

Rangemasters Handgun "Fun" Shoot Results - February 17, 2015

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	Smith, Micah	NO	85.33	28	22.76	19.76	6	27.12	16.12	22	35.45	24.02	11.43	
2	Young, Jason	NO	93.84	22	24.68	16.18	17	19.77	17.27	5	49.39	33.72	15.67	
3	Chun, Peter	NO	99.21	7	23.05	22.05	2	26.59	24.09	5	49.57	34.40	15.17	
4	Greer, Seth	NO	104.37	16	25.37	23.37	4	25.21	19.21	12	53.79	35.50	18.29	
5	Loveless, Alex	NO	106.27	42	31.61	26.61	10	32.56	16.56	32	42.10	27.78	14.32	
6	Redford, Red	NO	115.75	25	29.81	24.81	10	29.06	21.56	15	56.88	43.31	13.57	
7	Degn, Graham	NO	118.63	24	38.07	29.57	17	24.60	21.10	7	55.96	40.44	15.52	
8	DeLeeuw, Dave	O	119.54	25	22.65	22.15	1	22.00	20.00	4	74.89	57.45	7.44	20
9	Wright, Joseph	NO	127.40	10	39.40	37.40	4	39.65	36.65	6	48.35	33.89	14.46	
10	Scott, Alan	NO	127.45	17	26.19	20.69	11	32.61	29.61	6	68.65	51.04	17.61	
11	Tuttle, Austin	NO	133.51	25	34.31	28.31	12	29.61	23.11	13	69.59	50.78	18.81	
12	Rodriquez, Mike	NO	135.96	9	34.32	33.32	2	31.80	28.30	7	69.84	60.20	9.64	
13	Wright, Joseph	NO	137.91	10	36.69	32.19	9	34.78	34.28	1	66.44	49.93	16.51	
14	Scott, Mike	NO	142.11	23	31.18	26.68	9	32.19	25.19	14	78.74	55.40	23.34	
15	Phillips, R Dan	NO	145.28	53	32.29	28.79	7	34.12	31.12	6	78.87	44.20	14.67	40
16	Lawrence, Ken (.22)	NO	152.69	18	48.40	46.40	4	42.11	35.11	14	62.18	45.43	16.75	
17	Huff, Blake	O	156.80	16	37.07	32.07	10	33.36	30.36	6	86.37	66.97	19.40	
18	Jepperson, Riley	NO	157.88	29	26.98	20.48	13	26.41	18.41	16	104.49	69.73	34.76	
19	Isley, Luke	NO	164.07	59	42.24	20.74	43	41.84	33.84	16	79.99	52.02	27.97	
20	Septon, Allen	NO	169.11	28	48.04	35.54	25	36.38	34.88	3	84.69	58.77	25.92	
21	Bennion, Ryan	NO	174.44	50	38.85	27.85	22	37.39	23.39	28	98.20	67.20	31.00	
22	Davis, Keith (Rev)	NO	181.53	25	36.81	30.81	12	48.71	42.21	13	96.01	70.86	25.15	
23	Gibson, Jairus	NO	203.48	65	53.23	35.23	36	42.82	28.32	29	107.43	64.61	42.82	
24	Jolly, Jenn (Rev)	NO	211.25	55	53.30	35.30	36	48.11	38.61	19	109.84	85.82	24.02	
25	Westover, Kevin	NO	217.33	90	38.37	31.37	14	47.49	44.49	6	131.47	72.62	23.85	70
26	Armstrong, Jeremiah	NO	219.57	70	25.39	23.39	4	38.32	35.32	6	155.86	100.00	25.86	60
27	Black, Edward (Rev)	NO	243.46	58	58.34	52.34	12	65.47	52.47	26	119.65	72.48	37.17	20
28	Sandgren, Max	NO	244.80	24	45.80	38.80	14	40.16	35.16	10	158.84	86.65	72.19	
29	Billings, Richard (Rev)	NO	254.63	72	37.64	31.64	12	45.38	35.38	20	171.61	104.47	47.14	40
30	Black, Amanda	NO	257.00	58	57.07	44.07	26	71.19	55.19	32	128.74	96.47	32.27	

Notes:

PD = Points Down = .5 seconds x Points Down

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

(REV) = Revolver

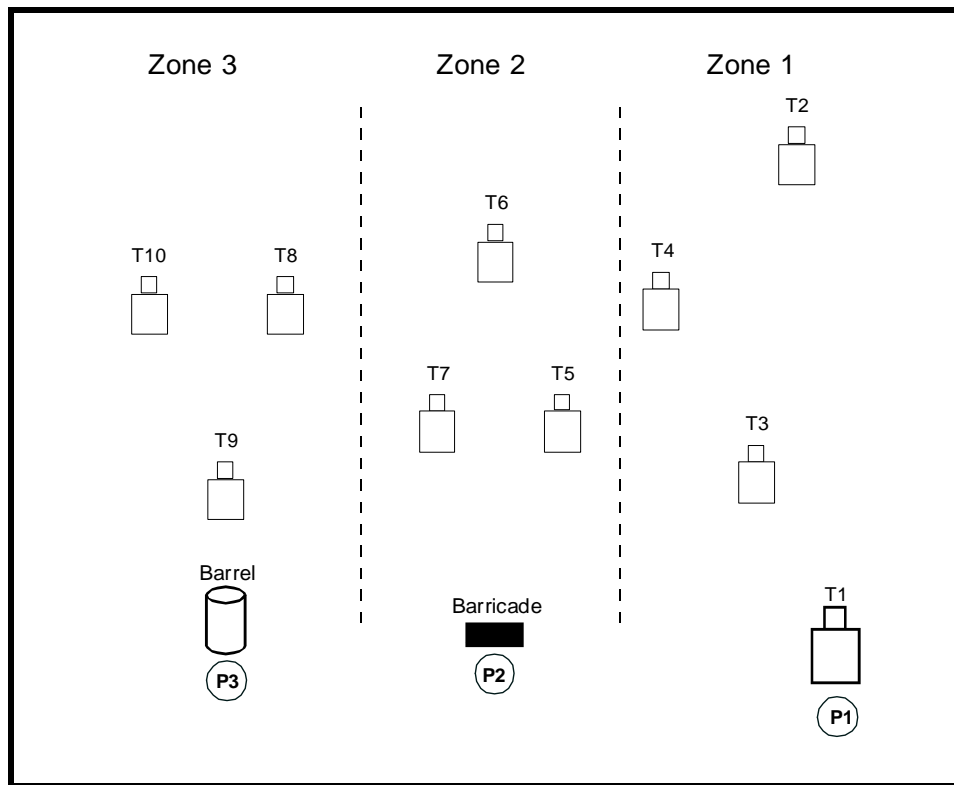
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Cover, Cover, Cover (3P)”



Round Count:
String 1 = **20 minimum**
(20 rounds for the stage)

Vickers Count
(Can make up shots)

String 1: All targets get 2 rounds - Body or Head

Shooter starts at **P1** with **no more than 11 (10+1) rounds** in their gun and their **hands in the air facing T1**.

- At the sound of buzzer, draw and engage **T1 FROM RETENSION** then **T2 thru T4 in Tactical Priority** (see note below) **while moving to P2**.
- From **P2**, with **proper use of cover from either or both sides of the barricade**, engage targets **T5 thru T7 in Tactical Priority**.
- Move to **P3** and, with **proper use of cover from either or both sides of the barrel**, engage **T8 thru T10 in Tactical Priority**.
- Reload as necessary **from cover**.

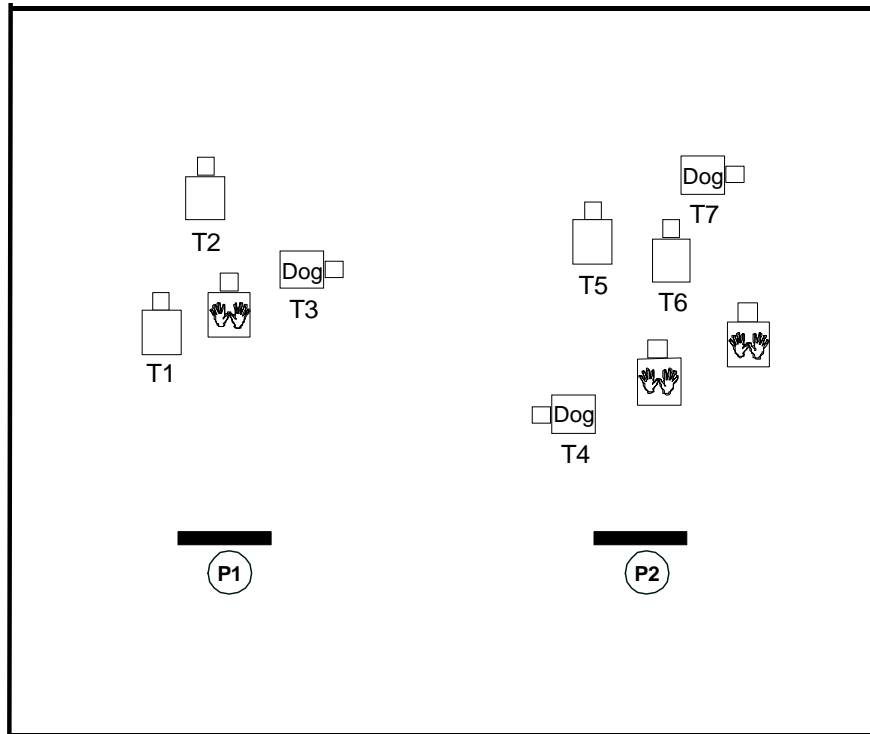
Notes:

1. All targets get **2 rounds** - body or head.
2. All targets must be engaged in **Tactical Priority** meaning most lethal threat 1st, etc. If not, a procedural penalty will be assessed.
3. Cover must be properly used **including reloading**.
4. Shooter cannot engage targets in another zone until they have moved to the cover associated with that zone. (Zone 2 = P2, Zone 3 = P3)
5. Shooter cannot shoot over the barrel at **P3**.

COF Designed by "Red" Redford

Rangemasters “Fun” Shoot

Stage 2 - “Dogs in the Yard”



Round Count:
String 1 = **18 minimum**
(**18** rounds for the stage)

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

String 1 -

Shooter starts fully loaded at **P1**.

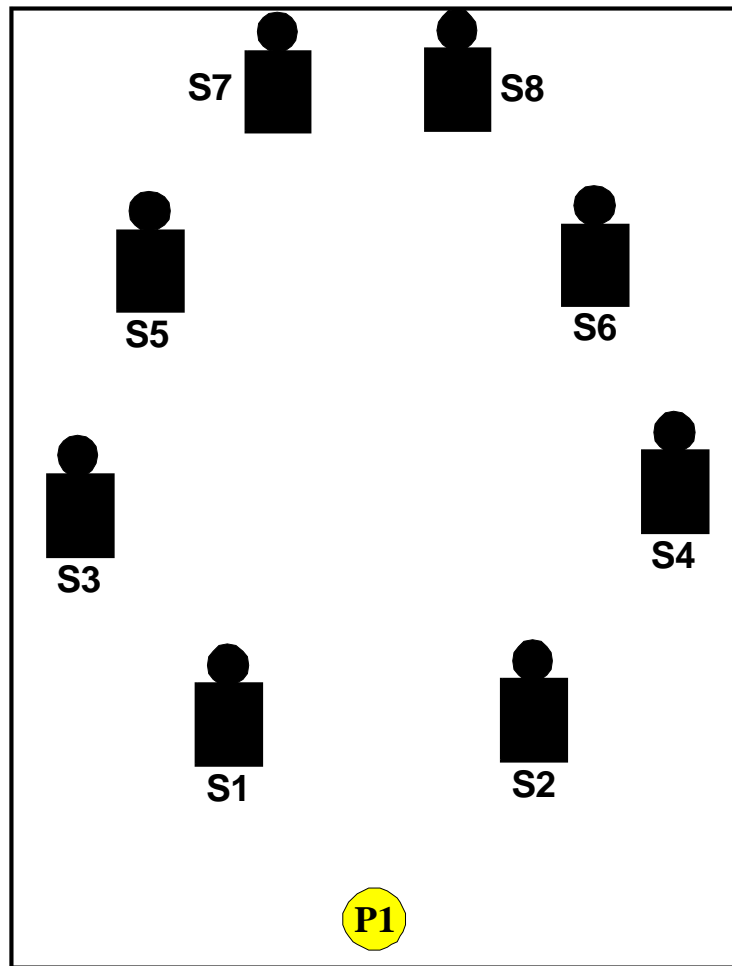
- At the sound of buzzer, engage **T1** and **T2** with **3 rounds** and **T3** (Dog) with **2 rounds** (all of these shots can be **either Body or Head**) from the **Left Side** of the barricade.
- Move to **P2** and engage **T4** (Dog) with **1 body** and **1 head** shot from the **Left Side** of the barricade, then **T5** and **T6** with **3 rounds** and **T7** (Dog) with **2 rounds** (all of these shots can be **either Body or Head**) from the **Right Side** of the barricade.
- Reload as necessary.

Notes:

1. Shooter must employ proper cover techniques or a Procedural Penalty will be assessed.
2. Each hit to a Non-Threat will be assessed a 5-second penalty.

Rangemasters “Fun” Shoot

Stage 3 - “Weak Hand - Strong Hand”



Round Count: 16

Vickers Count
(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1** with gun in their **Weak Hand** at the low-ready.

- At the buzzer the shooter engages:
Weak Hand, front row (S1 & S2).
Strong Hand, second row (S3 & S4).
Weak Hand, third row (S5 & S6).
Free Style, fourth row (S7 & S8).

String 2 -

- At the buzzer the shooter engages **all plates free style.**

Notes:

1. **Be careful when exchanging gun hands!**
2. **A 5-second penalty** for a miss-on-steel.

COF R. Waldo