

# Range Masters "Fun" Shoot

Results for December 6, 2005

Place	Name (Note)	Total		Stage 1	String 1	String 2	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
		Shoot Total	Points Down												
1	Stilwell, Mike	48.27	6	20.37	16.22	3.65	1	18.14	8.84	6.80	5	9.76	5.91	3.85	0
2	Terry, Mark (Rev)	67.25	25	29.05	19.91	3.14	12	28.20	10.12	11.58	13	10.00	5.29	4.71	0
3	Koski, Steve	76.55	21	31.47	23.29	4.68	7	29.14	12.12	10.02	14	15.94	7.69	8.25	0
4	Adams, Brent	91.14	48	38.71	25.27	4.94	17	35.95	10.73	9.72	31	16.48	7.88	8.60	0
5	Huff, Blake (Rev)	92.09	32	43.81	31.83	3.48	17	34.68	19.08	8.10	15	13.60	8.72	4.88	0
6	Redford, "Red" (9)	93.68	25	47.53	32.59	6.44	17	27.91	12.89	11.02	8	18.24	9.63	8.61	0
7	Redford, Steve	94.85	33	42.91	28.56	8.35	12	37.04	12.93	13.61	21	14.90	9.40	5.50	0
8	Scott, Alan	94.96	33	37.98	26.80	5.18	12	35.65	14.06	11.09	21	21.33	8.99	12.34	0
9	Johnson, Keith	96.85	40	38.86	26.44	6.42	12	40.22	15.60	10.62	28	17.77	10.46	7.31	0
10	Loveless, Gerald	98.67	50	42.18	32.47	5.21	9	38.97	8.98	9.49	41	17.52	9.70	7.82	0
11	Snelson, Rylee	103.05	33	44.70	29.51	7.69	15	41.92	8.89	24.03	18	16.43	8.95	7.48	0
12	Redford, "Red" (Rev)	105.80	8	49.18	42.38	6.80	0	41.46	20.33	17.13	8	15.16	8.07	7.09	0
13	Nelson, Jeremy	108.40	8	52.11	38.95	11.66	3	41.16	26.61	12.05	5	15.13	7.91	7.22	0
14	Scott, Michael	109.19	63	45.58	20.45	8.13	34	34.55	9.73	10.32	29	29.06	17.00	12.06	0
15	Majers, Steve	114.36	19	41.28	33.88	6.90	1	46.31	13.56	23.75	18	26.77	16.98	9.79	0
16	Loveless, Doug (Rev)	115.23	52	58.80	38.66	5.14	30	38.59	17.44	10.15	22	17.84	8.27	9.57	0
17	Robertson, Dennis	121.44	37	50.95	38.64	11.81	1	46.20	16.50	11.70	36	24.29	13.16	11.13	0
18	Phillips, RDan	124.09	34	52.15	34.40	8.75	18	45.31	11.80	25.51	16	26.63	11.97	14.66	0
19	Scott, Ryan	124.72	51	38.48	23.51	6.47	17	40.53	12.38	11.15	34	45.71	6.73	38.98	0
20	Casper, Tom	135.15	46	77.72	66.00	5.22	13	42.81	10.28	16.03	33	14.62	7.87	6.75	0
21	Rees, Jerry	138.70	49	42.76	34.61	6.65	3	71.65	37.43	11.22	46	24.29	17.86	6.43	0
22	Shiffler, Chris	148.24	63	64.21	38.96	8.25	34	51.86	20.80	16.56	29	32.17	16.33	15.84	0
23	Redford, Noel	151.45	51	59.88	47.69	7.19	10	63.62	23.74	19.38	41	27.95	15.79	12.16	0
24	Collins, John	153.58	51	54.53	40.69	5.84	16	57.20	12.30	27.40	35	41.85	15.20	26.65	0
25	Dalley, Lin	157.91	80	67.29	40.33	11.96	30	56.26	15.43	15.83	50	34.36	17.26	17.10	0
26	Hansen, Logan	177.74	119	83.10	44.29	5.31	67	52.97	11.13	15.84	52	41.67	20.07	21.60	0
27	Jensen, Jeff	187.22	31	112.32	91.60	13.72	14	50.04	18.58	22.96	17	24.86	11.04	13.82	0
28	Majers, Steve Jr. (.22)	215.57	93	65.54	32.87	9.67	46	99.71	34.13	42.08	47	50.32	17.97	32.35	0

## Notes:

- Remember, the "Fun" Shoot is held on the **1st 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.)

