

Range Masters "Fun" Shoot

Results for March 5, 2008

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	PD	Stage 2	String 1	PD	Stage 3	String 1	String 2	PD
1	Majors, Steve	O	74.23	26	32.33	26.33	12	24.37	17.37	14	17.53	6.76	10.77	0
2	Webster, Scott	NO	75.51	22	30.34	25.84	9	28.19	21.69	13	16.98	5.10	11.88	0
3	Olson, Landon	NO	76.67	21	41.81	33.81	16	19.50	17.00	5	15.36	4.77	10.59	0
4	Scott, Michael Sr.	NO	89.52	43	46.95	30.45	33	25.35	20.35	10	17.22	5.67	11.55	0
5	DeLeeuw, Dave	NO	91.52	56	32.40	20.40	24	36.08	25.08	22	23.04	4.46	13.58	10
6	Young, Ren	O	94.48	22	38.43	34.43	8	29.87	22.87	14	26.18	8.63	17.55	0
7	Stoddard, Paul	NO	99.45	64	31.36	20.86	21	45.52	27.02	37	22.57	6.09	13.48	6
8	Rodriquez, Mike	NO	101.46	59	33.67	23.67	20	49.24	29.74	39	18.55	5.78	12.77	0
9	Huff, Blake	NO	104.00	45	48.86	37.36	23	37.99	26.99	22	17.15	5.52	11.63	0
10	Clark, David	NO	104.16	34	49.66	38.66	22	30.36	24.36	12	24.14	7.70	16.44	0
11	Moffat, Joel	NO	116.20	68	37.45	26.45	22	56.51	33.51	46	22.24	8.32	13.92	0
12	Davies, Evan	NO	117.14	18	42.23	38.23	8	43.39	38.39	10	31.52	18.73	12.79	0
13	Gonzalez, Francisco	NO	121.59	51	30.01	24.51	11	75.43	55.43	40	16.15	5.51	10.64	0
14	Redford, "Red"	NO	122.88	39	56.67	43.17	27	44.61	38.61	12	21.60	7.34	14.26	0
15	Sump, Brian	NO	124.84	21	34.91	31.91	6	69.73	62.23	15	20.20	6.32	13.88	0
16	Marlow, Dave	NO	125.49	31	43.25	34.75	17	57.82	50.82	14	24.42	5.11	19.31	0
17	Rees, McCord (Rev)	NO	128.19	49	44.04	35.54	17	51.49	35.49	32	32.66	8.73	23.93	0
18	Spensko, Shane	NO	129.23	71	47.29	30.29	34	58.04	39.54	37	23.90	5.41	18.49	0
19	Phillips, RDan	NO	130.28	36	56.22	39.72	33	47.98	46.48	3	26.08	10.12	15.96	0
20	DeWitt, Derel	NO	134.45	82	49.80	35.80	28	56.68	29.68	54	27.97	7.86	20.11	0
21	Stockwell, Pete	NO	138.62	76	43.44	24.94	37	66.58	47.08	39	28.60	8.11	20.49	0
