

# Range Masters "Fun" Shoot

Results for July 18, 2007

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	70.73	20	47.73	38.73	18	10.48	9.48	2	12.52	8.11	4.41	0
2	Webster, Scott	NO	71.49	11	47.16	42.16	10	11.91	11.41	1	12.42	6.99	5.43	0
3	DeLeeuw, Dave	NO	84.49	16	50.46	42.46	16	19.05	19.05	0	14.98	8.96	6.02	0
4	Young, Ren	NO	92.29	27	50.82	39.32	23	24.15	22.15	4	17.32	7.83	9.49	0
5	Rodriquez, Mike	NO	94.55	42	55.85	40.85	30	20.48	14.48	12	18.22	9.86	8.36	0
6	Majers, Steve	O	95.35	35	53.94	40.94	26	22.04	17.54	9	19.37	11.22	8.15	0
7	Jepperson, Riley	NO	98.53	67	60.69	30.69	60	15.52	12.02	7	22.32	11.63	10.69	0
8	Olson, Landon	NO	99.92	10	39.76	37.26	5	25.94	23.44	5	34.22	18.40	15.82	0
9	Gustaveson, Michael	NO	100.61	4	48.75	47.75	2	32.15	31.15	2	19.71	11.35	8.36	0
10	Redford, "Red"	NO	101.31	11	59.25	54.75	9	17.82	16.82	2	24.24	13.38	10.86	0
11	Spensko, Shane	NO	105.61	34	52.43	43.43	18	27.06	19.06	16	26.12	12.47	13.65	0
12	Staton, Scott	NO	109.28	43	49.60	39.60	20	26.32	14.82	23	33.36	16.84	16.52	0
13	Dockstader, Jeff	NO	120.32	29	74.41	60.91	27	27.22	26.22	2	18.69	9.44	9.25	0
14	Huff, Blake	O	121.52	19	45.61	43.11	5	37.51	30.51	14	38.40	14.93	23.47	0
15	Waldo, Ralph	NO	125.06	20	70.55	64.55	12	32.87	28.87	8	21.64	10.08	11.56	0
16	Clark, David	NO	127.98	48	56.08	47.58	17	43.67	28.17	31	28.23	18.75	9.48	0
17	Rees, Jerry (Rev)	NO	133.25	56	69.41	53.41	32	33.46	21.46	24	30.38	10.33	20.05	0
18	Phillips, RDan	NO	137.82	27	60.71	54.71	12	30.99	23.49	15	46.12	33.17	12.95	0
19	Ursulich, Ryan	NO	140.46	57	75.54	59.04	33	42.57	30.57	24	22.35	12.85	9.50	0
20	Stone, Scott	NO	142.48	52	68.59	45.09	47	25.21	22.71	5	48.68	37.63	11.05	0
21	Johnson, Kim	NO	149.78	47	61.65	50.65	22	27.87	15.37	25	60.26	37.86	22.40	0
22	Degn, Christian	NO	152.25	35	75.59	65.09	21	38.43	31.43	14	38.23	17.15	21.08	0
23	Kemp, Tony	NO	155.75	55	76.42	50.92	51	32.80	30.80	4	46.53	23.47	23.06	0
24	Harris, Thomas	NO	156.56	69	51.67	39.67	24	43.49	20.99	45	61.40	36.41	24.99	0
25	Simons, Jordan	NO	159.21	79	78.93	59.93	38	40.23	19.73	41	40.05	17.99	22.06	0
26	Galata, Phil	NO	159.40	64	60.98	42.98	36	32.64	18.64	28	65.78	27.82	37.96	0
27	Scott, Michael Sr.	NO	162.96	47	65.87	51.37	29	31.05	22.05	18	66.04	32.51	33.53	0
28	Love, Chris	NO	168.06	54	68.76	54.76	28	23.91	10.91	26	75.39	51.36	24.03	0
29	Price, Mike	NO	183.80	52	58.10	45.10	26	49.08	36.08	26	76.62	47.43	29.19	0
30	Olson, Rhett	NO	194.33	67	75.70	57.70	36	44.01	28.51	31	74.62	35.18	39.44	0
31	Barlow, Chad	NO	210.96	34	89.34	76.84	25	41.45	36.95	9	80.17	31.01	49.16	0
32	Majers, Steve Jr. (.22)	NO	249.53	56	65.93	45.93	40	28.58	20.58	16	155.02	64.01	91.01	0
33	VanHorn, Guy	NO	290.34	83	112.25	95.25	34	68.94	59.44	19	109.15	65.60	28.55	30
34	Dalton, Dell	O	301.66	75	125.44	110.94	29	67.88	44.88	46	108.34	54.42	53.92	0
35	Mallon, Jim	NO	325.40	51	75.15	60.65	29	41.20	30.20	22	209.05	125.15	83.90	0
36	Stone, Marylee (.22)	NO	333.18	69	95.04	84.04	22	80.81	57.31	47	157.33	71.14	86.19	0
37	Berntson, Stretch	NO	344.60	127	98.57	55.07	87	38.96	28.96	20	207.07	104.06	93.01	20
38	Browning, Cory	NO	DNF	DNF	71.67	51.67	40	DNF			DNF			

