

Range Masters "Fun" Shoot

Results for January 17, 2006

Place	Name (Note)	Total		Stage 1	String 1	String 2	PD	Stage 2	String 1	String 2	String 3	String 4	String 5	String 6	PD	Stage 3	String 1	PD
		Shoot Total	Points Down															
1	Stilwell, Mike	77.79	16	40.89	22.88	10.01	16	9.83	1.52	1.13	1.28	2.12	1.86	1.92	0	27.07	27.07	0
2	Koski, Steve	79.48	9	41.19	23.94	13.25	8	11.37	1.51	1.65	1.48	2.13	1.99	2.11	1	26.92	26.92	0
3	Young, Ren	89.43	17	50.91	28.75	14.66	15	13.21	1.58	1.57	1.55	2.53	2.42	2.56	2	25.31	25.31	0
4	Bullock, Curtis	101.15	12	44.27	27.11	14.66	5	15.33	1.57	1.58	1.53	2.27	2.35	2.53	7	41.55	41.55	0
5	Beck, Dave	112.54	18	52.06	29.74	14.32	16	13.17	1.67	1.57	1.71	2.32	2.30	2.60	2	47.31	47.31	0
6	Simons, Jordan	114.61	24	63.37	34.95	16.42	24	13.57	2.21	1.81	1.81	2.60	2.37	2.77	0	37.67	37.67	0
7	Stoddard, Paul	114.93	22	50.25	26.21	14.54	19	14.57	1.82	1.93	1.81	2.64	2.51	2.36	3	50.11	50.11	0
8	Phillips, RDan	116.79	36	53.63	25.76	15.87	24	17.70	1.55	1.51	1.57	2.26	2.35	2.46	12	45.46	45.46	0
9	Redford, Steve	121.78	5	69.35	38.99	27.86	5	15.31	2.40	2.29	2.05	3.07	2.73	2.77	0	37.12	37.12	0
10	Scott, Alan	127.80	17	65.38	39.90	20.98	9	18.29	2.21	1.87	1.45	2.96	3.11	2.69	8	44.13	44.13	0
11	Majers, Steve	133.32	20	53.57	32.69	16.38	9	14.43	1.96	1.75	2.10	2.54	2.40	3.18	1	65.32	60.32	10
12	Johnson, Keith	151.21	35	69.25	45.37	16.38	15	15.47	2.36	2.19	2.14	2.89	2.99	2.90	0	66.49	56.49	20
13	Shiffler, Cris	155.26	37	77.74	43.18	19.06	31	20.47	2.59	2.26	2.46	3.42	3.33	3.41	6	57.05	57.05	0
14	Weatherly, Jared	156.69	2	78.17	54.26	22.91	2	16.96	2.41	2.76	2.07	3.29	3.09	3.34	0	61.56	61.56	0
15	Simons, Brad	159.30	32	79.29	41.78	27.01	21	15.70	2.69	1.77	2.50	2.74	2.75	2.75	1	64.31	59.31	10
16	Rees, Jerry (Rev)	165.26	29	83.93	46.10	24.33	27	16.50	2.15	1.89	1.71	4.12	2.73	2.90	2	64.83	64.83	0
17	Scott, Michael	168.23	21	68.62	43.28	15.84	19	13.58	1.89	1.65	1.94	2.45	2.28	2.37	2	86.03	86.03	0
18	Jensen, Jeff	168.32	32	76.49	44.27	25.22	14	22.85	2.63	2.54	2.52	3.53	4.28	3.35	8	68.98	63.98	10
19	Dalley, Lin	181.49	28	77.29	44.23	19.06	28	17.53	2.77	2.74	2.41	3.13	3.24	3.24	0	86.67	86.67	0
20	Clark, David	193.04	32	86.99	54.75	18.24	28	18.35	2.52	2.18	2.35	3.11	3.46	2.73	4	87.70	87.70	0
21	Majers, Steve Jr. (.22)	206.72	57	104.85	56.23	23.12	51	21.51	2.41	2.47	2.66	3.75	3.80	3.42	6	80.36	80.36	0
22	Nielson, Brad (.22)	207.32	59	89.91	46.88	18.53	49	22.75	3.24	2.97	2.34	3.35	3.01	2.84	10	94.66	94.66	0
23	Dalton, Dell	243.44	40	158.72	68.15	71.57	38	20.23	2.51	3.03	2.23	4.14	3.58	3.74	2	64.49	64.49	0
24	Call, Josh	254.58	78	92.97	42.47	20.00	61	28.19	3.04	2.54	2.73	3.81	4.05	3.52	17	133.42	133.42	0
25	Price, Mike	DNF	DNF	182.06	126.02	50.54	11	DNF								DNF		

Notes:

- Remember, 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.)

