

Range Masters "Fun" Shoot

Results for June 20, 2006

Place	Name (Note)	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
1	Collins, Ken	75.02	28	27.11	13.11	28	29.29	13.47	15.82	0	18.62	7.11	11.51	0
2	Webster, Scott	82.90	10	23.54	18.54	10	34.81	16.03	18.78	0	24.55	13.47	11.08	0
3	Redford, "Red"	84.72	24	25.60	23.10	5	39.85	13.92	16.43	19	19.27	11.56	7.71	0
4	Majers, Steve	87.54	31	28.89	23.89	10	42.35	12.39	19.46	21	16.30	7.56	8.74	0
5	Rodriquez, Mike	87.68	22	30.94	24.44	13	33.42	12.52	16.40	9	23.32	10.27	13.05	0
6	Young, Ren	93.88	13	27.02	22.02	10	31.89	14.39	16.00	3	34.97	19.97	15.00	0
7	Scott, Alan	94.70	22	25.81	19.81	12	36.08	16.00	15.08	10	32.81	20.54	12.27	0
8	Scott, Michael Sr.	100.00	21	26.64	20.14	13	35.67	15.49	16.18	8	37.69	23.21	14.48	0
9	Clark, David	105.80	11	36.89	33.39	7	39.68	18.31	19.37	4	29.23	15.97	13.26	0
10	Phillips, RDan	107.07	15	27.01	22.01	10	39.98	15.35	22.13	5	40.08	25.06	15.02	0
11	Dockstader, Jeff	107.74	24	36.10	26.60	19	40.53	15.46	22.57	5	31.11	22.48	8.63	0
12	DeLeeuw, Dave	107.82	29	27.13	19.63	15	37.80	14.44	16.36	14	42.89	27.31	15.58	0
13	Gustaveson, Mike	115.75	48	43.85	30.35	27	37.07	13.83	12.74	21	34.83	15.63	19.20	0
14	Rees, Jerry (Rev)	123.13	31	34.07	31.57	5	50.85	16.89	20.96	26	38.21	24.78	13.43	0
15	Price, Mike	124.87	6	43.25	41.25	4	39.59	18.94	19.65	2	42.03	18.77	23.26	0
16	Billings, Richard (Rev)	148.91	54	55.33	37.83	35	63.54	22.45	31.59	19	30.04	22.86	7.18	0
17	Sandgren, Ian	152.48	50	33.36	22.86	21	45.20	14.50	16.20	29	73.92	34.41	39.51	0
18	Majers, Steve Jr. (.22)	167.00	25	47.03	39.03	16	64.80	30.78	29.52	9	55.17	33.50	21.67	0
19	Edwards, Preston	169.60	63	40.87	27.37	27	45.67	18.36	19.31	16	83.06	49.63	23.43	20
20	Billings, Wesley (.22)	171.83	101	45.98	30.48	31	59.59	11.27	13.32	70	66.26	56.41	9.85	0
21	Scott, Michael Jr.	200.18	89	37.94	19.44	37	39.71	12.49	16.22	22	122.53	62.13	45.40	30
22	Johnson, Kim	224.10	129	60.04	25.04	70	55.37	12.86	18.01	49	108.69	71.71	31.98	10
23	Billings, Betsy	224.57	64	37.77	21.27	33	96.90	52.38	29.02	31	89.90	28.00	61.90	0

Notes:

- The "Fun" Shoot is held on the **1st Wednesday** 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

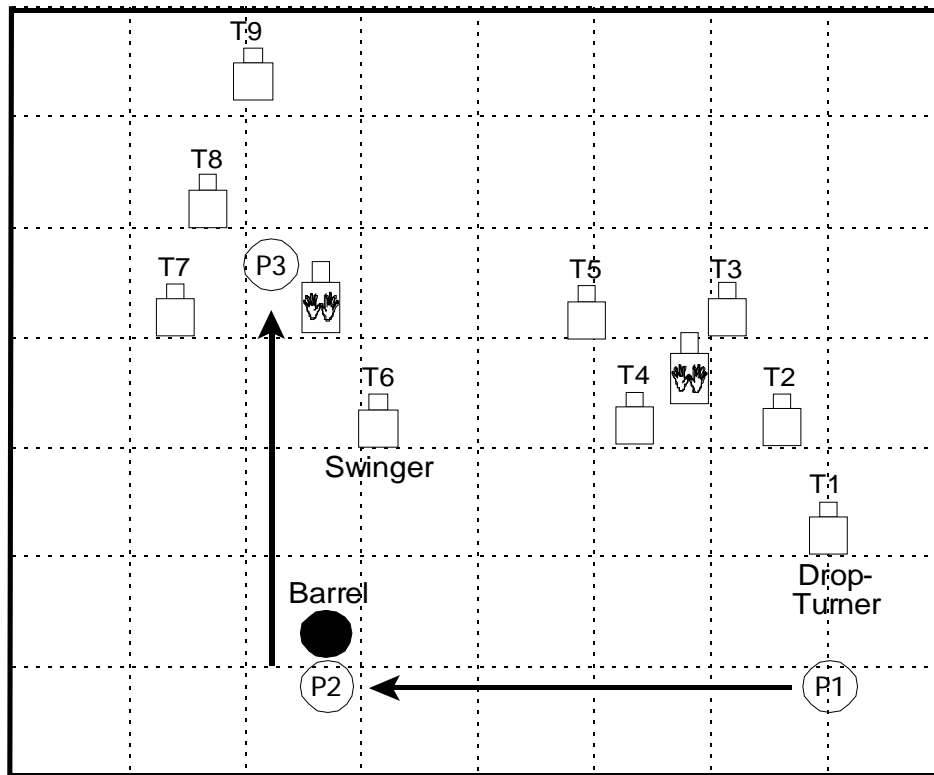
XX Indicates that the Points Down value includes some kind of penalty
(Procedural Error, Hits on Non-Threat, Misses-on-Steel, etc.)

