

Range Masters "Fun" Shoot

Results for January 18, 2005

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	String 3	PD
1	Collins, Ken (9mm Rifle)	58.00	0	27.83	27.83	0	22.26	10.67	11.59	0	7.91	3.52	2.53	1.86	0
2	Marshall, Ryan	71.75	4	23.39	21.89	3	28.76	14.51	13.75	1	19.60	8.87	4.96	5.77	0
3	Stilwell, Mike	72.92	27	32.65	28.65	8	29.64	10.19	9.95	19	10.63	3.35	3.89	3.39	0
4	Koskie, Steve (Dad)	72.98	12	24.92	24.42	1	30.41	11.52	13.39	11	17.65	5.83	6.60	5.22	0
5	Marshall, Bob	77.21	37	26.06	20.06	12	35.50	11.83	11.17	25	15.65	5.43	5.95	4.27	0
6	Huff, Blake (Rev)	83.79	23	27.12	27.12	0	44.13	15.90	16.73	23	12.54	4.45	4.34	3.75	0
7	Theodore, Ari	88.76	42	32.83	20.83	24	34.54	11.06	14.48	18	21.39	10.70	5.69	5.00	0
8	Huff, Scott	91.55	38	31.40	25.40	12	38.73	14.80	10.93	26	21.42	5.68	6.32	9.42	0
9	Young, Ren	97.70	26	41.71	36.71	10	36.86	13.42	15.44	16	19.13	6.76	4.88	7.49	0
10	Stone, Scott	98.61	53	38.12	24.62	27	34.40	11.16	10.24	26	26.09	8.75	7.73	9.61	0
11	Hill, Randy	98.96	44	33.52	18.52	30	23.89	7.95	8.94	14	41.55	9.83	11.89	19.83	0
12	Beardall, Kalen	98.96	5	29.86	28.86	2	48.81	21.95	25.36	3	20.29	6.74	7.06	6.49	0
13	Armstrong, Jeremiah	107.67	28	47.64	41.64	12	40.89	15.47	17.42	16	19.14	8.10	6.68	4.36	0
14	Redford, Kent	107.84	21	29.22	26.72	5	41.59	16.11	17.48	16	37.03	14.28	11.04	11.71	0
15	Durham, Dan	112.82	19	36.28	33.28	6	39.25	16.09	16.66	13	37.29	11.99	13.31	11.99	0
16	Redford, Steve (9)	116.99	30	35.26	27.76	15	47.48	19.93	20.05	15	34.25	16.98	6.33	10.94	0
17	Webster, Scott	118.16	15	26.25	25.25	2	42.16	18.95	16.71	13	49.75	10.65	25.02	14.08	0
18	Scott, Michael	118.87	32	44.91	34.41	21	36.10	18.79	11.81	11	37.86	17.76	13.81	6.29	0
19	Redford, Steve (4)	121.06	22	32.63	31.63	2	48.11	17.40	20.71	20	40.32	10.12	7.05	23.15	0
20	Hornbeck, Shawn	121.89	41	36.51	24.51	24	49.98	20.19	21.29	17	35.40	9.74	6.83	18.83	0
21	Harmon, Ben	122.48	63	41.45	26.95	29	45.69	15.17	13.52	34	35.34	10.40	9.62	15.32	0
22	Marshall, Paul	123.19	39	42.10	39.10	6	60.45	16.48	27.47	33	20.64	5.72	8.01	6.91	0
23	Phillips, RDan	125.32	24	34.60	33.60	2	43.00	15.86	16.14	22	47.72	14.00	15.83	17.89	0
24	Scott, Alan	129.69	32	29.47	25.97	7	44.20	16.12	15.58	25	56.02	33.06	11.33	11.63	0
25	Simons, Jordan	133.86	32	47.37	42.37	10	44.43	17.15	16.28	22	42.06	12.60	19.06	10.40	0
26	Kohler, Doug	133.94	70	49.45	33.45	32	57.02	21.69	16.33	38	27.47	12.69	7.11	7.67	0
27	Marshall, John	134.27	16	38.50	37.00	3	74.02	36.18	31.34	13	21.75	8.08	5.74	7.93	0
28	Otteson, Sterling	137.31	56	60.35	53.35	14	55.40	22.97	11.43	42	21.56	7.40	8.96	5.20	0
29	Redford, Noel	139.40	17	52.66	49.66	6	45.06	22.61	16.95	11	41.68	12.66	18.68	10.34	0
30	Willes, Chris	140.97	33	35.18	33.68	3	49.62	16.62	18.00	30	56.17	36.35	10.83	8.99	0
31	Allen, Glen	152.49	12	42.19	42.19	0	48.35	21.96	20.39	12	61.95	6.27	42.64	13.04	0
32	Tucker, Jake	154.91	31	39.60	31.60	16	51.20	25.85	17.85	15	64.11	13.24	10.69	40.18	0
33	Raigne, Abe (.22)	185.73	20	70.38	64.88	11	70.56	37.10	28.96	9	44.79	17.99	18.62	8.18	0
34	Koskie, Steven (Son)(.22)	191.31	12	52.91	52.91	0	72.37	27.52	38.85	12	66.03	51.90	6.29	7.84	0
35	Shiffler, Cris	202.02	20	59.21	56.71	5	67.93	38.20	22.23	15	74.88	28.90	17.38	28.60	0
38	Simons, Brad	249.00	34	58.54	54.54	8	70.03	30.13	26.90	26	120.43	48.59	37.89	33.95	0
39	Shumway, Cody (.22)	393.67	89	115.23	92.23	46	91.26	35.25	34.51	43	187.18	94.74	66.63	25.81	0
40	Goddard, Kendall	DNF	DNF	30.18	28.68	3	47.28	22.31	14.97	20	0.00				
41	Goddard, Matt	DNF	DNF	55.72	49.22	13	62.21	15.64	21.57	50	0.00				
42	Moses, Tyler	DNF	DNF	37.47	31.97	11	46.09	16.07	16.02	28	0.00				
43	Redford, "Red"	DNF	DNF	0.00			0.00				16.24	5.84	5.10	5.30	0

