

# Range Masters "Fun" Shoot

Results for June 2, 2010 - Revised

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	String 3	String 4	String 5	String 6	String 7	PD	Stage 3	String 1	PD
1	Olson, Landon	NO	60.25	9	30.73	26.23	9	13.99	1.95	1.94	1.58	1.55	3.43	1.81	1.73	0	15.53	15.53	0
2	Majers, Steve	O	64.01	24	29.30	25.30	8	17.27	2.34	2.33	1.20	1.35	3.04	2.35	1.66	6	17.44	12.44	10
3	DeLeeuw, Dave	O	64.49	14	28.25	26.25	4	14.26	2.30	2.65	1.57	1.49	2.73	1.77	1.75	0	21.98	16.98	10
4	Kemp, Tony	O	67.10	12	28.85	27.35	3	19.56	3.46	2.17	1.58	1.40	2.08	2.30	2.07	9	18.69	18.69	0
5	Sorenson, Sam	NO	71.01	18	33.90	27.90	12	17.11	2.56	1.79	1.51	1.60	3.05	1.70	1.90	6	20.00	20.00	0
6	Wakamatsu, Josh	NO	72.74	30	33.88	27.38	13	13.24	2.38	2.69	1.46	1.17	1.92	1.42	1.70	1	25.62	17.62	16
7	Peterson, Andy (2)	NO	73.24	26	40.10	28.60	23	15.93	2.34	2.06	1.92	1.64	2.73	1.86	1.88	3	17.21	17.21	0
8	Spensko, Shane	NO	87.90	26	42.85	31.85	22	14.61	1.68	1.73	1.41	1.49	2.87	1.64	1.79	4	30.44	30.44	0
9	Peterson, Andy (1)	NO	89.05	42	49.51	29.51	40	15.71	2.14	3.30	1.37	1.25	2.88	1.96	1.81	2	23.83	23.83	0
10	Majers, Steve Jr.	O	96.04	45	42.40	31.40	22	20.96	3.44	2.43	3.16	1.59	3.25	1.83	1.76	7	32.68	24.68	16
11	Allen, Glen	NO	100.33	16	53.36	46.86	13	22.69	5.07	2.98	2.03	2.29	4.41	2.17	2.24	3	24.28	24.28	0
12	Clark, David	NO	106.20	23	44.92	40.42	9	19.09	2.14	3.16	1.71	2.23	3.94	1.88	2.03	4	42.19	37.19	10
13	Redford, Thomas (.22)	NO	110.29	29	46.50	38.00	17	21.73	3.29	2.79	3.50	2.09	4.76	2.23	2.07	2	42.06	37.06	10
14	Price, Mike	NO	111.64	63	46.04	29.54	33	28.31	2.35	2.09	1.41	1.59	2.53	1.74	1.60	30	37.29	37.29	0
15	Redford, "Red" (.22)	NO	111.97	36	61.60	55.10	13	18.89	2.43	2.46	1.56	1.88	5.25	1.92	1.89	3	31.48	21.48	20
16	Scott, Michael Sr.	NO	117.27	58	51.35	35.35	32	21.47	3.49	2.46	1.77	1.95	4.28	2.71	1.81	6	44.45	34.45	20
17	Phillips, RDan	NO	125.17	31	44.36	32.86	23	18.40	2.17	2.54	1.42	1.30	3.60	1.69	1.68	8	62.41	62.41	0
18	Van Ausdal, Brian	NO	129.22	81	65.13	41.63	47	24.02	3.25	3.01	1.64	1.48	3.97	1.77	1.90	14	40.07	30.07	20
19	Waldo, Ralph	NO	130.98	51	57.08	42.08	30	22.15	3.00	3.25	1.61	1.53	3.11	1.90	2.25	11	51.75	46.75	10
20	Rees, Jerry (Rev)	NO	131.22	65	63.68	46.68	34	20.98	2.06	2.24	1.60	1.89	3.71	1.86	2.12	11	46.56	36.56	20
21	Murray, Mark (.22)	NO	131.72	49	61.92	44.42	35	25.60	3.21	3.05	2.96	2.87	5.29	3.30	2.92	4	44.20	39.20	10
22	Draper, Randall	O	139.63	33	66.03	50.53	31	27.04	2.65	3.30	3.56	3.82	5.02	3.30	4.39	2	46.56	46.56	0
23	Amburn, Andrew	NO	140.97	37	72.10	54.60	35	24.41	2.94	2.53	4.08	3.03	5.91	2.40	2.52	2	44.46	44.46	0
24	Prestwich, Kirt	NO	142.11	46	65.22	43.72	43	23.32	2.74	3.09	2.50	2.39	5.53	2.79	2.78	3	53.57	53.57	0
25	Murray, Mark (9)	NO	142.75	53	58.23	45.23	26	24.92	2.67	3.39	2.81	2.12	5.16	2.63	2.64	7	59.60	49.60	20
26	Harding, Harrison	NO	152.26	94	81.56	53.56	56	27.10	3.15	3.15	1.73	1.89	4.42	1.97	1.79	18	43.60	33.60	20

