

Range Masters "Fun" Shoot Results for February 1, 2012

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	String 3	String 4	PD
1	Olson, Landon	NO	47.72	20	15.08	13.58	3	22.30	13.80	17	10.34	3.42	2.02	1.95	2.95	
2	Koski, Steve	NO	49.42	8	17.60	14.10	7	19.58	19.08	1	12.24	3.95	2.53	2.95	2.81	
3	Mathis, David	NO	51.93	16	15.93	11.43	9	21.30	17.80	7	14.70	5.63	2.70	2.28	4.09	
4	Koski, Steve	NO	53.28	3	17.03	16.03	2	22.00	21.50	1	14.25	3.71	3.20	2.75	4.59	
5	Simons, Jordan	NO	53.99	11	21.15	17.65	7	18.48	16.48	4	14.36	3.09	5.89	2.26	3.12	
6	Kemp, Tony	NO	56.46	13	17.80	13.30	9	17.50	15.50	4	21.16	6.90	4.44	2.97	6.85	
7	Simons, Jordan	NO	64.04	27	22.53	20.03	5	25.77	14.77	22	15.74	3.86	3.34	4.15	4.39	
8	Kemp, Tony	NO	64.91	32	19.17	13.67	11	29.21	18.71	21	16.53	4.47	3.21	2.63	6.22	
9	Sorenson, Sam	NO	69.18	34	17.80	15.80	4	33.59	18.59	30	17.79	5.06	4.06	4.03	4.64	
10	Butterfield, Chad	NO	74.95	32	25.81	19.81	12	27.20	17.20	20	21.94	7.35	4.74	3.45	6.40	
11	Redford, "Red"	NO	78.11	31	25.23	21.73	7	31.34	19.34	24	21.54	8.58	3.87	4.38	4.71	
12	Turner, Dave	NO	79.25	19	26.66	21.66	10	27.45	22.95	9	25.14	7.95	3.37	7.14	6.68	
13	Rees, Jerry	NO	81.89	42	28.56	21.06	15	32.42	18.92	27	20.91	6.68	5.03	4.93	4.27	
14	Spensko, Shane	NO	84.97	6	22.01	21.01	2	22.60	20.60	4	40.36	18.09	12.30	3.60	6.37	
15	Phillips, R Dan	NO	87.01	43	23.20	18.20	10	40.83	24.33	33	22.98	5.00	3.75	8.25	5.98	
16	Scott, Michael	NO	92.89	38	34.61	24.61	20	33.57	24.57	18	24.71	8.51	5.65	3.20	7.35	
17	Price, Mike	NO	99.89	42	32.27	24.77	15	33.62	20.12	27	34.00	7.84	4.58	4.77	16.81	
18	Greer, Seth	NO	101.90	23	30.79	23.79	14	31.13	26.63	9	39.98	23.51	4.90	7.30	4.27	
19	Stepp, Jared (2)	NO	103.59	28	32.08	26.08	12	35.00	27.00	16	36.51	14.61	6.74	5.07	10.09	
20	Cook, Aaron	NO	104.11	39	23.76	17.76	12	36.40	22.90	27	43.95	13.97	3.07	4.30	22.61	
21	Stepp, Jared (1)	NO	108.49	7	26.94	25.44	3	42.60	40.60	4	38.95	17.06	8.03	6.83	7.03	
22	Dudley, Dave	NO	133.10	67	44.25	39.25	10	55.19	26.69	57	33.66	11.65	7.04	8.50	6.47	
23	Scott, Krispen	NO	152.41	30	47.14	45.14	4	66.12	53.12	26	39.15	12.08	8.26	8.57	10.24	
24	Sandgren, Shelby (.22)	NO	157.75	67	49.95	32.95	34	60.51	44.01	33	47.29	11.95	9.32	6.77	19.25	
25	Leatham, Scott	NO	160.12	82	37.13	21.13	32	43.95	18.95	50	79.04	22.24	8.90	5.63	42.27	
26	Driscoll, JaNell	NO	222.43	84	38.83	28.83	20	70.82	38.82	64	112.78	25.00	20.53	12.59	54.66	

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.)

