

Rangemasters "Fun" Shoot

Results for November 6, 2013

Place	Name	*DIV	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	Stoddard, Paul	O	69.60	1	19.72	19.22	1	25.91	15.27	10.64		23.97	9.75	14.22	
2	Smith, Clint	O	82.02	5	21.07	19.57	3	24.01	11.67	11.34	2	36.94	20.11	16.83	
3	Hubbard, Corey	NO	91.14	11	28.85	25.35	7	34.03	14.09	17.94	4	28.26	15.03	13.23	
4	Smith, Clint	NO	91.82	17	26.16	24.16	4	31.97	13.22	12.25	13	33.69	15.87	17.82	
5	Turner, Michael (2)	NO	93.37	14	30.00	29.50	1	34.23	12.70	15.03	13	29.14	15.72	13.42	
6	Stepp, Jared	O	106.50	1	27.63	27.13	1	34.26	17.40	16.86		44.61	23.05	21.56	
7	Soper, Mitchell	NO	120.37	54	26.25	22.25	8	47.11	12.01	12.10	46	47.01	21.27	25.74	
8	Wilson, Daryl	NO	126.23	15	31.91	28.91	6	55.51	27.32	23.69	9	38.81	22.17	16.64	
9	Sorensen, Shiloh	NO	130.55	12	44.32	40.32	8	44.21	21.21	21.00	4	42.02	21.14	20.88	
10	Jiles, Tyler	NO	130.74	30	40.31	36.81	7	42.98	17.01	19.47	13	47.45	26.73	15.72	10
11	Turner, Michael (1)	NO	131.48	30	37.51	35.01	5	45.74	23.21	15.03	15	48.23	23.46	19.77	10
12	Soper, Mitchell	NO	135.86	37	32.07	28.07	8	48.05	18.05	15.50	29	55.74	26.18	29.56	
13	Waldo, Ralph	NO	139.07	9	40.98	39.48	3	50.28	23.87	23.41	6	47.81	23.94	23.87	
14	Wall, Stewart	NO	148.65	7	40.39	40.39		41.85	19.36	18.99	7	66.41	33.57	32.84	
15	Sorensen, Shiloh	NO	154.17	15	54.33	53.33	2	52.53	23.88	22.15	13	47.31	24.79	22.52	
16	Scott, Mike	NO	160.36	8	38.61	38.11	1	48.57	24.69	20.38	7	73.18	25.05	48.13	
17	Sheen, Christopher (1)	NO	163.76	22	52.50	51.00	3	47.15	19.03	18.62	19	64.11	41.80	22.31	
18	Levanger, Camron	NO	169.39	39	55.77	45.27	21	74.31	44.32	20.99	18	39.31	24.31	15.00	
19	Levanger, Camron	NO	177.83	35	64.21	56.21	16	74.59	18.81	46.28	19	39.03	26.02	13.01	
20	Foster, Cory	O	182.68	68	42.87	27.87	30	57.20	21.62	16.58	38	82.61	53.86	28.75	
21	Phillips, RDan	NO	188.51	34	37.49	33.99	7	45.99	17.31	15.18	27	105.03	66.09	38.94	
22	Foster, Cory	O	194.16	63	45.50	36.00	19	66.28	19.60	29.68	34	82.38	32.53	44.85	10
23	Davis, Virgil	NO	202.39	18	48.47	45.47	6	64.96	26.31	32.65	12	88.96	47.78	41.18	
24	Crowther, Jeremy	NO	214.68	38	50.81	49.31	3	75.79	24.56	33.73	35	88.08	46.18	41.90	
25	Sheen, Christopher (2)	NO	216.27	19	44.89	44.89		65.33	29.38	26.45	19	106.05	40.39	65.66	
26	Chandler, Loren	NO	233.58	62	43.33	29.83	27	60.69	22.32	20.87	35	129.56	77.36	52.20	
27	Thorson, Jake	NO	262.30	7	66.95	65.95	2	84.75	46.63	35.62	5	110.60	68.70	41.90	
28	Thorson, Jake	NO	265.25	13	54.04	52.04	4	83.71	35.60	43.61	9	127.50	64.56	62.94	
29	Septon, Allen	NO	336.97	51	54.48	49.98	9	66.09	29.99	25.10	22	216.40	37.70	168.70	20
30	Billings, Karla	NO	439.51	62	96.14	87.14	18	119.98	48.47	49.51	44	223.39	124.75	98.64	

