Range Masters "Fun" Shoot

Results for November 3, 2010

	Managara (1)	Di-	Shoot	Total Points	Stage	String	200	Stage		String		Stage	_	String	-
Place 1	Name (Note) Mathis, David	Div.	<i>Total</i> 71.70	Down 21	25.12	1 19.62	<i>PD</i>	2 25.29	1 11.45		<i>PD</i>	3 21.29	<i>1</i> 9.71	<i>2</i> 11.58	PD
2	DeLeeuw, Dave	0	84.44	16	30.02	25.52		28.53	14.66	10.37		25.89		14.92	
3	Docstader, Jeff	NO	85.04	35	38.21	26.21	<u> </u>	25.33	12.34		11	21.50	8.97	12.53	
4	Majers, Steve	0	93.68	27	33.04	23.54		33.44		17.70		27.20		16.27	
5	Smith, Micah	NO	99.45	20	26.16	19.66		28.61		12.51		44.68			
6	Spensko, Shane	NO	103.22	26	32.59	27.59		38.22	17.26	12.96		32.41		16.96	
7	Smith, Micah		103.22	41	32.89	22.39		35.89	12.76					18.25	
8		0				43.07									
	Docstader, Jeff		110.99		55.07	35.86		30.80	12.95		18	25.12		14.54 15.11	
9	Phillips, RDan	NO	111.52	16	37.86		-	33.53	12.55			40.13			
	Reese, Howard	0	115.37	46	50.81	30.81 28.35		32.85	12.53	17.32		31.71		19.57	
11	Majers, Steve Jr.	0	115.40					39.90		14.51				13.25	
	Carroll, Christopher	NO	116.22	36	50.06	35.06		29.25	14.40	11.85		36.91		19.86	
	Redford, "Red"	NO	124.16	22	35.48	28.48		24.63	7.79	12.84				29.38	_
	Hubbard, Corey	NO	124.27		37.26	25.26		31.28	14.94					29.59	
	Davies, Evan		137.90	50	45.33	27.33		35.09		17.03				25.51	
	Sodja, Justin	NO	140.83	23	56.62	48.62		38.93		19.07			20.12		
17	Jepperson, Riley		143.74			28.76		41.52		23.31		56.46			
	Woodruff, Weston	NO	160.49		42.80	31.30		35.82			4	81.87		51.24	
	Mallon, Jim	NO	<mark>173.04</mark>		54.97	<mark>39.97</mark>		44.61		17.52		73.46		32.46	
	Butler, Dave Jr. (Rev)		178.78		57.35	46.35		51.17	21.27	10170		70.26			
	Pederson, Riley	NO	<mark>179.90</mark>		65.60	<mark>39.10</mark>		42.51		<u>17.15</u>				49.11	
	Mallon, Jim	NO	182.51	69	49.76	33.76		64.35	28.34	17.51		68.40		25.43	
23	Van Ausdal, Brian	NO	<mark>186.61</mark>		57.76	43.76	-	79.36		58.19				30.91	
24	Fritch, Steven	NO	215.02		65.25	35.25		53.68	17.59	14.09				38.07	
25	Anderson, Kevin	NO	<mark>227.15</mark>		62.27	<mark>38.27</mark>		47.89	9.47			<mark>116.99</mark>			
26	Butler, David III	NO	246.30	56	56.69	41.69	30	50.61	11.82	25.79	26	139.00	43.29	95.71	

Notes:

PD = **Points Down** = .5 seconds x Points Down

Div. = **Division: O** = **O**ptic; **NO** = **N**on-**O**ptic

(Rev) = Revolver

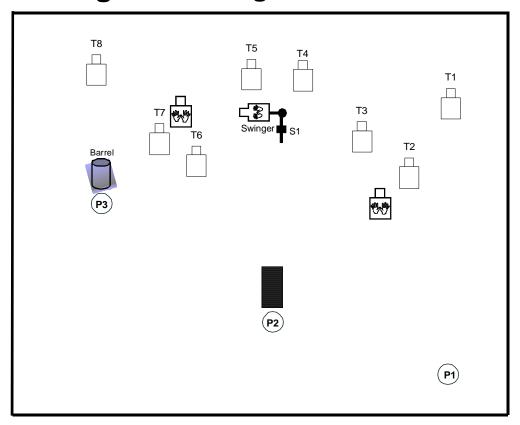
Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

NT = No Time

Range Masters "Fun" Shoot Stage 1 - "Swingin' Non-Threat!"



