

Rangemasters Handgun "Fun" Shoot Results - January 7, 2015

Place	Name	*DIV	Shoot Total	Total PD	Stage 1	String 1	String 2	String 3	PD	Stage 2	String 1	String 2	String 3	PD	Stage 3	String 1	String 2	PD
1	Kemp, Tony (#2)	NO	73.43	5	25.06	13.31	7.22	4.03	1	19.16	8.04	4.49	4.63	4	29.21	19.21	10.00	
2	Chun, Peter	NO	74.16	20	25.20	9.36	7.07	3.27	11	21.10	6.92	6.44	6.24	3	27.86	11.33	13.53	6
3	Kemp, Tony (#1)	NO	81.84	24	32.87	10.25	11.96	5.16	11	18.87	5.96	4.91	4.50	7	30.10	12.42	14.68	6
4	Hubbard, Corey	NO	84.57	15	28.78	10.61	8.50	5.17	9	22.19	6.16	6.21	6.82	6	33.60	15.60	18.00	
5	Richards, Ben	NO	85.82	2	32.59	15.30	11.68	4.61	2	23.58	7.93	6.95	8.70		29.65	16.75	12.90	
6	Holcomb, Brian	NO	86.72	31	34.40	9.07	9.17	4.16	24	18.41	5.30	4.36	5.25	7	33.91	21.72	12.19	
7	KC	NO	91.97	21	37.58	17.62	9.37	5.09	11	22.34	5.90	5.73	5.71	10	32.05	16.04	16.01	
8	Redford, Red	NO	93.19	13	32.39	14.83	10.71	5.35	3	21.52	5.52	5.79	5.21	10	39.28	19.63	19.65	
9	Rodriquez, Mike	NO	94.51	18	43.10	14.86	8.15	12.09	16	20.57	6.70	6.43	6.44	2	30.84	17.85	12.99	
10	Phillips, R Dan (.22)	NO	96.27	13	29.17	13.41	7.66	5.60	5	19.09	4.85	4.76	5.48	8	48.01	22.78	25.23	
11	KC	NO	102.20	24	41.23	10.45	15.76	5.02	20	24.45	5.83	11.66	4.96	4	36.52	17.00	19.52	
12	Rees, Jerry	NO	104.13	1	26.85	12.40	9.08	4.87	1	28.85	9.73	10.12	9.00		48.43	37.72	10.71	
13	Buchanan, Ben	NO	104.40	31	40.71	12.36	8.51	5.34	29	25.51	8.39	8.38	7.74	2	38.18	18.35	19.83	
14	Scott, Alan	NO	110.60	8	32.95	13.51	11.39	5.55	5	22.81	5.74	6.63	8.94	3	54.84	17.70	37.14	
15	Martin, Jeanette	NO	110.82	18	43.72	16.97	10.53	7.72	17	28.54	9.08	10.04	8.92	1	38.56	22.01	16.55	
16	Huff, Blake	O	111.84	6	27.92	10.36	11.37	5.19	2	33.30	6.38	15.46	9.46	4	50.62	33.77	16.85	
17	Waldo, Ralph	NO	111.96	11	29.16	13.08	10.52	4.06	3	27.69	7.97	6.15	9.57	8	55.11	27.17	27.94	
18	Scott, Mike	NO	114.10	19	27.95	11.66	8.28	5.51	5	22.76	4.98	5.01	5.77	14	63.39	33.50	29.89	
19	Hatfield, Alex (.22)	NO	119.53	31	38.60	9.02	18.13	3.45	16	30.71	6.64	11.64	4.93	15	50.22	20.96	29.26	
20	Haynes, Clark	NO	121.79	16	50.77	18.83	18.77	6.67	13	33.48	10.82	9.62	11.54	3	37.54	21.45	16.09	
21	Hatfield, Todd	NO	122.92	35	31.00	8.02	6.89	4.09	24	24.47	7.22	6.05	5.70	11	67.45	34.67	32.78	
22	Turner, Michael (#2)	NO	127.30	51	37.67	19.81	12.57	4.79	1	23.29	6.53	6.12	5.64	10	66.34	28.96	17.38	40
23	Turner, Michael (#1)	NO	134.40	62	49.23	20.55	13.05	7.63	16	29.02	6.02	9.93	5.07	16	56.15	19.59	21.56	30
24	Septon, Allen	NO	151.33	36	53.15	17.47	16.25	6.93	25	45.74	15.79	13.40	14.05	5	52.44	27.73	21.71	6
25	Westover, Kevin	NO	182.93	57	42.36	19.36	12.24	4.26	13	38.05	11.60	11.85	12.60	4	102.52	31.80	50.72	40
26	Martin, Ken	NO	188.85	19	56.52	23.41	15.95	8.66	17	45.83	15.25	14.79	14.79	2	86.50	38.94	47.56	
27	Ware, Jon	NO	222.60	98	44.46	15.61	13.71	4.14	22	40.02	7.04	13.35	6.63	26	138.12	60.34	52.78	50
28	Westover, Mike	NO	249.74	9	81.41	33.63	28.24	15.54	8	68.94	25.04	24.02	19.38	1	99.39	39.54	59.85	
29	Sandgren, Max	NO	292.96	42	63.74	20.48	22.70	10.56	20	72.85	22.33	37.78	11.74	2	156.37	52.95	93.42	20
30	Billings, Karla	NO	343.69	97	74.81	27.71	20.76	9.34	34	49.04	14.96	12.38	15.20	13	219.84	97.70	97.14	50
31	Chun, Peter	NO	DNF	DNF	DNF					17.16	5.27	5.16	5.23	3	DNF			