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

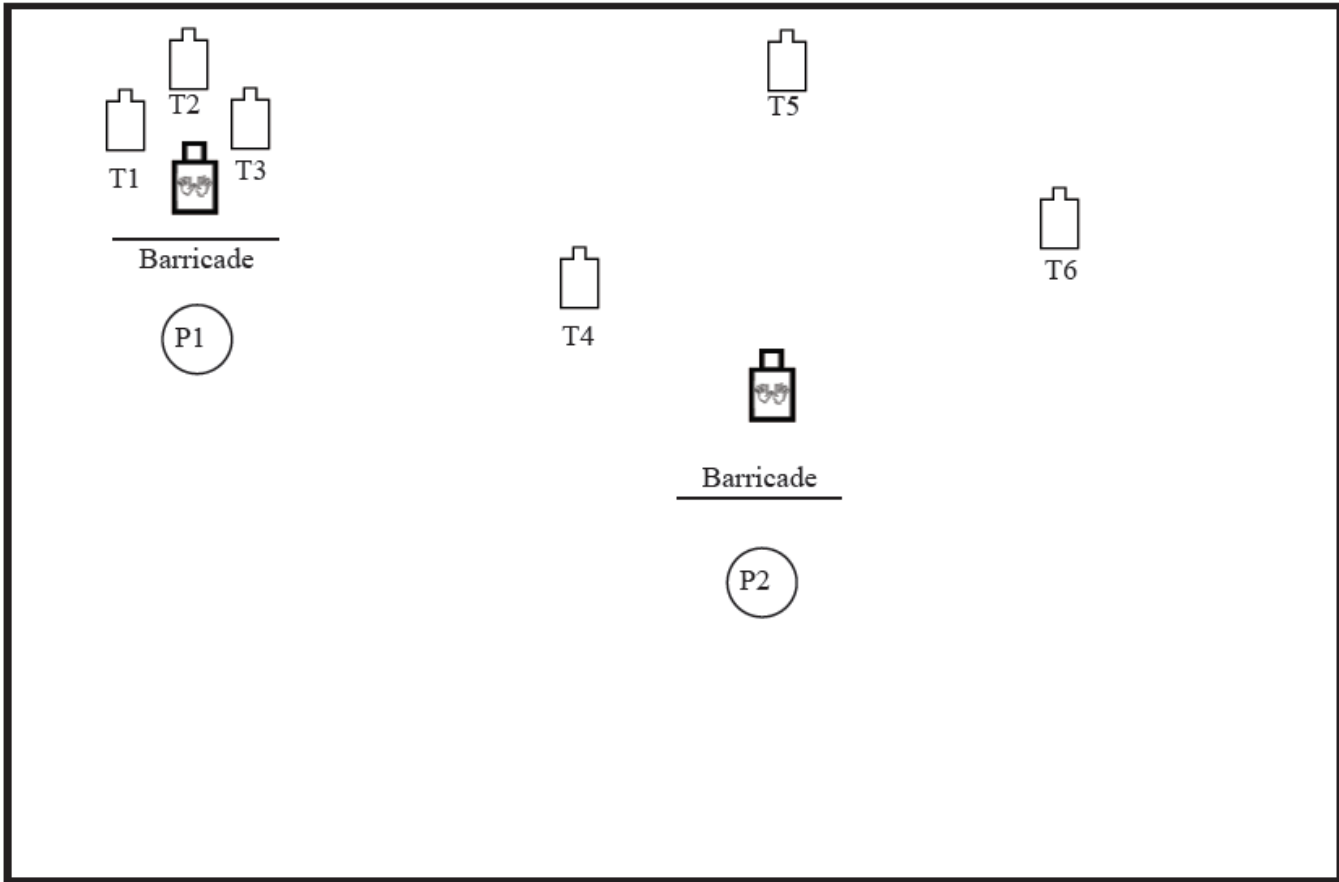
XX Indicates that the Points Down value includes some kind of penalty