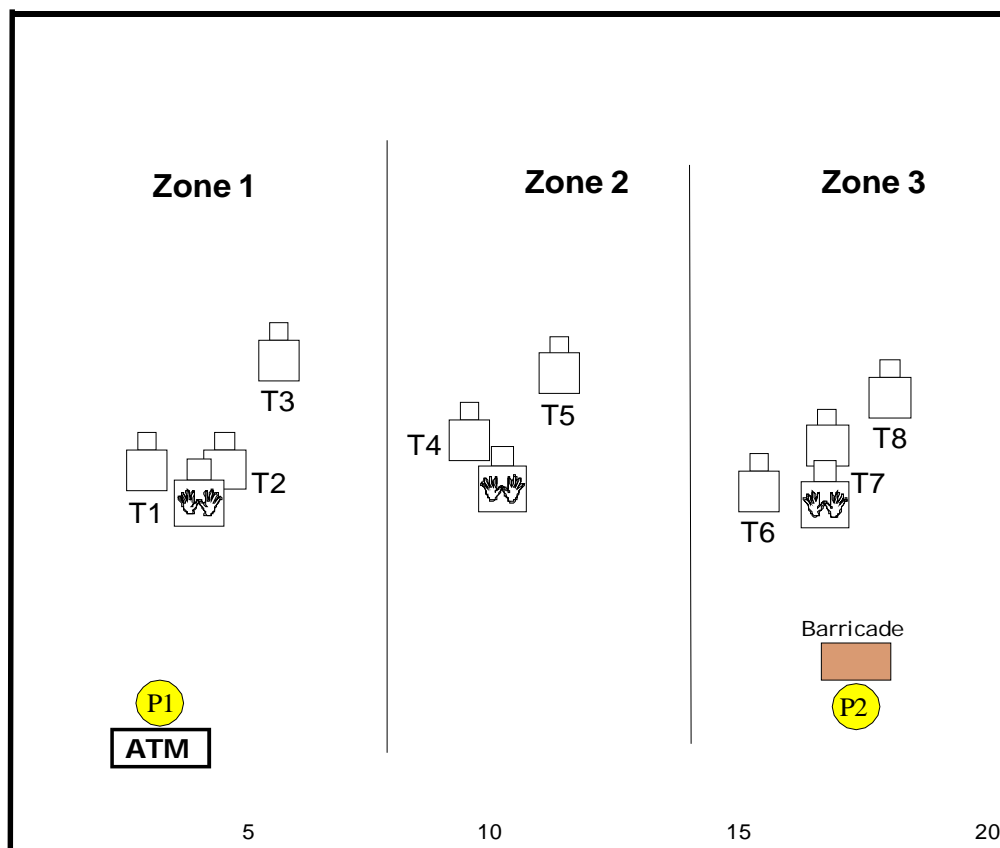
(Rev) = Revolver

**DNF** = **Did Not Finish**

**NS** = No Score sheet was submitted.

# Range Masters “Fun” Shoot

## Stage 1 “ATM Blues”



### 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 completes all strings.

### String 1:

Shooter starts at **P1** with their back to the targets with a wallet/purse in one hand and a credit card in the other.

- At the buzzer, **drop the wallet/purse and credit card, turn, draw and engage** targets **T1 - T3 (Zone 1)** with **2 rounds** to each **body** and **1 round** to each **head**.
- **While moving to P2**, engage **T4 & T5 (Zone 2)** with **2 rounds** to each **body** and **1 round** to each **head**.
- When at **P2**, from **either side of the barricade** and with the **proper use of cover**, engage **T6 - T8** with **1 round** to each **head**.
- Reload as necessary.

