Range Masters "Fun" Shoot

Results for December 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	Olson, Landon	NO	67.61	6	24.26	21.76	5	20.03	19.53	1	23.32	10.32	13.00	0
2	Majers, Steve	O	74.22	13	34.22	28.22	12	19.16	18.66	1	20.84	8.46	12.38	0
3	Stoddard, Paul	O	76.73	22	21.69	18.19	7	33.56	26.06	15	21.48	10.35	11.13	0
4	Spensko, Shane	NO	77.35	14	33.44	27.44	12	22.47	21.47	2	21.44	9.19	12.25	0
5	Reynolds, Johatan	NO	83.38	7	26.34	23.84	5	31.08	30.08	2	25.96	15.51	10.45	0
6	Zaccardi, Pat	NO	88.36	19	29.85	23.35	13	35.22	32.22	6	23.29	13.31	9.98	0
7	Glazebrook, Patrick	NO	90.97	11	37.02	32.52	9	26.66	25.66	2	27.29	14.28	13.01	0
8	Asbell, Scott	NO	92.01	15	32.12	27.62	9	30.46	27.46	6	29.43	15.13	14.30	0
9	Clark, David	NO	95.42	21	29.86	28.36	3	36.89	27.89	18	28.67	13.68	14.99	0
10	Gustaveson, Michael (9)	O	98.28	4	35.61	34.61	2	17.70	16.70	2	44.97	27.35	17.62	0
11	Spensko, Chance	NO	99.59	36	28.23	24.73	7	31.63	17.13	29	39.73	20.45	19.28	0
12	Spensko, Shane	NO	99.82	21	28.63	26.63	4	41.58	33.08	17	29.61	20.90	8.71	0
13	Zaccardi, Juke	NO	101.07	14	29.07	22.57	13	30.72	30.22	1	41.28	16.80	24.48	0
14	Waldo, Ralph	NO	106.49	8	36.03	32.53	7	43.29	42.79	1	27.17	14.51	12.66	0
15	Redford, "Red"	NO	107.79	32	27.53	21.53	12	48.12	38.12	20	32.14	17.50	14.64	0
16	Mallon, Jim	NO	107.96	16	36.15	31.15	10	35.36	32.36	6	36.45	22.64	13.81	0
17	Ursulich, Ryan	NO	109.88	32	38.28	30.78	15	42.50	34.00	17	29.10	18.00	11.10	0
18	Huff, Blake	NO	110.53	8	39.89	36.89	6	32.89	31.89	2	37.75	26.46	11.29	0
19	DeLeeuw, Dave	NO	111.21	4	31.73	29.73	4	36.27	36.27	0	43.21	32.24	10.97	0
20	Spensko, Chance	NO	113.58	31	29.23	23.73	11	37.48	27.48	20	46.87	29.09	17.78	0
21	Rees, Jerry	NO	115.75	21	29.62	27.12	5	38.89	33.89	10	47.24	17.49	26.75	6
22	Stewart, Cory	NO	125.83	27	45.19	42.19	6	48.67	38.17	21	31.97	17.38	14.59	0
23	Scott, Alan	NO	126.51	31	38.69	30.69	16	38.81	31.31	15	49.01	24.64	24.37	0
24	Drane, Hiram	NO	131.67	27	45.73	39.23	13	41.24	34.24	14	44.70	22.81	21.89	0
25	Majers, Steve Jr. (.22)	NO	132.23	35	38.60	33.60	10	45.98	33.48	25	47.65	31.58	16.07	0
26	Stockwell, Pete	NO	135.10	18	42.10	41.10	2	40.76	32.76	16	52.24	35.39	16.85	0
27	Brown, Brian	NO	141.04	69	46.21	34.71	23	44.44	26.44	36	50.39	27.64	17.75	10
28	Fisher, Shad	NO	143.34	44	40.35	32.35	16	41.03	32.03	18	61.96	28.07	28.89	10
29	Chappell, Randy	NO	155.64	16	40.56	38.56	4	47.89	46.89	2	67.19	25.11	37.08	10
30	Ashcroft, Chuck	NO	158.49	48	47.04	33.54	27	51.21	40.71	21	60.24	37.69	22.55	0
31	Scott, Michael Sr. (Rev)	NO	161.06	16	46.86	42.36	9	40.47	36.97	7	73.73	44.33	29.40	0
32	Stewart, Dennis	NO	164.33	60	54.38	33.88	41	48.28	38.78	19	61.67	19.08	42.59	0
33	Gustaveson, Michael (4)	O	166.15	8	45.39	42.39	6	33.02	32.02	2	87.74	40.61	47.13	0
34	Ashcroft, Diana	NO	210.32	24	53.80	45.30	17	69.37	65.87	7	87.15	50.21	36.94	0
35	Fisher, Bob	NO	215.95	62	61.71	53.21	17	75.93	63.43	25	78.31	40.62	27.69	20
36	Larsen, Rustin	NO	255.46	96	63.81	47.31	33	79.30	62.80	33	112.35	62.28	35.07	30
37	Boren, Stan	NO	256.51	94	61.51	48.01	27	57.16	38.66	37	137.84	94.48	28.36	30
38	Ashcroft, Mike	NO	478.21	80	64.80	49.30	31	77.30	62.80	29	336.11	169.62	156.49	20