Notes:

PD = Points Down = .5 seconds x Points Down

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

(REV) = Revolver

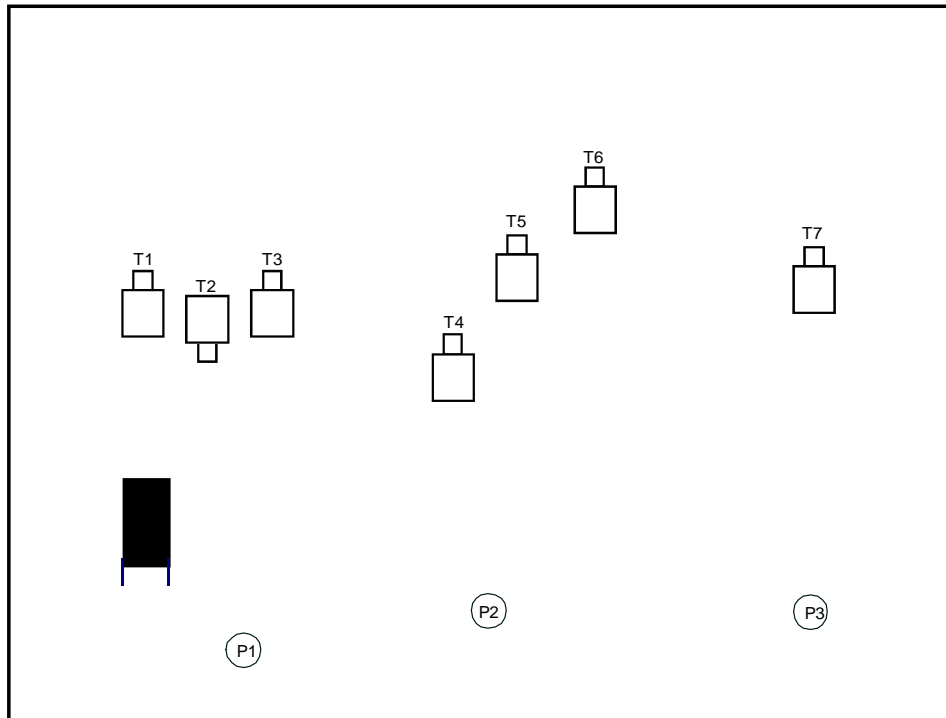
XX Indicates that the Points Down value includes some kind of penalty (Procedural Error, Hits on Non-Threat, Misses on Steel, etc.)