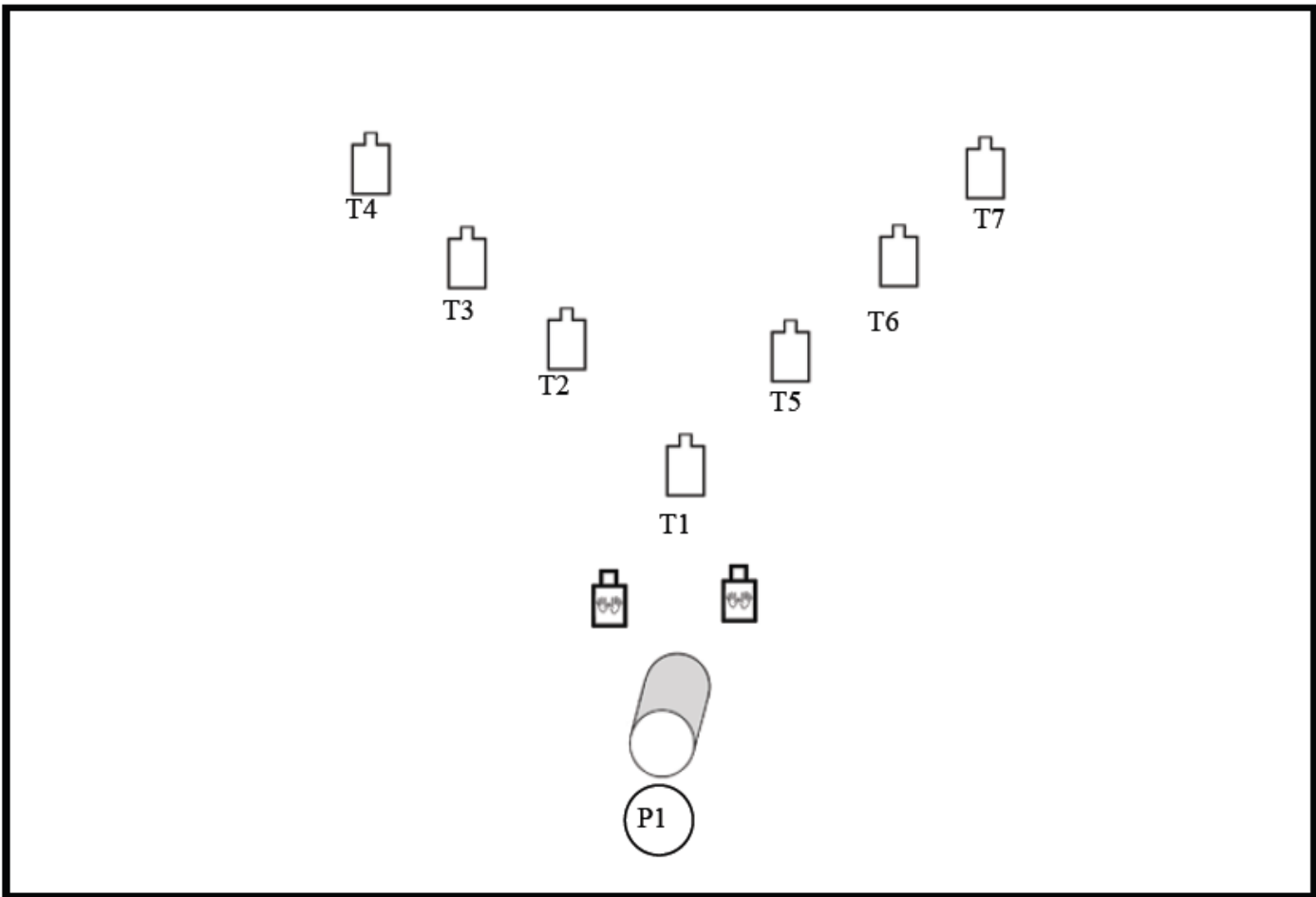
DNF = Did Not Finish

NS = No Score

NT = No Time

Range Masters “Fun” Shoot

Stage 1 - Feb. 1



Round Count:

String 1 = 18 rds **minimum**

Vickers Count

(Can make up shots)

String 1 - Shooter starts at P1.

