

Rangemasters "Fun" Shoot Scores - August 19, 2014

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
1	Greer, Seth (#1)	NO	97.57	34	40.14	31.14	18	35.59	10.17	17.42	16	21.84	10.93	10.91	0
2	DeLeeuw, Dave	O	105.83	44	50.63	39.63	22	34.49	11.42	12.07	22	20.71	8.71	12.00	0
3	Rodriquez, Mike	NO	108.35	28	53.93	39.93	28	24.80	11.38	13.42	0	29.62	16.00	13.62	0
4	Greer, Seth (#2)	NO	116.02	34	42.45	36.45	12	33.52	9.48	13.04	22	40.05	21.54	18.51	0
5	Martin, Jeanette	NO	134.52	27	54.31	52.31	4	45.89	18.21	16.18	23	34.32	19.22	15.10	0
6	Stepp, Jared	NO	135.07	26	44.15	40.65	7	38.75	10.82	18.43	19	52.17	41.95	10.22	0
7	Ursulich, Ryan	NO	142.82	61	53.89	39.89	28	44.35	14.48	13.37	33	44.58	22.29	22.29	0
8	Redford, Red (Rev) (.22)	NO	147.73	27	71.55	59.55	24	41.18	23.24	16.44	3	35.00	23.07	11.93	0
9	Huff, Blake (Rev)	O	155.37	30	54.89	40.39	29	48.23	22.94	24.79	1	52.25	30.92	21.33	0
10	Waldo, Ralph	NO	158.18	18	54.22	50.22	8	54.86	30.99	18.87	10	49.10	24.17	24.93	0
11	Phillips, Rdan	NO	172.88	70	80.57	58.57	44	52.18	19.54	19.64	26	40.13	13.69	26.44	0
12	Jolly, Jenn (Rev) (#2)	NO	175.80	42	77.23	63.73	27	49.31	23.02	18.79	15	49.26	24.69	24.57	0
13	Scott, Mike	NO	180.13	95	72.92	43.42	59	57.31	16.51	22.80	36	49.90	30.22	19.68	0
14	Septon, Allen	NO	201.48	65	77.49	57.99	39	54.79	18.64	23.15	26	69.20	24.37	44.83	0
15	Scott, Alan (Rev)	O	211.77	130	118.63	68.13	101	49.91	16.68	18.73	29	43.23	16.22	27.01	0
16	Wright, John	NO	230.77	122	114.23	61.73	105	83.45	42.70	32.25	17	33.09	15.92	17.17	0
17	Jolly, Jenn (Rev) (#1)	NO	248.19	101	101.32	73.82	55	52.74	26.66	18.08	16	94.13	55.12	24.01	30
18	Martin, Ken	NO	302.87	90	115.75	80.25	71	69.80	30.68	29.62	19	117.32	55.58	61.74	0
19	Howard, Mike	NO	303.90	163	100.64	60.14	81	58.12	12.10	23.02	46	145.14	52.76	74.38	36

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

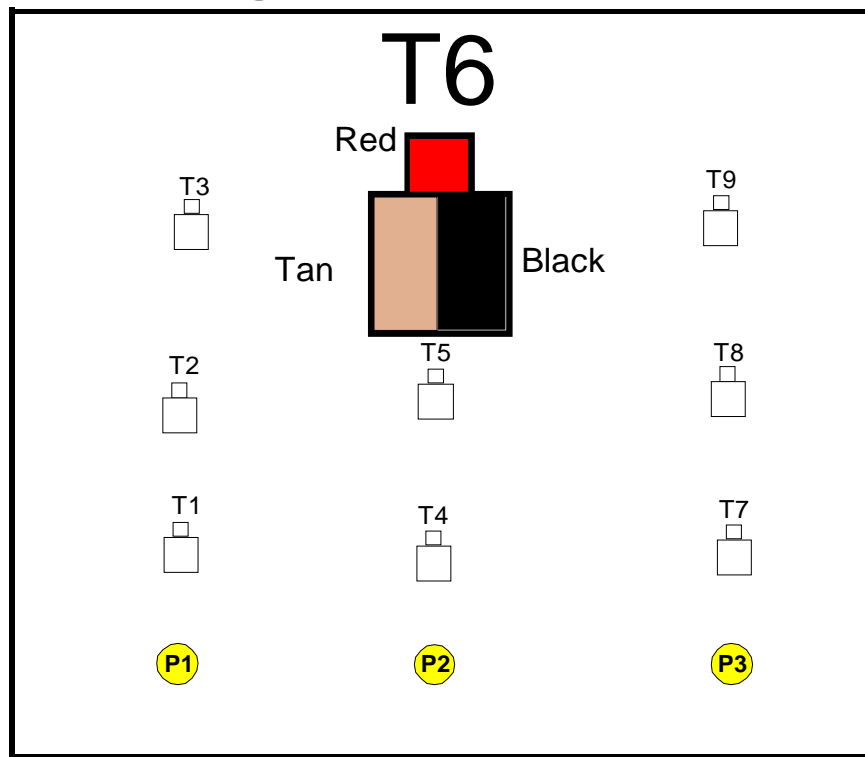
XX Indicates that the Points Down value includes some kind of penalty

