

# Range Masters "Fun" Shoot

Results for September 21, 2010

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	String 3	String 4	PD
1	Olson, Landon	NO	56.35	6	21.65	19.65	4	7.27	6.27	2	27.43	4.37	8.79	8.14	6.13	
2	Majers, Steve Jr.	O	63.10	13	21.08	17.08	8	12.06	9.56	5	29.96	7.02	5.78	6.98	10.18	
3	Majers, Steve	O	63.74	22	20.23	17.73	5	17.09	8.59	17	26.42	4.96	6.45	6.15	8.86	
4	Walker, Henry (2)	NO	83.22	7	27.67	26.17	3	17.94	15.94	4	37.61	7.24	6.37	8.81	15.19	
5	Rodriquez, Mike	NO	84.08	27	30.50	26.00	9	11.70	10.70	2	41.88	5.31	6.63	12.79	9.15	16
6	Sorenson, Sam	NO	86.02	32	26.29	20.29	12	16.29	9.29	14	43.44	7.16	7.11	8.03	18.14	6
7	Phillips, RDan	NO	86.81	22	26.65	20.65	12	13.55	8.55	10	46.61	14.21	9.64	16.06	6.70	
8	Asbell, Scott	NO	97.58	28	32.99	32.49	1	28.14	14.64	27	36.45	8.01	10.48	8.54	9.42	
9	Reese, Howard	O	99.25	39	26.85	18.85	16	19.45	7.95	23	52.95	9.29	17.60	12.65	13.41	
10	Clark, David	NO	102.92	24	36.97	32.47	9	19.84	15.34	9	46.11	10.48	9.03	14.57	9.03	6
11	Mallon, Jim	NO	111.40	28	31.92	26.92	10	19.95	13.95	12	59.53	11.78	10.21	17.87	16.67	6
12	Price, Mike	NO	114.74	49	36.47	26.97	19	22.72	10.72	24	55.55	9.35	10.98	11.22	21.00	6
13	Rees, Jerry (Rev)	NO	118.94	48	37.39	22.39	30	25.07	16.07	18	56.48	18.71	7.24	20.02	10.51	
14	Van Ausdal, Brian	NO	124.72	49	38.20	31.70	13	29.55	11.55	36	56.97	12.45	11.42	13.35	19.75	
15	Walker, Henry (1)	NO	131.84	50	42.55	32.05	21	26.80	12.30	29	62.49	20.88	11.27	13.99	16.35	
16	Mallon, Jim	O	133.85	48	35.86	27.36	17	26.40	13.90	25	71.59	9.63	10.18	15.13	33.65	6
17	Scott, Michael Sr.	NO	154.19	87	53.01	26.51	53	26.40	12.40	28	74.78	14.13	32.30	13.58	11.77	6
18	Murray, Mark	NO	172.22	173	33.19	24.69	17	31.37	8.37	46	107.66	42.07	10.59			110
19	Greer Seth	NO	242.99	89	40.57	22.57	36	25.26	11.76	27	177.16	11.21	48.92	69.80	34.23	26
20	McCormick, Joran	NO	273.10	92	60.97	37.47	47	32.17	12.67	39	179.96	25.18	41.08	58.77	51.93	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.)

