

# Rangemasters Handgun "Fun" Shoot Results - September 16, 2014

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Soper, Mitch (#1)	NO	85.42	18	21.76	16.26	11	38.86	35.36	7	24.80	14.33	10.47	0
2	Soper, Mitch (#2)	NO	92.82	33	22.15	16.15	12	45.24	34.74	21	25.43	9.02	16.41	0
3	Martin, Jennette (#2)	NO	95.44	10	30.03	25.03	10	52.37	1.00	0	13.04	17.42	0.00	0
4	Phillips, RDan (22)	NO	122.24	22	36.88	28.88	16	59.79	56.79	6	25.57	13.38	12.19	0
5	Jorgenson, Robert (#1)	NO	132.37	63	37.22	24.72	25	71.12	52.12	38	24.03	12.62	11.41	0
6	Jorgenson, Robert (#2)	NO	136.13	33	42.15	33.15	18	69.19	61.69	15	24.79	13.62	11.17	0
7	Williams, Tom (#2)	NO	137.96	52	35.96	17.96	36	67.82	59.82	16	34.18	16.95	17.23	0
8	Scott, Alan (22)	O	138.47	2	40.68	39.68	2	58.26	58.26	0	39.53	23.49	16.04	0
9	Anderson, Creed (#2)	NO	139.89	63	42.72	32.22	21	72.96	51.96	42	24.21	13.50	10.71	0
10	Mallon, Jim	NO	144.76	49	38.88	28.88	20	68.61	54.11	29	37.27	15.81	21.46	0
11	Martin, Jennette (#1)	NO	144.87	20	37.28	32.28	10	69.48	64.48	10	38.11	15.00	23.11	0
12	Anderson, Creed (#1)	NO	146.89	43	37.29	28.29	18	67.68	60.18	15	41.92	20.02	16.90	10
13	Jolly, Jenn (#2)	NO	151.54	38	37.26	29.26	16	70.51	59.51	22	43.77	22.63	21.14	0
14	Scott, Mike	NO	159.15	45	35.12	30.62	9	100.66	82.66	36	23.37	12.46	10.91	0
15	Williams, Tom (#1)	NO	171.80	79	32.34	20.84	23	71.74	58.74	26	67.72	24.34	28.38	30
16	Dudley, Buck	NO	174.77	58	37.39	27.89	19	92.64	73.14	39	44.74	25.21	19.53	0
17	Sandgren, Shelby (22)	NO	196.29	30	39.70	29.70	20	98.12	93.12	10	58.47	28.86	29.61	0
18	Martin, Ken	NO	209.78	13	55.07	50.07	10	91.80	90.30	3	62.91	31.03	31.88	0
19	Sandgren, Max	NO	239.02	75	49.55	38.05	23	126.53	110.53	32	62.94	32.56	20.38	20
20	Jolly, Jenn (#1) (Rev)	NO	243.08	43	47.33	38.33	18	106.51	99.01	15	89.24	47.31	36.93	10
21	Soper, Trenton (22)	NO	DNF	34	143.59	126.59	34	DNF	DNF	0	271.89	194.92	76.97	0