## 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.)

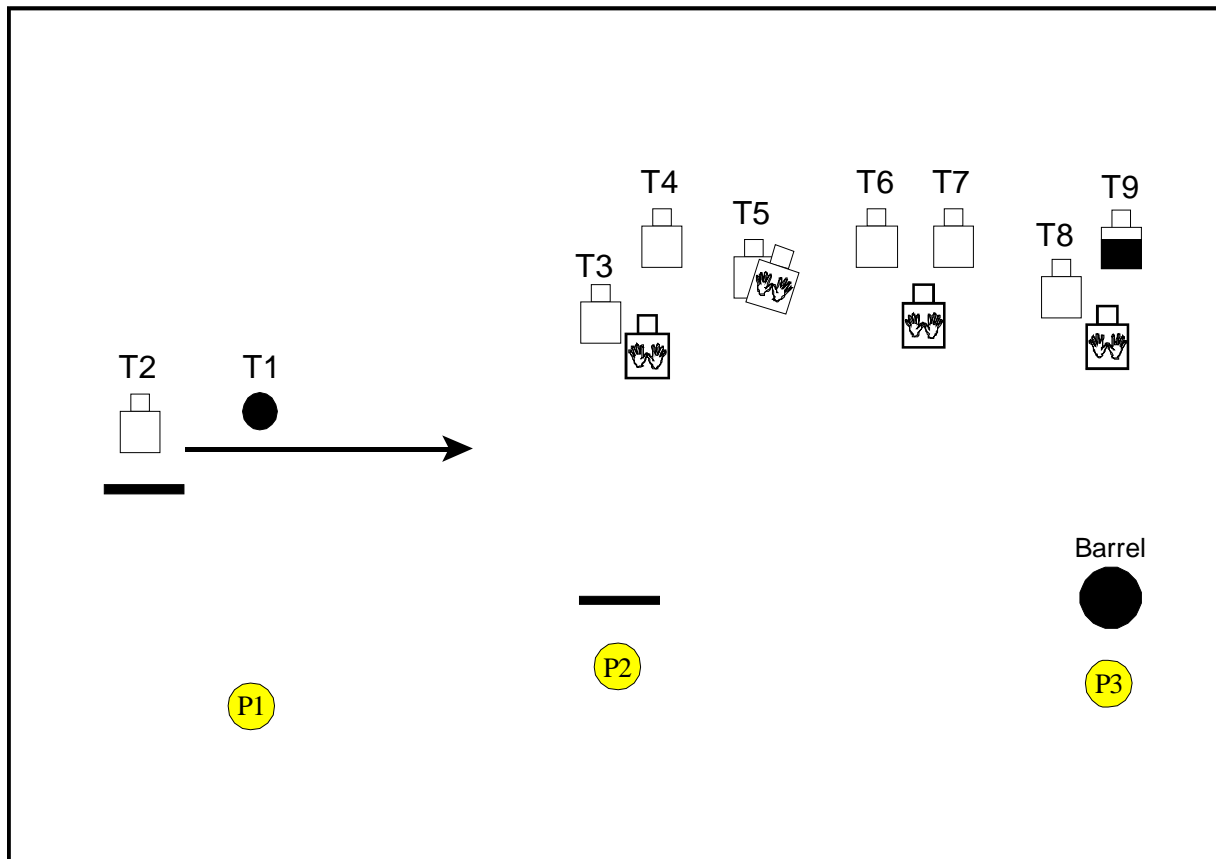
DNF = Did Not Finish

NS = No Score

NT = No Time

# Range Masters “Fun” Shoot

## Stage 1 - “Sliding Home”



### Round Count:

String 1 = **17 minimum**  
(17 rounds for the stage)

### Vickers Count

(Can make up shots.)

### String 1:

Start at **P1** with weapon fully loaded.

