

Rangemasters "Fun" Shoot Results - June 4, 2014

| 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 | String 4 | PD |
|-------|----------------------|------|----------------|-------------|------------|-------------|-------------|----|------------|-------------|----|------------|-------------|-------------|-------------|-------------|----|
| 1 | Rodriguez, Mike | NO | 68.21 | 47 | 25.05 | 13.05 | 3.44 | 24 | 28.77 | 18.27 | 21 | 14.39 | 8.84 | 4.55 | 3.63 | 10.66 | 2 |
| 2 | Scott, Alan | NO | 75.13 | 58 | 23.43 | 12.93 | 3.14 | 21 | 36.30 | 22.80 | 27 | 15.40 | 6.42 | 3.98 | 1.95 | 24.55 | 10 |
| 3 | Gonzales, Kayden | O | 79.50 | 22 | 22.72 | 15.33 | 5.39 | 4 | 21.80 | 17.80 | 8 | 34.98 | 8.19 | 4.12 | 3.38 | 14.29 | 10 |
| 4 | Stepp, Jared | NO | 83.95 | 4 | 28.04 | 21.90 | 5.14 | 2 | 25.85 | 24.85 | 2 | 30.06 | 4.67 | 10.29 | 2.08 | 13.02 | 0 |
| 5 | Tausinga, Sam | NO | 107.52 | 16 | 28.36 | 17.81 | 4.55 | 12 | 34.65 | 33.15 | 3 | 44.51 | 7.08 | 20.05 | 2.04 | 14.84 | 1 |
| 6 | Smith, Sam (#1) | NO | 113.61 | 8 | 31.69 | 24.94 | 5.25 | 3 | 30.01 | 27.51 | 5 | 51.91 | 6.47 | 18.60 | 2.21 | 24.63 | 0 |
| 7 | DeLeeuw, Dave | NO | 114.03 | 24 | 29.26 | 19.29 | 2.97 | 14 | 32.55 | 27.55 | 10 | 52.22 | 8.15 | 8.57 | 4.74 | 30.76 | 0 |
| 8 | Peterson, John | NO | 116.79 | 21 | 25.62 | 15.03 | 3.59 | 14 | 21.97 | 18.47 | 7 | 69.20 | 24.01 | 33.94 | 2.10 | 9.15 | 0 |
| 9 | Huff, Blake | NO | 117.15 | 5 | 38.17 | 25.55 | 12.12 | 1 | 35.38 | 33.38 | 4 | 43.60 | 16.99 | 8.82 | 2.12 | 15.67 | 0 |
| 10 | Waldo, Ralph | NO | 118.19 | 10 | 24.14 | 17.31 | 4.33 | 5 | 32.05 | 30.05 | 4 | 62.00 | 43.12 | 5.51 | 2.21 | 10.66 | 1 |
| 11 | Scott, Mike | NO | 126.48 | 18 | 23.50 | 12.80 | 5.20 | 11 | 27.18 | 24.18 | 6 | 75.80 | 50.23 | 5.30 | 3.02 | 16.75 | 1 |
| 12 | Sorenson, Dean | NO | 146.31 | 81 | 45.27 | 27.98 | 5.29 | 24 | 41.42 | 25.42 | 32 | 59.62 | 5.16 | 22.69 | 4.50 | 14.77 | 25 |
| 13 | Smith, Sam (#2) | NO | 147.70 | 6 | 42.52 | 32.58 | 9.94 | 0 | 40.14 | 37.14 | 6 | 65.04 | 11.72 | 4.38 | 3.81 | 45.13 | 0 |
| 14 | Broadhead, Chad (#2) | NO | 150.44 | 24 | 60.84 | 44.50 | 9.34 | 14 | 36.60 | 31.60 | 10 | 53.00 | 15.30 | 8.39 | 3.43 | 25.88 | 0 |
| 15 | Baker, Saydi | O | 150.73 | 32 | 43.80 | 30.19 | 8.11 | 11 | 52.48 | 42.98 | 19 | 54.45 | 9.82 | 6.95 | 4.84 | 31.84 | 2 |
| 16 | Worlton, Neal | NO | 153.11 | 65 | 27.36 | 16.55 | 4.31 | 13 | 35.28 | 14.28 | 42 | 90.47 | 38.21 | 16.59 | 2.35 | 28.32 | 10 |
| 17 | Lew, Christopher | NO | 167.57 | 53 | 32.02 | 25.74 | 4.78 | 3 | 44.84 | 21.84 | 46 | 90.71 | 34.42 | 10.63 | 2.10 | 41.56 | 4 |
| 18 | Williams, Kyle | NO | 201.92 | 83 | 64.67 | 42.14 | 5.03 | 35 | 48.70 | 35.70 | 26 | 88.55 | 37.15 | 13.06 | 8.22 | 19.12 | 22 |
| 19 | Broadhead, Chad (#1) | NO | 208.07 | 58 | 42.31 | 28.62 | 6.69 | 14 | 39.54 | 30.04 | 19 | 126.22 | 68.74 | 10.93 | 4.48 | 29.57 | 25 |
| 20 | Gonzales, Tina | NO | 290.36 | 97 | 81.64 | 57.91 | 10.73 | 26 | 77.37 | 46.87 | 61 | 131.35 | 42.69 | 23.88 | 4.26 | 55.52 | 10 |