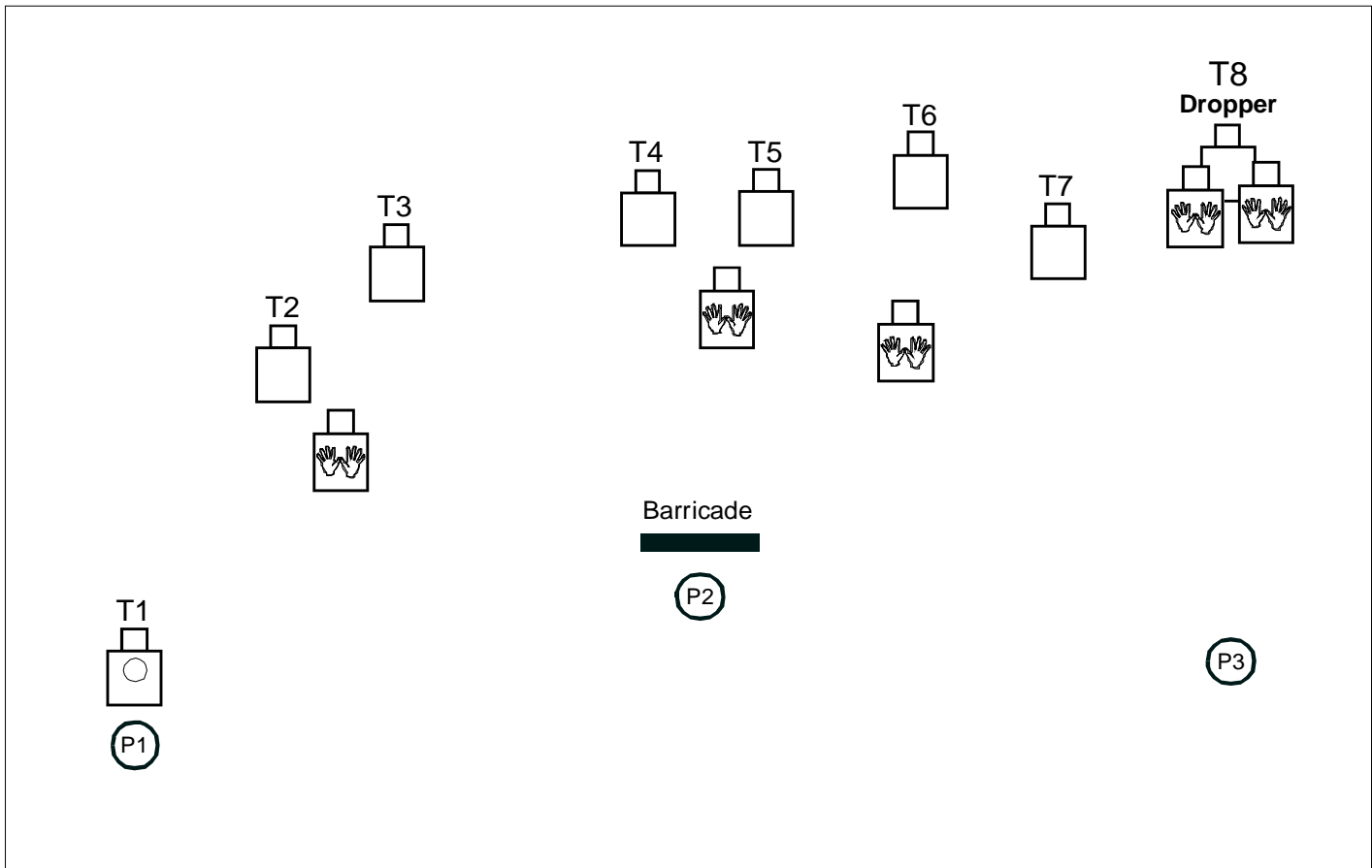
DNF = Did Not Finish

NS = No Score

NT = No Time

# Range Masters “Fun” Shoot

## Stage 1 - “Doing Your Do Diligence”



**Round Count:**  
String 1 = **15 Minimum**  
(15 rounds for the stage)

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

### String 1 -

Shooter starts fully loaded at **P1**.