Notes:

PD = **P**oints **D**own = .5 seconds x Points Down

Div. = **D**ivision: **O** = **O**ptic; **NO** = **N**on-**O**ptic
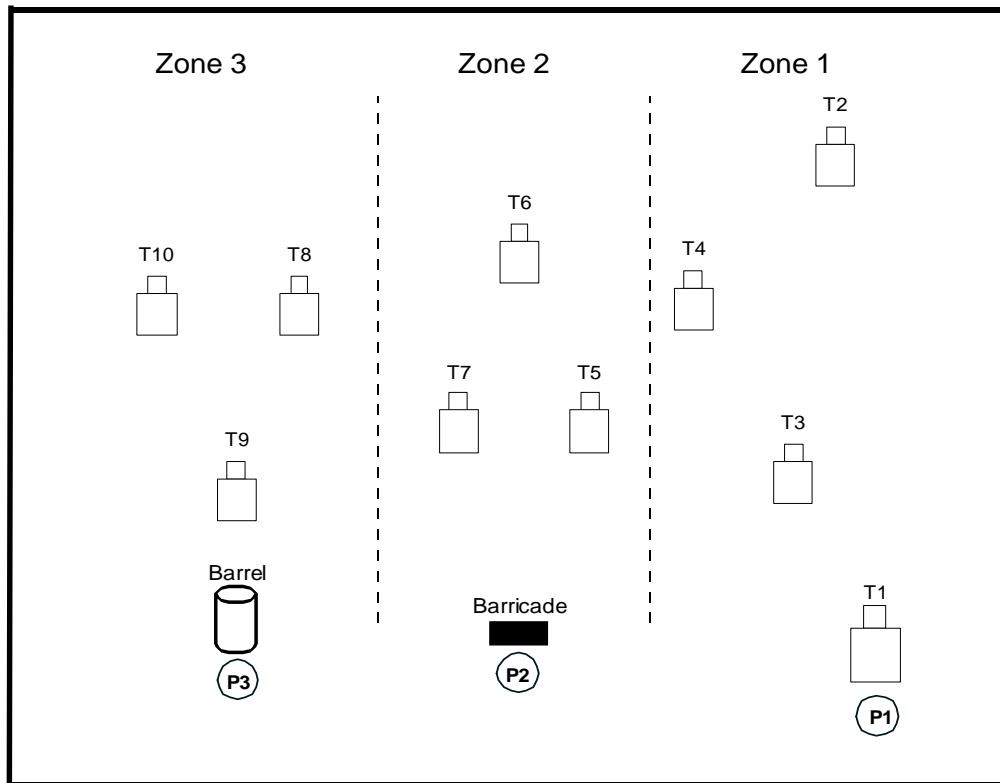
(Rev) = Revolver

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

DNF = **D**id **N**ot **F**inish

NS = **N**o **S**core

Range Masters "Fun" Shoot
Stage 1 - "Cover, Cover, Cover (3P)"

Zone 3   Zone 2   Zone 1

T2

T6

T10   T8   T4

T7   T5

T9   T3

Barrel   T1

Barricade
P3   P2   P1

Round Count:
String 1 = **20 minimum**
(**20** rounds for the stage)