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

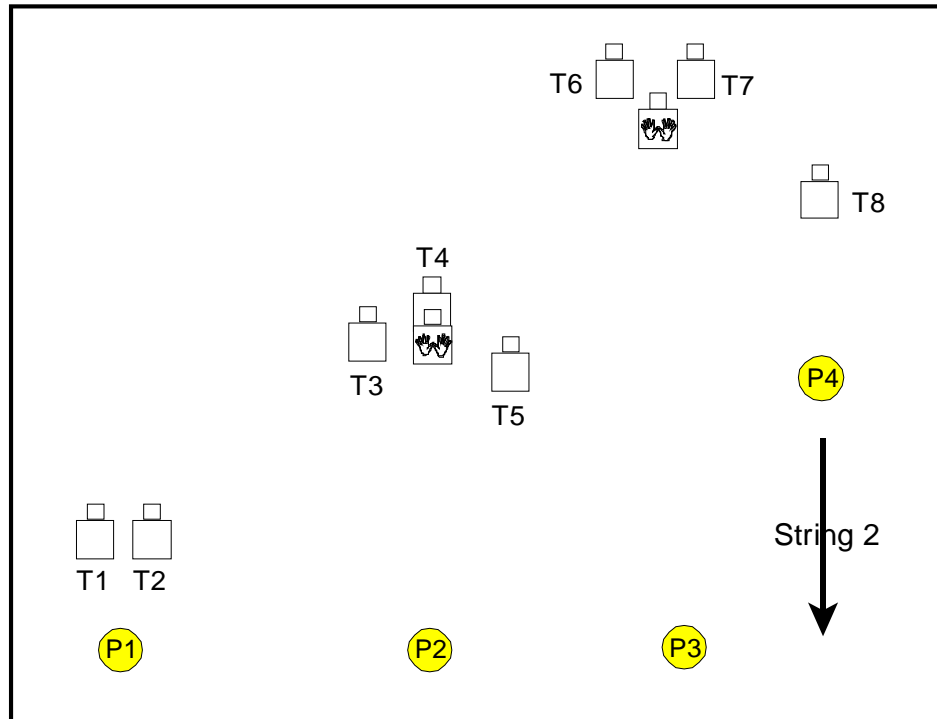
XX Indicates that the Points

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Shoot’em Up”



Round Count:
 String 1 = **16 minimum**
 String 2 = **4 minimum**
(20 minimum for the Stage)

Vickers Count
 (Can make up shots)

String 1 - Shooter starts at **P1** with his **back to the targets**.