DNF = Did Not Finish

NS = No Score

Rangemasters “Fun” Shoot

Stage 1 - “Parade Skills”



Round Count:

String 1 = **9 Min / 12 Max**
 String 2 = **9 Min / 12 Max**
 String 3 = **4 Min / 5 Max**
 (22 rounds for the stage)

Modified Vickers Count

(Can make up shots - see **Round Count**:)

String 1 - (Must properly use cover on this string.)

Shooter starts fully loaded and holstered at **P1**. (**12 shots Max** on this string.)

- At the sound of buzzer, draw, advance to the Barricade and engage **T1, T2 and T3** with **2 rounds** to the **BODY** from **either side of the Barricade**, then **switch to the other side of the Barricade** and re-engage them with **1 round** to the **HEAD**.

String 2 -

Shooter starts fully loaded and holstered at **P2**. (**12 shots Max** on this string.)

- At the sound of buzzer, draw and engage **T4, T5 and T6** in **Tactical Sequence** with **2 rounds** to the **BODY** and **1 round** to the **HEAD**.

String 3 -

Shooter starts fully loaded and holstered at **P3**. (**5 shots Max** on this string.)

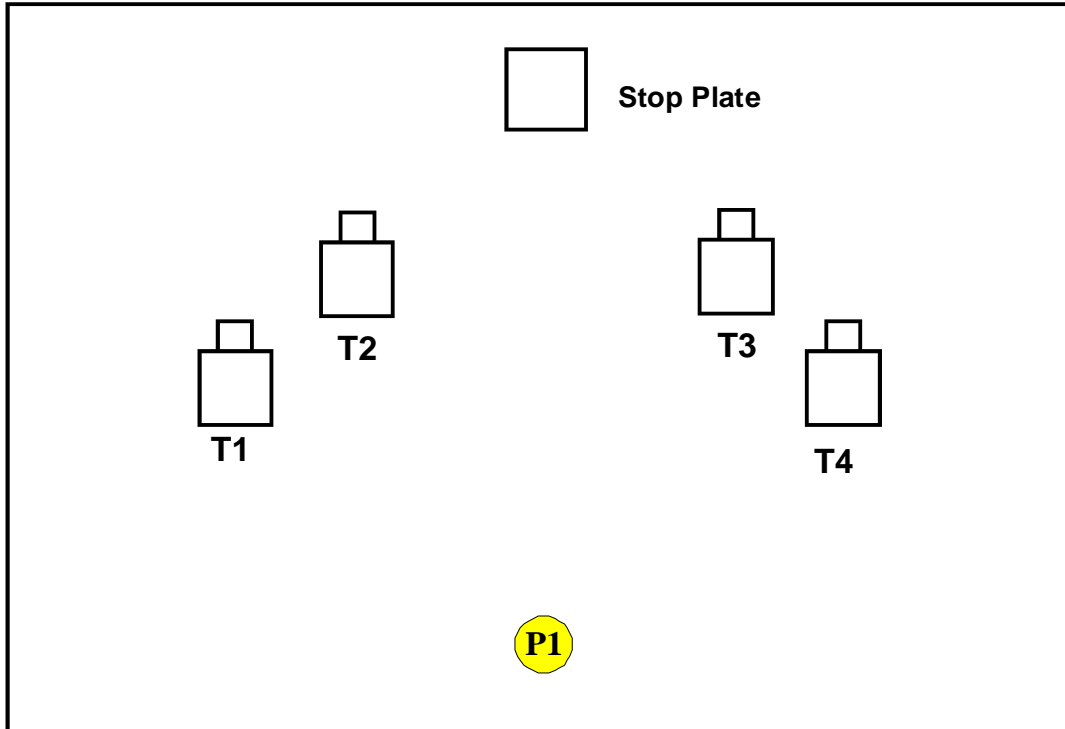
- At the sound of buzzer, draw and engage **T7** with **2 rounds** to the **BODY** and **2 rounds** to the **HEAD**.