## Notes:

PD = Points Down = .5 seconds x Points Down

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

(REV) = Revolver

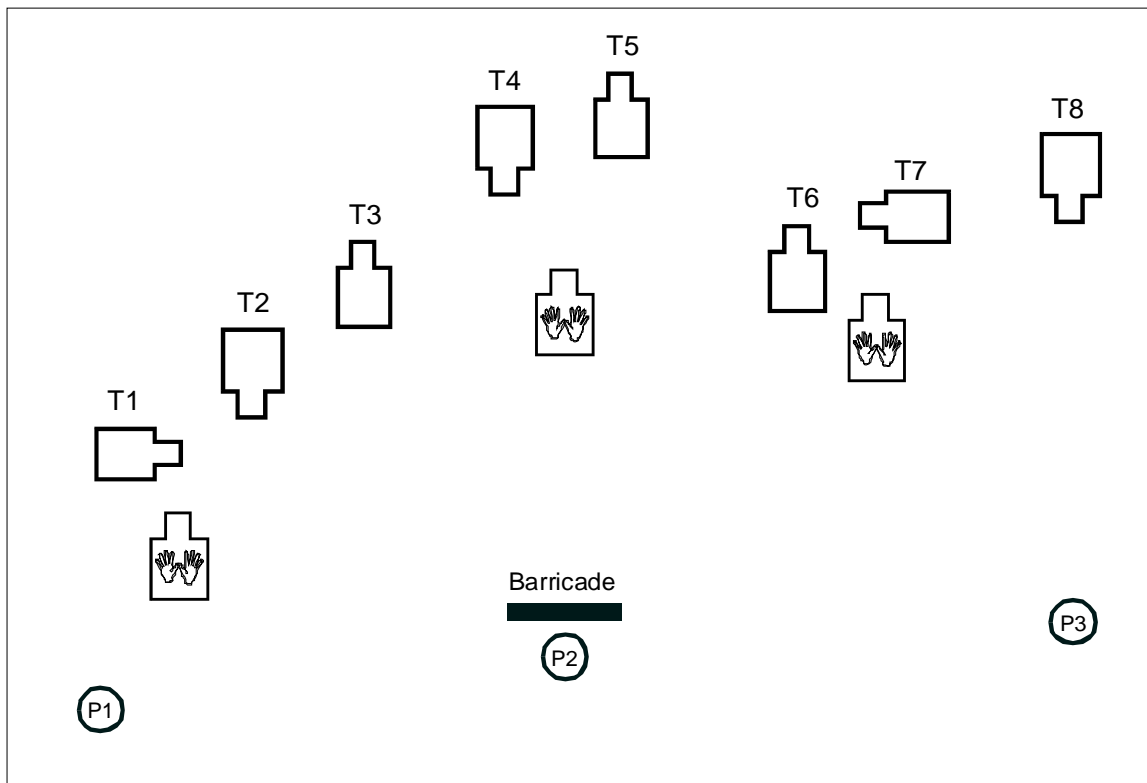
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

# Rangemasters “Fun” Shoot

## Stage 1 - “Move It Along”



### Round Count:

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

### Vickers Count

(Can make up shots)

### String 1 -

Shooter starts at **P1** with a **maximum of 6** in the gun.

**Note:** All targets get **2 rounds to the Body**.

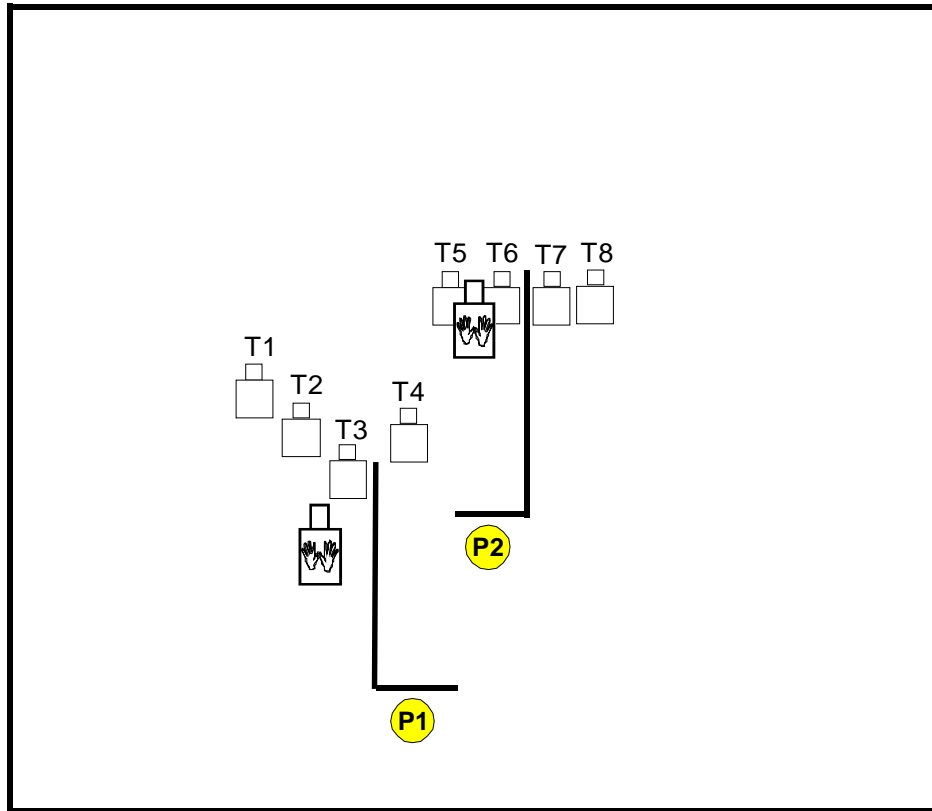
- At the sound of the buzzer, draw and engage **T1-T3** with **while moving to P2**.
- **After reaching cover at P2**, engage **T4** and **T5**.
- Then, **while moving to P3**, engage **T6** and **T7**.
- **After reaching P3**, engage **T8**.
- Reload as necessary.