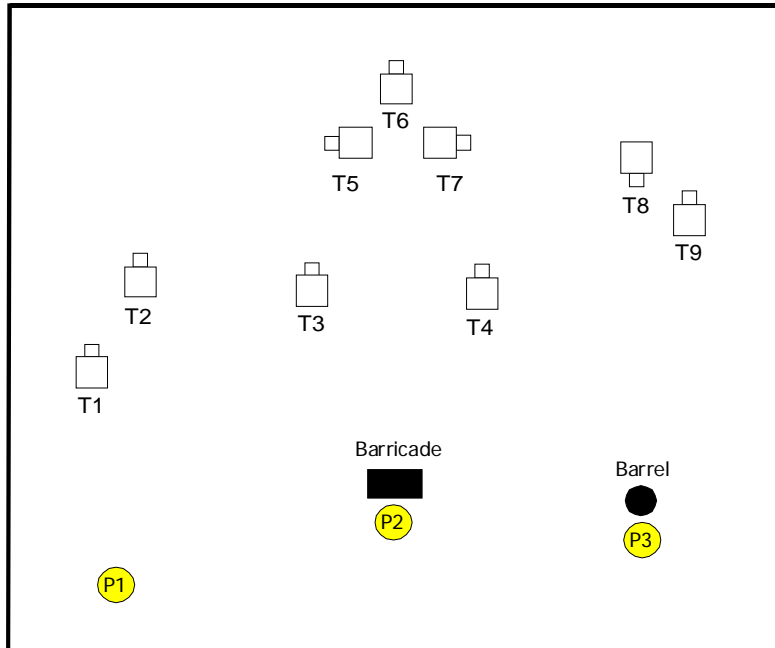
(Rev) = Revolver

DNF = Did Not Finish

NS = No Score sheet was submitted.

Range Masters “Fun” Shoot

Stage 1 - “There Are Limits”



Round Count:

String 1 = **18 maximum**

String 2 = **10 maximum**

(**28 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 at **P1** with **no more than 8 rounds** max in the gun.

- At the buzzer, draw, and engage targets **T1 and T2** with **2 rounds to the head**.
- Move to position **P2** and, **with proper use of cover**, engage targets **T3 thru T7** with **2 rounds to each body**.
- Move to position **P3** and, **with proper use of cover**, engage targets **T8 and T9** with **1 round to each body** and **1 round to each head**.
- Reload as necessary.

String 2:

Shooter starts at **P2** with **back to the targets** and **no more than 6 rounds** max in the gun.

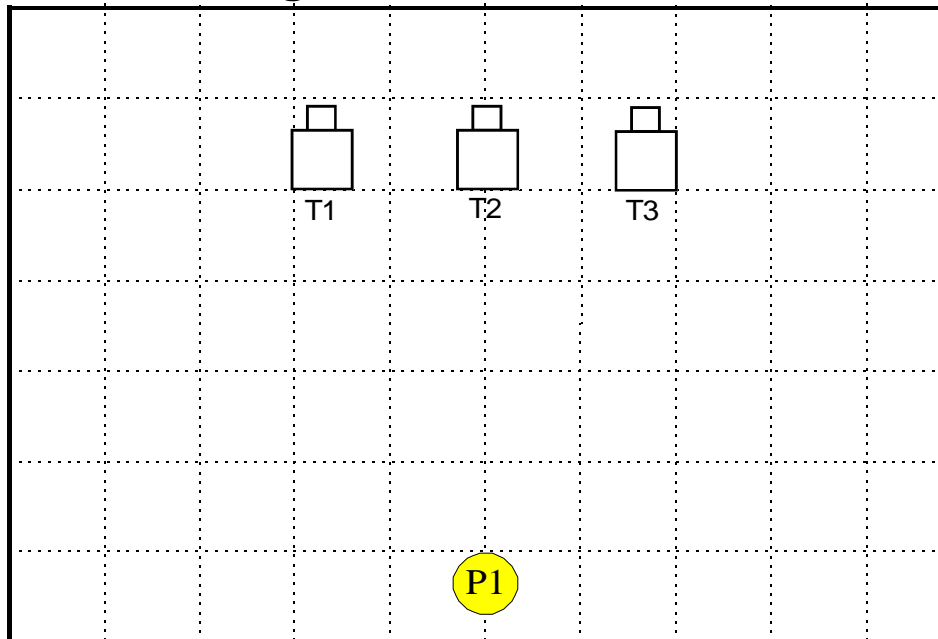
- At the buzzer, turn, draw, and engage targets **T3 thru T7** with **1 round to the body** and **1 round to the head**.

