Range Masters "Fun" Shoot

Results for July 20, 2010

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
1	Olson, Landon	NO	77.67	13	29.03	16.48	7.05	11	21.73	10.45	10.28	2	26.91	12.62	14.29	
2	Wakamatsu, Josh (1)	NO	86.46	17	30.67	17.85	7.32	11	27.98	14.97	10.01	6	27.81	17.72	10.09	
3	DeLeeuw, Dave	O	100.12	26	29.67	16.46	8.21	10	31.07	14.06	9.01	16	39.38	16.50	22.88	
4	Wakamatsu, Josh (2)	NO	100.15	35	35.47	18.08	7.89	19	34.14	15.08	11.06	16	30.54	12.33	18.21	
5	Majers, Steve	O	100.76	32	37.85	18.69	9.16	20	28.59	13.93	8.66	12	34.32	16.65	17.67	
6	Reese, Howard	O	108.29	40	40.10	18.08	11.52	21	30.71	13.64	10.57	13	37.48	19.45	15.03	6
7	Gustaveson, Michael (2)	O	112.07	13	31.11	19.04	9.07	6	35.77	21.61	10.66	7	45.19	29.27	15.92	
8	Rees, Jerry	NO	112.20	43	48.56	20.49	12.57	31	36.03	21.14	8.89	12	27.61	15.08	12.53	
9	Price, Mike	NO	113.50	39	38.18	20.12	11.06	14	38.85	14.49	11.86	25	36.47	22.16	14.31	
10	Boyle, Zane	NO	113.79	23	38.88	18.39	12.49	16	36.17	20.07	12.60	7	38.74	17.18	21.56	
11	Gustaveson, Michael (1)	O	113.87	28	44.67	20.67	16.00	16	34.92	16.85	12.07	12	34.28	18.99	15.29	
12	Rodriquez, Mike	O	114.62	15	40.93	28.18	9.75	6	39.68	18.31	16.87	9	34.01	20.62	13.39	
13	Duncan, Dave (9)	NO	123.57	35	38.88	21.21	10.67	14	44.81	21.70	12.61	21	39.88	17.18	22.70	
14	Phillips, RDan	NO	125.63	31	46.52	26.24	8.78	23	37.70	20.86	12.84	8	41.41	25.96	15.45	
15	Clark, David	NO	129.33	38	43.61	25.52	11.09	14	43.11	18.71	18.40	12	42.61	16.30	20.31	12
16	Spensko, Shane	NO	137.05	46	48.88	26.02	12.86	20	46.54	21.30	12.24	26	41.63	27.70	13.93	
17	Waldo, Ralph	NO	138.33	56	43.90	25.64	11.76	13	54.61	21.48	14.63	37	39.82	14.09	22.73	6
18	Scott, Michael Sr.	NO	140.96	60	44.50	23.99	8.51	24	51.90	19.55	14.35	36	44.56	27.23	17.33	
19	Ursulich, Ryan	NO	144.93	78	65.18	28.17	10.51	53	42.84	18.97	11.37	25	36.91	15.99	20.92	
20	Van Ausdal, Brian	NO	173.00	54	43.74	20.45	10.29	26	46.62	20.86	11.76	28	82.64	24.35	58.29	
21	Mertz, Tom	NO	209.28	57	64.76	32.94	12.32	39	52.03	26.77	16.26	18	92.49	22.25	70.24	
22	Duncan, Dave (9B)	NO	217.79	55	76.82	44.54	18.28	28	62.14	30.05	18.59	27	78.83	33.09	45.74	
23	Hines, Bob	NO	224.74	79	48.56	23.41	10.15	30	55.14	20.42	10.22	49	121.04	48.43	72.61	
24	McCormick, Jordan	NO	233.00	94	78.28	33.34	19.94	50	55.43	20.86	12.57	44	99.29	58.70	40.59	
25	Driscoll, JaNell	NO	242.87	103	77.67	32.85	20.32	49	79.68	30.86	21.82	54	85.52	50.48	35.04	
26	Bitaraf, Burkley	NO	243.39	124	71.56	24.07	12.99	69	62.49	22.74	12.25	55	109.34	52.51	56.83	
27	Hines, Tyler	NO	263.97	112	58.73	26.29	11.94	41	77.42	23.35	18.57	71	127.82	86.39	41.43	

