	34.87	4.86	5.59	14.77	9.65	0
			168.94		64.52			12.39		51.42	9.62			53.00	7.07	7.08		25.15	-
	Holiday, James		172.72		68.28			19.10		66.24		32.32			3.23	6.49		21.68	
	Sorenson, Sam		175.97		50.03			10.24	-	50.89	8.93	21.96		75.05	7.73	3.97		24.32	_
	Vincent, Steve	NO		134	72.81	7.20		18.18	63	75.72	12.58	27.64		33.82	7.45	4.81	9.05	12.51	
_	Edwards, Preston	NO	226.95	92	66.25	11.17	16.14	15.94	46	55.16	12.64	19.52	46	105.54	4.11	13.16	42.50	45.77	0
37	Veach, Steve	NO	NS	NS															

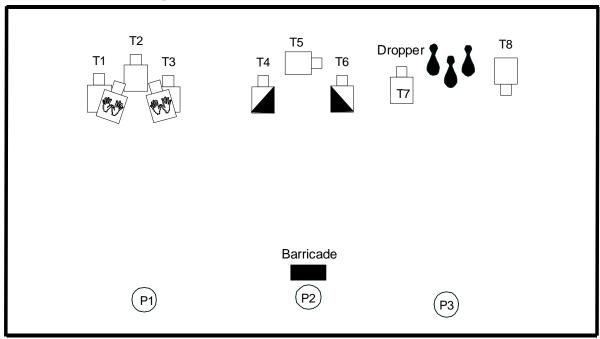
PD = **Points Down** = .5 seconds x Points Down

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

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 - "No Guts - No Glory"



Round Count:

String 1 = 6 Maximum
String 2 = 6 Maximum
String 3 = 7 Mixed
(19 rounds for the stage)

Modified Limited Vickers Count (CanNot make up shots except on String 3 on the Dropper.)

String 1 -

Shooter starts at P1 loaded to a maximum of 11 (10+1).

- At the sound of buzzer, draw and engage **T1 T3** with **1 round** to the **Torso** and **1 round** to the **Head** in **Tactical Sequence** (1-1-2-1-1).
- After the String, holster without reloading.

String 2 -

Shooter starts at P2 with whatever rounds were left from String 1.

- At the sound of buzzer, draw and with proper use of cover (either/both sides of the barricade), engage targets **T4**, **T5** and **T6** with **1 round** to the **TORSO** and **1 round** to the **HEAD**.
- Reload as necessary, but after the String, holster without reloading.

String 3 -

Shooter starts at P3 with whatever rounds were left from String 2.

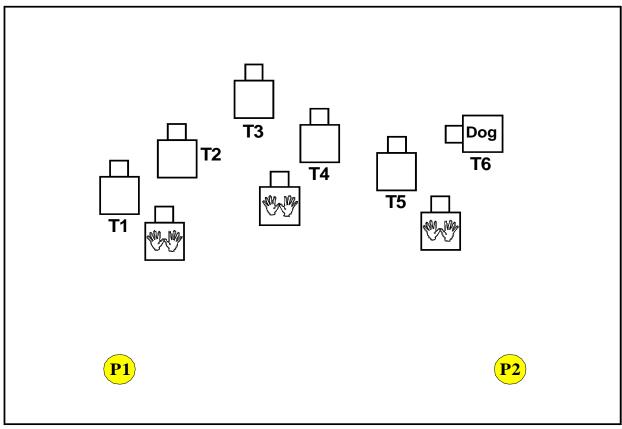
- At the sound of buzzer, draw and engage **T7** (The Dropper) **until it "drops"**; **T8** with **2 rounds** to the **Torso and 1 round** to the **Head**, then **knock over** the **3 bowling pins**.
- Reload as necessary.

Notes -

- 1. Cover must be properly used at **P2**.
- 2. If the Dropper does not "drop" and any of the bowling pins are not knocked over, it will be a 5-second penalty for each.

COF Designed by RDan Phillips

Range Masters "Fun" Shoot Stage 2 - "Keep It Moving"



Round Count:

String 1 = 6 minimum String 2 = 12 minimum (18 rounds for the stage) Vickers Count (Can make up shots)

String 1 -

Shooter starts fully loaded at P1.

- At the buzzer, draw and engage T1 T6 with 1 shot to each Head WHILE
 MOVING TO P2. DO NOT SHOOT THE WALLS!!!
- Reload as necessary, but **DO NOT RELOAD before holstering between Strings**.

String 2 -

Shooter starts at **P2 with the rounds remaining in the gun from String 1**.

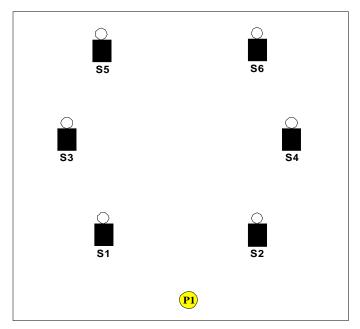
- At the buzzer, draw and engage T6 T1 with 2 shots to each Torso WHILE
 MOVING TO P1. DO NOT SHOOT THE WALLS!!!
- Reload as needed.

Notes:

- Shooter MUST BE MOVING WHILE ENGAGING TARGETS!!!
- 2. Shooter will receive a **5-second penalty for each hit on a non-threat**.

COF Designed by Dave DeLeeuw

Range Masters "Fun" Shoot Stage 3 - "Musical Magazines"



Vickers Count (Can make up shots)

Round Count:

String 3 = 2 minimumString 4 = 6 minimum (12 rounds for the Stage.)

String 1 = 2 minimum

String 2 = 2 minimum

String 1 -

Shooter starts fully loaded at P1.

- At the sound of the buzzer, draw and knock down plates **S1** and **S2** (in any order).
- Reload as necessary.

String 2 -

Shooter starts the same as in Stage 1.

- At the sound of the buzzer, draw and knock down plates **S3** and **S4** (in any order).
- Reload as necessary.

String 3 -

Shooter starts the same as in Stage 1.

- At the sound of the buzzer, draw and knock down plates **S5 and S6** (in any order).
- Reload as necessary.

String 4 -

Shooter starts the same as in Stage 1.

- At the sound of the buzzer, draw and knock down **ALL plates** (in any order).
- Reload as necessary.

Notes:

- 1. As an option, the shooter may shoot Strings 1 thru 3 as one string, however, the shooter will shoot until knocking down S1 & S2, then perform a Reload with Retention; shoot S2 & S3 and perform another Reload with Retention, then knock down S5 & S6.
- 2. A solid hit on any of the plates will count as a hit.
- 3. Any plate left standing will count as a 5-second penalty.