Notes:

- Remember, the "Fun" Shoot is held on the 1st 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

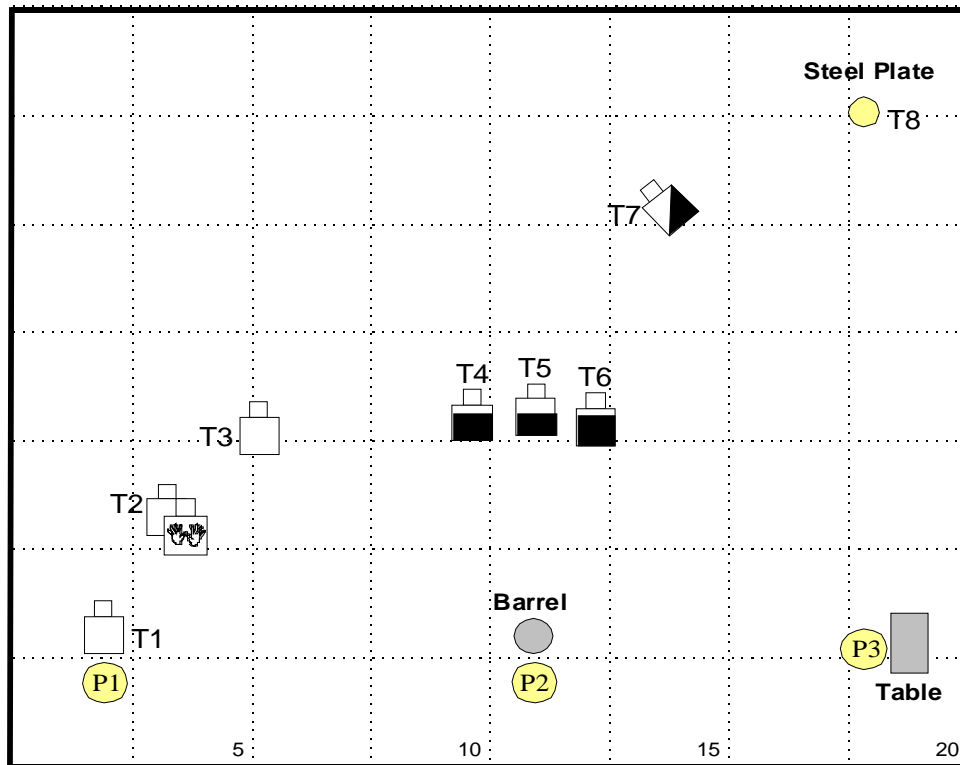
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

