

Range Masters "Fun" Shoot

Results for October 19, 2010

Place	Name (Note)	Div.	Shoot Total	Total Points Down	Stage 1	String 1	String 2	PD	Stage 2	String 1	String 2	PD	Stage 3	String 1	String 2	PD
1	DeLeeuw, Dave	O	67.65	13	33.52	21.38	6.14	12	19.19	7.85	10.84	1	14.94	6.43	8.51	
2	McGregor, Scott	NO	73.48	25	30.28	21.57	2.71	12	26.28	8.81	10.97	13	16.92	8.13	8.79	
3	Majers, Steve	O	73.98	13	31.34	24.75	4.09	5	22.37	8.11	10.26	8	20.27	9.22	11.05	
4	Hubbard, Corey	NO	93.91	28	41.28	31.15	3.13	14	29.59	10.71	11.88	14	23.04	11.75	11.29	
5	Majers, Steve Jr.	O	94.60	38	44.05	30.63	4.92	17	28.03	8.74	11.79	15	22.52	6.78	12.74	6
6	Ursulich, Ryan	NO	94.82	47	39.89	20.58	7.31	24	30.69	8.45	10.74	23	24.24	8.60	15.64	
7	Docstader, Jeff	O	97.77	49	48.41	32.04	4.37	24	34.81	9.04	13.27	25	14.55	6.82	7.73	
8	Carroll, Christopher	NO	100.49	35	46.04	33.97	5.57	13	29.08	7.58	10.50	22	25.37	13.66	11.71	
9	Price, Mike	NO	102.98	45	44.91	28.26	3.65	26	29.89	9.17	11.22	19	28.18	14.81	13.37	
10	Scott, Michael Sr.	NO	111.52	28	48.32	40.21	5.11	6	30.09	8.53	10.56	22	33.11	11.65	21.46	
11	Jepperson, Riley	NO	112.57	32	50.59	32.90	3.69	28	24.00	9.43	12.57	4	37.98	18.65	19.33	
12	Phillips, RDan	NO	113.00	45	40.10	30.96	4.14	10	39.09	9.96	11.63	35	33.81	16.35	17.46	
13	Gustaveson, Michael (1)	O	113.35	40	43.00	27.55	3.95	23	27.06	8.77	9.79	17	43.29	29.60	13.69	
14	Spensko, Shane	NO	114.24	23	56.58	33.58	23.00		31.40	8.48	11.42	23	26.26	15.89	10.37	
15	Reese, Howard	O	114.62	59	54.21	34.40	3.31	33	32.45	8.73	10.72	26	27.96	14.07	13.89	
16	Gustaveson, Michael (2)	O	117.95	31	47.73	33.30	4.43	20	41.62	9.91	26.21	11	28.60	10.99	17.61	
17	Rees, Jerry (Rev)	NO	122.03	49	44.33	32.09	4.74	15	43.34	13.44	12.90	34	34.36	16.73	17.63	
18	Pederson, Riley	NO	134.58	87	53.88	27.75	4.63	43	43.41	8.74	12.67	44	37.29	18.51	18.78	
19	Docstader, Jeff	NO	141.10	52	62.70	45.28	2.92	29	38.82	14.75	12.57	23	39.58	21.29	18.29	
20	Van Ausdal, Brian	NO	158.78	110	60.84	38.60	5.74	33	57.67	11.28	12.89	67	40.27	20.70	14.57	10
21	Waldo, Ralph	NO	163.27	111	55.46	36.26	3.70	31	39.97	11.11	13.86	30	67.84	18.91	23.93	50
22	Redford, "Red" (Rev2)	NO	174.48	10	80.00	71.08	4.92	8	49.40	20.28	28.12	2	45.08	24.36	20.72	
23	Redford, "Red" (Rev1)	NO	191.29	40	77.72	61.28	5.44	22	53.14	19.31	24.83	18	60.43	32.21	28.22	

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.)

