

# Rangemasters Handgun "Fun" Shoot Results - November 17, 2015

Place	Name	*DIV	Shoot Total	Total PD	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	67.48	7	15.63	6.98	8.15	1	19.50	7.78	8.72	6	32.35	16.61	15.74	
2	Armstrong, Jeremiah	NO	69.11	16	23.65	5.78	10.87	14	18.68	8.08	9.60	2	26.78	14.44	12.34	
3	Gull, Joe	NO	77.65	46	27.06	5.98	10.08	22	29.28	9.70	7.58	24	21.31	8.58	12.73	
4	Duncan, Tyler	NO	95.09	40	35.14	7.87	9.77	35	21.25	9.20	9.55	5	38.70	21.80	16.90	
5	Stanton, Mike	NO	96.88	63	30.94	7.25	8.69	30	37.73	10.08	11.15	33	28.21	13.48	14.73	
6	Rodriquez, Mike	NO	101.04	50	28.13	11.23	10.40	13	35.46	7.68	9.28	37	37.45	17.98	19.47	
7	Scott, Alan (Rev)	O	101.51	18	33.31	14.06	15.25	8	21.52	8.01	8.51	10	46.68	20.76	25.92	
8	Phillips, R Dan	NO	102.77	36	28.09	12.39	9.20	13	43.61	9.11	23.00	23	31.07	11.37	19.70	
9	Ursulich, Ryan	NO	103.67	77	34.57	7.47	9.60	35	38.04	7.77	9.27	42	31.06	17.88	13.18	
10	Lemley, Matt	NO	107.24	63	34.06	6.80	9.76	35	29.00	6.78	8.22	28	44.18	20.19	23.99	
11	Duncan, Tyler	NO	110.14	65	41.30	12.33	11.47	35	31.44	7.51	8.93	30	37.40	13.83	23.57	
12	Jepperson, Riley (.22)	NO	116.93	71	33.32	8.13	8.19	34	31.38	6.33	6.55	37	52.23	27.45	24.78	
13	Poulsen, Seth	NO	133.40	43	39.49	15.53	12.96	22	31.51	9.82	11.19	21	62.40	21.46	40.94	
14	Stanton, Mike	NO	142.03	70	68.59	9.07	36.02	47	37.58	10.89	15.19	23	35.86	17.04	18.82	
15	John, Calvin	NO	148.44	42	46.06	15.20	14.36	33	31.23	10.95	15.78	9	71.15	25.87	45.28	
16	Lawrence, Ken	NO	149.65	35	61.09	36.65	16.94	15	32.32	12.50	9.82	20	56.24	37.38	18.86	
17	Wright, Joe	NO	186.76	61	47.12	21.02	17.60	17	60.87	13.03	25.84	44	78.77	29.22	49.55	
18	Robison, Tyler	NO	188.98	52	40.70	20.18	13.52	14	42.11	12.24	10.87	38	106.17	43.73	62.44	
19	Jake	NO	242.71	107	56.08	18.29	15.79	44	53.61	11.04	11.07	63	133.02	93.71	39.31	
20	Lee, Danny	NO	DNF	DNF	DNF				65.60	17.85	17.75	60	101.67	50.20	31.47	40