• At the sound of the buzzer, draw and engage T1 with six rounds. Perform a reload and engage T2-T4 each with two rounds. Perform another reload and engage T5-T7 each with two rounds.

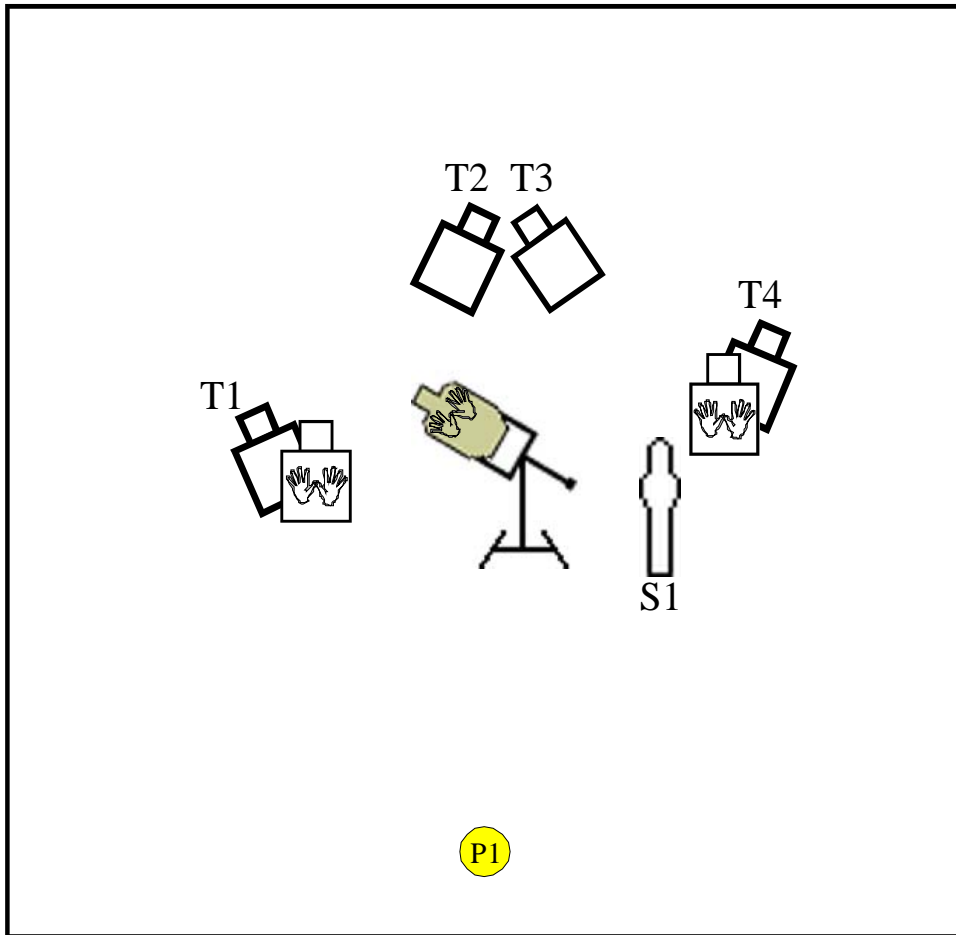
• DO NOT SHOOT THE WALLS

• Shooter must remain at P1.

• Shooter can engage either T2-T4 or T5-T7 first.

Range Masters “Fun” Shoot

Stage 2 - “Quick & Dirty”



Round Count: 13 rnds. Min.

Vickers Count
(Can make up shots.)

String 1 -

Shooter starts at **P1** with a fully loaded weapon and mags.