22	Stewart, Cory	NO	140.27	85	61.04	30.54	61	52.11	40.11	24	27.12	7.52	19.60	0
23	Barlow, Chad	NO	140.39	18	48.63	41.13	15	49.03	47.53	3	42.73	23.83	18.90	0
24	Holladay, Jason	NO	141.22	53	41.85	33.35	17	54.99	41.99	26	44.38	19.14	20.24	10
25	Stewart, Justin	NO	146.54	65	52.51	31.01	43	44.35	33.35	22	49.68	22.02	27.66	0
26	Rees, Jerry (Rev)	NO	147.17	65	41.93	32.93	18	63.66	45.16	37	41.58	8.23	28.35	10
27	Jensen, Chris	NO	147.56	42	35.49	32.99	5	83.11	64.61	37	28.96	6.41	22.55	0
28	Degn, Christian	NO	148.23	34	58.68	44.68	28	36.73	33.73	6	52.82	15.05	37.77	0
29	Kindschy, Trevor (.22)	NO	150.03	79	50.69	29.69	42	63.00	44.50	37	36.34	22.03	14.31	0
30	McMillan, Patrick	NO	156.14	66	48.88	32.88	32	47.89	30.89	34	59.37	35.47	23.90	0
31	Peay, Brad	NO	156.46	80	43.94	32.94	22	71.65	42.65	58	40.87	9.58	31.29	0
32	Millett, Davin	NO	162.94	130	70.77	33.77	74	56.86	28.86	56	35.31	14.98	20.33	0
33	Ziegler, Todd	NO	175.29	69	64.48	45.48	38	59.70	44.20	31	51.11	7.74	43.37	0
34	Mallon, Jim	NO	177.96	58	43.45	36.45	14	83.62	66.62	34	50.89	9.90	35.99	10
35	Majors, Steve Jr. (.22)	NO	188.29	80	50.28	33.28	34	65.31	42.31	46	72.70	35.76	36.94	0
36	Stewart, Dennis	NO	190.30	97	61.04	36.54	49	73.41	54.41	38	55.85	21.00	29.85	10
37	Draper, Randall	NO	195.69	61	58.35	47.35	22	82.21	62.71	39	55.13	5.81	49.32	0
38	VanHorn, Guy	NO	212.68	62	58.06	54.56	7	104.42	81.92	45	50.20	22.62	22.58	10
39	Loveless, Doug (Rev)	NO	230.62	131	67.48	39.48	56	86.41	53.91	65	76.73	18.80	52.93	10
40	Andrews, tom	NO	257.65	51	63.05	46.55	33	68.21	59.21	18	126.39	13.87	112.52	0
41	Johnson, Brandon	NO	279.89	72	129.46	103.96	51	84.37	73.87	21	66.06	11.03	55.03	0
42	Beckes, Ben	NO	289.14	51	117.96	99.96	36	60.90	53.40	15	110.28	12.01	98.27	0
43	Winger, Ray	NO	396.28	165	131.83	75.33	113	139.12	113.12	52	125.33	62.57	62.76	0