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - Nov. 6



Round Count:

String 1 = **18 rds minimum**

Vickers Count

(Can make up shots)

String 1 - Shooter starts at P1.

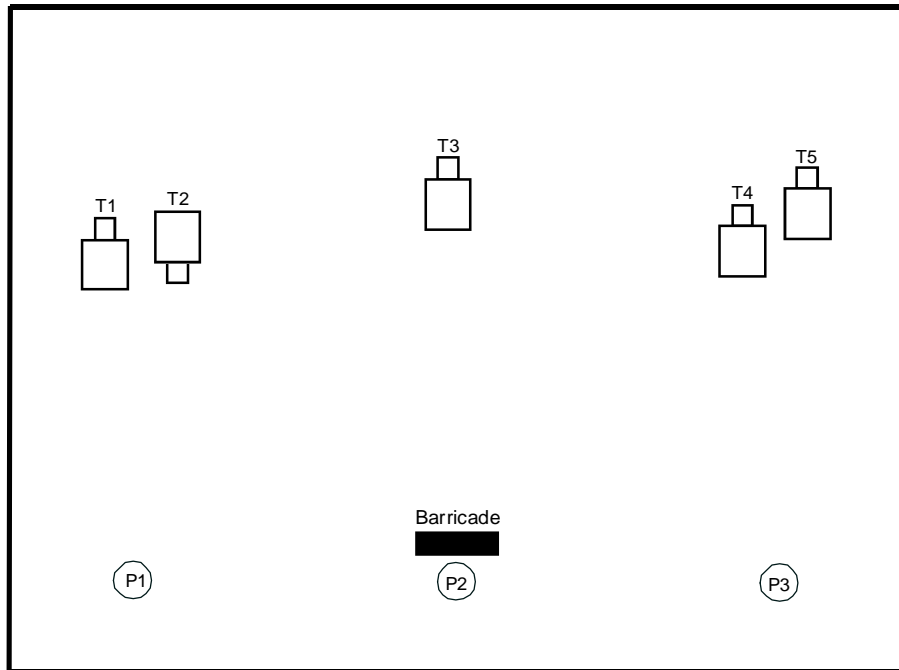
- At the sound of the buzzer, draw and engage T1-T3 each with two rounds to the torso.
- Move to P2 and engage T4-T6 each with two rounds to the torso.
- Perform a mandatory reload and engage T4-T6 each with one round to the head.
- Move back to P1 and engage T1-T3 each with one round to the head.

• DO NOT SHOOT THE WALLS

- All shots must be made with the proper use of cover.

Rangemasters “Fun” Shoot

Stage 2 - “Confusion”



Round Count:

String 1 = **14 minimum**
 String 2 = **10 minimum**
 (**24 rounds for the stage**)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts fully loaded at **P1**.

- At the sound of buzzer, draw and engage **T1** and **T2** with **3 rounds** to each **TORSO**.
- Move to **P2** and engage **T3** with **2 rounds** to the **HEAD** - **one from each side of the Barricade**.
- Move to **P3** and engage **T4** and **T5** with **3 rounds** each to the **TORSO**.
- Reload as necessary.

String 1 -

Shooter starts fully loaded at **P3**.