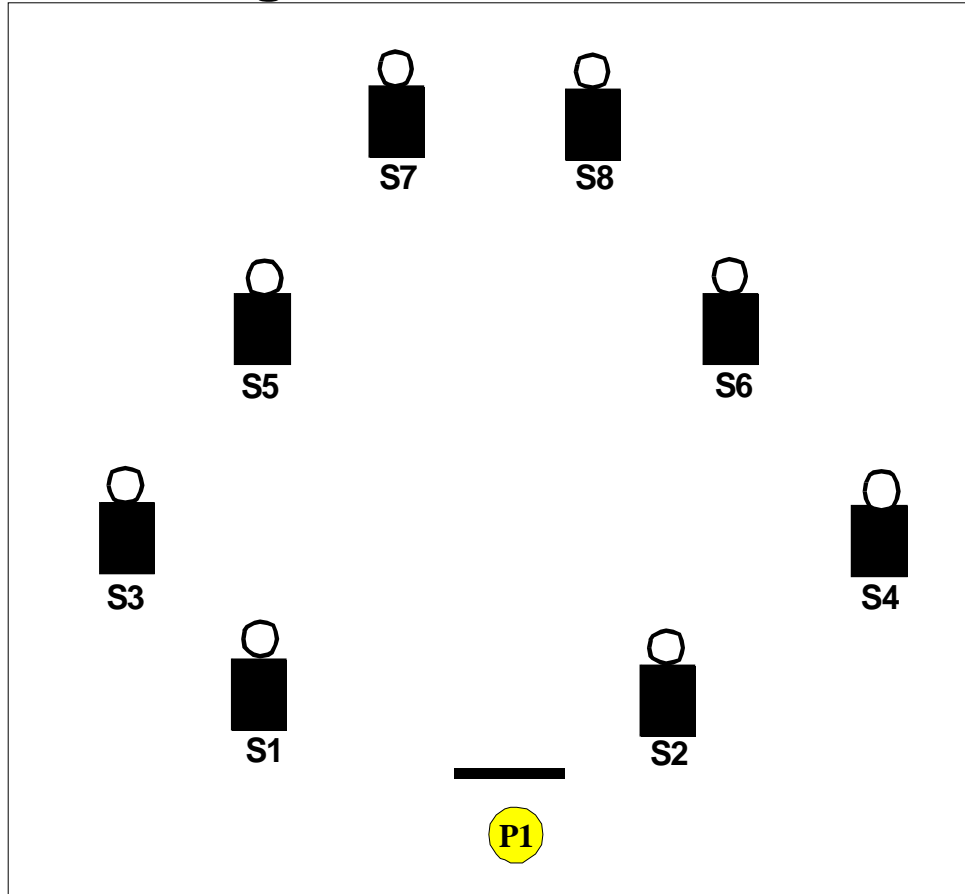
- At the sound of the buzzer, draw and engage **S1** to actuate the **Swinger**.
- Then engage **T1 thru T4 in any order** with **2 rounds** to the **BODY** and **1 round** to the **HEAD**.

Notes:

- All hits on Non-Threat targets will be counted!!

Range Masters “Fun” Shoot

Stage 3 - “Steel Droppers”



Round Count:
String 1 = 2 Minimum
String 2 = 2 Minimum
String 3 = 2 Minimum
String 4 = 2 Minimum
(8 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 engage **S7 & S8** until knocked over.

String 2 -

Shooter starts at **P1**.

- At the sound of the buzzer, draw and engage **S3 & S1** until knocked over.

String 3 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **S4 & S2** until knocked over.

String 4 -

Shooter starts fully loaded at **P1**.

- At the sound of the buzzer, draw and engage **S5 & S6** until knocked over.

Notes:

1. Reload as necessary.
2. **Plates knocked down out of order** will COUNT AS A MISS-ON-STEEL.
3. Firearm will be reholstered after each string.
4. Proper Use of Cover is required.