

Range Masters "Fun" Shoot

Results for September 15, 2009

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	String 3	PD	Stage 3	String 1	String 2	String 3	String 4	String 5	PD
1	Olson, Landon	NO	64.62	2	25.60	25.10	1	19.45	5.12	6.33	7.50	1	19.57	2.62	2.91	3.71	4.67	5.66	0
2	Webster, Scott	NO	64.98	5	23.17	22.17	2	21.97	5.31	7.83	7.33	3	19.84	2.99	2.78	3.84	5.10	5.13	0
3	Majers, Steve	O	71.78	4	28.56	27.06	3	20.54	5.19	5.67	9.18	1	22.68	2.61	3.06	3.58	5.44	7.99	0
4	Wakamatsu, Josh (2)	NO	79.88	21	28.71	24.71	8	30.86	7.82	6.58	9.96	13	20.31	2.48	3.08	3.96	3.85	6.94	0
5	Limb, Brandon	NO	91.33	18	35.74	30.74	10	25.99	4.95	9.23	7.81	8	29.60	3.53	4.13	5.81	5.61	10.52	0
6	Thomas, Kevin	NO	91.62	9	32.36	30.36	4	30.47	7.39	7.46	13.12	5	28.79	4.83	3.83	3.86	5.79	10.48	0
7	Majers, Steve Jr.	O	92.52	18	37.63	33.13	9	28.48	5.95	5.06	12.97	9	26.41	3.37	5.27	5.71	4.11	7.95	0
8	Wakamatsu, Josh (1)	NO	92.74	12	32.27	30.27	4	25.33	6.93	6.05	8.35	8	35.14	2.21	5.80	13.66	5.16	8.31	0
9	Price, Mike	NO	96.23	23	37.35	29.85	15	32.61	8.58	9.04	10.99	8	26.27	3.24	4.75	5.50	5.11	7.67	0
10	Sorenson, Sam	NO	97.46	11	37.92	35.42	5	33.10	6.53	6.83	16.74	6	26.44	3.49	4.10	6.14	4.08	8.63	0
11	Spensko, Shane	NO	99.56	41	38.63	31.13	15	33.52	5.61	8.26	6.65	26	27.41	2.45	4.36	7.73	3.13	9.74	0
12	Hubbard, Corey	NO	102.92	22	47.38	39.88	15	28.66	6.84	9.01	9.31	7	26.88	2.73	4.39	4.94	6.14	8.68	0
13	Van Ausdal, Brian	NO	104.12	30	31.07	26.57	9	41.11	9.69	8.00	12.92	21	31.94	4.88	4.45	6.97	5.92	9.72	0
14	Van Ausdal, BJ	NO	113.67	25	41.02	34.02	14	29.79	6.35	6.54	11.40	11	42.86	3.61	4.98	7.23	11.56	15.48	0
15	Rees, Jerry (Rev)	NO	113.78	39	47.56	41.56	12	35.95	6.07	9.74	6.64	27	30.27	4.36	3.39	3.50	3.81	15.21	0
16	DeLeeuw, Dave	NO	116.98	43	32.56	24.56	16	38.06	6.71	6.64	11.21	27	46.36	5.06	3.74	5.43	20.75	11.38	0
17	Phillips, RDan	NO	117.74	14	59.61	56.11	7	29.75	7.51	5.45	13.29	7	28.38	2.86	8.81	4.80	4.60	7.31	0
18	Waldo, Ralph	NO	125.78	47	49.94	43.44	13	42.03	8.66	8.62	7.75	34	33.81	4.38	4.02	5.04	7.79	12.58	0
19	Mallon, Jim	NO	145.39	33	57.90	47.40	21	45.87	8.29	7.58	24.00	12	41.62	3.49	5.95	6.00	13.10	13.08	0
20	Redford, "Red" (Rev)	NO	148.10	33	66.27	63.77	5	35.42	6.10	8.08	7.24	28	46.41	5.37	5.00	4.64	15.60	15.80	0
21	?, Matt	NO	184.79	93	54.82	35.82	38	53.92	8.06	8.43	9.93	55	76.05	7.28	5.04	23.05	29.14	11.54	0
22	Murray, Mark	NO	190.63	39	44.69	37.69	14	44.87	9.87	12.91	9.59	25	101.07	5.34	7.33	45.26	17.98	25.16	0
23	Antry, Pat	NO	223.85	21	85.66	82.66	6	47.08	11.40	17.06	16.12	5	91.11	6.46	7.33	11.93	20.85	39.54	10
24	Kocher, Donald	NO	285.72	79	105.52	91.02	29	68.94	12.02	18.47	13.45	50	111.26	17.41	7.59	14.55	37.99	33.72	0
25	Redford, "Red"	NO	DNF	DNF	34.99	32.49	5	DNF					28.65	5.25	4.82	4.82	6.42	7.34	0