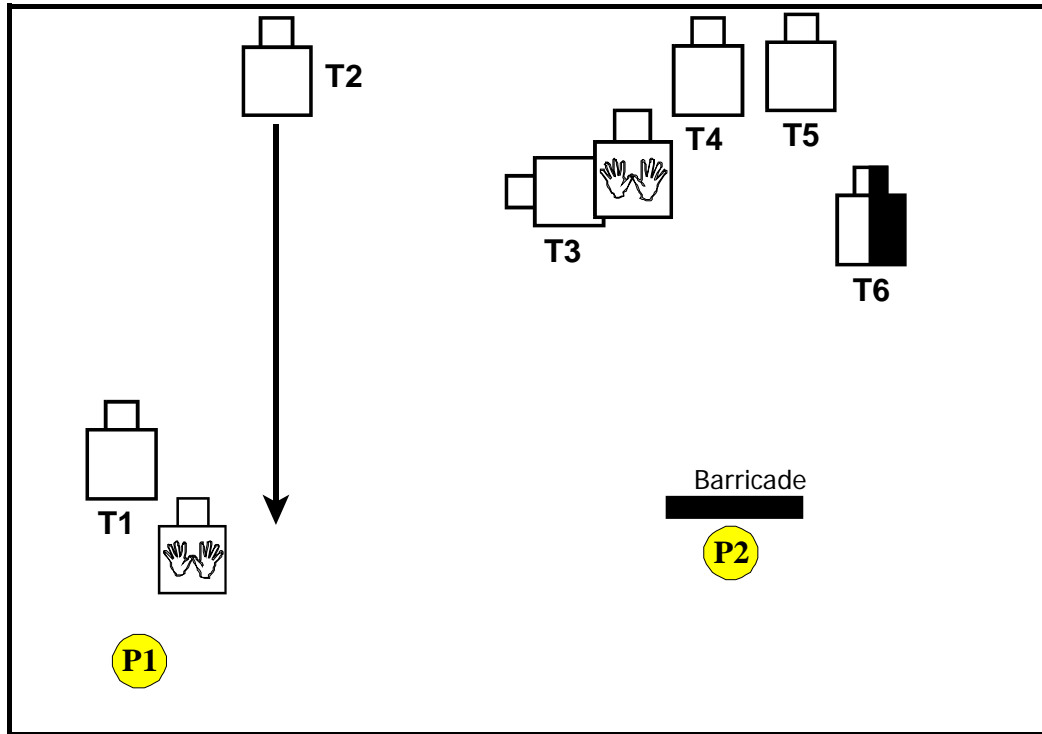
- At the buzzer, **turn, draw** and **engage** target **T1 & T2** with **2 rounds to the BODY** and **1 to the HEAD**.
- Move to position **P2** and engage target **T3 - T5** with **2 rounds to the BODY**.
- When complete, move to position **P3** and engage targets **T6 & T7** with **2 rounds to the BODY**.
- Reload as necessary.

String 2 - Shooter starts facing the targets at **P4**.

- At the buzzer, **draw** and **engage** target **T8** with **4 rounds (BODY or HEAD) while retreating** from the targets.
- Reload as necessary.

Rangemasters “Fun” Shoot

Stage 2 - Back-Off Sucker”



Round Count:
String 1 = **16 minimum**
(16 rounds for the stage)

Vickers Count
(Can make up shots)

Scenario:

You and your baby (sandbag) are caught out in the open, with your wife walking slightly ahead of you, when you are attacked by a group of ruffians.

String 1 -

Shooter starts at **P1** facing the targets and **holding the baby**.

- At the buzzer, draw & engage **T1 & T2** with **2 rounds each** while moving to cover at **P2**.

Note: You will need to retain your baby while moving to **P2**, and **T2** will be charging toward you as you move to **P2**.

- At **P2**, from **either or both sides of the barricade**, engage **T3 thru T6** with **2 rounds to each BODY**, then re-engage **T3 thru T6** with **1 additional round to each HEAD**.