## 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.)

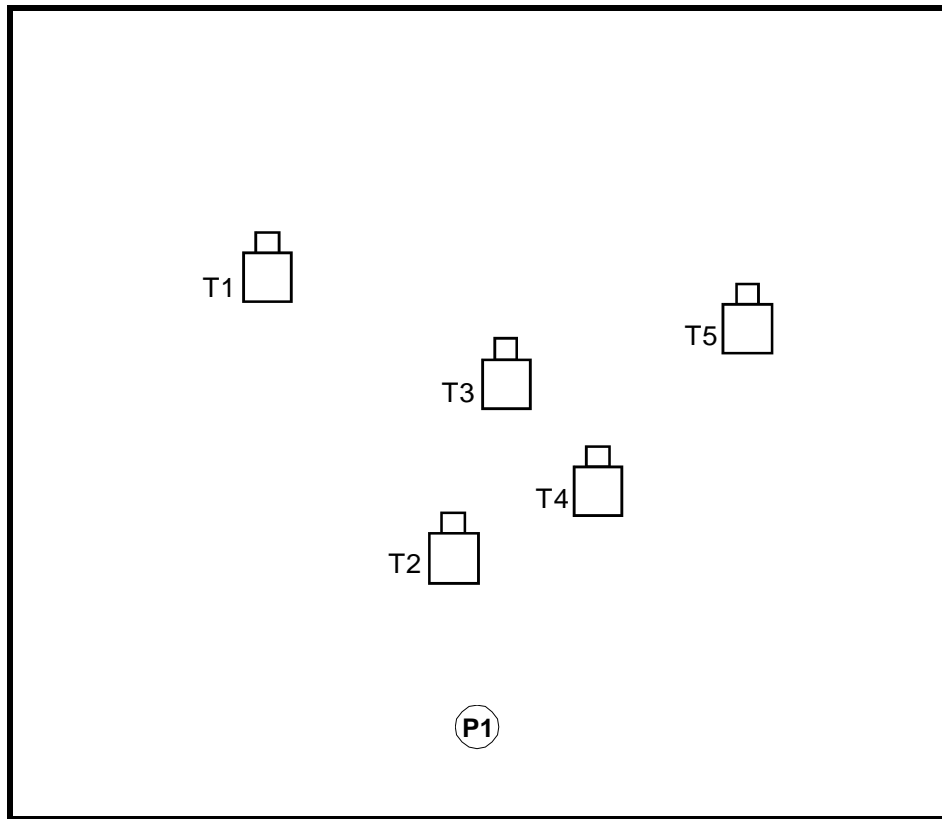
**DNF** = Did Not Finish

**NS** = No Score

**NT** = No Time

# Rangemasters “Fun” Shoot

## Stage 1 - “Count ‘Em Up”



### Round Count:

String 1 = **15 minimum**

String 2 = **10 minimum**

(**25** rounds minimum for the stage)

### Unlimited Count

(**Can** make up shots.)

### String 1 -

Shooter starts at **P1** -

- At the buzzer, draw and engage targets as follows:
  - \* **T1** with **1 shot (body or head)**
  - \* Then **T2** with **2 shots (body or head)**,
  - \* Then **T3** with **3 shots (body or head)**
  - \* Then **T4** with **4 shots (body or head)**,
  - \* Then **T5** with **5 shots (body or head)**.
- Reload as necessary.

### String 2 -

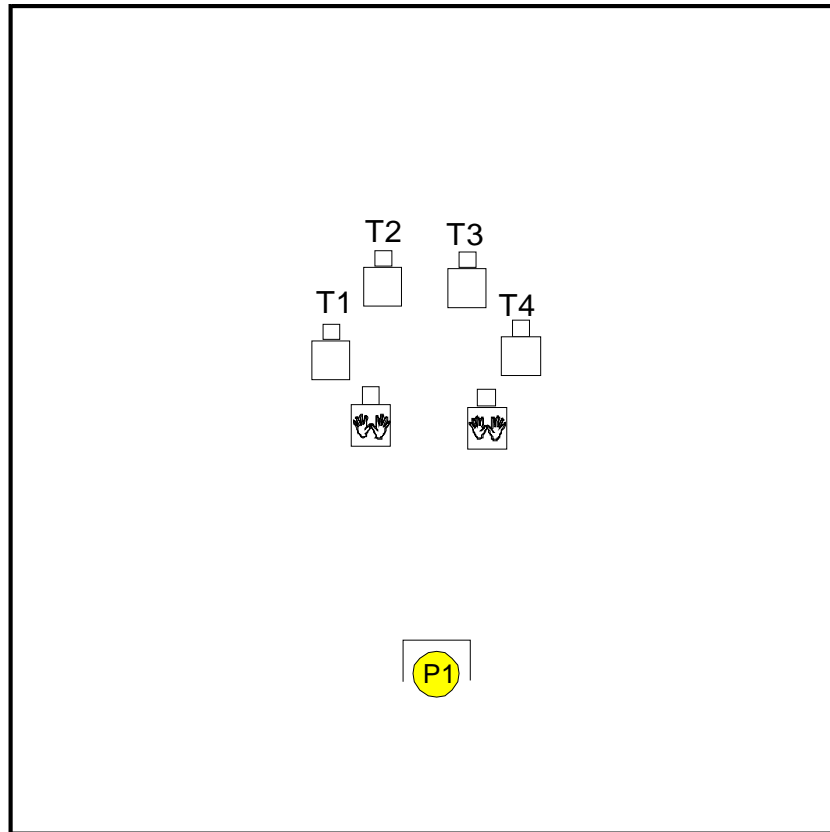
Shooter starts at **P1** with **gun** in the **Weak Hand** - **Safety Off** - **Finger out of the Trigger** - at the **Low Ready** position -