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

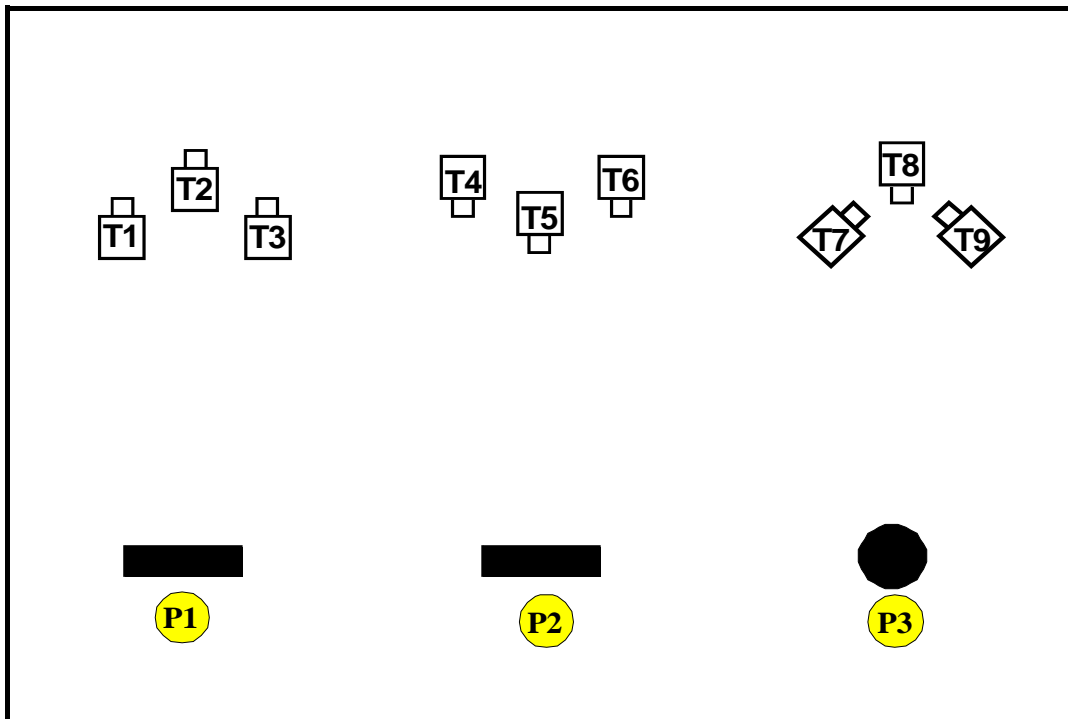
XX Indicates that the Points Down value includes some kind of penalty  
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Range Masters “Fun” Shoot

## Stage 1 - “Target Problems”



**Round Count:**  
String 1 = **22 minimum**  
(22 rounds for the stage)

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

### String 1:

Shooter starts fully loaded at **P1** (however, see **Note 1**.)

- At the buzzer, draw and engage **T1, T2 and T3** using the following procedure:
  - \* **Odd numbered (NEAR) targets** from the **LEFT Side** of cover with **2 rounds to the Torso**.
  - \* **Even numbered (FAR) targets** from the **RIGHT Side** of cover with **2 rounds to the Torso and 1 round to the Head**.
- **Advance to P2** and engage **T4, T5 and T6** using the **same procedure** as from **P1**.
- **Advance to P3** and engage **T7, T8 and T9** using the **same procedure** as from **P1**.
- Reload as necessary.

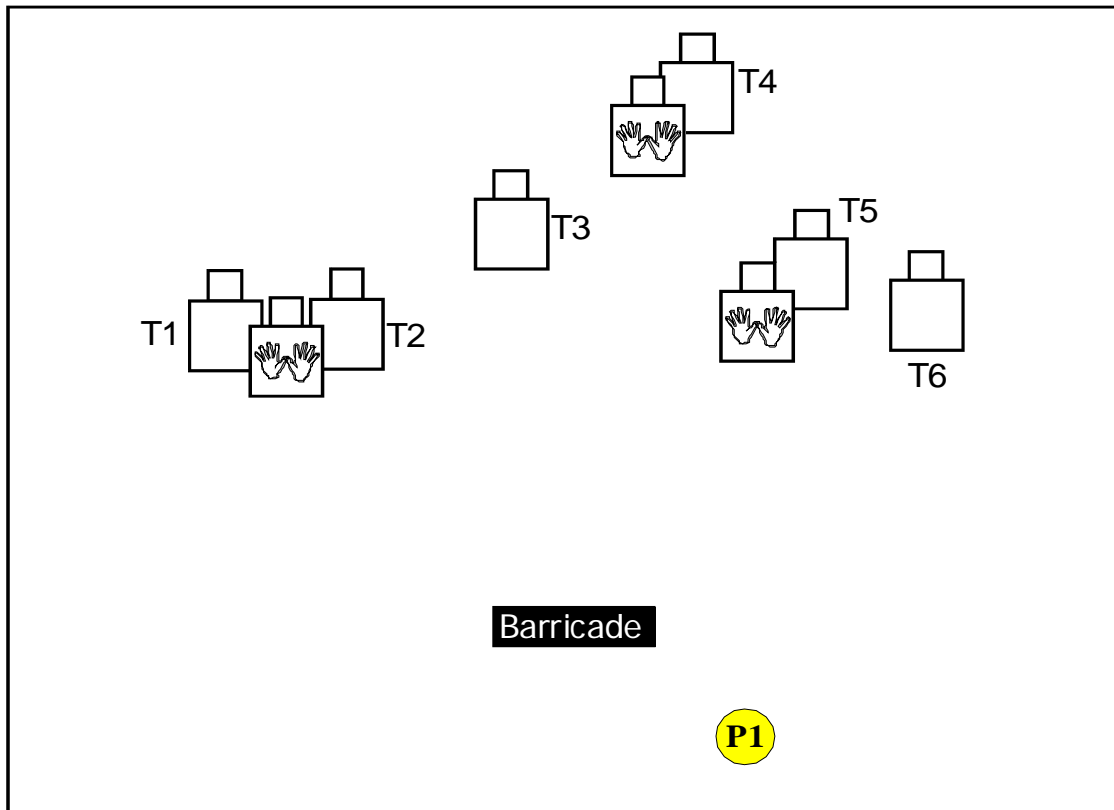
### Notes:

1. Shooter must perform at least one Slidelock Reload or Reload-with-Retention during the String or they will receive a Procedural Penalty.
2. Shooter may not engage targets while moving to the next position and **must shoot from behind cover at each position**.
3. Although contrary to normal “Slice-the-Pie” cover rules, shooter may engage 2nd “like targets” from the same side of cover without fear of a cover penalty, but must engage the 1st target from each side of cover using “Slice-the-Pie” rules.

COF Designed by”RDan Phillips

# Range Masters “Fun” Shoot

## Stage 2 - “Dark Encounter”



**Round Count:**  
String 1 = 12 minimum

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

### String 1:

Shooter starts at **P1** with **handgun and tac-light at the “Low-Ready”**.

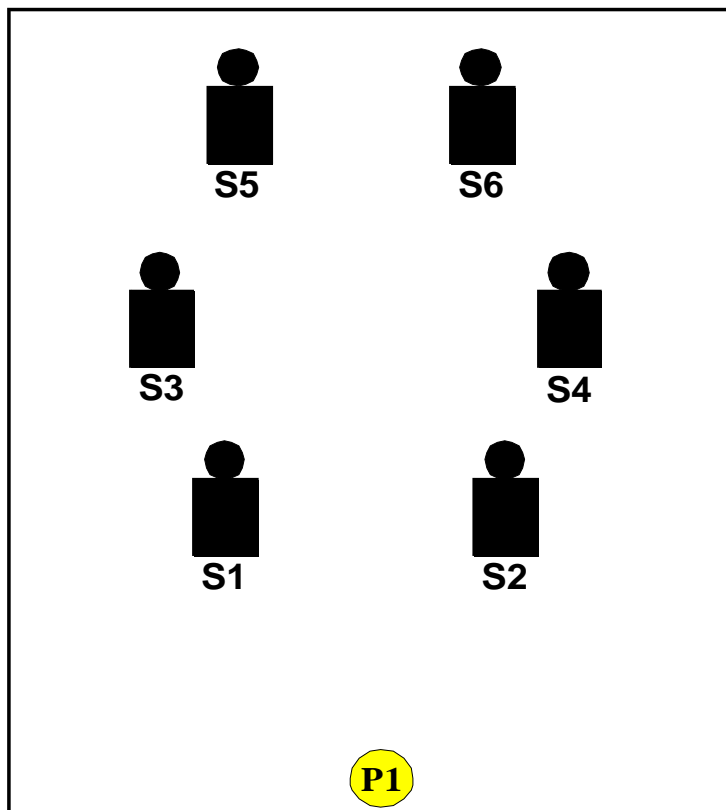
- At the buzzer, advance to the barricade (either side) and engage **T1 - T6 with 2 shots each (body or head)**.
- Use proper cover when engaging targets or reloading.
- Reload as necessary.

### Notes:

1. Tactical light may be hand-held or weapon-mounted, but if weapon mounted, the shooter will only attach and remove the light at the firing line under the direction of the SO.
2. Shooter is required to make **at least one Slidelock Reload or Reload-with-Retention during the string**.
3. Shooter **must use extreme caution** when reloading under low-light/no-light conditions.
4. Each hit on a non-threat will receive a 5 second penalty.

# Range Masters “Fun” Shoot

## Stage 3 - “Low/No-Light Plates?”



### 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 fully loaded at **P1** with **tac-light and gun at the “Low Ready”**.

- At the buzzer, knock down plates **S1 through S6** in any order.
- Reload as necessary.

### String 2 -

Shooter uses the same start requirements and engagement instructions as in String 1.

### Notes -

1. Tactical Light may be either hand-held or weapon-mounted, but if weapon mounted, the shooter will only attach and remove the light at the firing line under the direction of the SO.

COF designed by Michael Scott Sr.