Notes:

PD = Points Down = .5 seconds x Points Down

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

(Rev) = Revolver

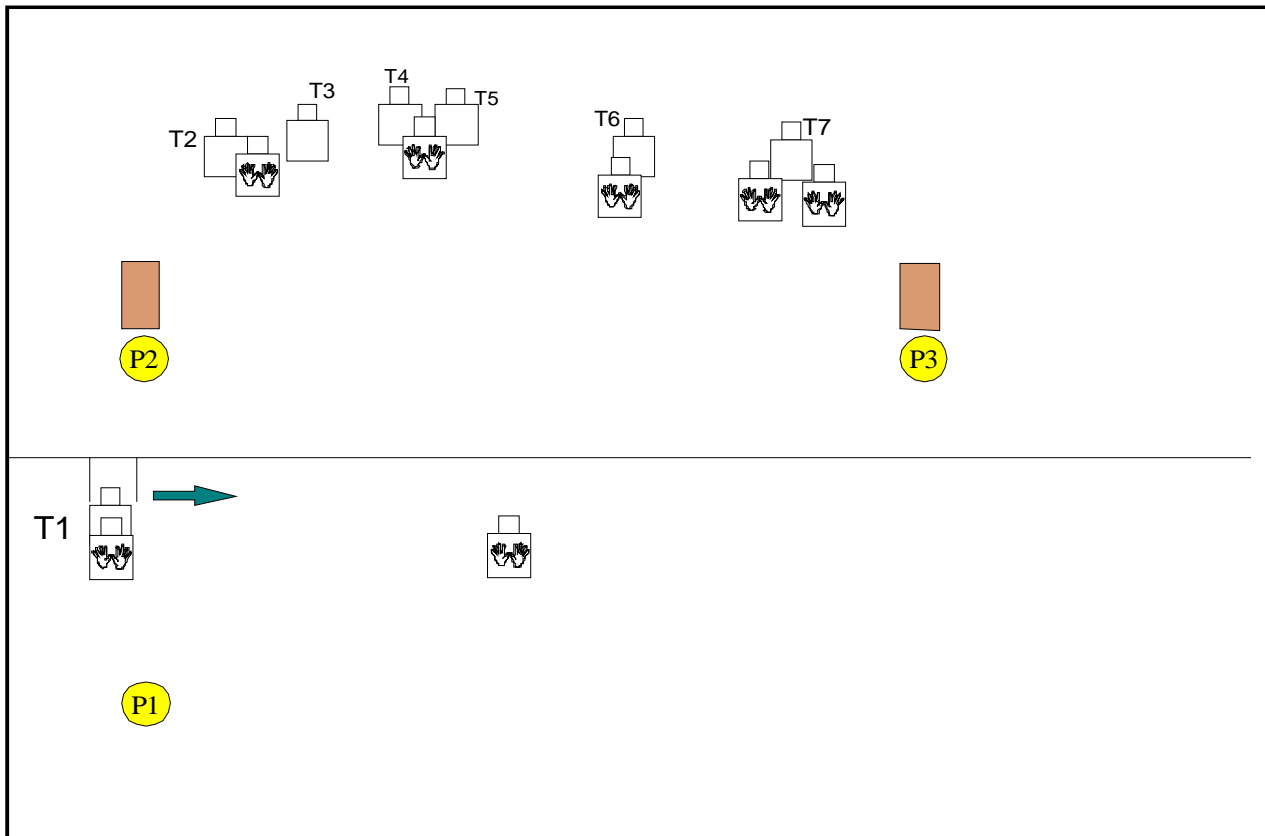
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Range Masters “Fun” Shoot

Stage 1 - “Watch the Crowd”



Round Count:

String 1 = **21 minimum**
(21 rounds for the stage)

Vickers Count

(Can make up shots.)

String 1:

Start at **P1** with weapon fully loaded.

