Rangemasters "Fun" Shoot Results - June 17, 2014

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	String 3	String 4	PD
1	DeLeeuw, Dave	O	52.71	4	23.51	22.01	3	16.19	15.69	1	13.01	3.87	3.13	2.23	3.78	0
2	Rodriquez, Mike	NO	53.61	1	25.45	24.95	1	13.79	13.79	0	14.37	2.60	3.50	2.51	5.76	0
3	Tholl, Bryce	NO	69.95	11	37.98	33.48	9	16.11	15.11	2	15.86	2.45	2.68	1.61	9.12	0
4	Greer, Seth	NO	74.00	47	47.52	25.02	45	12.29	11.29	2	14.19	2.82	3.01	2.17	6.19	0
5	Stepp, Jared	NO	81.79	20	35.50	27.00	17	23.38	21.88	3	22.91	2.67	4.58	1.99	13.67	0
6	Scott, Alan	NO	82.46	4	29.97	28.47	3	29.21	28.71	1	23.28	3.51	8.76	3.08	7.93	0
7	Waldo, Ralph	NO	85.22	36	43.82	29.82	28	20.62	16.62	8	20.78	5.11	3.82	3.29	8.56	0
8	Ursulich, Ryan	NO	89.63	29	43.71	30.21	27	17.41	16.41	2	28.51	2.86	5.05	8.27	12.33	0
9	Martin, Jeanette	NO	93.67	6	53.63	51.13	5	17.58	17.08	1	22.46	5.15	4.38	3.48	9.45	0
10	Phillips, Rdan (.22)	NO	95.22	35	53.63	36.13	35	21.46	21.46	0	20.13	3.85	6.70	3.58	6.00	0
11	Reese, Howard	O	98.53	26	56.09	44.59	23	15.24	13.74	3	27.20	2.99	4.41	3.94	15.86	0
12	Heaton, Kyle (.22)	O	98.70	24	56.43	45.93	21	19.81	18.31	3	22.46	6.33	4.59	5.29	6.25	0
13	Scott, Mike	NO	107.22	53	71.10	46.10	50	17.43	15.93	3	18.69	3.94	5.27	3.66	5.82	0
14	Reese, Alex	NO	119.30	22	54.53	44.53	20	27.18	26.18	2	37.59	4.30	5.68	8.74	18.87	0
15	Nuss, Jeff	NO	163.23	93	110.23	66.73	87	22.86	19.86	6	30.14	7.15	9.94	4.28	8.77	0
16	Sandgren, Max	NO	231.53	56	109.70	87.20	45	51.09	45.59	11	70.74	9.63	8.00	3.11	50.00	0

Notes:

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

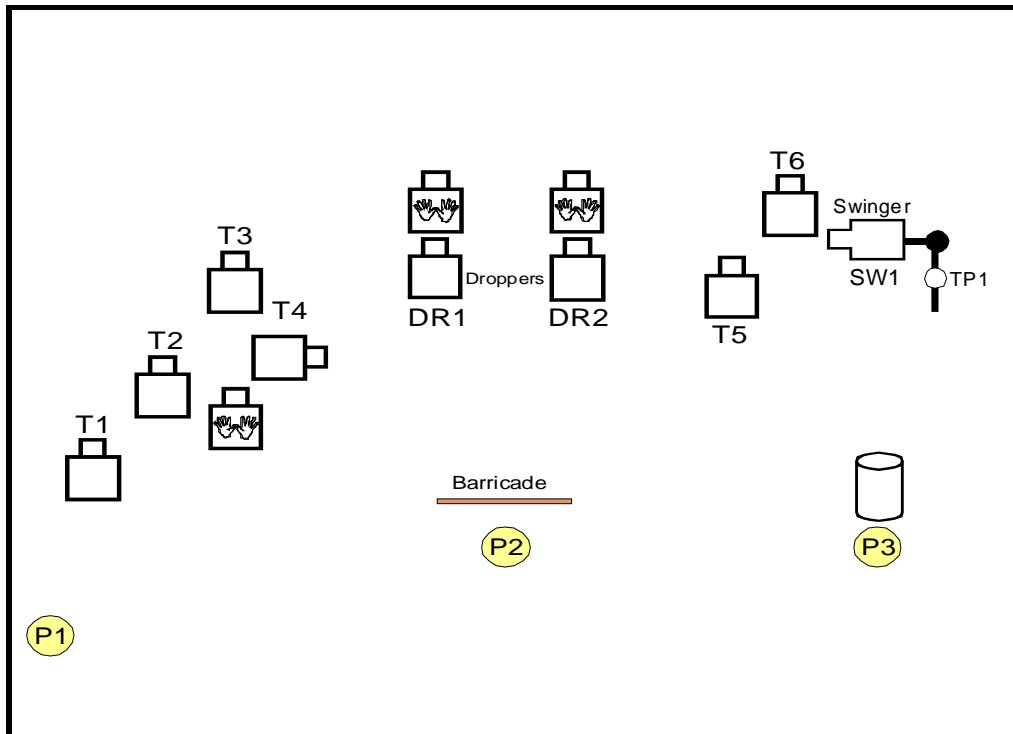*Div.* = **Division:** **O** = **O**ptic; **NO** = **N**on-**O**ptic