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

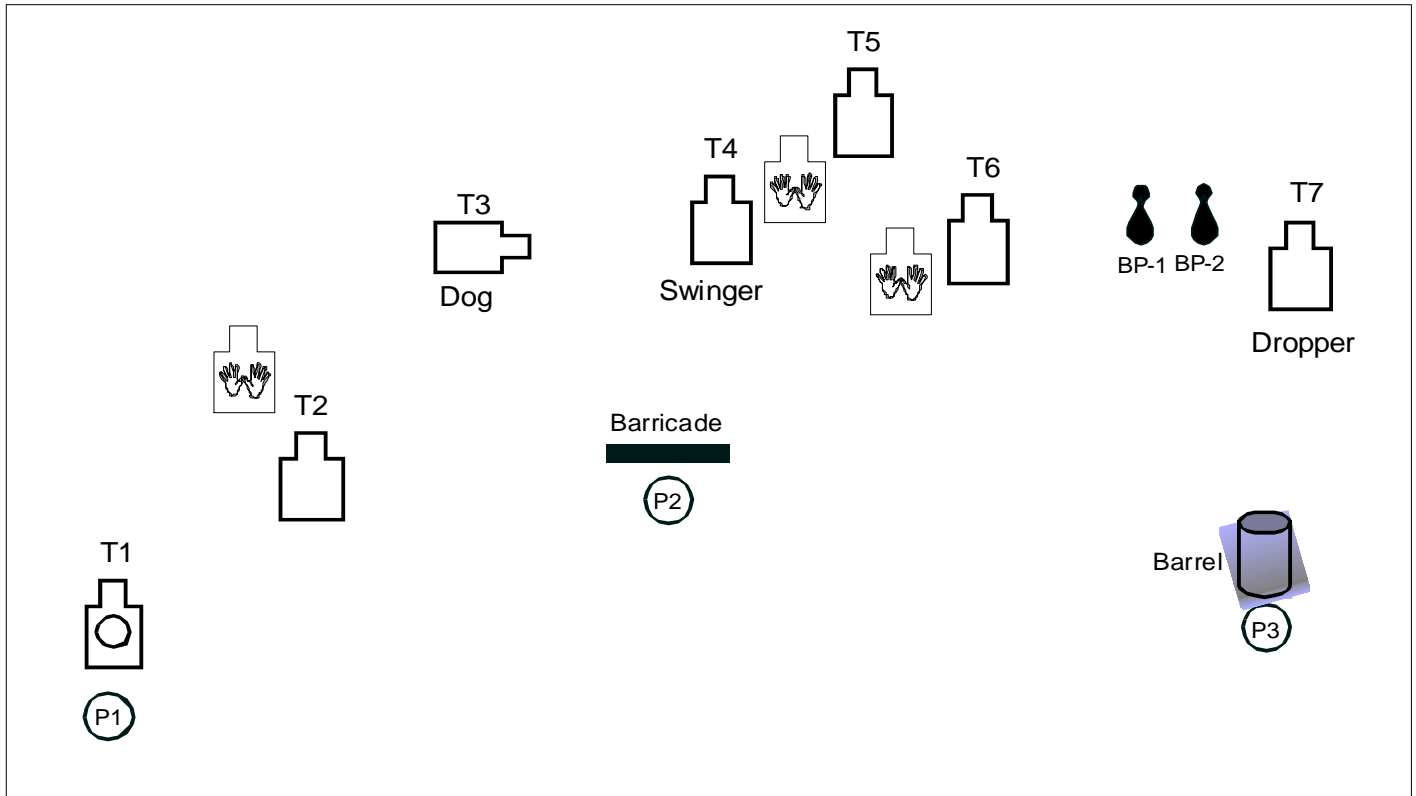
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Beware Of The Dog!”