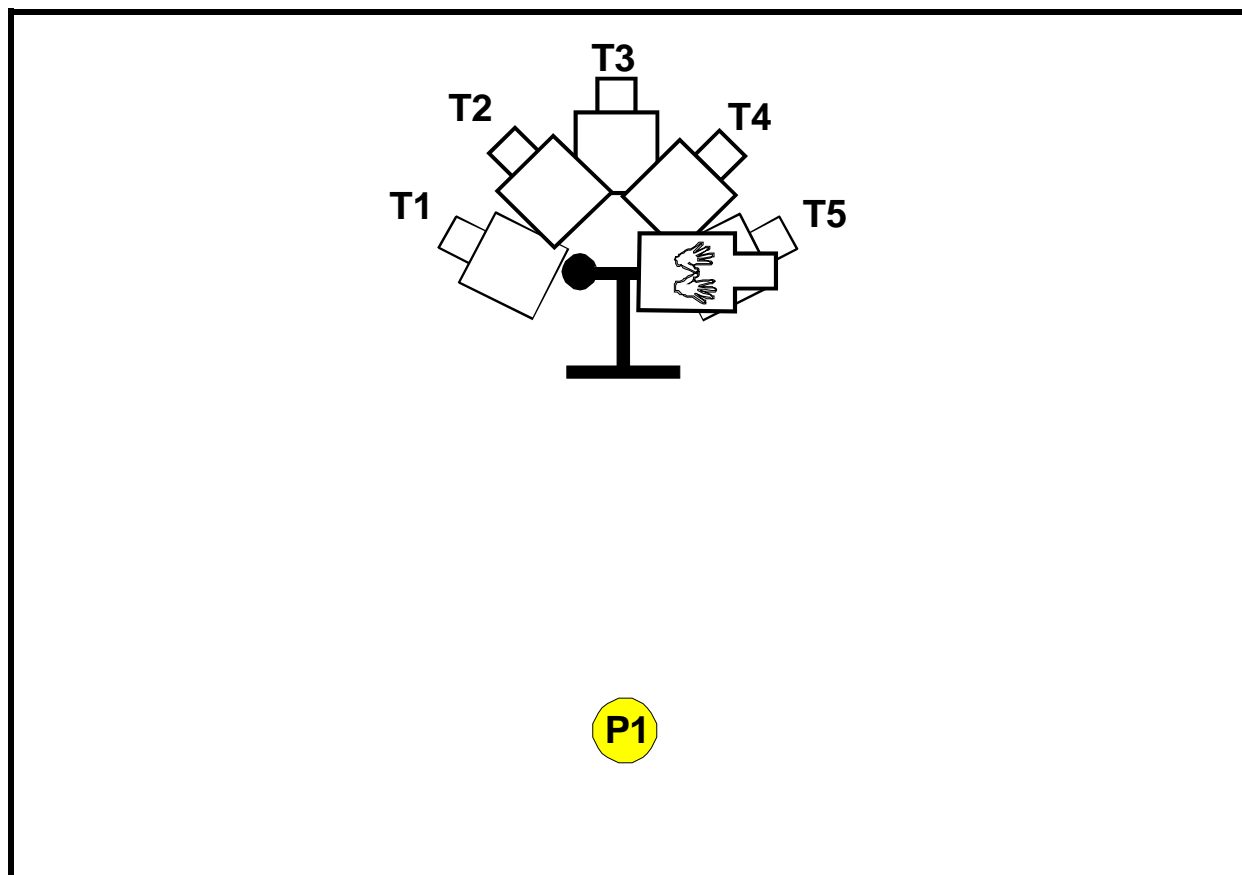
- At the sound of the buzzer, turn, draw and engage **T1** with **2 rounds From Retention**.
- Then, **while moving** to **P2**, engage **T2** and **T3** with **2 rounds** to the **TORSO**.
- **From the cover of P2**, engage **T4** from the **LEFT** side of the Barricade and **T5** from the **RIGHT** side of the Barricade with **1 round** to the **TORSO** and **1 round** to the **HEAD**.
- Then, **while moving** to **P3**, engage **T6** and **T7** with **2 rounds** to the **TORSO**.
- From **P3**, engage **T8** (Dropper) **until it drops**.

### Notes:

1. DO NOT SHOOT THE WALLS!!!

# Range Masters “Fun” Shoot

## Stage 2 - “A Ravenous Crew at the Door”



**Round Count:**  
String 1 = **10 Maximum**  
(**10** rounds for the stage)

**Limited Vickers Count**  
(Cannot make up shots)

What the heck happened here? Worst night-time scenario. The door flies open... Your daughter is running up the stairs with the gang behind. Save her and neutralize the bad guys as quickly as possible.

### String 1 -

Shooter starts fully loaded at **P1** with their **back to the targets**.

- At the buzzer, turn, draw, and engage all threat targets (**T1 - T5**) with **2 rounds each**.
- Reload as necessary.

### Notes:

1. **Each round** in the non-threat **counts as a Hit-On-Non-Threat**.
2. **Failure-to-Neutralize** (at least one hit in the **-0** or **-1** area of the target) counts as a procedural for each target involved.