Notes:

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

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

(Rev) = Revolver

XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)
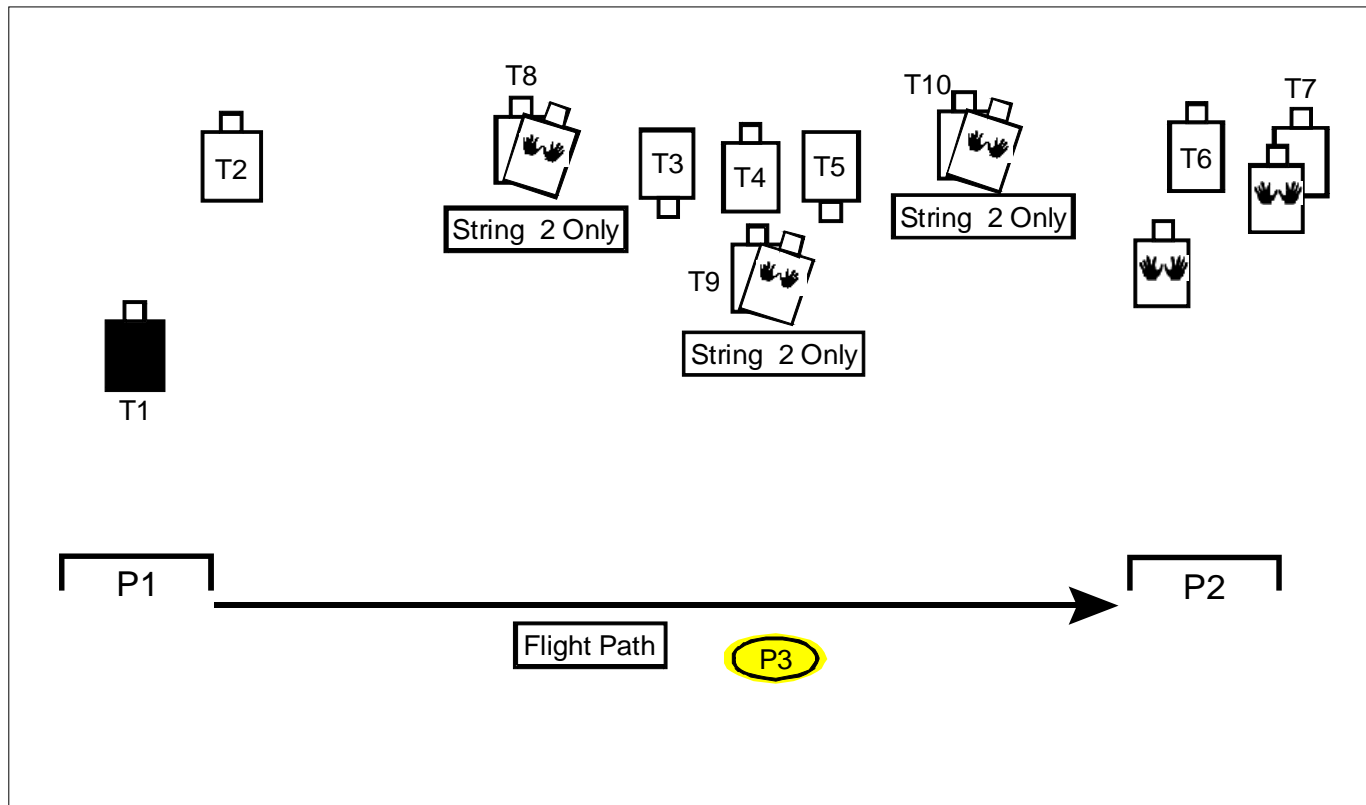
DNF = **D**id **N**ot **F**inish

NS = **N**o **S**core

NT = **N**o **T**ime

Range Masters "Fun" Shoot
Stage 1 - "Path of Flight"

T8

T2

T3   T4   T5

T10

T7

String 2 Only

String 2 Only

T6

T9

String 2 Only

T1

P1 ───────────────────────────────────────▶ P2

Flight Path   P3

Round Count:
 String 1 = **14 Minimum**
 String 2 = **6 Minimum**
 (**20** rounds for the stage)

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

String 1 - All strings need to be shot from concealment.
 Shooter starts fully loaded at **P1**.
  - At the sound of the buzzer, draw and **while moving to P2**, engage **T1 thru T7** with **2 rounds** each. (Shooter starts at **P1** and **must finish from P2**.)
  - Reload as necessary.