### Notes:

1. **Use proper cover at P2.**
2. **DO NOT ENGAGE T8 until you reach P3!**

# Rangemasters “Fun” Shoot

## Stage 2 - “What’s My Name”



**Round Count:**  
24 rounds minimum

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

### String 1 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and engage targets **T1** through **T8** with **2 rounds to the body**. Remember, when moving from **P1** to **P2**, use Cover, Slice the Pie and Clear the Corners..
- At **P2**, reverse order to **P1**, engage **T8** through **T1** with **1 round to the head**.

\*\*\*\*\* **Do not break the 180 degree line!** \*\*\*\*\*

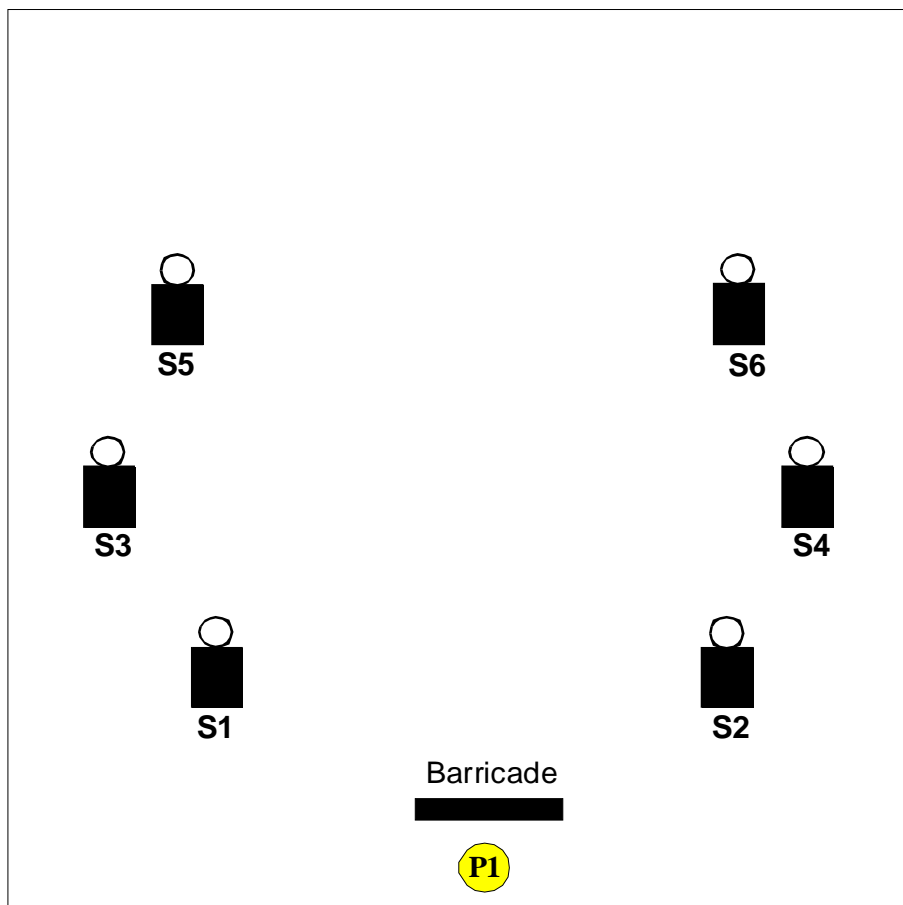
### Notes:

1. Use Cover, Slice the Pie, Clear Corners..
2. Reload behind cover.
3. Do not shoot the walls.

COF Ryan Ursulich

# Rangemasters “Fun” Shoot

## Stage 3 - “Bob Vogel IDPA Champ”



### Round Count:

**String 1 = 6 Rds. Min.**

**String 2 = 6 Rds. Min.**

### Modified Vickers Count

(Maximum of 12 rounds per string.)

### String 1 - 12 rounds *Maximum string count.*

Shooter starts loaded and holstered at P1.

- At the sound of the buzzer, draw and knock down **S1 through S6** in **any order** until all plates are knocked down. However, **3 plates must be knocked down from each side of the barricade.**
- Reload as necessary.

### String 2 - 12 rounds *Maximum string count.*

Shooter starts loaded and holstered at P1.

- Repeat String 1.

### Notes:

1. **Shooter may reload after completing String 1.**
2. All plates left standing will be counted with a Miss-On-Steel 5-second penalty.