

Range Masters "Fun" Shoot

Results for June 7, 2006

Place	Name (Note)	Shoot Total	Total Points Down	Stage 1	String 1	String 2	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Young, Ren	66.72	10	26.07	17.04	5.03	8	16.59	15.59	2	24.06	20.50	3.56	0
2	Taggart, David	74.37	24	36.31	21.25	5.56	19	22.76	20.26	5	15.30	12.05	3.25	0
3	Majers, Steve	78.76	20	32.34	19.90	6.94	11	28.16	23.66	9	18.26	13.47	4.79	0
4	Rodriquez, Mike	80.54	27	27.17	17.65	5.02	9	34.37	25.37	18	19.00	16.78	2.22	0
5	Scott, Alan	85.99	12	35.93	26.37	6.56	6	25.63	22.63	6	24.43	20.61	3.82	0
6	Phillips, RDan	94.69	15	39.12	31.16	5.96	4	34.28	28.78	11	21.29	16.64	4.65	0
7	McKee, Kelly	101.62	49	38.42	22.44	5.48	21	37.90	23.90	28	25.30	20.04	5.26	0
8	Dockstader, Jeff	104.03	11	45.49	34.92	8.07	5	33.80	30.80	6	24.74	20.68	4.06	0
9	Simpson, Harold	105.18	36	44.81	23.89	6.92	28	32.29	28.29	8	28.08	23.89	4.19	0
10	DeLeeuw, Dave	105.30	58	37.75	17.79	4.96	30	35.18	21.18	28	32.37	23.40	8.97	0
11	Moffat, Joel	105.96	21	32.96	21.95	7.01	8	36.65	30.15	13	36.35	31.07	5.28	0
12	Gustaveson, Michael (4)	108.97	6	55.11	42.90	9.71	5	30.29	29.79	1	23.57	15.58	7.99	0
13	Scott, Michael Sr.	112.59	51	48.99	30.95	6.54	23	39.42	25.42	28	24.18	19.73	4.45	0
14	Hatch, Ryan	114.50	3	42.65	34.16	6.99	3	29.84	29.84	0	42.01	37.29	4.72	0
15	Dalton, Dell	122.29	29	47.01	28.82	9.69	17	32.60	26.60	12	42.68	37.27	5.41	0
16	Clark, David (Rev)	123.46	25	49.09	33.77	8.32	14	38.98	33.48	11	35.39	21.52	13.87	0
17	Redford, "Red" (Rev)	133.01	17	39.98	27.56	5.92	13	44.91	42.91	4	48.12	33.68	14.44	0
18	Scott, Michael Jr.	133.70	62	45.52	27.42	6.10	24	40.01	21.01	38	48.17	33.80	14.37	0
19	Collins, John	139.36	65	53.06	29.71	8.85	29	46.71	28.71	36	39.59	35.86	3.73	0
20	Price, Mike	148.42	30	58.36	40.55	12.31	11	41.12	31.62	19	48.94	43.51	5.43	0
21	Rees, Jerry (Rev)	153.84	52	67.17	44.66	6.01	33	42.43	32.93	19	44.24	38.00	6.24	0
22	Gustaveson, Michael (1)	158.85	12	61.57	41.14	17.43	6	43.98	40.98	6	53.30	45.23	8.07	0
23	Majers, Steve Jr. (.22)	164.52	52	58.01	31.36	6.65	40	49.42	43.42	12	57.09	39.92	17.17	0
24	Reed, Matt	166.85	108	71.20	32.32	7.38	63	41.20	28.70	25	54.45	37.34	7.11	20
25	Knight, Jeff	173.94	77	50.49	28.02	7.97	29	44.21	20.21	48	79.24	70.36	8.88	0
26	Fabela, Ethan	196.84	34	67.97	44.33	11.14	25	57.16	52.66	9	71.71	45.11	26.60	0
27	Collins, Denice	249.18	67	91.27	54.77	14.50	44	80.39	68.89	23	77.52	50.52	27.00	0

Notes:

- The "Fun" Shoot is held on the **1st Wednesday** and **3rd Tuesday** of each month (6:30 p.m.) at Range Masters.
- You can use **ANY** handgun you want, as long as it can be safely drawn from a **strong-side holster**.
- IDPA format and scoring.