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

String 1:   All targets get 2 rounds - Body or Head
Shooter starts at **P1** with **no more than 11 (10+1) rounds** in their gun and their **hands in the air facing T1**.
 - At the sound of buzzer, draw and engage **T1 FROM RETENSION then T2** thru **T4** in **Tactical Priority** (see note below) **while moving to P2.**
 - From **P2**, **with proper use of cover from either or both sides of the barricade,** engage targets **T5** thru **T7** in **Tactical Priority**.
 - Move to **P3** and, **with proper use of cover from either or both sides of the barrel,** engage **T8** thru **T10** in **Tactical Priority**.
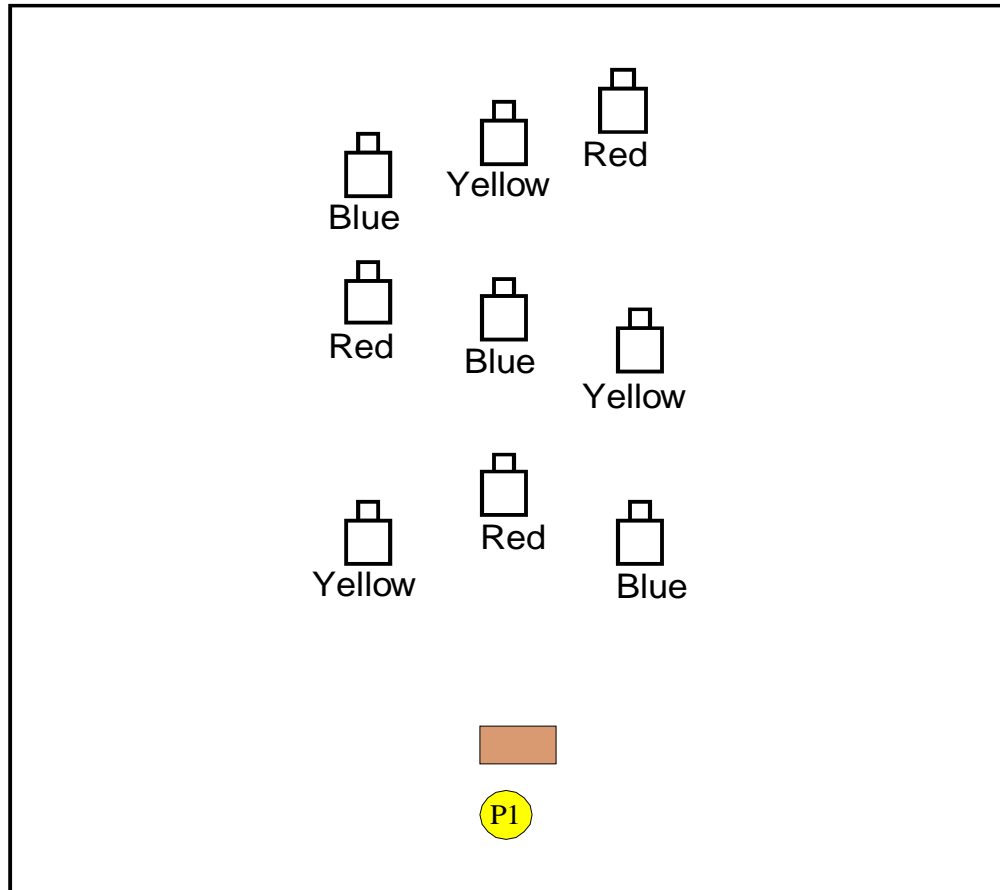 - Reload as necessary **from cover**.

Notes:
 1. All targets get **2 rounds** - body or head.
 2. All targets must be engaged in **Tactical Priority** meaning most lethal threat 1st, etc. If not, a procedural penalty will be assessed.
 3. Cover must be properly used **including reloading**.
 4. Shooter cannot engage targets in another zone until they have moved to the cover associated with that zone. (Zone 2 = P2, Zone 3 = P3)
 5. Shooter cannot shoot over the barrel at **P3**.

COF Designed by "Red" Redford

Range Masters "Fun" Shoot
Stage 2 - "Bad Guys Only"

Round Count:
 String 1 = **18 minimum**
 (**18** rounds for the stage)