(Rev) = Revolver

XX	Indicates that the Points
DNF	= **D**id **N**ot **F**inish
NS	= **N**o **S**core

Rangemasters "Fun" Shoot
Stage 1 - "A Barrel Of Droppers"

Round Count:
String 1 = **17 Minimum**
(**17** rounds for the stage)

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

String -

Shooter starts fully loaded at **P1**.
- At the sound of the buzzer, **draw**, and **while moving** to the Barricade at **P2,** engage **T1** thru **T4** with **2 rounds** to the **BODY**.
- After reaching **P2**, and **with the proper use of cover**, engage the **Dropper** (**DR1**) from the **LEFT SIDE** of the Barricade and **Dropper** (**DR2**) from the **RIGHT SIDE** of the Barricade **until dropped**.
- Then, **while moving** to the Barrel at **P3**, engage **T5** and **T6** with **2 rounds** to the **BODY**.
- **After reaching the Barrel** at **P3**, and **with the proper use of cover** from the **RIGHT SIDE of the Barrel**, engage the **Trip Plate** (**TP1**) until it activates the **Swinger** (**SW1**) and engage the **Swinger** with **2 rounds** to the **BODY**.
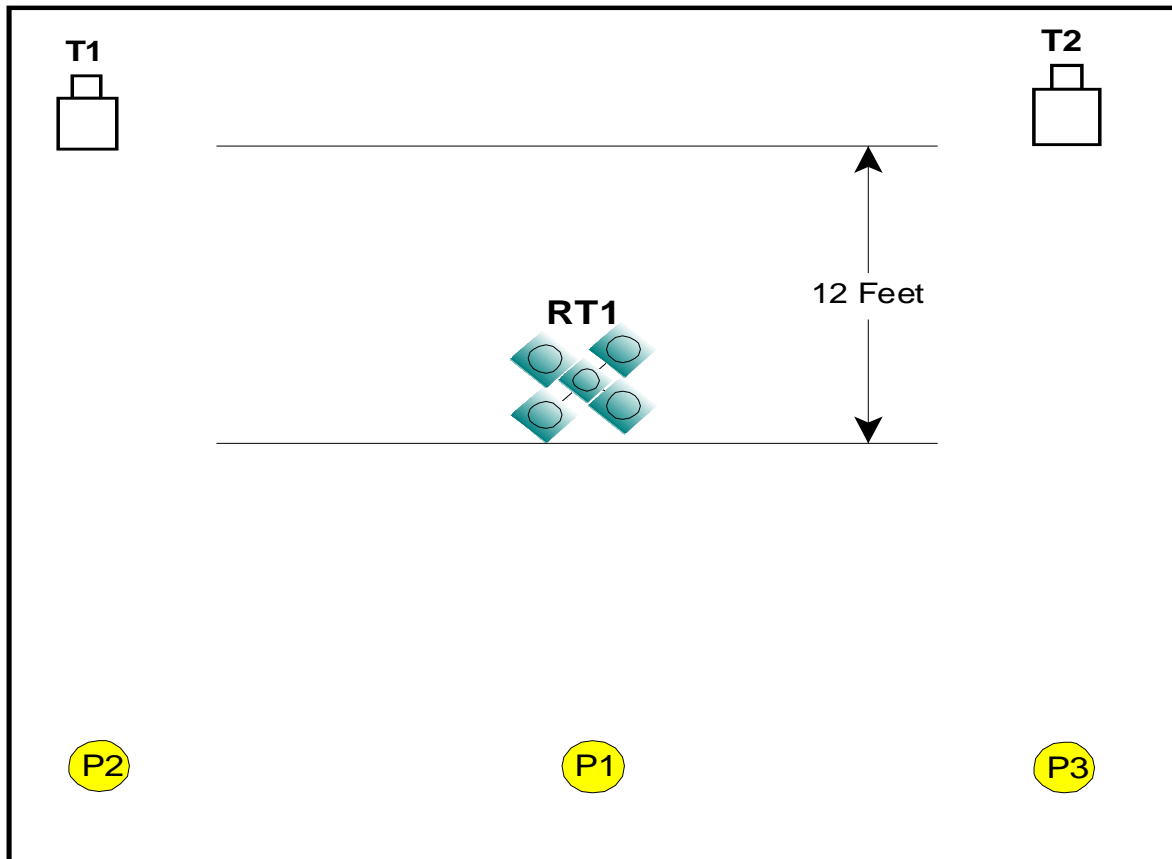- Reload as necessary.