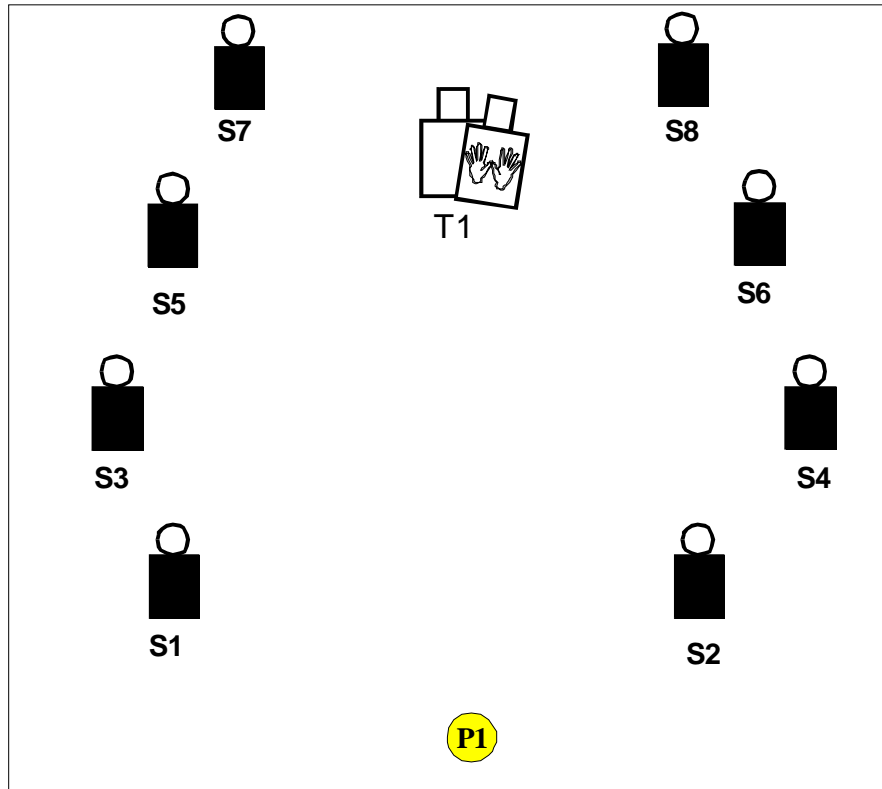
Note: You may place your baby **SAFELY** behind cover at **P2** before engaging these targets.

- Reload as necessary

Note: Reloads should normally be done from behind cover when cover is available.

Rangemasters “Fun” Shoot

Stage 3 - “Pass the Plates, Please”



Round Count:

11 rounds Minimum for the stage.

Vickers Count

(Can make up shots)

String 1 -

Shooter starts at **P1** with **no more than 10 rounds in the gun**, the gun in their **WEAK HAND** at the **Low Ready** position.

- At the sound of the buzzer, engage **S3** and **S4 WEAK HAND ONLY**.
- Holster on command - **Do Not Reload Before Holstering**.

String 2 -

Shooter starts holstered at **P1** with **remaining rounds from String 1**.

- At the sound of the buzzer, draw and engage **S1** and **S6 STRONG HAND ONLY**.
- Holster on command - **Do Not Reload**.

String 3 -

Shooter starts holstered at **P1** with **remaining rounds from String 2**.

- At the sound of the buzzer, **draw** and engage **S2** and **S5 FREE STYLE** (both hands).
- Holster on command - **Do Not Reload**.

String 4 -

Shooter starts holstered at **P1** with **remaining rounds from String 3**.

- At the sound of the buzzer, **draw** and **engage S7** and **S8 until knocked down, then engage T1** with **3 rounds FREE STYLE** (both hands).

Notes -

1. Reload as necessary during the strings, but **DO NOT** reload between strings!

COF designed by Jerry Rees