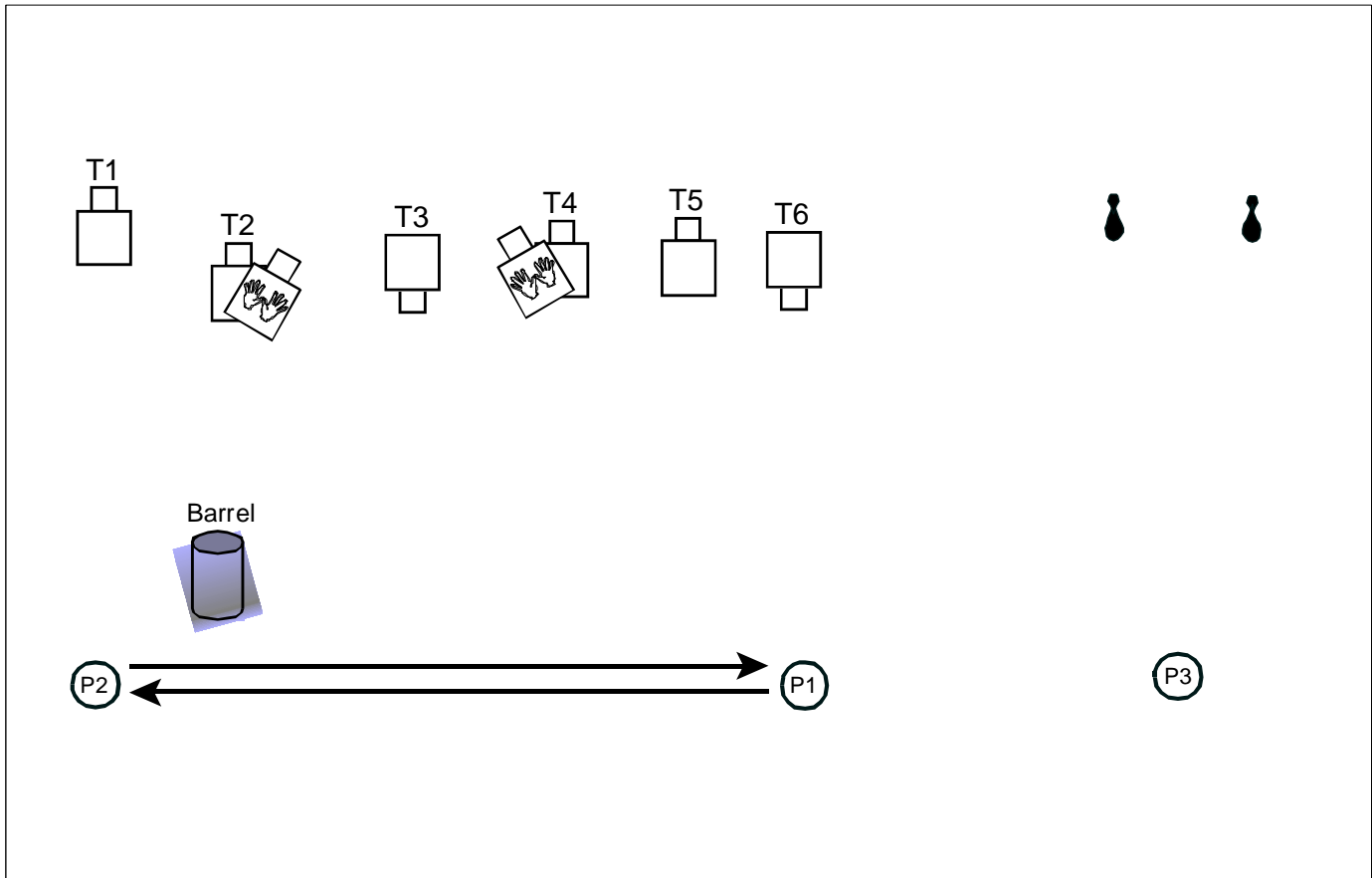
DNF = Did Not Finish

NS = No Score

NT = No Time

Range Masters “Fun” Shoot

Stage 1 - “If You Can Hit’em, We’ll Count ‘Em”



Round Count:

String 1 = **18 Minimum**

String 2 = **2 Minimum**

(**20 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 while moving to **P2**, engage **T6** thru **T1** with **2 rounds** to the **TORSO Only** (**T1** and **T2** must **only be engaged after passing the Barrel**).
- Then, **while moving back to P1**, engage the targets **with 1 round to each HEAD**.

String 2 -

Shooter starts fully loaded at **P3**.