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Pick a Color 4”



Round Count: 18 rounds minimum
String 1 = 18

Vickers Count
(Can make up shots.)

String 1 - Shooter starts at **P1** with **5 rounds in magazine**.

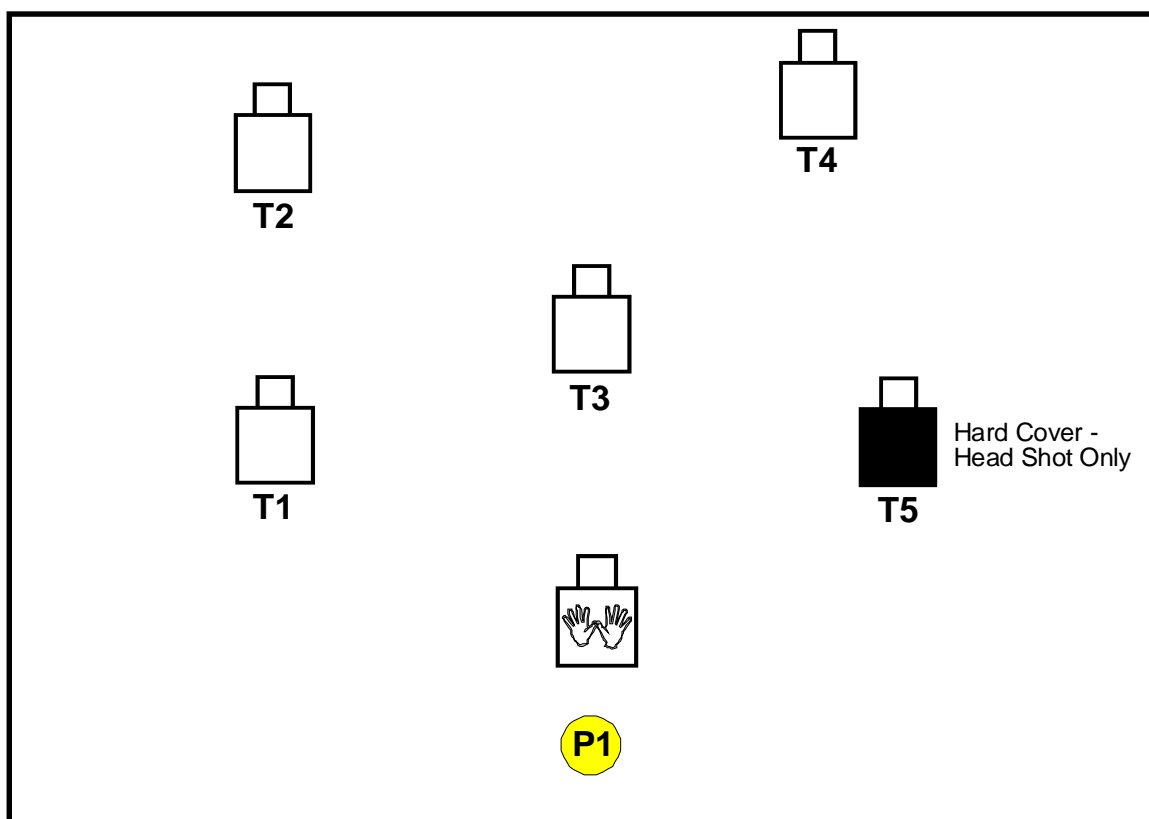
- At the buzzer, turn over the card, draw and engage targets **T1**, **T2** & **T3** in order, front to back, in the colored area of the target that was listed on the card.
- Move to **P2** and carefully turn over the next card (**DO NOT BREAK THE 180 LINE**) and engage **T4**, **T5** & **T6**, in order, front to back, in the colored area of the target that was listed on the card.
- Move to **P3** and carefully turn over the next card (**DO NOT BREAK THE 180 LINE**) and engage **T7**, **T8** & **T9**, in order, front to back, in the colored area of the target that was listed on the card.