String 2 -
 Shooter starts fully loaded at **P3**.
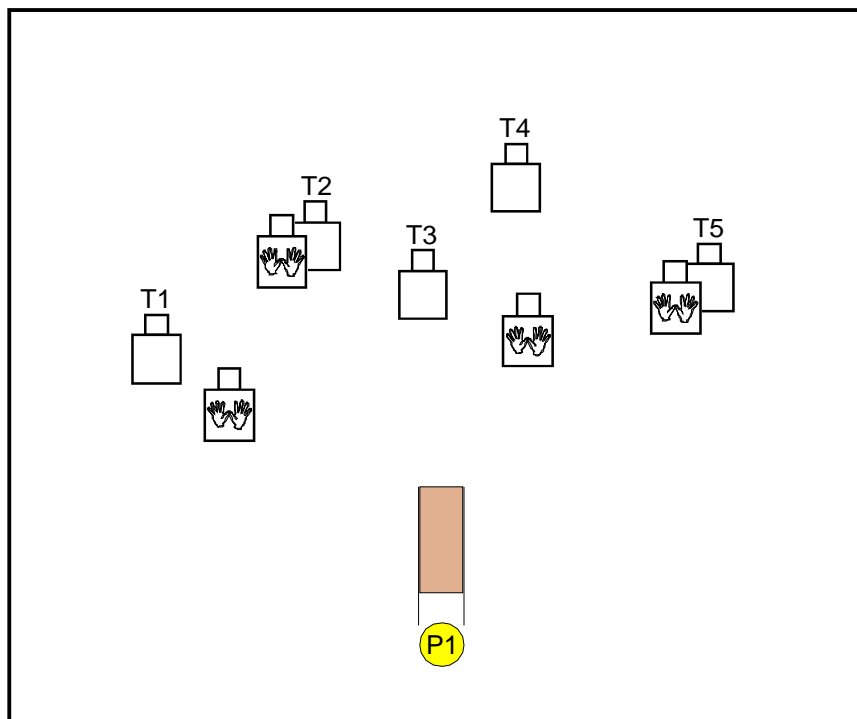 - At the sound of the buzzer, draw and engage **T8 thru T10** with **2 rounds** each **IN TACTICAL SEQUENCE** (1-1-2-1-1).
  - Reload as necessary.

Notes:
 1. DO NOT SHOOT THE WALLS!
 2. While engaging targets during String 1, shooter must be moving or a procedural penalty will be assessed.
 3. Shooter MAY NOT ADVANCE down range past **P1/P2**.

COF designed by RDan Phillips

Range Masters "Fun" Shoot
Stage 2 - "Tactical Variations"

Round Count:
 String 1 = **10** Maximum
 String 2 = **5** Maximum
Stage Total = **15** Maximum

Limited Vickers Count
(**Cannot** make up shots.)

String 1 -
 Shooter starts fully loaded **in front of the barricade** at **P1**.
  - At the sound of the buzzer, draw and engage **T1 thru T5** with **2 rounds** each
    (**TORSO Only**) **IN TACTICAL SEQUENCE** (1-1-1-1-2-1-1-1-1) - move as
    needed.
  - Reload as necessary.