# Range Masters “Fun” Shoot

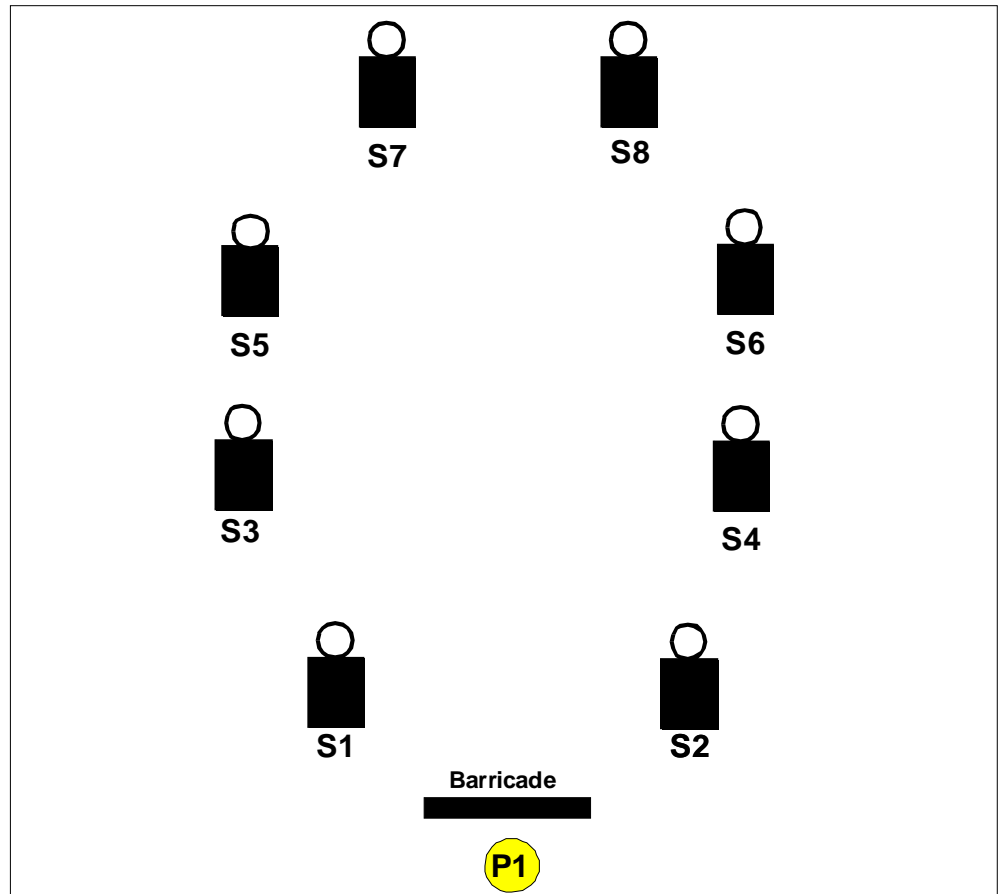
## Stage 3 - “Plates are Plates”

### Round Count:

String 1 = 4 Rds. Min.  
String 2 = 4 Rds. Min.  
String 3 = 5 Rds. Min.  
String 4 = 5 Rds. Min.  
Stage = 18 Rds. Min.

### Vickers Count

(Can make up shots.)



**String 1** - Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw, and from the **LEFT side of the Barricade**, shoot **any 4 plates using proper cover**, however, **all 4 plates must be on the same side of the bay**.

**String 2** - Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw, and from the **RIGHT side of the Barricade**, shoot **any 4 plates using proper cover**, however, **all 4 plates must be on the same side of the bay**.

**String 3** - Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw, and from the **LEFT side of the Barricade**, shoot **any 5 plates without hitting the FRONT PLATE on the LEFT side**.

**String 4** - Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw, and from the **RIGHT side of the Barricade**, shoot **any 5 plates without hitting the FRONT PLATE on the RIGHT side**.

### Notes -

1. A solid hit on any of the plates will count as a knock down.
2. On **String 3** and **4**, shooter may move no more than 1 step (marked) past cover on each side of the Barricade.