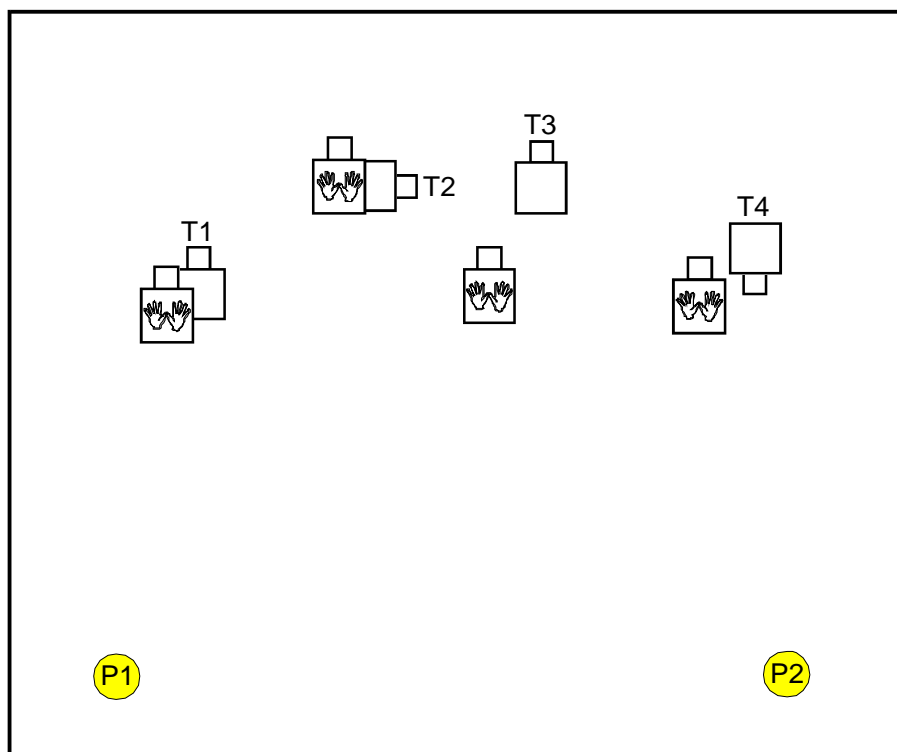
- At the sound of the buzzer, draw and knock down both bowling pins.

Notes:

1. **DO NOT SHOOT THE WALLS!!!**
2. Pins not knocked down will be a Miss-on-Steel penalty.

Range Masters “Fun” Shoot

Stage 2 - “Limited Encounter”



Round Count:

String 1 = **8 Maximum**

String 2 = **8 Maximum**

Stage Total = **16 Maximum**

Limited Vickers Count

(Cannot make up shots.)

String 1 -

Shooter starts fully loaded and holstered at **P1**.

- At the sound of the buzzer, draw, and **while moving to P2**, engage **T1** thru **T4** with **2 rounds** to the **TORSO Only**.
- Reload as necessary.

String 2 -

Shooter starts fully loaded and holstered at **P2**.

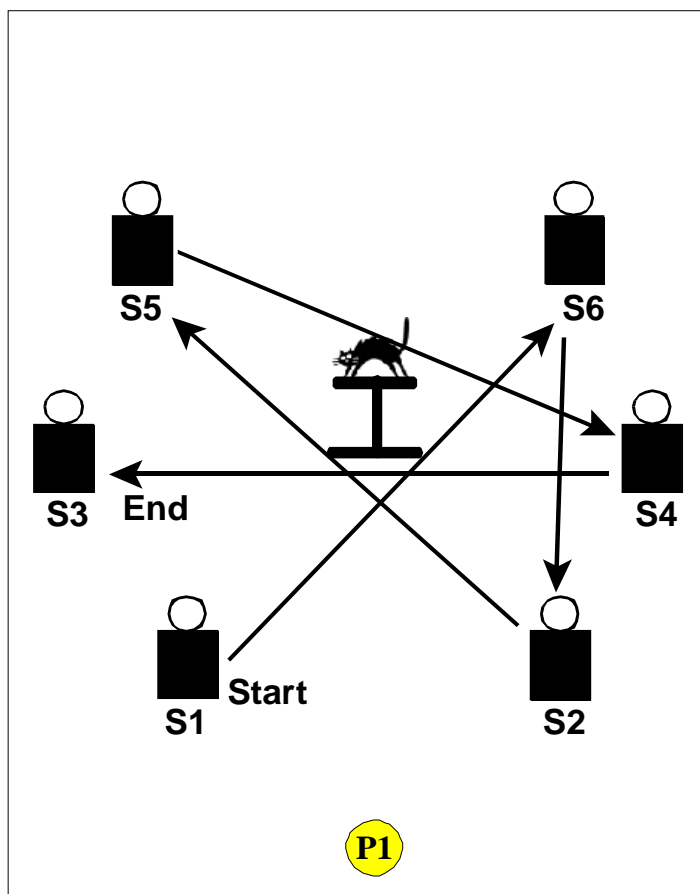
- At the sound of the buzzer, draw, and **while moving to P1**, engage **T4** thru **T1** with **1 round** to the **TORSO** and **1 round** to the **HEAD**.
- Reload as necessary.