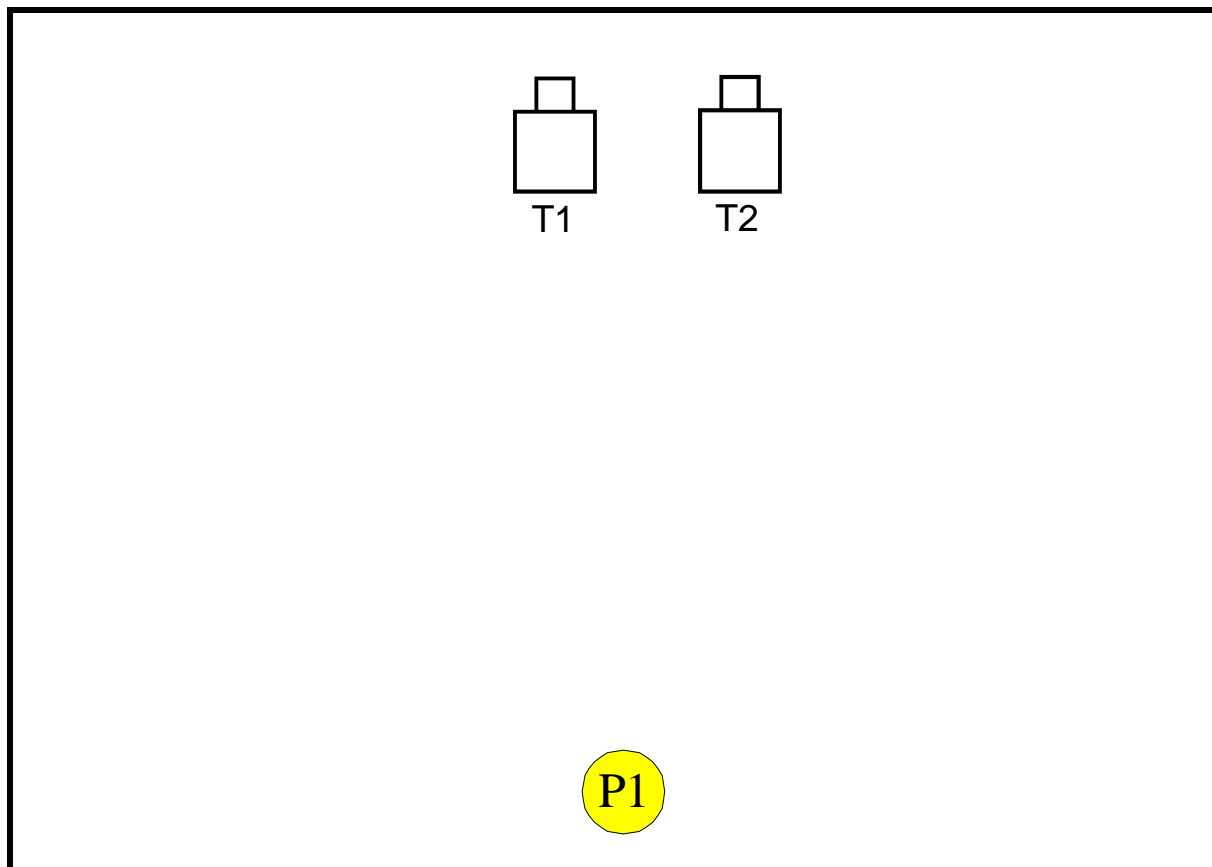
- At the sound of the buzzer, draw and engage **T1** until hit (this will trigger **T2**), then engage **T2** with **2 rounds**.
- Move to **P2** and engage **T3 - T5** with **2 rounds each** from cover, then **perform a Reload with Retention**.
- **While moving to P3**, engage **T6 and T7** with **2 rounds each**.
- **From behind cover at P3**, engage **T8 and T9** with **2 rounds each**.
- Reload as necessary after **P2**.

### Note:

1. Shooter **must** shoot **T6 & T7** on the move, but **DO NOT** shoot **T8** or **T9** until you reach **P3**.

# Range Masters “Fun” Shoot

## Stage 2 - “So You Want to Be An Air Marshal?”



### Round Count:

String 1 & 2 = 1 round only  
String 3 & 4 = 2 rounds only  
String 5 = 6 rounds only  
String 6 & 7 = 2 rounds only  
(16 rounds for the stage)

### Limited Vickers Count (Cannot make up shots)

### - -All Strings start at P1 --

#### String 1 - (From Concealment)

- Draw and engage T1 with 1 round.

#### String 2 - (From Concealment)

- Draw and engage T2 with 1 round.

#### String 3 - (From th Low Ready)

- Engage T1 with 2 rounds.

#### String 4 - (From th Low Ready)

- Engage T2 with 2 rounds.