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

String 1:
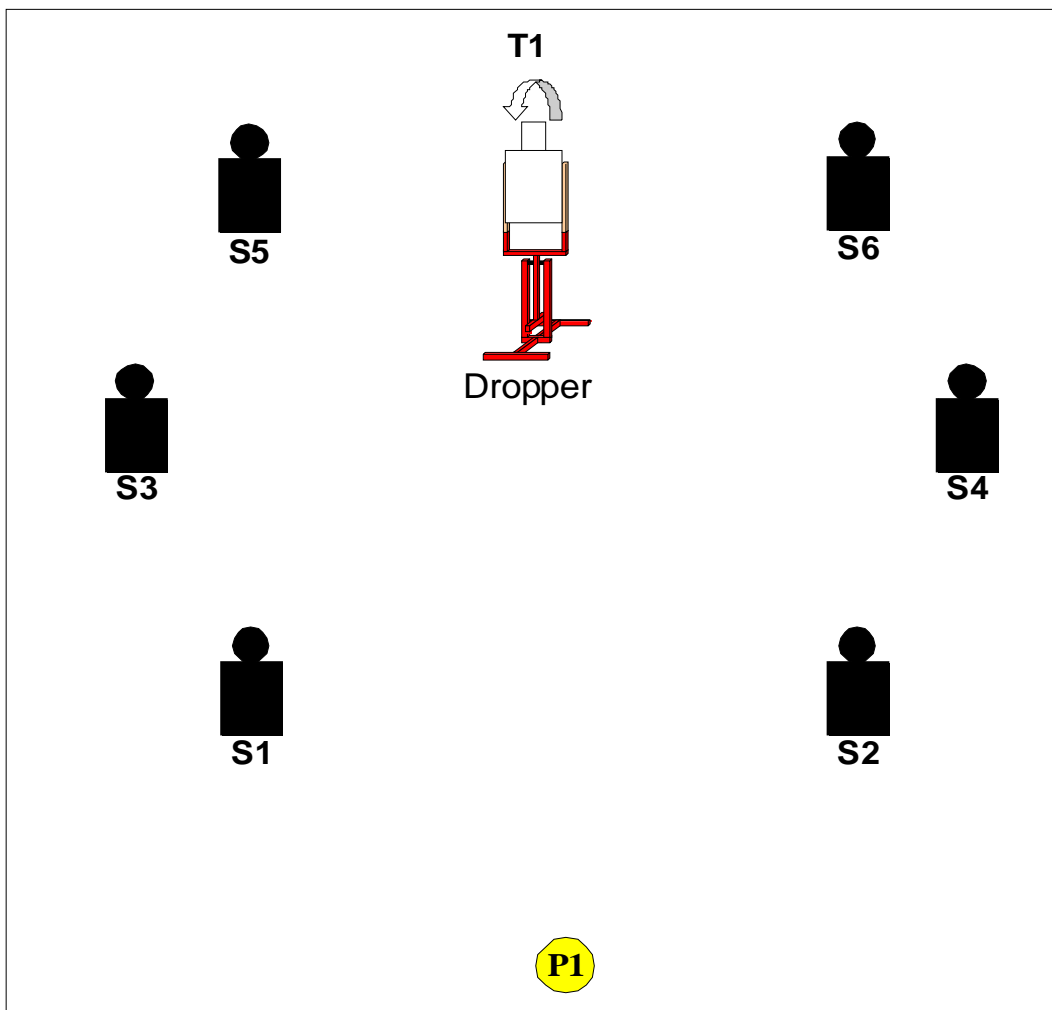 Start at **P1** with weapon fully loaded.
 - At buzzer, flip over one of the 3 cards on table, this card indicates the color of uniforms worn by the **innocent workers**.
 - Draw and engage **threat targets** with **3 rounds each (2 TORSO and 1 HEAD)**.
 - Reload as necessary.

Note:
 - Hits to targets of the color shown on card will be scored as hits to non-threats

COF Designed by Michael Scott

Range Masters "Fun" Shoot
Stage 3 - "Plate Dropper- Take 2"

Round Count:
  String 1 = 7 RDS. Min.
  String 2 = 6 RDS. Min.

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

String 1 -

Shooter starts at **P1** with **max of 10+1 (11) in the gun**.
- At the sound of the buzzer, draw and engage **S1**, **S2, S3** and **S4** (**in that order**) until plates are knocked down.
- Then engage **T1** until target drops.
- Then engage **S5** then **S6** until plates are knocked down.
- At the direction of the SO, holster your weapon - **DO NOT RELOAD**!

String 2 -

Shooter starts at **P1** with **whatever rounds were left in the gun from String 1**.
- Same as above except the shooter only engages **S1 thru S6 in any order**.
- Reload as necessary.

Notes -

1. If the Dropper fails to drop, a Miss-on-Steel penalty of 5 seconds will be given..

COF designed by RDan Phillips