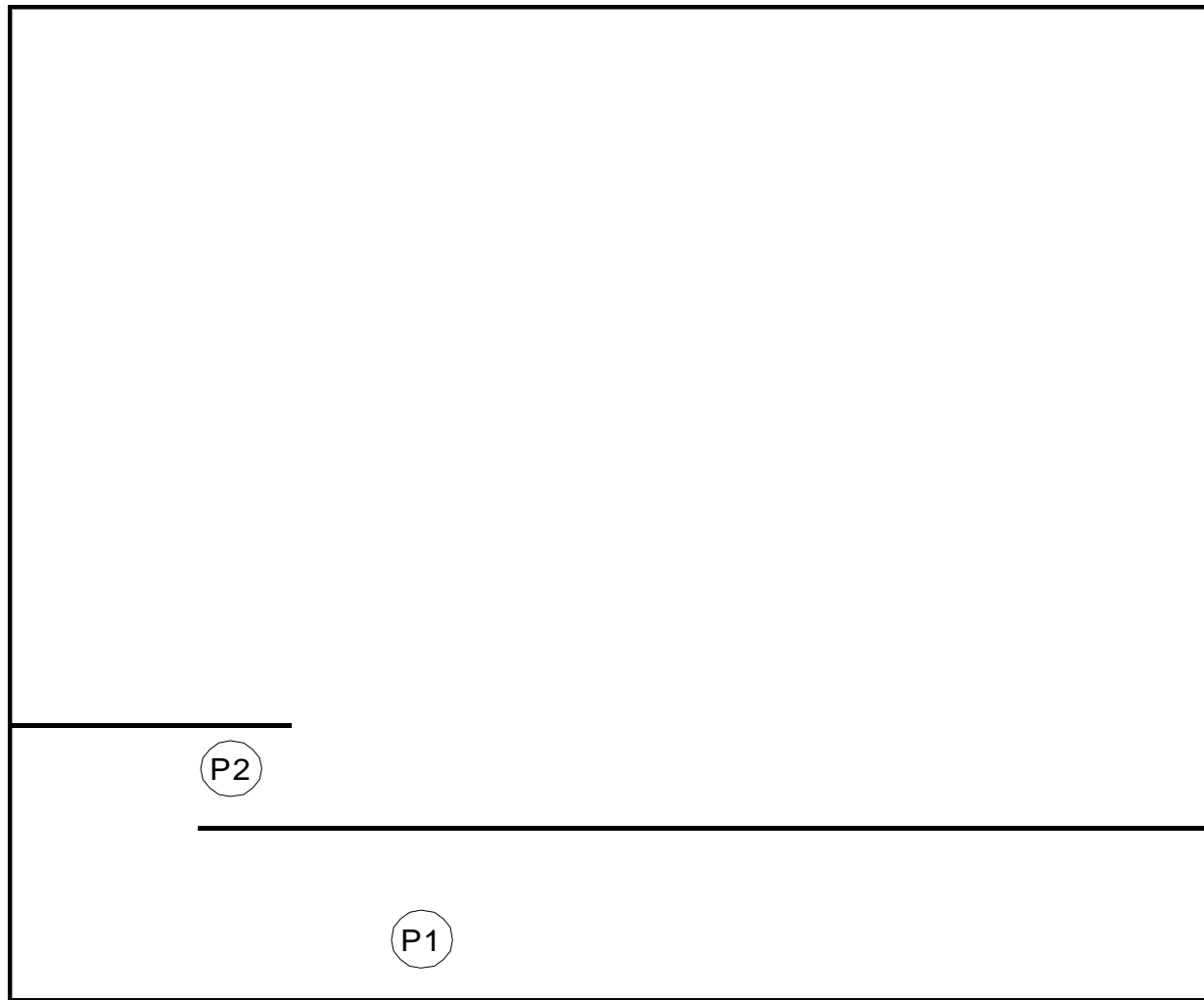
- At buzzer, draw and engage **T1** with **3 rounds** while it is moving.
- Move to **P2**, and engage **T2 - T3** with **3 rounds each** while maintaining **proper use of cover**.
- **While moving to P3** engage **T4, T5, T6** with **3 rounds each**.
- From **P3**, again using cover, engage **T7** with **3 rounds**.
- Reload as necessary.

Note:

- **T1** will be **activated at the buzzer** and **requires 3 rounds** but **may be either torso or head**.
- **T2 - T7** require **3 rounds each** - **2 torso** and **1 head**.
- Shooter **must shoot on the move** between **P2** and **P3**.
- **Do not shoot T7** until you reach cover at **P3**.

Range Masters “Fun” Shoot

Stage 2 - “Blind Man’s Bluff”



Round Count:
String 1 = ?? Rounds Min.
(?? Rounds Min. 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 advance to **P2**.
- Using cover, engage **all threat targets** with **2 rounds** to the **Torso** and **1 round to the Head**, and **engage the Dropper target until it drops**.
- Reload as necessary.