Notes:
1. **Shooter must properly use cover while engaging targets from the Barricade and the Barrel.**
2. Targets **DR1** and **DR2** are **Dropper** targets and must be shot until they drop.

COF designed by Dave DeLeeuw

Rangemasters "Fun" Shoot
Stage 2 - "Roll the Reactive"

T1

T2

RT1

12 Feet

P2

P1

P3

Round Count:
String 1 = 7 + Minimum

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

String 1 -
 Shooter starts fully loaded at **P1**.
  - At the buzzer, draw and engage the reactive target (**RT1**) until it is
    moved down range to the marked stop point (12 feet).
  - Then move to **P2** and engage **T1** with **3 rounds** to the **BODY**.
  - Then move to **P3** and engage **T2** with **3 rounds** to the **BODY**.
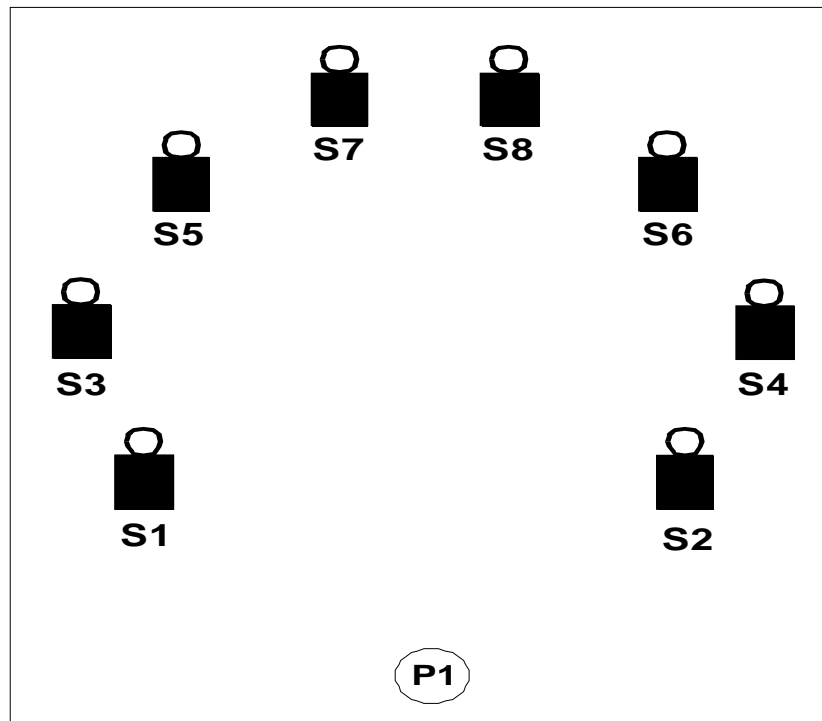
Notes:
  1. Do not shoot the walls.
  2. Shooter must move the Reactive Target at least 12 feet down range.
     If unable to do so, it will count as a **Failure to Neutralize** penalty.
  3. **Shooter must not engage T1 or T2 until they reach their
     respective P2 and P3 positions**.
  3. Do not break the 180 line.

COF Designed by Ryan Ursulich

Rangemasters "Fun" Shoot
Stage 3 - "Draw Them Guns"

Round Count:
  String 1 = **2 rds min.**
  String 2 = **2 rds min.**
  String 3 = **2 rds min.**
  String 4 = **2 rds min.**
(**8** rounds **minimum** for the stage)

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

- **Shooter starts loaded and holstered at P1 for all strings.**

String 1 -
  - At the buzzer, draw and egage **S1** and **S2** until knocked down.

String 2 -
  - At the buzzer, draw and egage **S3** and **S4** until knocked down.

String 3 -
  - At the buzzer, draw and egage **S5** and **S6** until knocked down.

String 4 -
  - At the buzzer, draw and egage **S7** and **S8** until knocked down.

Notes:
  1. Shooter can reload in between each string if desired, but it is not required.

COF Designed by Ren Young