Notes:

1. All targets get a minimum of **2 shots each**.
2. All targets have three colors zones, see **T6**.
3. Each card has written colors.
4. Targets must be engaged by **COLOR**, in order, front to back.
5. A hit on the wrong color area is a hit on a **NON-THREAT**.

Rangemasters “Fun” Shoot

Stage 2 - “Both Hands”



Round Count:

String 1 = **10 minimum**
String 2 = **10 minimum**
(**20** rounds for the stage)

Vickers Count

(Can make up shots)

Scoring:

Targets are scored
after EACH String.

String 1 -

Shooter starts at **P1** with **no more than 11 rounds in the gun** with the gun in the **STRONG HAND** at the “**Low Ready**” position - safety may be off.

- At the buzzer, engage **T1** thru **T5** with **2 rounds each - STRONG HAND ONLY.**
- Reload as necessary.

String 2 -

Shooter starts at **P1** with **no more than 11 rounds in the gun** with the gun in the **WEAK HAND** at the “**Low Ready**” position - safety may be off.

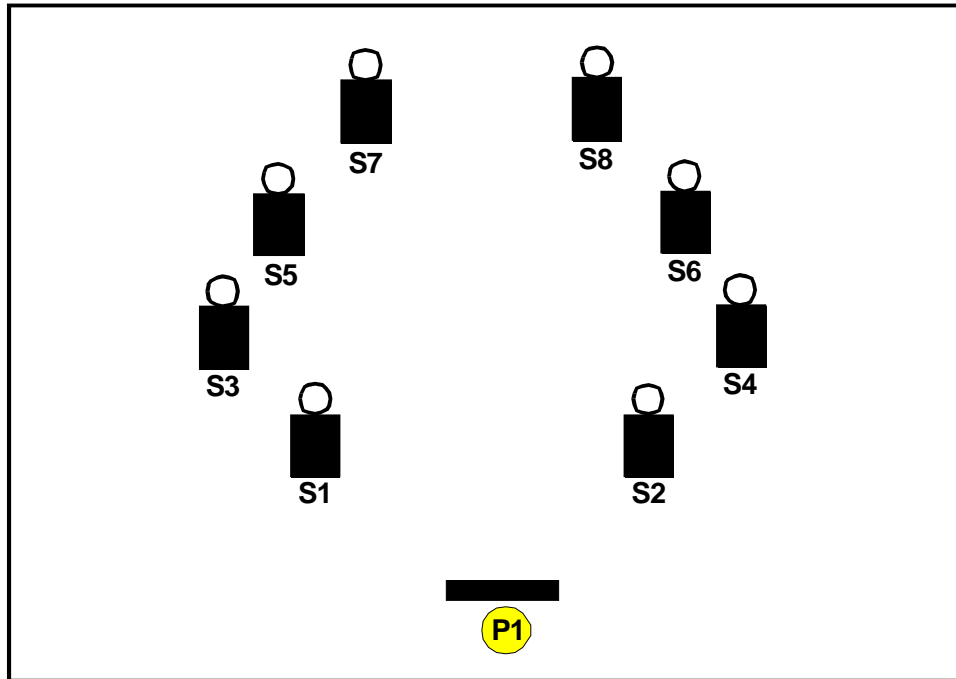
- At the buzzer, engage **T1** thru **T5** with **2 rounds each - WEAK HAND ONLY.**
- Reload as necessary.

Notes:

1. Shooter must stay at **P1** while engaging all targets.
2. All additional magazines can **only have a maximum of 10 rounds loaded.**
3. Shooter may reload any needed magazines between **String 1** and **String 2.**

Rangemasters “Fun” Shoot

Stage 3 - “Use That Cover”



Round Count:
String 1 = 8 Min
String 2 = 8 Min
Stage = 16 Min

Vickers Count
(Can make up shots)

String 1 -

Shooter starts at P1 loaded with no more than 11 rounds.

- At the sound of the buzzer, draw and engage **all 8 targets** from the **LEFT** side of the barricade with proper use of cover.

String 2 -

Shooter starts at P1 loaded with no more than 11 rounds.

- At the sound of the buzzer, draw and engage **all 8 targets** from the **RIGHT** side of the barricade with proper use of cover.

Notes:

1. Shooter **must properly use cover during both strings.**