(Rev) = Revolver

DNF = Did Not Finish

Range Masters “Fun” Shoot

Stage 1 “Handgun to Rifle”



Round Count:

String 1 = 14 minimum + Rifle

Vickers Count

(Can make up shots)

Scoring:

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

String 1:

Shooter starts at **P1**.

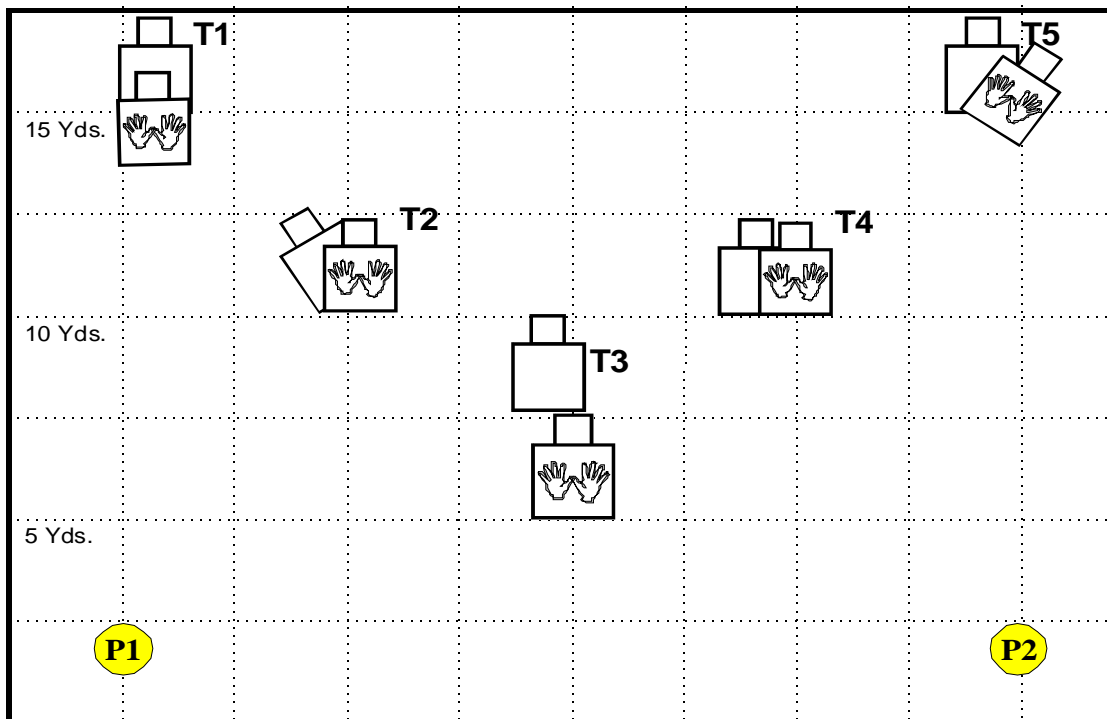
- At the buzzer, draw and engage target **T1** with **2 rounds from retention** and then engage **T2** and **T3** with **2 rounds each** while moving to **P2**. (*shooter must reach P2 and gain cover before shooting T4-T6*)
- **With the proper use of cover** from the barrel at position **P2**, engage targets **T4 -T6** with **2 rounds each**.
- **Make your handgun safe (safety on, decocked, slidelock open, whatever) and place it on the barrel.**
- Move to position **P3**, pick up the rifle and engage **T8** (steel plate) **s until it is hit five (5) times.** (See Notes:)
- Reload your handgun as necessary.