Notes:

1. Each string is limited to the max amount of rounds listed.

Rangemasters “Fun” Shoot

Stage 2 - "How Fast R U"



Round Count:

String 1 = **9 minimum**
String 2 = **9 minimum**
String 3 = **9 minimum**
(**27** rounds for the stage)

Vickers Count

(Can make up shots)

String 1 -

Shooter starts at **P1** facing the targets.

- At the start signal, draw & engage **T1** thru **T4** with **2 rounds each**, then engage the **Stop Plate** with **1 round**.

String 2 - Repeat String 1.

String 3 - Repeat String 1.

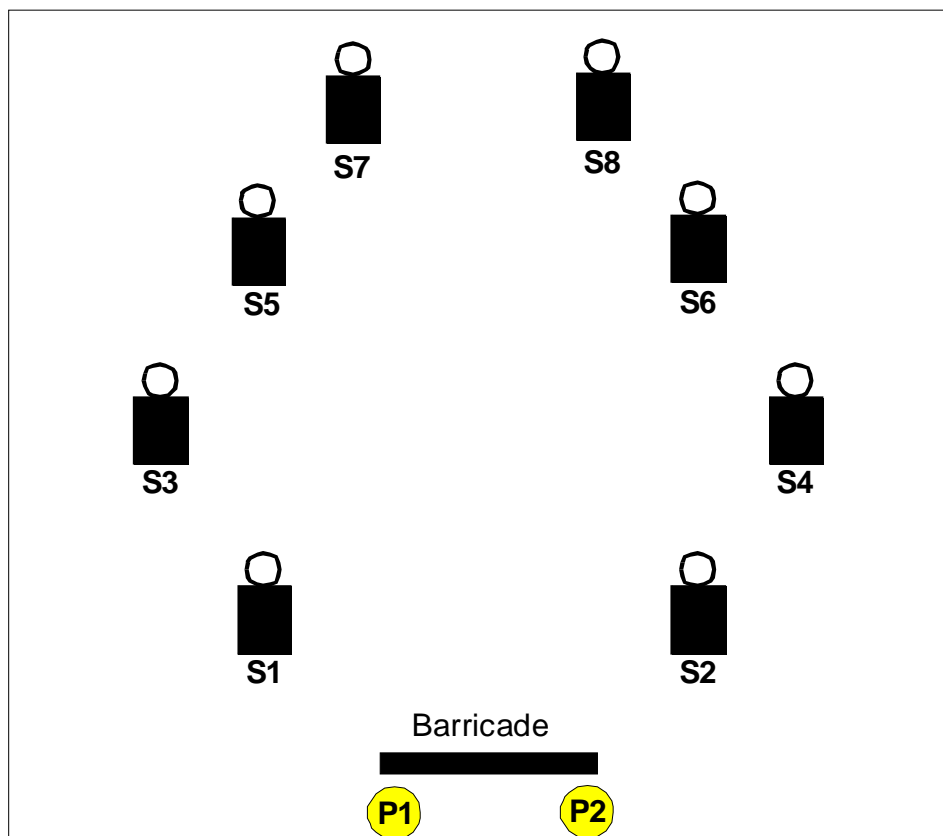
Notes:

1. Reload as necessary off the clock.
2. Hitting Stop Plate before all of the Threat targets is a procedural plus points down for missed targets.

COF Designed byMike Scott

Rangemasters “Fun” Shoot

Stage 3 - “Cover Is Your Friend”



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 fully loaded at P1.

- At the sound of the buzzer, draw and knock down all plates from the **LEFT SIDE of the barricade** while **properly using cover - *Slice the Pie***.
- Reload as necessary.

String 2 - Shooter starts fully loaded at P2.

- At the sound of the buzzer, draw and knock down all plates from the **RIGHT SIDE of the barricade** while **properly using cover - *Slice the Pie***.
- Reload as necessary.

Notes:

1. For .22 shooters, a solid hit on any of the plates will count as a knock down.
2. Any plate not knocked down will count as a 5-second Miss-On-Steel penalty.