Round Count: String 1 = 19 minimum (19 rounds for the stage) Modified Vickers Count (Can make up shots)

String 1 -

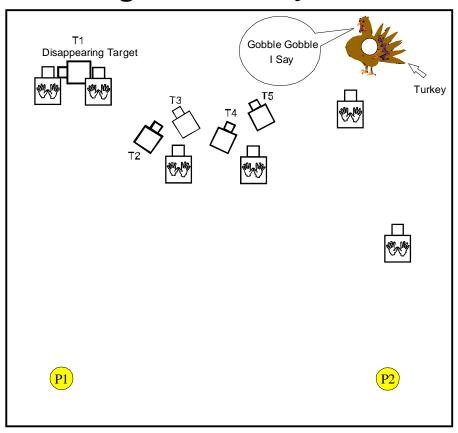
Shooter starts fully loaded at P1 with gun aimed at T1.

- At the sound of the buzzer, engage T1 with 1 ROUND ONLY to the HEAD.
- While moving to P2, engage T2 and T3 with 2 rounds each.
- From P2, shoot out the Swinger Trip Plate (S1), then engage T4 and T5 with 2 rounds each. (Shooter must perform a reload while at P2.)
- While moving to P3, engage T6 and T7 with 3 rounds each.
- From the cover of the Barrel at P3, engage T8 with 2 rounds to the TORSO and 1 round to the HEAD.

Notes:

1. Shooter must perform a reload while at P2.

Range Masters "Fun" Shoot Stage 2 - "Turkey Time!"



Round Count:

String 1 = **10 Minimum**

String 2 = 5 Minimum

Stage = **15 minimum**

Vickers Count (Can make up shots.)

String 1 -

Start at P1 with 10 rounds max in weapon.

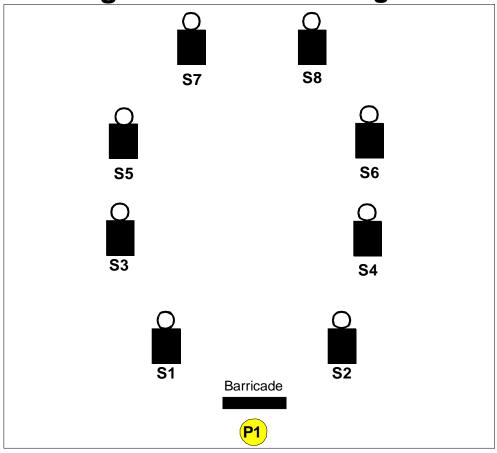
- At the sound of the buzzer, the SO will trip the disappearing target (**T1**) and shooter will engage it with **2 rounds**.
- While moving to P2, engage targets T2 thru T5 with 2 rounds to the TORSO only.
- At the direction of SO, holster weapon without reloading.

String 2 -

Start at P1 with remaining rounds from String 1.

- At the sound of the buzzer, draw and engage targets **T2** thru **T5** with **1 round** to the **HEAD only**, while moving to **P2**, then engage the **Turkey target until center plate drops**.

Range Masters "Fun" Shoot Stage 3 - "Both Sides Again"



Round Count: String 1 = 8 rds Min. String 2 = 8 rds Min.

Vickers Count (Can make up shots)

String 1 -

Shooter starts fully loaded at P1.

- At the sound of the buzzer, draw and engage all 8 plates in the following order: Left Side Plates Front to Back, then Right Side Plates Front to Back with the LEFT plates shot from the RIGHT side of the Barricade and the RIGHT plates shot from the LEFT side of the Barricade.
- Reload as necessary.

String 2 -

Shooter starts fully loaded at P1.

- At the sound of the buzzer, draw and engage all 8 plates in the following order: Right Side Plates Back to Front, then Left Side Plates Back to Front using both sides of the Barricade at shooter's discretion.
- Reload as necessary.

Notes -

- 1. Plates must be knocked down in order before next plate is engaged.
- 2. A solid hit on any of the plates will count as a hit.
- 3. All plates left standing will be counted as a 5-second Miss-On-Steel penalty.