Round Count:
String 1 = **16+ Minimum**
(**16+** rounds for the stage)

Vickers Count
(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

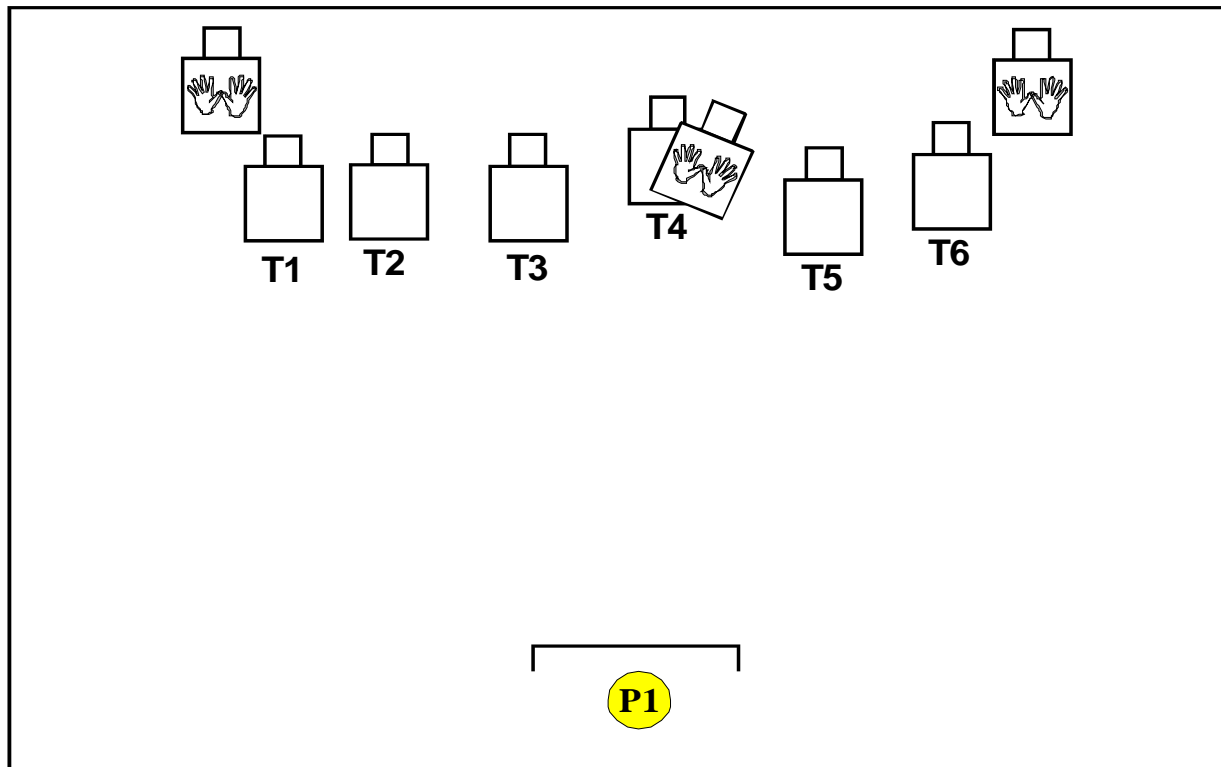
- At the sound of the buzzer, draw and engage **T1** with **2 rounds From Retention**.
- **While moving towards P2**, engage **T2** and **T3** with **2 rounds to the TORSO**.
- From **P2**, while **properly using cover**, reengage **T3** with **1 round to the HEAD from the Left side** of the barricade, then, move to the **Right side** of the barricade, **pull the trip rope for the Swinger (T4)** and engage **T4** with **2 rounds** (Body or Head).
- Then, **while moving to P3**, engage **T5** and **T6** with **2 rounds each** (body or head).
- **Once at P3**, from the **Right side of the barrel while properly using cover**, engage the two bowling pins (**BP-1 & BP-2**) and **T7** (the Dropper) until they are knocked down. (**See Notes:**)
- Reload as necessary.

Notes:

1. For each bowling pin or **T9** not knocked over, the shooter will **receive a 5-second penalty**.

Range Masters “Fun” Shoot

Stage 2 - “Shoot ‘em Quick!!!”



Round Count:

String 1 = 6 Minimum
String 2 = 6 Minimum
String 3 = 6 Minimum
(18 rounds for the Stage.)

Vickers Count

(Can make up shots)

String 1:

Shooter starts **fully loaded** at **P1**. All targets get **1 round - TORSO ONLY**.

- At the buzzer, draw and engage **all targets** with **1 round each**.
- Reload as necessary, but **not between strings**.

String 2:

Shooter starts **fully loaded** at **P1**. All targets get **1 round - TORSO ONLY**.