(Rev) = Revolver

DNF = Did Not Finish

Range Masters “Fun” Shoot

Stage 1 - “Turn’n, Move’n and Swing’n.”



Round Count:

String 1 = **18** minimum
(**18** rounds for the stage)

Vickers Count

(Can make up shots.)

Scoring:

Targets are scored
after the shooter has
completed all strings.

String 1 - Shooter starts fully loaded at P1.

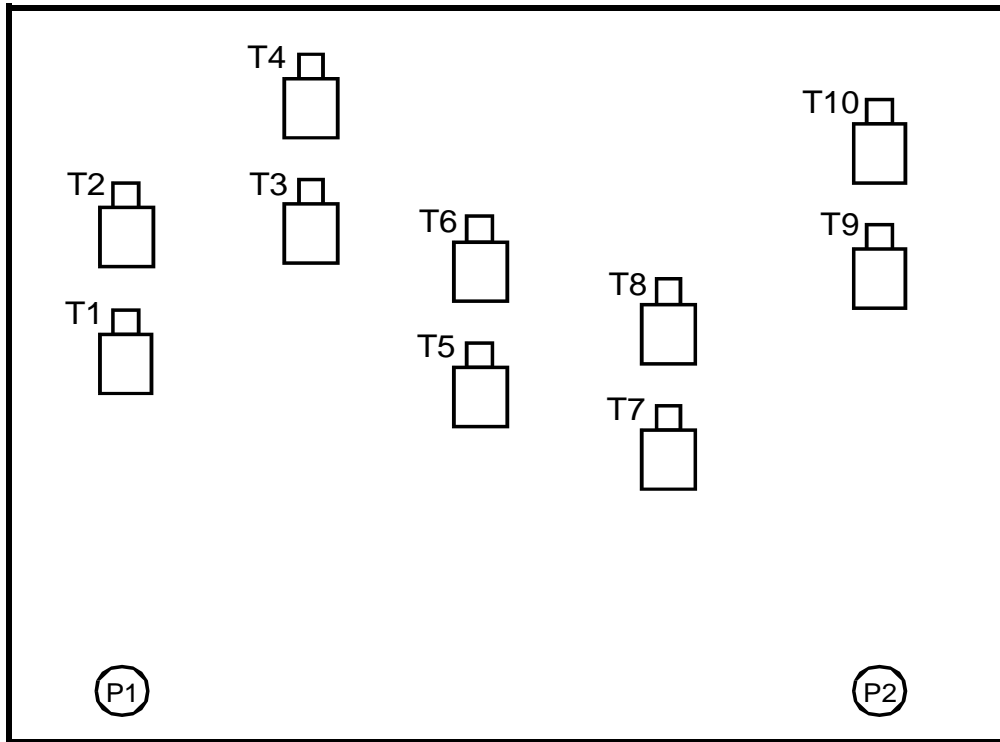
- At the buzzer, trip the Drop-Turner (with weak hand) while drawing and engage targets **T1** thru **T5** with **at least 2 rounds each (body or head) while moving to P2**.
- After reaching **P2**, pull the trip rope and engage the Swinger (**T6**) with **at least 2 rounds** while **properly using the barrel as cover**.
- Then engage targets **T7** thru **T9** with **at least 2 rounds each (body or head) either from the barrel using proper cover, or while moving to P3**.
- Reload as necessary.

Notes:

1. Shooter **cannot** shoot over the barrel.
2. Shooter must not shoot at the wall when engaging **T6** thru **T9**.

Range Masters “Fun” Shoot

Stage 2 - “Through and Through”



Round Count:

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

Limited Vickers Count

(**Cannot** make up shots)

Scoring:

Targets are only scored
 after the shooter has
 completed all strings.

String 1 -

Shooter starts fully loaded at **P1**.

- At the buzzer, draw and engage **T1** with a **maximum of 2 rounds** to the **TORSO** **ONLY** being aware that **the shooter will also be engaging T2 as a “shoot-through” target.**
- Continue moving towards **P2** while engaging **T3/T4, T5/T6, T7/T8 and T9/T10** using the same procedure as was used to engage **T1/T2**.
- Reload as needed.