#### String 5 - (From th Low Ready)

- Engage T1 with 6 rounds.

#### String 6 - (From th Low Ready)

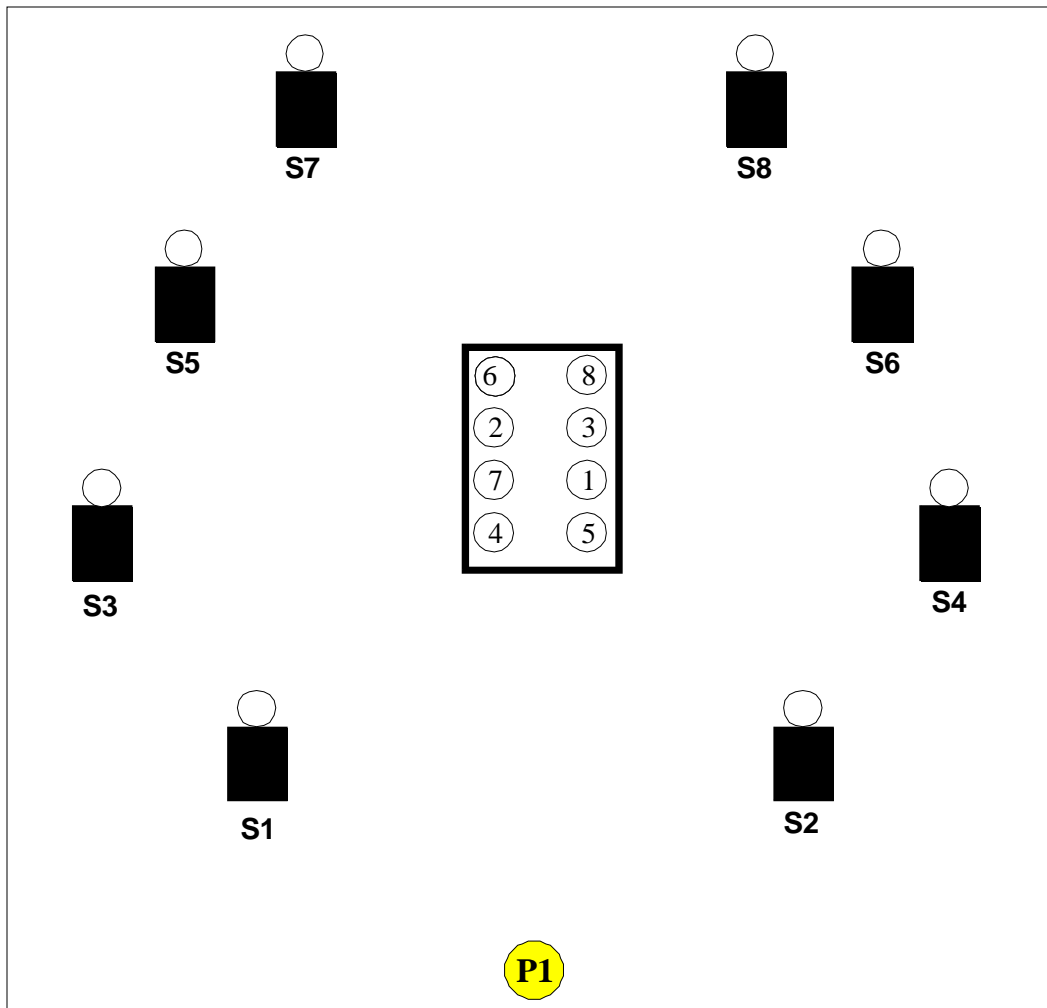
- Engage T1 & T2 with 1 round.

#### String 7 - (From th Low Ready)

- Engage T1 & T2 with 1 round.

# Range Masters “Fun” Shoot

## Stage 3 - “ $X^2+Y^3=Fun!$ ”



**Round Count:**  
**10 rounds MIN for stage.**  
(See Scoring and Notes.)

**Scoring:**  
Vickers Scoring On Steel  
**Limited Vickers on Paper**

### String 1 -

Shooter starts fully loaded at P1.

- At the sound of the buzzer, **draw a card from the deck; note the number** on the card; then draw and engage **four (4) steel targets in any order** with as many rounds as necessary to knock them down.
- Then **engage the paper targets** with **ONE (1) ROUND ONLY** on the numbers that **add up to the number on the card**.
- Then engage the remaining four (4) targets until they have fallen.

### Notes -

1. **Only one round can be fired at each numbered target.**
2. Misses on paper or failure to add correctly will be scored as a Miss On Steel..