- At the buzzer, draw and engage **all targets** with **1 round each**.
- Reload as necessary, but **not between strings**.

String 3:

Shooter starts **fully loaded** at **P1**. All targets get **1 round - HEAD ONLY**.

- At the buzzer, draw and engage **all targets** with **1 round each**.
- Reload as necessary.

Notes:

1. Shooter must reload at least once during the Stage.
2. No live-ammo can hit the floor.

Range Masters “Fun” Shoot

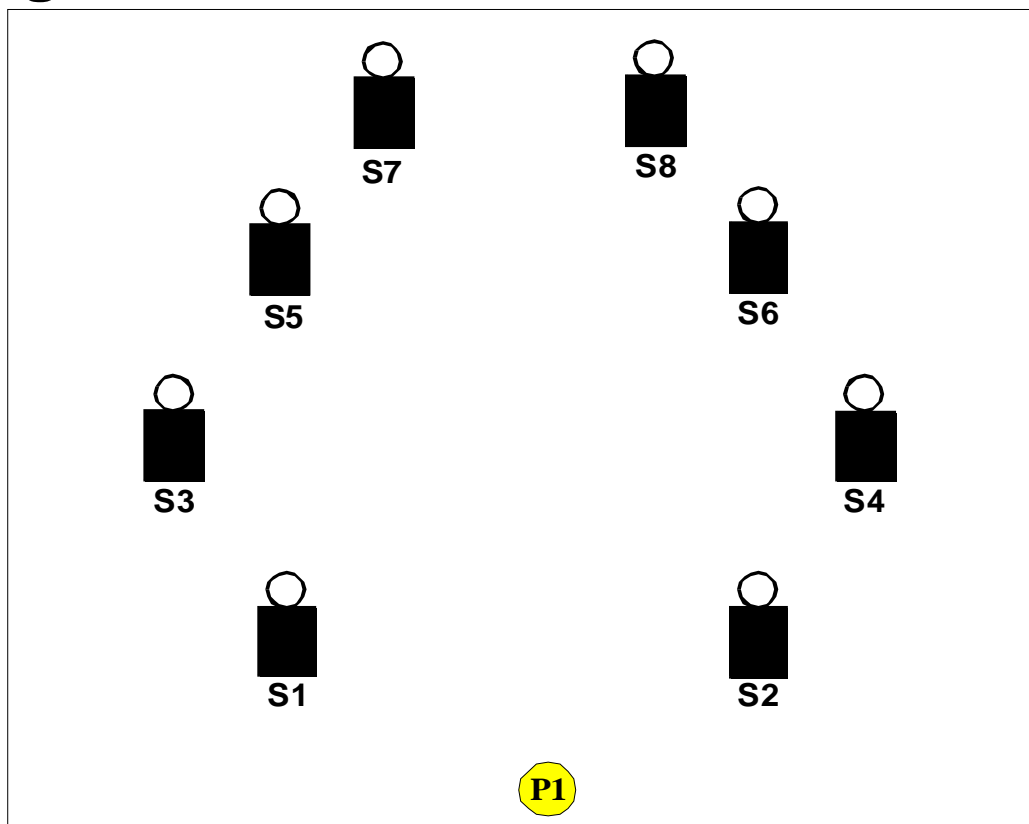
Stage 3 - “Draw and Shoot”

Round Count:

String 1 = **2 Minimum**
String 2 = **2 Minimum**
String 3 = **2 Minimum**
String 4 = **2 Minimum**
String 5 = **6 Minimum**
(14 rounds for the stage)

Vickers Count

(Can make up shots)



String 1 -

Shooter starts fully loaded at **P1** in the **Surrender Position (hands above head)**.

- At the sound of the buzzer, draw and knock down **S1 and S2**.
- Reload as necessary.

String 2 -

Shooter starts **as in String 1**.

- At the sound of the buzzer, draw and knock down **S3 and S4**.
- Reload as necessary.

String 3 -

Shooter starts **as in String 1**.

- At the sound of the buzzer, draw and knock down **S5 and S6**.
- Reload as necessary.

String 4 -

Shooter starts **as in String 1**.

- At the sound of the buzzer, draw and knock down **S7 and S8**.
- Reload as necessary.

String 5 -

Shooter starts **as in String 1**.

- At the sound of the buzzer, draw and knock down **S1 thru S6**.
- Reload as necessary.

Notes:

1. A solid hit on any of the plates will count as a knock down.
2. Any plate not knocked down will count as a 5-second penalty.