### String 2: Shooter starts at **P2**.

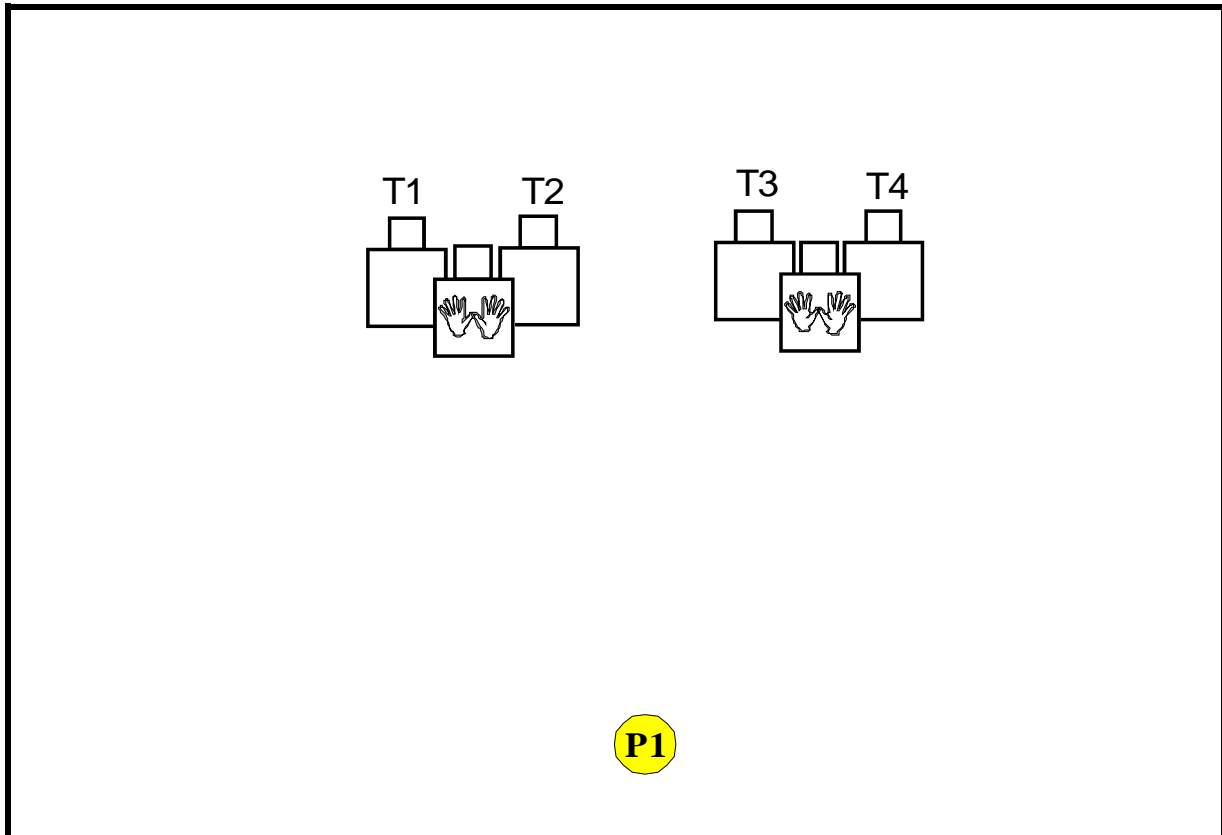
- At the buzzer, **draw**, and from **either side of the barricade** and with the **proper use of cover**, **engage** targets **T6 - T8** with **2 rounds** to each **body**.
- Reload as necessary.

### Notes:

- **Prior to String 2**, the SO will check for missed head shots to **T6, T7** and **T8**.

# Range Masters “Fun” Shoot

## Stage 2 - “Covered Sequence”



### Round Count:

String 1 = **12 minimum**

String 2 = **8 minimum**

(**20 minimum** 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 at **P1** with their **back to the targets**.

- At the buzzer, turn, draw, and engage **T1** thru **T4** with **3 rounds each** (to the **body only**) in **TACTICAL SEQUENCE** (all targets get 1 shot before any target is re-engaged for the 2nd/3rd shot).
- Reload as necessary.