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

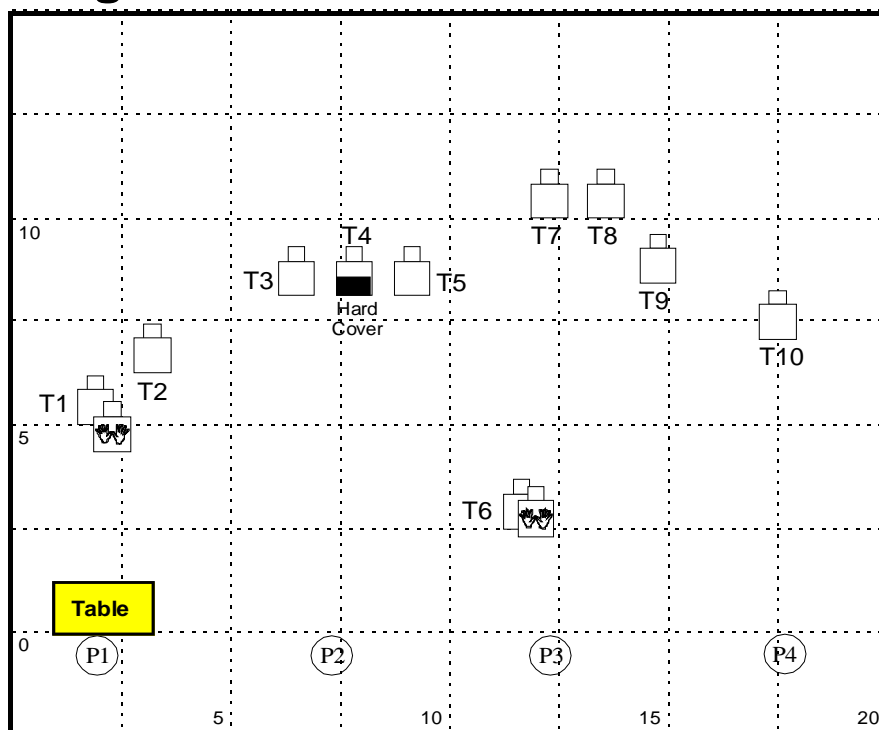
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses-on-Steel, etc.)

(Rev) = Revolver

DNF = Did Not Finish

Range Masters “Fun” Shoot

Stage 1 - “Let’s Have Some More Fun”



Round Count:

String 1 = **18 Minimum**

String 2 = **6 Minimum**

24 Minimum for the Stage.

Vickers Count

(Can make up shots)

Scoring:

Targets are scored after the shooter has completed all strings.

String 1: (See Note 1 below.)

Shooter starts sitting at the table at **P1** -

- At the buzzer, stand up, draw and engage **T1 and T2** with **2 rounds each** (body or head).
- **Move to P2** and engage **T3 thru T5** with **2 rounds each** (body or head).
- **Move to P3** and engage **T6** with **2 shots TO THE HEAD**, then engage **T7 thru T9** with **2 rounds each** (body or head).
- Reload as necessary

String 2:

Shooter starts at **P4** with **no more than 6 rounds** in the gun -

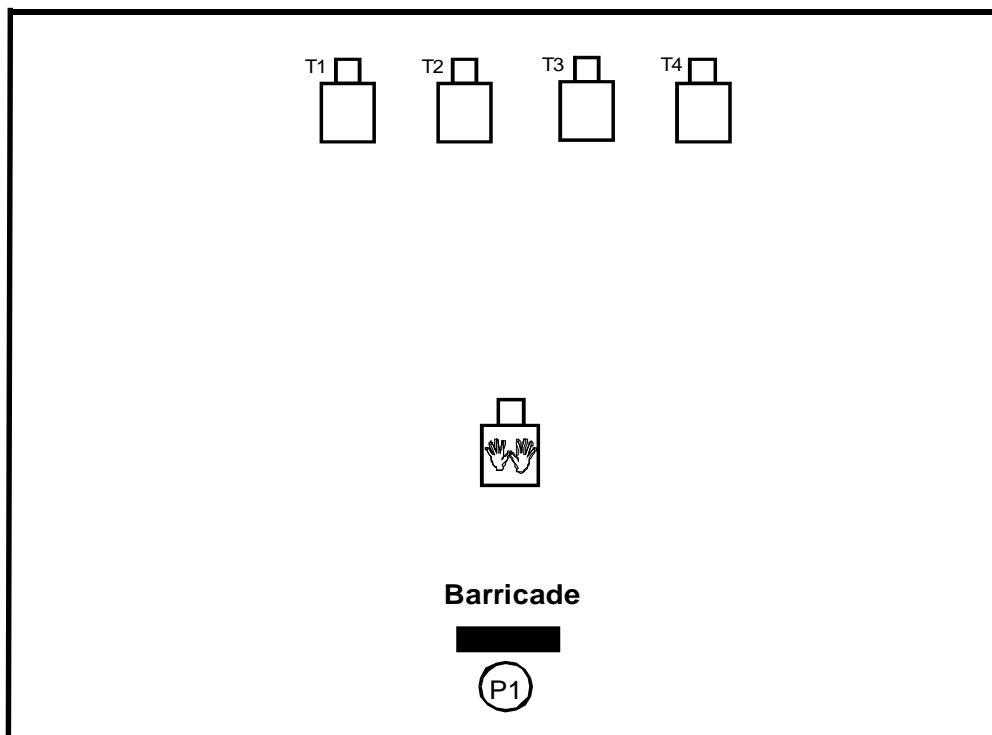
- At the buzzer, draw and engage **T10** with **6 rounds** (body or head).