Notes:

- **Do Not Shoot** the next series of targets **until you reach the next shooting position**.
- After expending all ammunition from the 1st magazine/cylinder at **P2**, re-engage remaining targets from the opposite side of the barricade.

COF designed by RDan Phillips

Range Masters “Fun” Shoot Stage 2 - “Can You Draw?”



Round Count:

Strings 1 - 3 = 1 ea (**3 total**)

Strings 4 - 6 = 2 ea (**6 total**)

(**9 rounds** for the stage)

Limited Vickers Count

(**Cannot** make up shots)

Scoring:

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

-- All Strings start at P1 --

String 1:

- At the buzzer, draw and engage T1 with **1 round to the body only**.

String 2:

- At the buzzer, draw and engage T2 with **1 round to the body only**.

String 3:

- At the buzzer, draw and engage T3 with **1 round to the body only**.

String 4:

- At the buzzer, draw and engage T1 with **1 to the body** and **1 to the head**.

String 5:

- At the buzzer, draw and engage T2 with **1 to the body** and **1 to the head**.

String 6:

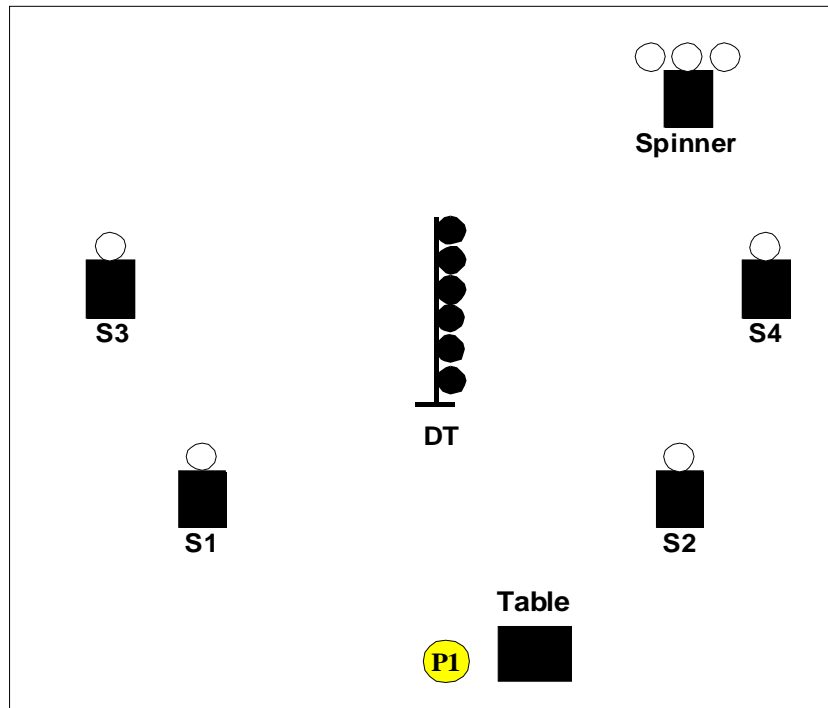
- At the buzzer, draw and engage T3 with **1 to the body** and **1 to the head**.

Note:

Shooter will only “**Unload and Show Clear**” after the final string. After all other strings, he will just holster his weapon as directed by the SO and make ready for the next string.

Range Masters “Fun” Shoot

Stage 3 - “A Spinning Good Time”



Round Count:
String 1 = **13 minimum**
(13 rounds for the stage)

Vickers Count
(Can make up shots)

String 1 -

- Shooter starts fully loaded at **P1** with their **back to the targets**.
- At the sound of the buzzer, turn, draw and engage plates **S1 thru S4** and **all plates on the Dueling Tree (DT)** with **1 hit**.
 - **Safely set the handgun down** on the table and pick up the Ruger 10/22 rifle; charge the rifle and **hit the 3 spinners 1 time each**.

Notes:

1. A solid hit on any of the plates will count as a hit.
2. Shooter is **limited to 10 shots** (1 full mag) **with the rifle**.
3. Any plates or spinners that are not hit will count as a "Miss-On-Steel" Penalty of **5 seconds** each.

COF Designed by Ren Young