String 1 -

Shooter starts fully loaded at **P2**.

- At the buzzer, draw and while moving to **P1**, engage all individual targets (**T10** thru **T1**) with a **maximum of 1 round to each HEAD ONLY.**
- Reload as needed.

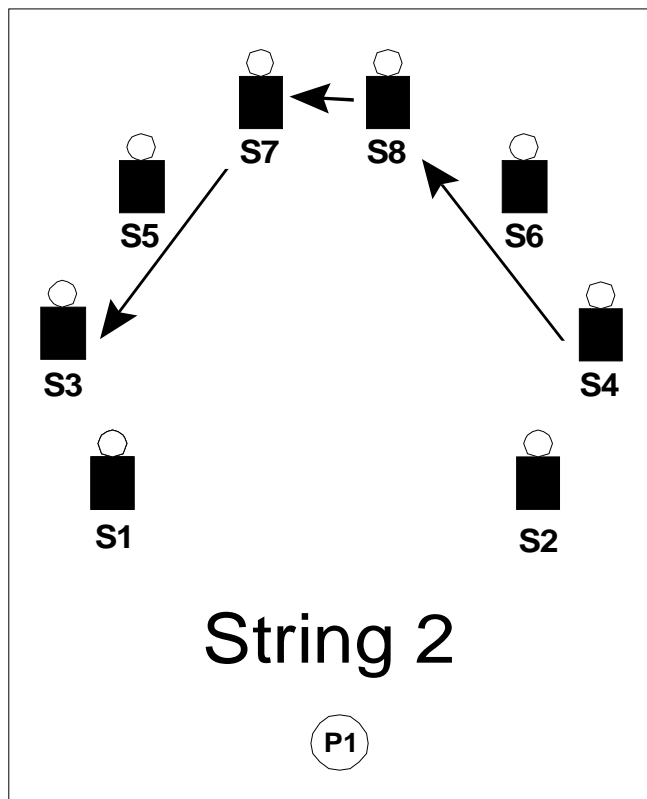
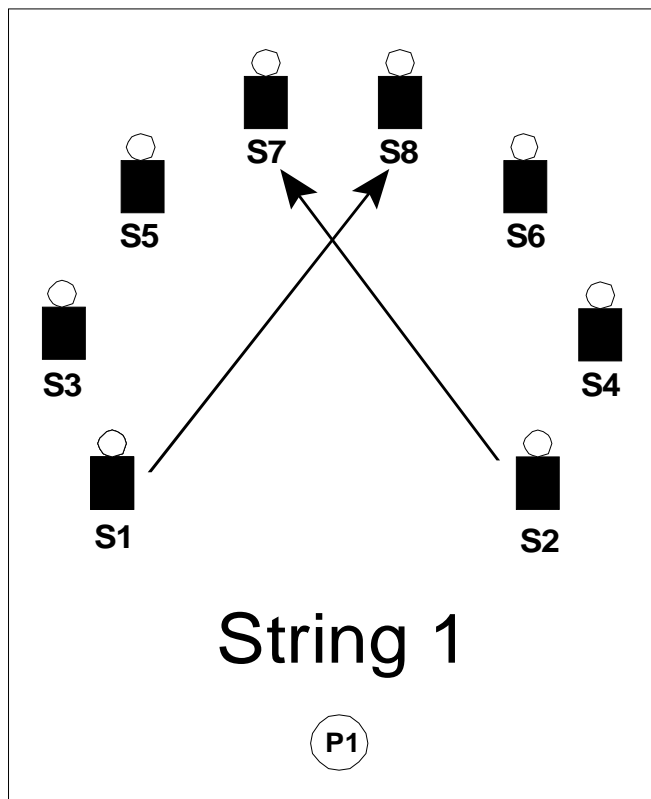
Notes:

1. Shooter may stop at any time to align shots on target sets for **String 1** or individual shots on **String 2**.
2. Shooter must be generally in front of all targets when engaging them on String 2 - **shooter will not shoot at any target that will cause his round to hit the wall.**
3. All targets will be wearing cover shirts.

COF designed by Ren Young

Range Masters “Fun” Shoot

Stage 3 - “The Order of Things”



Round Count:

String 1 = 8 rds min.

String 1 = 4 rds min.

(12 rounds for the stage)

Vickers Count Can make up shots)

String 1 -

Shooter starts at **P1** with a **maximum of 11 rounds** in the gun.

- At the sound of the buzzer, draw and knock down **S1, S8, S2** and **S7** (in that order), then the **remaining 4 plates in any order**.
- Reload as necessary.

String 2 -

Shooter starts at **P1** with **maximum of 4 rounds** in gun.

- At the sound of the buzzer, draw and knock down **S4, S8, S7** and **S3** (in that order).
- Reload as necessary

Notes:

1. **Targets must be shot in the order specified.**
2. Additional plates can be shot on String 2, but the specified targets must be knocked down.

COF designed by RDan Phillips