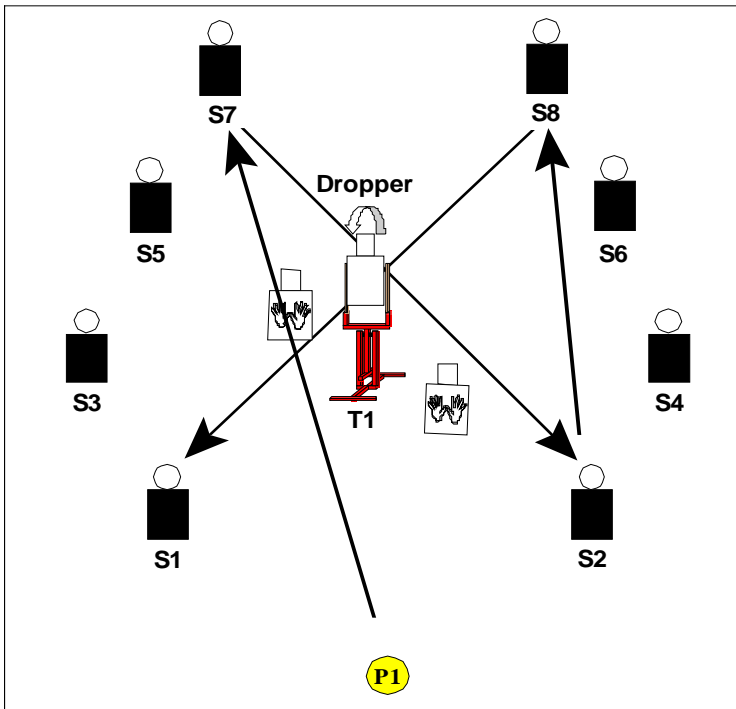
Notes:

1. Shooter can use any available cover.

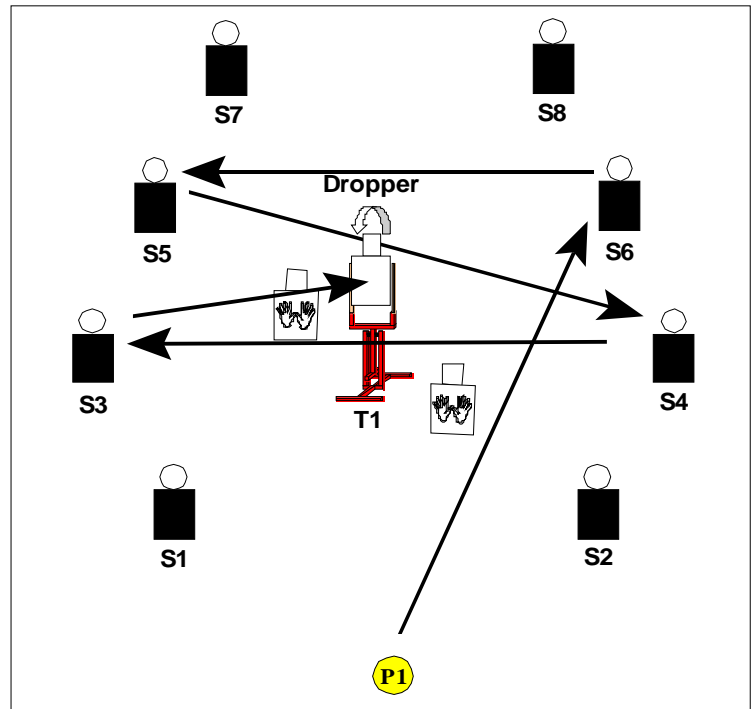
Range Masters “Fun” Shoot

Stage 3 - “Back and Forth”

String 1



String 2



Round Count:

String 1 = 4 Rounds Min.

String 2 = 5 Rounds Min.

(9 Rounds Minimum for the Stage.)

Vickers Count (Can make up shots)

String 1 -

Shooter starts at **P1** with a **maximum of 6 rounds in the gun**.

- At the sound of the buzzer, draw and engage **S7, S2, S8 and S1 (in that order)** until the plates are knocked down.
- Reload as necessary **during the String**, but after completion of the String, **DO NOT RELOAD**, only holster your weapon at the direction of the Safety Officer.

String 2 -

Shooter starts at **P1** with **whatever rounds were left in the gun from String 1**.

- At the sound of the buzzer, draw and engage **S6, S5, S4 and S3 (in that order)** until the plates are knocked down.
- Then engage **T1 until target drops**.
- Reload as necessary.

Notes -

1. All hits on non-threats will count as separate penalties.
2. If **T1 (Dropper)** fails to drop, a Miss-on-Steel penalty will be assessed.