- At the buzzer, engage all targets (**T1-T5**) with **2 shots (body or head)** - **Weak Hand Only**
- Reload as necessary.

COF designed by Steve Redford

# Rangemasters “Fun” Shoot

## Stage 2 - “Limited Fun”



### Round Count:

String 1 = **8 Minimum**

String 2 = **8 Minimum**

(**16** rounds for the stage)

### Limited Count

(**Cannot** make up shots.)

### String 1 -

Shooter starts **fully loaded at P1**.

- At the buzzer, draw and engage **T1** thru **T4** with **2 rounds to each TORSO only**.

### String 2 -

Shooter starts **fully loaded at P2**.

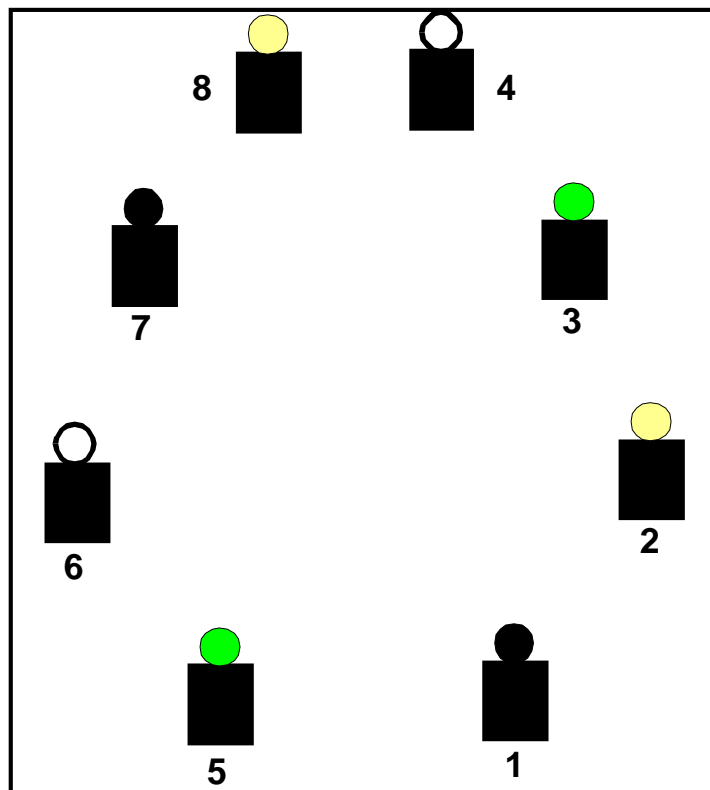
- At the buzzer, draw and engage **T1** thru **T4** with **2 rounds to each HEAD only**.

### Notes:

1. Shooter must stay in the box at **P1** for both strings.
2. **DO NOT SHOOT THE WALLS!!!**

# Rangemasters “Fun” Shoot

## Stage 3 - “By the Numbers”



Round Count: 12

P1

Vickers Count  
(Can make up shots)

**Shooter starts at P1 with 10 rounds max in gun.**

### String 1 -

At the buzzer, shooter turns over one of the cards on the table, then engages the numbered targets in the order and color listed on the card.

### String 2 -

At the buzzer, shooter turns over one of the remaining cards on the table, then engages the numbered targets in the order and color listed on card.

### Notes:

1. Engage in Numerical order, Odd or Even then Color.
2. There will be a **5-second penalty** for a miss on steel.
3. Hits on any other targets are a **Hit on Non-Threat.**

COF R. Waldo