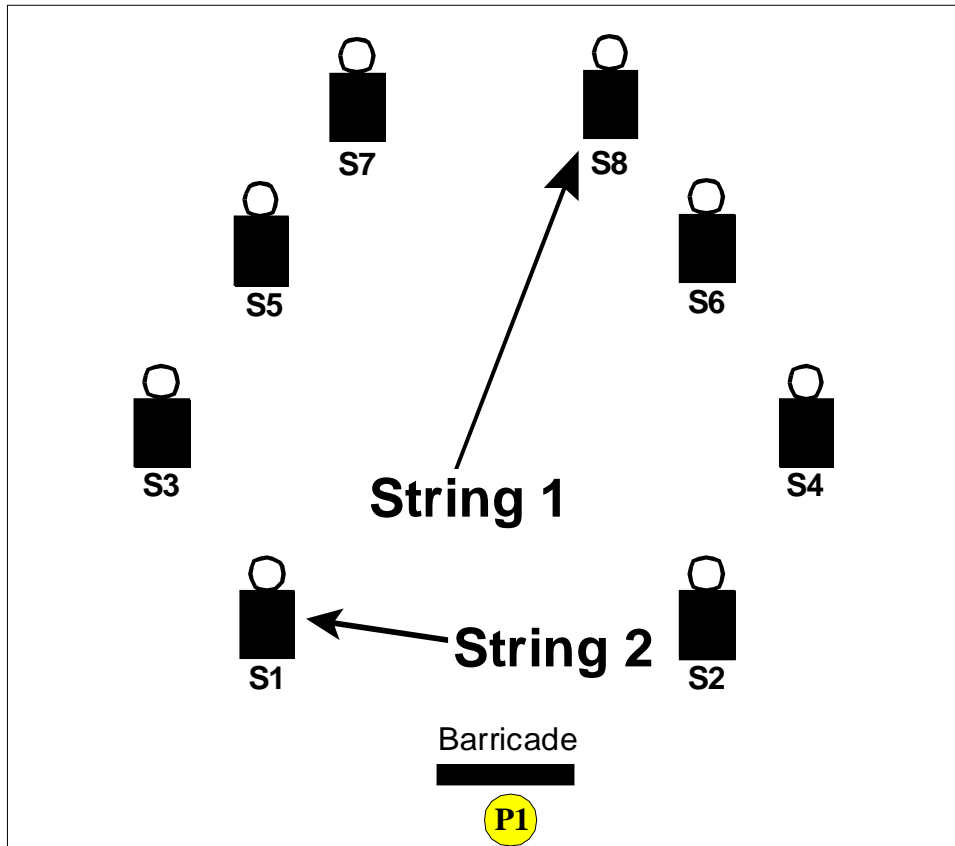
- At the sound of buzzer, draw and engage **T4** and **T5** with **2 rounds** to each **HEAD**.
- Move to **P2** and engage **T3** with **2 rounds** to the **TORSO** - **one from each side of the Barricade**.
- Move to **P1** and engage **T1** and **T2** with **2 rounds** each to the **HEAD**.
- Reload as necessary.

Notes:

1. **DO NOT ENGAGE T1/T2 or T4/T5** until you reach their respective positions.
2. Shooter must use the barricade when shooting and/or reloading at **P2**.

Rangemasters “Fun” Shoot

Stage 3 - “Start with S8, then S1”



Round Count:

String 1 = **8 minimum**
String 2 = **8 minimum**
(16 rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts behind Barricade at **P1** with **no more than 8 rounds in the gun**.

- At the sound of the buzzer, draw and knock down **all 8 plates** beginning with **S8**.
- Reload as necessary during the string.
- At the direction of the SO, top off for String 2 with **no more than 8 rounds in the gun**.

String 2 -

Shooter starts behind Barricade at **P1** with **no more than 8 rounds in the gun**.

- At the sound of the buzzer, draw and knock down **all 8 plates** beginning with **S1**.
- Reload as necessary.

Notes:

1. A solid hit on any of the plates will count as a knock down.
2. Both sides of barricade must be used for at least 1 shot per string.
3. Any plate not knocked down will count as a 5-second penalty.