### String 2:

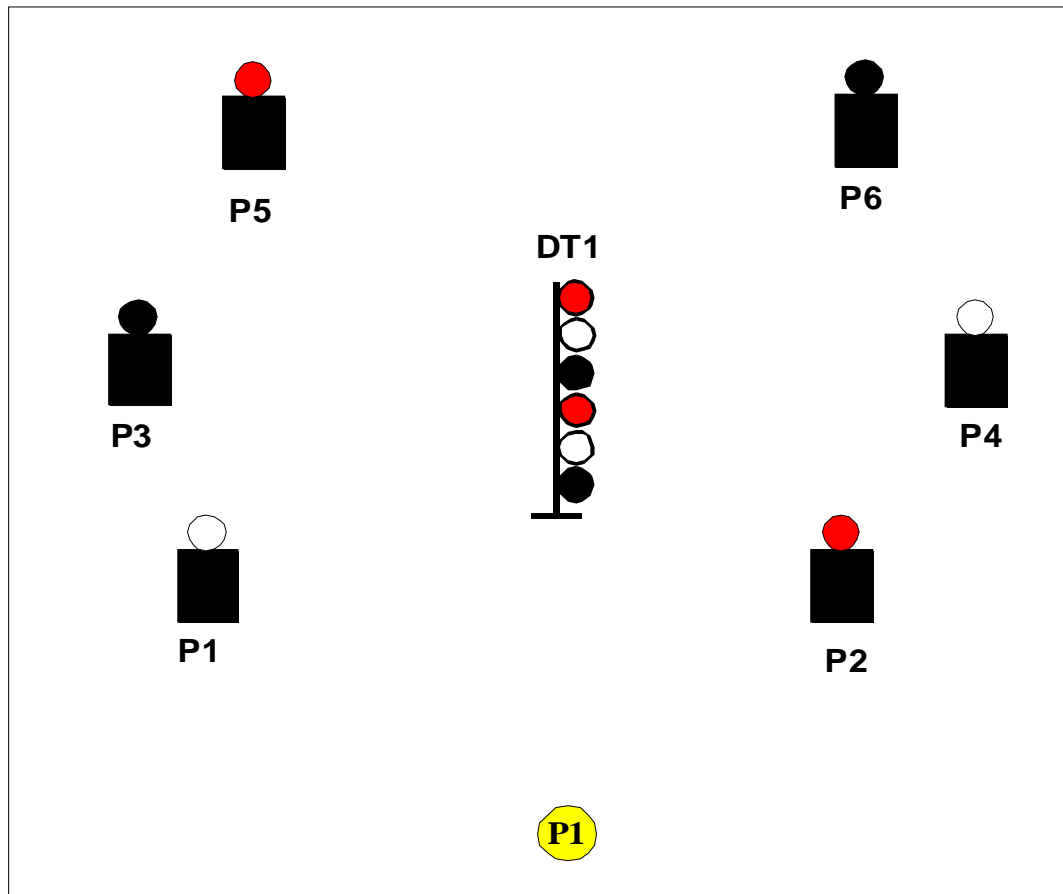
- Same as String 1, but engage the targets with **2 rounds** to each **head only** in **TACTICAL SEQUENCE**.

### Notes:

1. "Tactical sequence" refers to a method of target engagement, specifically, **engaging all targets with one round BEFORE you engage with an additional round or rounds.**

# Range Masters “Fun” Shoot

## Stage 3 - “Color Me ?”



### Round Count:

String 1 = **4 minimum**

String 2 = **4 minimum**

(**8** rounds for the stage)

### Vickers Count

(Can make up shots)

### String 1 - 4 rounds min.

Shooter starts fully loaded at **P1** with back to targets. The S.O. will pick a color that the shooter will engage.

- At the sound of the buzzer, turn, draw and engage **DT1** until the **2 colored plates that the S.O. selected are on the opposite side** (or a solid hit ).
- Then engage the **other 2 plates of the same color** in any order until knocked down (or a solid hit).

### String 2 - 4 rounds min.

Same as above except different color selected by S.O.