Notes:

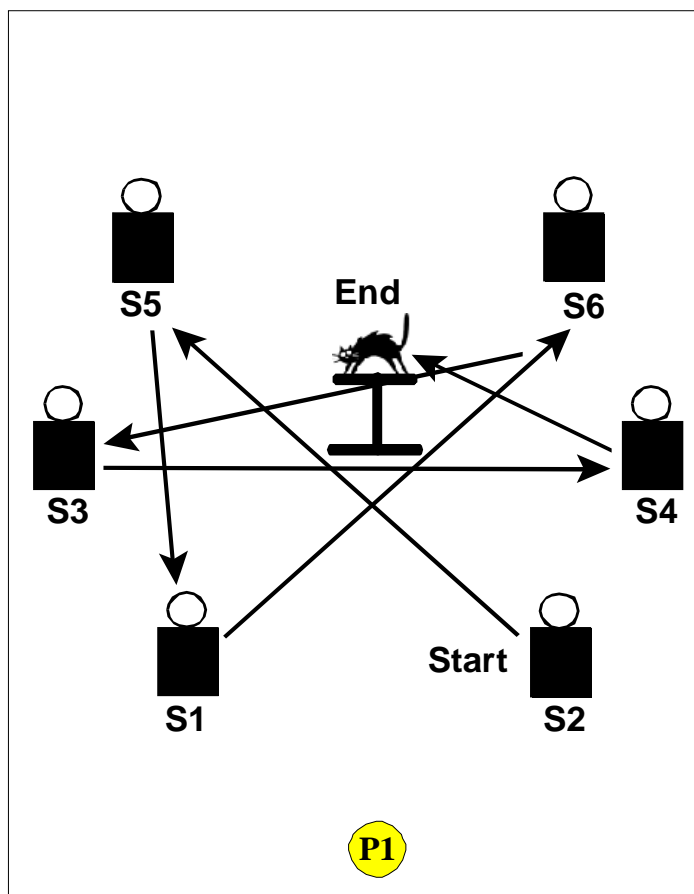
1. Shooter **MUST WATCH MUZZLE DIRECTION** while moving.
2. **DO NOT SHOOT THE WALLS!!!**

Range Masters “Fun” Shoot

Stage 3 - “Kitty Korner”



Round Count:
String 1 = 12 Rds. Max.
String 2 = 12 Rds. Max.



Modified Vickers Count
(Maximum of 12 rounds per string.)

String 1 - 12 rounds Maximum string count.

Shooter starts **FULLY** loaded and holstered at **P1**.

- At the sound of the buzzer, draw and knock down **S1 thru S6** in the following order:
S1, S6, S2, S5, S4, S3
- Reload as necessary and **may top off** after the String.

String 2 - 12 rounds Maximum string count.

Shooter starts loaded and holstered at **P1**.

- At the sound of the buzzer, draw and knock down **S1 thru S6** in the following order:
S2, S5, S1, S6, S3, S4, Kitty
- Reload as necessary.

Notes:

1. Any plates knocked down out of order will be a procedural
(2 max for Sting 1; 1 max for String 2).
2. All plates left standing will be counted with a Miss-On-Steel 5-second penalty.