Notes:

- Rifle String 1 - Only **10 rounds** will be loaded into the rifle by the SO prior to the start of the string.
- If the shooter does not hit **T10** within the shots allotted, it will count as a **5 second “Misses- On-Steel” penalty per missed shot.**
- **Proper use of cover:** “Slice the Pie” = First target seen - First target shot, then acquire and shoot the next target with **50% of body hidden from each threat**).

Range Masters “Fun” Shoot

Stage 2 - “Non-Threat Reality”



Round Count:

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

Vickers Count

(Can make up shots)

Scoring:

Targets are only scored
 after the shooter has
 completed both String 1
 and String 2.

String 1:

Shooter starts at **P1** -

- At the buzzer, draw - and while moving to **P2**, engage **T1 - T5** with **2 rounds** (body or head).
Shooter must not engage T5 until reaching P2.
- Reload as necessary

String 2:

Shooter starts at **P2** -

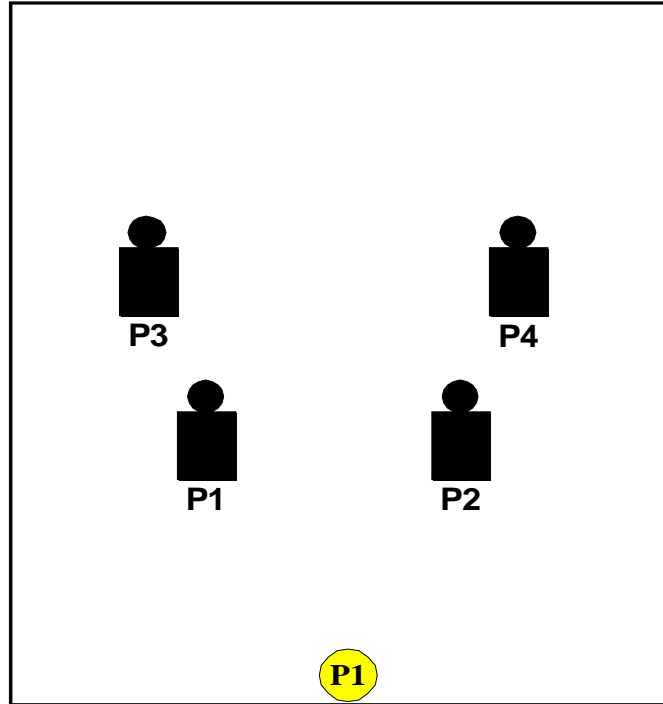
- At the buzzer, draw - and while moving to **P1**, engage **T1 - T5** with **2 rounds** (body or head).
Shooter must not engage T1 until reaching P1.
- Reload as necessary

Note: It is suggested that the shooter shoot while moving, but they will not be penalized if they stop to engage targets.

COF Designed by Noel Redford

Range Masters “Fun” Shoot

Stage 3 “Light ’M Up”



Round Count:

String 1 = **4 minimum**
String 2 = **4 minimum**
String 3 = **4 minimum**
(12 rounds for the stage)

Vickers Count

(Can make up shots)

Scoring:

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

String 1 -

- Shooter starts at **P1 with loaded handgun and tac-light at the low-ready position..**
- At the buzzer, engage **P1 - P4** with **1 hit each** in **any order**.

String 2 -

- Same as String 1.

String 3 -

- Same as String 1.

Notes:

1. A missed plate will count as a **5 second “Misses-On-Steel” penalty.**