Notes:

- 1- Shooter **must reach each new position before engaging the next set of targets.**

Range Masters “Fun” Shoot

Stage 2 - “Aim Well, Keep Track”



Round Count:

String 1 = **16 Minimum**
(16 rounds for the stage)

Vickers Count

(Can make up shots)

Scoring:

Targets are only scored
after the shooter has
completed all strings.

String 1 -

Shooter starts fully loaded behind cover at **P1**.

- At the buzzer, draw and, **with the proper use of cover**, engage **T1 thru T4** with **3 rounds to each body** and **1 round to each head** in **any sequence as long as cover is properly used**.
- Reload as necessary from behind cover.

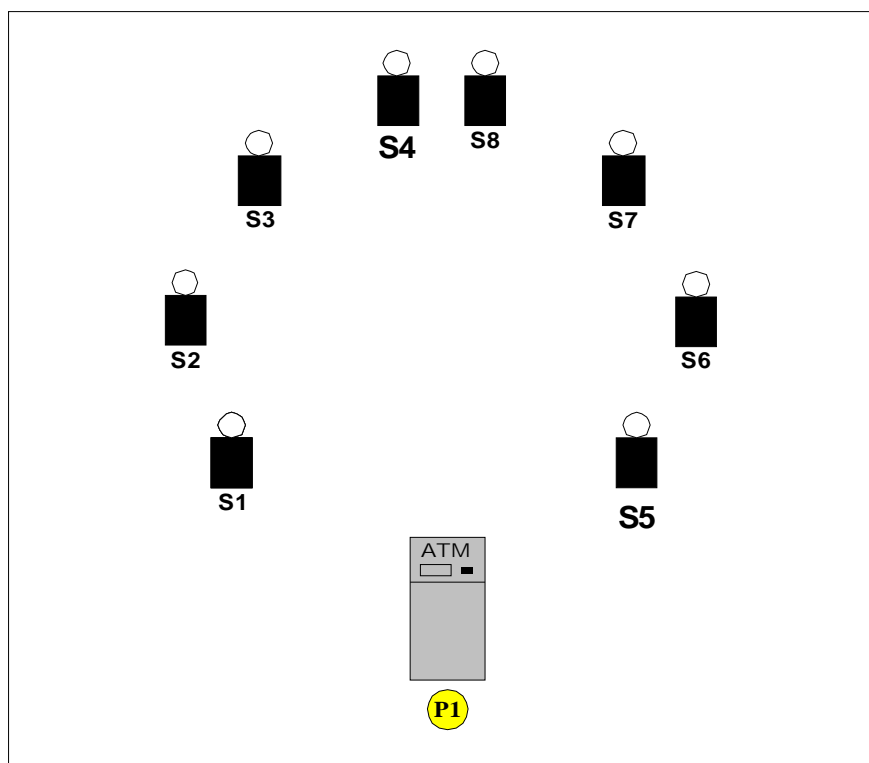
Notes:

1. Shooter can use either or both sides of the barricade, but must properly use the “**Slice the Pie**” technique.
2. Reloads must be made from behind cover.
3. Every hit on a non-threat will count as a “Hit on Non-Threat” penalty.

COF designed by Noel Redford

Range Masters “Fun” Shoot

Stage 3



Round Count:

String 1 = 8 rds min.

String 1 = 2 rds min.

(10 rounds for the stage)

Vickers Count
(Can make up shots)

String 1 -

Shooter starts at **P1** with both hands on the ATM machine.

- At the sound of the buzzer, draw and engage **S1** thru **S4** from the **LEFT SIDE OF THE BARRICADE** until knocked down.
- Move to the **RIGHT SIDE OF BARRICADE** and engage **S5** thru **S8** until knocked down.

String 2 -

Shooter starts at **P1** with **max. of 4 rounds in gun** and both hands on ATM machine.

- At the sound of the buzzer, draw and engage **S4** and **S5** from either side of the ATM machine until knocked down.

Notes:

1. **S1** thru **S4** may be shot in any order and **S5** thru **S8** may be shot in any order on String 1.
2. Shooter must use ATM as cover and cannot shoot over top of machine.
3. Reload as necessary.

COF designed by Mike Rodriguez