String 2 -
 Shooter starts fully loaded **behind the barricade** at **P1**.
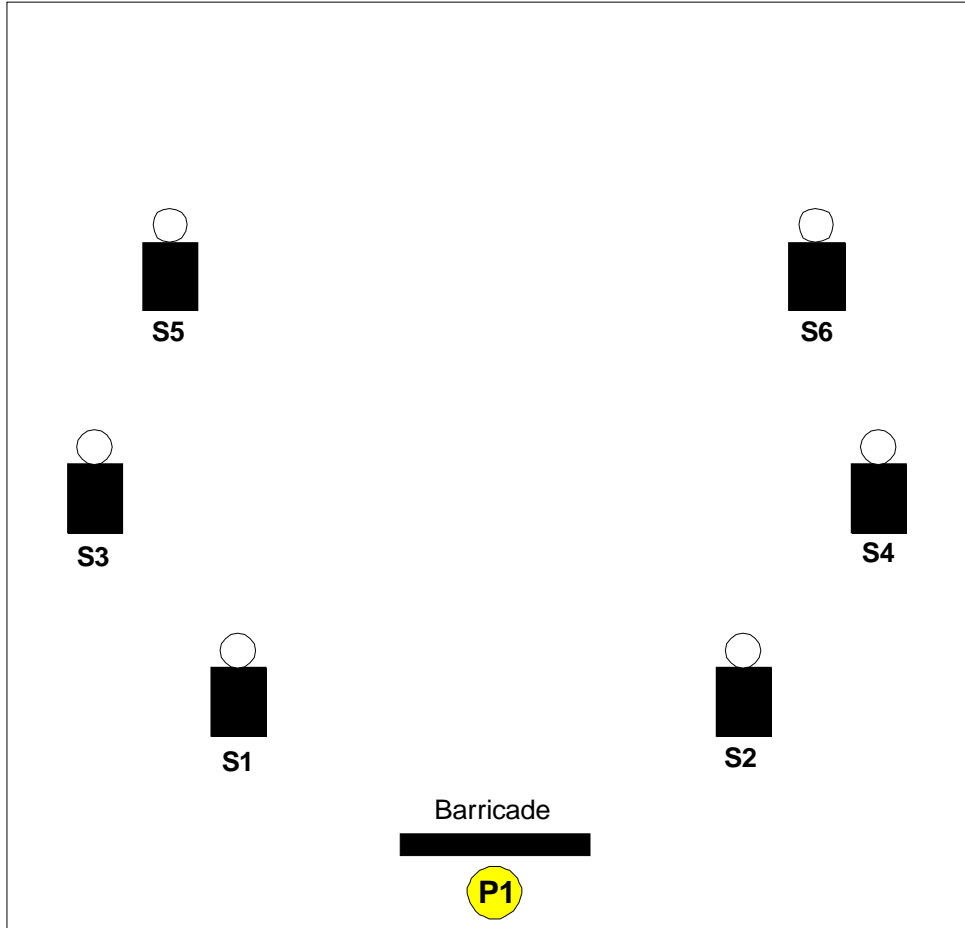 - At the sound of the buzzer, draw and, while properly using cover, engage
    T2, T3 and T4 with **1 round** each (**HEAD Only**).
  - Then move from cover and engage **T1**, **then T5** with one round (**HEAD
    Only**).

Notes:
 1. **DO NOT SHOOT THE WALLS!!!** Penalties will be assessed for each shot.
    DON'T DO IT!!!

Range Masters "Fun" Shoot
Stage 3 - "Weeble, Wobble Gunner"

Round Count:
 String 1 = **6 Minimum**
 String 2 = **6 Minimum**
 Stage Total = 12 Minimum

Scoring:
 Vickers Scoring
 (**Can** **shoot extra shots.**)

String 1 - (**Each plate** must be **knocked down** from a **different side of the barricade**.)
 Shooter starts fully loaded behind Barricade at **P1**.
 - At the sound of the buzzer, **draw** and **knock down S1 thru S6 using the following procedure:**
     Shoot from one side of the barricade until the first plate (any order) is knocked down, then **switch to the other side of the barricade and knock down the next plate, switch to the other side** and **knock down the next plate**, etc.
 - Reload as necessary, and shooter may top off before the next string.

String 2 - (Similar to String 1, but **each shot** must be from a different side of the barricade.)
 Shooter starts fully loaded behind Barricade at **P1**.
 - At the sound of the buzzer, **draw** and **knock down S1 thru S6 using the following procedure:**
     Shoot one shot at the first plate (any order) and whether you knock it down or not, **shoot the next shot from the other side of the barricade** and use the same procedure until all plates have been knocked down.
 - Reload as necessary.

COF designed by Mike Price